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How to Order AniMap Plus and SiteFinder

ORDERING ANIMAP AND SITEFINDER

AniMap and SiteFinder are now available on CD ROM. Included are the AniMap County Boundary maps for 48 states (no Alaska or Hawaii), the SiteFinder U.S. Place Name Database containing nearly 250,000 cities, towns and other places of interest both current and historical, and the SiteFinder Cemetery File containing over 100,000 cemeteries throughout the United States.

The AniMap/SiteFinder CD ROM is available from:

THE GOLD BUG, POST OFFICE BOX 588, ALAMO, CA 94507

Visa or Mastercard orders may be submitted by phone (510) 838-6277 or our toll-free number (888) 653-6277.   E-Mail to goldbug@compuserve.com

Price of the AniMap/SiteFinder CD ROM is $79.00+4.50 shipping & handling. California residents please add sales tax.

Displaying The Maps

The maps may be viewed either in full-screen mode, or you may re-size in the usual Windows fashion (click the double triangle in the upper right corner and drag the borders to where you want them). You may then open AniMap Plus again and display other maps on the screen, either the same or different states.

Several viewing options are controlled by buttons on the screen:

NEXT displays the next map in chronological order.

BACK reverts to the previous map.

RUN displays the maps in sequence something like a motion picture. Clicking on the "C" box will skip any years for which there were no changes. FWD runs the display in chronological order, REV runs in reverse chronological order.

1, 2, 3, and Q control the Run speed. The numbers indicate the number of seconds a map is displayed before moving on to the next. Q (for Quick) moves through the display very rapidly. Clicking on the circular (Radio) buttons will select these.

FLASH will alternately display two consecutive maps for easy comparison. Clicking on the "C" box before selecting flash will alternate the display between the selected map and the modern map

STOP will halt either the RUN or FLASH operation. All the other controls are inoperative until you have stopped these functions.

RESTART returns you to the first map in the series for that state.

County Codes

Limited space makes it necessary to use abbreviations for county names on the maps. The County Codes box provides a list of these abbreviations. This is only a list; clicking the mouse on a county name has no effect.

Markers

MARKERS: To mark reference points on a map, you have a selection of 13 different designs which are color-selectable. Up to 50 of these markers may be placed on any one map (all alike or mixed). Selecting MARKERS from the Options Menu (K is the shortcut key for this) will bring up a box showing the designs. Select one by clicking on the circular button (Radio button) below it. Clicking the buttons in the Color Box will cycle through the available colors. When you have made your selection, click OK.

To set the markers, use the right mouse button to activate the marker cursor. Move the marker to where you want it, then click the left mouse button. You can then continue placing markers following the same process or return to the Marker Box to choose another design or color.

An alternative which allows more control over placement of the markers is to press the INSERT key to activate the marker cursor, move the marker using the Arrow Keys, then press INSERT again to place the marker.

If you are not using a mouse, the marker process may be started by pressing the INSERT key, moving the cursor with the Arrow Keys, then pressing INSERT again to place the marker.

To remove a single marker, point to it with the cursor and click the left mouse button again. If you want to remove all the markers, bring up the Marker Box and click on ERASE ALL.

If you want to save a set of markers you have on the screen, bring up the marker box and click on SAVE. RETRIEVE will bring them back at any time. Repeated clicking on RETRIEVE will cycle through and show any additional marker sets you have saved for that state.

CLEAR MEMORY will erase the marker set you presently have displayed on the screen. There is a limit of 10 marker sets that can be saved, either for one state or all states in combination. If all the marker memory slots are filled, SAVE will not appear in the box and you will see a list of the states for which markers are saved to help you find saved sets and possibly clear some space.

[Note for advanced users: The file in which the marker sets are saved is ANIMAP.DAT. You can create a library of marker sets by saving a copies of this file under other names, then bringing them back as ANIMAP.DAT. Do not simply rename ANIMAP.DAT; this file must be present for the program to run correctly.]

