Isle Royale Info - Itinerary Generator
User's Manual

Last Edited: September 18, 2016

About This Program

Overview

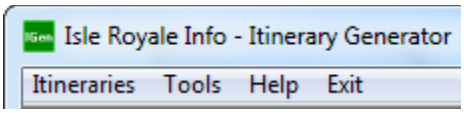
This program was created to help you plan your trip to Isle Royale National Park. It will create and save an Itinerary based on your selections, allow you to load and view the itineraries you have created, create and print a permit based on it and generate a trip package with information on the trails and campgrounds along your route.

Why the Program?

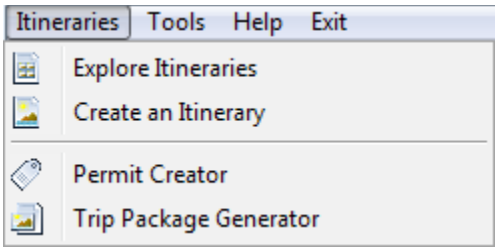
Planning a trip to the island is not like planning most trips. It takes a lot of thinking and investigation to come up with a plan. And, after making a tentative plan, figuring out all of the possible alternatives that can be done based on that initial plan. For me, this was creating multiple spreadsheets with days, places and miles on them so that I could compare trips and share with the people who were going with me. After many years of doing this, I decided to create a master spreadsheet with formulas and drop down menus to automate the process. I started to do this, then decided it would be cool to have a program to do it automatically. Thus, the "Itinerary Generator" was born. As I created the basic program to simply select an itinerary based on previous selections and save it, other possibilities came to mind, such as showing a map with the route as you select it and being able to load and view an itinerary that had been created to compare different ones. The possibilities grew and it became much more.

Main Screen

When starting the program, you will see an initial splash screen with the Isle Royale Info logo and license information for a few seconds then the "Explore Itineraries" screen is shown. This screen is described in detail below.



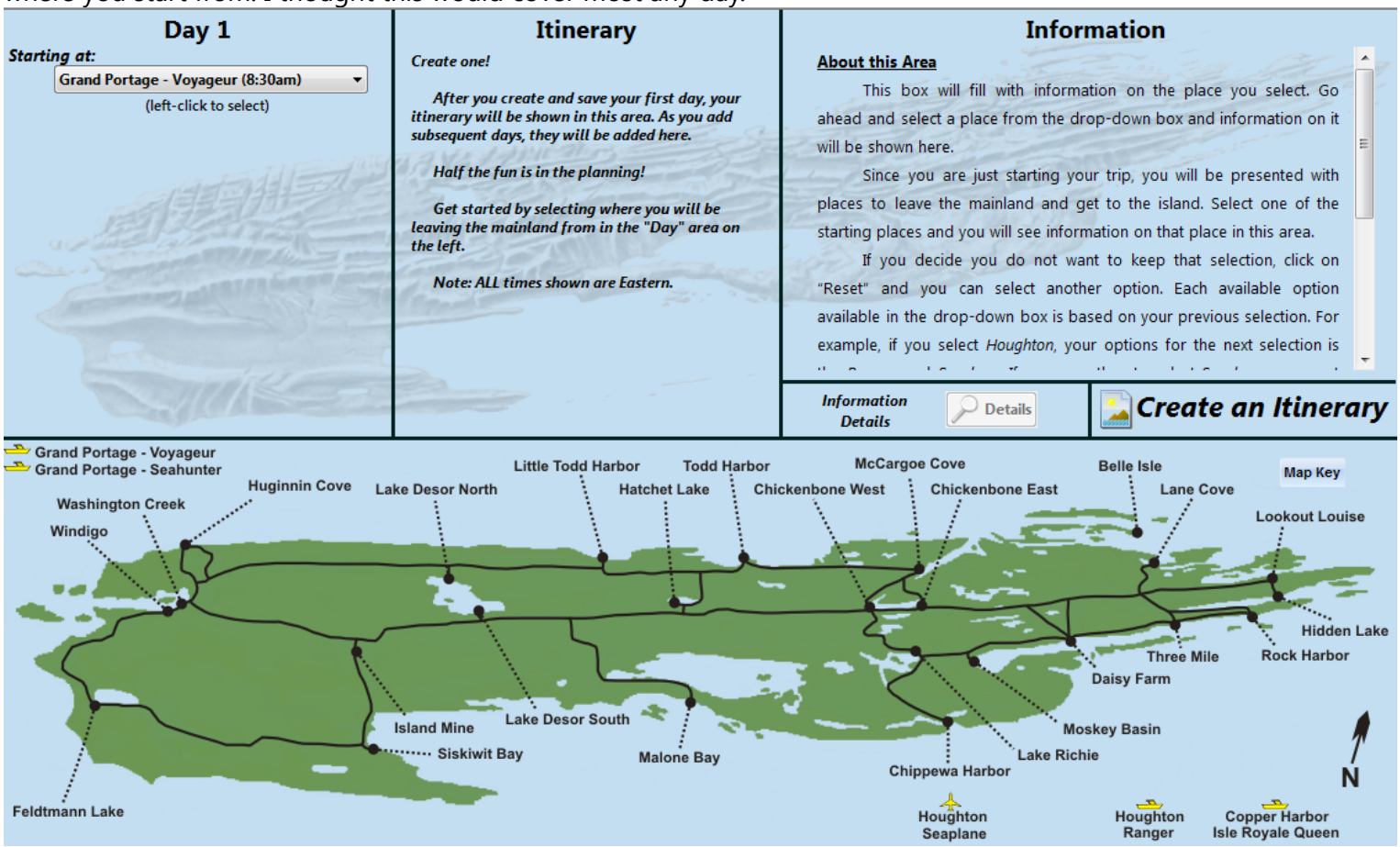
On the top is the menu bar where you are able to select "Itineraries", "Tools", "Help" and "Exit". These are the main menu items and, when left-clicked on, will present a drop-down list of items described in detail in the rest of this document.



"Itineraries" is where the the work is done. The other items are add-ins, program variables and various sources of help. These will are explained in detail at the end of this document. Selecting "Itineraries" from the menu bar, a drop-down list of selections will be shown. The four main screens are very similar in layout with minor changes. Each one of these are explained below.

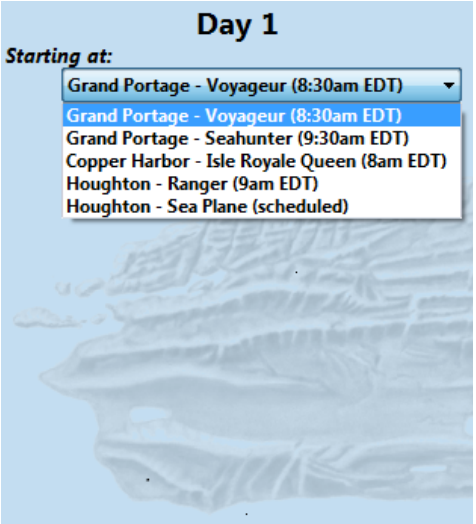
Create an Itinerary

The create page is the heart of the program. It is where you select the route of your trip from the beginning to the end. You can create an unlimited amount of days, but each day has a limitation of 10 sections per day including where you start from. I thought this would cover most any day.

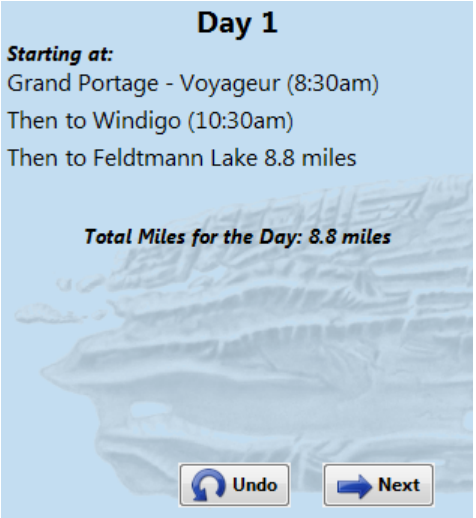


The Create Itinerary screen is divided in four main areas; from left to right: Day, Itinerary and Information and at the bottom, the Map area. Each area is described below.

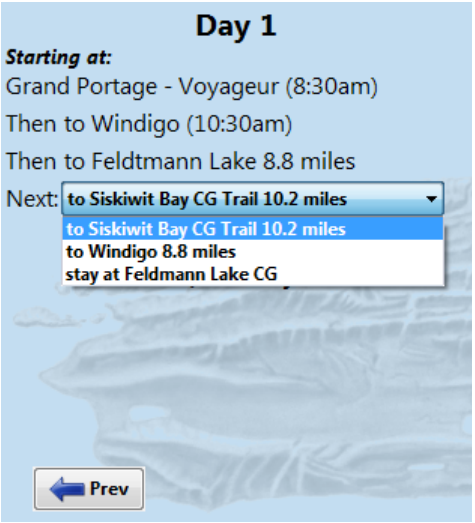
Create an Itinerary - Day Area



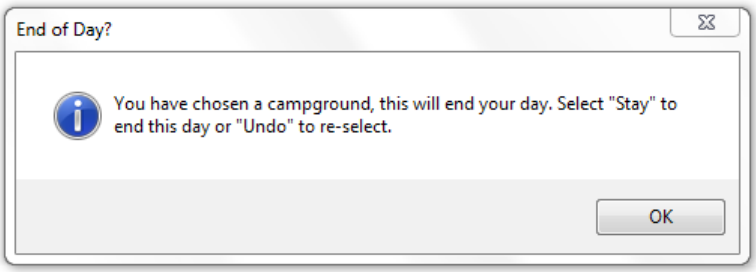
This is where you select and create your itinerary for the day. Starting out, there is a drop-down box where you select where you will be starting your trip from. Based on this selection, you will be presented with another drop-down box with the possible selections based on your previous selection. This continues until you end your day by staying at a campground or, ending your trip. As you make your selections and add legs to your trip, your total mileage for the day will be displayed below the selection area. Note: until you stay at a campground or end your trip, none of this information will be saved.



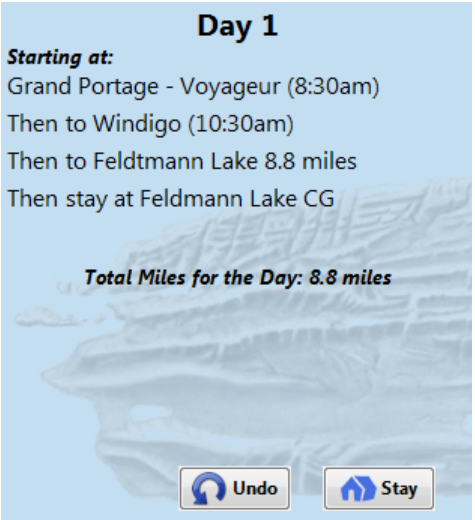
Once you make a selection from the drop-down menu, two buttons will appear; “Undo” and “Next”. Clicking the “Next” button will save your current selection and display a drop-down box with the next possible selections. Clicking on the “Undo” button will re-load the drop-down menu and let you re-select your previous choice.



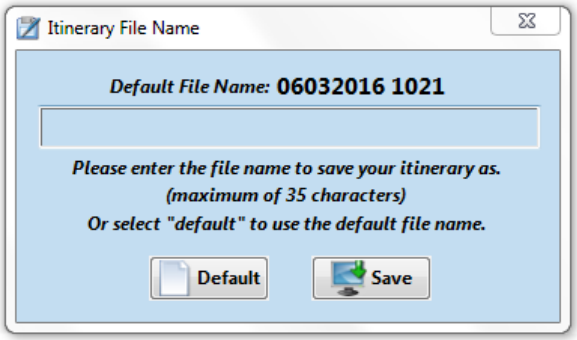
When "Next" is selected, a "Prev" button will be shown. This button will go back and and let you re-select your previous choice or, choose your next place from the newly displayed drop-down menu. You continue selecting your route until staying at a campground.



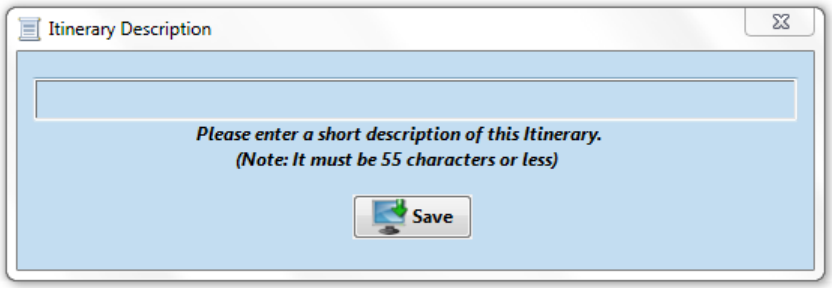
Once a campground is selected from the drop-down menu, you will see a message about ending your day.



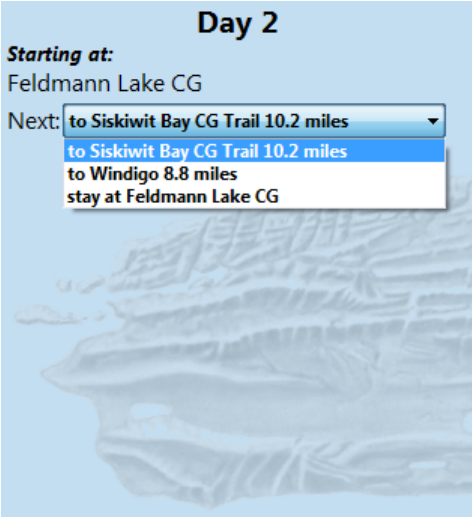
The "Next" button then becomes a "Stay" button. If selected the current day will be saved. If it is the first day of your trip, you will be prompted for a file name to save your itinerary as. Once you have chosen to stay at a campground and started another day, you cannot go back and change the previous day's itinerary.



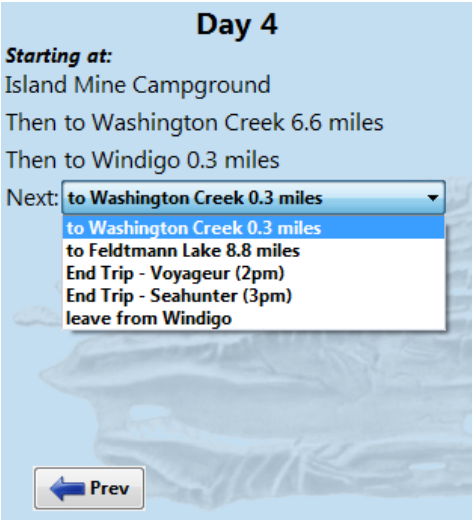
The default file name is the current date and current time (MOnthDAyYEAR TIME example:050416 1200) or you can select your own file name. This name will be displayed when selecting files in other sections of the program so it should be something descriptive. For example: "Feldtmann Loop in 3 days".



