

**Multimap editor**

**Release number v1.0**

## 1. Introduction

This document describes how to use the multimap editor to create multimap layers of DTMs, Clutters, Images and Buildings.

## 2. Prepare the source files

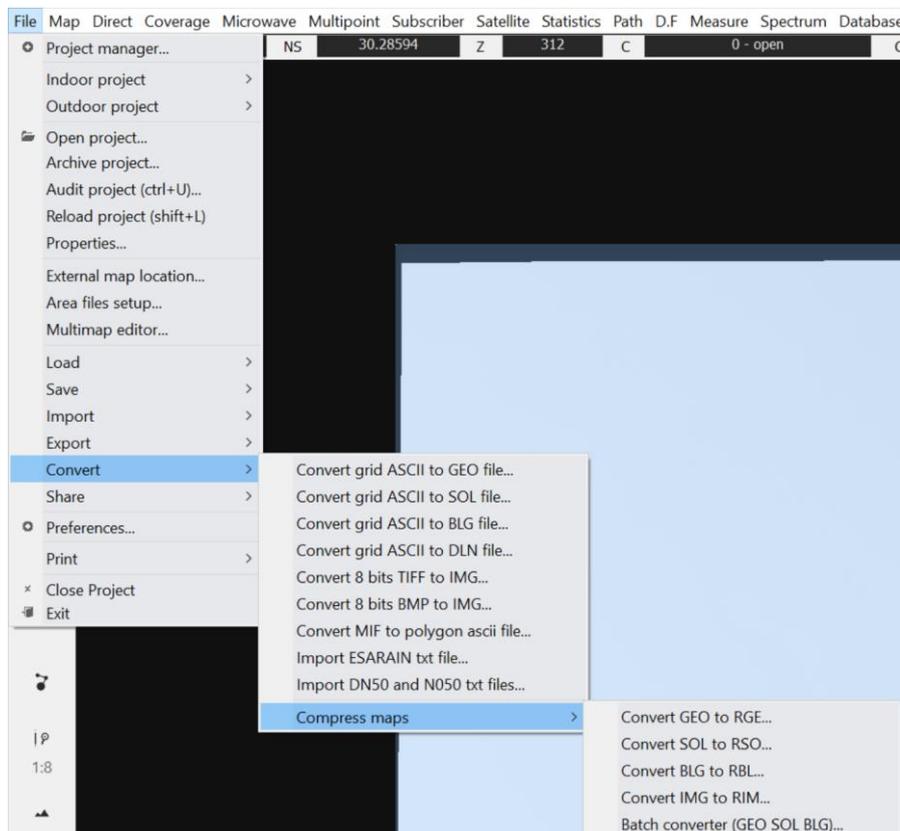
If the original files are not yet in a compressed format (RGE, RSO, RIM, RBL), the first step is to convert the different files in a compressed format:

- GEO to RGE;
- SOL to RSO;
- IMG/PAL to RIM;
- BLG to RBL.

To do it, use:

- "File/convert/Compress map/Convert GEO to RGE...";
- "File/convert/Compress map/Convert SOL to RSO...";
- "File/convert/Compress map/Convert IMG to RIM...";
- "File/convert/Compress map/Convert BLG to RBL...".

