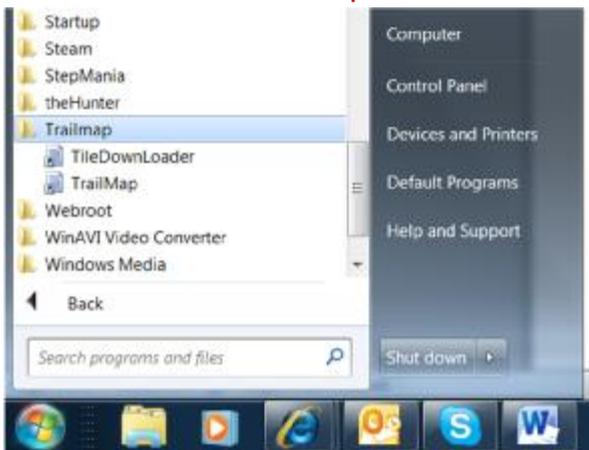
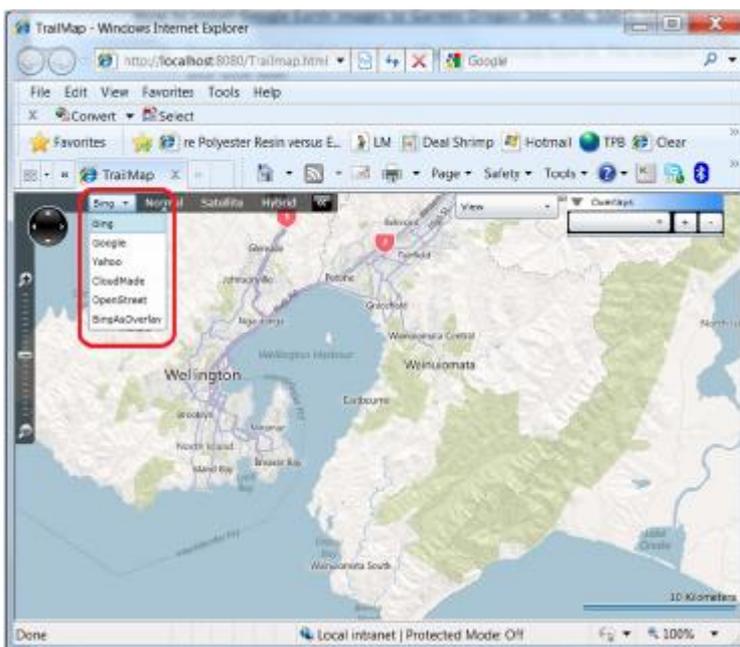


How to install Google Earth images to Garmin Oregon 300, 450, 550 & Montana

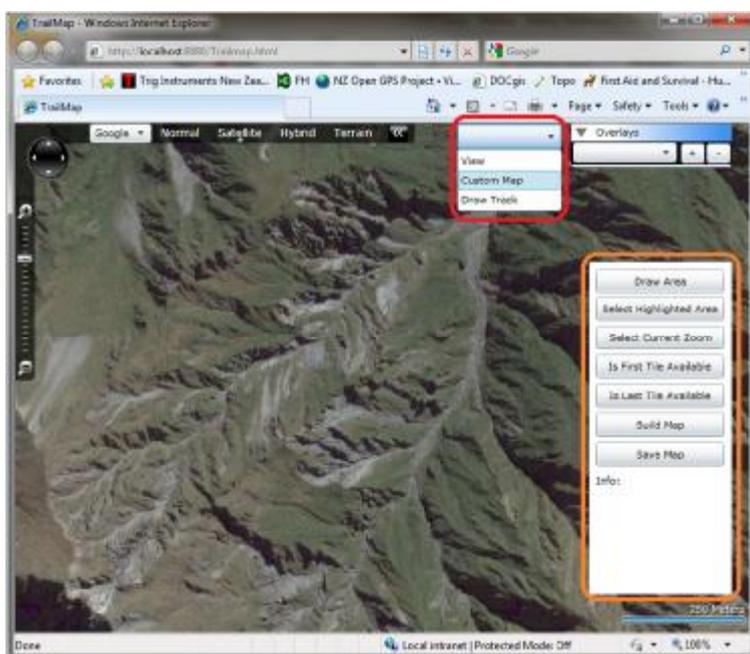
1. Download and Install **Google Earth** (If you don't already have it). This is needed to check your work later.
<http://www.google.com/earth/download/ge/agree.html>
Make sure you uncheck the middle two boxes before agreeing to the terms of service.
(Unless you want to install Google Chrome of course).
2. Download and Install '**Google Trail Maps**'. It's the green download button on the right.
<http://googletrail.codeplex.com/>
This is a zip file, so you'll need to extract it and run 'Setup'.
3. You should now have two new programs under the START button.
TileDownloader and TrailMap



