

Loading and Configuring your New Caching Icon Flags

- First create a new folder under your Memory-Map folder on your PC called “Icons”. The location for this is usually **C:\Program Files\Memory-Map\OS-5\Icons**
- Download the “Icons.zip” and then place it into the new folder you have created and extract it into the same folder.
- Now open Memory-Map. At the top click on “Overlay” and then select “Icons...”. Then click on the “Add” button shown below and locate the icons in your new folder listed above. Click on one of the icons and then click on “Open”. The icon will be loaded into Memory-Map. Repeat this for all of the other Icons.



- When the above has been completed you will need to find out their unique ID for each of the new icons in order to use them with GSAK. To do this you need to do the following:
 1. Create 6 “Marks” on your Memory-Map map and then edit the Properties of each mark to change the Icon to each of the New icons you have loaded.
 2. Once you have done this you need to export the details of these Marks or Waypoints. To do this, go to “Overlay” and select “Export All”. Change the file type to CSV.

- Open the CSV file and you will see at the top will be your 6 new icon names in column C and in column B is the unique ID for each. Ignore the WP04 lines your only interested in the IC01 lines.

	A	B	C	D	E
1	IC01	1251131321	EarthC.bmp		
2	IC01	1251131326	FlagB.bmp		
3	IC01	1251131330	FlagG.bmp		
4	IC01	1251131335	FlagV.bmp		
5	IC01	1251131339	FlagW.bmp		
6	IC01	1251131342	FlagY.bmp		
7	WP04	51.785329	-1.05281	1.25E+09	Mark
8	WP04	51.785878	-1.03192	1.25E+09	Mark
9	WP04	51.787157	-1.01276	1.25E+09	Mark
10	WP04	51.76945	-1.04619	1.25E+09	Mark
11	WP04	51.769993	-1.02472	1.25E+09	Mark
12	WP04	51.770922	-1.00673	1.25E+09	Mark
13					

- You now have to edit the "mmap.txt" under your **GSAK** program and its location should be **C:\Program Files\GSAK**. You will have to add new lines to the file but it is very easy as shown below

```
Dot=0
House=1
Fuel=2
Car=3
Fish=4
Boat=5
Anchor=6
Wreck=7
Exit=8
Skull=9
Flag=10
Camp=11
Man Overboard=12
Deer=13
First Aid=14
Trackback=15
Tiny Dot=16
Triangle=17
Square=18
Circle=19
Green Buoy=20
Red Buoy=21
Yellow Buoy=22
EarthC=1251131321
FlagB=1251131326
FlagG=1251131330
FlagV=1251131335
FlagW=1251131339
FlagY=1251131342
```

5. You will have noticed at the bottom of the previous screen shot that first is the name of the icon or file name then the equals sign followed by the unique ID from the memory-Map export.
6. Make sure you keep a copy of the fill safe because if you update **GSAK** at any time the "mmap.txt" file will be overwritten and you will need to replace it to include your new icons.
- 7.

You now have to make some changes in **GSAK** too. You have to add the Icon type to the cache types on the Memory Map Export. To do this go to the top of **GSAK** and click on "File", "Export..." and the "Memory Map...". The screen below will appear and you now have to edit the "Symbols" section as highlighted.

To do this click on the large "Change" button to the right and the screen at the bottom will show. Just select the "Cache Type" and then the "Icon" and then click "Save".

