

# GPS Manager: a graphical manager of GPS data

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**GPS Manager** (GPSMan) is a graphical manager of GPS data that makes possible the preparation, inspection and edition of GPS data in a friendly environment. GPSMan supports communication with both Garmin and Lowrance receivers. The code for the communication with Lowrance receivers was developed by Brian Baulch (baulchb@onthenet.com.au). The support for German was provided by Andreas Lange (andreas.lange@rhein-main.de) and that for Italian by Alessandro Palmas (alpalmas@tin.it). Niki Hammler (<http://www.nobaq.net>) wrote a Perl script for reading waypoint data in Fugawi export format which was translated into Tcl and incorporated in GPSMan.

The version available on 31 October 2000 is number 5.2. This software is under copyright (2000) by Miguel Filgueiras and Universidade do Porto, with contributions by Brian Baulch (baulchb@onthenet.com.au), by Andreas Lange (andreas.lange@rhein-main.de) and by Alessandro Palmas (alpalmas@tin.it) under copyright (2000) by them. Rogério Reis (Universidade do Porto) provided a Debian Linux package and the utilities to configure and lock the serial port. See below (1.6) for a list of new features.

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GPSMan is a stand-alone Tcl/Tk program that was thought of for use at home and not yet for real-time use (support for this is currently being implemented).

## **What GPSMan does:**

- GPSMan keeps lists of waypoints, routes and tracks, whose information can be written to and read from text files, or got from and put into supported GPS receivers;
- GPSMan lets the user create new waypoints, routes and tracks, as well as modify or delete those already defined;
- GPSMan lets the user create, modify and delete groups (sets) of waypoints, routes, tracks and other groups; groups are very helpful in keeping and classifying the existing information, as well as in the selection of information to be input or output;
- GPSMan makes conversions of tracks into routes, by keeping a certain number (fixed by the user) of track points;
- GPSMan makes computations of,
  - for waypoints: distance and bearing to another waypoint, and nearest WPs (in fact, distances and bearings to all other waypoints ordered from nearest to furthest),
  - for routes: distances, azimuths and differences in altitude between consecutive points, and total distance,

- for tracks: distances, differences in time, speed and azimuths between consecutive points, cumulative distance and altitude at each point, total distance and average speed for the track, distance from first to last point, maximum distance from first point to any trackpoint;
- GPSMan can make a map to scale, using one of a few projections, of waypoints, routes and tracks; the map can be saved as a Postscript file for printing or further processing; images may be used as background for the map and geo-referenced; waypoints can be represented in different ways (any combination of symbol and name or comment); an animation of the movement along a track can be shown on the map;
- GPSMan allows for data items to be searched by:
  - patterns matching the item name, comment and/or remark,
  - distance to a given waypoint or location (given by its coordinates), for waypoints and tracks,
  - symbol, for waypoints,
  - waypoints, for routes,
  - start date, for tracks.
- GPSMan provides conversion between different position formats (latitude/longitude in DMS, DMM or DDD, and UTM/UPS coordinates) and/or different datums;
- GPSMan allows the user to change its configuration, providing a choice of languages (English, German, Italian and Portuguese in the current distribution), and accepting new values for parameters related to the GPS receiver, default settings, and concerning interface appearance (colours, dimensions, positions).

## 1 Programs

### 1.1 Current version

The current version is:

- GPSMan version 5.2, a stand-alone Tcl/Tk (version 8.0 or later) program that communicates directly with the GPS receiver. Due to limitations imposed by Tcl/Tk, that does not implement communication with serial ports on Macintosh platforms, this version will not be able to dialog with the GPS receiver on these systems.

### 1.2 Known problems

The list of known problems (on 31 October 2000) is:

1. GPSMan relies on the use of a serial port to communicate with the GPS receiver. Some Tcl/Tk installations (e.g., in SuSe and Red Hat Linux), operating system drivers and even hardware (in some laptops) were reported not to work correctly with the serial port. In what concerns Tcl/Tk, upgrading to a newer version solved the problem in most cases. To help debugging input from a serial port a Tcl/Tk program is available from the WWW page at <http://www.ncc.up.pt/~mig/gpsman.html>. It must be edited before use to set the correct path to the serial port.
2. under Tcl/Tk version 8.2, segmentation faults occur sometimes that do not happen under version 8.0.

3. in Tcl/Tk versions before 8.3.2, neither map background images nor waypoint symbols are saved to Postscript along the other map information. There are patches to the Tcl/Tk distributions for allowing this, but their use implies recompiling Tcl/Tk; check the Ajuba Solutions (formerly Scriptics Corporation) site at <http://dev.scriptics.com> and the Jan Nijtmans page at <http://members1.chello.nl/~j.nijtmans>.

### 1.3 Downloading

GPSMan (version 5.2) is available for downloading on the WWW at <http://www.ncc.up.pt/~mig/gpsman.html>. Both Debian and Slackware packages are available for easy installation in Linux on i386 architectures.

### 1.4 Data and examples

The following data and examples are available at the same address:

- data concerning some paragliding sites in Portugal,
- track file (GPSMan format) for one sample flight,
- computation results for that track, and,
- a map of the same track, in GIF or Postscript.

### 1.5 Installation

In Unix and Linux systems access to the serial port is restricted. This means that either there is a program to lock the port with super-user privileges, or the permissions of the port are changed to give read/write access to all users. The latter is dangerous in that it creates security problems. In both cases super-user privileges are needed to install the software.

#### 1.5.1 Debian and Slackware packages

The installation is done as with other such packages, the only question being about the path to the serial port. The packages install two programs that run with super-user privileges. One is `gpsman` that tries to lock the serial port and calls the Tcl/Tk program `gpsman.tcl` passing the path of the serial port to it as an argument. The other one is `gpsman-config` that sets the path of the serial port to be used. This path is stored in the file `/etc/gpsman`.

#### 1.5.2 Other Unix and Linux systems

After unpacking the files, using `tar xzvf gpsman-5.2.tgz`, the GPSMan main file, `gpsman.tcl`, should be edited for configuration (see below (2)) and put where it can be executed. The other GPSMan files should go into the directory whose path is given in the beginning of `gpsman.tcl`.

A directory `aux` is created that contains the source of the utilities to lock and set the serial port. These utilities, that need the `liblockdev` library, can be used as in the installations provided by the packages described above.

#### 1.5.3 Other systems

After unpacking the `gpsman-5.2.zip` archive the GPSMan main file, `gpsman.tcl`, should be edited for configuration (see below (2)) and put where it can be executed. The other GPSMan files should go into the directory whose path is given in the beginning of `gpsman.tcl`.

