

# Updating to MARPLOT 4.x

## From a Previous 3.x Version of MARPLOT

MARPLOT 4.0 was a major release, with significant changes from previous 3.x versions. To ensure that your data is successfully transferred from a 3.x version of MARPLOT to a 4.x version of MARPLOT, follow these instructions carefully. (“x” could be any of the releases in that series, such as MARPLOT versions 4.0, 4.1, or 4.2.)

### Phase 1: Before Installing MARPLOT 4.x (Backing Up Your Data)

1. **Browse to the MARPLOT program folder** for your existing version of MARPLOT (e.g., C:\MARPLOT or C:\Program Files\MARPLOT).
2. **Change the folder name to “OLD MARPLOT”.**
3. **Zip the renamed folder** so that you have an archive copy.

Renaming the folder will allow you to install MARPLOT 4.x in the standard location, while at the same time allowing you to return to your older version to transfer data. Keeping a zipped copy ensures that you will have a backup copy of the program to return to (if needed).

### Phase 2: Installing MARPLOT 4.x

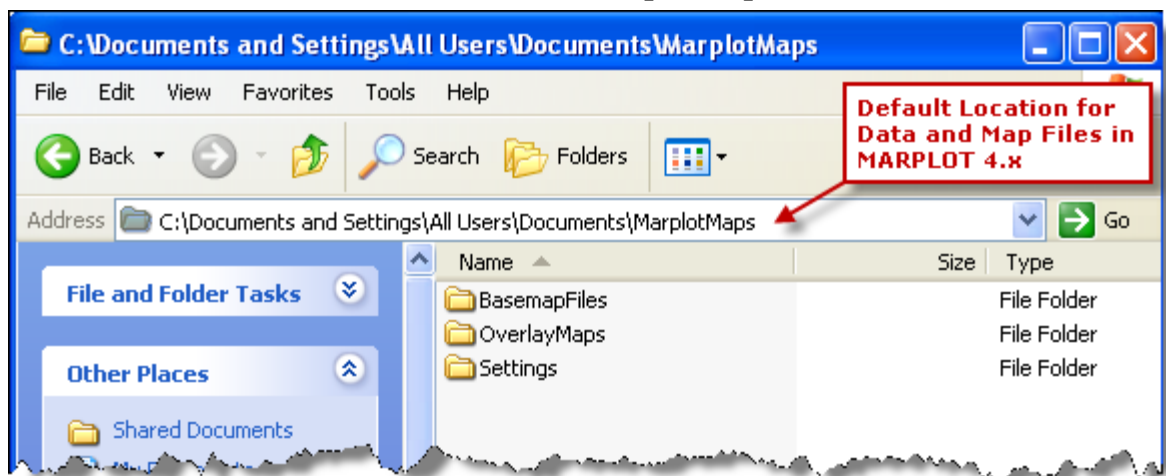
1. **Download and install MARPLOT 4.x.** By default, the installer will place the program files in the MARPLOT folder and the data and map files into a new MarplotMaps folder in a different location (to make the program compatible with write permission restrictions). The default locations are:
  - C:\Program Files\MARPLOT
  - C:\Documents and Settings\All Users\Documents\MarplotMaps (Windows XP)
  - C:\Users\Public\Documents\MarplotMaps (Windows Vista)
2. **Start MARPLOT 4.x, and then immediately quit it** (before moving on to Phase 3).

### Phase 3: Transferring Your Data to MARPLOT 4.x

How you transfer your data depends on which maps you’ve stored your MARPLOT objects on. The steps below will allow you to quickly transfer some of the easiest data, and then you’ll take another look at your old version of MARPLOT to see if you need to do any of the more complicated transfers.

