

## Contents

1	<a href="#">Preface</a> .....	2
1.1	<a href="#">Preface for version 3</a> .....	2
1.2	<a href="#">Preface for Version 3.08</a> .....	2
1.3	<a href="#">Preface for Version 4.00β</a> .....	2
2	<a href="#">Installation</a> .....	2
3	<a href="#">Usage:</a> .....	2
3.1	<a href="#">Language (in menu Edit/Options)</a> .....	2
3.2	<a href="#">Coordinates</a> .....	3
3.3	<a href="#">Output</a> .....	3
3.3.a)	<a href="#">names</a> .....	3
3.3.b)	<a href="#">Output Directory</a> .....	3
3.4	<a href="#">Pixel/Vector maps</a> .....	3
3.5	<a href="#">source of maps</a> .....	3
3.5.a)	<a href="#">Base pixel map</a> .....	3
3.5.b)	<a href="#">Overlays for pixel map</a> .....	3
3.5.c)	<a href="#">Vector maps</a> .....	3
3.6	<a href="#">more settings for pixel maps</a> .....	4
3.6.a)	<a href="#">Size</a> .....	4
3.6.b)	<a href="#">Bits/Pixel</a> .....	4
3.6.c)	<a href="#">Zoom-level</a> .....	4
3.6.d)	<a href="#">File-type</a> .....	4
3.6.e)	<a href="#">Calibration files</a> .....	4
3.6.f)	<a href="#">no calibration files but directories</a> .....	4
3.7	<a href="#">make maps (Button or menu Edit)</a> .....	4
3.8	<a href="#">OSMBugs ( menu: Edit)</a> .....	5
3.9	<a href="#">Make KMZ ( menu: Edit)</a> .....	5
3.10	<a href="#">Options ( menu: Edit)</a> .....	5
3.10.a)	<a href="#">Number of Threads</a> .....	5
3.10.b)	<a href="#">map Source</a> .....	5
3.10.c)	<a href="#">Cache validity</a> .....	6
3.10.d)	<a href="#">Packer</a> .....	6
3.11	<a href="#">settings( menu: File)</a> .....	7
4	<a href="#">Fileformat for taho-source</a> .....	7
4.1	<a href="#">&lt;name&gt;</a> .....	7
4.2	<a href="#">&lt;prefix&gt;</a> .....	7
4.3	<a href="#">&lt;type&gt;</a> .....	7
4.4	<a href="#">&lt;maxThreads&gt;</a> .....	7
4.5	<a href="#">&lt;timestamp&gt;</a> .....	7
4.6	<a href="#">&lt;url&gt;, &lt;ext&gt;, &lt;offset&gt;, &lt;ksize&gt; and &lt;mapspf&gt;</a> .....	7
4.6.a)	<a href="#">Pixel maps (Base and Overlay) only &lt;url&gt;</a> .....	7
4.6.b)	<a href="#">Vector maps</a> .....	8
4.6.c)	<a href="#">(X)API</a> .....	8
5	<a href="#">Field reports</a> .....	8
6	<a href="#">Legal matter and availability:</a> .....	9
7	<a href="#">History since version 2.06</a> .....	9
8	<a href="#">Known Bugs and Outlook</a> .....	11
9	<a href="#">Other Programs</a> .....	12
9.1	<a href="#">Maperitive</a> .....	12

# **1 Preface**

Taho.exe is a program to make bigger maps out of the 256\*256 pixel tiles of OpenStreetMap, so that these can be used by GPS - programs as for example Glopus. For each program different sizes are best and in addition to the graphic file they also need calibration files to tell them which map is for which area. These calibration files are different from one program to the other. It can also be used as a downloader for vector-maps.

Taho.exe was originally a graphic front-end for taho.pl. It was used as a link between that and <http://www.openstreetmap.org/export/>. The new version works now without taho.pl and is thereby easier to install and more flexible. Hopefully taho.pl will be integrated into the above mentioned export-site soon, so that this program will be useless.