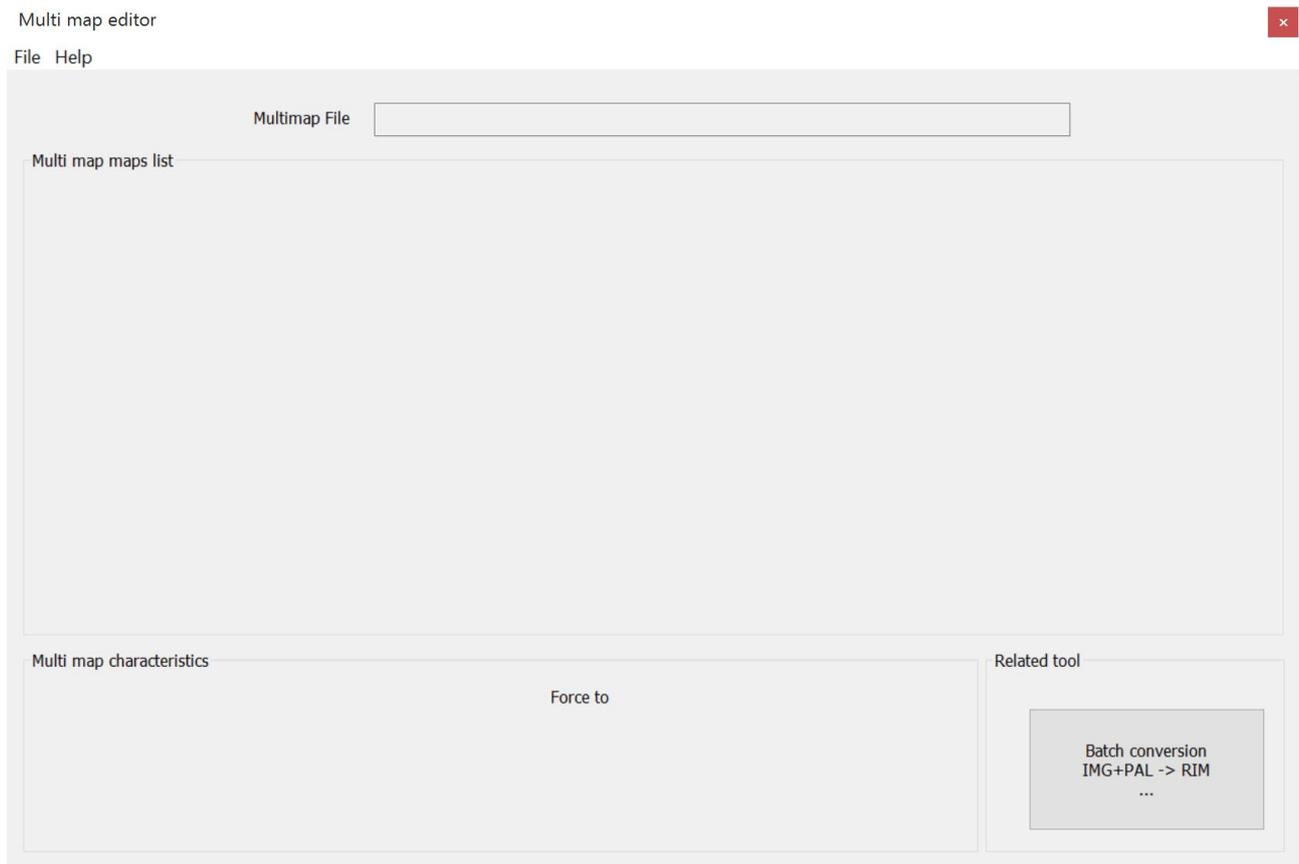
If the different GEO, SOL and BLG files are located in the same folder, you can use a batch mode with ""File/convert/Compress map/Batch converter (GEO SOL BLG)...".



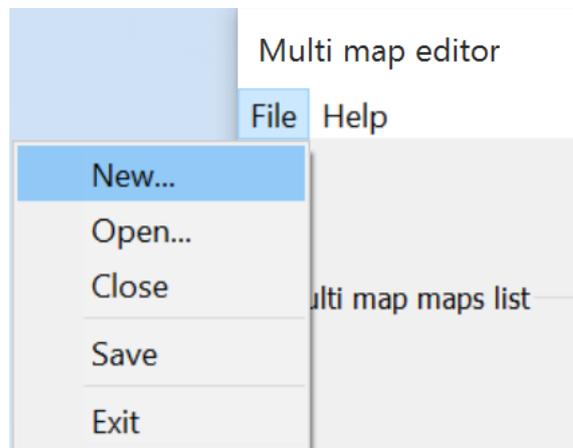
Each kind of original source files (RGE, RSO, RIM and RBL) must be located in the same folder. A single folder merging all files or a separate folder for each file type can be used.  
The sources can be in different resolutions and geocoded in a different projection system.