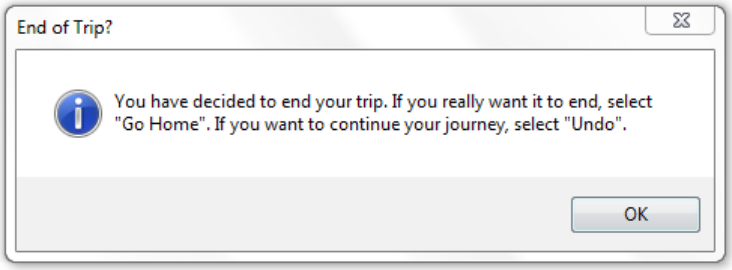
You will then be prompted for a description for the file. This should be text describing the trip and can be up to 55 characters in length.



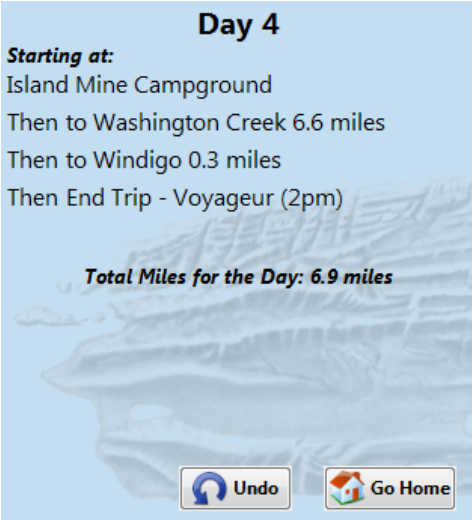
Once the file is saved, the "Day" area will now show your starting place and a drop-down menu. When selected, it will present you with your possible next places. Continue to select sections of trail and campgrounds until ending your trip. There are no limits on the amount of days, but there can be no more than 9 sections per day. I figured that was plenty.



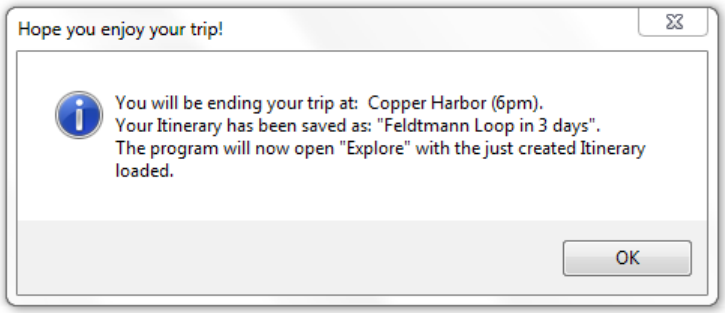
Once arriving at either Windigo or Rock Harbor, selections in the drop-down menu will include “End Trip” possibilities.



If an “End Trip” selection is made, you will see a window discussing ending your trip.



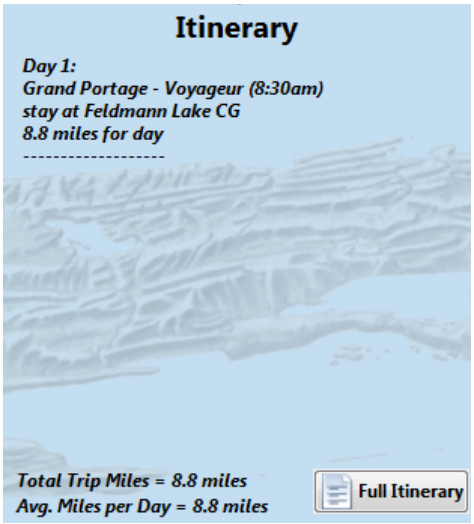
Select the “OK” button and you will see a new “Go Home” button along with the “Undo” button.



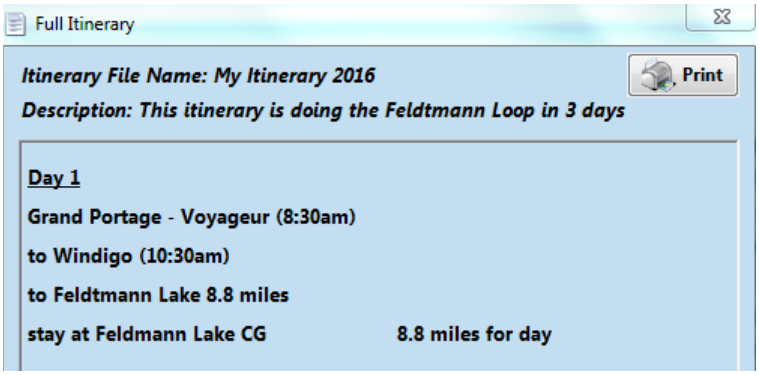
Selecting “Go Home” will end creating your trip. The program will then open “Explore” with your newly created Itinerary loaded.

Create an Itinerary - Itinerary Area

The center area on the top is the “Itinerary” area. This area will display your itinerary as it is created.



Once you create and end your first day, this area will display the day number followed by the place you started the day and where you ended the day. It does not display the places in between starting and stopping. At the bottom of this area, the Total Trip Miles and Average Miles Per Day will be displayed.

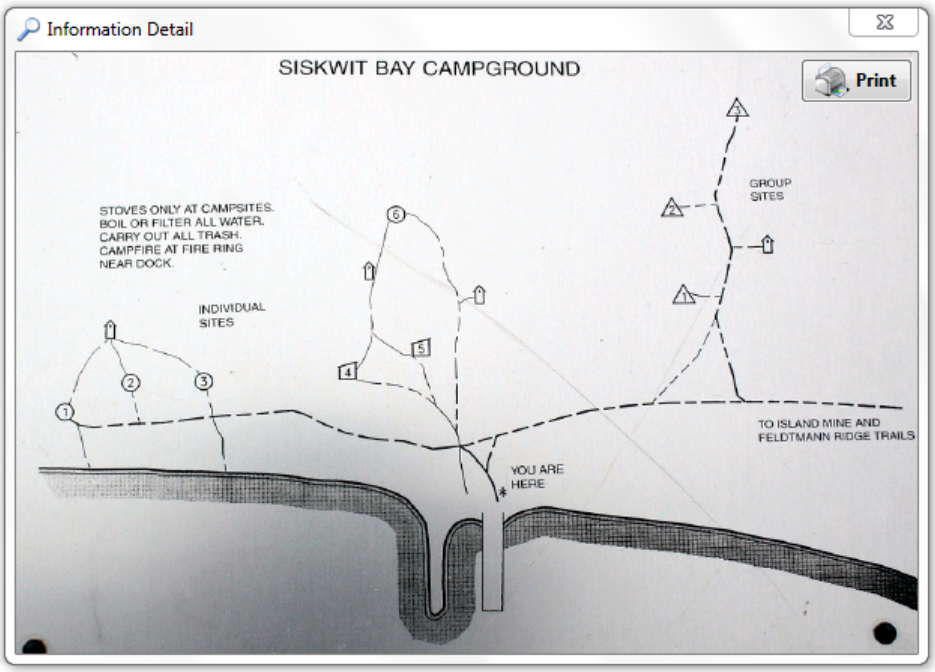


There is also a “Full Itinerary” button that, when selected, will open up a window displaying your entire itinerary so far including all of the points between your starting and ending place for each day. This window includes a “Print” button that will print the itinerary to a selected printer.

Create an Itinerary - Information Area

The right area on the top is the "Information" area. This area will display information on your current selection.

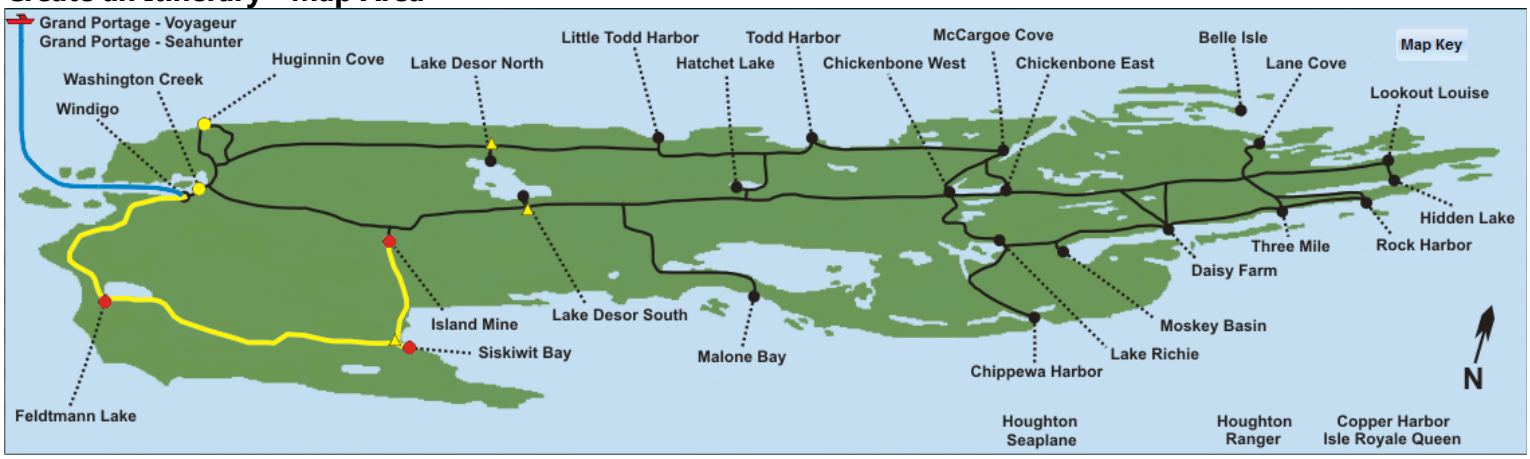
Once you select an item from the drop-down box, text with information on that selection will be displayed.



At the bottom of this area there is a button labeled "Details". When enabled, it will open a window with additional information on your selection. This will typically display a campground map or another image. It is only enabled if

there is something available. Once selected, the image will be loaded into a separate window. This window is a default height and width based on the whether the image is portrait or landscape. Because of this some images may appear skewed. This window may be re-sized to correct any distortion. This window includes a print button that will print the file to your default printer.

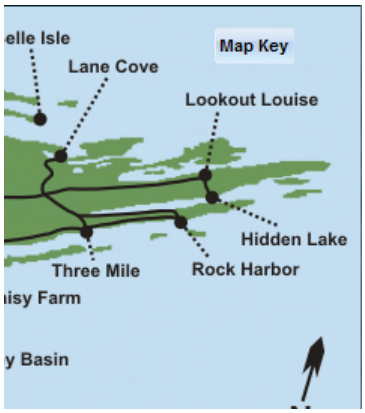
Create an Itinerary - Map Area

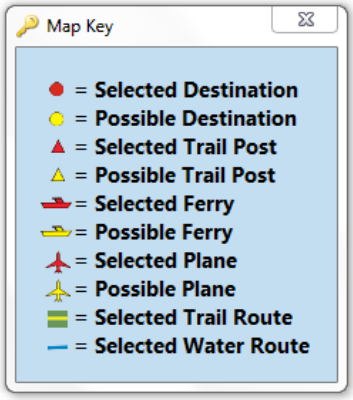


The area at the bottom shows a map of the island. It displays a red dot at places stayed at and where you are currently at. The next possible places to go are shown with yellow dots. If you have selected items, it shows a yellow highlighted route of your selections up to that point. As you select items and save them, the program will turn on the next possible selections.

In addition, if you move the cursor on the map and go over any of the highlighted items, the cursor changes to a question mark with an arrow and displays brief information about the item. [Note: the cursor does not show up on screen captures]

While on the item, a left-click will open a new window with detailed information on that item. This window includes a print button that will print the file to your default printer.

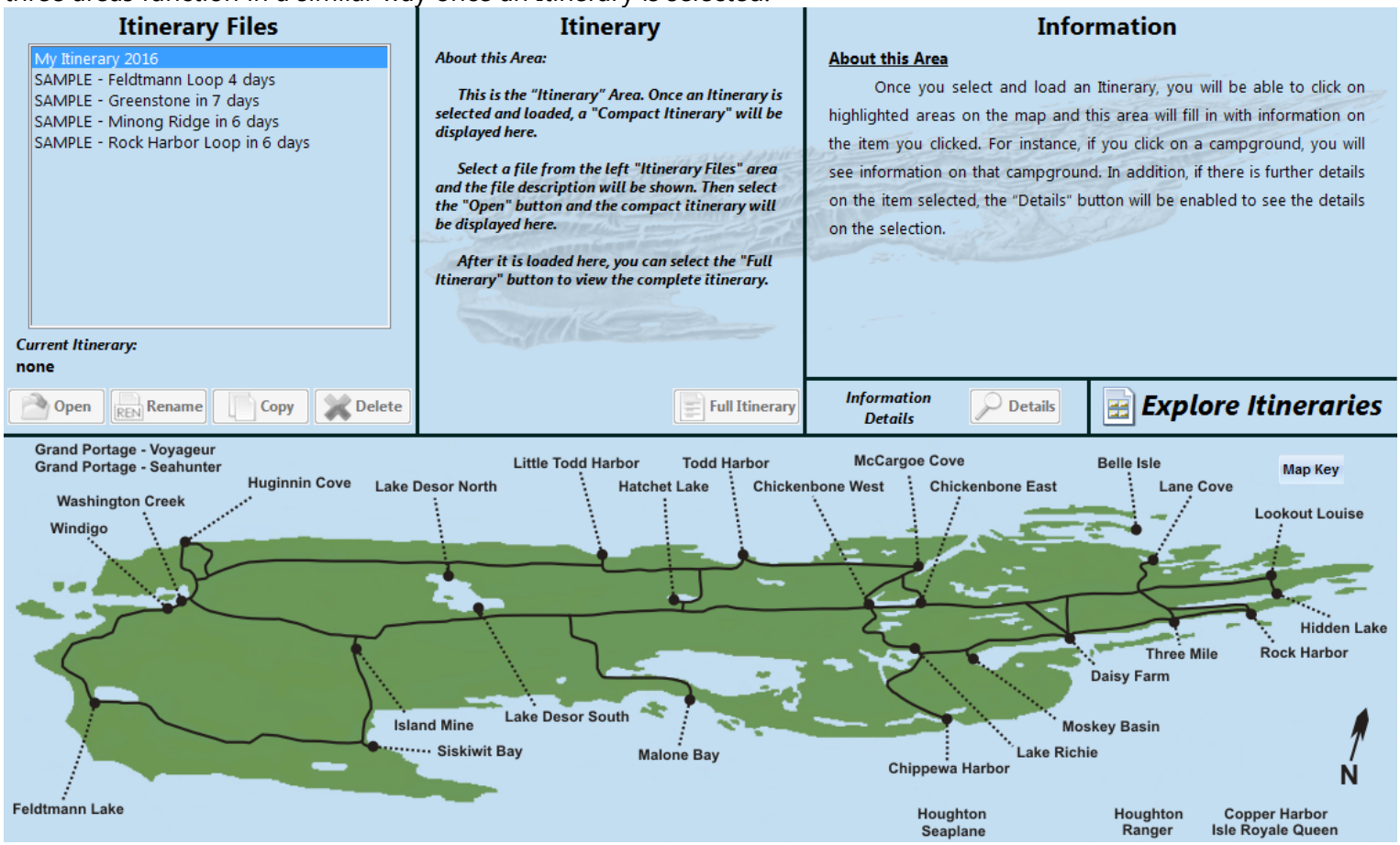




At the top right corner of the map is a "Map Key" button that opens up a small window displaying the meaning of the symbols on the map.

