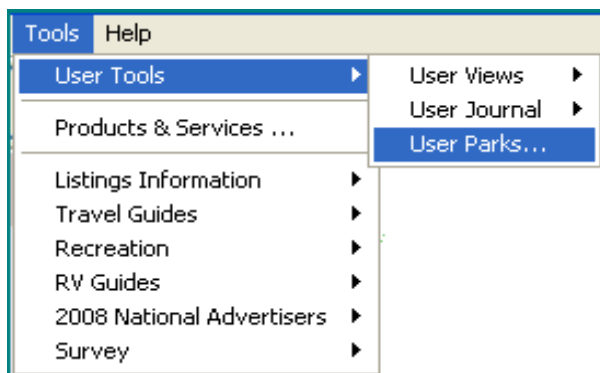



# Adding User-Defined Campground Locations in Trailer Life Directory Campground Navigator 2008 A Step-by-Step Guide

With the release of Trailer Life Directory Campground Navigator 2007, and continuing in the 2008 version, the user has been given the ability to add their own campground, or other location of interest, and have them become an integral part of the built-in Locations database. Such User-Defined locations are displayed on the map, can be searched for, added to a trip, etc.

The process of adding a User-Defined location is initiated either by selecting the **Tools** → **User Tools** → **User Parks** menu option, or by pressing the **U** key while holding down the **Control** key (**Ctrl-U**)



Once that option has been selected, the cursor changes to a pointer  and yellow highlighted text appears at the top of the screen indicating to the user that they are now in a special mode.

**USER: Click on the Map to Create New Park or Edit User Park(s), or ESC to Cancel.**

As the highlighted text indicates the user is now ready to add their new Campground/Park to the database, by clicking on the map, at the location

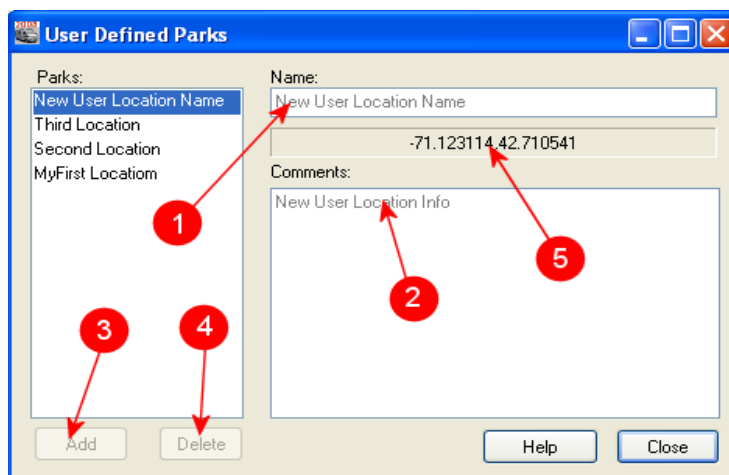
(coordinates) they want the user-defined park to appear.

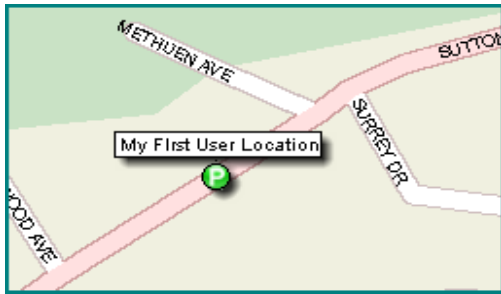
It should be noted here that the accuracy of placement of the user-specified location strongly depends on the current map scale. It is recommended that for accurate placement, the map scale is lower than at least one mile (*you can tell what the map scale is by taking a look at the scale bar in the top left corner of the map. If the scale bar is not there, then use the File → Program Options menu command to make sure that the scale bar option is checked*).

Once the user clicks on the desired location, the program records the selected Latitude/Longitude and opens up a dialog to allow the user to enter information about that location.

The user can type in a Name for this Location (1) (for example *My First User Location*), and a short description for it (2). Note that the **Add** button (3) is disabled.

Also note that the **Delete** button (4) is inactive unless a Location that can be deleted is highlighted, i.e., a location that has already been defined – not the one that is currently being added. The Latitude and longitude of the point associated with this user-defined location is also displayed (5).





After the user is satisfied with the name and description, they can press **Add (3)** – which should now be activated, and then **Close**, to exit this mode and go back to the mapping mode.

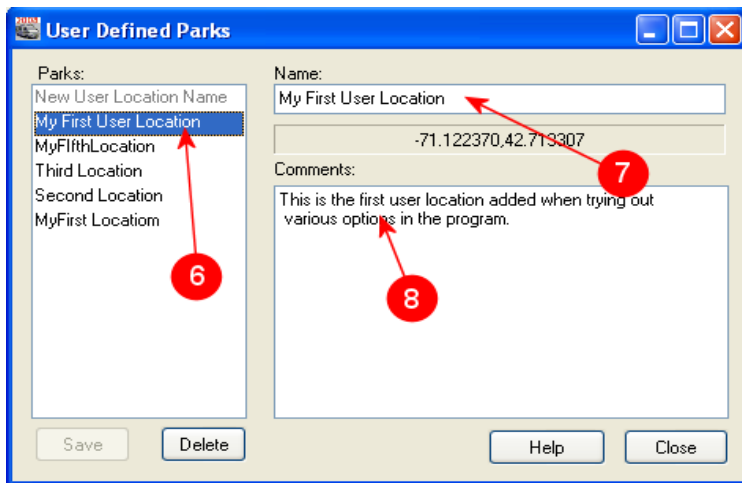
The newly added User location appears on the map, identified by a green marker with a “P” in it.

As you probably already noticed, the yellow highlighted text, also indicates that while in this mode, the user may also

“edit” an existing user-specified Park/Location.

**USER: Click on the Map to Create New Park or Edit User Park(s), or ESC to Cancel.**

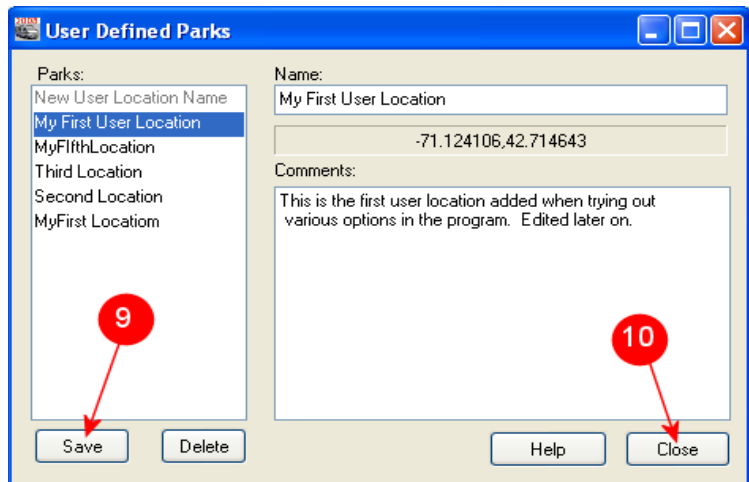
To do that, while in the user-park mode, simply click anywhere on the map, and the User Defined Parks dialog will appear.



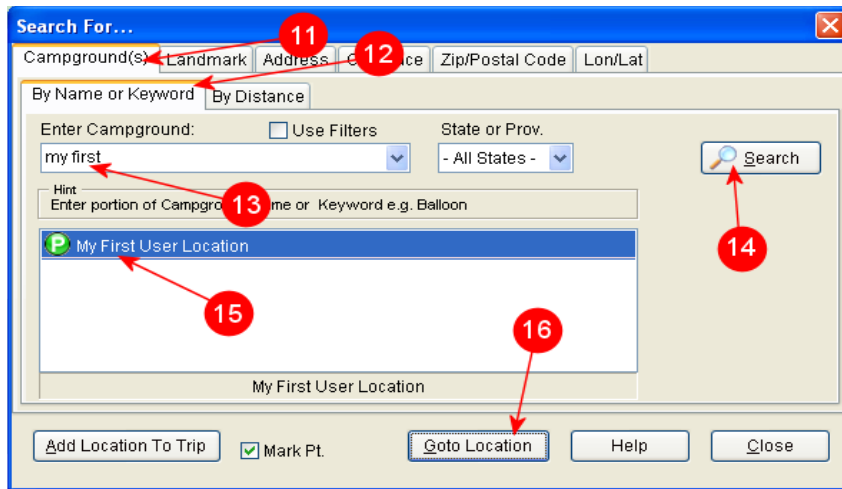
Highlight one of the user-defined Parks that are presented in the list, for example, in this case, highlight the location we just added “My First User Location” (6). The Name Field (7) and Comments field (8) will be updated to reflect the information about the highlighted user-defined location. At this point, you can edit the name of the location, the comments associated with it, or both. For example, in this case, let’s add some more text to the Comments field. Let’s add the sentence, “Edited later on”, so that we can see the behavior of the dialog.

You’ll notice that as soon as you start typing in the additional text, the Save button (9) is now activated, indicating that modifications have been made to the properties of the user-defined location and they would need to be saved.

Once you are satisfied with the changed text, click the Save button (9) to save the changes, and then click Close (10) to close the dialog and exit the User-Defined Location mode. The changes you have made are now saved in the User-Defined Campground Location file.



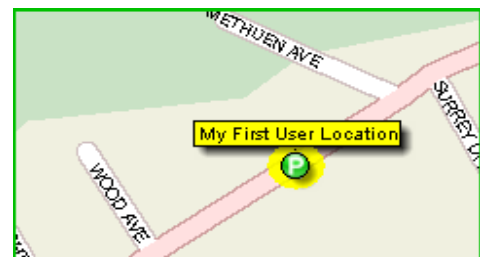
In addition to being visible on the map, User-Defined Locations can be searched for, added to trips, etc.



For example, select the **Search → Find a Location (RV)** menu option. Make sure the *Campground(s)* tab is active (11) (it should already be selected) and select the *By Name or Keyword* secondary tab (12). Type in *my first*, in the search field (13) (notice that you only need part of the Campground Location name when you are searching by Name or Keyword), and click search (14).

The User Campground we searched for appears in the search dialog and it is highlighted. Click **Goto Location (16)** to have the map centered about this User-Defined Location.

The program screen now is centered at the user location we added and the location marker is highlighted (to indicate the location is currently selected).



In addition to that, the Campground Info dialog is displaying the information (comment) the user added for this user-defined campground.

Note that using the Campground info Dialog, the user can Add this user campground to a trip (1), or re-center the viewport map about this user campground by clicking **GoTo (2)**. Of course, the Show Add (3) and Web (4) buttons are disabled, since such links are not available in user-created campground location(s).

