

Generating Offline Maps

Mobile Atlas Creator (MOBAC)

Mobile Atlas Creator (MOBAC) is an open source program which allows users to download map data for offline use. These are low resolution maps, which is why we recommend adding Google Hybrid Maps to MOBAC for better quality maps and increased zoom levels. Before you can download maps, you must first add Google Hybrid Maps to MOBAC.

Step 1 - Navigate to mobac.sourceforge.io and follow steps to download the latest version of MOBAC

- Ensure you have extracted (unzipped) the MOBAC folder in your desired location to access all program files

Step 2 - Open a Notepad document and copy and paste the following code

- Do not add any extra characters or spaces

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<customMultiLayerMapSource>
<name>Google-hybridni-256</name>
<tileType>jpg</tileType>
<layers>
<customMapSource>
<name>Google-satelite-256</name>
<minZoom>0</minZoom>
<maxZoom>19</maxZoom>
<tileType>jpg</tileType>
<tileUpdate>None</tileUpdate>
<url>http://mt{${serverpart}}.google.com/vt/lyrs=s&amp;x=${$x}&amp;y=${$y}&amp;z=${$z}&amp;scale=1</url>
<serverParts>0 1 2 3</serverParts>
<backgroundColor>#000000</backgroundColor>
</customMapSource>
<customMapSource>
<name>Google-hybrid-256</name>
<minZoom>0</minZoom>
<maxZoom>19</maxZoom>
<tileType>png</tileType>
<tileUpdate>None</tileUpdate>
<url>http://mt{${serverpart}}.google.com/vt/lyrs=h&amp;x=${$x}&amp;y=${$y}&amp;z=${$z}&amp;scale=1</url>
<serverParts>0 1 2 3</serverParts>
</customMapSource>
</layers>
</customMultiLayerMapSource>
```

Step 3 - Save this Notepad document in the **Map Sources** folder of the MOBAC download

- Save as **google.xml**
- Do not capitalize
- Select **All Files** under File Type



WARNING: You may encounter errors with the quotation marks and extra spaces when pasting, delete the quotation marks and manually retype them. Ensure that there are no extra spaces and paste without formatting to avoid compilation errors, such as italicized text.

MOBAC

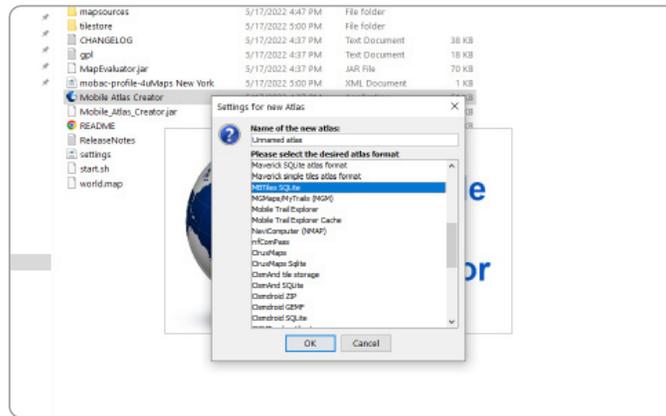