From Version 2.02 on 8Bit PNGs can be created too, as did taho.pl. So it should work with OZI again.

After switching to Android I use this program rather seldom. So it is more important than ever, that you tell me about problems.

## **1.1 Preface for version 3**

The download of vector maps needs to be tested and probably same updates, so please tell me your experiences

## **1.2 Preface for Version 3.08**

This Program was originally written with Visual C++ 6 under Windows XP. After upgrading to Windows 8.1 I realized, that neither this program nor Visual C was compatible to it. So I updated this program using a test version of Visual Studio 2013. Since I have to do the same for all my programs I might miss some errors, so please If you find one contact me.

## **1.3 Preface for Version 4.00ß**

Again I changed the programming tools, this time to QT-Creator. So there might be new errors. And since I don't use the program regularly I need your feedback. For the meantime I'll leave the old versions on my Homepage, so try the newest, if there is a problem tell me and if I'm to slow try version 3.09 and if even this has problems (mainly on old Windows versions) try 3.07

# **2 Installation**

The Installer should do all what is necessary. If you just updated from an older Version without Installer you might want to delete the old Version. If you want to make kmz-Files or vector maps (img) you need a packer which can produce zip files an accepts a list-file 7as parameter. I tried the command-file version of 7-zip: [7za.exe](#) and [WinRar](#). You find the necessary settings under the menu: Edit/Options. If you want to use Taho from a USB-Stick or similar, it makes no sense to save the default files under "My documents" but it is better to save it in the program folder. Also paths in the \*.taho should be saved relative to that file. To change these settings go to the menu Edit/Options.

# **3 Usage:**

## **3.1 Language (in menu Edit/Options)**

To change the language go to the menu: Edit/Options.

At the moment the program and help-files exist in English, German and French.

Since Version 4 Taho uses the QT-Tools for translation. If someone wants to add a new language or correct errors in the English or French Version please read this [manual](#).

The necessary ts Files are included in the source package of taho. At the moment it includes: taho\_en.ts, taho\_fr.ts and taho\_xx.ts. The first two for English and French and the last one only contains the original

German. So if you want to correct something use the en or fr File, if you want to add a new language rename the xx file, for example into taho\_es.ts for Spanish. And then send me the result. For small corrections the easier way would be to send me a mail ;-)

There are two special strings:

- "de" it contains the abbreviation of the actual Language. So in taho\_en.ts it is translated into "en". This should also be equal to the part in the filename.
- "liesmich.pdf" has to be translated into the file name with the help-file e.g. "readme.pdf".

## 3.2 Coordinates

If you click on "Bbox-tool" that homepage and a dialog box will be shown. In the first you can select the desired area. To copy the so selected coordinates to Taho use the result <Bbox...> at the bottom left, copy this to the clipboard with <Ctrl><C>, then click on "OK" in the dialog box and the coordinates will be extracted.

## 3.3 Output

### 3.3.a names

If you want you can now use map-names which include not numbers but coordinates. In contrast to taho.pl the zoom level in the name is now the one of the OSM-maps used, independent of the map-size. If this is a problem for some program please tell me. The third version is saving the maps in a set of directories in the same matter as the tiles on the servers. [s.3.6f](#)

### 3.3.b Output Directory

If Auto is selected the program automatically determines a folder depending on the selected source. Alternatively you can determine the output directory manually.

## 3.4 Pixel/Vector maps

Use these tabs to chose between the two map types. Most of the following settings are only necessary for pixel maps.

## 3.5 source of maps

### 3.5.a Base pixel map

Here you can select the renderer, Mapnik, Osmarender,.. These are different programs/servers to create the map out of the same data. So they produce maps which look different. A special case is "local Dir", herewith you can use Tiles saved locally on your PC. After choosing this Source you have to select any Tile from this local directory. This is for example usefull if you use an pther downloader or even a renderer to create a depository of tiles locally. Ane such Program is [Maperitive](#).

