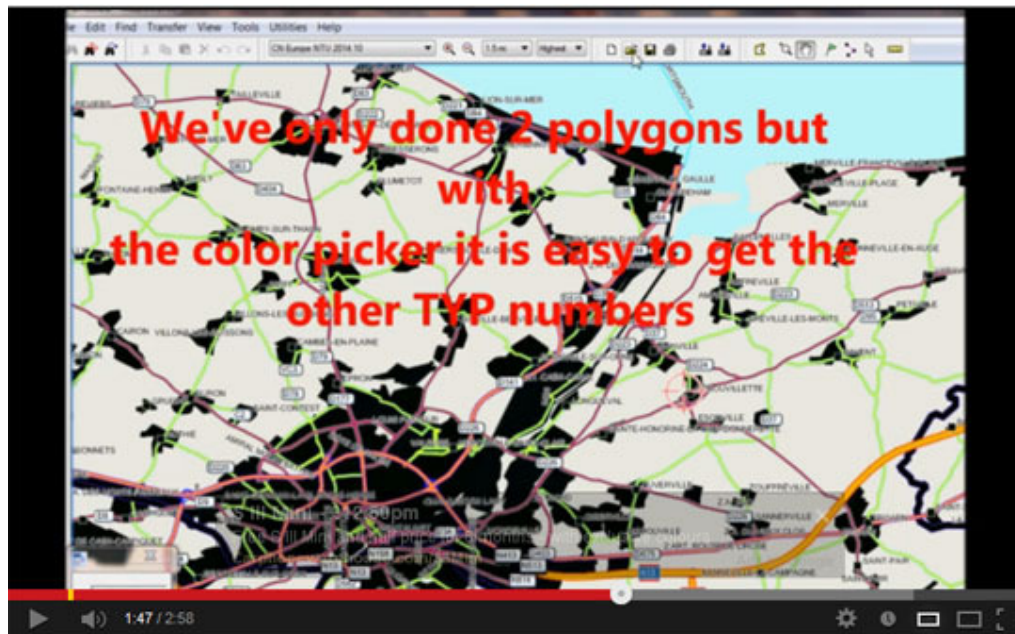


IMG2TYP



See IMG2TYP on Youtube

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Latest Revision 28/4/2016

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What is IMG2TYP?

This GUI allows you to extract **ALL** the type numbers found in a Non NT IMG file – see further - by examining thpart of the IMG files, locked or unlocked, even gmapsupp.img < 2 GIG

It creates a list of types embedded in the IMG file and generates a new TYP file.

How useful is that?

Each line, polygon or POI is allocated a unique number.

If we know the type numbers given to roads etc , we can change its colour,pattern and width.

Example:

Residential Road : has been given type number 106

If we *didn't* know this , the road would be shown as a default and very basic solid line.

If we do, we can change it's pattern, width and colour.

Without this knowledge it is virtually impossible to match a TYP file to the IMG.

Basecamp Product Creator

I you are using Basecamp Product Creator (MPC) and load .shp files which do not contain Garmin references ,the program will still create an img but not a TYP file. Use img2typ to create your TYP file.

What are TYP files?

A few years ago, Garmin introduced a new TYP file format to make their maps look more readable. This was a big step forward – at long last, you were able to distinguish between ,say , different types of track , and 'incredibly', woods were not just faint

Serial Number/Key

Without a serial number the program will only show polygons and you can only import up to 2 files at a time.

Click on Registration to enter or obtain your serial number/key.

Loading IMG2TYP on W7 & W10

Img2typ runs on Windows 10 ,XP,Vista & Windows 7 both 32 & 64 bit .