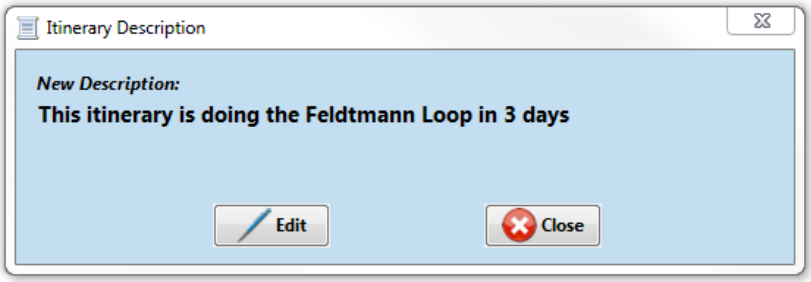
Explore Itineraries

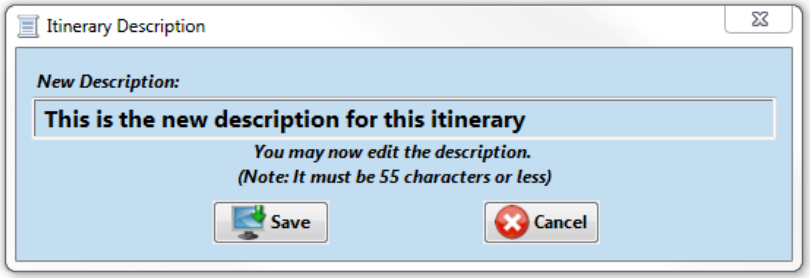
This page is used to view previously created Itinerary files. It is constructed similar to the Create page except, the top left area is now the "Itinerary Files" area where you can select previously created Itineraries files. The other three areas function in a similar way once an Itinerary is selected.



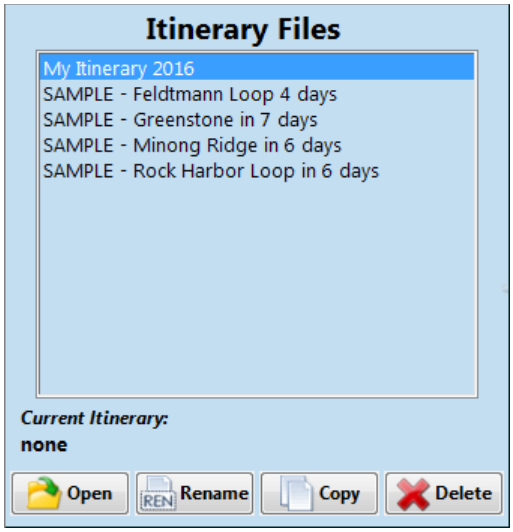
Explore Itineraries - Itinerary Files Area

This area lists the itinerary files that have been created. If you have not created any files, it lists the sample files downloaded with the program. Moving the cursor into this box and left-clicking on any of the files selects that file and shows the description of the file.

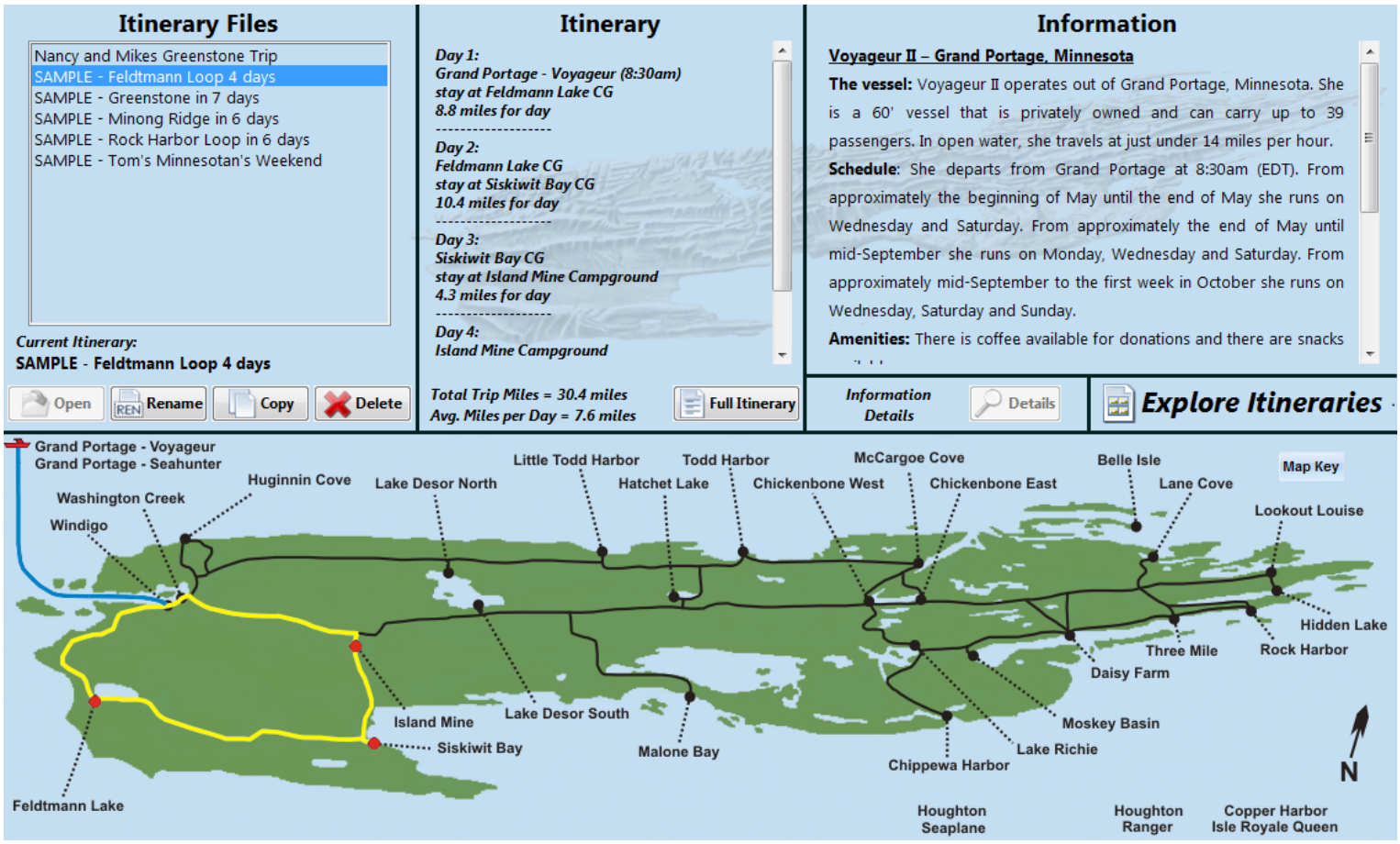




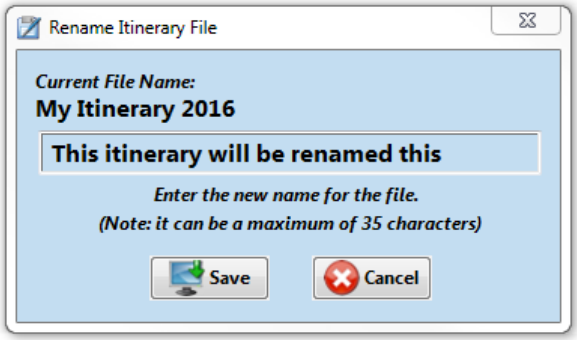
You can then edit the description or, close to keep the current description.

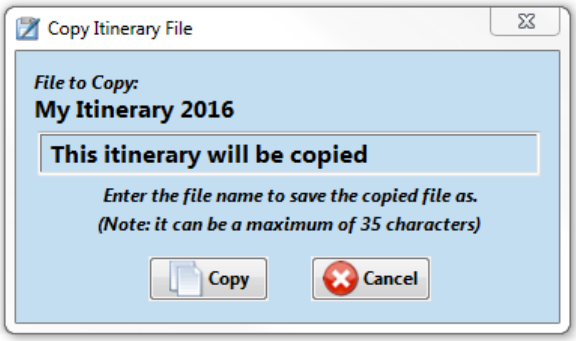


Once a file is selected, four buttons below the file listing are enabled. The "Delete" button will delete the selected file. The "Open" button will open the selected itinerary.



The program loads the "compact" itinerary in the "Itinerary" area, information on the first place in the itinerary in the "Information" area and the highlighted route in the "Map" area.

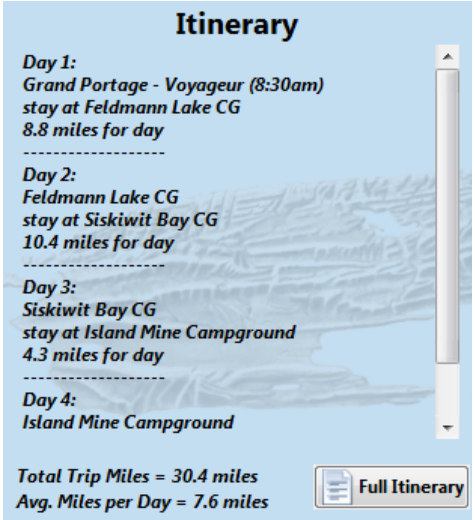




"Rename" and "Copy" button will allow you to change the name or copy the Itinerary file. The file name is limited to 38 characters.

Once an itinerary file is opened, the "Rename", "Copy" and "Delete" buttons are enabled. However, you can select other itinerary files from the "Itinerary Files" area, view and edit the description, rename the file, copy the file, delete the file or open a new one while the first selected itinerary is still showing.

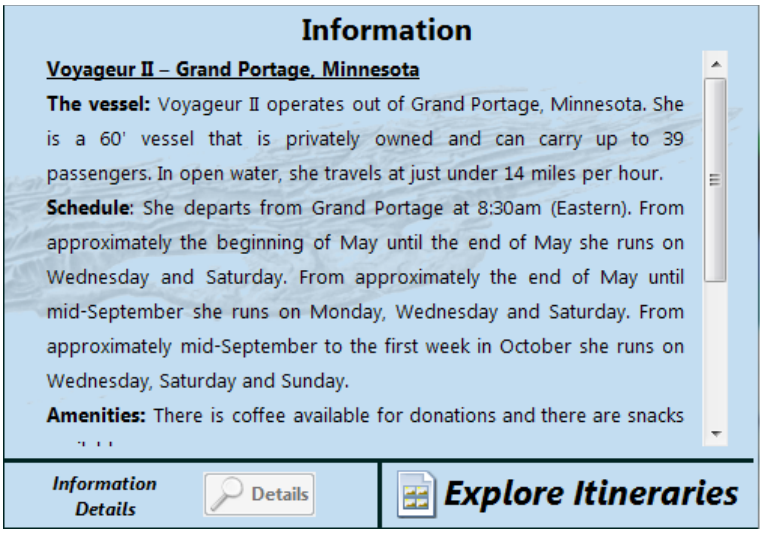
Explore Itineraries - Itinerary Area



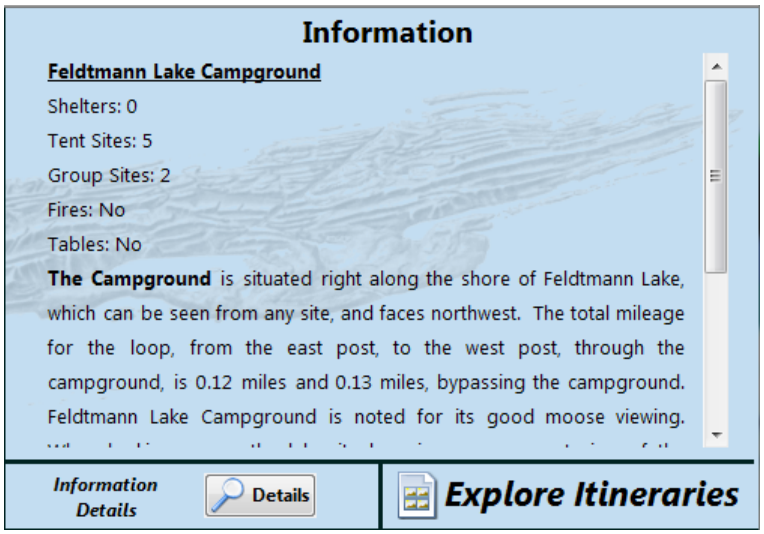
This area will display the "compact" itinerary after it is opened. This will show the day number followed by the place you started the day, where you ended the day and the total miles for each day. It does not display the places in between starting and stopping. At the bottom of this area, the Total Trip Miles and Average Miles Per Day will be displayed.

There is also a "Full Itinerary" button that, when selected, will open up a window displaying the entire itinerary including all of the points between your starting and ending place for each day. This window includes a "Print" button that will print the itinerary to a selected printer.