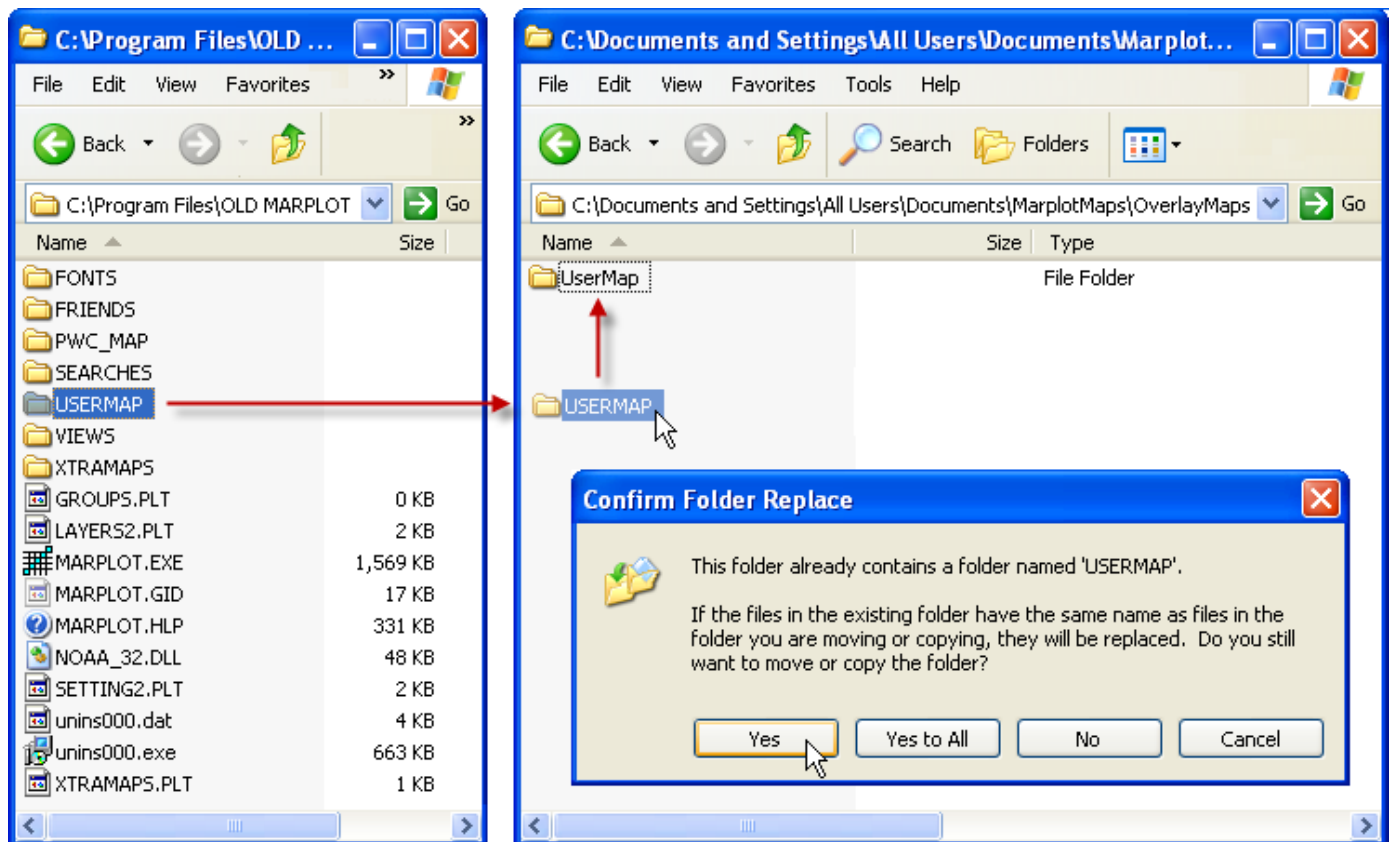
1. **Browse to the OLD MARPLOT folder**, which you renamed in Step 2 of Phase 1.

2. In another window, browse to the new MarplotMaps folder.



3. Transfer all of the data stored on your old User's Map.

- Drag the USERMAP folder from the OLD MARPLOT folder into the new OverlayMaps folder (inside of the MarplotMaps folder).
- Click Yes when asked if you want to replace the existing USERMAP folder.
- Delete the USERMAP folder in the OLD MARPLOT folder (if necessary).



4. **Transfer all of your layer names and layer groups.** Copy the GROUPS.PLT and LAYERS2.PLT files from the OLD MARPLOT folder and paste them into the new Settings folder (inside of the MarplotMaps folder). Keep a copy of these PLT files in the OLD MARPLOT folder.

At this point, you've transferred all of the data that is stored on your User's Map, as well as all of your layer names and layer groups. If you're a CAMEOfm user, you won't need to specifically transfer any MARPLOT objects that are on the CAMEO Map. (Those objects will be automatically transferred.)