## 1.6 Recent Changes

The following is a summary list of the more important changes made recently, no mention being made of bug corrections.

### 1.6.1 Version 5.2

- when building a route in the map window, cancelling the operation is now made with shift-middle button instead of just middle button.
- waypoints have a new field, altitude in meters; route windows present the difference in altitude between consecutive waypoints.
- there is now a **Locate** menubutton in which an item displayed on the map can be selected forcing the map to be scrolled so that the item appears in the centre — suggested by Stefan Heinen (stefan.heinen@djh-freeweb.de) and Kyle Grieser (yuf@phoenixdsl.com).
- animation of the movement corresponding to a track on the map window; this is a tentative implementation that is being extended to a “moving map” with real-time track logging.
- the map window can now be panned by dragging the mouse with the middle button down, and scrolled in the NE-SW and NW-SE directions by using the arrow keys with shift.
- the arrow that shows the map scale can now represent less than 1 unit of distance — suggested by Russell Senior (seniorr@aracnet.com). Conversion from km to m and from mile (either nautical or statute) to ft will be done in that case. In the **Options** menus the **Window geometry->Map scale** entry should be set to the desired value but only if the **Units and formats->Distance** entry has already been correctly set in a previous session.
- waypoint data in Fugawi export format can now be imported (thanks to Niki Hammler, <http://www.nobaq.net>, who wrote a Perl script to make the conversion).
- GPSTMan format for data files has changed slightly in what concerns waypoints (new attribute-value pair for altitude) and tracks (fields for altitude and depth). Files in the previous format are still accepted.
- support for Garmin receivers: there is now explicit support to Garmin eTrex Euro (from tests done by Harald Stauss, harald.stauss@web.de), Garmin eTrex Summit (from tests done by Stefan Heinen, stefan.heinen@djh-freeweb.de), Garmin GPS III+ (from tests made by Jonathan Pennington, john@coastalgeology.org), and Garmin 12XL with software version before 3.01. Errors in the input/output of hidden information were detected and solved (thanks to Harald Stauss, harald.stauss@web.de).

### 1.6.2 Version 5.1

- support for German provided by Andreas Lange.
- support for Italian provided by Alessandro Palmas.
- German Grid projection (GKK: Gauss-Krueger-Koordinatensystem; description made available by Andreas Lange).
- change in the rules about comments on GPSTMan data files.
- correction to the character set used on the Lowrance receivers by Brian Baulch.
- explicit support for the following Garmin receivers: eMap and GPSTMAP 295 (thanks to tests by Edouard Lafargue and Jim Wang).

- correction to the route header transfer protocol for the Garmin eTrex (thanks to Frank Jordan).
- treatment of “delete window” events from the window manager.

### 1.6.3 Version 5.0

- it is now possible to ensure that all the information got from a GPS receiver will be kept internally and in saved files so that it can be sent to the same receiver model without losing data. This is related with the concept of “hidden information” that is discussed below (3.3).
- when reading in data items, items with the same name in the data-base can now be either overwritten, as in previous versions, or kept and the new ones renamed. A new option controls this behaviour. Waypoints with the same position are dealt with differently. See below (3.2) for the details.
- routes have now information on the route “stages” between each waypoint. For the time being it consists of a comment and a label, plus hidden information. The label will appear in the map near the line that joins two waypoints.
- trackpoints have now fields for the altitude and the depth in meters. Computation results have two more fields for each track point: cumulative distance to next point, and altitude in meters (a negative number means depth instead).
- computation results for a track include now the cumulative distance from the beginning and the altitude (if available) in meters for each track point.
- names dynamically created for tracks are no longer dependent on the current date, what may speed up reading them.
- the GPSMan data file format has been extended to accommodate the new data (hidden information, route stages, altitude and depth of trackpoints). The previous format is compatible with the new one.
- names of waypoints are now checked when they are read from a file or from the receiver. If they contain characters not allowed the user is asked for a new name. The test depends on the receiver’s brand. Lowrance names can have spaces but their use in files is not recommended for compatibility.
- Brian Baulch improved the implementation of the communication with Lowrance receivers, the baud rate is now 19200.
- support for Garmin receivers has been enhanced and updated. There is no need now for providing the name of the receiver model and in principle all existing Garmin receivers are supported. The model name is obtained when starting up the communication with the receiver, along with which protocols to use (if the receiver supports the Protocol Capabilities protocol; otherwise a table is looked up). The program was updated to conform with Revision 3 (6 December 1999) of the “Garmin GPS Interface Specification”. All data is now recognized, although for some protocols part of it may be kept only as hidden information. Communication speed under MS-Windows is now much faster.
- Brian Baulch provided the support for using a wheelmouse in scrolling listboxes and the map.
- because of problems with some window managers, windows that were made invisible by setting their coordinates to negative values are now only lowered or raised.

## 1.7 Changes in older versions

### 1.7.1 Version 4.0

- support for Lowrance receivers by Brian Baulch.
- there is now a Debian Linux package for easier installation. It uses a C program under the name of `gpsman` that checks the access permissions to the serial port and then calls the Tcl/Tk program.
- the main file is now called `gpsman.tcl`. In Unix systems it should be called with the path to the serial port as an argument. In these systems it is recommended using a scheme similar to that adopted for the Debian Linux package.
- new interface design, as an option, with the map window as main window.
- input/output to/from groups, simplifying the selection of the information to load/import/get or save/export/put.
- saving a group now saves all the information available needed to completely define the group and its elements (previously only the names of the group elements were saved).
- data items can be searched by a few different criteria.
- the projection to be used in the map can be selected; presently the choice is limited to Universal Transverse Mercator/Universal Polar Stereographic and other Transverse Mercator based projections.
- when geo-referencing a background image for the map, a coordinate transformation can be selected from: general affine, affine conformal, or affine conformal with no rotation.
- the map scale is now changed through a menu-button; Tcl/Tk sometimes did not detect the cursor leaving the scale widget that was used, causing havoc in the scale change procedures.
- when the map scale changes, the map is scrolled so that the centre of the map window remains approximately in the same place.
- the arrow keys and the `Space` and `Delete` keys can be used to scroll the map.
- the first map background image is loaded so that its centre is placed close to the map window centre.
- lists of items will scroll when a key is pressed to make visible the first element whose initial character is the same or higher in ASCII order than the key character.
- as an option, more accurate, but also slower, formulae can now be used for computing distances and bearings.
- the paper size used when saving the map as a Postscript file can now be set from the preferences menu.
- windows that were iconified are now made invisible by setting their coordinates to negative values. This will circumvent problems with window managers that do not iconify windows in a behaved manner.

### 1.7.2 Version 3.4

- several images forming a grid can now be loaded as background to the map window. This is useful when the user has images corresponding to different sheets of a map. The images are assumed to have all the same size.
- the information concerning files, coordinates and scale of map background images can now be saved, so that the images can be loaded with no need to fix these parameters again. Loading background images is now made either from an image file (in GIF or PNM format), or from an image information file, with GPSMan detecting the kind of file.
- symbols to be associated with waypoints and display options for waypoints are now supported. GPSMan defines its own sets of symbols and display options.
- the scrollable area of the map has been enlarged so that any displayed item can be centred on the map window (this does not affect conversion to Postscript). When converting a map to Postscript it is now possible to choose whether only the part of the map that is currently visible on the map window should be saved.
- when loading/getting/importing items the user may select whether the items should be automatically displayed on the map.
- the preferences file must now exist. The current directory and the home directory are searched for it.

### 1.7.3 Version 3.3

- GPSMan allows for a background image to be loaded to the map window.
- partial support for several more Garmin receivers (data on proximity distance, facility name, city, state, altitude, country code, and class is disregarded).

### 1.7.4 Version 3.2

- a route can be created by pointing to waypoints previously displayed on the map.
- a waypoint can be created by pointing to the map when the map is not empty.
- the UTM coordinates of the map cursor are displayed when the map is not empty.
- routes are now presented with distances and bearings between waypoints and total distance.

### 1.7.5 Version 3.1

GPSMan can now present distances in nautical miles, statute miles or kilometers.

### 1.7.6 Version 3.0

GPSMan can be now used under Microsoft Windows and Tcl/Tk 8.1 (that can be downloaded from Ajuba Solutions (formerly Scriptics Corporation) at <http://dev.scriptics.com>). Strange things happen sometimes in this environment that never occur under Linux: the problems are with Microsoft Windows and/or the implementation of Tcl/Tk 8.1 for it.

## 2 Configuration

A lot of parameters may be configured in the GPSMan main file `gpsman.tcl`, most of which are also defined in the preferences file (whose path is also configured here). When GPSMan is run and does not find the preferences file, it forces it to be created. Therefore the configuration in `gpsman.tcl` only sets the defaults that will be presented at that time, as well as the values for parameters not set in the preferences file.

If GPSMan has been installed from the Debian or Slackware packages no changes are mandatory. Otherwise, on Unix systems the information on program files directory and default preferences file must be correctly set. On other systems the same applies to the information on the serial port.

- for non-Unix systems: serial device to which the receiver will be connected; users of GPSMan must have read/write permission.
- path to directory containing program files.
- path to default preferences file; if there is a file under the same name in the current directory GPSMan will use it.
- the language to be used by GPSMan; new languages can be included by translating the `lang*.tcl` files that contain the text and messages in English, German, Italian and Portuguese (help here will be acknowledged) and inserting new abbreviations for month names in the `ALLMONTH` array.
- use of character composition (accents, cedilla), and of `Delete` key to delete last character.
- choice between a single main window and splitting it into three smaller windows for the map, lists, and receiver connection; in the latter, that allows for a larger map window and is also friendlier on small screens, either the map or the lists window can be selected as being the main window.
- GPS receiver dependent values: GPS brand, length of names, comments, maximum numbers of waypoints, routes, waypoints in routes, and trackpoints, use of creation dates and of lowercase letters in strings. In the distribution, the values are set for use with a Garmin GPS II.
- (for Lowrance receivers only) sampling interval, in seconds, when acquiring tracks.
- default symbol and default display option to use with waypoints; correct names for symbols and display options can be found in file `symbols.tcl`.
- behaviour when reading a data item with the same name as another item of the same type in the data-base: either overwrite the existing one, or create under a new name.
- behaviour when a data item with hidden information is changed: remove the hidden information, keep it, or ask the user.
- distance unit to be used.
- format of positions, default datum and time offset, date format.
- accurate formulae (slower than the normal ones) for computing distances and bearings.
- whether to ask for confirmation of projection parameters.
- map dimensions, length of line for displaying a scale, and initial map scale given as the distance corresponding to the given line length. The possible values for this distance depend on the choice of unit made before.

- interface appearance: number of maximum elements per menu, initial positions of windows, dimensions, colours.
- permission of created files (in Unix numeric notation).
- abbreviated names for months in all known languages.
- paper sizes and dimensions, used when saving plots or maps as Postscript files. The dimensions are floating-point numbers followed by *c* for centimeters, *i* for inches, *m* for millimeters, or *p* or nothing for printer's points (1/72 inch).

The file `geod.tcl` contains information on known datums. There is a structure containing names in the procedure `FillDatumMenu`. Adding a new entry to it may be not obvious; in case of difficulty ask for help. Any addition to it must be followed by adding the corresponding geodetic information to the datum definitions (`DATUM`, `DATTELLPSD`, `ELLPSNAME`, `ELLPSDDEF` arrays). Indices of datums should not be changed as they are the same as used by Garmin.

## 3 Using GPSMan

### 3.1 Launching GPSMan

If GPSMan was installed from the Debian or Slackware packages, just call `gpsman` from a shell or from the applications menu of the window manager (if it was set up by the Debian installation).

In other Unix or Linux systems call `gpsman.tcl PATH` from the shell, with `PATH` the path to the serial port.

In other systems, execute `gpsman.tcl` with the Tcl/Tk `wish` program.

### 3.2 Terminology

Here is a list of a few terms that will be used below.

**Waypoints, routes, and tracks** are examples of data used in GPS receivers. A waypoint (sometimes abbreviated to WP) describes a precise location through its geographic coordinates. A sequence of waypoints is called a route (RT) and is defined by the user. A track (TR, also called a trail in Lowrance receivers) is a sequence of trackpoints (TPs) recorded by the GPS receiver over a time period and giving the positions of the receiver during that period, and including if possible the altitude and the depth (in meters).

**Route stages** are the parts of a route between each two consecutive waypoints. Route stages are called *edges* in Graph Theory, *legs* in aviation, and *links* by Garmin. At present, GPSMan deals with three data fields for each stage: a comment, a label (that will appear in the map), and hidden information.

**Data items** refer to the elements stored in the GPSMan data-base. Apart from data items the GPS receivers use, groups (GRs) of such items can be defined and used.

**Forgetting** a data item means deleting it permanently from the data-base.

**Input/Output** operations in GPSMan have the following names (see below for the definitions of the GPSMan file formats):

- *loading* from and *saving* to files in GPSMan format;
- *getting* from and *putting* into the GPS receiver (this corresponds to the terms *downloading* and *uploading*, respectively, used in other software);

- *importing* from and *exporting* to files in a foreign format. Currently recognized formats: GPStrans, and Fugawi export format (this one only for importation of waypoints).

**A unique name** is used for each item of each type. When a new item is read in that has the same name as an item of the same type in the data-base, either the latter is forgotten, or the new item gets a new name, according to an option. Choosing to forget the previous item is recommended as it is the behaviour of most GPS receivers, and because this will avoid having obsolete information in the data-base. Obviously it should be noted that in this case all input operations are *destructive*: new items will replace data-base items having the same name.

Irrespective of the selected option, replacement is always done when the items with the same name are waypoints with exactly the same position. Note however that the test for the positions being the same may fail because of rounding errors when the comparison implies a change of position format or a change of datum.

When an item is renamed, its previous name is kept in the remark field.

**Allowed characters in names** of waypoints depend on the brand of the receiver. Garmin names can only have uppercase letters and digits, even if Garmin receivers may use others (see the Garmin specification. . . ). GPSMan accepts also lowercase letters if the existing option on this was set by the user, and hifens. Lowrance names can have uppercase letters, digits, hifen, single quote, period, parentheses, slash and also space. If data files are to be shared among users with receivers of different brands, the more strict rules (those of Garmin, at present) should be followed.

When a name with characters not allowed is read from a file or from the receiver, the user is asked for a new name. Giving a name of a waypoint in the data-base will have the effect just discussed. Cancelling the renaming makes the waypoint to be ignored, what may cause inconsistency if it belongs to a route.

**Comments and remarks (NB)** can be specified for some items. The difference is that comments can be got from and put into the GPS receiver, while remarks are only kept by the interface and may be saved to and loaded from GPSMan files. The syntax for comments depends on what the receiver accepts. The syntax for remarks is free: any ASCII character, any length, although no blank lines are allowed.

### 3.3 Data

The contents of the GPSMan data-base are shown in lists, one per each item type. Item names, which are unique, are presented in alphabetical order.

**List menus** contain the actions allowed on the list: creating a new item, clearing the list, reading/writing items, and counting the number of items in the list. The menu for the groups list is a little different and is described below (3.6).

**Loading** operations read all the data in a GPSMan file irrespective of from what menu the operation was launched.

**To open an item** for editing (only possible when no other item of the same kind is being edited) or viewing its data, use double-click on the item name with the mouse left-button. Double-clicking also works with the same meaning on other lists of item names, as well as on graphical representations of items in the map window.

**To display/clear an item on/from the map** click on the item name (in the corresponding list) with the mouse right-button.

**Pressing a key** on a list will scroll it to make visible the first element whose initial character is the same or higher in ASCII order than the key character. Note that this is case sensitive (i.e., a is not A). This also works on lists presented for choosing items. Lists can be scrolled by moving the wheel of a wheelmouse.

**Hidden information** is kept (in the data-base and in files) associated to a data item that has been read in (from a file, or from the receiver) when that information cannot be displayed and edited using GPSMan. This is done mainly with data fields that are not of general use, and provides a means of restoring the data item back to any receiver that works with the same communication protocols, without losing information. When such a data item is modified its hidden information is either deleted, or kept, or acted upon as the user sees fit, according to an option. Keeping the hidden information may cause incoherent items to be created and therefore should be used with care.

### 3.4 Waypoints and Routes

**A position format and a datum** for presenting the position of each waypoint are chosen by the user. Changing the format or the datum may be made at will, but too many conversions will degrade the accuracy of the data.

The following position formats are used:

- DMS for degrees followed by minutes, both as integers, followed by seconds as a floating point number;
- DMM for degrees as integer followed by minutes as a floating point number;
- DDD for degrees as a floating point number;
- UTM/UPS for easting zone number, northing zone letter, easting and northing of Universal Transverse Mercator or Universal Polar Stereographic coordinates.

The altitude for a waypoint is given as floating point number in metres.

**A symbol and a display option** are also chosen for each waypoint. GPSMan symbols and display options may not all be supported by the receiver. When GPSMan is aware of this a tilde ~ will appear before the symbol name in the symbols menu. Symbols and display options not supported will be transmitted to the receiver as the default values; if these are also not supported, the symbol will be transmitted as a waypoint dot, and the display option as “Symbol & name”. GPSMan will obviously not transmit this information to receivers not supporting it.

**A waypoint can be created from the map**, if the map has been geo-referenced, by clicking with the mouse left-button on an empty place, or by using the **Return** (or **Enter**) key. This can only be done when no waypoint is being edited and no route is being defined on the map. The map becomes geo-referenced when an item is displayed and the map is void, or when a background image is loaded.

**Routes** may happen to have waypoints that were permanently deleted by the user (**Forget** button in waypoint window). In this case the values of distances and bearings for such points and the total distance will not be shown. Saving, exporting or displaying a route with undefined waypoints will be prevented with a warning. The same happens when trying to display a route and one of its waypoints is being edited.

**A route can be created from a track**: see below (3.5).

**To change a route stage** a double-click with the mouse left-button should be made on one of the stage fields in the route edit window. An edit window will pop up that must be used and closed before going on.

**Changes in waypoints** belonging to a route being edited are not allowed. If the route is being shown, the only changes that will affect the route window will be those concerning names of waypoints, and therefore other changes may cause it to become inconsistent.

**When modifying a route** the coherence of its waypoints and its stages cannot be checked by GPSMan. For instance, when adding a new waypoint after another one the stage starting from the latter is not affected, and when replacing a waypoint by another one the stages ending on and starting from it are not affected.

### 3.5 Tracks

**Each track point** has the following information: time stamp, position, altitude and depth in meters. In the computation results there are six fields for each point: distance to next point, cumulative distance to next point, altitude in meters (a negative number means depth instead), time to next point, speed in the segment to the next point and bearing of next point.

**The edit window for tracks** allows some operations on tracks that may be useful to clean uninteresting start or end segments of a track, or to compose a single track from several others. They are:

- “Chop head”: all track points in the beginning until and including the one selected are deleted;
- “Chop tail”: all track points from and including the one selected to the end are deleted;
- “Include before”, or “Append”: the track points of another track are put before the first, or after the last track point. To ensure sensible values for speed between track points, their dates may have to be changed. GPSMan will show the distance between the last point in the first track to the first point in the second and will propose a new date for this one. This date is computed assuming a constant speed and may be changed by the user. All dates in the second track will be adjusted according to the date selected, keeping the original differences.

**Creating a waypoint from a trackpoint** can be done by double clicking with the mouse left-button on a trackpoint listed in a track window. This will open, for edition, a new waypoint having the same coordinates unless there is already a waypoint being edited.

