

Side-Loading Maps onto Mobile Device

This document describes how to copy multi-scale base map products for use with the S1 Mobile for Android or Collector for iOS onto a mobile device.

Base Maps can be very large in size and take a considerable amount of time to download over a cellular or WiFi network. For this reason, it may be faster to manually copy these files from a networked PC to a connected mobile device via a USB cable. This process is called side loading and is accomplished using either Windows Explorer (for Android devices) or iTunes (for iOS devices).

Base Maps can be downloaded by USFS or BLM users from the [USFS Region 6 Tile Package Download](#) website to your local PC; use the instructions below to copy or side load these base maps onto your USB connected device.

S1 Mobile for Android

The S1 Mobile for Android application supports two kinds of maps: base maps & user reference maps. The base map is the foundational map of the application; this is typically produced by an authoritative map source, like ESRI base map or an Agency base map product. The base map is always produced in Tile Package (.tpk) format and is typically stored in WGS 1984 Web Mercator (auxiliary sphere) coordinate system.

A user reference map is a product created by a user in ArcMap and exported to either GeoTIFF (.tif) or Tile Package (.tpk) format. It is a complementary product to the underlying base map, sitting on top of it and providing additional reference information that might otherwise be missing in the authoritative base map.

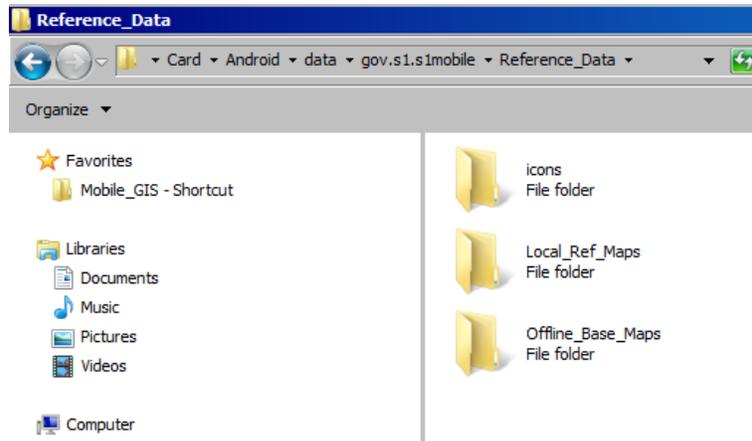
Assumptions:

- Android Device with SD Card installed
- S1 Mobile application installed
- USB cable
- Base Map or Reference Map already created and downloaded to local PC or to accessible network location

Copy Base Map to Device via Side Loading

- Using Windows Explorer, navigate to the network location where the Base Map tile package resides; this could be the Downloads folder on the PC or some other file location. Right click on the file and choose Copy.
- Connect Device to computer via USB cable.
- Using Windows Explorer, navigate to the following directory on your connected Android device.

...\Card\Android\data\gov.s1.s1mobile\Reference_Data

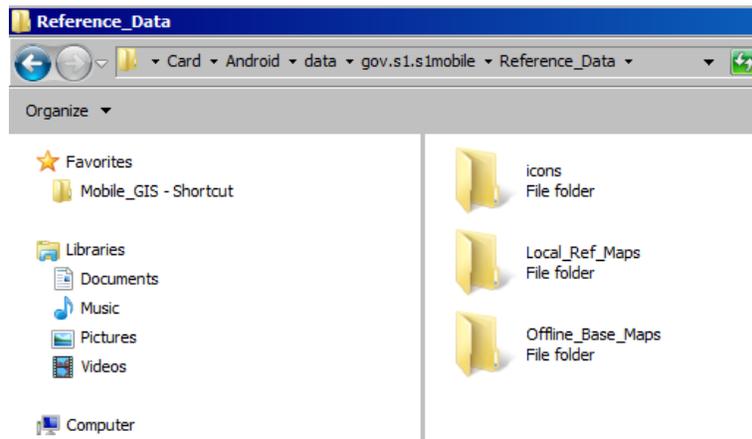


- Double click on the folder Offline_Base_Maps to open it. This is the directory where all downloaded and side loaded Offline Base Maps must reside.
- Click on Organize -> Paste to copy/paste the file into this directory.

Copy User Reference Map to Mobile Device

- Using Windows Explorer, navigate to the network location where the tile package or geo-referenced GeoTIFF resides; this could be the Downloads folder on the PC or some other file location. Right click on the file and choose Copy.
- Connect Device to computer via USB cable.
- Using Windows Explorer, navigate to the following directory on your connected Android device.

...\Card\Android\data\gov.s1.s1mobile\Reference_Data



- Double click on the folder Local_Ref_Maps to open it. This is the directory where all downloaded and side loaded User Reference Maps must reside.
- Click on Organize -> Paste to copy/paste the file into this directory.