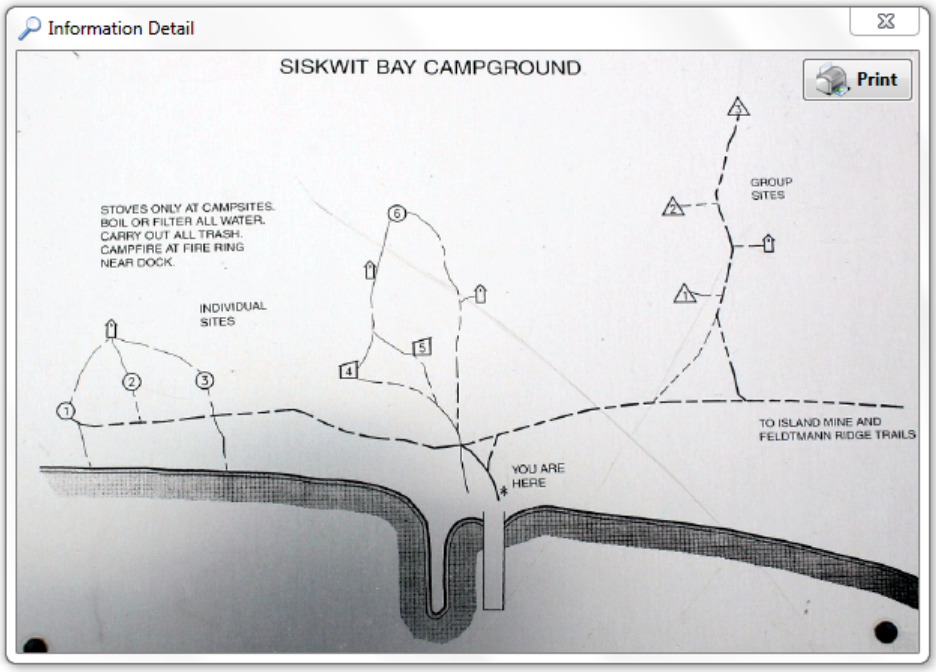
Explore Itineraries - Information Area



Once a file is opened, this area will initially display information on the first item in the itinerary.



It will then display information on items as you select them in the "Map" area at the bottom.

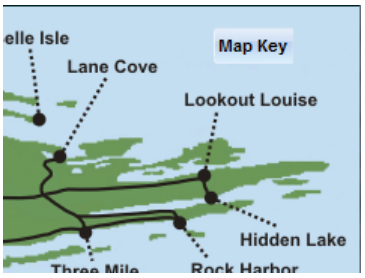


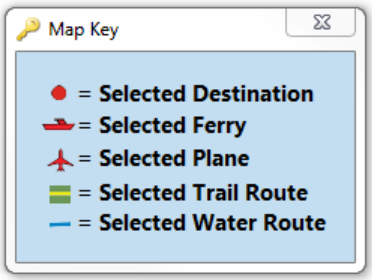
At the bottom of this area there is a section labeled "Information Details". This includes a "Details" button that, when enabled, will open a window with additional information on your selection. This will typically display a campground map or another image. It is only enabled if there is something available. Once selected, the image will be loaded into a separate window. This window is a default height and width based on the whether the image is portrait or landscape. Because of this some images may appear skewed. This window may be re-sized to correct any distortion. Included is a "Print" button. This will print the detail picture to the default printer.

Explore Itineraries - Map Area

The area at the bottom shows a map of the island. Once a file is loaded, it will display the entire route in yellow and each place stayed at with a red dot.

If you move the cursor on the map and go over any of the highlighted items, the cursor changes to a question mark with an arrow and displays brief information about the item (Note: the cursor does not show up on screen captures). If you left-click, information on that item will be displayed in the "Information" area.

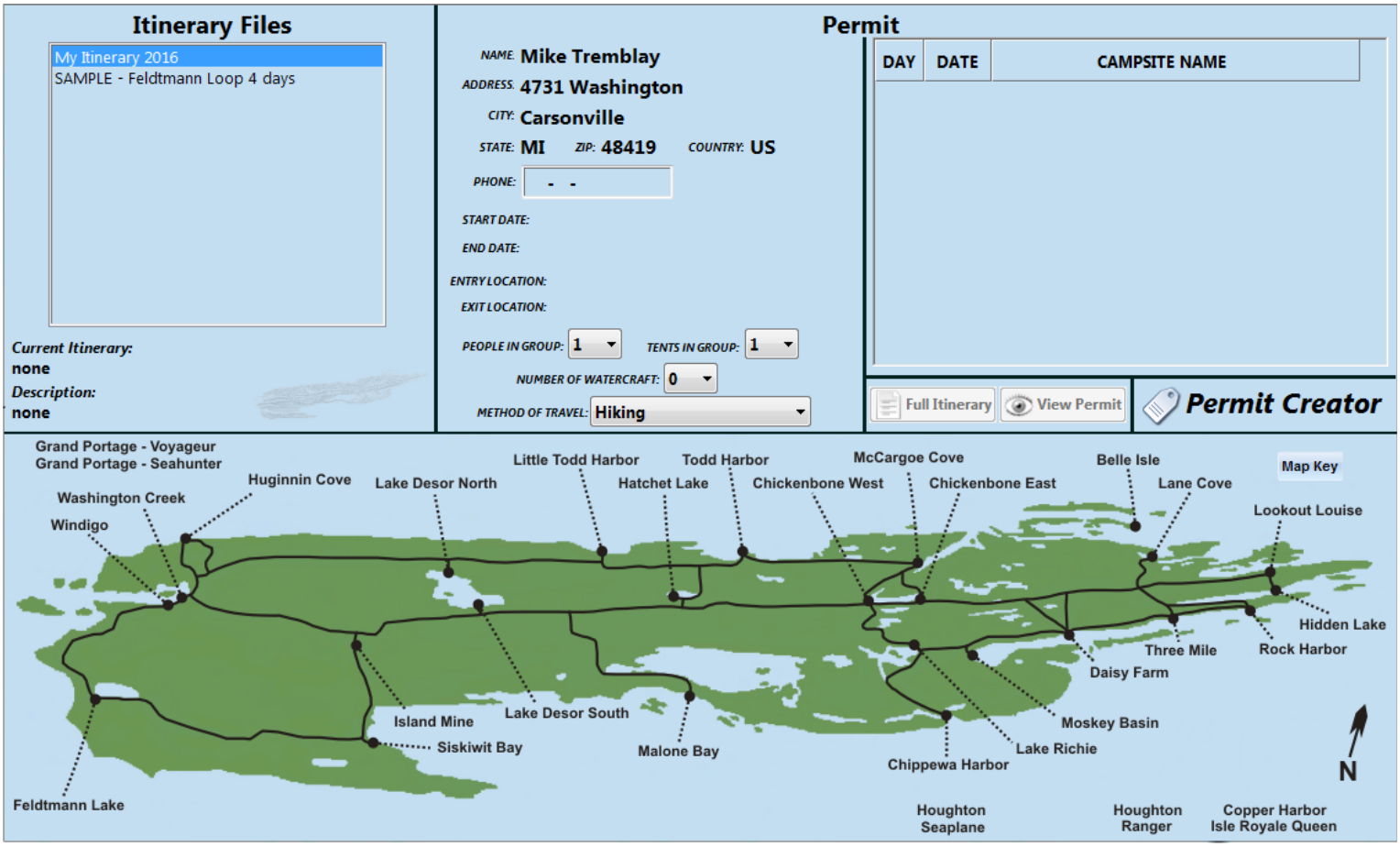




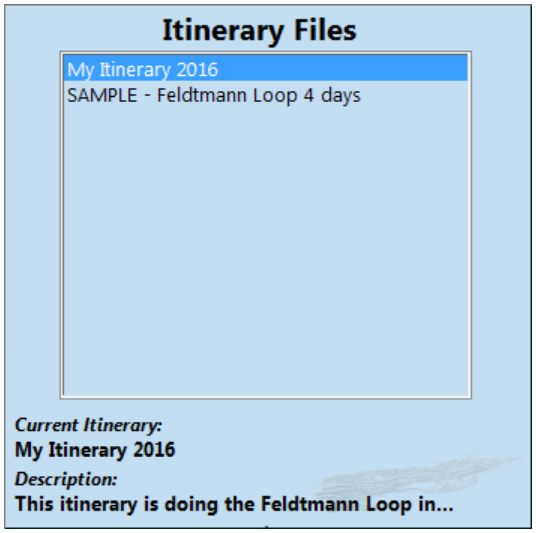
At the top right corner of the map is a "Map Key" button that opens up a small window displaying the meaning of the symbols on the map.

Permit Creator

This will generate a permit very similar to the permit you obtain when you go to the park. It creates it based on a created itinerary file you select and the information you provided when you purchased the program. You can then print the permit and hand it to the ranger on your arrival or use it when doing your permit online. This screen is divided into three main areas.



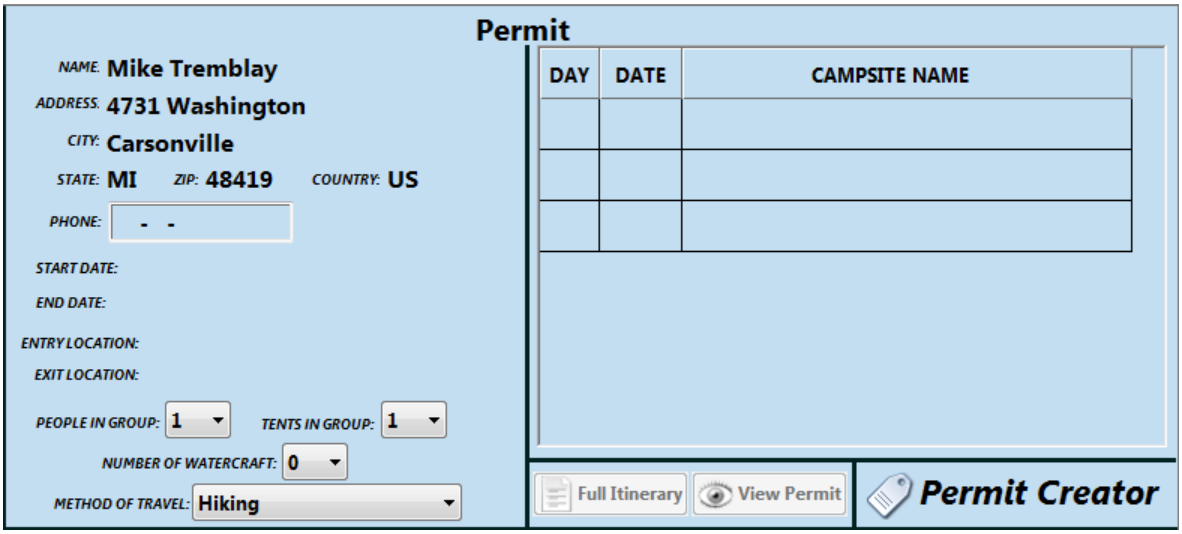
Permit Creator - Itinerary Files Area



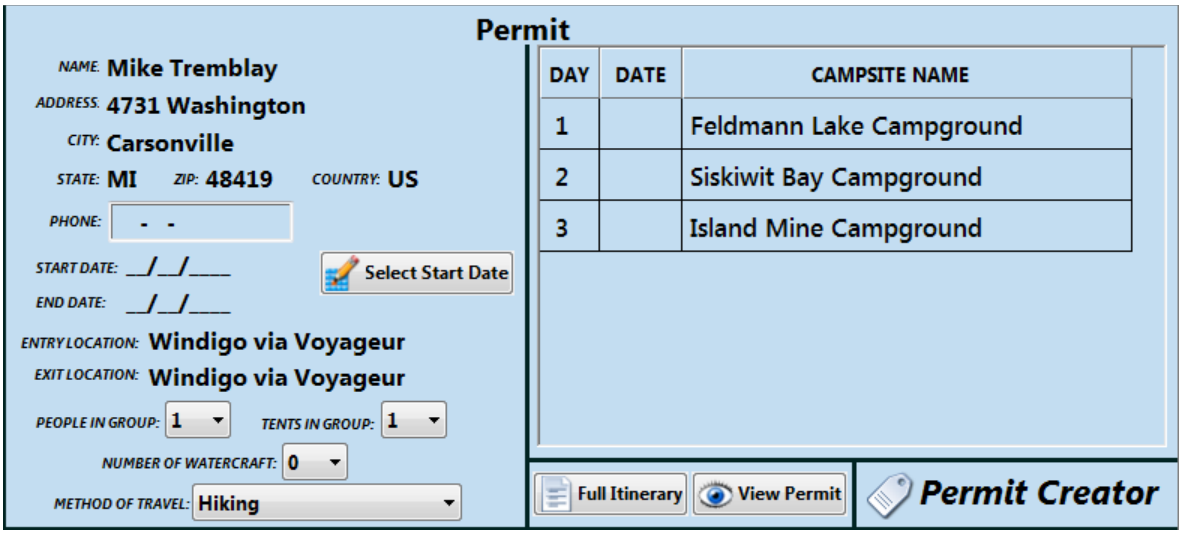
This area lists the itinerary files that have been created. If you have not created any files, it lists the sample files downloaded with the program.

Moving the cursor into this area and left-clicking on any of the files will load the selected Itinerary onto the page. This may take take a few seconds depending on the size of the file and a progress bar will be shown while the files is being loaded. Below the file listing, the currently itinerary file name is displayed along with the description of the itinerary. If the description is longer than 48 characters it will be truncated.

Permit Creator - Permit Area



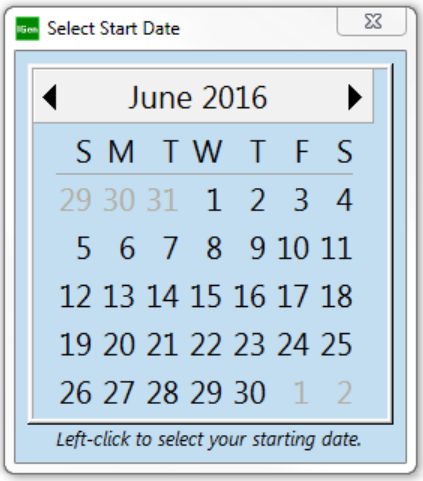
The permit area is located in the center and right top areas. The left side shows permit information and the right side shows itinerary information.