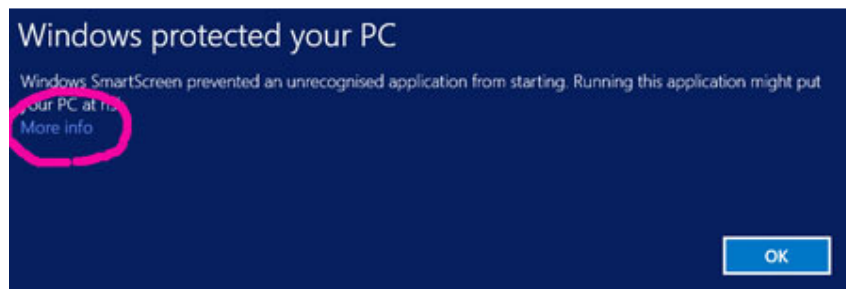
Windows 10 'by default' denies new programs any permission to save data or create folders.

Right click on the img2typ setup and select 'Run as Administrator'

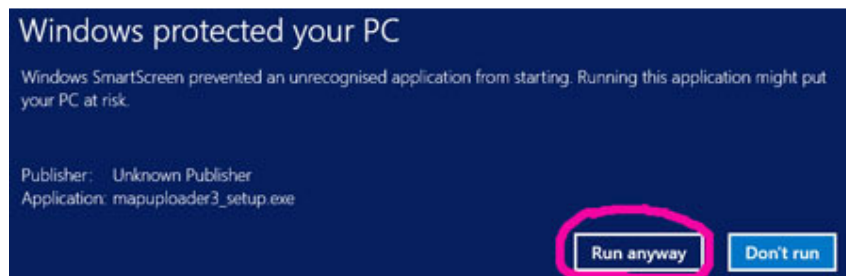
You could play around with permissions but this may not always work.

All our programs can be used on Windows 10 using the following procedure:

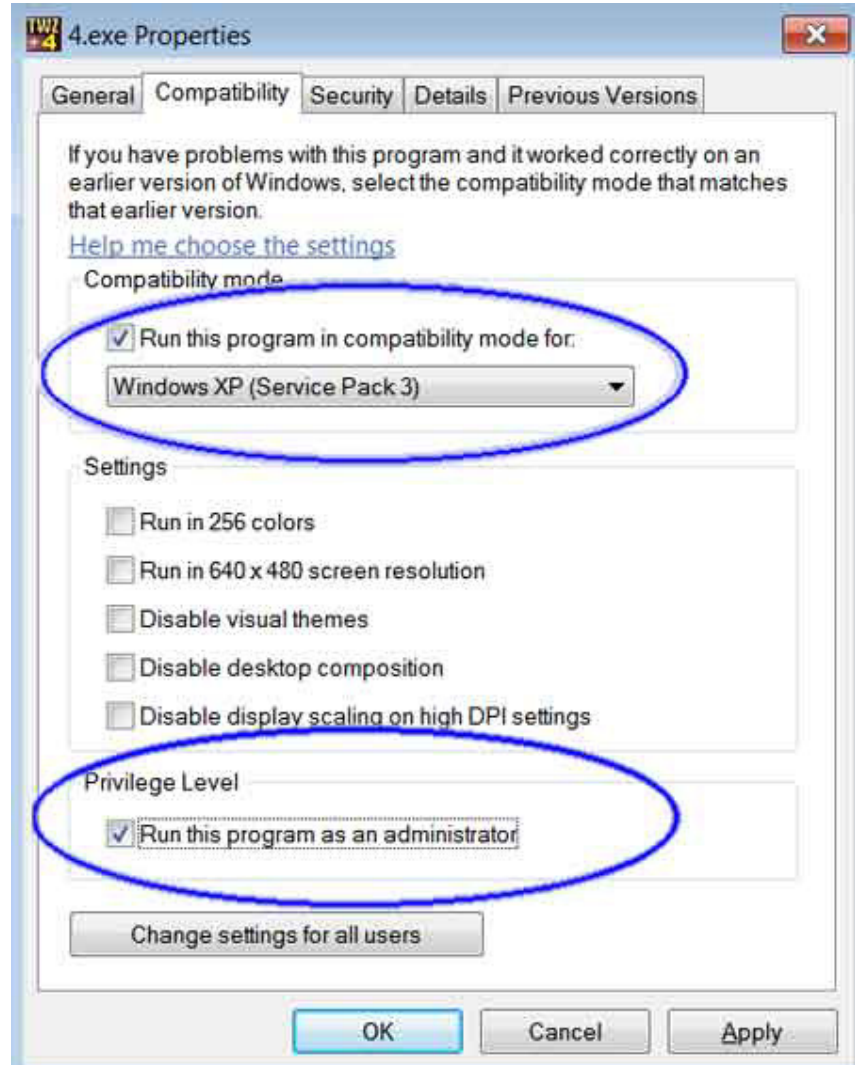
1) Click 'More info'