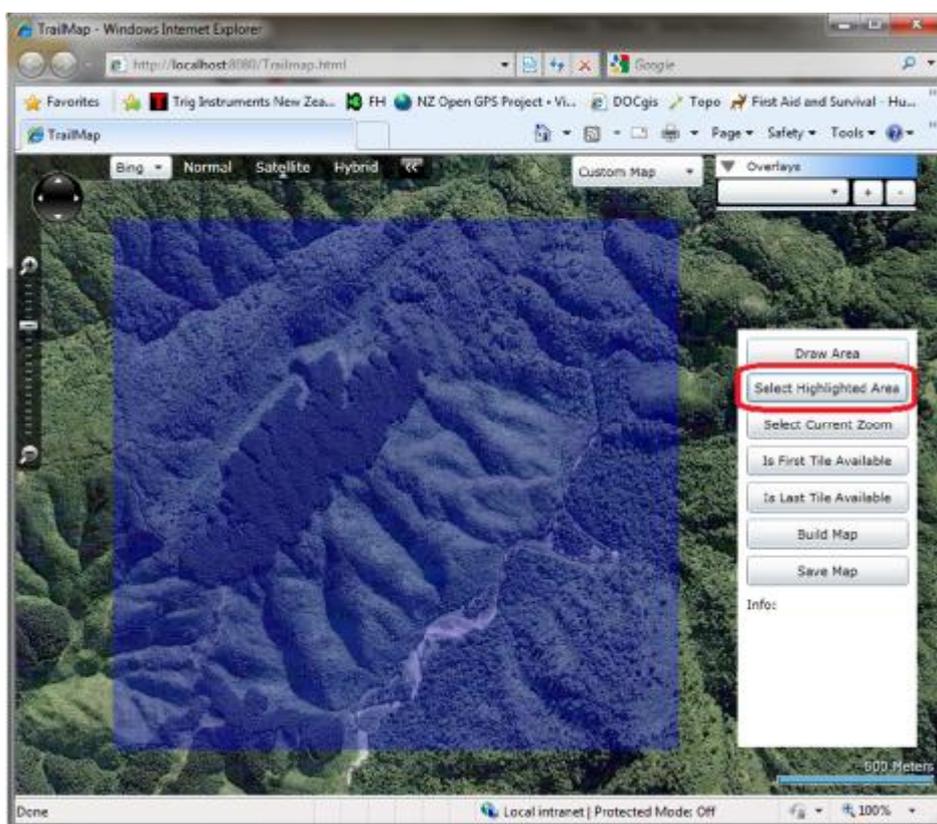
4. Start **Trailmap** and select your preferred Satellite image provider (Top Left).
I use Google Earth, but Bing can have its moments. It's worth zooming in to the area your interested in and switching between them to see which one looks more recent or clearer.
Next to this (also top left) is the map type, Normal, Satellite, Hybrid or Terrain. Google Terrain is also quite good.