Loading up the screen with markers may slow the RUN operation down

a little, but not seriously on most systems.

Creating Your Own Overlays

Choose the map you want to use as the base for your overlay. You may want to place some markers on this map to use as reference points when you make the overlay. Select a color for your markers that is not already being used on the base map (this will make it easier to erase them later if you wish). When the map is ready, select EXPORT from the File Menu, then EXPORT TO PAINTBRUSH from the dialog box.

A transparent overlay, which is probably what you will use most, will display only what you have done in black. It is best, though, to start making the overlay using a color that is not on the map you have exported. Dark Brown is a good choice because it is easy to see your work as you go along.

Draw what you want to put in your overlay. You may want to do things like connecting the markers you placed to show a trail or migration route. You can use the Text Tool to add in names, titles, etc. You can fill in the boundaries of a county with color using the Roller Tool. There are a great many possibilities to explore.

For a clean-looking transparent overlay, you should eliminate the base map, and possibly the markers if you don't want them to be part of the overlay. There is a small possible pitfall here... before you start changing colors, switch to any tool in the toolbox other than the one you have just used. For instance, if you have just used the Text Tool, then change colors, the text you placed will change to the new color. Switching to another tool will avoid this.

For this example, we are assuming that you have done your overlay in dark brown and want to eliminate everything else. First, select Black as the foreground color and white as the background color. The left mouse button selects foreground, right mouse button selects the background color. Your selections appear in the box to the left of the color palette. Double click on the Color Eraser tool (this is the eraser icon on the left). This should remove all the black in your viewing area. Scroll across and down to repeat this process for the entire map. Next, select Red as the foreground color and repeat the process to remove all the red from the map. Do the same for other colors until you are left with just the brown overlay. Select VIEW PICTURE from the View Menu to be sure you have not missed anything.

Now you need to change your Brown overlay to Black. Select

Brown as your foreground color and Black as the background color and double click on the Color Eraser. Once again, you will need to scroll around the screen and use VIEW PICTURE to be sure you have changed everything. Your overlay is now complete and you are ready to save it.

From the Edit Menu, select SAVE AS... (not just SAVE). Using the correct name is important since AniMap Plus looks for a file with a specific name and will ignore anything else. The state abbreviation will be the first two characters of the title which appears at the top of your Paintbrush screen. For instance, it may be AL1876XP.BMP indicating you are working with an 1876 map of Alabama. The first overlay for Alabama would be titled ALOVLAY1.BMP, the second ALOVLAY2.BMP, and so on. (See Filename Conventions)

Be careful about overwriting files that already exist, unless this is what you want to do. Paintbrush will warn you if a file with the same name already exists which gives you the opportunity to change the name before you save.

You can now exit Paintbrush and you will be returned to AniMap. Follow the instructions for displaying overlays to view your work.

Also see Overlays.

Map Feature Definitions

See Legend to view these features on sample maps.

 UNORGANIZED COUNTIES.   These are counties whose boundaries have been established by the legislature, but do not have an established government. Usually, they are attached to an adjacent or nearby county which takes care of government services. These are indicated on the maps.

NON-COUNTY AREAS. Especially in earlier times, there were areas within a state which were not assigned to any county. These are shown on the maps with a unique shading pattern.

EXTRA-TERRITORIAL COUNTIES. In some cases, states established counties that were outside the accepted state boundaries, sometimes for the purpose of laying claim to these areas. These are indicated with green boundary lines on the maps.

INDEPENDENT CITIES. Virginia has established a number of "Independent Cities" which are not part of any county. These are shown using a special color coding on the maps.

Exporting Maps

When you have a map on the screen, you can choose to export it using this option. It will be placed in a bitmap (.bmp) file which can be used in virtually any Windows application. The exported map will have a filename like "AL1825XP.BMP". The first two letters indicate the state (Alabama), the numbers are the year, XP indicates that it is an exported map.

The county code list may also be exported for use in your word processing software. The exported file for the above map, for instance, would be AL1825XP.TXT.