2) Click 'Run anyway'



- 3) Right click on the 'exe' file & click on Properties
- 4) Tick Compatibility TAB
- 5) Tick 'Run this etc'
- 6) Select Windows XP (service Pack 3)



- 7) Click Apply
THIS ONLY NEEDS TO BE DONE ONCE

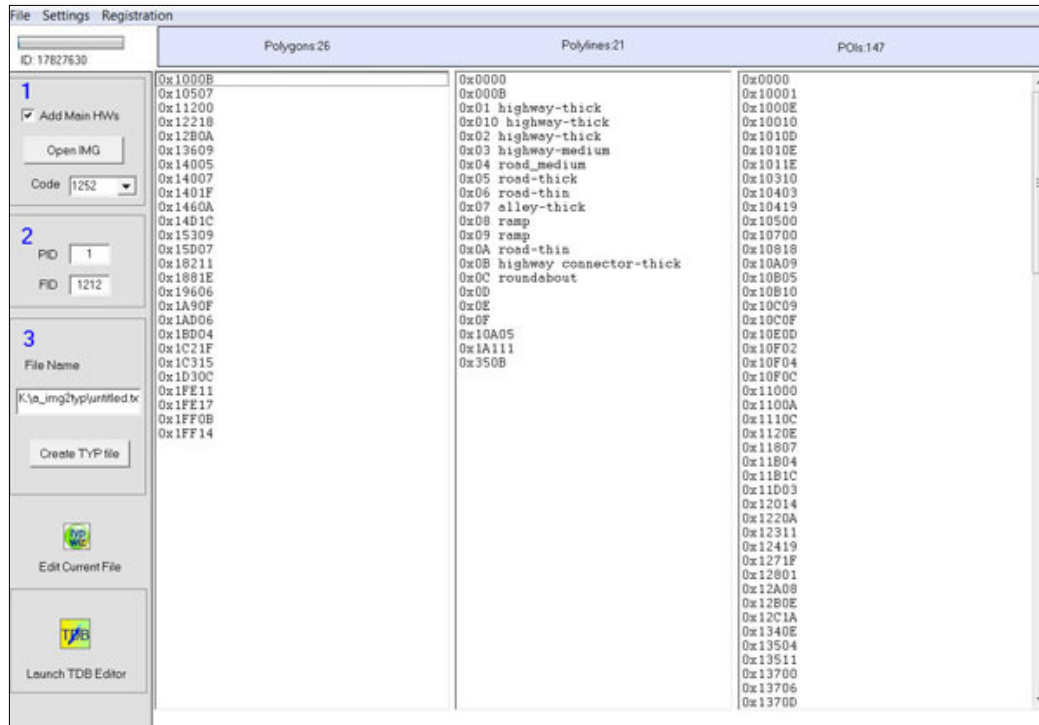
Windows will remember your new settings.

- 8) Double click on your exe to launch the program

Getting started

Load your IMG into IMG2TYP and check which POIs, Polygons etc ,are listed.
You can also drag and drop IMG files onto the main window.

If they are listed in IMG2TYP but still do not appear on your Garmin then your TYP file may not contain the POI, polygon or highway.



All elements are sorted

In Polygons (d) represents draworder: (d2 : draworder=2) For more information on draworder see TYPWiz manual

Where possible elements have been 'named' according to Garmin's default classification of type numbers.