**A track can be converted into a route** by a simplifying algorithm that keeps a certain number of trackpoints as waypoints of the new route.

The algorithm that was developed for this may be seen as a variant of the Douglas-Pecker algorithm for finding critical points in polylines (see, e.g., [Li 1995]). It starts from a straight line between the first and the last track points; if the number of points to keep is greater than 2, any point that stands furthest from the line will be retained, and the line is replaced by two new lines, those from the first to the new point and from it to the last one. This procedure is repeated always replacing one of the lines for which the distance to an intermediate point is maximum.

Although GPSMan lets the user fix the number of points to keep between 2 and the number of track points, there is a maximum number of points per route depending on the GPS receiver. It should also be noted that the time needed to find the route will increase with the number of points.

So that a choice may be made between different numbers of points, GPSMan may be asked to display the route and also the track on the map on the fly. When the user clicks the **Ok** button,

the map will be restored, new waypoints will be created (with names of the form ZT $n$ , with  $n$  a 4-digit integer), and a window will be opened for editing the route with these waypoints.

This operation will fail if there is already a route being edited; however the new waypoints will not be deleted. GPSMan will create a new group with all the new waypoints for easier access.

**An animation** of the movement corresponding to a track can be viewed in the map window (**Animation** button in the track edit/show window). A control window will appear that allows for (re-)starting, pausing, or aborting the animation, for setting the speed, and for choosing whether the last point shown will be centred on the map window. The default speed is that in the track: the delay between the presentation of two consecutive points is the difference between their time stamps. If a time stamp is not defined the default delay is 30 seconds. The state of the animation and the total (real) time since the beginning (if defined) are displayed.

### 3.6 Groups

Groups are very useful in cataloguing the available data and in selecting information to be displayed on or cleared from the map, or to be transferred to/from the receiver or to/from a file. Groups are also used by GPSMan to present the results of a search as described below (3.7).

**A group contains** a certain number of data items and is represented internally as set of item names (together with their types). Operations on a group may fail or succeed only partially if one of its elements is not currently in the data-base.

**Groups can have other groups as elements** but one group cannot be an element of itself even if indirectly (in technical terms: groups are well-founded sets).

**Clearing from the map an item** that belongs to a group that has been displayed will not affect the display-state of the group. To be sure that all the elements of a group are actually displayed, the user may clear the group from the map and then display it again.

**Deleting from or adding items to a group** will not affect their display-state.

**Forgetting** a group will delete permanently the group from the data-base but not its elements. This operation is not prevented by the fact that any of its elements cannot be cleared from the map.

**Saving a group** (to a GPSMan file) will save all the information on the group and on its elements.

**Input/output operations on the elements of a group** allow for selecting which items of which types to read or write. In general the user will choose the groups and the item types for the operation. Then GPSMan collects in a list the names of the items of the given types that belong to the selected groups. This list of names is used to perform the I/O operation.

Selecting the “Group” type means that the search for items will be done in the groups that are elements of the selected groups, recursively. In more technical terms, the resulting list may be seen as a flattening of the group structure. In no case the list of names will contain names of groups.

Details of each specific operation are as follows:

- in output operations, the “All” menu entry means that all groups will be considered. When saving or putting elements this also means that all types should be considered.

- in input operations, there is the option of reading either the items whose names are not in the list of names GPSTrans builds, or the items having the names in that list. The former is useful for preserving data in the selected groups; items that are not in the data-base will also be read in. The latter is useful for updating or restoring the information in the selected groups without affecting the other data; items that are not in the data-base will not be read in.
- when exporting or importing information to/in GPSTrans format, a single type (apart from “Group”) must be chosen because of the structure of GPSTrans files.
- when getting information from the receiver the “Track” type cannot be used as there is no point in updating or changing previously recorded tracks.

### 3.7 Searching data items

In order to search data items the user specifies a set of constraints. An item will be included in the search results only if it verifies all the constraints in the set that are applicable to its type.

**The types** of items to be searched for can be more than one, to each type being applied only the constraints that make sense with it.

**The search domain** is either the entire data-base, or a set of groups. In the latter case, the search will be recursive, i.e., will also explore the groups that are elements of the given groups, and so on. Furthermore, if the search includes the type “Group”, the given groups will be included in the search results.

**The patterns** for searching by names, comments and/or remarks follow the Tcl/Tk `glob` command conventions. In brief:

1. `?` stands for any single character
2. `*` stands for zero or more characters
3. `[xyz]` stands for any of the characters within the brackets
4. `[a-z]` stands for any character in the range *a* to *z*, inclusive
5. `\c` stands for the character *c*.

**The distance** to a waypoint or to a location given by its coordinates can be used to search for waypoints and/or tracks. With tracks all track points of each track may have to be checked what may take a long time.

The search is based on either an allowable maximum distance, or a distance interval. A bearing for the search can also be given, together with an angle that will be centred along it.

**Results**, if any, are presented as elements of a new group with a name of the form `FOUND n` where *n* is a number. The remark of the group gives a succinct description of the constraints used in the search.

A dialog window will be presented giving the choice between ending the search while keeping (Ok button) or forgetting (Cancel) the group with the results, and making a new search while keeping (Another) or forgetting (Change) the group.

## 3.8 Map

The map window will contain a graphical representation of data. It is assumed that the user has chosen the relevant datum and projection before asking for some data to be displayed.

The available projections are described below (3.8.1). The parameters for the projection are computed when either a data item is displayed and the map is void, or a map background image is loaded. As an option the user is asked to accept or change them, unless the parameters are fixed in the definition of the projection, as is the case with UTM/UPS.

When a map background image is loaded it will be geo-referenced and a transformation of coordinates may be selected for that purpose. There are three such transformations: affine, which covers rotation and non-conformality, affine conformal, and affine conformal with no rotation, that corresponds to applying only a scale factor and that is used when there is no background image. Obviously there will be deformation when either the projection or the transformation is not suitable for the image.

**A waypoint can be created from the map** , if the map has been geo-referenced, by clicking with the mouse left-button on an empty place, or by using the **Return** (or **Enter**) key. This can only be done when no waypoint is being edited and no route is being defined on the map.

**A menubutton for a waypoint on the map** will be created by clicking on it with the mouse right-button. It will allow for starting the definition of a route (see next paragraph), or for displaying:

- all waypoints within a certain distance (in kms);
- all waypoints in the rectangle having as opposite corners this waypoint and a waypoint chosen from the menu;
- all routes containing this waypoint;
- all routes containing waypoints on the map.

