

Planning a Night Street League event using Open O Map and MapRun

This looks really complicated but isn't. The best thing to do is go to the Open OMap website and to follow the steps described below.

The course planning can be carried out as follows:

Setting up the base map

The most simple way to produce the files necessary for a MapRun event is to use the Open O map web-site which seems to work on Apple mac laptops as well as Windows based equipment. This is available at:

<https://oomap.co.uk/gb/#/new/streeto/8/-0.9000/51.8000/>

Input the postcode of the rough centre of your area of interest (top right hand corner) to get up a map you can zoom in on, or just zoom in from the UK map.

You should then select and use the StreetO format with the map at 1:10,000 scale, or maybe 1:7500 scale. Please set the map size to be A4 to allow home printing.

Choose portrait or landscape to fit your event area and left click on the map to show a map outline which you can move by left clicking on the blue dot and dragging it around the map.

Once you have settled on your map area, the map title, that will appear on the map, can be added (replacing the default OpenOrienteeringMap) using the right hand box, by clicking on the pen symbols.

Planning the Course

The Start / Finish and controls can be added by pointing the arrow cursor on the feature where you want the start/finish or control to be and then left clicking to open a box which allows you to enter control number, its description and its points value.

Please only use features, such as road or path junctions, that you can be sure of locating on the map and the ground, to ensure that the runners' phones will register them as easily as possible. Control features in open space, such as parks, are acceptable if they can be seen on the map (eg path intersections) but dense tree cover may create problems with GPS signals, as can tall buildings immediately adjacent to control sites.

As you click to select each new control site on the map, the box will open to allow you to add its number and description. This will populate the control descriptions box on the right of the screen- which can be edited as you go along. If you want to remove a control, click on the dustbin/ delete button or if you want to edit its number, or description, click on the pen symbol. Controls can not be dragged to a new position, but have to be deleted and re-entered. The box also allows you to place the number in the best orientation around the control circle to avoid obscuring nearby detail.

Although the points score will be set in the upload to the MapRun server (which Paul Basher will do) it would be worth setting all to 10 points.

Checking the Map

Once you have a draft layout of, say 25 controls, you can use the grey box in the upper right hand part of the screen to save and download a pdf of the map as well as the KML (course) and KMZ (map) files.

To check the exact position of your control sites at home you can use Google Earth Pro- available as a free download at:

<https://www.google.co.uk/earth/download/gep/agree.html>

Once you have installed this on your PC, if you click on a KMZ or KML file, it will open in Google Earth (GE). Opening the KMZ file will allow you to see your map superimposed on the GE image. Opening the KML file on its own, again by clicking on it, will show the controls as pins on the GE image so that you can check that they are accurate- if they are misaligned you will need to tweak the map (by deleting any misaligned controls and re-entering their positions), re-saving and producing another pair of KML and KMZ files. I tend to check all control sites using GE and then tweak the map in one session.

Having checked the map in GE, and if you have a smart phone, you can go out to the event area and check the controls using MapRun's CheckSites routine. Load the KML and KMZ files into the MapRun server via the Check Sites page at:

<http://maprunners.weebly.com/maprunf---checksites.html>

This page takes you via a link to the upload page as well as having some helpful info.

Load both files and press upload and you will be given a 6 digit pin.

Using the MapRun6 app on your phone, go to CheckSites, via the green button at the lower right hand side and enter the 6 digit pin number. This will open your map on your phone. You can go to the event area and, having enabled the 'show my location' function, in Settings, you will be able to see where you are on the map and check that the start, control sites and finish, all register correctly when you visit them.

Finishing the Map

Once you are happy that the controls are registering correctly, please save your files and email me the and forward to Paul Basher about a week before the event.

At the Event

Before the event, the pdf version of the map should be used to run off printed versions of the map. There is no need to use Purple Pen or other mapping software.

Paul Basher will let you have a 4 digit PIN number which you can give to the entrants and they use this on the night to unlock the map and event in MapRun6.

After the Event

All of the timing and scoring is carried out by the MapRun application which produces a list of results. Please could you produce a table and commentary on the evening, which can be used on the club website.

Please deduct any printing and travel costs from the money taken on the evening (£5/adults & £2 for juniors running with an adult shadow) and liaise with club treasurer Dave Aldridge about transferring the balance to the club account.

And please accept my thanks for going to the effort of preparing an event for your clubmates!

Updated August 2023 by John Leeson (NSL co-ordinator)