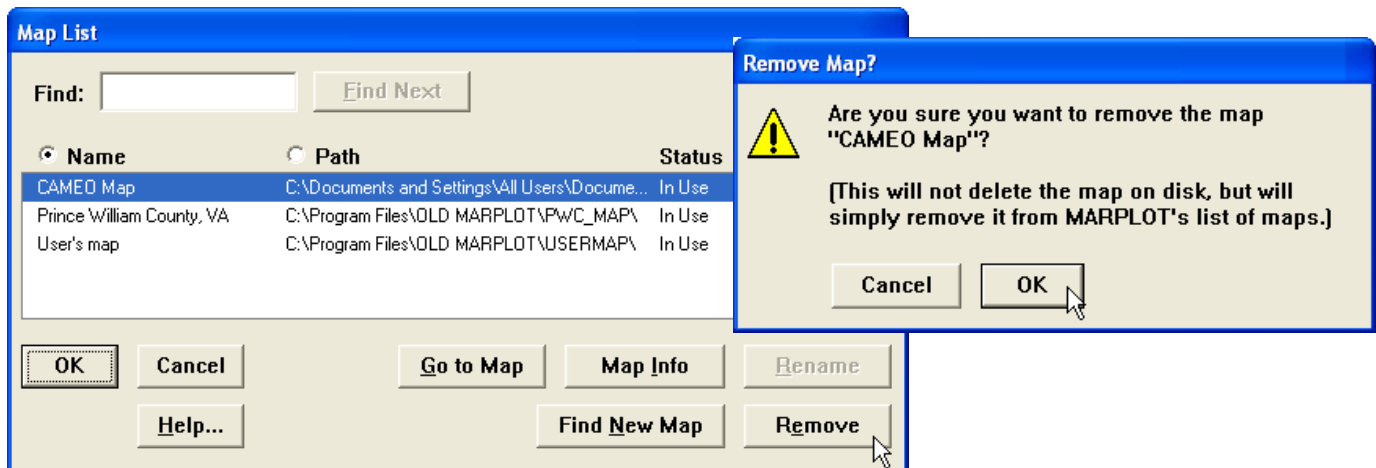
The following steps will help you determine if you need to create any export files to transfer additional data from the old MARPLOT.

5. **Start the old version of MARPLOT.**

- You'll need to double-click on the MARPLOT.exe file that is in the OLD MARPLOT folder (any shortcuts to the old MARPLOT were broken when you renamed the folder).
- The MARPLOT view should be simplified somewhat: There are no objects on the User's Map, because you deleted the USERMAP folder in Step 2.

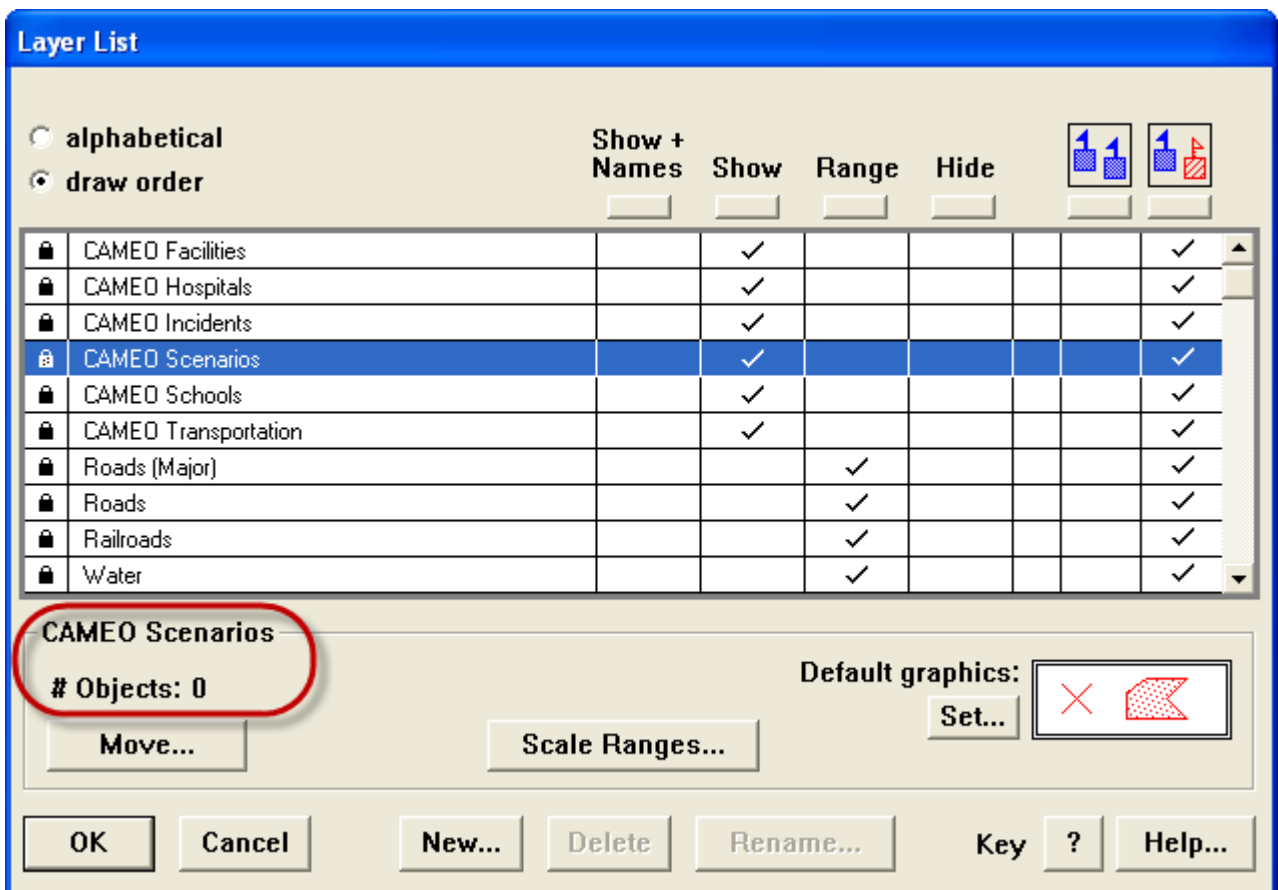
6. **Remove the CAMEO Map.** *If you don't use CAMEOfm, you can skip this step.*

