

Updating to MARPLOT 5.x from MARPLOT 3.x on a Mac

MARPLOT 5.x versions include significant changes from previous 3.x versions for the Macintosh operating systems. To ensure that your data is successfully transferred from your old MARPLOT, follow these instructions carefully to:

1. Export your existing data using your old MARPLOT 3.x, and then
2. Import your data into your new MARPLOT 5.x.

Note: If you were running a MARPLOT 4 series on your Mac as a Windows program, follow the separate instructions for Windows users updating from a MARPLOT 4.x version.

MARPLOT 3, 4, and 5 Series on Mac Operating Systems

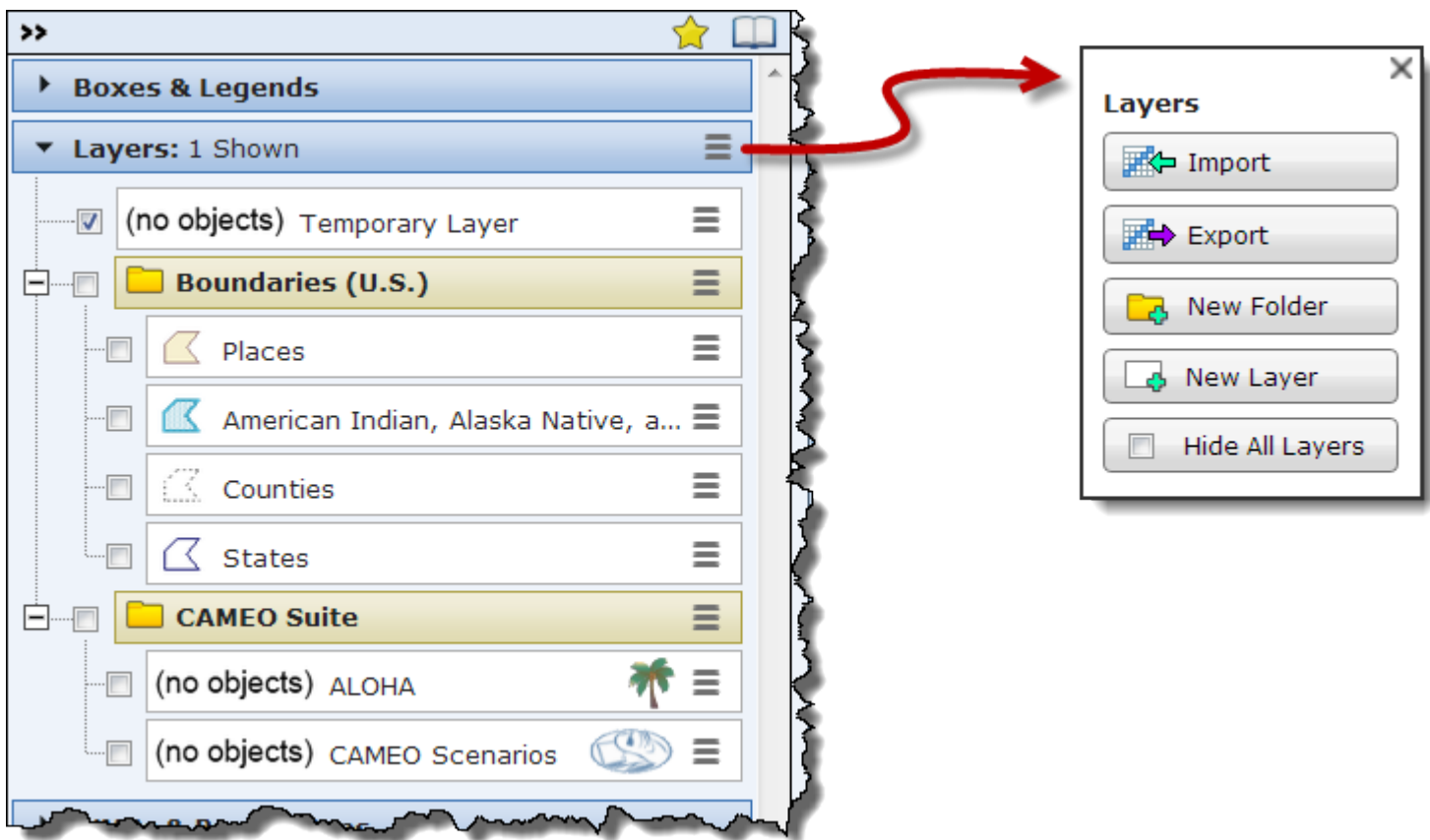
MARPLOT 3.3.3.1 was the last version in the MARPLOT 3 series, and it was the last version available for the Macintosh operating system. Mac users could run the MARPLOT 4 series as a Windows program using Boot Camp or virtualization software, but MARPLOT 4.x versions could not run as Mac applications. The MARPLOT 5 series re-introduces the capability to run MARPLOT on a Mac.