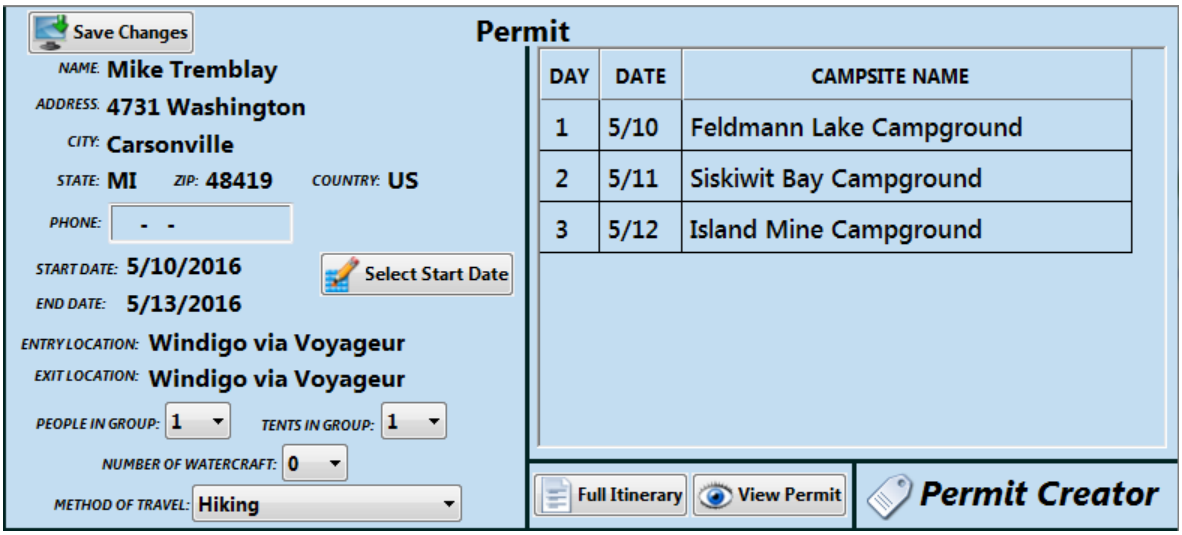
Once an itinerary is selected the permit area will be filled in with values from that file. The personal information (Name, Address, etc.) is the information you provided when you purchased the program (these values can be changed by selecting "Tools" > "Setup" > "User Information" from the main menu bar). Entry and Exit location and itinerary information are filled in based on values from the itinerary. When an itinerary is opened for the first time after being created, the other values are blank or set to default values. Whenever any of these values are changed, a "Save Changes" button will be shown. If the changes are saved, they will be shown the next time that itinerary file is opened. These values are explained below:

Phone – This value is set by a left-click inside this area to enter your phone number.

Start Date & End Date – These values are set by clicking the "Select Start Date" button.

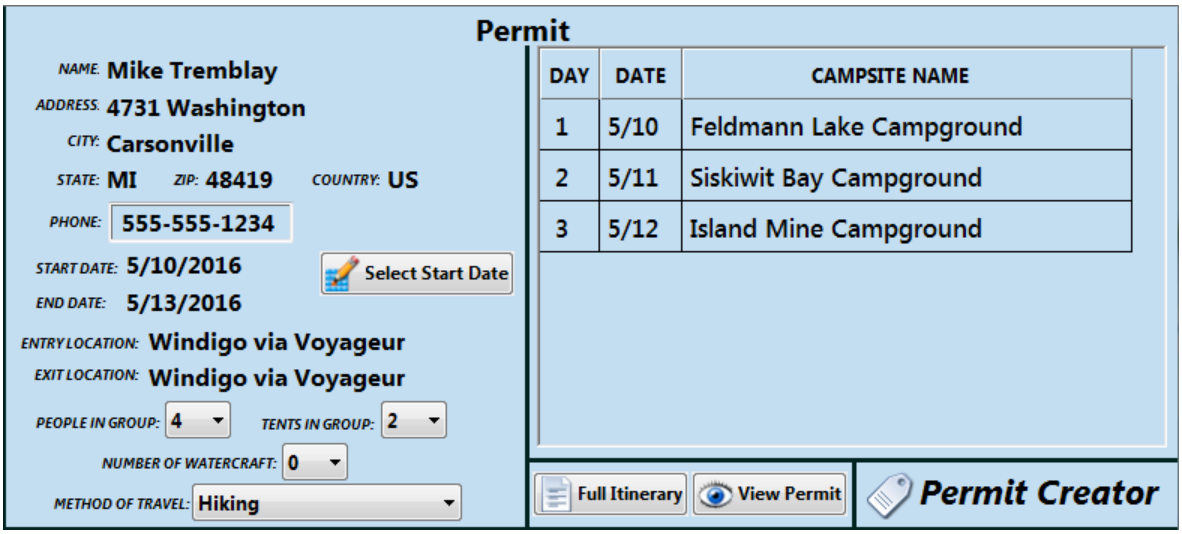


When the "Select Start Date" button is pressed a new window will open showing a calendar. The calendar defaults to the current month or May, the first month the ferries are running, if it is during the off season. By clicking on the right and left arrows on either side of the month and year, you can navigate to other months. Since the park is closed during the winter, the only valid dates are between April 1st and November 1st. The program checks for this. Once you navigate to the month you will be starting your trip, left-click on the date you will be starting.



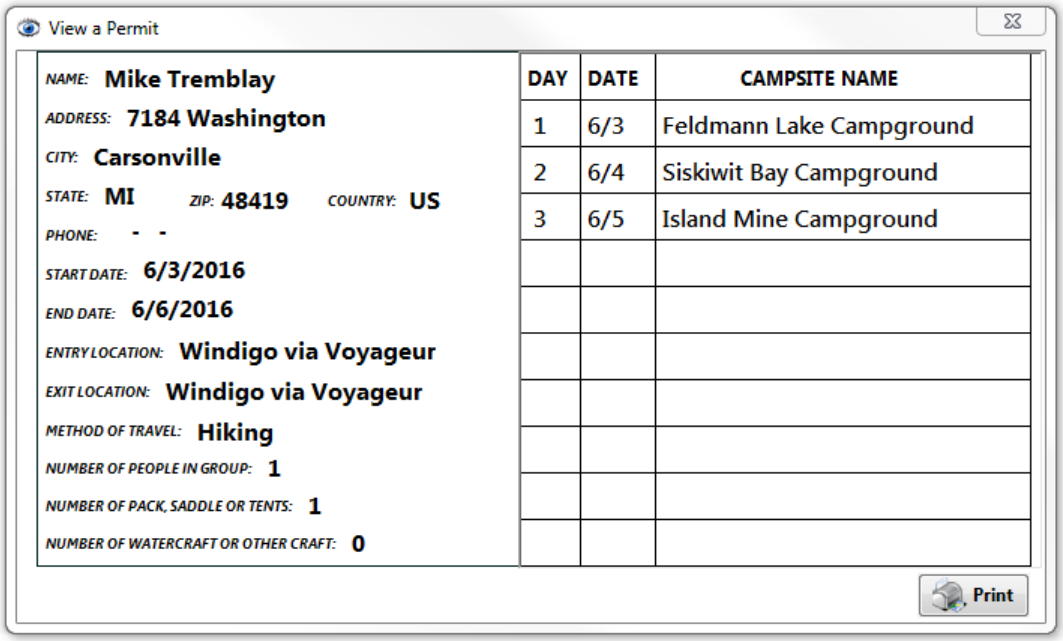
Based on your starting date the program will automatically fill in you ending date and the dates of each day in the itinerary information section. A new start date can be selected at anytime.

<u>People In Group</u> – The number of people in your group. [1-10 / Default=1]
<u>Tents In Group</u> – The number of tents in your group.[0-5 / Default=1]
<u>Number of Watercraft</u> – The number of canoes/kayaks in your group if any. [0-5 / Default=0]
<u>Method of Travel</u> – Your primary means of travel while on the island. [Hiking, Paddling, Hiking & Paddling / Default=Hiking]

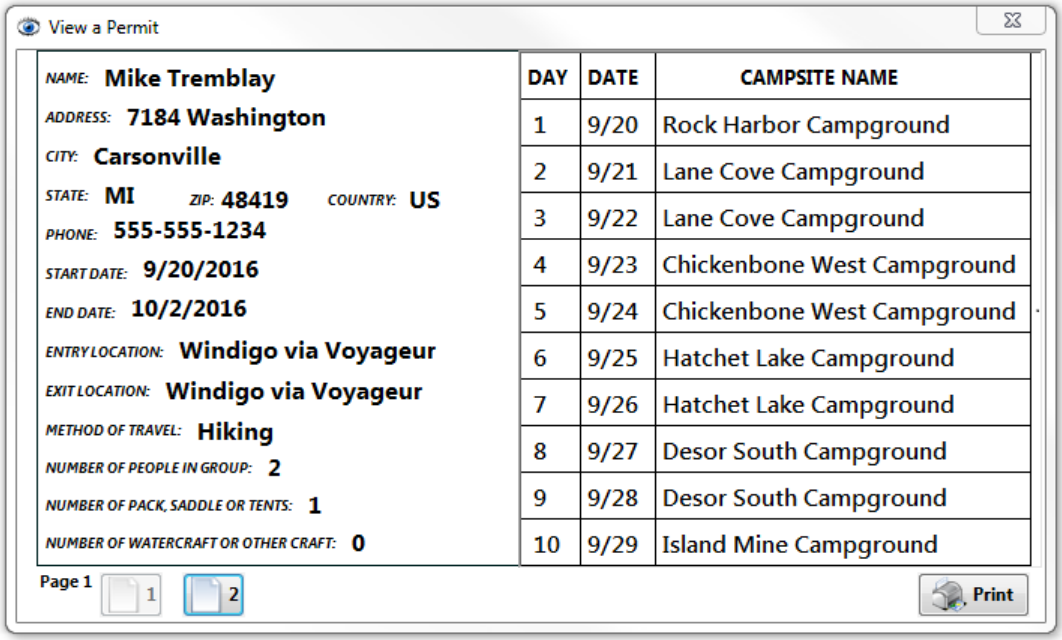


This shows the permit area with all of the values selected and saved. After a itinerary is selected and loaded, the "Full Itinerary" and "View Permit" buttons are enabled.

The "Full Itinerary" button will open up a new window displaying the entire itinerary. This window includes a "Print" button that will print the itinerary to a selected printer.



The “View Permit” button will open up a new window displaying the permit. This window includes a “Print” button that will open the Windows Printer Dialog to allow you to select where to print the file. This can be your printer, print to a PDF or an XPS file.

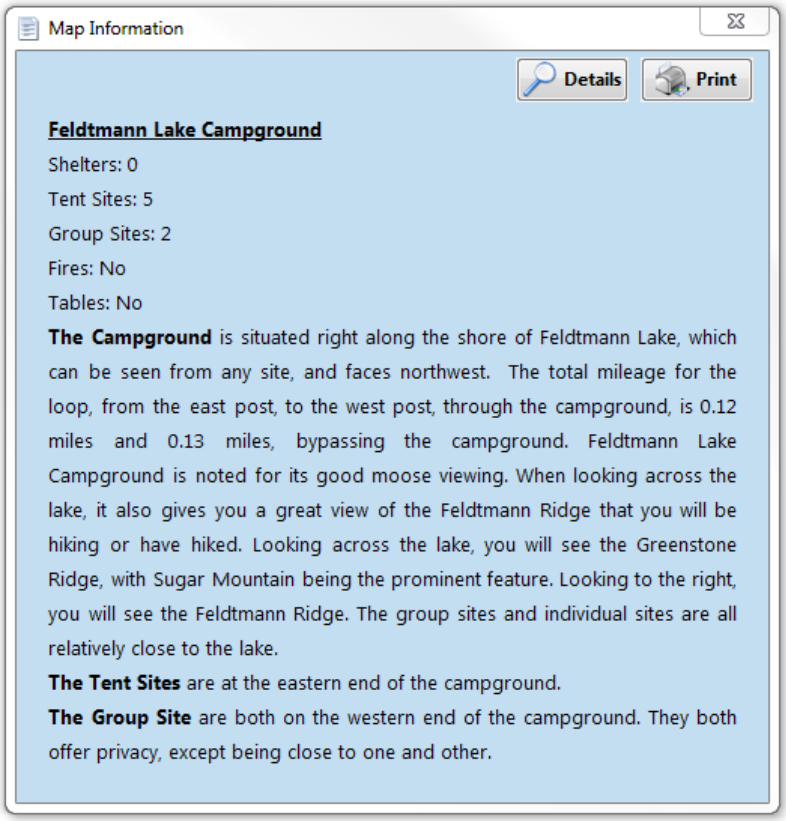


The “View Permit” window will display up to 10 days on single permit. If there are more than 10 days, another 10 will be displayed by selecting “Page 2”. It is limited to 5 pages thus, 50 days (that's more than Noah needed!). When the permit is being displayed, the “Print” button will print the currently shown page. If there is more than 1 page, each page must be printed individually.

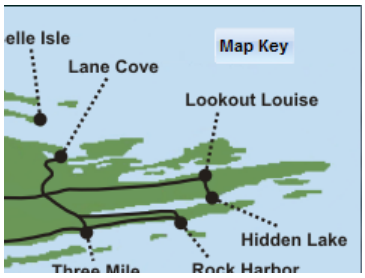
Permit Creator - Map Area

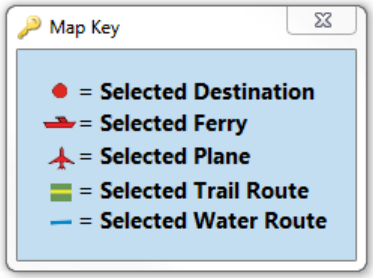
The area at the bottom shows a map of the island. Once a file is loaded, it will display the entire route in yellow and each place stayed at with a red dot.

If you move the cursor on the map and go over any of the highlighted items, the cursor changes to a question mark with an arrow and displays brief information about the item (Note: the cursor does not show up on screen captures).



While on the item, a left-click will open a new window with detailed information on that item. This window includes a print button that will print the file to your default printer.