### 3. Create a MGE file

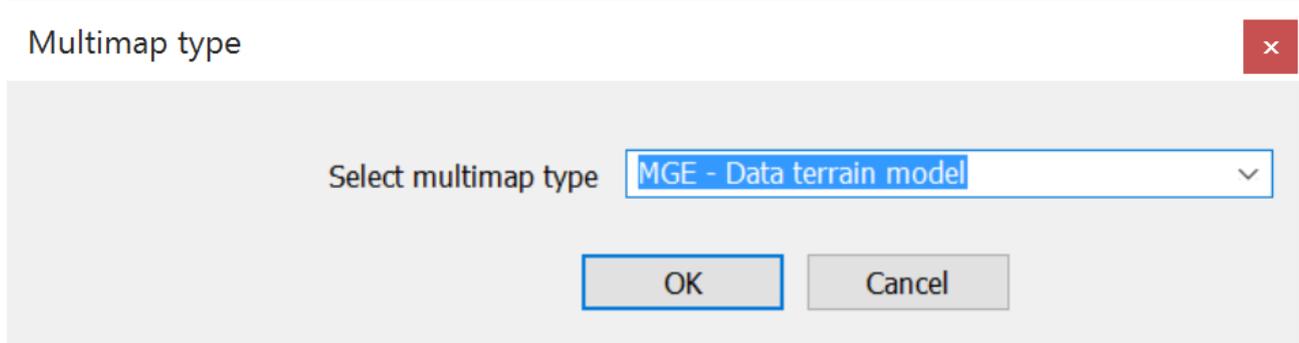
Open the multimap editor with "File/Multimap editor...":



Then go to "File/New..."

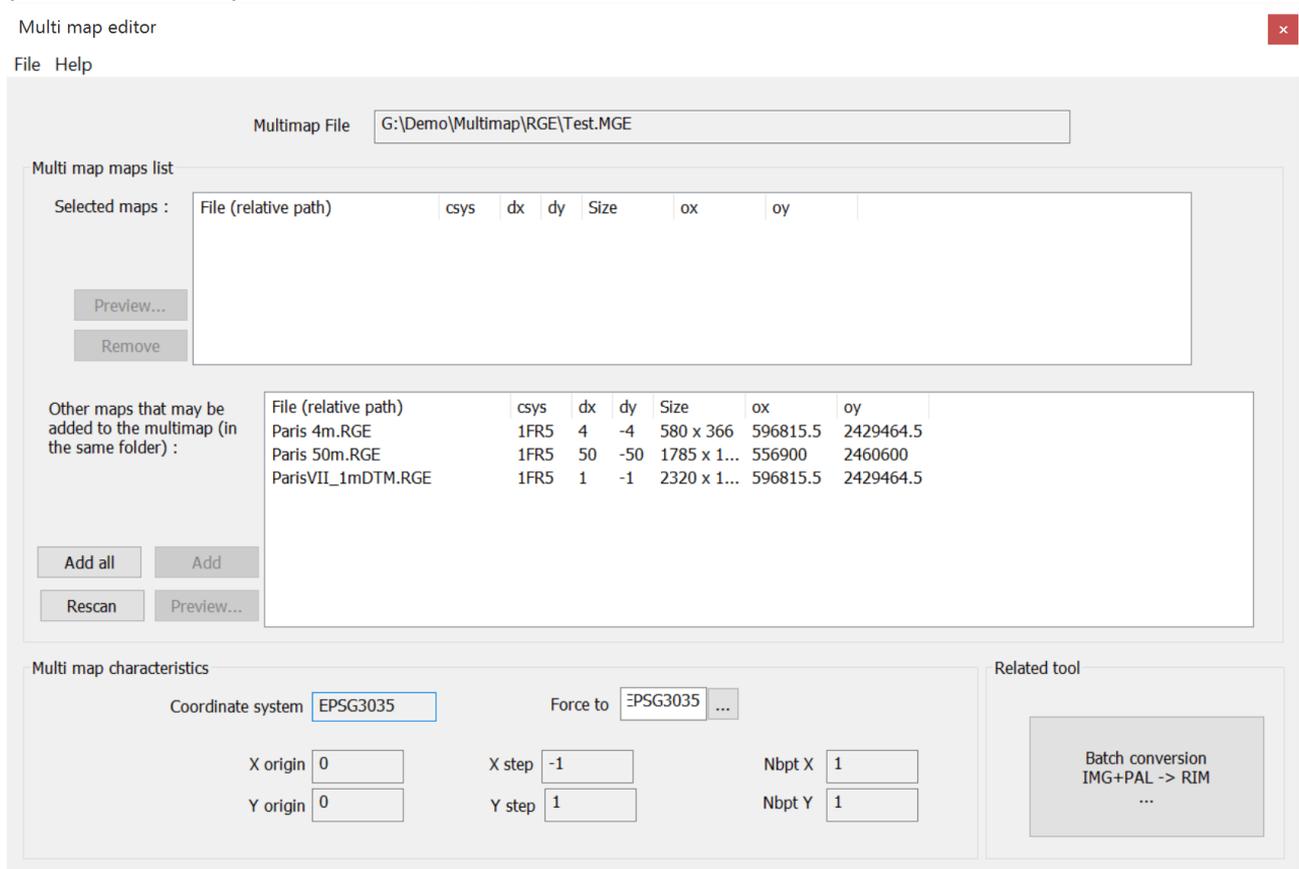


And select the multimap type "MGE":