Generating MOBAC maps

Step 1 - Launch MOBAC

- **Windows device**, open the file called **Mobile Atlas Creator** (Mobile Atlas Creator.exe)
- **Mac or Linux device**, start MOBAC by executing the start-up script **start.sh**

Step 2 - Select **MBTiles SQLite** as your atlas format

- Rename your map (optional)
- Ensure the name is one word

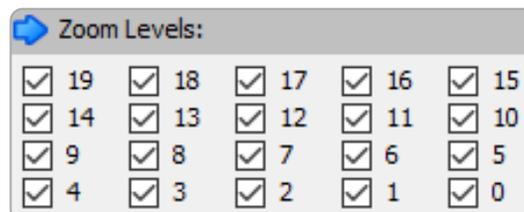


Step 3 - Find the **Map Source** box located in the top left of your screen

Step 4 - Select **Google-hybridni-256**



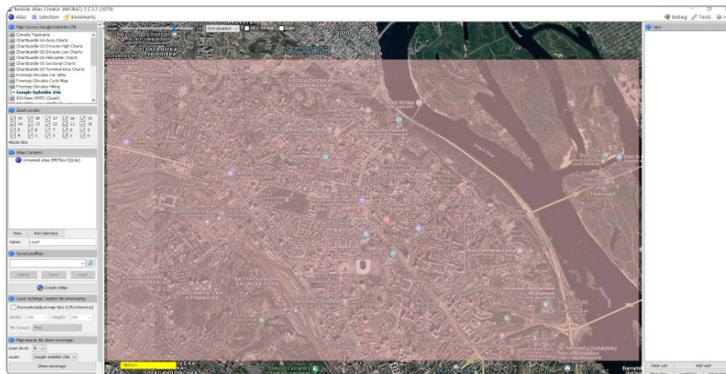
Step 5 - In the section labeled **Zoom Levels**, check the boxes of your desired zoom levels



MOBAC

Step 6 - Use the map to navigate to your desired location

Step 7 - Click and drag to highlight the area you wish to download

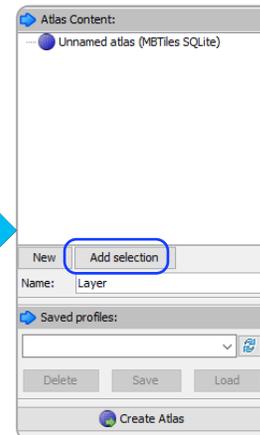
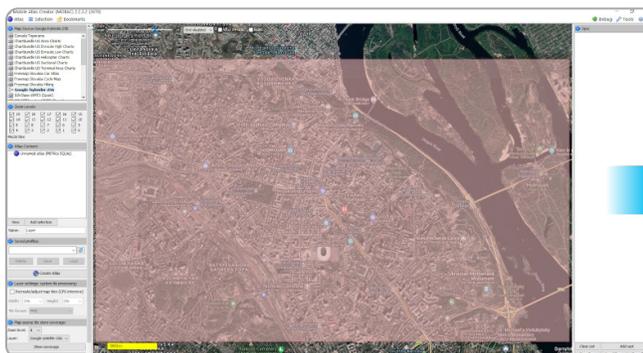


NOTE: Depending on your operating system, you may need to right click and drag to select an area on the map.

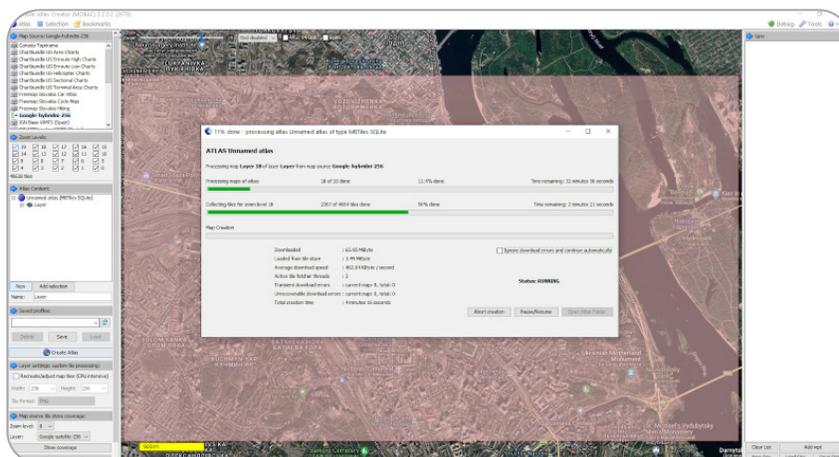
Step 8 - Select **Add selection**

- On the left sidebar

Step 9 - Select **Create Atlas**



Step 10 - Wait as your map processes



Step 11 - Once complete, select **Open Atlas Folder**

- By default, maps are saved in the **atlases** folder of your MOBAC installation folder

MOBAC

Importing Mapbox maps to the Skydio Enterprise Controller

You have the ability to import custom Mapbox tiles to the Skydio Enterprise Controller via a USB-C drive or SD memory card reader. You may save up to 10 maps in the Map Library.

How to Import Maps

Step 1 - Load your map files onto a USB-C flash drive or SD memory card

Step 2 - Insert the USB-C drive or adapter into the controller USB-C port

Step 3 - Select the **INFO** menu

Step 4 - Select **Import Maps**

Step 5 - Select **Maps**

- Navigate to the storage device
- Select the maps to import

Step 6 - Select **Select**

- Wait for your maps to import
- Select **View Map Library** to review your imported maps
- If you have uploaded a QGC map, you will also see an option to open Skydio QGC