5. Once TrailMap loads: Click and drag with the left mouse button held down to move around the map, and roll your mouse wheel to zoom in & out, or use the slider bars down the sides. Once you've found your area and can see ALL the area you want mapped on screen Click on '**View**' (Top right), then go down to '**Custom Map**'. A new box will appear (Bottom right), with 'Draw Area' etc.



Click on '**Draw Area**', this will lock your map, now draw a box around the area you want. (Click the left mouse button down, hold it down and drag a box over your area), you'll see a **BLUE** shaded area over the part you've selected as you draw it (If you've done it right). Click on '**Select Highlighted Area**'. This picks the area for your custom map.

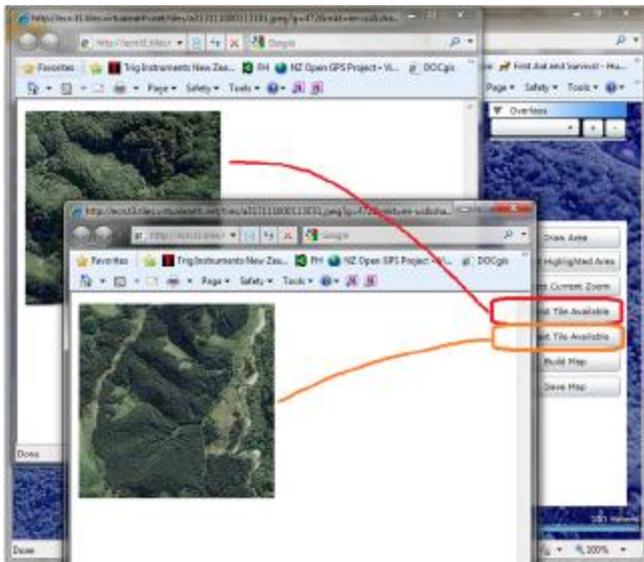


- Next select your ZOOM LEVEL, either by rolling your mouse wheel, or by using the slider bar (Top Left). The further in you zoom, the better the image will be on your Garmin unit, however it also effects at what zoom level it will appear at on your unit too. Typically if your zoomed right in, so the detail is excellent, it will only appear on your unit when you've zoomed in to about the 200m or 300m level on your Garmin. Further out it will appear from zoomed out much further, but the detail will be crap when you keep zooming in. (Does that make sense?.....).

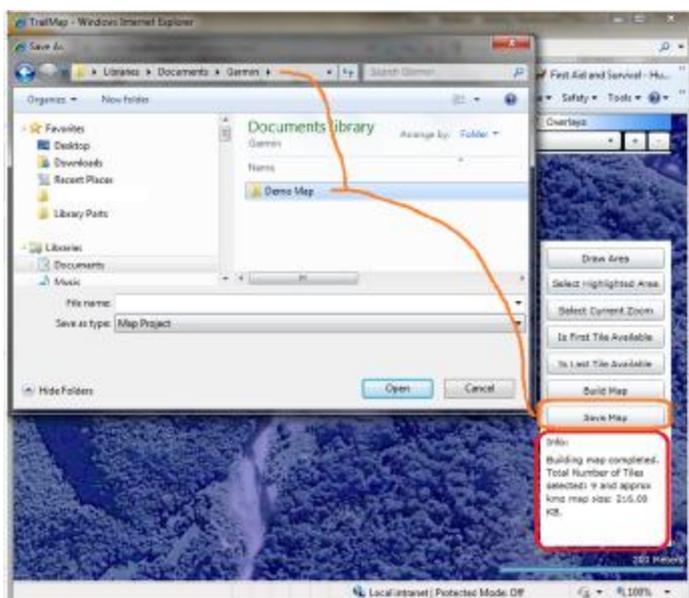
Once you're happy with the zoom level, click '**Select Current Zoom**'.