Multiple File Import

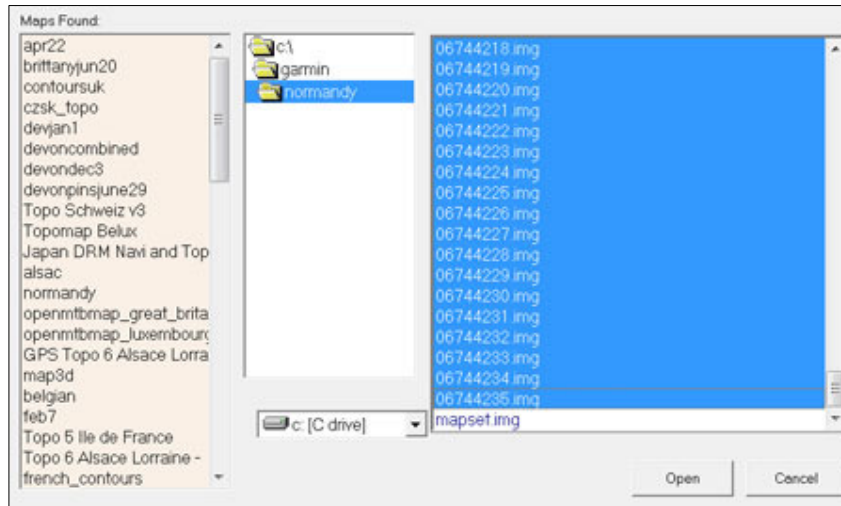
The problem with analysing only *one* IMG is that it only finds elements in that unique img . A Topo , however, contains many IMGs .

To collect all the elements go File --> Open

On the left are all the mapsets used by Basecamp/Bascamp on your computer.

Click on a mapset to show all the imgs.

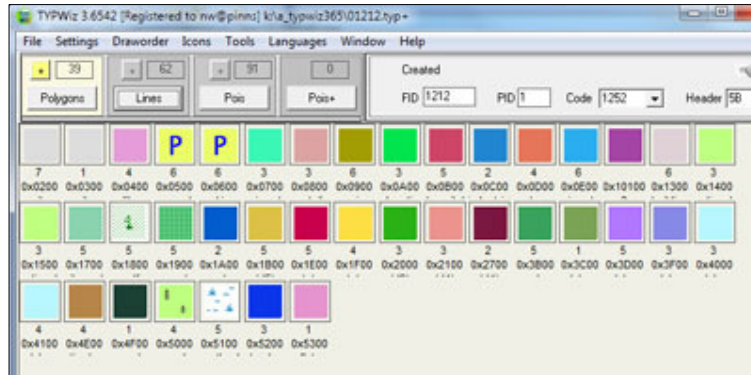
Use SHIFT Click or CTRL Click to click your selection.



Create TYP File

Click this button to create a TYP file containing all the elements

Tick 'Use IMG ID' to set the TYP filename to the 8 digital IMG 'ID' number.
Check the FID - see below.



Unfortunately, for it to work in Basecamp, the FID has to be the same value as found in the tdb file - see below.

IMG files, except for gmapsupp.imgs do not contain FIDs. You need to match them manually.

Change FID

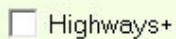
Enter a value between 1 and 65000

If the FID of a TYP file does not match then the Basecamp files,tdb & mdx, the typ file won't necessarily work.

You can use our **tdb editor** to discover the FID of a tdb file.

*Latest version of TYPWiz can upload the TYP file **EVEN** if the FID's are incorrect.*

Highways+



Many NT files do not list the standard highway types, ie 0x1, 0x2 etc ,presumably to save space.



To ensure your TYP file includes these types check the highways+ button.

NT IMG files

The NT IMG file structure is not fully understood.

However, img2typ tries to pickup as many polygons, lines & POIs as possible.
We have more or less 'cracked' the extended poi format.

To ensure all polygons in a NT img are 'captured' the user has to resort to a crude polygon blast by creating a TYP file which contains polygons between 10000 and 11000 as shown in pictures below.

