

# **Buying & Using 'Coast to Coast Adventure Package'**

## **Buy & Download**

Click on the PayPal button and make payment (£11.99).

After payment check your email box, including your Spam filter, for the email with your download link. Click on the Download Link and download the c2cAdventurePackage.zip file to your computer. Your Download Link is time limited so make sure you find the email and activate the Download Link soon after payment.

Unzip the c2cAdventurePackage.zip into its separate folders of c2c gpx waypoints, c2c Custom Maps, c2c pdf book.

## **Adobe Acrobat Reader, Google Earth and Garmin BaseCamp**

You will need Acrobat Reader, free download from Adobe, to read the pdf book.

Custom Maps are easily viewed in Google Earth, simply double click on the Custom Map file and Google Earth will open, displaying the Custom Map as a transparent overlay on top of the Google Earth map.

We recommend that you use Garmin BaseCamp, free download from Garmin, to handle transferring the Custom Maps and gpx waypoints to your Garmin mapping gps unit and for viewing the maps and waypoints.

## **Using your c2c pdf book**

Go to your c2c pdf book folder, open the folder to show the 15 separate pdf files.

Double click on the pdf file you want to read, and it will open in Acrobat Reader.

If you want to print the pdf use the Print function in Adobe Acrobat; all pages are in A4 size.

On the Coast to Coast you will find it useful to carry the printed pages as a reference for the section you are walking.

## **Using your Custom Maps in Garmin BaseCamp**

First download (free from Garmin) and install Garmin BaseCamp on your computer.

Open Garmin BaseCamp by double clicking on the desktop BaseCamp logo.

Click 'File' then on the drop down menu click on 'Import into My Collection' then select one of the Custom Map files; c2cdays1to3.kmz c2cdays4to7.kmz c2cdays8to13.kmz c2cdays14to15.kmz then click 'Open'.

The Custom Map will be listed in your 'My Collection' and displayed as a solid map over the BaseCamp base map;

Note that the Custom maps display as transparent in Google Earth and solid in Garmin BaseCamp.

With the Custom Maps included in 'My Collection' you can select individual maps and use BaseCamp to load the map into your Garmin mapping gps unit.

## **Using GPX Waypoints in Garmin BaseCamp**

Open BaseCamp, then click 'File' then click 'Import into My Collection'

Now select one of the GPX Waypoint files and click 'Open'

Your waypoints will display in BaseCamp and show in My Collection as a list of individual waypoints.

To convert the waypoints into a gps Route select all the waypoints then right click on the selected list of waypoints and click 'Create Route using selected waypoints'. You can then name the Route and transfer it to your gps Route memory using BaseCamp.

## **Loading Custom Maps onto microSD cards**

Garmin mapping gps units will recognise .kmz Custom Maps on a microSD card in the unit provided the .kmz file is contained in a CustomMaps folder within a Garmin folder; create a Garmin folder on your SD card and then inside the Garmin folder create a CustomMaps folder, then copy your Custom Map into the CustomMaps folder.

Some gps units require you to format the SD card and load the .kmz Custom Map separate from the gps, while others such as Oregon 600 allow you to format the SD card and load Custom Maps with your gps connected to your computer.

## **Garmin Memory limits for Custom Maps**

For Garmin gps units .kmz Custom Maps are defined by the number of jpeg 'tiles' they contain.

Our Custom Maps are c2cdays1to3 60 tiles, c2cdays4to7 99 tiles, c2cdays8to13 87 tiles, c2cdays14to15 44 tiles.

Garmin mapping gps units are mostly limited to recognising a maximum of 100 tiles within the Garmin/CustomMaps folder; for the Montana, Oregon 600 series and GPSMAP64 there is a 500 tile limit.

If the number of tiles exceeds the maximum then your gps will not recognise any tiles! A good argument for buying an Oregon600/Montana/GPSMAP64.

If your gps is limited to 100 tiles then you will need a separate microSD card for each of the Custom Maps, and then change cards when moving from Day3 to 4, Day 7 to 8, Day 13 to 14.

## **Navigating using C2C Custom Maps, gps Route of gpx waypoints, and the book's A4 pages.**

With the Custom Map activated on your gps along with the gps Route of that day's waypoints, plus the A4 pages from the Book for reference if needed, we are ready to set off on the C2C.

After setting the screen size, by zooming in or out, to a comfortable level of map detail - my choice is usually 300m - and deciding whether to switch off the 'track record' function - I prefer this off - we are ready to start from waypoint 1 with the gps cursor showing our position on the Custom Map.

Now we simply follow the obvious trail on the ground, checking on the gps screen that the cursor is following the red dashed C2C route on the map.

Note that the waypoints making up the gps Route are joined by straight lines; do not try to walk that way unless the lines also follow the red dashed C2C route on the Custom Map.

Following the trail we only need to occasionally check on the gps screen that we are following the C2C walking route to the next waypoint.

If we leave the correct trail then on a 300m gps screen we will see the cursor moving away from the C2C red dashed route within 10 metres, so we can quickly correct and get back on the correct trail.

On the gps screen we will see us approaching and then passing through the waypoints of the gps Route. Waypoints are used to mark 'decision points' such as trail junctions with a choice of ways, and as direction markers in areas where there is either a confusion of trails or the trail is unclear.

If we feel unsure we can always refer to the books A4 pages which give a bigger view than the gps screen and have the navigation instructions if we need them.

Once you get used to using your gps on the C2C along with gaining confidence in the maps and C2C red dashed route you are unlikely to need to refer to the book pages while navigating the remaining C2C.