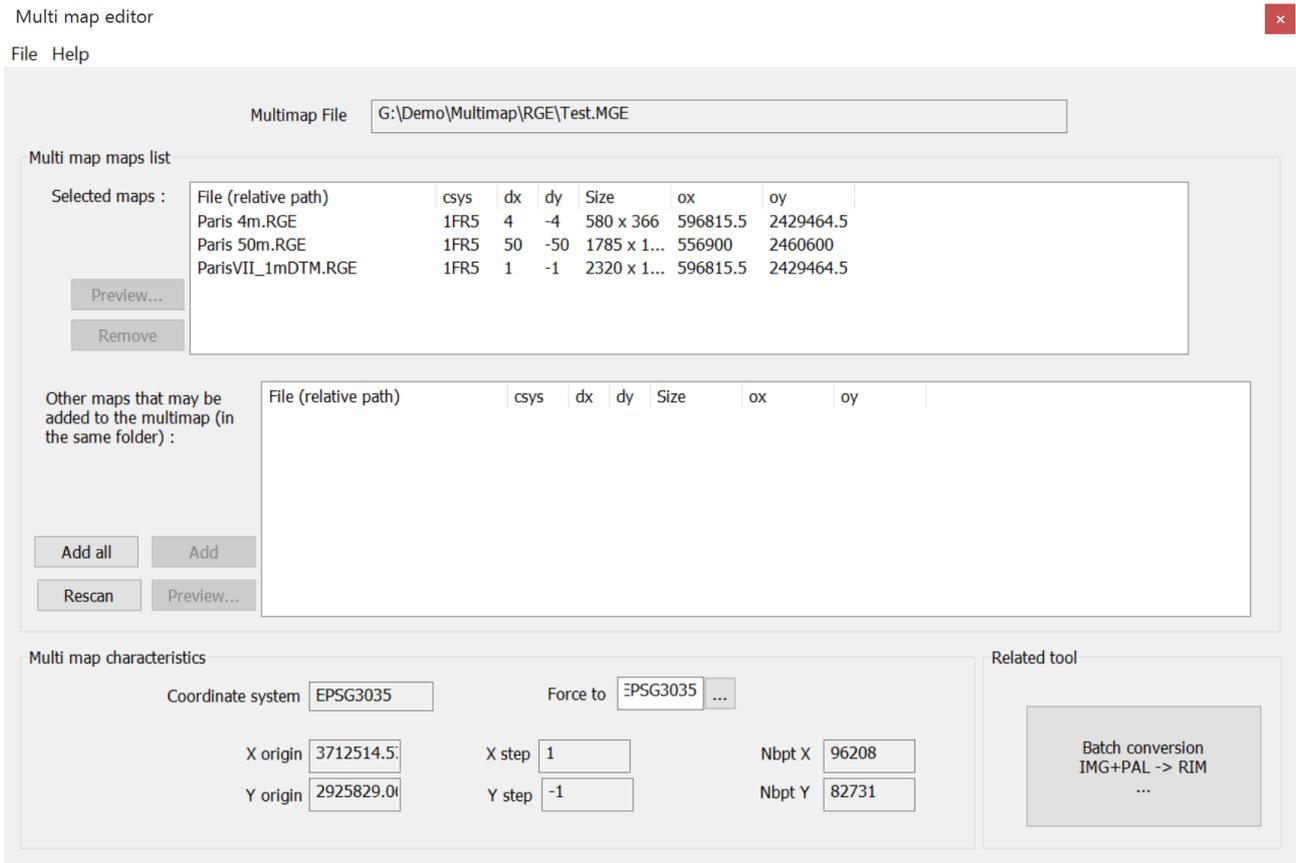
Save the MGE file in the same folder as the one containing the different RGE files.