	Drab NT Europe
	Blasting IMG with a TYP file to reveal the various different polygons, ie parks, hospitals, industrial areas etc

This crude procedure works but will take a bit of time.

After using the polygon.TYP take a screenshot from Basecamp and paste into any image processing program which comes with a color picker.
Ensure webcolors are selected , not RGB , ie FF1C2E

Load polygon.typ into TYPWiz and search for the web color (FF1C2E).
Next, identify the type number, say 0x10802 , and change its colours to what you think it may represent, ie residential, golf course, lake etc.

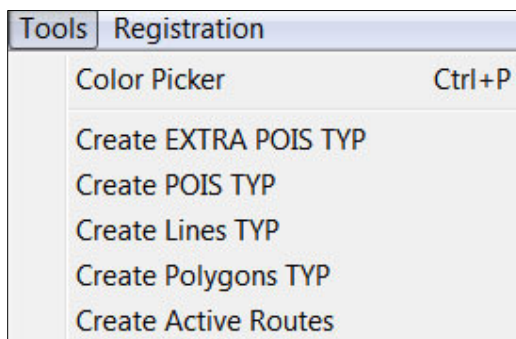
Remember, if you've used Mapsettoolkit, then edit the TYP file location bit, ie make it point to YOUR typfile etc – see typwiz manual.

Creating TYP files for identification

Img2typ creates various TYP files which can be used to identify ALL visible elements.

IMG2typ cannot locate Extra POIs or Active Routes as the NT structure is not fully understood.

However, you can create TYP files which can be uploaded to Basecamp/Mapsource using TYPwiz4 - go Tools --> Create EXTRA POIS TYP etc

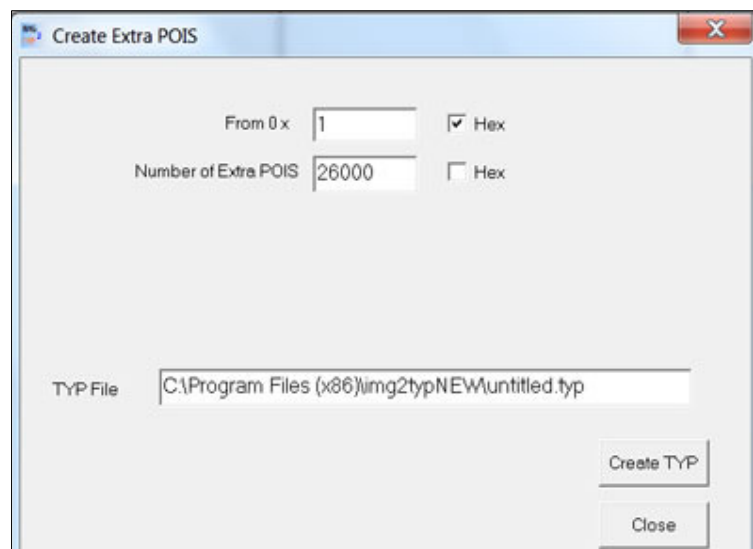


Use the picker to identify the ID or type number.



The IDs and number of Extra POIs can be entered as a hex or decimal.