Next click '**Is First Tile Available**' & '**Is Last Tile Available**'. All going well you should get both images pop up in their own window. If it fails and you get a 'google image not available' error, change your zoom level and/or your draw area to be a little smaller. I've had a few issues with maps near the shore that include tiles of water, also maps of old images when zoomed in too far.....

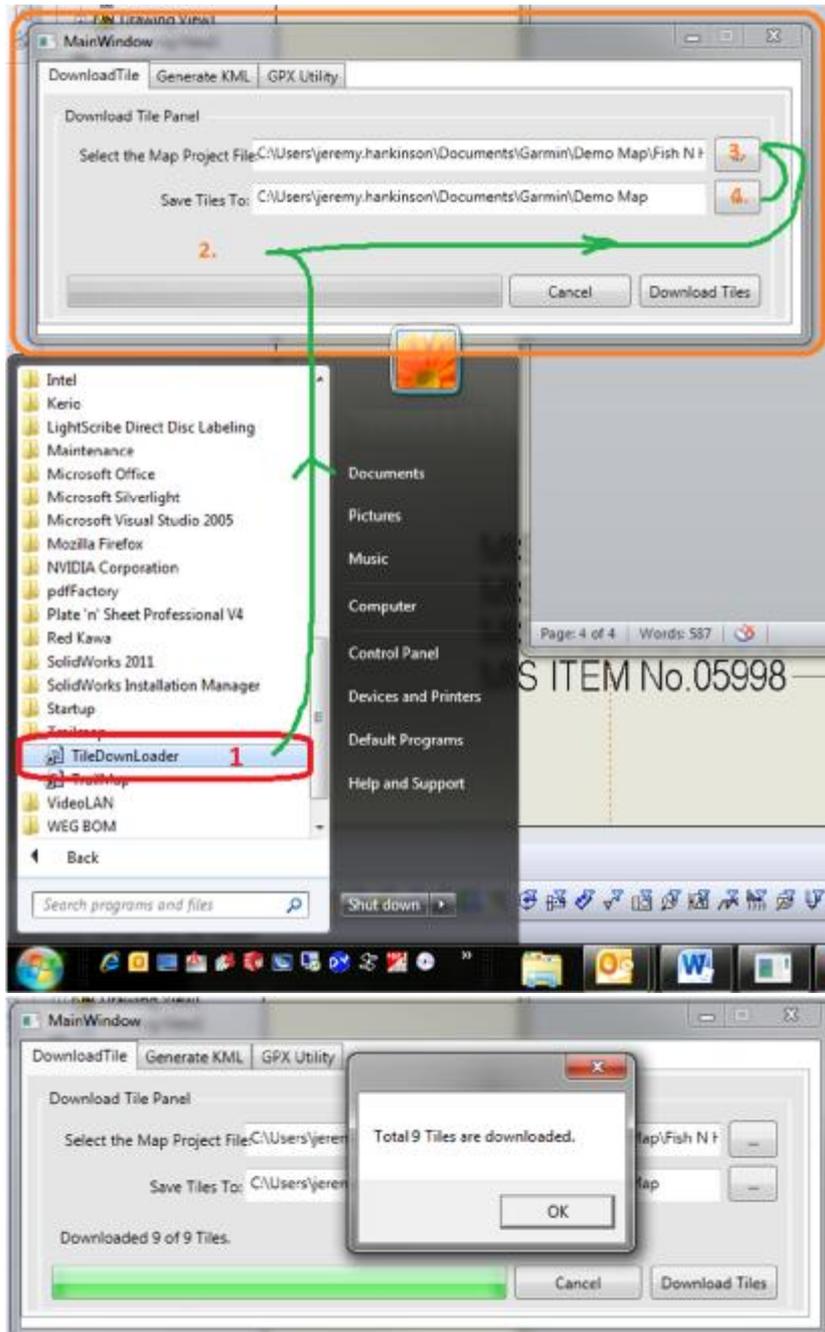
it doesn't like them too much. L



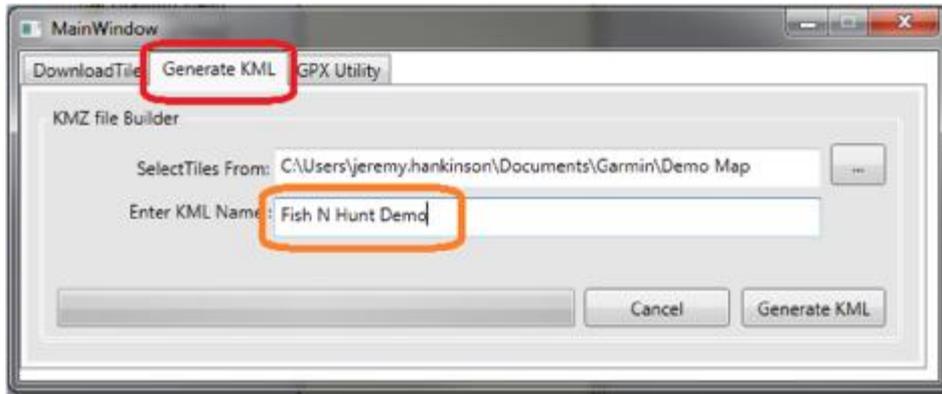
- Once you've got both First & Last tiles available, click '**Build Map**', 'Do you want to proceed'... Click 'OK'. This will show you some info in the lower area of the 'Draw Area' Box. You may know that Garmin have a **limit of 100 tiles** for custom maps, don't panic if your map says something like 3000 tiles, 158Mb kmz size. These tiles will get joined together to form a much smaller number when you create the KML/Kmz files in a minute.



8. Once you've built the map, click **'Save Map'**, and save it somewhere handy.
I've used: [C:\Users\My.Name\Documents\Garmin\Demo Map](#).
Give it a sensible name.
Now you can close down the Trailmap window.
9. Go back to Windows Start menu and run TileDownloader from your TrailMap folder.
Browse to your Map Project File (the one you just saved), and add a location to save the Image tiles.
Then click 'Download Tiles'. You should see a green bar moving left to right, and a pop-up confirming that all tiles were downloaded. If the Download Tiles bar flashes RED and you get an error, your Map Project File contains tile images that don't exist (that's the water, etc error mentioned earlier)