A third Export option lets you take the map directly into Windows Paintbrush for immediate editing. After editing an exported map, it is suggested that you give it a new name. AniMap will not permit a second export to the same filename.

Also see Filename Conventions.

Creating Overlays

Filename Conventions

FILE NAME CONVENTIONS

State abbreviations have been used in the file names which mostly conform to the postal abbreviations for those states. The exceptions are MA which includes Massachusetts, Rhode Island and Connecticut, MD which includes Maryland and Delaware, NH which includes New Hampshire and Vermont and VW which is Virginia and West Virginia.

Alabama AL	Arizona AZ	Arkansas AR
California CA	Colorado CO	Connecticut MA
Delaware MD	Florida FL	Georgia GA
Idaho ID	Illinois IL	Indiana IN
Iowa IA	Kansas KS	Kentucky KY
Louisiana LA	Maine ME	Maryland MD
Massachusetts MA	Michigan MI	Minnesota MN
Mississippi MS	Missouri MO	Montana MT
Nebraska NE	Nevada NV	New Hampshire NH
New Jersey NJ	New Mexico NM	New York NY
North Carolina NC	North Dakota ND	Ohio OH
Oklahoma OK	Oregon OR	Pennsylvania PA
Rhode Island MA	South Carolina SC	South Dakota SD
Tennessee TN	Texas TX	Utah UT
Vermont NH	Virginia VW	Washington WA
West Virginia VW	Wisconsin WI	Wyoming WY

The exported state files will have names like MAPZxx.ZP2. "xx" indicates the state abbreviation. So, MAPZAL.ZP2 would be the map file for Alabama.

Overlay files will be named xxOVLAY#.BMP. "xx", again, is the state abbreviation and "#" being a sequential numbering between 1 and 9. The first overlay for Alabama, for example, would be ALOVLAY1.BMP. Overlay names must be correct for the program to detect them. Numbers must be consecutive, beginning with 1 for AniMap to detect all the overlays.

Latitude-Longitude Tracking

SHOW LAT-LONG: This feature will allow you to place your markers very accurately on any point where the latitude and longitude are known. Selecting this option will place a large button reading "Latitude-Longitude" on the screen. This button can be moved to any position.

Activating this feature is the same procedure you use to place a marker. Click the right mouse button to start it. The button will now show you the latitude and longitude for the present cursor position and will change as you move it. The left mouse button will drop the marker at the desired latitude and longitude.

Since the display changes so rapidly, you may want to use the keyboard to fine tune the location. Get the approximate location with the mouse then use the right, left, up and down arrows to place it exactly. You can drop the marker by using the Insert key on your keyboard to avoid jiggling the mouse and changing the position.

Once you move the cursor, the button will show the new latitude and longitude so you can place additional markers.

Latitude and longitude coordinates are available from a number of sources including geographic servers on the Internet, some atlases and gazetteers, and from SiteFinder databases.

Mileage Measuring

MEASURE MODE is a very useful feature in cases where you are given a location description such as "47 miles NW of Baltimore". The anchor point (in this case, Baltimore) is usually a well-known place for which you can find the latitude and longitude coordinates. Having placed that using AniMap's latitude-longitude tracking, mileage mode makes it easy to place the location of the second place on the map.

Measure Mode is activated either from the Options Menu of by using the hot key "M". The mileage button will appear on the screen and can be re-positioned in the same way as the Latitude-Longitude button. Clicking the right mouse button will bring up one of two different cursors depending on whether or not you have any markers already on the screen. If you do not have any markers, the cursor will appear as the "X" mark which you can move into the desired position and place by clicking the left mouse button. When the marker is placed, it will appear as the "anchor on marker" illustrated above.

If there is at least one marker on the screen, the cursor will be the anchor ring which is intended to be placed over an existing marker to flag it as the anchor. You will not be able to drop it at any place other than over an existing marker. It need only be close to being centered over the marker and will lock on to the precise position when dropped.

