- 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.

Waypoint/Mark Icons	
Add To add a new icon to the waypoint symbol list, click Add and select a BMP file. The bitmap must be 32x32 pixels, 16 colors.	
To remove an icon, select it from the list and click Remove.	
FlagB Remove	
Close	

- 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 the edit the Properties of each mark to change the Icon to each of the New icons you have loaded.
- 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.

3. 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.

N	licrosoft E	xcel - Test.csv					
	<u>File E</u> dit <u>V</u> i	ew <u>I</u> nsert F <u>o</u> rmat <u>T</u> ools <u>D</u> ata <u>W</u> indow <u>H</u> elp	_ 8 ×				
	൙ 日 🔒) 🖨 🗟 💖 🗈 🗈 🗠 🗸 🍓 Σ 🏂 🛃 🛍 😰 😤	10 • •				
E1 =							
	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			-				
	► ► Tes	st/					
Rea	dy						

4. You now have to edit the "mmap.txt" under your **GSAK** program and it 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

👂 mmap.txt - Notepad	
<u>File E</u> dit F <u>o</u> rmat <u>V</u> iew <u>H</u> elp	
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=1251131339 FlagY=1251131342	
	<u>></u>

- 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".

Export Memory Map CSV File (Total = 956) 🛛 🔀
File name to create	Select from most recent
C:\G_ocaching\Memory-map\file1.csv	File=file1.csv Path=C:\Geocaching\Memory-map
Symbols Traditional = FlagG Multi = FlagY Letterbox = FlagW CITO = Flag Event = Flag Locationless = Flag Virtual = FlagV Web Cam = Circle Mystery = FlagB Benchmark = Dot	Change Change Use macro for symbol generation
Options Include additional child waypoints Include Image: Ves Image: Ves Image: Ves Image: Waypoint name You can build the waypoint name using tags (see help) %Code	Use Defaults All children Only unflagged Maximum characters 100 Category (un check this box to manually enter a category)
Name on GPS %code	Use corresponding symbol for category
Waypoint comment %macro="Descriptions.gsk"	
Settings Last active	Save m Delete
😴 Generate	Cancel ? Help

Cha	ange Waypoint Icons/Symbols					
Ger	General Overrides Child Waypoints					
[Select Required Format and Icons here					
	Cache Type Only C Status Only C Combine Both					
	Cache type Traditional Traditional = FlagG Multi = FlagY Letterbox = FlagW CITO = Flag Locationless = Flag Virtual = FlagV Virtual = FlagV Virtual = FlagV Web Cam = Circle Mystery = FlagB Benchmark = Dot Other = Flag Earth = EarthC					
	Save X Cancel ? Help					