**The definition of a route on the map** is initiated from the menu corresponding to a mapped waypoint, which becomes the route starting point, if no route is being edited. The route edition window will be opened and will show the changes. Clicking with the mouse

- left-button on a waypoint adds it as the next point to the route;
- left-button together with the shift key removes the last waypoint from the route unless there is only one;
- right-button stops the route definition from the map; if the click was on a waypoint it will become the route last point; the route defined so far can now be further edited in its window;
- middle-button (or left- and right-buttons) with the shift key cancels the definition; the same can be achieved by using the **Cancel** button of the route edition window.

**A map background image** can be loaded either from a file containing a GIF or PNM image, in which case it must be geo-referenced, or from an *image information file* (see 3.11.2 for its format) that contains geo-referencing information together with the path of the files containing images. GPSMan will automatically detect the kind of file it has to load from. It only makes sense to have as background images maps in one of the projections that GPSMan implements.

**Geo-referencing a background image** is done when the image is loaded from a file in GIF or PNM format. A dialog window will be opened and 2 or 3 waypoints selected by the user will be placed to determine the map coordinates, rotation and scale. The number of points depends on the coordinates transformation that was selected.

For the affine and affine conformal transformations 3 and 2 waypoints, respectively, will be used. The user is simply asked to place them on the image. In the former case, the waypoints should be chosen so as to form an almost equilateral triangle.

For the affine conformal transformation with no rotation, 2 waypoints would be sufficient. However GPSMan will ask for 3 to be placed so that the user may place 2 of them at the same time, in this way having more control on placement errors. The 3 waypoints should form an almost equilateral triangle that can be shown in the map window. The order of the 3 waypoints is important, as the first one cannot be moved after being placed. This point, then, should be such that there are no doubts on where it should go. It will be shown together with lines that will contain the other two, and will be placed by clicking the left-button. The other two will be placed as a pair in the same way, scale changes being displayed.

The operation is finished by clicking in the **Ok** or **Cancel** buttons of the dialog window. The map scale cannot be changed if there is a background image, and an image can only be loaded to an empty map.

**Other background images** can be loaded after having one image geo-referenced by using the **Change** option of the map **Background** menu. All images are assumed to have the same size forming a grid, the same coordinates transformation being applied to all of them. This will be useful for loading different sheets of a map to the background.

**Scrolling and panning the map** can be done by using the **Locate** menubutton, the mouse, the keyboard, or a wheelmouse.

Selecting an item with the **Locate** menubutton (only items on the map are listed) scrolls the map so that the selected item becomes centred. In case of a route or track, this applies to its first point.

Dragging the mouse with the middle button down will pan the map.

The keyboard arrow keys and the **Space** and **Delete** keys scroll the map in the expected way, while the arrow keys with the **Shift** key scroll the map in the SE-NW and NE-SW directions.

Users of a wheelmouse can use the wheel in it for the same purpose: with no modifier key for vertical motion, with the **Shift** key for vertical motion by one page, with the **Alt** key for horizontal motion, and with the **Control** key for horizontal motion by one page.

As the cursor coordinates are updated, the use of the keyboard for scrolling is also a means for finely positioning the cursor.

### 3.8.1 Map projections

If a background image is to be loaded the projection and the datum should be set to the projection and datum used in the image. If there is no image, the map projection should be selected according to the map scale and the geometry of the region to be covered.

**With the UTM/UPS** (Universal Transverse Mercator/Universal Polar Stereographic) projection a single UTM zone is used, that of the first point displayed. Points in different zones will be projected into the same zone what may produce some deformation. There are no parameters that can be changed by the user.

**The Transverse Mercator** projection, also known as Gauss or Gauss-Kruger projection, has 3 parameters: the latitude and longitude of the centre and the scale factor at the central meridian. The first two are computed as the averages of the latitudes/longitudes of the first points being

mapped, while the third one has the default value of 0.9996 (used for UTM). These parameters may be changed by the user, if the relevant option is selected.

**Particular cases of the Transverse Mercator** projection are used in several maps. GPSMan knows the following:

- the Portuguese Military Maps projection, used in maps published by the Portuguese Army Geographic Institute. Parameters: central latitude 39.6666666666667, central longitude -8.1319061111111, scale factor 1. The datum to be used is called “Lisboa”.
- the German Grid projection (GKK: Gauss-Krueger-Koordinatensystem). Parameters: central latitude 0, central longitude in zones of 6 degrees centred at 0, 3, 6, 9, 12, and 15E, scale factor 1.
- the British National Grid (BNG) projection. Parameters: central latitude 49, central longitude -2, scale factor 0.9996012717. The datum to be used is called “Ordnance Survey Great Britain”.
- the British West Indies projection. Parameters: central latitude 0, central longitude -62, scale factor 0.9995. The datum to be used should be based on the “Clarke 1880” ellipsoid.
- the Irish Transverse Mercator Grid (ITM) projection. Parameters: central latitude 53.5, central longitude -8, scale factor 1.000035. The datum to be used is called “Ireland 1965”.

### 3.9 Distances and bearings

There are two sets of formulae for computing distances and bearings that the user may choose

1. the so-called Law of Cosines for Spherical Trigonometry, that is not very accurate but is quite fast, and
2. the modified Rainsford’s Method with Helmert’s elliptical terms with a high degree of accuracy but slower; this method cannot be applied if one of the points is a geographical pole, in which case GPSMan applies the Law of Cosines.

Experiments with them seem to indicate that the differences to be expected are in the range of less than 100 metres in distances of more than 10 kms, and no differences in bearings when they are presented in degrees as integers.

### 3.10 Miscellaneous

- changes in option values in some cases do not take effect immediately but only after GPSMan is restarted. Some care should be taken to avoid inconsistencies due to this. In particular, changes in the distance unit affect the possible values for the initial map scale, so that a change in the latter is normally needed in the next session after changing the former.
- anything that looks like a button normally *is* a button.
- closing a window from the window manager may cause data to be lost, and GPSMan may be unable to create it again.
- at any time only one waypoint, one route, one track and one group may be open for editing; other such items may be viewed but not edited.
- when exiting from the program (GPS Manager button, or `ctrl-c` in the GPSMan windows), no files are saved; it is the responsibility of the user to do that.
- in an input operation asking for the data read in to be displayed on the map may turn out to be a time consuming task.

## 3.11 Files

GPSMan uses text files to store data. The **Load/Save** options in the menus deal with files in GPSMan format. The **Import/Export** options deal with files in foreign formats. In the GPStrans format (described in the documentation of GPStrans), all positions are exported in DDD format, although any available position format is accepted in imported files.

