Updating to MARPLOT 5.x from MARPLOT 4.x

MARPLOT 5.x versions include significant changes from previous 4.x versions. To ensure that your data is successfully transferred from your old MARPLOT, follow these instructions carefully to:

1. Export your existing data using your old MARPLOT 4.x, and then

2. Import your data into your new MARPLOT 5.x.

Phase 1: Preparing Your Data in MARPLOT 4.x

1. Start your MARPLOT 4.x program.

2. Export all of your overlay objects to one or more MIE files.

   Note: If you used MARPLOT 4.x's "import shapefiles as overlay objects" feature, consider if you need to export those objects to an MIE or if you can go back to the original shapefile. If you haven't linked the objects and have the original shapefile still, it is best if you import those objects to MARPLOT 5.x using the original shapefile. The import will likely be faster and you'll also be able to access any data in the associated DBF file in MARPLOT 5.x (unlike MARPLOT 4.x).

3. Consider your basemap layers.

   - The basemap layers that were included by default in MARPLOT 4.x do not need to be transferred, because that functionality has been replaced by updated basemaps and Web Mapping Services (WMSs) in MARPLOT 5.x.

   - If you've added your own layers to the Basemap Builder, you will need to locate your original source files for those layers. You will be able to import SHP and TXT files as object-based layers like your MIE files. For large background images files (such as TIF and SID files), you may be able to add those to MARPLOT 5.x as raster maps.

4. Quit MARPLOT 4.x.

5. You may want to locate your **MarplotMaps** folder (often in C:\Users\Public\Documents) and make a separate, zipped copy of it as a backup.

Phase 2: Setting up MARPLOT 5.x

1. Download and install MARPLOT 5.x. Follow the instructions in the Windows installation wizard. By default, the installer will place the program files in the **MARPLOT** folder and the data and map files into a new **MARPLOT Data** folder in a different location. Make sure that the MARPLOT Data folder is installed in a location where you have write permissions. (If you

already have a MARPLOT 4.x program installed in your chosen location for the MARPLOT 5.x program files, the installation wizard will take care of moving the old MARPLOT 4.x files for you.)

Note: If you had been running a MARPLOT 4 series on your Mac as a Windows program, you can continue to do that with the MARPLOT 5 series. Alternately, you can switch back to running MARPLOT as an application on your Macintosh operating system. In that case, you would install MARPLOT 5 using the Mac DMG disk image instead of the Windows installer.