Now, the different RGE files located in the selected folder are listed in the center part of the window. Choose the destination coordinate system (in the example below, we have chosen "EPSG3035", but you can choose any other relevant one):

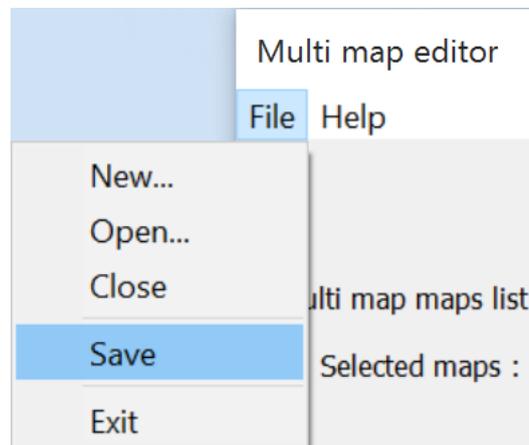


Then add the RGE files to the multimap list whether by selecting them one by one or use "All all".

In the example below, we have added all RGE files to the mulimap list:



Finally, save the MGE file (with "File/Save"):



#### 4. Create MSO, MIM and MBL files

The same process as above can be used to create MSO, MIM and MBL files from RSO, RIM and RBL sources.

Multimap type ✕

Select multimap type

Multimap type ✕

Select multimap type

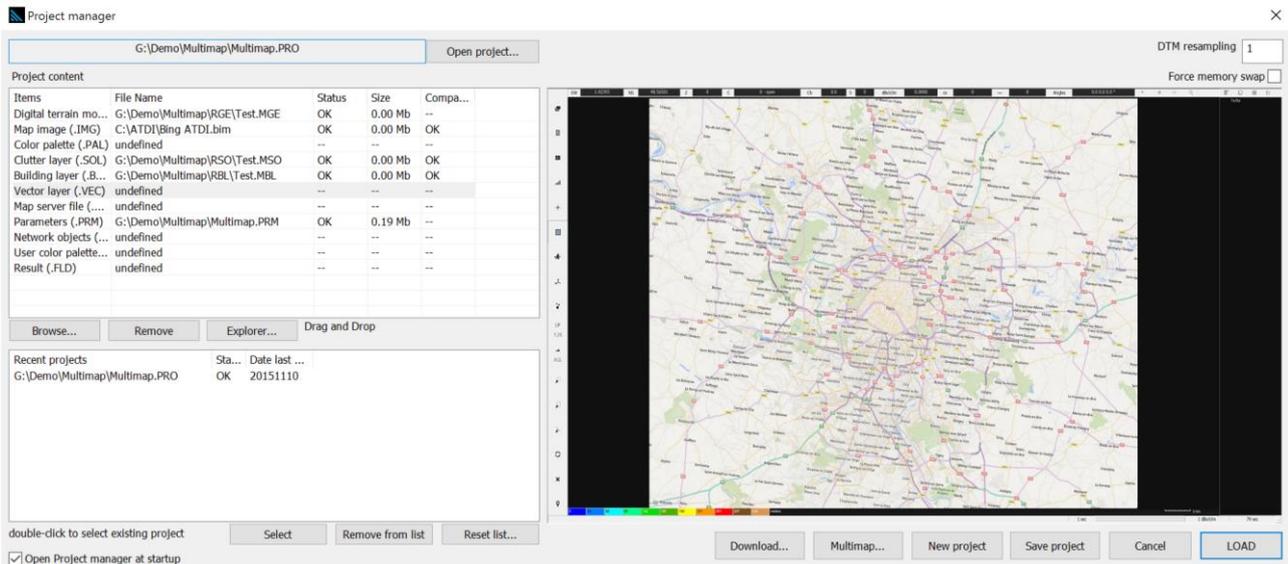
Multimap type ✕

Select multimap type

## 5. Use MGE, MIM, MSO and MBL files in a project

Once the MGE, MIM, MSO and/or MBL files have been created, they can be individually loaded in the corresponding layer of the project.

As for example:



A project can combine multimap layers and standard formats (compressed or uncompressed). For example, you can create a project with a GEO, RGE or MGE file in the DTM layer, an IMG/PAL, RIM or BIM files in the Image layer, a SOL, RSO or MSO file in the Clutter layer and a BLG, RBL or MBL file in the Building layer. All possible combinations of formats can be used, provided that the area, the resolution and the projection system used are compatible with the DTM layer.

As for example:

