MAPPING

Fig 1: Location of *e*DofE Mapping in a participant's *e*DofE account.

Accessing *e*DofE Mapping:

*e*DofE Mapping is accessed through *e*DofE. If you are a participant you will find the mapping application within the Expedition section of *e*DofE, you will then need to select 'Mapping' from the tool bar on the left hand side of the screen.

If you are using an 'Adult' account, you will find *e*DofE Mapping by selecting 'Resources' on the left hand tool bar, followed by 'Mapping'.

Creating a map:

To create a map you will be required to give your map a name and a description, then select 'Create new map'. A new window should open with the *e*DofE Mapping application. Please check your pop up blocker if a second window does not appear.
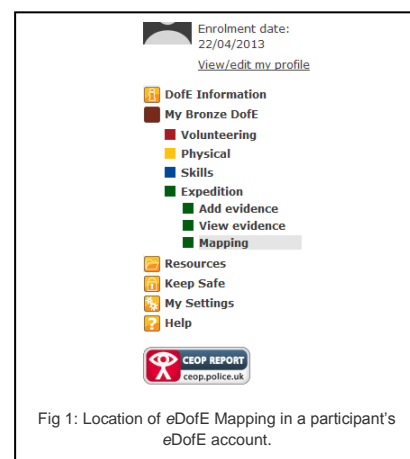
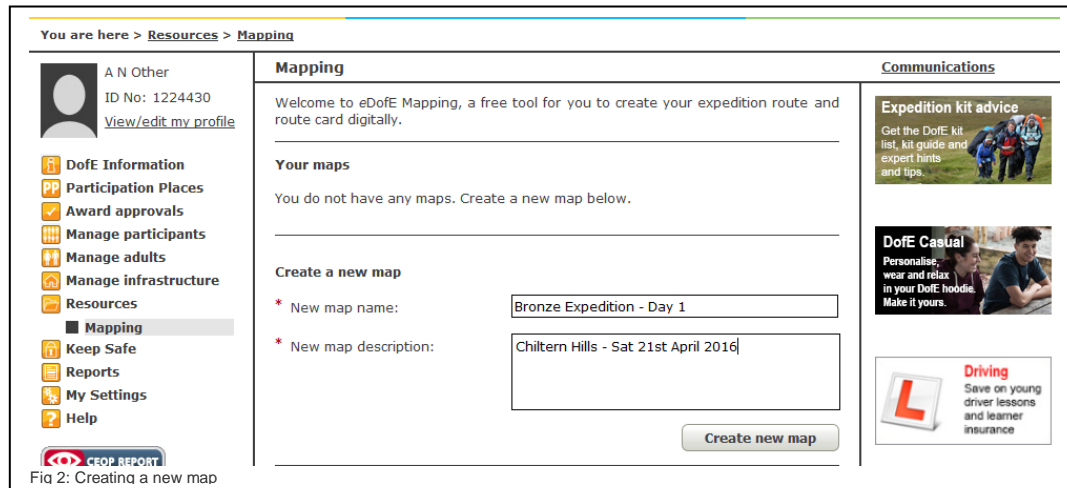Remember – create one map for each day of your expedition!

Fig 2: Creating a new map

Getting started:

When you open *e*DofE Mapping the first thing you will need to do is decide on your start point. This can be done in two ways:

Search for location:
You can use a place name, a postcode or a Grid Reference. For place names, it will suggest matches as you type - if the suggestions are incorrect you can keep typing to override them. After you have hit enter or clicked on a suggestion the map will move to that location and additional information for that point will be shown. You can now check the weather or begin plotting a route from this point.

If there is no exact match for your search, the search tool will match to the next best result. If there is no near match for the place you have entered the search box will revert to 'United Kingdom' – check your spelling and try again.

