

Carmenta Map Builder 3.3 Extensions



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OPENSTREETMAP EXTENSION

This extension makes it possible to use OpenStreetMap data in Carmenta Map Builder.

Easily create detailed background maps directly from downloaded osm or pbf files. The data is visualised using Carmenta's own, high-fidelity OpenStreetMap cartography.

This functionality provides an efficient way to create a background map over a new area, e.g. for demonstration purposes.

OpenStreetMap is open data, licensed under the Open Data Commons Open Database License (ODbL).

WINDOWS INSTALLER (MSI) EXTENSION

This extension makes it possible to package your Carmenta Map Builder projects into Microsoft Windows Installer (MSI) packages.

The generated packages contain an intuitive wizard user interface which makes it easy for end users to install the maps in their system.

The packages can also be automatically deployed to clients using Microsoft Active Directory technology, ensuring that clients are always up-to-date.

ELEVATION DATA EXTENSION

This extension makes it possible to add elevation data in the DTED format to your Map Builder projects.

The elevation data is visualised as a semitransparent shaded relief, and is also exposed as a data set for use in Carmenta Engine calculations.

NAUTICAL CHART EXTENSION

This extension makes it possible to add Nautical Charts in the IHO S-57 format to your Carmenta Map Builder projects.

The data is automatically visualised according to the IHO S-52 standard. It can be freely combined with other data sources.

MAP PACKAGE EXTENSION

This extension makes it possible to build optimised Carmenta Engine Map Packages directly from your Carmenta Map Builder projects.

The Map Packages contain pre-rendered, multi resolution raster images, ensuring maximum performance in your target system.

ESRI FILE GEODATABASE EXTENSION

Using this extension it is possible to import information from Esri File Geodatabase and use it in all versions of Carmenta Engine that are supported by Carmenta Map Builder.

The imported data will be added as separate layers to your project and you can set up symbology in the same way as for vector layers.