Files in GPSMan format can be either item information files (with data of different types: waypoints, routes, tracks and/or groups), or image information files (for saving information on background images for the map).

These file formats are independent of the language used. That is, there will not be commands in Tobagonian even if a `lang*.tcl` file was provided for it and GPSMan was set to use that language.

### 3.11.1 Item information files

Item information files in GPSMan format (based on the GPStrans format) are as follows:

- lines whose first character is a **!** character are commands:

**Format definition commands** used to describe the format used thereafter; before the definition of waypoints, routes or tracks a position format and a datum must be given.

- **!Format:** P T D, where P is the position format (one of DMS, DMM, DDD, UTM/UPS), T is time offset relative to UTC (a floating-point number between -12 and 12), and D is the datum name (to end of line).
- **!Position:** P, where P is the position format (one of DMS, DMM, DDD, UTM/UPS).
- **!Datum:** D, where D is the datum name (to end of line).
- **!Creation:** B, where B (one of **yes** or **no**) states whether creation date fields are used.

**Data commands** used to start a data section:

- **!W:**, next lines (up to another data command or end of file) describe waypoints.
- **!R:** N C, definition of route number N, with comment C (up to end of line). After such a line there may appear a remark (see **!NB:** command below). Next lines (up to another data command or end of file) describe the route waypoints and the route stages if any.
- **!T:** M, definition of track named M. After the name and a tabulation character, fields (separated by tabulations) may occur that have attribute-value pairs under the form **Attr=Val** describing hidden information. After such a line there may appear a remark (see **!NB:** command below). Next lines (up to another data command or end of file) describe the track points.
- **!G:** M, definition of a group named M. After such a line there may appear a remark (see **!NB:** command below). Next lines (up to another data command or end of file) describe the group elements.
- **!NB:** T, text remark T for waypoint, route, track or group; must appear after a **!R:** or **!T:** command, or after a line describing a waypoint. The text is terminated by a blank line.

**Ancillary commands** used

- to describe route stages: **!RS:**; and
  - to define the type of group elements (see below): **!GW:**, **!GR:**, **!GT:**, and **!GG:**.
- lines describing waypoints (a **!W:** or **!R:** command appeared before) have a name, a comment, a creation date (but see the **!Creation:** command) and a position; all these fields are separated by tabulation characters. After these fields, in the same line and also separated

by tabulations, there may be pairs under the form `Attr=Val`, where `Attr` is an attribute and `Val` the corresponding value; attributes currently in use, apart from those for hidden information: `alt` for altitude in metres, `symbol` (possible values: GPSMan symbol names, see file `symbols.tcl`), and `dispopt` (possible values: GPSMan display option names, see file `symbols.tcl`). After such a line there may appear a remark (see `!NB:` command above). A route waypoint may be given solely by its name if it has been defined before in the file.

- lines describing route stages (only one between two consecutive route waypoints) start by `!RS:` followed by a tabulation, a field with the comment, a tabulation, and a field with the label. Attribute-value pairs for hidden information may appear after a new tabulation and separated by tabulations. Empty stages should not appear.
- lines describing points in a track (a `!T:` command appeared before) have a tabulation character followed by a date, the position, the altitude in meters, and the depth in meters, all fields being separated by tabulation characters. If the altitude and the depth are undefined both fields are omitted; if only the depth is undefined its field is omitted; otherwise the altitude field must be present and should be void if the altitude is undefined. GPSMan accepts trackpoint positions in any available format, but will convert them to DMS.
- lines describing elements of a group (a `!G:` command appeared before) have a first field followed by a tabulation character followed by a name (up to end of line). The first field is either empty or of the form `!GW:`, `!GR:`, `!GT:`, or `!GG:` that stand for group waypoint, route, track and group, respectively, and describes the type of the element. If this field is empty the type is the same as that of the previous element. A group is assumed to be well-founded: it cannot be an element of itself even in an indirect way.
- positions given by latitude/longitude are given as two fields (each as a DMS, DMM, or DDD coordinate); positions in UTM/UPS have four fields: East zone number, North zone letter, x- and y-coordinates. All fields are separated by a tabulation character.
- blank lines are ignored, except as terminators of remarks (see `!NB:` command above).
- file comments (ignored by GPSMan) start by a `%` character that can be preceded only by spaces and extend to the end of line.
- attribute-value pairs that describe hidden information are written as follows:
  - the attribute name starts with a capital letter that uniquely identifies the brand of the receiver (`G` for Garmin, `L` for Lowrance); the rest of the name depends on the implementation but normally will describe the protocol and the data field;
  - the value is a string containing standard ASCII characters excluding all control characters (i.e., all codes must be  $\geq 32$  and  $< 127$ ); the codification of the value is also implementation dependent (for an example, see the comments in `proc HiddenCode` in file `garmin.tcl`).

### 3.11.2 Image information files

These are files containing the following information:

1. a `!Image: P` command, with `P` the absolute path of the file containing the image in GIF or PNM format;
2. a `!Datum: D` command, with `D` the datum name for the coordinates;
3. a `!Projection: NP As` command, with `NP` the name of the projection to use and `As` a sequence of attribute-value pairs under the form `Attr=Val` describing projection parameters; the tabulation is used as separator for `NP` and each pair;

4. a **!Transf: NT As** command, with **NT** the name of the coordinate transformation to use and **As** a sequence of attribute-value pairs as in the previous command;
5. a **!Scale: S** command, where **S** is the floating-point value of the map scale in pixel/metre.

After this there may be one or more lines with a **!Image at: XG,YG P** command, where **P** is the absolute path of the file containing the image in GIF or PNM format, and **XG,YG** are the grid coordinates of the image. The grid coordinates of the first-loaded image are 0,0. **GX** changes by 1 (-1) for each image to the right (left), and **GY** changes by 1 (-1) for each image down (up).

No newlines are allowed within these commands, and arguments are separated by spaces or tabulation characters unless otherwise stated. Paths must use the slash (/) as separator.

Before version 4.0 these files had a different format that will be no longer supported in the near future. Files under the old format should be loaded and saved by GPSMan version 4.0 or later in order to be converted to the new format.

## 4 GPSMan Symbols

GPSMan defines a set of symbols for waypoints that is described below under four categories (not mutually exclusive): general use, land, water, and aviation. This set is based on the symbols described in the “Garmin GPS Interface Specification” (Revision 3), but extends it, including, for instance, the symbols used by Lowrance receivers (contributed by Brian Baulch). The GIF files for these symbols provided in the distribution were produced expressly for use with GPSMan, with some by Brian Baulch. It is recognized that both these images and the set of symbols can be improved and any help will be appreciated.