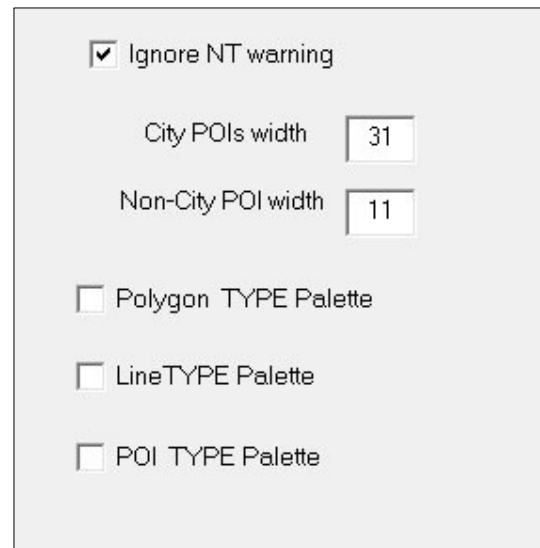
Tick both checkboxe



Preference

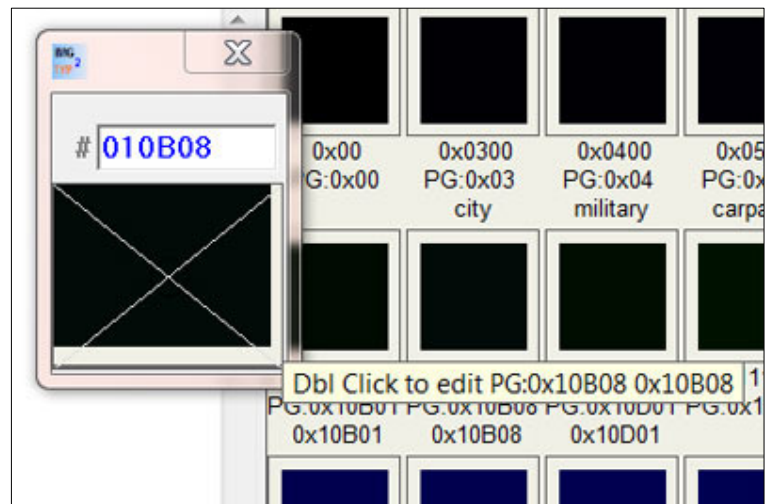
default widths of cities and other POIs

Enter a new value (maximum 64) for your TYP pois.



type palettes

This might be useful, particularly for polygons, but also for lines and pois. Ticking these options matches the colours of each element with its typ number. Use this in combination with the Color Picker option and you can obtain the TYP number by reading the hex colour shown in the color picker - see example of 0 x 010B08



Polygon transparency

If the polygons have no draworder then DO NOT use transparency as this would make the **whole** polygon invisible - this applies to some Garmin NT or nuvi maps.

Launch TYPWiz 3 / 4

You can customize the TYP file in TYPWiz, by clicking this button, once the program has been located in Settings.

How to upload to Basecamp

Either

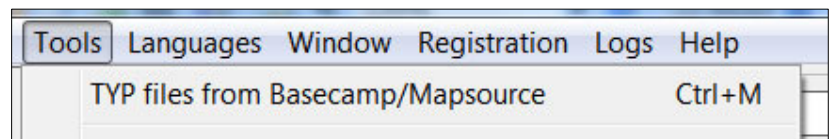
a) Use Mapset toolkit to upload your IMG(s) and TYP file to Basecamp or Basecamp.

Or

b) Let TYPWiz4 do it for you:

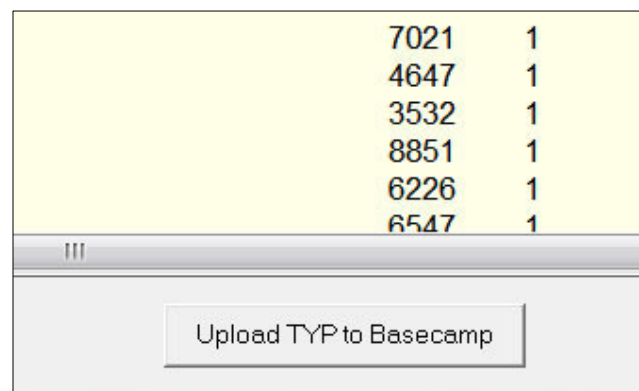
- Load TYP file

- Go Tools -->



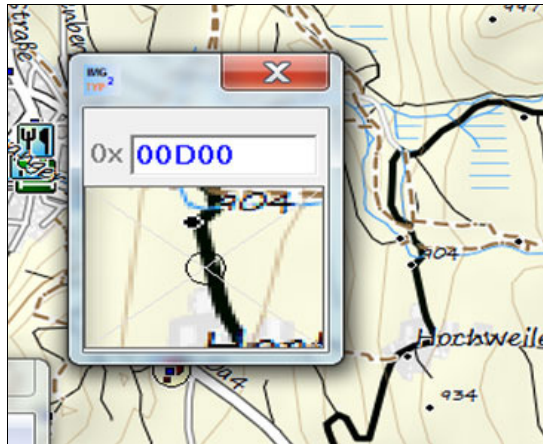
- Click on your Map Name then click Upload TYP to Basecamp