Plotting a route:
Click on your chosen start point on the map:
Simply scroll through the map and find your preferred start point.
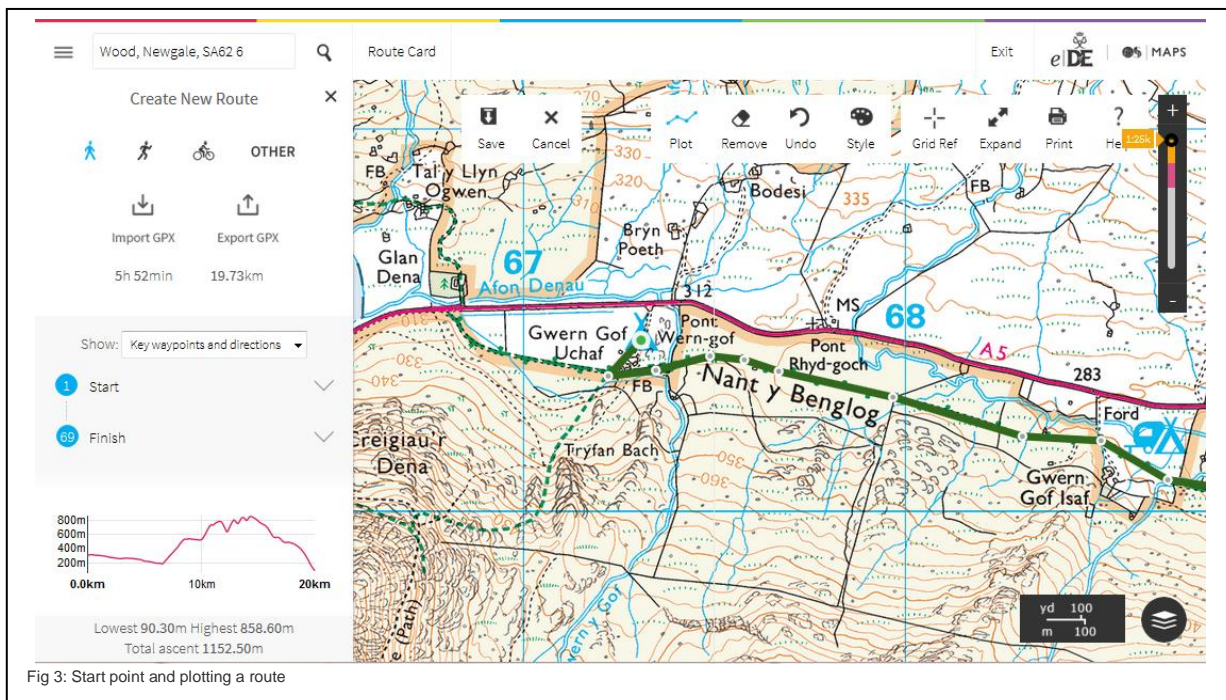
Creating a route:

Fig 3: Start point and plotting a route

Once you have selected you start point click 'Plot' on the mapping toolbar and add your start point to the map. The start point is a white circle with a smaller green circle inside it (as shown below next to Gwern Gof Uchaf). Once you have selected your start point this cannot be deleted, it can however be moved. You can now start plotting your route.

To plot your route ensure that the 'Plot' tool is selected on the toolbar, then simply 'left click' at your next point. The map will be more accurate if you add a new point each time you change direction.
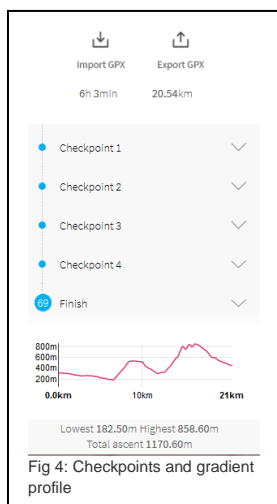

Fig 4: Checkpoints and gradient profile

Fig 5: Creating a checkpoint and adding your leg description

Once you have started adding points to your route you can add in checkpoints by clicking on one of your existing points. In order to make your chosen point into a checkpoint, click on it and select 'edit'. You will need to give your checkpoint a name (for example 'Checkpoint 1') and add in a leg description (this will give an explanation of how to get here from your last checkpoint).

Note: You must add text to the title and description boxes otherwise your waypoint will not become a checkpoint.