Phase 1: Preparing Your Data in MARPLOT 3.x

1. Start your MARPLOT 3.x program.
2. Consider if you need to do any special exports for objects on TIGER layers:
 - The MARPLOT 3 series used TIGER county maps with objects on following layers: Counties, Miscellaneous, Places, Railroads, Roads, Roads (Major), Shoreline, and Water. MARPLOT 5.x uses updated basemaps instead of the TIGER objects, so you should not export any of the TIGER objects on those layers.
 - If you've saved your own objects onto any of the standard TIGER layers, you will need to find and select just those objects, and then export the selected objects as an MIE file.
3. Export all objects on your remaining user-created layers to one or more MIE files.
4. Quit MARPLOT 3.x.
5. Locate your **MARPLOT Folder** (typically inside the Applications folder), and rename it **MARPLOT 3 Folder**. You may also want to compress this folder and save it as a backup.

Phase 2: Setting up MARPLOT 5.x

1. Download and install MARPLOT 5.x. (Copy the **MARPLOT** folder in the DMG file to your Applications folder, and then eject the DMG disk image.)
2. Start MARPLOT 5.x. (Make sure MARPLOT 3.x is not running when you start MARPLOT 5.x.)
3. If you have CAMEO and/or ALOHA installed on your Mac, open those programs to sync them with your new MARPLOT 5.x program.
4. Import your MIE files into MARPLOT 5.x. In the panel on the right side of the map, click on the Layers Menu icon and then click on the Import button. Browse to the location of your first MIE file and import it. Repeat for any additional MIE files. The layers from your MIE files will appear in the list in the panel (in addition to the 7 layers that are pre-loaded in MARPLOT 5.x).



5. After you import your layers, you can organize them in the panel using the drag-and-drop method. Click on a layer line in the panel and drag it to a new location in the list. You can also group layers by using the New Folder button in the Layers menu and then dragging the layers into the folders that are created.

6. Review your data to make sure that everything imported correctly. Note that there are a few expected differences between MARPLOT 3.x and MARPLOT 5.x objects:
- Text Objects become point/symbol objects when they are imported into MARPLOT 5.x. The text from the original object becomes an Object Popup Note for the new point object.
 - Picture objects will not be imported into MARPLOT 5.x. If you have access to the image source files, you may be able to bring them into MARPLOT 5.x using a different method. For large background images, review the instructions in the helps for adding raster maps. For small images (such as logos), review the instructions in the helps about Object Popup Notes, Layer Popup Notes, Info Boxes, and custom symbols.
 - Alias objects will not be imported into MARPLOT 5.x.
 - Some MARPLOT 3.x line styles have been discontinued. During the import process, objects with those styles will be automatically updated to the closest matching line style supported in MARPLOT 5.x.

Now that you've transferred all of your existing data to MARPLOT 5.x, you can begin to work with the new program. You may want to begin by reviewing the New Features list (in the Introduction to MARPLOT section) and the Getting Started section in the MARPLOT help.

Using Your Old MARPLOT After You've Installed MARPLOT 5.x

Are you hesitant about switching over to MARPLOT 5.x right away? You can keep using your previous MARPLOT as the primary mapping application for your CAMEO system while you test out MARPLOT 5.x—but you must be careful to follow these instructions:

- While you're keeping your old MARPLOT as the primary MARPLOT for your CAMEO system, always create and link any new map objects for your CAMEO records in your old MARPLOT. Periodically, export these new objects to MIE files and import them into your new MARPLOT 5.x in order to keep your new MARPLOT in sync with your old version until you are ready to retire it. (You can only keep things in sync using this method; you cannot transfer map objects and links backwards from MARPLOT 5.x to older versions.)
- You can run your old MARPLOT and MARPLOT 5.x at the same time, as long as you start your old MARPLOT first. This can be useful for comparing features, verifying data transfers, and organizing your layers in MARPLOT 5.x as they were in your old MARPLOT.
- Do not use ALOHA and CAMEO when you have both your old MARPLOT and MARPLOT 5.x open at the same time. Only use the other programs in the suite when you have one version of MARPLOT running.