TYPwiz4 will automatically create a backup of existing TYP file

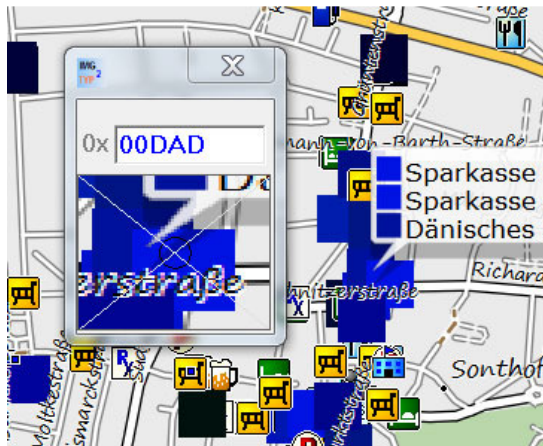


Reload Basecamp/Mapsource and press CTRL G 2x to clear Tile Cache

The result



Mountain Biking Route 0x0D00 in TOPO Germany V6



Extra POI 0x0DAD in CN Europe 2015

How to create a gmapsupp.img

There are times when you need to upload your img and typ file to your GPS without Basecamp. Unfortunately, it is not just a matter of dropping your IMG and TYP file onto the main drive of your GPS.

If you do the map will be rendered but TYP file will be ignored!

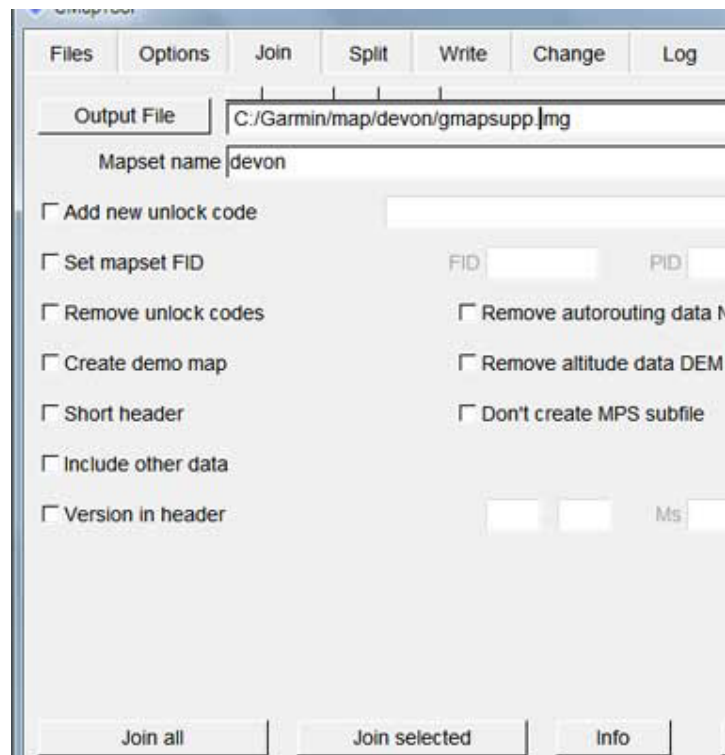
Instead , you need a tool that combines the IMG and TYP file, in to a gmapsupp.img

Use Gmaptool to create a gmapsupp.img

Drop your IMG(s) and TYP file on to the main window then click the Join tab

Enter the directory where you want to place your gmapsupp.img

Make sure the folder exists else it will throw up an error.



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