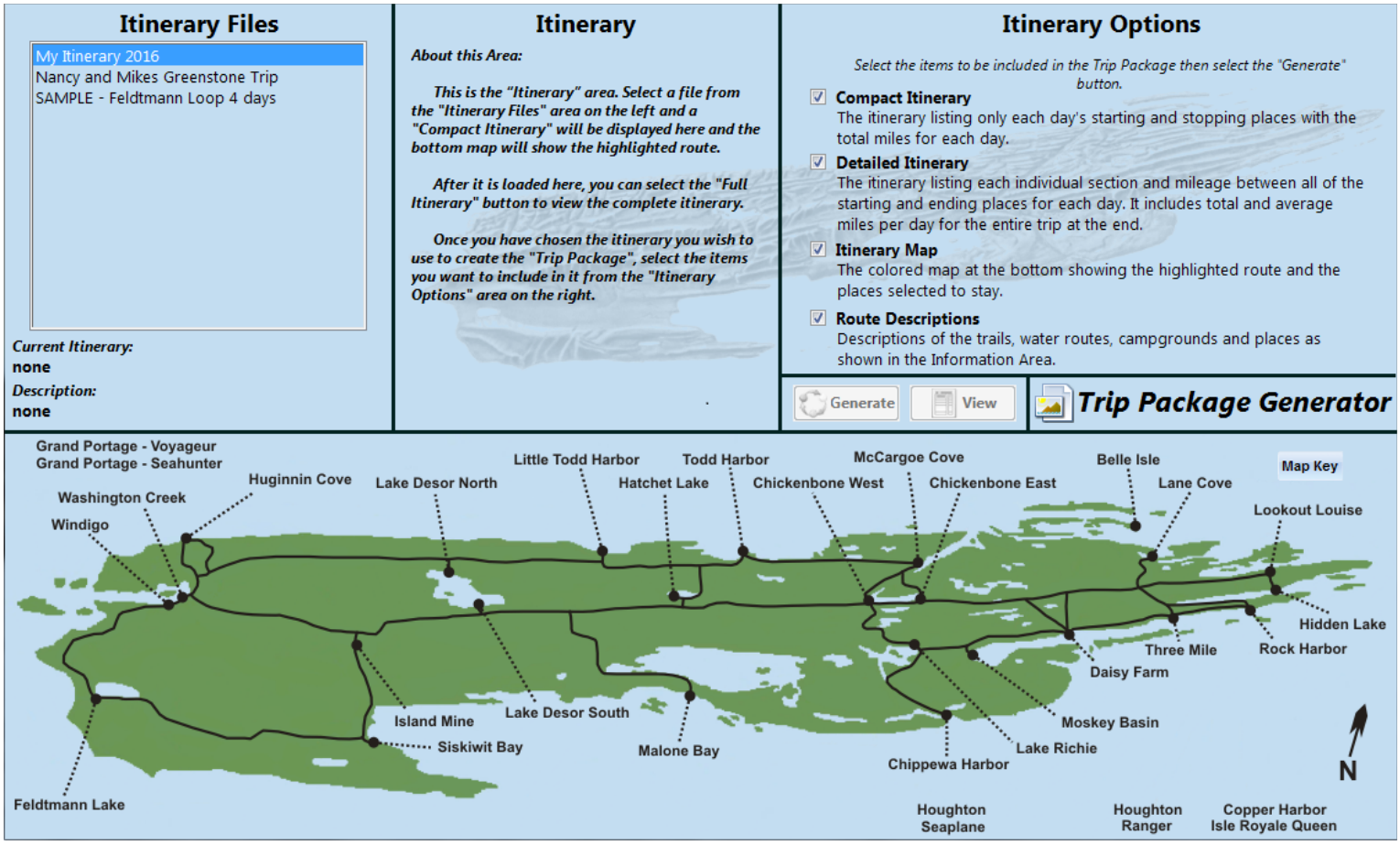




At the top right corner of the map is a “Map Key” button that opens up a small window displaying the meaning of the symbols on the map.

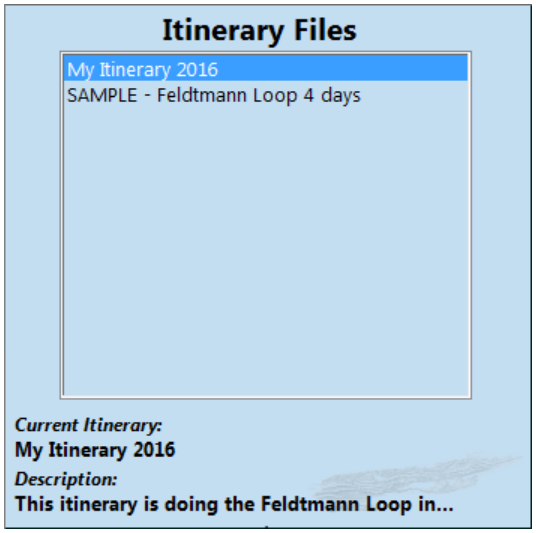
Trip Package Generator

This allows you to create a file with selected details of your itinerary you can print or load onto a mobile device. It creates it based on the items you select to be included. The screen is divided into four areas.



Trip Package Generator - Itinerary Files Area

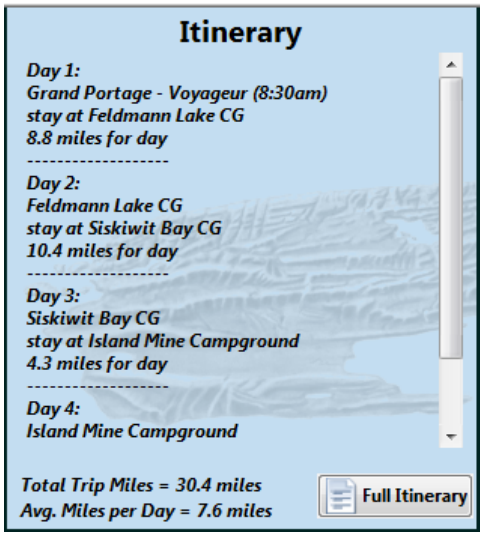
This area lists the itinerary files that have been created. If you have not created any files, it lists the sample files downloaded with the program. This is where you select the Itinerary you want to use to create your Trip Package.



Moving the cursor into this area and left-clicking on any of the files will load the selected Itinerary onto the page. This

may take take a few seconds depending on the size of the file. Once the file is loaded, the currently itinerary file name is displayed along with the description of the itinerary. If the description is longer than 48 characters it will be truncated.

Trip Package Generator - Itinerary Area

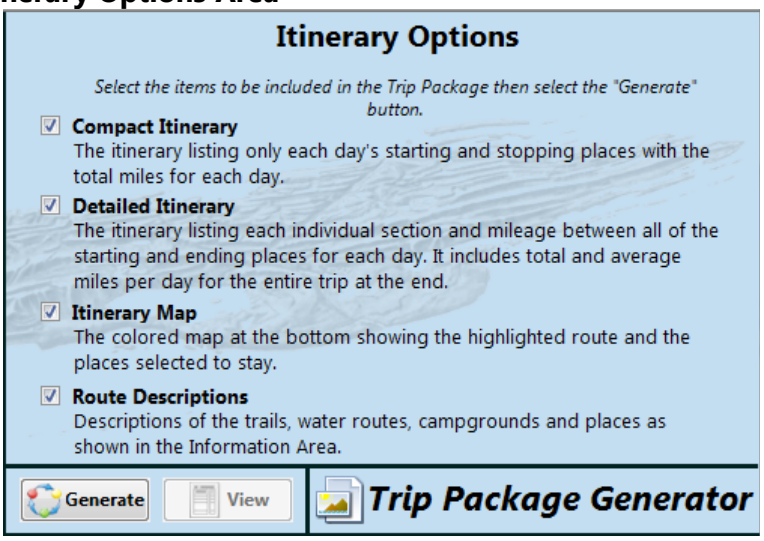


This area will display the "compact" itinerary after it is opened. This will show the day number followed by the place you started the day, where you ended the day and the total miles for each day. It does not display the places in between starting and stopping. At the bottom of this area, the Total Trip Miles and Average Miles Per Day will be displayed.

There is also a "Full Itinerary" button that, when selected, will open up a window displaying the entire itinerary including all of the points between your starting and ending place for each day. This window includes a "Print" button

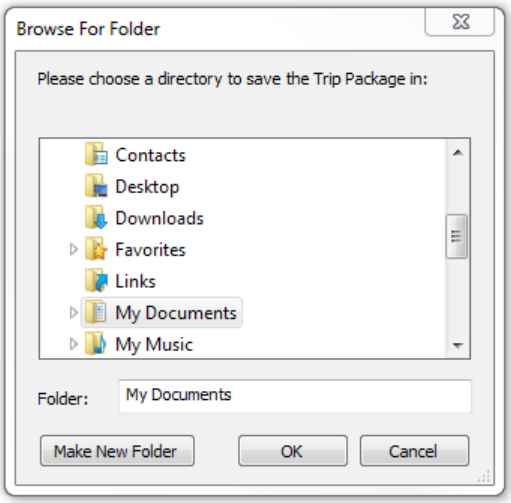
that will print the itinerary to a selected printer.

Trip Package Generator - Itinerary Options Area

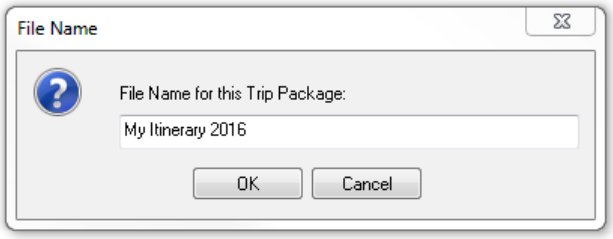


The top right area is the "Itinerary Options" area. It displays a list of possible items that can be included in the Trip Package with check boxes next to each one. The possible selections are:

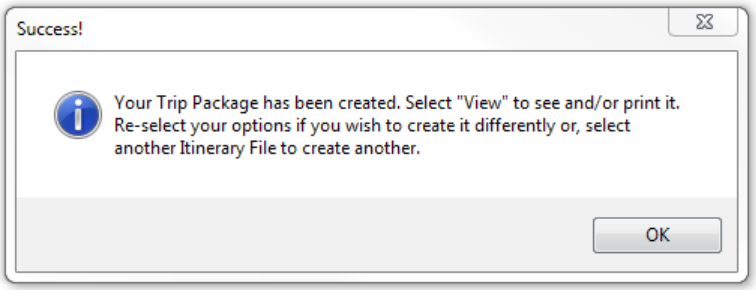
1. Compact Itinerary: The itinerary listing the day and starting and stopping places. This is the same information as shown in the "Itinerary" area.
2. Detailed Itinerary: The complete itinerary with the description, all of the starting and ending places, the miles between and the total and average miles for the trip. This is the same information as shown when clicking on the "Full Itinerary" button in the "Itinerary" area.
3. Route Descriptions: Descriptions of the trails and routes including mileage and difficulty and information on the selected campgrounds (types and number of sites). This is the same information displayed when clicking on one of the highlighted areas on the map.
4. Itinerary Map: The colored map displayed in the "Map" area showing the highlighted route and the places being stayed at.



Once an itinerary has been loaded and you have selected the items you wish to include, left-click on the "Generate" button and the program will compile the trip. You will be prompted for the directory to save the Trip Package in. The default directory is set by selecting "Tools" > "Setup" > "Program Variables" from the main menu bar. You can use the default directory, or select another directory or create a new folder.



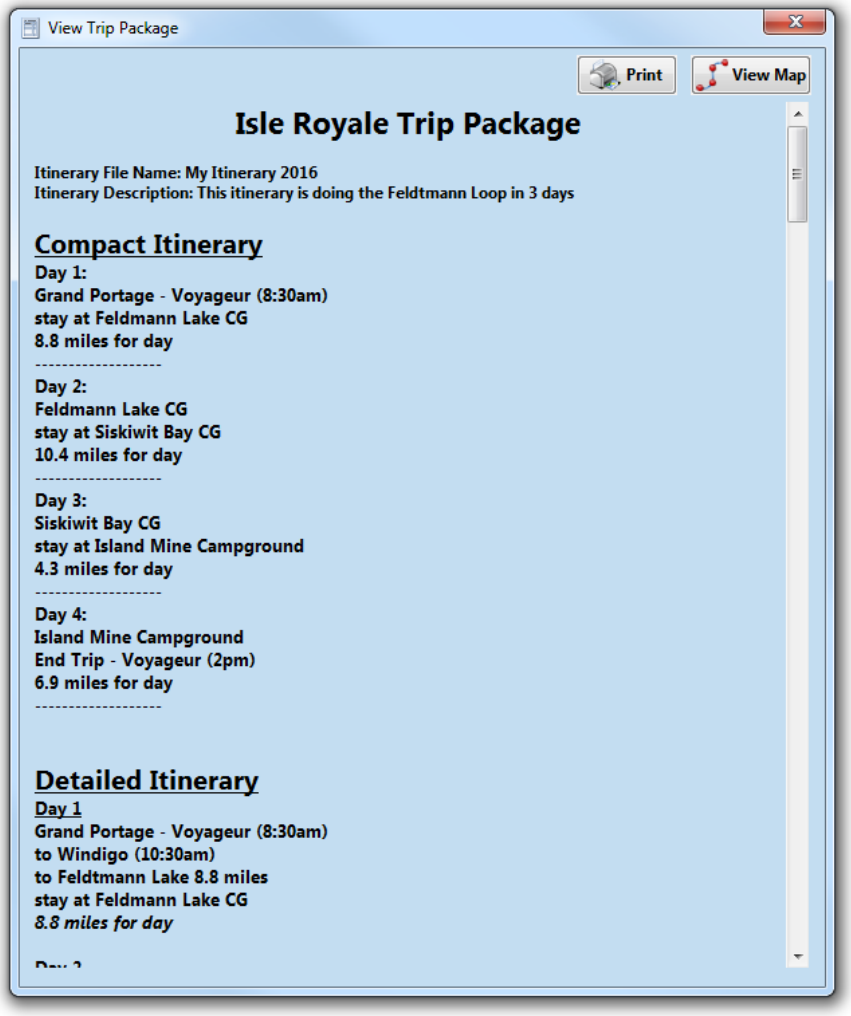
You will then be prompted for a file name. The default file name is the selected Itinerary file name.



