How to copy files from a computer to SWMAPs running on a tablet or other device

After you copy the file your from computer you need to paste it in in SWmaps using the following path:

1. Open tablet.

2. Go to the folder SW_Maps.
3. From **SW_Maps**, go to the folder called Maps.

4. Inside Maps folder you can get two folders called mbtiles, and shapefiles.

5. All mbtiles files need to be put in mdtiles folder and shapefiles need to be put in shapefiles folder.
How does the SW Maps User Interface look like?

The SW Maps user interface has the following components:

Pressing the menu button will reveal more common actions.

The Navigation Drawer

Swiping the app screen from left to right will open the Navigation Drawer, which can be used to access all the features of SW Maps. The navigation drawer contains a scrollable list of actions.
The navigation drawer has the following options:

1. **Project**: Opens the Projects sidebar for creating, opening or deleting projects.
2. **Layers**: Opens the Layers sidebar for adding, editing and deleting layers.
3. **GPS**
   a. **GPS Status**: Opens a sidebar showing GPS status.
   b. **Bluetooth GPS Connection**: Press this button to connect to Bluetooth GPS receivers.
   c. **Skyplot**: Shows the GPS satellite skyplot.
4. **Record**
   a. **Feature**: Opens the Record Feature sidebar for recording features.
   b. **Track**: Opens the Record Track sidebar for recording tracks.
   c. **Photo**: Loads the camera application for quickly taking a photo.
5. **Share/Export Project**
   a. **Upload**: Upload the project to an FTP server.
   b. **Share**: Share project as kml or shapefiles.
   c. **Export**: Export project as kml or shapefiles.
6. **Templates**
   a. **Share Project Template**: Share the project as a template.
   b. **Export Project Template**: Export the project as a template.
7. Other

   a. Compass: Opens a compass to show the current bearing.
   b. Preferences: Opens the app preferences.
   c. About

**Button Symbols Used in SW Maps**

SW Maps uses different button icons to symbolize the actions performed by the button. Commonly used icons, along with their description, are shown below

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Icon" /></td>
<td>This icon is used for buttons that are used to add items, such as layers and projects.</td>
</tr>
<tr>
<td><img src="image2" alt="Icon" /></td>
<td>This icon is used for buttons which delete items such as layers, attribute definitions, features, tracks and photos.</td>
</tr>
<tr>
<td><img src="image3" alt="Icon" /></td>
<td>This icon is used for buttons which change some settings or shows additional options.</td>
</tr>
<tr>
<td><img src="image4" alt="Icon" /></td>
<td>This icon is used for buttons which allow editing a value.</td>
</tr>
<tr>
<td><img src="image5" alt="Icon" /></td>
<td>This icon is used in the close button of sidebars.</td>
</tr>
<tr>
<td><img src="image6" alt="Icon" /></td>
<td>This icon is used in the Record Point button when recording features.</td>
</tr>
<tr>
<td><img src="image7" alt="Icon" /></td>
<td>The icon used in buttons which share items.</td>
</tr>
<tr>
<td><img src="image8" alt="Icon" /></td>
<td>The icon used in buttons which exports items.</td>
</tr>
<tr>
<td><img src="image9" alt="Icon" /></td>
<td>This icon is used in refresh buttons.</td>
</tr>
<tr>
<td><img src="image10" alt="Icon" /></td>
<td>This icon is used in buttons next to textboxes that save or update a value.</td>
</tr>
<tr>
<td><img src="image11" alt="Icon" /></td>
<td>This icon is used in save buttons.</td>
</tr>
</tbody>
</table>
How to open a project in SW Map?

The Projects sidebar can be opened using the Projects button on the navigation drawer.

To create a new project, follow the steps below.

1. Press the button to open the Create Project dialog.
2. Enter the name of the new project and press Create. The following dialog will then appear.

Press CREATE BLANK PROJECT to create a new project.
How to add new layer

Layer settings can be accessed using the Layers sidebar, which can be accessed from the menu or the navigation drawer.

To add layers, press the button. In the menu that follows, select the desired layer type.

Tiles: To add an MBTiles layer, select Tiles in the dropdown menu of the button. In the dialog that follows, enter the layer name, and select the file from the list of available files.

Shapefiles: To add a shapefile layer, use the following steps:

Press the button and select Shapefile in the dropdown menu. In the Add Shapefile Layer dialog, enter the layer name and select the file from the list of available files. You can change the layer color using the follow dialog box

This dialog box can be brought up at any time to change the shapefile layer symbol by pressing the button on the selected layer in the layer list.

Note: Please do not open too many layers at the same time, it will slow down the working process. Only open those files that are needed for working.