2. Start MARPLOT 5.x. (Make sure MARPLOT 4.x is not open when you start MARPLOT 5.x.)

3. If you have CAMEO and/or ALOHA installed, open those programs to sync them with your new MARPLOT 5.x program.

4. Import your MIE files into MARPLOT 5.x. In the panel on the right side of the map, click on the Layers Menu icon and then click on the Import button. Browse to the location of your first MIE file and import it. Repeat for any additional MIE files. The layers from your MIE files will appear in the list in the panel (in addition to the 7 layers that are pre-loaded in MARPLOT 5.x).
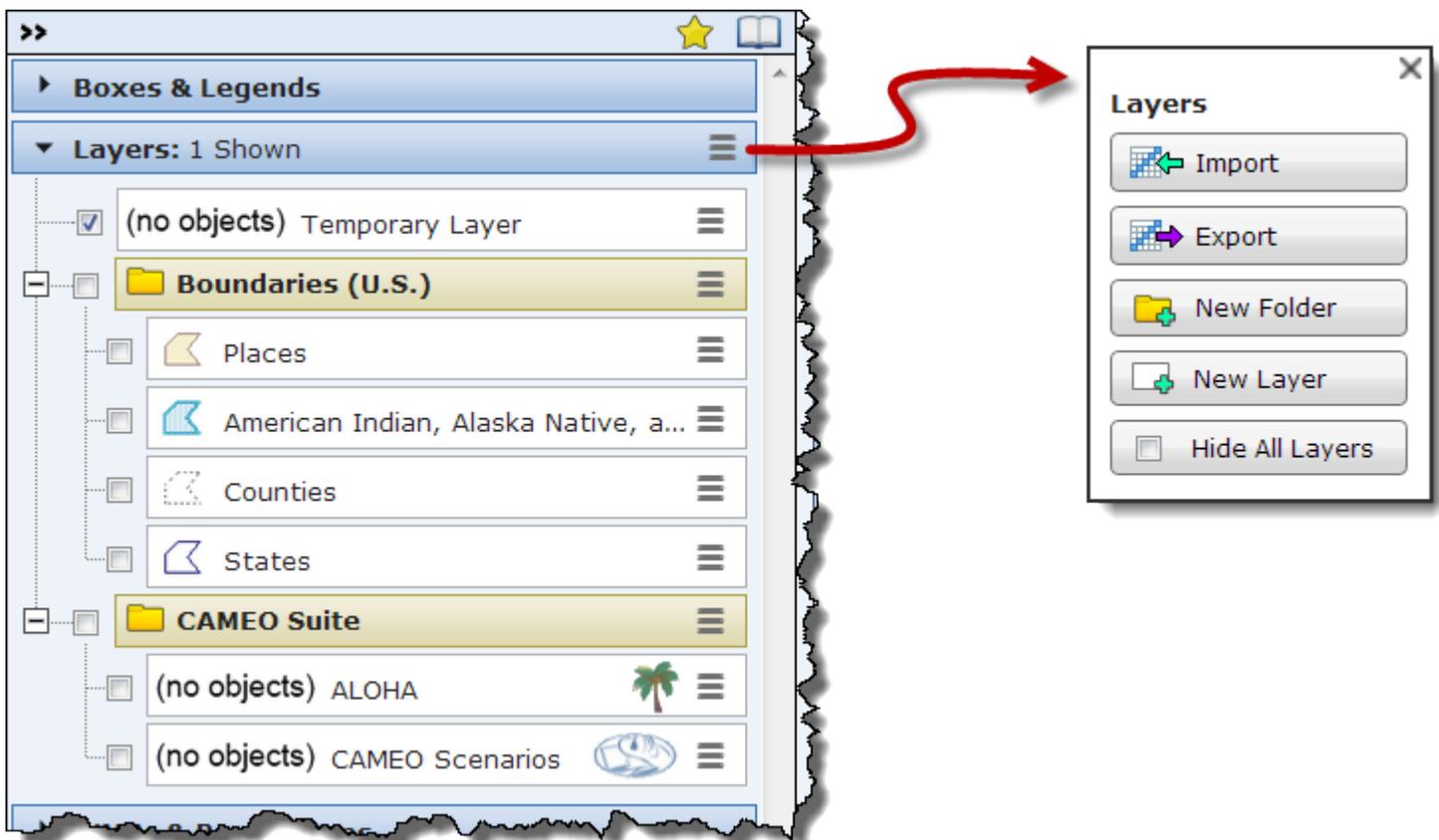
5. If you have SHP and TXT files from Step 2 or Step 3 in Phase 1, import those into MARPLOT 5.x.

6. After you import your layers, you can organize them in the panel using the drag-and-drop method. Click on a layer line in the panel and drag it to a new location in the list. You can also group layers by using the New Folder button in the Layers menu and then dragging the layers into the folders that are created.

7. Review your data to make sure that everything imported correctly. Note that there are a few expected differences between MARPLOT 4.x and MARPLOT 5.x objects:

   - Text Objects become point/symbol objects when they are imported into MARPLOT 5.x. The text from the original object becomes an Object Popup Note for the new point object.

   - Picture objects will not be imported into MARPLOT 5.x. If you have access to the image source files, you may be able to bring them into MARPLOT 5.x using a different method. For large background images, review the instructions in the helps for adding raster maps. For small images (such as logos), review the instructions in the helps about Object Popup Notes, Layer Popup Notes, Info Boxes, and custom symbols.

   - Alias objects will not be imported into MARPLOT 5.x.

8. If you have TIF or SID files from Step 3 in Phase 1, review the instructions in the helps for adding raster maps.

Now that you've transferred all of your existing data to MARPLOT 5.x, you can to begin to work with the new program. You may want to begin by reviewing the New Features list (in the Introduction to MARPLOT section) and the Getting Started section in the MARPLOT help.

Using Your Old MARPLOT After You've Installed MARPLOT 5.x

Are you hesitant about switching over to MARPLOT 5.x right away? You can keep using your previous MARPLOT as the primary mapping application for your CAMEO system while you test out MARPLOT 5.x—but you must be careful to follow these instructions:

- While you're keeping your old MARPLOT as the primary MARPLOT for your CAMEO system, always create and link any new map objects for your CAMEO records in your old MARPLOT. Periodically, export these new objects to MIE files and import them into your new MARPLOT 5.x in order to keep your new MARPLOT in sync with your old version until you are ready to retire it. (You can only keep things in sync using this method; you cannot transfer map objects and links backwards from MARPLOT 5.x to older versions.)

- You can run your old MARPLOT and MARPLOT 5.x at the same time, as long as you start your old MARPLOT first. This can be useful for comparing features, verifying data transfers, and organizing your layers in MARPLOT 5.x as they were in your old MARPLOT.

- Do not use ALOHA and CAMEO when you have both your old MARPLOT and MARPLOT 5.x open at the same time. Only use the other programs in the suite when you have one version of MARPLOT running.