Note that the anchor marker is a ring with four arrows pointing outward. The destination marker is almost identical, but with the four arrows pointing inward.

The same logic applies to the setting of a destination marker. If there is an anchor marker on the screen, the right mouse button changes the cursor to the destination marker pattern. If there are no other markers on the screen, a new marker can be placed, and will be flagged with the destination ring. If there are other markers on the screen, the destination cursor must be placed over one of them to flag it as the destination. The Mileage Button will give you a continuous reading of the number of
miles between the anchor and the present cursor position. The destination marker is also dropped by clicking the left mouse button.

As with Latitude-Longitude tracking, you can use the arrow keys to move the cursor and the INSERT key to place a marker.

Erasing Markers: Clicking the left button over the destination marker will remove the destination ring, but will leave the marker in place. Another click will remove the marker. Clicking on the anchor marker will remove both the anchor and destination rings.

Overlays

Selecting Overlay from menu bar (Y is a shortcut key to do this) will bring up a box with a number of choices. Please note that RUN, NEXT and BACK may not operate properly with an overlay on the screen:

Modern Map: This will overlay a map of the present boundaries over any other map you are displaying on the screen.

Save Map: If you want to overlay a map other than the modern map on another, you can use this option to save the map you want to use as an overlay. Then you can bring up the map you want to have below the overlay and select USE SAVED MAP to display it.

Latitude-Longitude: This option will overlay a grid showing latitude and longitude coordinates over the map you have displayed.

Import Overlay: AniMap Plus will allow you to import overlays in a variety of colors on any of the maps generated by the program. You have the choice of using overlays which we will have available in the future or creating your own (or, of course, some of each). Only one overlay at a time can be used. When there is an overlay available, the Overlay Dialog Box will include an item for IMPORT OVERLAY. If more than one overlay is available, there will be a numbered button. Clicking on this button will cycle through the available overlays. There is a limit of   9 overlays that may be used for each state or the U.S. map. (See Appendix 2 to create your own overlays)

OPAQUE MODE will overlay a map or grid which will completely cover the underlying map. Color options are not available in this mode.

TRANSPARENT MODE will use a color-selectable overlay through which your map may be viewed. Clicking the buttons in the color box repeatedly will cycle through the available colors.

Also see Create Overlays.

Printing Maps

This option will print the map on the screen to whatever default printer
you have set up for Windows. You may need to check Print Manager
(in your Main Group) to be sure your have the correct printer specified
as the default printer. AniMap provides a Printer Setup box to change the settings for your
default printer.

Print Manager allows you to specify whether you want Portrait or
Landscape format. Printing in Portrait will produce a small map using
only the top half of an 8.5 by 11 page. Landscape will give you a full
page, about the same size as the map on your screen.

If your printer provides selections for Vector or Raster graphics, be sure
it is set for Raster mode. To find this selection, use the Printer Setup
box and select "Setup", and then "Options".

Just the map will be printed; not the control buttons. You also have the
option of printing the list of counties with their abbreviations for any
given year.

A third printing option will allow you to print the map and the county
code list on the same page (if space permits). States with many
counties, Texas for example, will run over to a second page. AniMap
automatically sets your printer in Portrait Mode if you select this option.

NOTE: Some printers may not work correctly   using this demo version of AniMap Plus. If
you have a problem with printing from the File Menu, you may use Export and the Export to
Paintbrush option, then print from the Paintbrush program.

Technical Assistance

If you have problems with AniMap Plus and need assisance, call us at 510-838-MAPS between 9AM and 6PM Pacific Time on weekdays. Please leave a message if there is no answer (we have a very small staff). If we are unavailable for any extended period, we will leave an alternate number on the answering machine.

Online help is also available by addressing e-mail to:

Internet: GOLDBUG@AOL.COM
America Online: GOLD BUG
CompuServe: 70303,2363

What's New

The **AniMap County Boundary Historical Atlas** was first introduced in 1994 for the purpose of illustrating the changes in the county boundaries for each state in map form. All changes are included from colonial times up to the present. **AniMap Plus** is an enhanced version of that atlas which includes many enhancements.