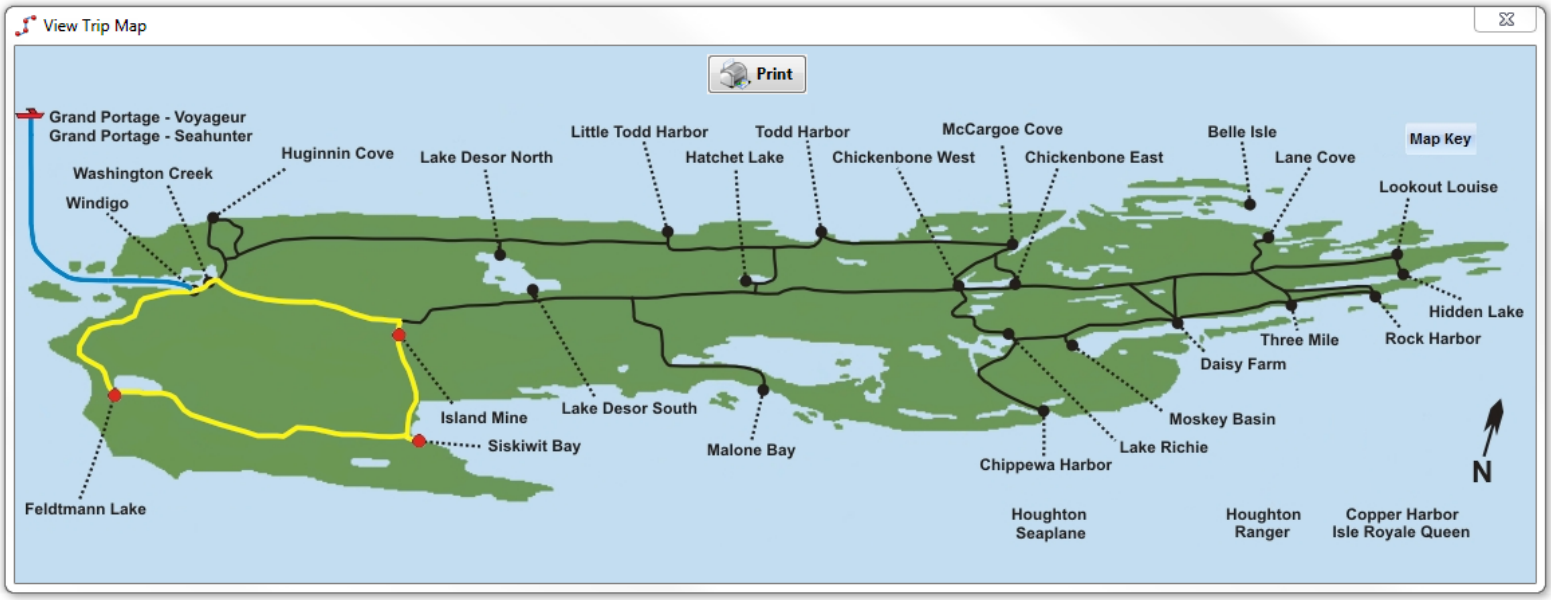
The Trip Package is created as one or two files depending on what you have selected to create. A Rich Text File (RTF) and/or a JPG file.

RTF File: If either "Compact Itinerary", "Detailed Itinerary" or "Route Descriptions" is selected, a single "Rich Text" file (*filename.rtf*) will be created containing whichever of those three items that were checked. The first two lines of the file are always the "Itinerary Filename" and the "Description" from the Itinerary file. This is followed by your selections in the order above. For instance, if "Compact Itinerary" and "Route Descriptions" are selected, the file would contain the Compact Itinerary then the Route Descriptions.

JPG File: If "Itinerary Map" is selected, a separate picture file (*filename.jpg*) will be created of the map showing the highlighted route and places. This file is created by capturing the bottom map image. To do this, it finds where the map is on the screen and captures that area. If you are using dual monitors, the program will move the application window to your main monitor before capturing because it will only capture a screen from the main monitor.



Once the Trip Package has been generated and saved, the "View" button will be enabled in the Itinerary Options area. If you left-click on it, a window displaying the Rich Text File of the trip package as generated will open. If you did not create a "Compact Itinerary", "Detailed Itinerary" or "Route Descriptions" this will be blank. From this screen you can print the file to your default printer using the "Print" button.



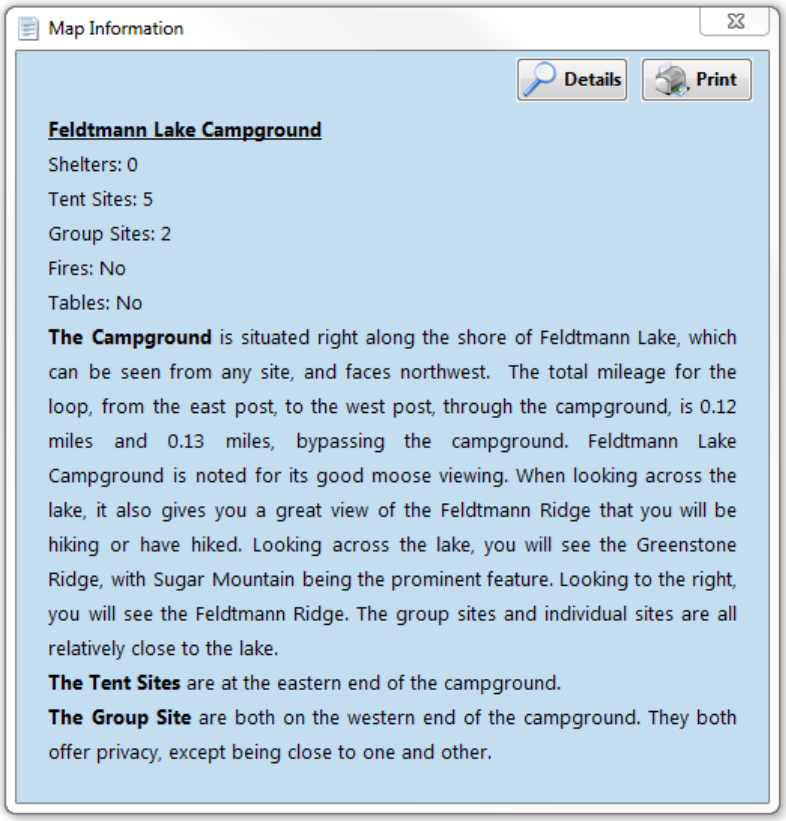
If an Itinerary Map was generated, the "View Map" button will be enabled on the View Trip window. Select this button and another window will open displaying the map image. There is a "Print" button here to print the map on your default printer.

Once a Trip Package is generated, it can be re-generated using different options or, another Itinerary File can be selected to generate an entirely new one.

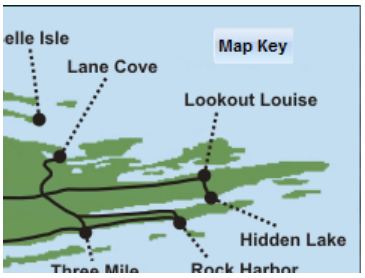
Trip Package Generator - Map Area

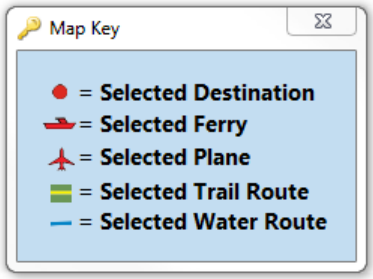
The area at the bottom shows a map of the island. Once a file is loaded, it will display the entire route in yellow and each place stayed at with a red dot.

If you move the cursor on the map and go over any of the highlighted items, the cursor changes to a question mark with an arrow and displays brief information about the item (Note: the cursor does not show up on screen captures).



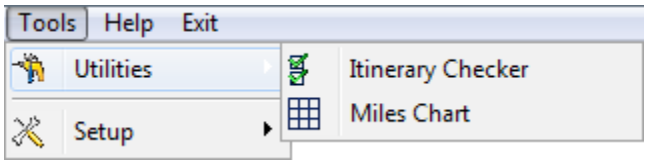
While on the item, a left-click will open a new window with detailed information on that item. This window includes a print button that will print the file to your default printer.





At the top right corner of the map is a “Map Key” button that opens up a small window displaying the meaning of the symbols on the map.

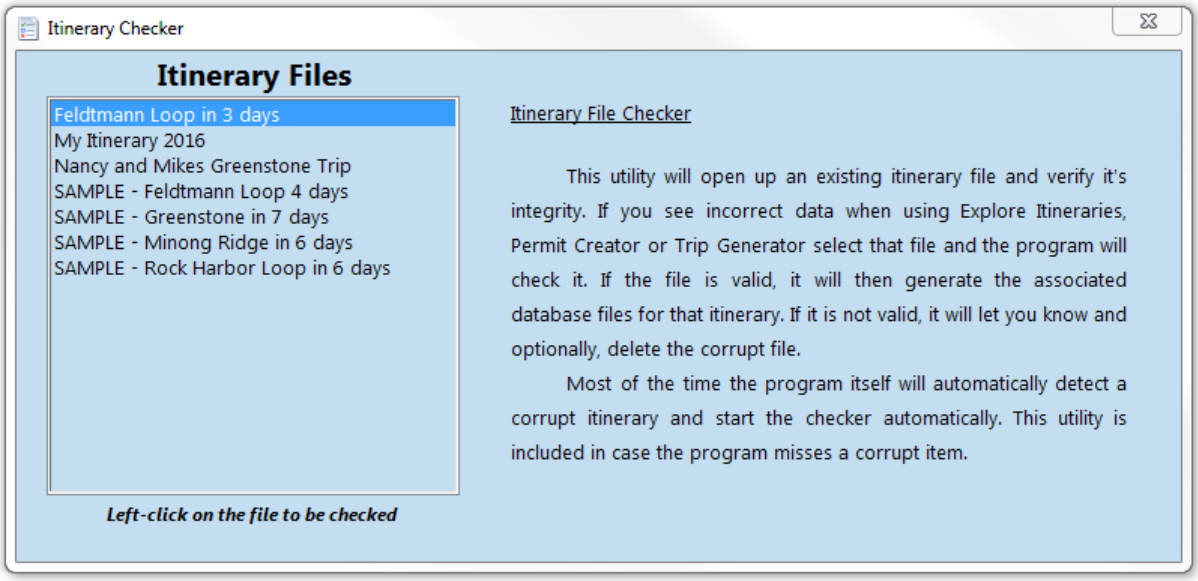
Tools > Utilities



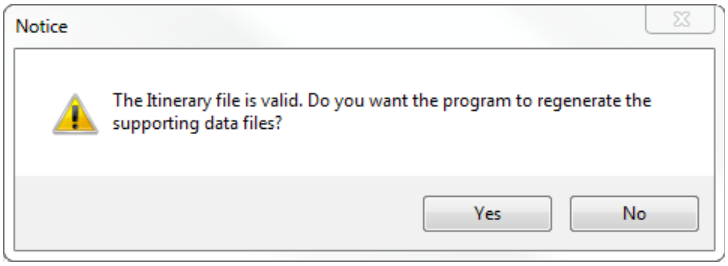
Selecting "Tools" from the menu bar, a drop-down list of selections will be shown. Selecting "Utilities" will show two options.

Itinerary Checker

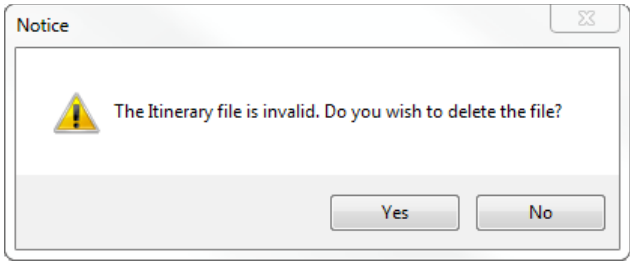
This utility will open up an existing itinerary file and verify it's integrity. If you see incorrect data when using Explore Itineraries, Permit Creator or Trip Generator select that file and the program will check it. If the file is valid, it will then generate the associated database files for that itinerary. If it is not valid, it will let you know and optionally, delete the corrupt file. Most of the time the program will automatically detect a corrupt itinerary or missing support files and start the checker automatically. This utility is included in case the program misses a corrupt item.



Left-click on the file to be checked and the program will validate the data in the file.



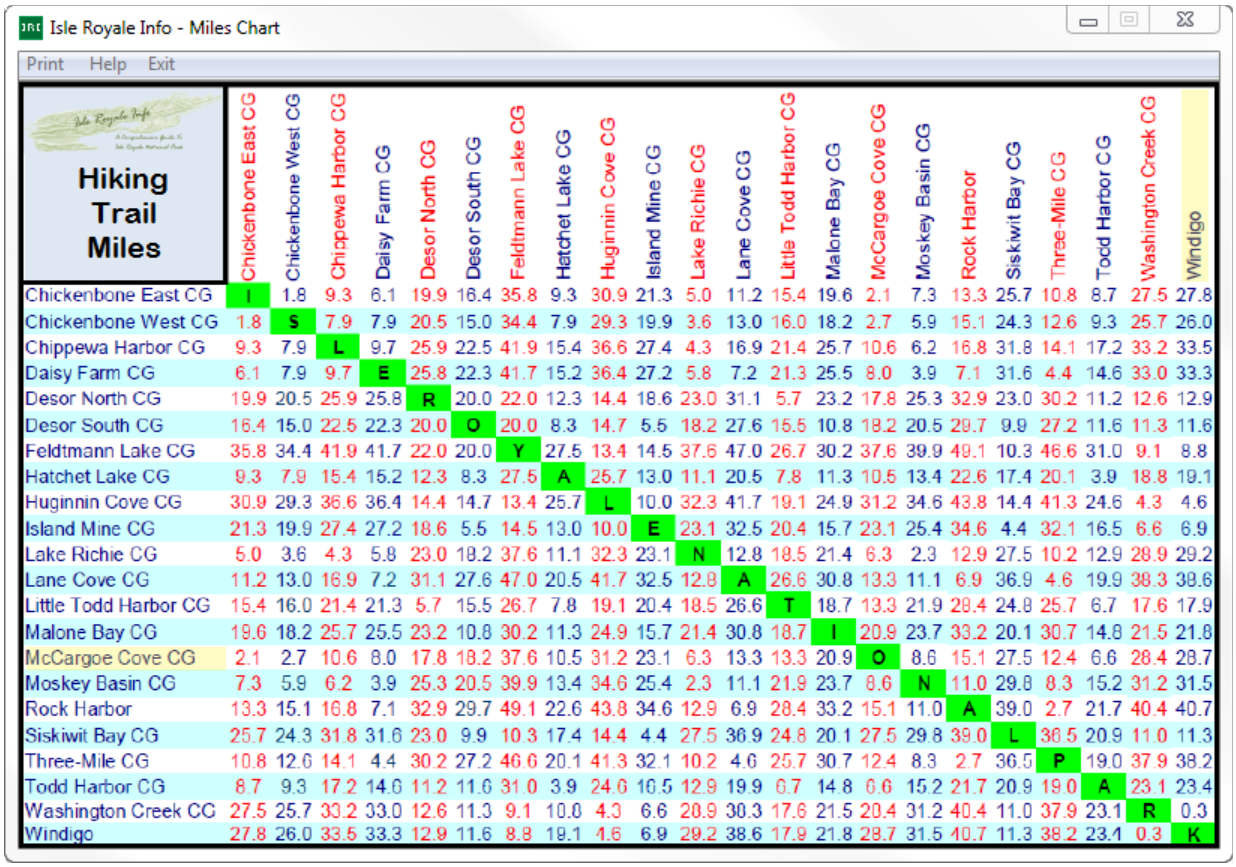
If the itinerary file is valid, the program will ask you if you want to regenerate the supporting data files.



