

# OziExplorer

## MODULE 3

### Working with Waypoints

**Practical Training Course  
by Chris Rule**

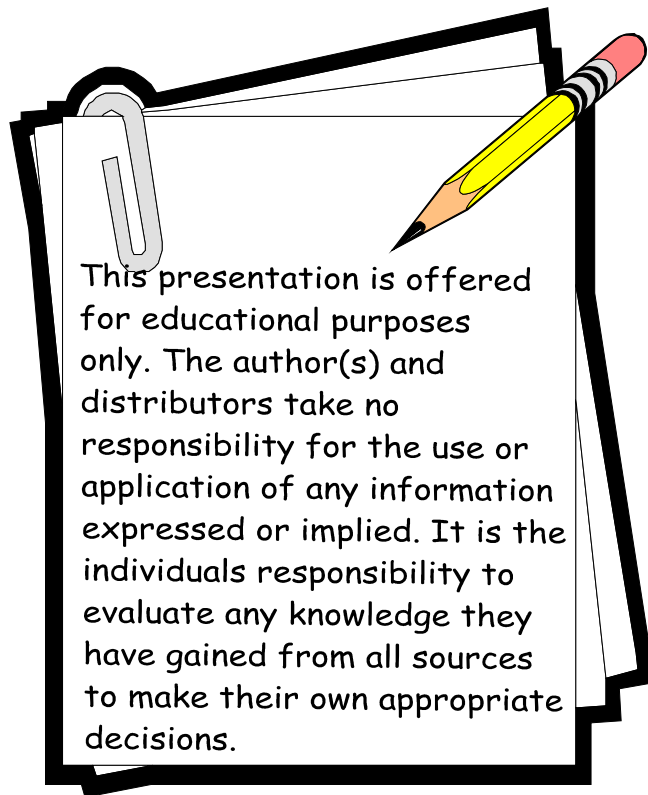
# INTRODUCTION

The purpose of this manual is to serve as a teaching guide for students who want to learn Oziexplorer.

**This is not a complete guide to OZI.** The student is expected to take the fundamentals acquired and to go on, on their own to learn the program more in depth.

OZI is being continually upgraded so any manual produced is quickly out dated.

There seems to be no end to what OZI can do, moving map on Palm Pilots, OZI 3D, OZI used for Automatic Radio Position Systems, OZI linked with digital cameras, and the list grows day by day.



