Historic Maps: Making Map Overlays – Map Warper

http://mapwarper.net/

1. Create account/Sign in
2. Upload Map
   a. Give Title
   b. Choose File
   c. (optional) Fill in other info
   d. Hit “Create” Button
3. (optional) Crop Tab
   a. Create a polygon
      i. Move Around Map allows you to move the map
      ii. Create polygon allows you to create a shape that will be safe from cropping
      iii. Modify existing polygon allows you to move points on the polygon
      iv. Delete a polygon destroys the current polygon incase you’d like to start over
   b. Click somewhere outside of the saved portion of the map(you can edit it later so you don’t have to be terribly accurate)
   c. Continue clicking around the map to create the polygon. Double click to finish the polygon
   d. Using the move around map and modify existing polygon buttons, edit the polygon so that only the portion of the map you want is selected
   e. Hit the “MASK MAP!” button
4. Rectify Tab
   a. Plot points on your uploaded map and on the webmap provided
      i. Move Around Map allows you to move the map without worrying about points etc.
      ii. Move Control Point allows you to move already placed control points and move the map, but watch out as you may accidentally grab a control point
      iii. Add Control Point allows you to plot the points around the map
   b. As you plot points remember to hit the Add Control Point after you’ve plotted the point on both maps
   c. Try to add points equally around the map if possible
   d. Some estimating may be required
   e. The more points you put and the more accurate they are, the better the warp will be
   f. (Optional) You can hit the Advanced options button and change the Resampling method to get different results
   g. Hit the “Warp Image!” button.
      i. Depending on how many point you’ve put, how big the map is, and the resampling method, it could take several minutes.
   h. Now you should be able to see a preview on the provided map.
5. **Click Preview Map Tab**
   a. Check the maps accuracy. It might not be 100% accurate, but is it accurate enough for your purposes?
      i. Remember the cartographer may not have been 100% accurate, or things may have changed over time
      ii. You can zoom in/out with the zooming scale or the scroll on the mouse
      iii. You can change the transparency with the transparency slider on the bottom of the map
   b. If the map is not accurate enough go back to rectify and add/delete/move points repeat item 3-4 until you are satisfied.
6. Export tab
   a. You can now download the map as a rectified PNG, Tiff, or KML
   b. You can also use the Tiles base URL to continue your project
   c. To use the WMS base, you’ll need the base URL which is “http://mapwarper.net/maps/wms/MAP#” your MAP# can be found at the top of the page next to the line “Home > Search > Maps > Map ” So your final WMS Base should read “http://mapwarper.net/maps/wms/10489” but replace the bolded 10489 with your map’s number.

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