AniMap Plus also includes a set of maps of the United States (except Alaska and Hawaii) from 1776 to the present showing the development of states and territories.

Among the new features in this version, you have the ability to place markers on the map for places where the latitude-longitude coordinates are known, or places which are a known distance from another point using Mileage Mode.Your markers are available in a variety of designs and colors, and a set of markers may be saved for future use.

Overlays are available for latitude and longitude plus the ability to save any map to use as an overlay for another. You also have the ability to create overlays of your own design.
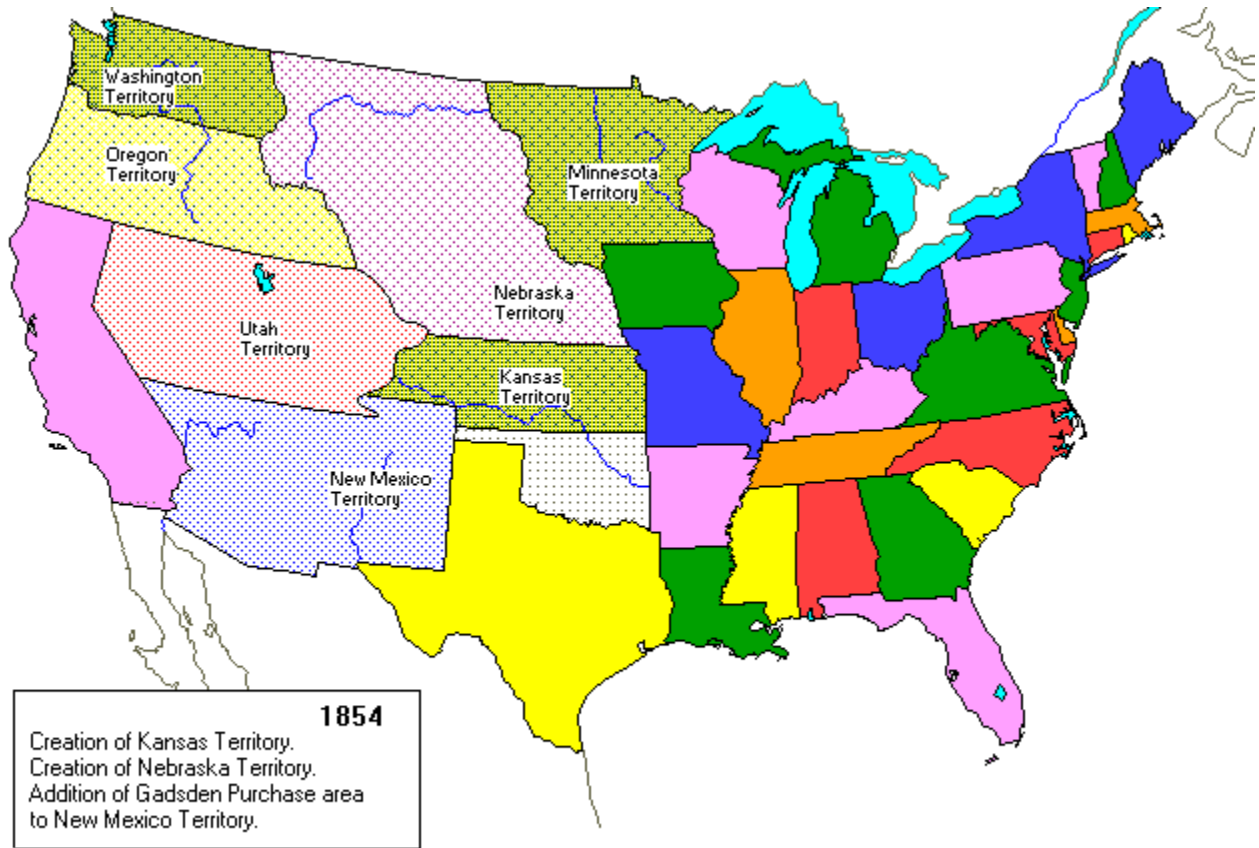
Windows may be re-sized, and we have added the capability to open multiple copies of AniMap so that more than one map may be viewed at one time.