Managing Downloaded Content in Map View

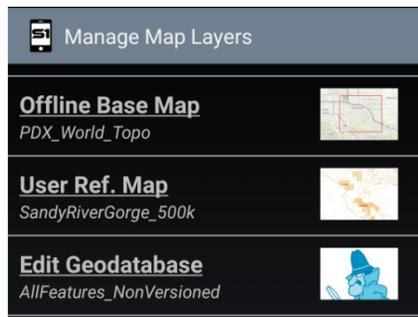
The S1 Mobile application map view can support the display of a base map, a user reference map and an edit geodatabase. Users can switch out one or more of these with other locally stored base maps, user

reference maps or edit geodatabases using **Manage Map Layers**. User Reference Maps and Edit GDB must intersect with in the current Base Map extent in order to be added to the Map View.

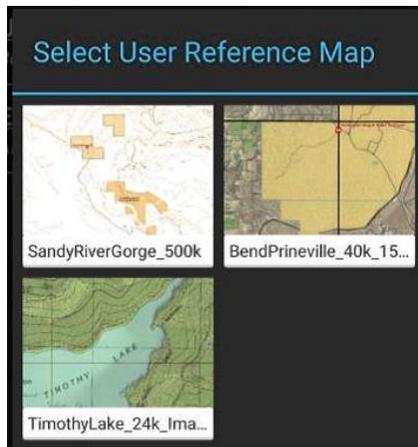
- Click on the **Manage Map Layers** icon.



The current map content is listed on the form. To change to a different content, tap the thumbnail to the right of that map content.



- Tap the thumbnail to the right of Base Map, User Reference Map, or Edit Geodatabase. A list of all Base Maps (tile packages) or User Reference Map (tile packages & geo-referenced images) or Edit Geodatabases stored on device will appear as thumbnails.



- To add content to your map, tap its thumbnail. User Reference Maps draw on top of the Base Map. Edit Geodatabases draw on top of all other map content.

Collector for ArcGIS (for iOS)

The Collector for ArcGIS application supports a single base map in its application view. The base map is the foundational map of the application; this is typically produced by an authoritative map source, like

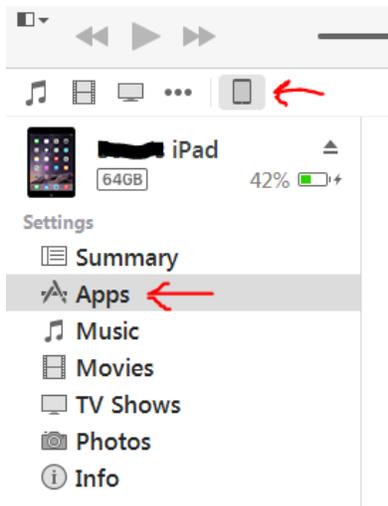
ESRI base map or an Agency base map product. The base map is always produced in Tile Package (.tpk) format and is typically in WGS 1984 Web Mercator (auxiliary sphere) coordinate system. iOS devices do not use SD cards, so the base map must be small enough to fit within the device's internal memory storage.

Assumptions:

- iOS Device with Collector installed
- PC with iTunes installed
- USB cable
- Base Map already created and downloaded to local PC or to accessible network location

Sync Base Map to Device via iTunes

- Connect iOS device to PC via USB cable
- Launch iTunes on PC
- Click on Mobile device icon, then click Apps

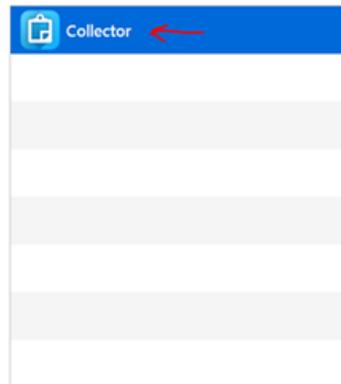


- Scroll to bottom of screen, under File Sharing, click Collector icon to highlight

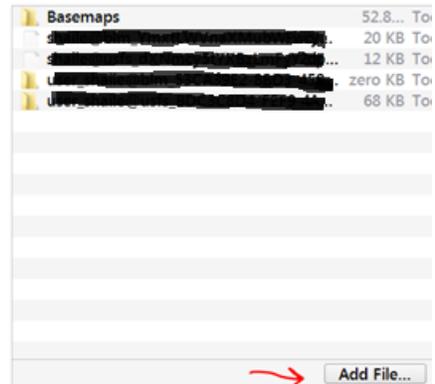
File Sharing

The apps listed below can transfer documents between your iPad and this computer.

Apps



Collector Documents



- Browse to location on PC of downloaded Tile Package (.tpk), select file and choose Open
- At top of iTunes, you will see progress of file being copied



- After it completes, file is now on device and can be accessed via Collector