Once you have added the information to the checkpoint it will show on the 'Route pane' on the left hand side of the screen.

As well as a list of your checkpoints, you can see the estimated time to travel the route, the distance as well as a height profile. You can expand the information for each checkpoint and this will display the leg description, an OS grid reference, Latitude and Longitude as well as the elevation of the point.

Whilst plotting your route you can simply click and move any point on the map to reposition if required. You can use the 'Undo' button if you are not happy with your previous action and also delete a point by selecting the 'Remove' tool and then selecting the point that you would like to remove. Please remember to re-select the 'Plot' tool to continue creating your map.

You can customise the colouring and transparency of your route by using the 'Style' tool. Using this you can specify what colour you would like your route to be, the thickness of it as well as the transparency. This helps to ensure that you do not obscure any important details on your map.
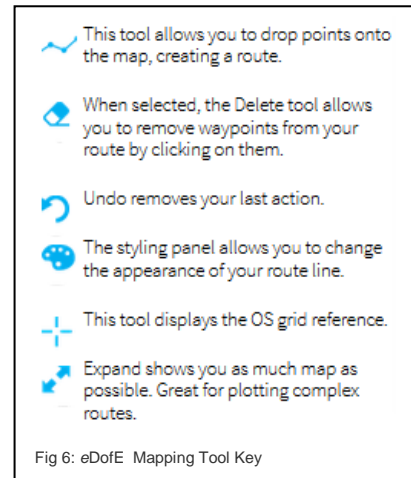

	This tool allows you to drop points onto the map, creating a route.
	When selected, the Delete tool allows you to remove waypoints from your route by clicking on them.
	Undo removes your last action.
	The styling panel allows you to change the appearance of your route line.
	This tool displays the OS grid reference.
	Expand shows you as much map as possible. Great for plotting complex routes.

Fig 6: *eDofE* Mapping Tool Key

Expedition Route Card

Fig 7: Entering Expedition details onto the route card

Once you have added a minimum of two checkpoints to your route you will be able to produce a route card. If you click on 'Route Card' in the top left hand corner of the screen you will open up your expedition route card. Here you can add and edit the information about your Expedition (for example your expedition aim, names and contact details, dates, times, level of Award etc.). To return to the map view, please click on 'Route Card' at the top of the screen.

If you scroll further down the page you will also see the Route Breakdown, this is used to populate your Route Card. Some of the fields in the Route Breakdown are automatically populated by the route that you have plotted (for example the grid reference, distance and leg description). You can then add further detail to personalise your route (for example project work, rests, escape routes and notes about your aim).

The boxes for the 'Escape notes' and 'Activity for your aim' can be expanded if needs be. You can do this by clicking and dragging the icon in the bottom right hand corner of the box. Remember to save your route card once you have finished editing your route card.

Route breakdown

Leg	Grid reference	Bearing	Distance (km)	Height climbed (m)	Journey time (mins)	Project work (mins)	Rests (mins)	Total leg duration (mins)	ETA	Leg description	Escape notes	Activity for your aim
1	SU 874 862 **Checkpoint 1**	90	1.69	81	20	25	5	50	9:50	Turn Left from campsite along road. After 200m turn left and follow path alongslide Thames until road junction.	Re-trace route and return to campsite	Take photographs of different types of users encountered along the River Thames
2	SU 893 861 **Checkpoint 2**	0	2.67	15	32	10	0	42	10:32	Cross road and follow path SW untill Hill Grove Farm. Head towards Winter Hill Golf Club. Turn left at railway and rejoin river.		
3	SU 904 861 **Checkpoint 3**	0	1.78	18	21	0	0	21	10:53	Follow river to bridge in Cookham. Cross river and follow Beeches Way until Hedsor Priory.		
4	SU 957 850 **End**	0	6.72	89	80	0	0	80	12:13	Follow Shakespeare's way throuhg to Burnham Beeches. Continue through Beeches to Easterly car park.		
Route totals:			12.86	203	2h 33min	35min	5min	3h 13min				

Save

Fig 8: Editing the route card

Saving your map and your route

It is important that you regularly save any changes to your map so that you don't lose any changes that you made. You can save changes to the route that you have created in the map view using 'Save' icon on the tool bar. This will open up a save pane on the left hand side of the screen and you need to click on 'Save'. During the save, the screen will darken and a save icon will appear on screen (Fig 9), once the route has been successfully saved, the screen will clear and the save pane will close.

In the Route card view you can save your route card by selecting 'Save' at the bottom of the screen (as per Fig 8). Once you have successfully saved your route, the system will notify you.
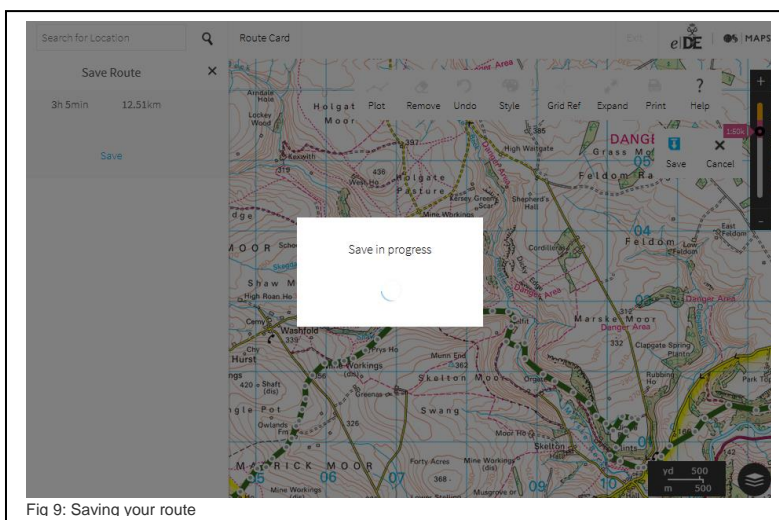

Fig 9: Saving your route

Printing

To print your map and route card select 'Print' from the mapping toolbar. This will bring up the print pane on the left hand side of the screen along with an overview of the area to be printed. You have a number of different print options which allow you to choose the size, orientation and whether the map is printed to scale or not.

Ensure the area you wish to print is currently visible on screen, and click the 'Print' button on the toolbar. The map will print the current layer selected (for example the 1:50,000 scale map or Ariel view) - you can still switch layers using the layer switch button in the bottom right hand corner of the screen or the zoom controls in the top right hand corner.

The print area preview will show the current extent of the map that will be printed. Zooming in or changing the paper size or orientation will change the area covered by