These instructions assume that you are using a mouse to operate the program. All functions can be done with the keyboard, and those instructions will follow later. Unless the instructions specify the right mouse button, assume that clicking is to be done with the left button.

If   you are an experienced Windows user, some of this material may seem redundant. We have included some very elementary items because many of our users have minimal experience with computers in general and Windows in particular.

This atlas is the product of many years of research and we believe you will find it to be the best resource of its kind in any form.

Sample United States Map

Washington
Territory

Oregon
Territory

Minnesota
Territory

Nebraska
Territory

Utah
Territory

Kansas
Territory

New Mexico
Territory

1854

Creation of Kansas Territory.
Creation of Nebraska Territory.
Addition of Gadsden Purchase area
to New Mexico Territory.

Gray shading --
unorganized counties

Dashed lines --
attachment of
unorganized to
organized counties

Dashed dark gray line --
attachment of unorganized
to non-contiguous organized county

Disputed state/territorial boundary

Pattern indicates
non-county area
(often Indian lands)

Attachment of
non-county area
to organized county

Dark gray lines --
boundaries dividing
attachment areas

Red line joins
non-contiguous
sections of
divided county

Green lines --
"extraterritorial"
county boundaries,
outside the accepted
jurisdictional area
of the parent state.

Blue lines --
estimated
boundaries
(subject to
further
research)

Light gray shading --
County organization
pending or in
preliminary state

See Definitions for additional explanations.

Map Selection

When you first activate AniMap Plus, a Welcome Screen apprears with a Pick State List. Double-clicking the mouse on the state of your choice will bring up the earliest map for the state you selected.

To change to another state, click the mouse on "Menu Bar" at the top of the screen, then select File and Open. This unusual menu bar operation makes it possible to provide slightly larger maps.

The Anchor point is the "from" location in Measure Mode. The destination marker is the "to" location.
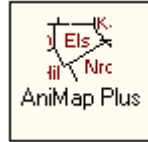
Plotting Locations

Hot Key: P

AniMap is linked to a database containing the names, counties and locations for more than 230,000 places (past and present) in the United States. These locations may be accurately plotted on the state maps in AniMap.[This function is not presently available on the full U.S. map.]

To use this function, first select **SiteFinder** from the Options Menu in AniMap. This will bring you to the SiteFinder Welcome Screen where you will have choice of selecting a region to search, or the full database. The regional files are provided to allow   faster searching.

SiteFinder includes Search and GoTo functions to help you locate places quickly. When you have found a place you want to plot on a map, highlight it with the left mouse button and select **Pluck** from the Options Menu. You may pluck up to 20 items. More detailed instructions are contained in the SiteFinder Help File.

When you have finished with the plucking operation, exit SiteFinder. Selecting **Plot** from the AniMap Options Menu will display a list of the places you have plotted:

To get the Plot List, you must be displaying one of the states for which you have plucked an item. Double-clicking with the left mouse buttons on one of the items on the Plot List will display the location on your map.
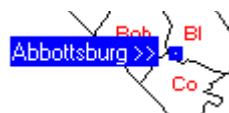
The place-name label may be moved to another position by holding down the left mouse button and dragging it. The arrows (>>) may be removed by a single left-mouse click at the opposite end of the label. A second mouse click will place the arrows at the other end of the label. Accessing the Help File in SiteFinder will provide detailed instructions on all the functions in that program.

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THE GOLD BUG, P.O. BOX 588, ALAMO, CA 94507

Credit card orders may be submitted by phone (510) 838-6277 or our toll-free number (888) 653-6277.   E-Mail to goldbug@compuserve.com.