### 4.1 Category: General use

WP			
Danger	Skull	Bell	
Flag	Trace-back	Dollar	
(transparent)	(void)		
Ball	Dot	Mark, x	Circled X
Diamond, green	Diamond, red		
Square, green	Square, red		

## 4.2 Category: Land

First aid	Info		
City, small	City, medium	City, large	City, star
Car	Rent-a-car	Car repair	Tow truck
WC	House	Building	
Pharmacy	Phone	Post-office	Police
Tunnel	Bridge	Dam	Levee
Mountains	Elevation	Summit	
Ladder	Trail head	Tracks	Many tracks
Deer	Duck	Fish	Fish bank
Tree	Parking	Lodging	Park
Castle	Monument	Church	Chapel
Cemetery	Museum	Theater	Casino
Zoo	Scenic	Airport	Mine
Oil field			
Food	Fast food	Mug	Pizza
Movie	School	Shopping	Store
Stadium	Amusement park	Beach	Swimming
Showers	Skiing	Golf	Bowling
Snow skiing	Ice skating		
Fitness	Picnic	Camp site	Drinking water
Recreational Vehicle park			
Fuel	Fuel & store	Horn	
Exit	Exit, no services	Exit no serv large	
Mile marker	Border	Toll	
Freeway	National highway	Highway	State highway
US highway			
Street intersection	Ramp intersection	Ramp int. large	
Truck stop	Weight station		
Parachute	Glider	Ultralight	
Tower, tall	Tower, short		
Take-off	Landing		
Geo name, land	Geo name, man-made	Geo name, water	
Civil location	Military location		

## 4.3 Category: Water

Anchor	Fuel		
Boat	Boat ramp	Fish	Fish bank
Light	Man over board	Beach	Swimming
Wreck	Dam	Mile marker	Radio beacon
Buoy, white	Buoy, amber	Buoy, black	Buoy, blue
Buoy, green	Buoy, green red	Buoy, green white	Buoy, orange
Buoy, red	Buoy, red green	Buoy, red white	Buoy, violet
Buoy, white	Buoy, white green	Buoy, white red	
Diver down 1	Diver down 2		

## 4.4 Category: Aviation

Airport			
Heliport	Private field	Seaplane base	Soft field
Landing	Take-off		
Radio beacon			
Danger (avn)			
1st approach fix			
Localizer outer marker			
Missed approach point			
ND beacon			
TACAN	VHF omni-range	VOR-DME	VOR/TACAN
Controlled Area			
Restricted Area			
Intersection			
Parachute	Glider	Ultralight	
Tower, tall	Tower, short		

## 5 Support for Garmin Receivers

Any Garmin receiver should (theoretically) connect with no problems to GPSMan. It must be set to use the Garmin protocol: in the receiver's **Interface** menu the **Garmin/Garmin** option must be selected.

GPSMan follows closely the "Garmin GPS Interface Specification", December 6 1999, 001-00063-00 Revision 3, available from the Garmin WWW site. This document is known to be already outdated and probably not completely correct, as tests with recent models show.

Some data fields are not directly accessible to the user but are nevertheless kept by GPSMan as hidden information as described above. This is the case with the data on proximity distance, facility name, city, state, country code, and class.

GPSMan identifies the receiver model when it first connects to it. If the receiver implements the Protocol Capabilities protocol the list of protocols it uses is also obtained. This will probably be the case with the more recent models. Otherwise a table for the protocols to use is looked up. At present there are entries in it for the receiver models in the list below.

eMap	eTrex	eTrex Euro	eTrex Summit
GPSMAP 295	GPS III Plus		
GPS 12	GPS 12 (<3.01)	GPS 12 XL	
GPS 12 XL Chinese	GPS 12 XL Japanese		
GPS 120	GPS 120 Chinese	GPS 120 XL	GPS 125 Sounder
GPS 126	GPS 128	GPS 38	GPS 38 Chinese
GPS 38 Japanese	GPS 40	GPS 40 Chinese	GPS 40 Japanese
GPS 45	GPS 45 Chinese	GPS 45 XL	GPS 48
GPS 55	GPS 55 AVD	GPS 65	GPS 75
GPS 89	GPS 90	GPS 95	GPS 95 AVD
GPS 95 XL	GPS II	GPS II Plus	GPS III
GPS III Pilot	GPSCOM 170	GPSCOM 190	GPSMAP 130
GPSMAP 130 Chinese	GPSMAP 135 Sounder	GPSMAP 175	GPSMAP 195
GPSMAP 205	GPSMAP 210	GPSMAP 220	GPSMAP 230
GPSMAP 230 Chinese	GPSMAP 235 Sounder		

## 6 Support for Lowrance receivers

Support for Lowrance receivers was developed by Brian Baulch (baulchb@onthenet.com.au) who has written a draft supplement for the present document that can be found on Appendix A.

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## A Lowrance supplement to the GPSMan Documentation

Lowrance supplement to the GPSMan Documentation.

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### 1) GPS receiver setup.

Follow the instructions given in your Lowrance manual. Set the Com Port to 19200 bps, 8 data bits and no parity. Use the correct Lowrance accessory data cable for your particular unit.

### 2) Getting Waypoints from the GPS unit.

The Lowrance GlobalNav 212 receiver stores up to 999 Waypoints internally. GPSMan downloads all 999 whether valid or not. The indices of invalid (Unallocated) Waypoints are listed by GPSMan and unused index numbers allocated when new Routes are made or new Waypoints are created by GPSMan. For this reason all Waypoints and Routes are read into buffers on initialisation of the serial interface. This read operation can take nearly two minutes at 19200 baud, please be patient.

The buffer mentioned above is not read into GPSMan memory until the "Get WPoint" and "Get Route" buttons in the GPSMan "GPS Receiver" window are clicked. This should be done before creating any Waypoints or Routes with GPSMan, all Waypoints and/or Routes should then be saved to the receiver before exiting GPSMan.

### 3) Waypoint Names.

GPSMan is now able to handle Waypoint names containing spaces, so spaces are no longer automatically deleted.

Note that the ASCII characters ".", "'", "(", "/", ")" and "-" can also occur in Lowrance along with " ".

### 4) Lowrance Trails.

The terms "trail" and "track" are used interchangeably by GPSMan.

### 5) Time Offset.

GPSMan for Lowrance does not use the "Time Offset" setting under the options menu. However it is recommended that this variable be correctly set, for compatibility reasons. All times are displayed in local time, not UTC.

This program uses the Lowrance LSI 100 interface protocol rev 1.1. Copies of this protocol are available from [www.lowrance.com](http://www.lowrance.com).

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Feedback welcomed.