Fig 10: Print Pane

the print. If your route will not fit on a page, you can either use a printer that supports A3 printing (if you have access to one) or print the route on multiple sheets of paper. If printings on A3 please ensure that you have selected the A3 page size.
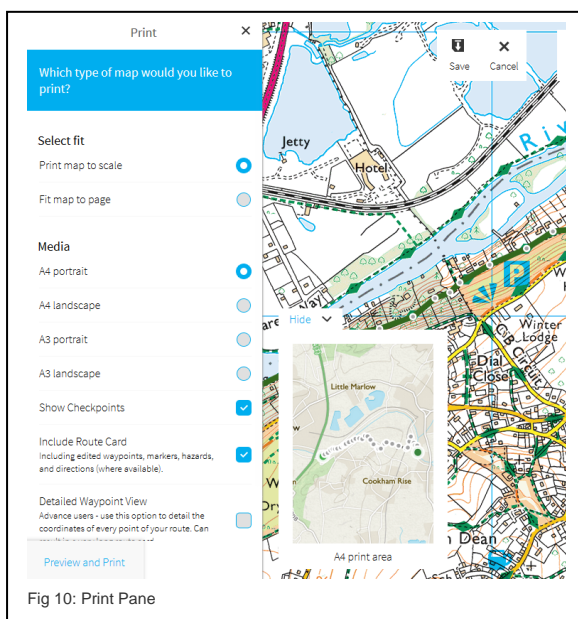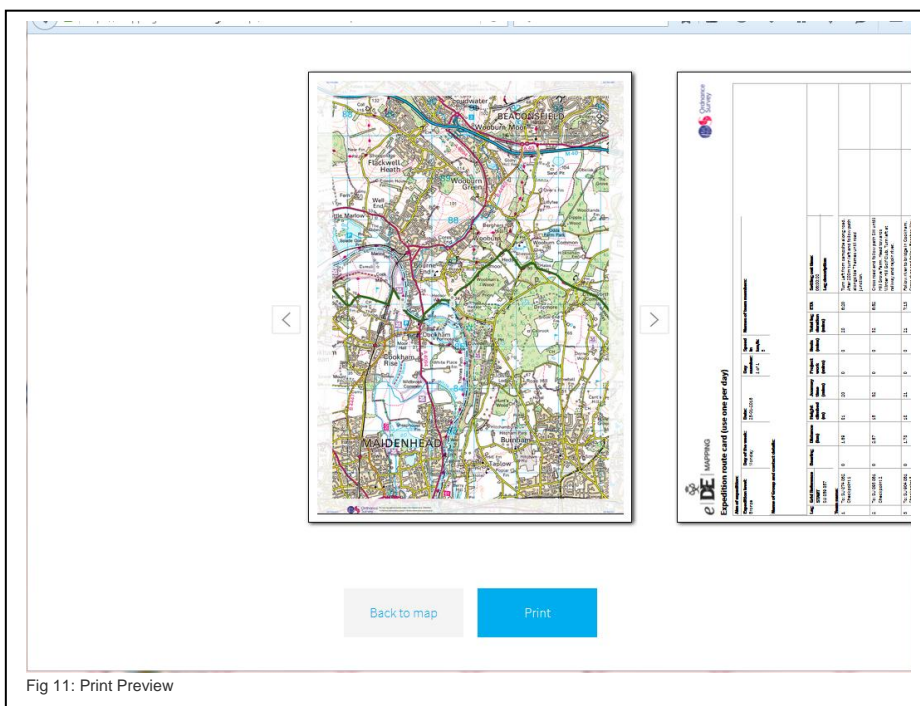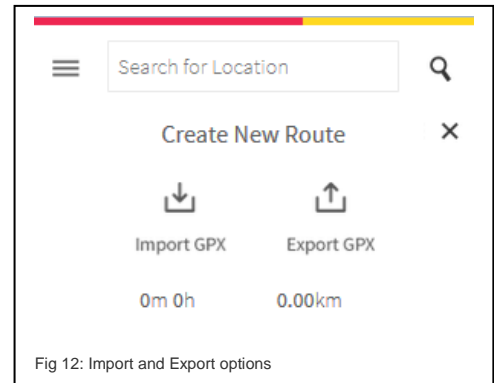

Fig 11: Print Preview

When you are ready to print select 'Preview and Print' (see Fig 11), this will load a print preview of your map and route card (if you have selected to print this). You will be able to check what your print out will look like and print your map and route card (if applicable).

IMPORTANT: When printing, only change the page orientation using the print controls on *e*DofE Mapping, otherwise the print out will be distorted.

Import / Export a map

It is possible to save your route as a .GPX file and export it. To do this select the 'Export GPX' option on the Edit Route pane.

It is also possible to import a .GPX file into *e*DofE Mapping. At the moment, we have set a maximum size of 2MB or 3000 waypoints. If your GPX file is larger than this, reduce the size by splitting the route into two or more files, or by reducing the number of waypoints. Most GPS software packages have the ability to do this. Routes over 3000 waypoints make *e*DofE Mapping respond very slowly or crash altogether.

Fig 12: Import and Export options

If you're importing maps from the Old *e*DofE Mapping system you will only be able to see the route and not the route information unfortunately. You can however re-add your checkpoints, leg descriptions etc. so that you can use the map in conjunction with a route card.

If you export your route as a .GPX file, please note that information that has been entered manually into the route card (for example escape routes, supervisor contact details and activity times) will not be included within the file name. The .GPX file will save the actual route that has been created on the map, including the checkpoints, waypoints and leg descriptions.