- From the List menu, select Map List to see all of your MARPLOT maps.
- Select CAMEO Map in the list, and click Remove.
- Click OK on the Remove Map warning.
- Click OK on the Map List.
- Removing the CAMEO Map will simplify the view in your old MARPLOT by removing all of the objects on that map. (Don't worry. These objects are stored in CAMEOfm, and CAMEOfm will tell MARPLOT 4.x where to find them later.)



7. **Examine your Layer List for objects that you need to export.**

- From the List menu, select Layer List.
- Select the first layer in the list, and look on the bottom part of the screen to see the number of objects on that layer. Repeat for all layers.
  - Ignore any layer that has zero objects. You'll likely see many layers with no objects, because you've already removed all of the objects on your old User's Map and the CAMEO Map.
  - For now, you can also ignore any layer named Counties, Miscellaneous, Places, Railroads, Roads, Roads (Major), Shoreline, or Water. These are the layers that come with the TIGER county maps. Objects on these layers are addressed in Step 9 below.



8. **Export user-created layers to MIE files.** If you have a layer in the list that has objects, and it is not one of the TIGER layers (e.g., Roads or Water), then you need to select all of the objects on that layer and export them as an MIE file. Repeat for any layers that meet these criteria. These layers are either on new maps that you've created, or they are a new layer (e.g., Fire Hydrants) that you saved on one of the TIGER county maps.

The TIGER county maps that were used in older versions of MARPLOT had objects on standard layers. The standard TIGER layers are:

- Counties
- Miscellaneous
- Places
- Railroads
- Roads
- Roads (Major)
- Shoreline
- Water

MARPLOT 4.x has new, updated maps and you should not transfer any of the old TIGER layers.

**9. Export user-created objects (on TIGER layers) to MIE files.** *Most people can skip this step.*

- If you've saved your own objects to any of the standard layers on a TIGER county map, find and select those objects.
- Export the selected objects as an MIE file.
- Don't export the objects that came with the TIGER layer.

**10. Quit the old MARPLOT program.**

**11. Start MARPLOT 4.x, and then start CAMEOfm.** (This will automatically transfer all objects on the CAMEO Map.)

**12. Import any MIE files you created in Steps 7-9.**

**13. Examine your overlays in the Overlay Manager.** Note that in MARPLOT 4.x, "layers" are now called "overlays" and the "Layer List" is now the "Overlay Manager".

- Right-click on the map window and select Overlay Manager from the right-click menu that appears.
- Review the list of overlays to verify that all of your objects have been transferred.
- Because you moved all of your old names for layers and layer groups into MARPLOT 4.x, you may find some layers with no objects on them. If you know that these layers should have no objects (this will typically be the case for layers from the TIGER county maps), unlock and then delete these layers.

**14. Delete your OLD MARPLOT folder.** Because you removed most of the data from this version, it is no longer a good copy. However, if you need to return to this data at some point, you can unzip and use your archived copy.

## **Phase 4: Getting Started with MARPLOT 4.x**

Now that you've transferred all of your existing data to MARPLOT 4.x, you can begin to work with the new program. To get started, you may want to:

- Open the MARPLOT helps, and review the New Features list (in the Introduction to MARPLOT section) and the Getting Started section.
- Use the Download Manager to download files that you're interested in, such as roads, railroads, lakes, and rivers (by county), population files (by state), or national-level files (such as EPA regulated facilities).