### 3.5.b Overlays for pixel map

You can also lay "Overlays" over the Base-map. These can for example contain buoys (Seamark) or Elevation information( (Topo, Land Shading,...). To (de)activate one or more Overlays just click the check-box. To edit the list of sources & overlays see [3.10a](#)

### 3.5.c Vector maps

Here you can select the map source. In difference to pixel maps there is no diversion between Source and Overlays. To (de)activate one or more Sources just click the check-box. Behind the name is marked if it is a (\*.img) or (\*.osm) download. \*.img are pre-compiled files, \*.osm are directly downloaded from the OSM-Database, so you get the latest data, but the result might be quiet big and might take a long time. To edit the list of sources & overlays see [3.10a](#)

## 3.6 more settings for pixel maps

### 3.6.a Size

This determines the size of the individual maps. There are 3 special cases:

1. free: here the whole area will be saved in one graphic file. The maximum size of this will probably depend on your computer. This mode is not intended to be used with one of the GPS-programs but to just get a map of an area or for UI-View.
2. None: no maps will be produced, this is only a download for the original tiles. There are some programs which use these tiles directly without calibration files.
3. 256\*256 is not really special, but at first it seems useless since the tiles are already like this. But first they are in many directories and second you might want 256\*256 maps with overlays.

### 3.6.b Bits/Pixel

You can choose between 8, 24 or 32 bit/pixel. They all have advantages and disadvantages. 32Bits is the internal format, so no extra transformation is needed, therefore it is the fastest to export, but it is not supported by Ozi. 24Bits is almost as fast as 32bit, and it is supported by Ozi. 8Bit might take some time on slow computers, but it produces much smaller files.

### 3.6.c Zoom-level

Taho.pl uses 2 different zoom levels. Taho.exe only the one you know from the OSM-maps. You can select more than one zoom level.

### 3.6.d File-type

you have the choice between png(default) and jpg (for some Garmin devices for example). Png Files can also get the extension png.tile as necessary for Osmdroid & osmtracker (android).

### 3.6.e Calibration files

Besides the maps you'll probably need calibration files. Since there is not one universal format you can select here the one you need. There are different Worldfiles, the one created here is for "WGS 84 /World Mercator" EPSG 3395.

### 3.6.f no calibration files but directories

Some programs want the maps in the same directory structure as on the tile-servers. There are two ways to get this with taho. Either you select size="none": this is the best way if you just want maps without overlays or you select the following:

- Size=256\*256
- name by=directory
- File-type=png or png.tile

You might choose different sizes or jpg, but I doubt that any program will understand this

## 3.7 make maps (Button or menu Edit)

At last this creates the maps and calibration-files. To speed this up the program'll start some tasks parallel. During the download a progress bar is shown. But the download of a file is just one step, so during the download of big files (for ex. \*.osm-Files) it seems that nothing happens.

### 3.8 OSMBugs ( menu: Edit)

Here you can download the OSMBugs for the selected area. This can also be done on <http://openstreetbugs.appspot.com/> but there are three problems:

This site somehow reduces the number of bugs depending on the zoom-level.

The Texts are often very long, so they make the maps unreadable. Therefore you can select here that instead of the full text only a number will be shown and the full text is saved in a separate file.

Not all Programs can use gpx Files as POI-File. For example Glopus needs asc-files. So until now you can choose between gpx and ask if your program needs still another format tell me.

### 3.9 Make KMZ ( menu: Edit)

The kmz-files produced are zip-files containing one doc.kml and one or more maps. Since you may need more than one step to produce all maps I separated the production of the kmz-files from the production of the maps.

If you open this dialogue you might be asked to fill in the missing information for calling the packer.

So to produce kmz-files you first need all maps with kml-files as calibration-files. Then you select these kml files in the kmz - dialogue, the maps are added automatically. Depending on the use of the kmz one of the following modes should be best:

1. one kmz per kml/map
2. one kmz per zoom-level
3. all maps in one kmz

In the first case the kmz gets the same name as the kml-file. In the other two you have to select a file-name. In case 2 the zoom-level will be added to the name, so the usual warning against overwriting existing files will not work.

### 3.10 Options ( menu: Edit)

here you can set:

- the language see [3.1](#))
- set the User Agent ID (s. below)
- the maximum number of download-Threads (s. below)
- define where files are searched and how paths are saved. (See under [Installation](#))
- some settings about the map source
- the packer and the command-line to call it.

#### 3.10.a Number of Threads

The optimal number of threads depends on many things, as:

- the Internet-speed: as faster as more likely it is that more threads speed up the download.
- The number of CPU-cores: one thread per core should make sense, but even more might be good, since the threads don't use the CPU a lot at all times (download)
- the map-source. Each server might react different to multiple downloads, The "Reit & Wanderkarte" for example blocks the download completely. Therefore the maximum number of Threads can also be defined for each source s. [4](#))

By default the program uses one thread per core, except if something else is marked here or for a source there is a restriction.

#### 3.10.b map Source

Since the URLs do sometimes change or someone might find some new ones they can be loaded from a taho file. If you want to do some changes yourself export such a file first to have the right syntax and change it then with an editor. Defsrc.taho and mydefsrc.taho will be read automatic so put this file under that name in a sub-folder \DYJ\OSM under "My Documents". The file-format is described under [4](#))

With "Load settings" you can read any such taho- file. "Update source" searches on

[http://wiki.openstreetmap.org/wiki/Taho#Tiles\\_sources](http://wiki.openstreetmap.org/wiki/Taho#Tiles_sources)

source for a link to an `dersrc.taho` and downloads this. This way anybody can upload such a file somewhere and change the link even if I am not available to put a new file on my site.

On [this Site](#) there are about 275 Language versions as Overlays, they are supposed to be used with the base-map "No Label". To not make the Overlay-list too big I only inserted the English, German and French versions. But you can easily add other versions. For this first find the overlay on the above mentioned site, for example the Spanish Version „osm-label-es“ then edit `mydefsrc.taho`. There you find already:

```
<src>
  <name>osm-labels-en</name>
  <url>http://a.www.toolserver.org/tiles/osm-labels-en</url>
</src>
```

So just add a new block:

```
<src>
  <name>osm-labels-es</name>
  <url>http://a.www.toolserver.org/tiles/osm-labels-es</url>
</src>
```

and you can use Spanish maps. Some maps Taho originally used don't exist any more or are not usable any more, so there is a black list in Taho which automatically eliminates them. Actually the list contains: "Osmarender", "Cycle1", "Cycle2", "Mapnik(std)", "Mapnik", "CompTeddy latest" and "CompTeddy old".

### 3.10.c Cache validity

Here you can define after how many days the map-tiles (the 256\*256 maps downloaded from the tile-server) will be downloaded again. Until then taho'll first look if the file is already in the `tah`-folder and use this local version.

### 3.10.d Packer

As described in [3.9](#) the `kmz`-Files are actually `zip`-Files. The packing is not done by taho itself but by an external packer. The packer is also needed to unpack the vector maps which are `gz`-packed. Here you have to select the program and set the syntax of the command-lines. For three programs I have included command-lines which can of course be changed if necessary. For file-names and paths you have to use place-holders (`$Q`, `$Z`, `$L` see below).

To pack the `kml` files into `kmz`-files I included the following command-lines:

- 7-zip (or it's command-line version `7za.exe`): "a -tzip \$Z @\$L"
- Winrar: "a -afzip \$Z @\$L"
- Winzip: "-min -a \$Z @\$L"

The place-holders used are: `$Z` for the `kmz`-file and `$L` for the List-file containing all source files.

To unpack the `gz`-files I included the following command-lines:

- 7-zip (or it's command-line version `7za.exe`): "x \$Q -o\$Z"
- Winrar: "x \$Q \$Z"
- Winzip: "-min -e \$Q \$Z"

The place-holders used are: `$Z` for destination path and `$Q` for the source-file

If you need to enter a `$` in the command-line you have to double it.

### 3.11 settings( menu: File)

here you can save and load the settings. If you save them under the default name offered they'll be automatically loaded at the program-start. These files can also be used as program-parameters. So if you tell windows to always load \*.taho with it, you just need to double-click on one of this files to run the program with these parameters. This way you can load both types of taho-Files, the one with coordinates,... and the one with the source-URLs ([s. 3.9a](#)) To write the later use the export button in source.

## 4 Fileformat for taho-source

In a \*.taho file the map sources are in the block <mapallsrc>. For each source there is a <src> Block. In this the there are the following tags:

### 4.1 <name>

The name is used for the selection and for the folder names. So it might only contain characters allowed for folder-names

### 4.2 <prefix>

The map files will get this as a prefix in there names. Since the overlays are not saved individually there is no prefix needed for them.

### 4.3 <type>

0: Base pixel map; 1: Overlays; 2: Vector maps.; (X)Api Query; -2: obsolete

### 4.4 <maxThreads>

How many Threads may be used when downloading from this source. Is the value 0 or not set at all than it is unlimited.

### 4.5 <timestamp>

If a source occurs both in the Program and in a Taho-File, Taho will use this to decide which is more recent. The format ist YYYYMMDDhhmmss

### 4.6 <url>, <ext>, <offset>, <ksize> and <mapspf>

#### 4.6.a Pixel maps (Base and Overlay) only <url>

The base map has <type>0</type> and the Overlays <type>1</type>.

The URL can be set in two ways. All OSM - servers I know so far save for example tile (x=1,y=2,zoom=3) under

BASEURL/3/1/2.png

in this case you just need to set the BASEURL, alternatively you could also use place-holders to define the same source as above as:

BASEURL/\$Z/\$X/\$Y.png

but this makes only sense if the syntax differs from the usual OSM syntax. If such a URL contains a \$ sign you have to double it. If you want to download maps of other sources than OSM, you have to respect the terms of use. Besides the URL and the maximum zoom-level a prefix is saved for every source which will be used for the file-names. Most sources use tiles in the png format, but not all, therefore you can define the file format in <ext>, if this is not defined png is used by default.

#### 4.6.b Vector maps

These have `<type>2</type>`. Until now I know two kinds of URLs:

<http://openstreetmap.teddynetz.de/latest/img/63273/63273621.img.gz>

<http://osm.smash-net.org/srtm/53273621.img.gz>

both start with a base url saved in `<url>` so:

```
<url>http://openstreetmap.teddynetz.de/latest/img</url>
```

```
<url>http://osm.smash-net.org/srtm</url>
```

At the first this is followed by a subfolder, each for 1000 maps, at the second all maps are in one folder. If the subfolder has the number (map\_number)/Number\_in\_folder you need to set `<mapspf>` to this Number\_in\_folder. If there are no sub-folders you can either ignore this tag or set it to 0, so for the two examples:

```
<mapspf>1000</mapspf>
```

```
<mapspf>0</mapspf>
```

The map number is calculated by:

```
Number = ((int)((lat + 90) / ksize) + (int)((lon + 180) / ksize) * (int)(180 / ksize)) + offset
```

In addition to the tags above `ksize` and `offset` need to be defined. For the examples `ksize=1 deg`:

```
<ksize>1.000000</ksize>
```

and `offset 63240001` or `53240001`

```
<offset>63240001</offset>
```

```
<offset>53240001</offset>
```

In all:

```
<src>
  <name>CompTeddy latest</name>
  <prefix>CTL</prefix>
  <url>http://openstreetmap.teddynetz.de/latest/img</url>
  <type>2</type>
  <offset>63240001</offset>
  <ksize>1.000000</ksize>
  <mapspf>1000</mapspf>
</src>
<src>
  <name>SRTM</name>
  <prefix>SRTM</prefix>
  <url>http://osm.smash-net.org/srtm</url>
  <type>2</type>
  <offset>53240001</offset>
  <ksize>1.000000</ksize>
  <mapspf>0</mapspf>
</src>
```

#### 4.6.c (X)API

These have `<type>3</type>`.

In the program there is no separation between vector maps and (X)API downloads. The URL usually contains place-holders, for example:

```
<url>http://xapi.openstreetmap.org/api/0.6/map?bbox=\$W,\$S,\$E,\$N</url>
```

The (\$W,\$S,\$E,\$N) will be replaced by the area. This would be all if there there would not be a size limit for some API queries. For the map query above this limit is 100 square degrees, so you need to set `<ksize>100.000000</ksize>`

If there is no limit set it to 0 or not at all. For more information see:

S.: [http://wiki.openstreetmap.org/wiki/API\\_v0.6](http://wiki.openstreetmap.org/wiki/API_v0.6) und <http://wiki.openstreetmap.org/wiki/Xapi>

## 5 Field reports

I used Glopus, before changing to Android. So at the moment I use Apps which download there maps them self. So if you want a bug to be solved you have to tell me.

## **6 Legal matter and availability:**

This program is under the [GPL V3 License](#).

Older Versions were under the creative commons License, but since from Versions 2 on it includes a lot from taho.pl which is under GPL I preferred to change the license. From Version 4 on this Program is created with [QT-Creator](#) and dynamically linked to the [QT-Librarys](#) (V5.x). These are under the [LGPL V2.1](#).

The licence of the maps has to be respected in any case. If you publish for example OSM maps you have to mark there origin. For details see: [OSM-FAQ](#). If you use maps of an other origin please find out for your self what to do.

The source code should be available at the same point as the program, but maybe only some days later. If not check:.

<http://www.dimitri-junker.de/html/openstreetmap.html>

But I can't guarantee, that there you'll get the actual version, since someone else might have wrote it. So please if you do publish any changes tell me, so that there is only one version of this program.

## **7 History since version 2.06**

### 4.04 from 4.Aug.2016

- Some sources are gone, some have moved and there are new ones too.
- Same change in the management of obsolete sources, so now they are also in the \*.taho File

### 4.03 from 8.Oct.2015

- [Some](#) more errors are shown, for example if the image is to big.
- As an alternative to "free" size maps who are to big to be created I added the sizes 8k and 16k.
- On reading the coordinates from the bbox tool the southern and northern limits were reversed.

### 4.02 from 31.Aug.2015

- You can now use a [locale Dir](#) as Source, This is for example useful to combine Taho and [Maperitive](#)
- Now with Installer

### 4.01 V2 from 20.Aug.15

- In the Binary-package once again a dll was missing. So there is no change in the program and no new Source-package

### 4.01 V2 from 23.Jul.2015

- Logfile output changed
- Errors at the Tile-Download weren't showed properly.
- The lonvia Tiles got a new URL. To better handle situations like that the urls now got a time-stamp, so taho can decide which to use, the one in the exe or from the defsrc.
- Crash due to access to a none existing progress dialogue eliminated.

### 4.00B V2 from 6.Dec.14

- In the Binary-package was a dll missing. So there is no change in the program and no new Source-package

#### 4.00β from 1.Dec.14

- First Version created with QT-Creator. Therefore many internal changes (almost new Program) but little changes for the User, but since it is still little tested I added the β

#### 3.09 from 23.Dec.13

- Version 3.08 didn't worked under Windows XP and it was missing the mfc120.dll. Both problems should be solved now.

#### 3.08 from 21.Dec.13

- Adaptation to Visual Studio 2013 and Windows 8.1. See also. [Preface for Version 3.08](#)
- Since the OSM-Eport page was not usable for this program any more, I adopted an other site and use this now.

#### 3.07 from Aug 2<sup>nd</sup> 2013

- map sources cleaned, instead off Cycle1 and Cycle2 only Cycle and Osmarender doesn't exist any more. To pretend these to reappear through a Tahoe File there is a black list now.
- At load “Tiles only” Overlay-Tiles were ignored.

#### 3.06 from Aug. 9 2012

- When changing to vector maps the button png.tile stayed visible.
- One more adaption for the <http://www.wanderreitkarte.de/> : [User Agent ID](#)

#### 3.05 from 8.May 2012

- through a mistake introduced in 3.03 the size 8192\*8192 was not usable any more.
- I introduced vp-Lines in the Fugawi-calibration-files

#### 3.04 from 3.Sep.2011

- Without a default.taho the maximum number of threads was set to 0

#### 3.03 from 1.Aug.2011

- The maximum number of threads can now be set. s. [3.10a](#)
- Maps can now also get the extension png.tile. [s. 3.6](#)
- Now also 256\*256 pixel maps can be made. [s. 3.6a](#)
- It is now possible to save the maps in a set of directorys as they are on the tile-servers [s. 3.3a](#)

#### 3.02 from 22.May.2011

- V3.01 produced the wrong calibration files

#### 3.01 from 16.Feb.2011

- “just” eliminations of errors

#### 3.00 from 15.Feb.2011

- You can now download vector maps and osm-raw data by (x)api queries
- Manly because of the vector maps a redesign had been necessary.

#### 2.12 from 22.Jan.2011

- If there was no defsrc.taho Tahoe didn't knew where to find the tiles. Now as in older versions it has a default set of sources build in.
- The Overlays are now alphabetically sorted.
- a few more safety checks to make the program more stable.

### 2.11 from 12.Dec.2010

- More map sources can now be used and besides the base-maps Overlays can be used.
- Some bug-fixes for reading xml-Files (\*.html, \*.taho) removed.
- Some other bug-fixes

### 2.10 from 10.Nov.2010

- //CHG: TAHO 2.10b SG  
New calibration file for GPS-Tuner
- //CHG: TAHO 2.10d DYJ  
The calibration files were wrong for non square maps.
- //CHG: TAHO 2.10e DYJ  
On loading a \*.taho the source (Mapnik,...) was ignored.
- //CHG: TAHO 2.10f DYJ  
New Options for using Taho from a USB-Stick or similar.
- //CHG: TAHO 2.10g DYJ  
The \*.taho used a wrong charset, which was only visible if you viewed them for example with a browser
- //CHG: TAHO 2.10h DYJ  
"from URL" didn't recognized the zoom level any more.
- //CHG: TAHO 2.10i DYJ  
Now you can use a different prefix for the file names with each renderer by default the first 3 letters of the name are used.
- Internal changes s. „2.10a SG“, „2.10c DYJ“  
Mostly only interesting for programmers, but also less crashes.

### 2.9 from 12.Aug.10

- Taho got a new Options-Dialogue and a menu
- Taho can now make kml and kmz – Files for Google-Earth and some Garmin devices.
- More map sources can now be used

### 2.8 from 12.Jul.10

- Taho is now multilingual
- change: Taho ignored the highest zoom-level of each renderer
- change: default.taho and defsrc.taho are now written in "My Documents" in a sub-folder "DYJ\OSM" If there is nothing yet it tries to copy an older version out of the program-folder.

### 2.7 from 22.Apr.10

small changes of the Dialogue

New: Export-size free. S. [3.3](#).

New: Calibrations-File for UI-View

Change: when downloading in the mode size=none the real file names are shown.

## **8 Known Bugs and Outlook**

- There might be still problems with maps crossing the dateline and polar regions.
- There should be a better way to edit the taho-Files (sources)
- There should be a better way to define areas then using Bbox-tool
- The download of vector maps will grow, possibly including direct creation out of the OSM-Database.
- if your English is better than mine please help find my errors

## 9 Other Programs

### 9.1 Maperitive

This is a Program similar to Taho, but both programs have features where they are better than the other. Maperitive is better than Taho on the source-side, it can even render tiles by itself. Taho on the other side has more export options. So you might combine both. So save tiles with Maperitive and use this as source for Taho ([local Dir](#)).

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