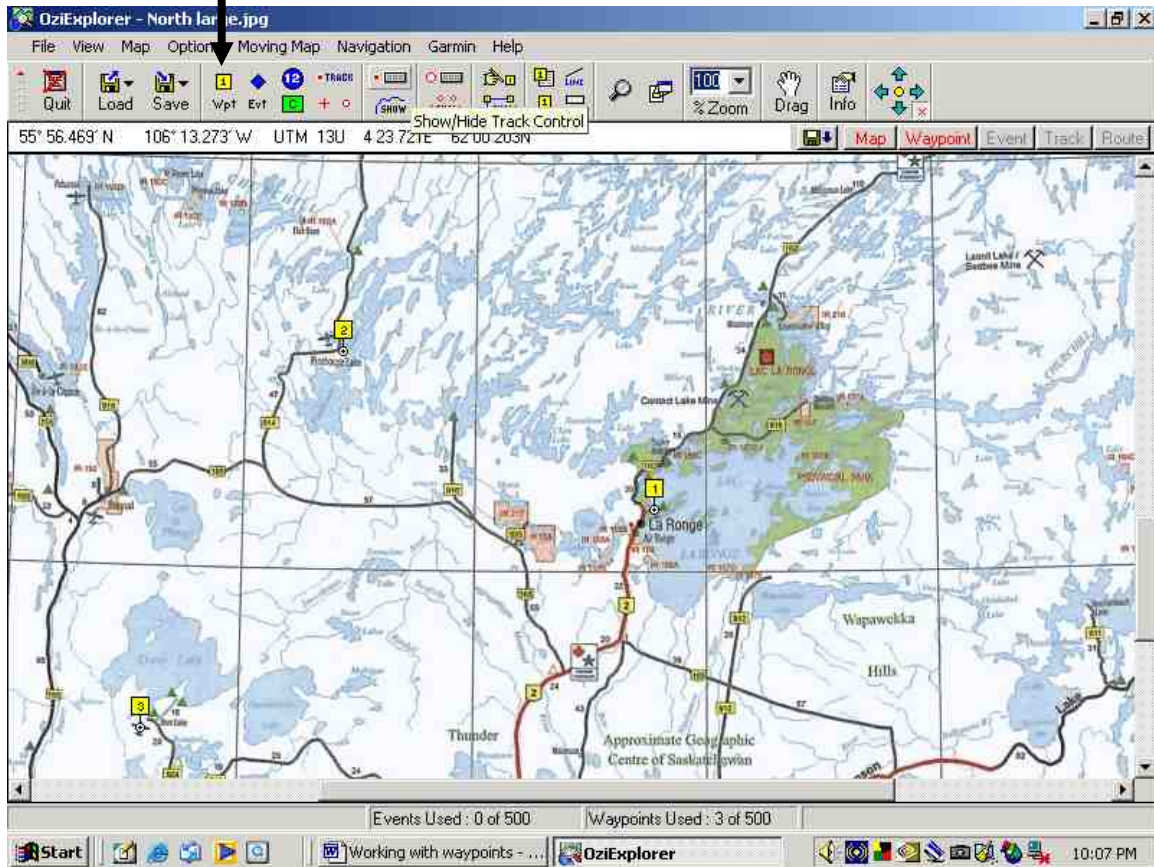
# WORKING WITH WAYPOINTS

## Creating waypoints

Lets bring up our Map of Northern Sask (NORTH Large) and set the zoom @ 100% and centered around La Ronge

Click on **waypoint** icon and create a waypoint at the **La Ronge airport** (airplane symbol)  
And the same at **Pine House** and **Dore lake** as shown below.

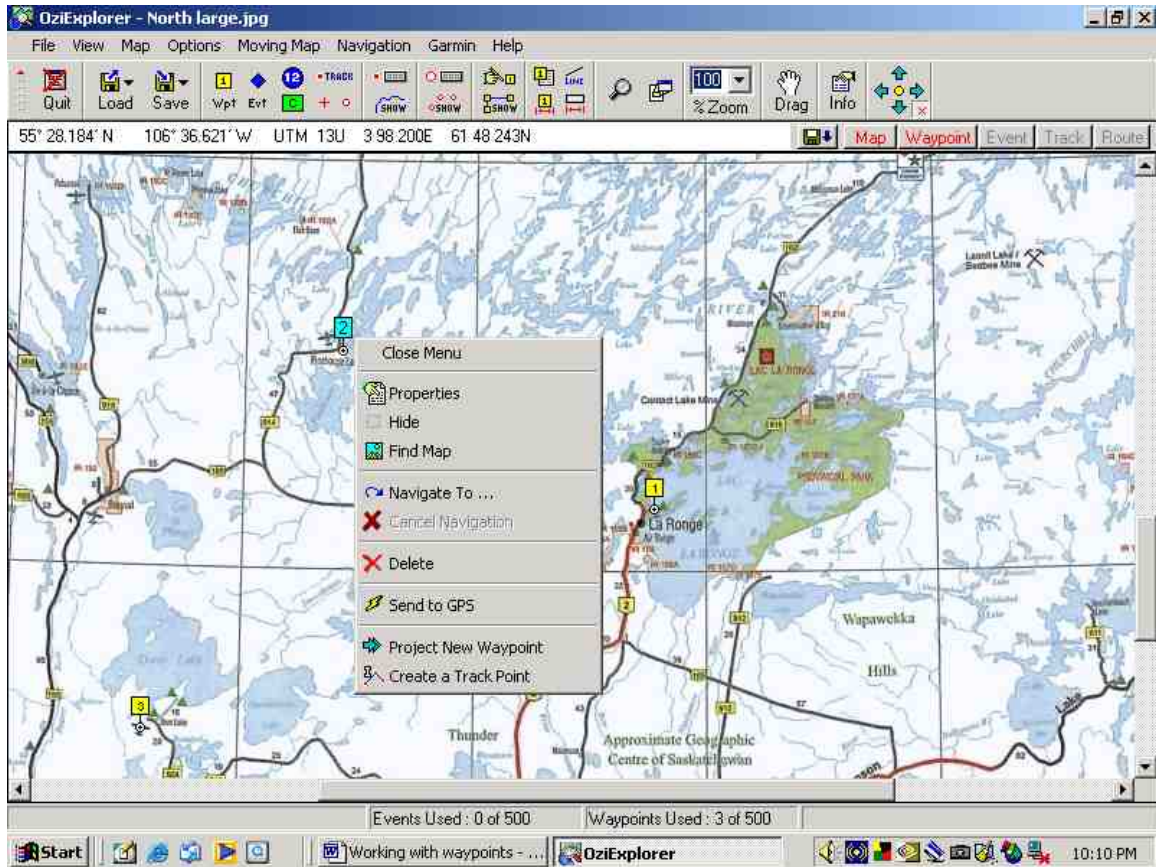
**\*\*\* to stop creating waypoints, click the icon again.**



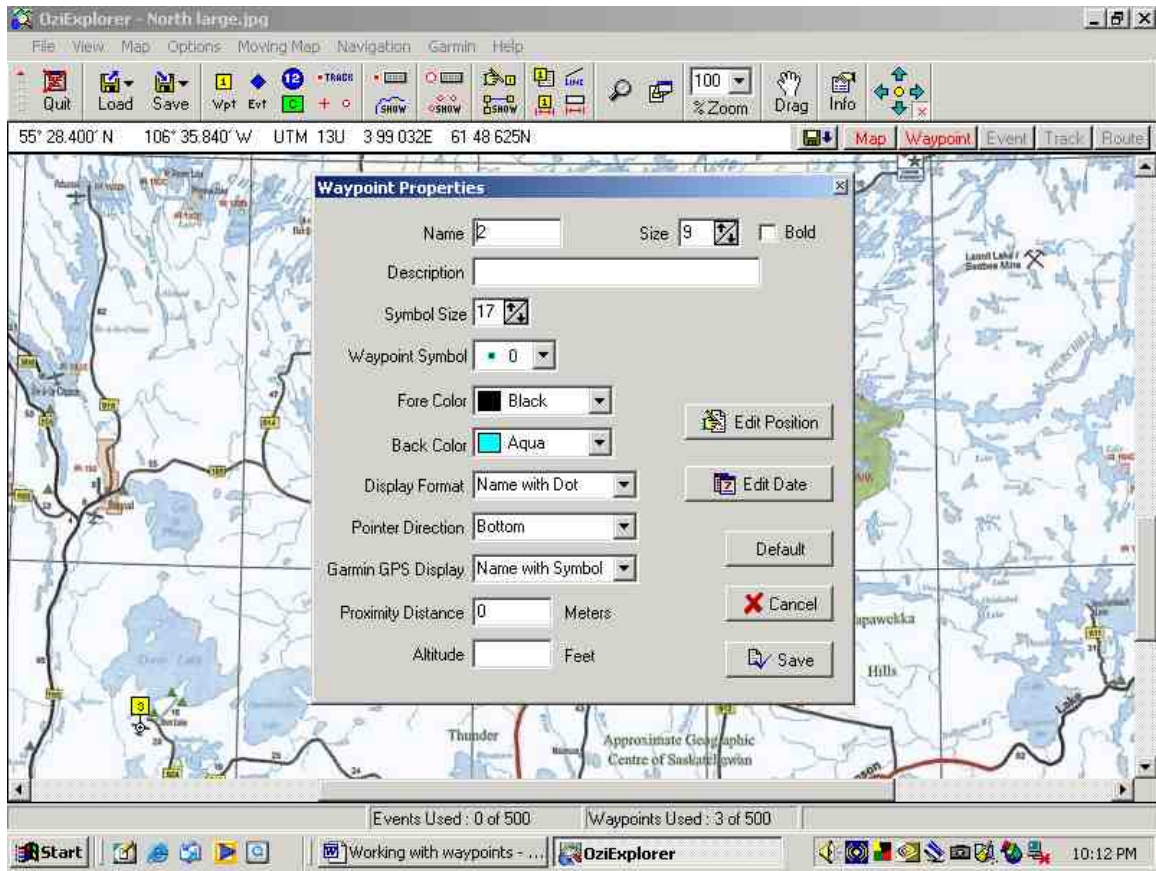
Note: hold the cursor over a waypoint and a bar with Lat & Long and UTM appears

You can also click on the waypoint and drag it to a new location or make correction

**To edit the waypoint** Right click on the waypoint



This edit box allows you to work with the waypoint. Click on **properties** to get...



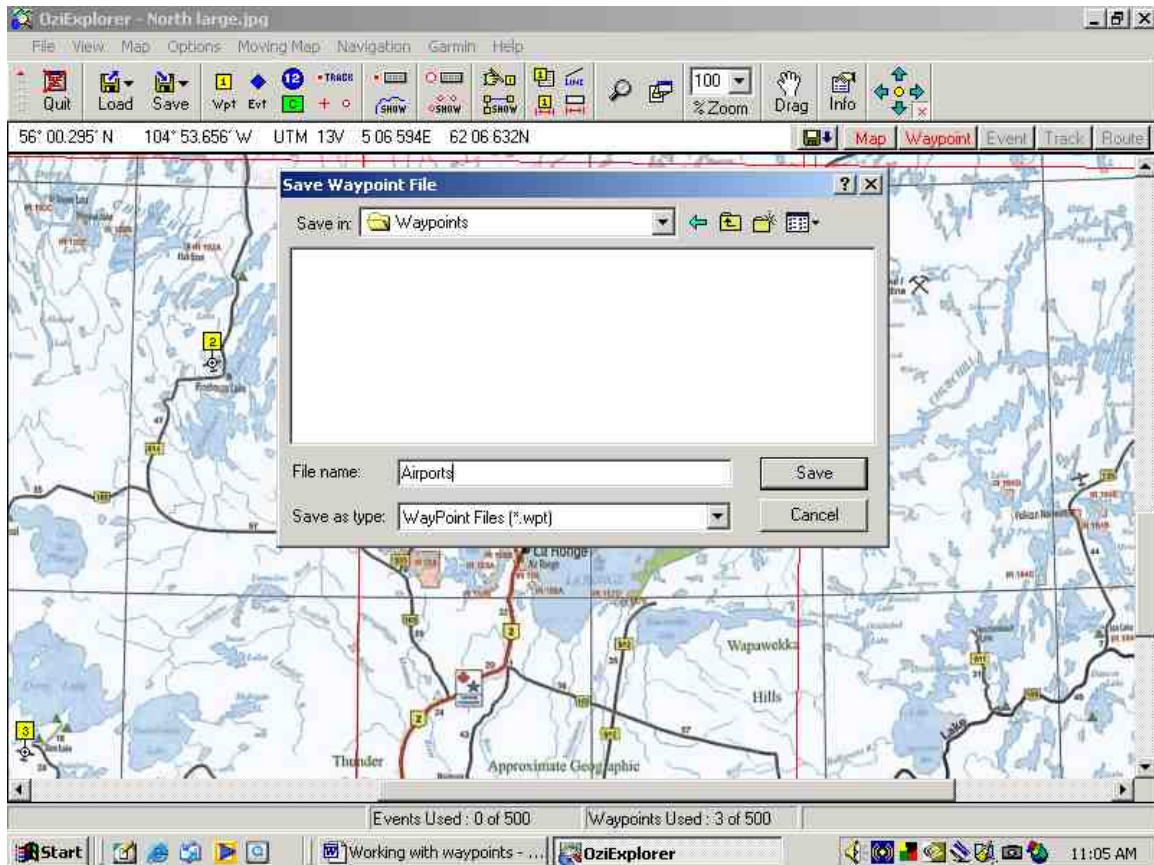
...an edit box where you can change the **number, size, give a description, change colors, and more.**

Note : If you had downloaded the waypoints from a GPS, you can do the same as well.

## Saving your waypoints

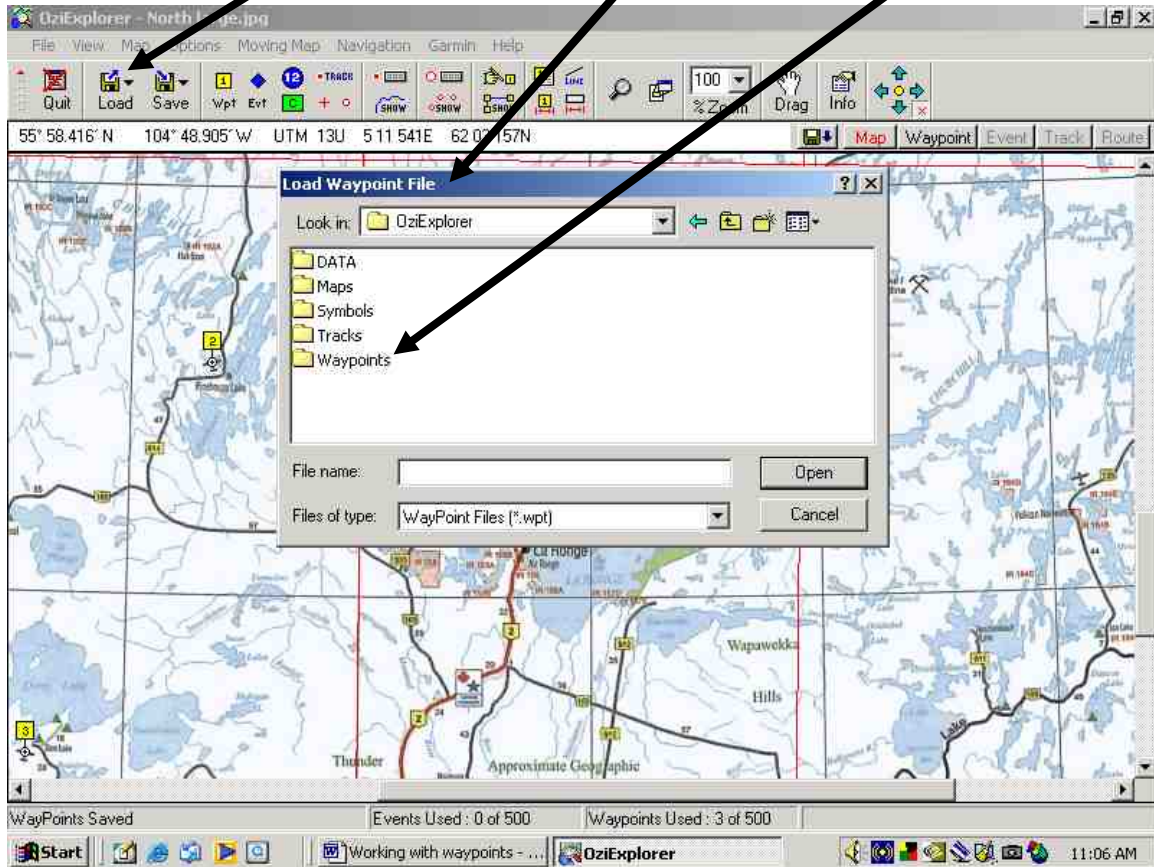
Note: **Waypoint** on the tool bar is **red**, meaning they are **not saved** yet.

Save them in a file in Oziexplorer called waypoints, by clicking on **Save Icon – save waypoints to file**. And save them in the Waypoint file. I called mine “Airports”.



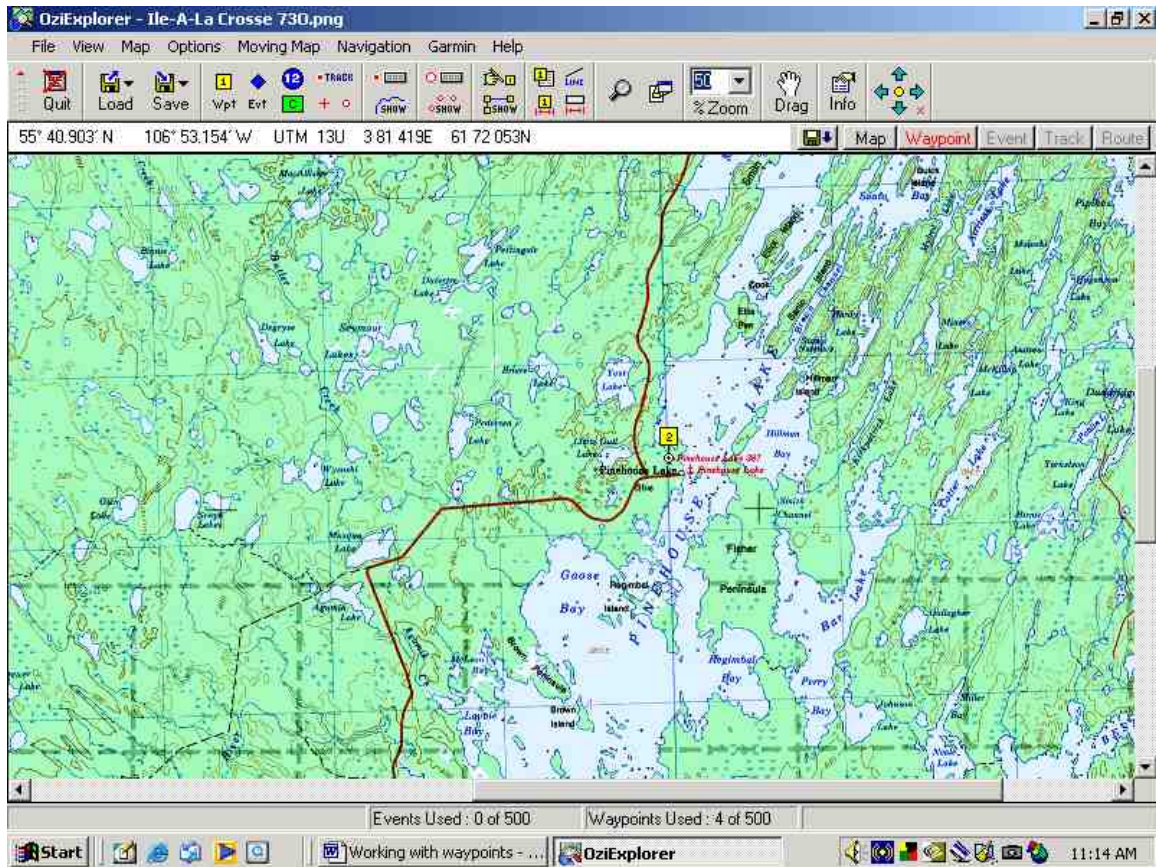
## Loading Waypoints

Now, no matter what map you are using of the area, you can bring these waypoints onto any map by going to Icon bar **LOAD** – **Load waypoints from file**, select the waypoints you want



Highlight **WAYPOINTS** and open the file to select the Waypoint you want.

Here is **Waypoint 2** with a different map under it. This is done by selecting or loading a different map from the **MAP** file. The waypoint will be in correct location provided the maps used are the same NAD



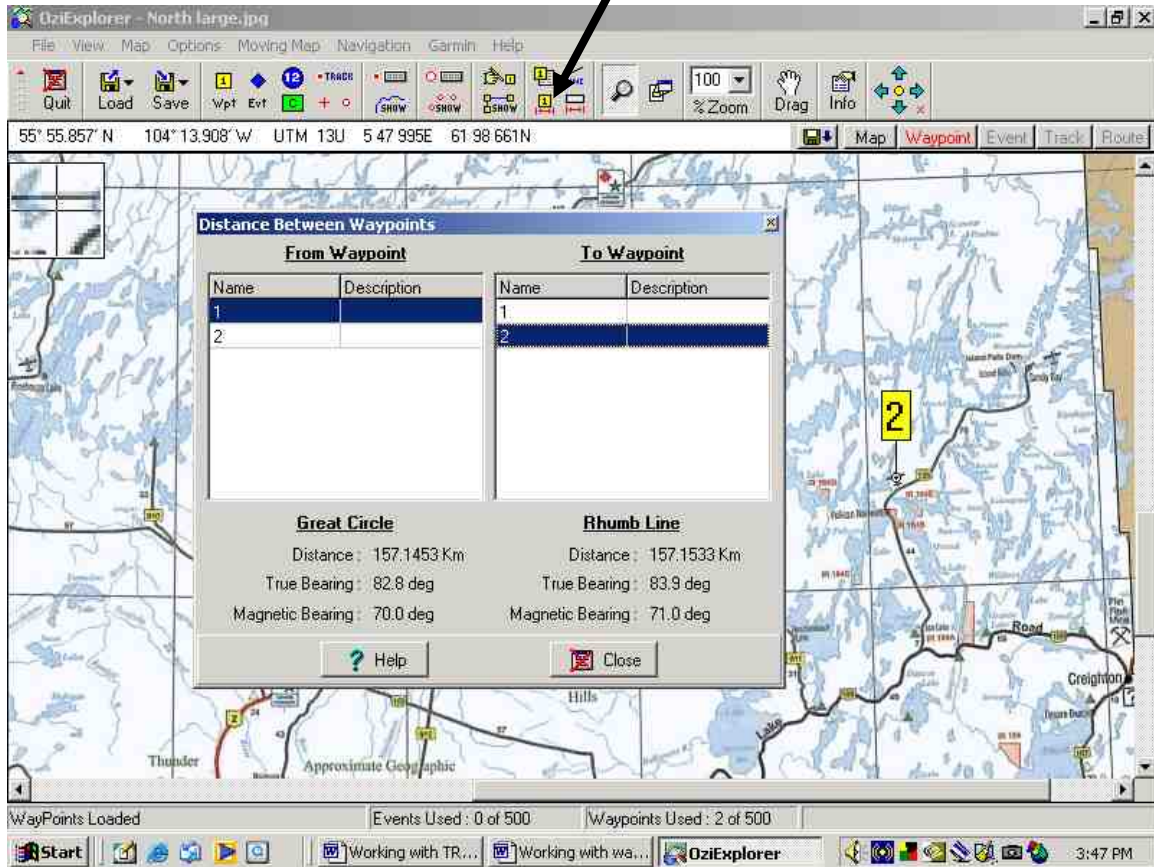




Now click on **Show Distance Between Waypoints Window** and a box comes up

Now highlight **Waypoint 1** and **Waypoint 2** in the box, the information now appears