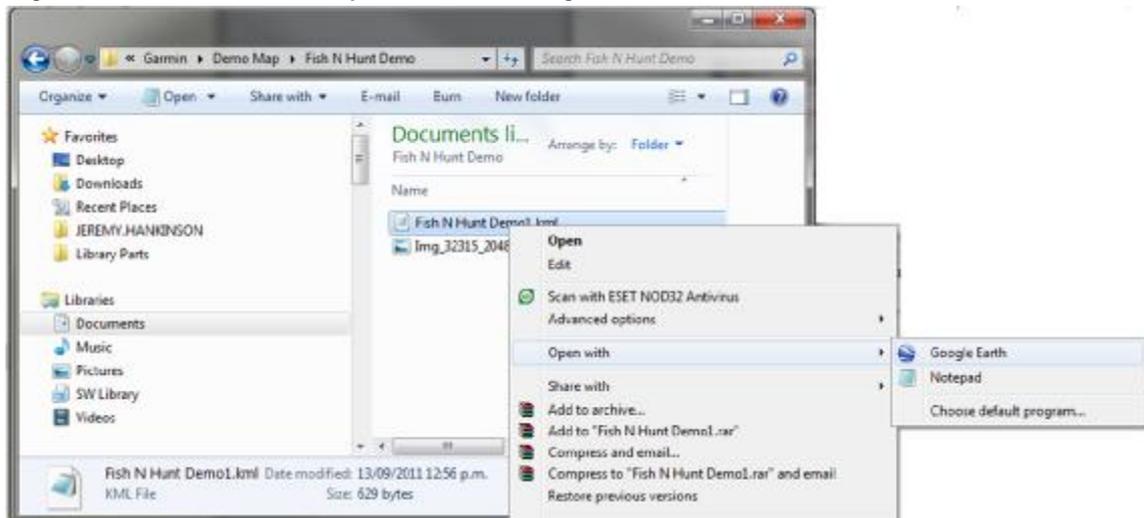


10. Click the Generate KML tab in the top section on that window, the 'Select Tiles From' bit should be automatically filled in, if it's not just browse to where you saved the tiles to. Give the KML file a name and click the 'Generate KML' button (bottom right).



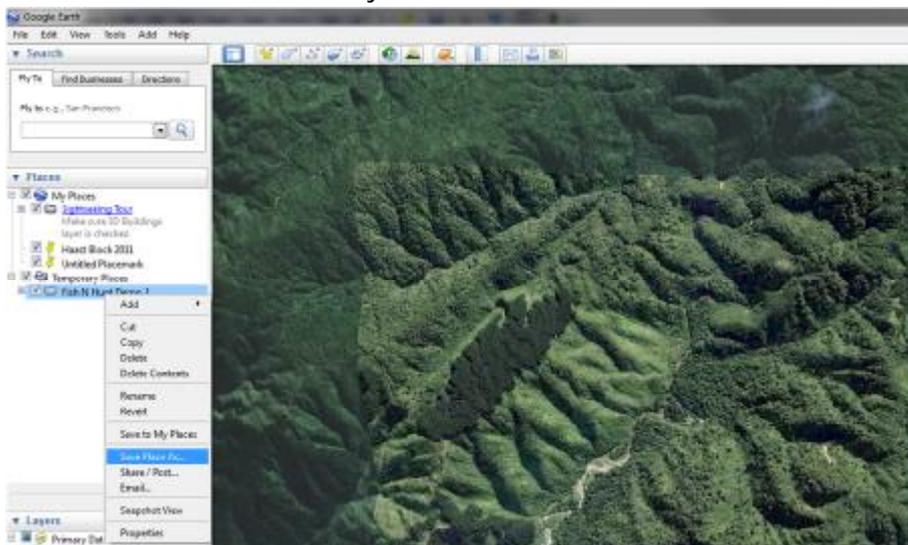
You should get a pop up saying all was successful.
Close that program too.

11. Use Windows Explorer to browse to where you just saved your KML file. Right click on it and select 'Open With' -> 'Google Earth'



Google Earth should open and happily display your shiny new map. Nearly Finished!!

12. In Google Earth, right click on your new map, under 'Temporary Places' (left hand side), and click 'Save Place As'. Give your KMZ file a name and save it somewhere you'll remember.



13. Copy that new KMZ file to your Garmin Device, under the Garmin\CustomMaps. Directory.
Turn your device on, make sure your Custom Map is Enabled under Map -> Settings, and browse to it to check it out. If it doesn't appear, zoom in to about the 200m level or below and wait a few seconds, these raster images can take a wee while to display. Once you've got it displayed, start zooming out so you'll know at what zoom level it turns off.
If it never appears, you may have more than 100 tiles in your final file, check in the directory where you saved the KML file, there should be a *.KML file and some *.jpegs (1 or more), If there's more than 100 *.jpegs, that's your problem. If not...Ummm..... Maybe PM me.
Note: you can have more than one custom map on at the same time, as long as your total number of jpeg tiles doesn't exceed 100.

Job Done!

That all sounds very complicated, but once you've done it once it should be a breeze, & best part...
It's Free !! J

Well, that took bloody ages to type up, Hope someone finds it usefull.

Cheers Guys

Kersh

Next few Pages of Garmin Pictures

P.S. If anyone uses this map to shoot a deer off this ridge, I expect some venison!! J