If you have several waypoints highlight the ones you are interested in

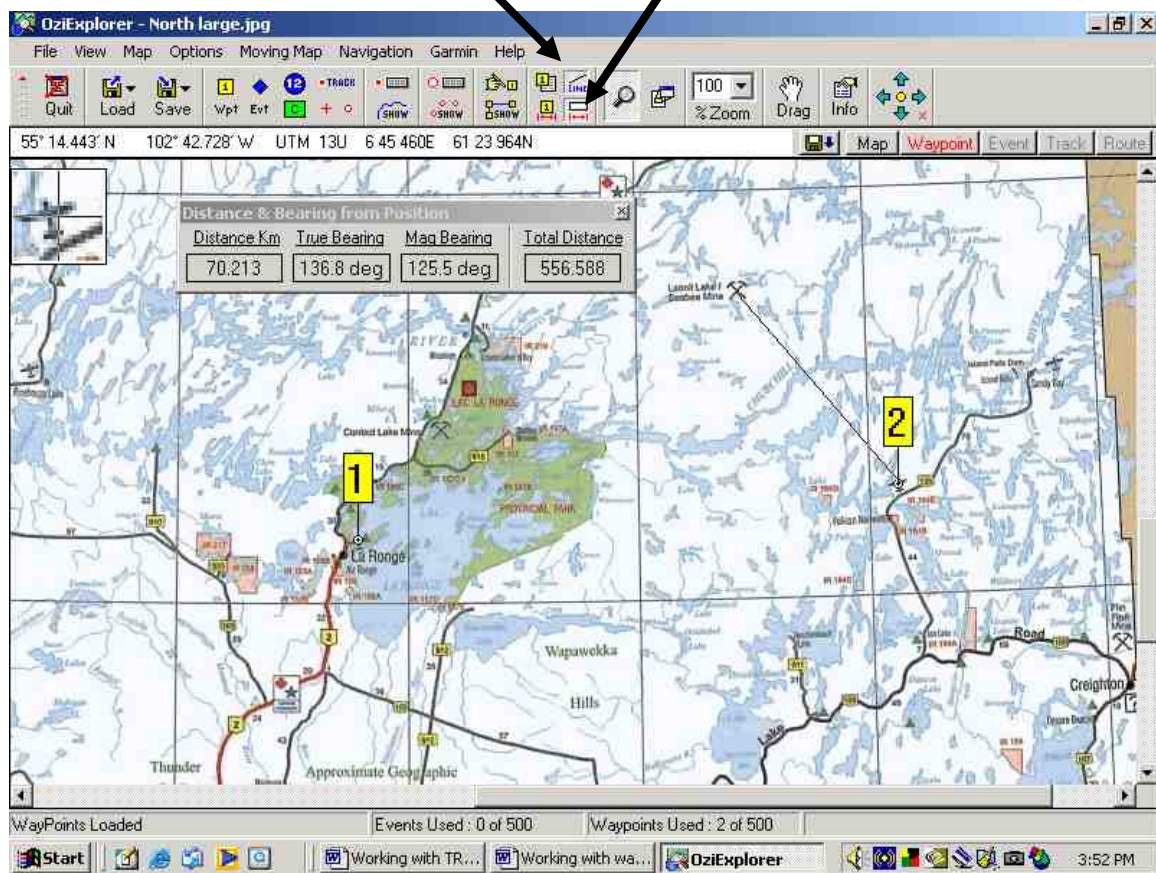


## Bearing and Distance

can also be seen by first clicking on the icon **Show Distance And Bearing Display**  
The box comes up with no information

Now click on **“LINE”** Click the cursor on a waypoint and drag the line to where you want to go. The distance and bearing will be shown in the box.

Click on **Leonil Lake** and drag line to **Pelican Narrows airport** to get distance and bearing.



*Congratulations, you have learned to create and work with Waypoints!*