If the itinerary file is corrupt, the program will ask you if you want to delete the itinerary file. It is recommended you delete the file as it will generate corrupt data.

Miles Chart

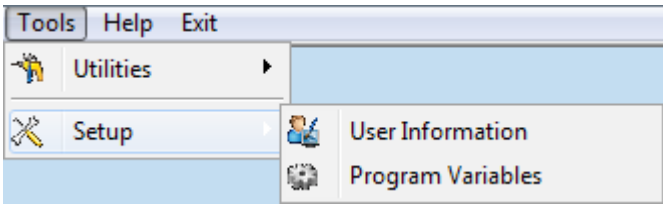
This is a small program I created to display a mile chart of the trails on the island. It is available for free download through the website.



Hiking Trail Miles	Chickenbone East CG	Chickenbone West CG	Chippewa Harbor CG	Daisy Farm CG	Desor North CG	Desor South CG	Feldtmann Lake CG	Hatchet Lake CG	Huginnin Cove CG	Island Mine CG	Lake Richie CG	Lane Cove CG	Little Todd Harbor CG	Malone Bay CG	McCargoe Cove CG	Moskey Basin CG	Rock Harbor	Siskiwit Bay CG	Three-Mile CG	Todd Harbor CG	Washington Creek CG	Windigo
Chickenbone East CG	I	1.8	9.3	6.1	19.9	16.4	35.8	9.3	30.9	21.3	5.0	11.2	15.4	19.6	2.1	7.3	13.3	25.7	10.8	8.7	27.5	27.8
Chickenbone West CG	1.8	S	7.9	7.9	20.5	15.0	34.4	7.9	29.3	19.9	3.6	13.0	16.0	18.2	2.7	5.9	15.1	24.3	12.6	9.3	25.7	26.0
Chippewa Harbor CG	9.3	7.9	L	9.7	25.9	22.5	41.9	15.4	36.6	27.4	4.3	16.9	21.4	25.7	10.6	6.2	16.8	31.8	14.1	17.2	33.2	33.5
Daisy Farm CG	6.1	7.9	9.7	E	25.8	22.3	41.7	15.2	36.4	27.2	5.8	7.2	21.3	25.5	8.0	3.9	7.1	31.6	4.4	14.6	33.0	33.3
Desor North CG	19.9	20.5	25.9	25.8	R	20.0	22.0	12.3	14.4	18.6	23.0	31.1	5.7	23.2	17.8	25.3	32.9	23.0	30.2	11.2	12.6	12.9
Desor South CG	16.4	15.0	22.5	22.3	20.0	O	20.0	8.3	14.7	5.5	18.2	27.6	15.5	10.8	18.2	20.5	29.7	9.9	27.2	11.6	11.3	11.6
Feldtmann Lake CG	35.8	34.4	41.9	41.7	22.0	20.0	Y	27.5	13.4	14.5	37.6	47.0	26.7	30.2	37.6	39.9	49.1	10.3	46.6	31.0	9.1	8.8
Hatchet Lake CG	9.3	7.9	15.4	15.2	12.3	8.3	27.5	A	25.7	13.0	11.1	20.5	7.8	11.3	10.5	13.4	22.6	17.4	20.1	3.9	18.8	19.1
Huginnin Cove CG	30.9	29.3	36.6	36.4	14.4	14.7	13.4	25.7	L	10.0	32.3	41.7	19.1	24.9	31.2	34.6	43.8	14.4	41.3	24.6	4.3	4.6
Island Mine CG	21.3	19.9	27.4	27.2	18.6	5.5	14.5	13.0	10.0	E	23.1	32.5	20.4	15.7	23.1	25.4	34.6	4.4	32.1	16.5	6.6	6.9
Lake Richie CG	5.0	3.6	4.3	5.8	23.0	18.2	37.6	11.1	32.3	23.1	N	12.8	18.5	21.4	6.3	2.3	12.9	27.5	10.2	12.9	28.9	29.2
Lane Cove CG	11.2	13.0	16.9	7.2	31.1	27.6	47.0	20.5	41.7	32.5	12.8	A	26.6	30.8	13.3	11.1	6.9	36.9	4.6	19.9	38.3	38.6
Little Todd Harbor CG	15.4	16.0	21.4	21.3	5.7	15.5	26.7	7.8	19.1	20.4	18.5	26.6	T	18.7	13.3	21.9	28.4	24.8	25.7	6.7	17.6	17.9
Malone Bay CG	19.6	18.2	25.7	25.5	23.2	10.8	30.2	11.3	24.9	15.7	21.4	30.8	18.7	I	20.9	23.7	33.2	20.1	30.7	14.8	21.5	21.8
McCargoe Cove CG	2.1	2.7	10.6	8.0	17.8	18.2	37.6	10.5	31.2	23.1	6.3	13.3	13.3	20.9	O	8.6	15.1	27.5	12.4	6.6	28.4	28.7
Moskey Basin CG	7.3	5.9	6.2	3.9	25.3	20.5	39.9	13.4	34.6	25.4	2.3	11.1	21.9	23.7	8.6	N	11.0	29.8	8.3	15.2	31.2	31.5
Rock Harbor	13.3	15.1	16.8	7.1	32.9	29.7	49.1	22.6	43.8	34.6	12.9	6.9	28.4	33.2	15.1	11.0	A	39.0	2.7	21.7	40.4	40.7
Siskiwit Bay CG	25.7	24.3	31.8	31.6	23.0	9.9	10.3	17.4	14.4	4.4	27.5	36.9	24.8	20.1	27.5	29.8	39.0	L	36.5	20.9	11.0	11.3
Three-Mile CG	10.8	12.6	14.1	4.4	30.2	27.2	46.6	20.1	41.3	32.1	10.2	4.6	25.7	30.7	12.4	8.3	2.7	36.5	P	19.0	37.9	38.2
Todd Harbor CG	8.7	9.3	17.2	14.6	11.2	11.6	31.0	3.9	24.6	16.5	12.9	19.9	6.7	14.8	6.6	15.2	21.7	20.9	19.0	A	23.1	23.4
Washington Creek CG	27.5	25.7	33.2	33.0	12.6	11.3	9.1	10.0	4.3	6.6	28.9	38.3	17.6	21.5	20.4	31.2	40.4	11.0	37.9	23.1	R	0.3
Windigo	27.8	26.0	33.5	33.3	12.9	11.6	8.8	19.1	4.6	6.9	29.2	38.6	17.9	21.8	28.7	31.5	40.7	11.3	38.2	23.4	0.3	K

Complete details on the programs operation is available through the “Help” selection on the programs menu bar.

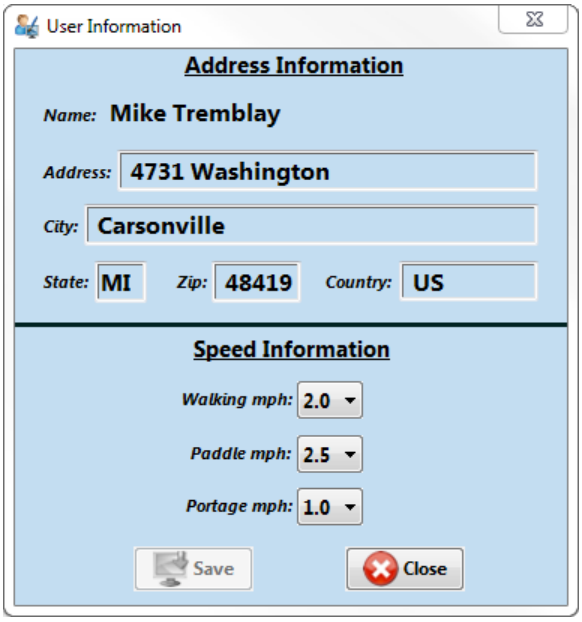
Tools > Setup



Selecting “Tools” from the menu bar, a drop-down list of selections will be shown. Selecting “Utilities” will show two options.

User Information

This selection allows for changing some user information generated used the program.



Address Information: Allows you to change address information used to generate a permit. When the program was installed, it wrote this information to the program based on what was received with your order. This option is here in case you need to change your address.

Speed Information: Change mile per hour values for calculating estimated travel time for each section of the trip. This value should include all breaks to be as accurate as possible. There are three separate values adjustable from 0.1 to 5.0 miles per hour in 0.1 increments.

Walking: The average distance you walk in an hour. {Default = 2.0}

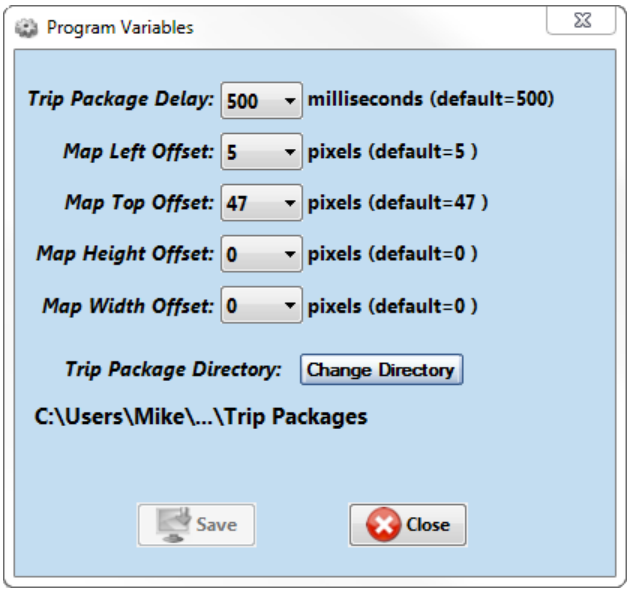
Paddling: The average distance you paddle in an hour. {Default = 2.5}

Portaging: The average distance you portage in an hour. {Default = 1.0}

(Note: As of this release, these values are not used. They are for future versions.)

Program Variables

This allows changing a few program variables that may need adjustment. In testing, these variables worked fine at their default value.



Trip Package Delay: This variable is a delay used when generating a Trip Package. The program uses the clipboard to store text before writing it to the file. Without a delay some items were not written correctly due to the speed of the memory and processor so this delay was required. If data is missing in a generated Trip Package, try increasing this value to see if it solves the problem. It is given in milliseconds (1000 milliseconds = 1 second). It is adjustable from 100 to 1500 in 100 millisecond increments. The default value of 500 worked in all of the testing.

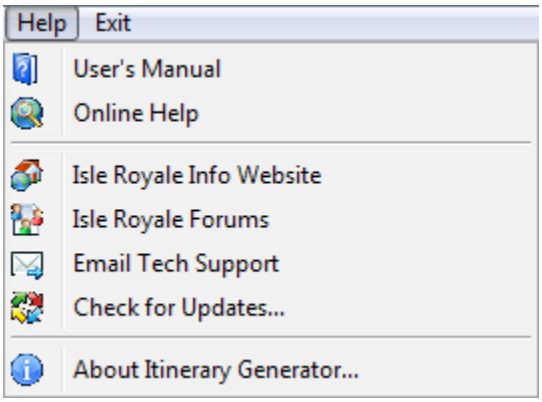
Trip Package Map Offsets: When generating a Trip Package, the program captures the section of the screen where the route is loaded onto the map. It is possible some monitors and graphics cards will find different values. These values allow you to adjust the area captured if incorrect. The values are given in pixels. They are adjustable from -50 to 75 in 1 pixel increments.

The first two adjust the left side (horizontal) starting location and the top (vertical) starting location of the map. These two have been consistently accurate with the default values, but if either the left side or top of the map captures incorrectly, you can adjust these values until it is correct.
Map Horizontal Offset: Position from the left of the screen in pixels to adjust. {Default = 5}
Map Vertical Offset: Position from the top of the screen to adjust. {Default = 47}

The second two adjust the height and width of the image. I have never had to adjust these in testing, but decided to make them adjustable just in case.
Map Height Offset: Amount to add or subtract to the height of the image. {Default = 0}
Map Width Offset: Amount to add or subtract to the width of the image. {Default = 0}

Trip Package Default Directory: The default directory for storing created Trip Packages. This is the directory that will be shown when saving your trip package. When saving, you will be prompted to create it here, or you can select another directory. The default directory is set to “My Documents” during installation.

Help



Selecting "Help" from the menu bar, a drop-down list of selections will be shown.

User's Manual

This document will open in whatever your default PDF viewer program is.

Online Help

Opens your default web browser and goes to a web page with information about the program. This web page will show the latest information on the program that may not be included in this manual yet, program release notes and any known bugs.

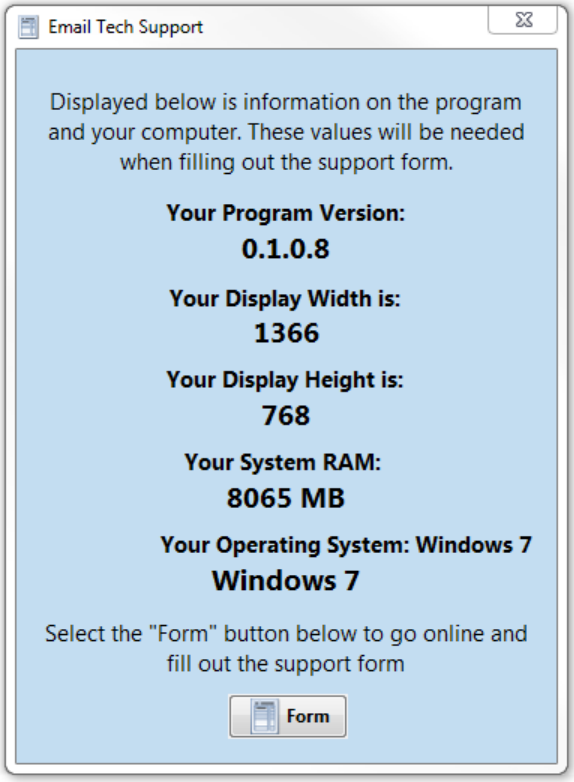
Isle Royale Info Website

Opens your default web browser and goes to the Isle Royale Info home page at: www.isleroyale.info.

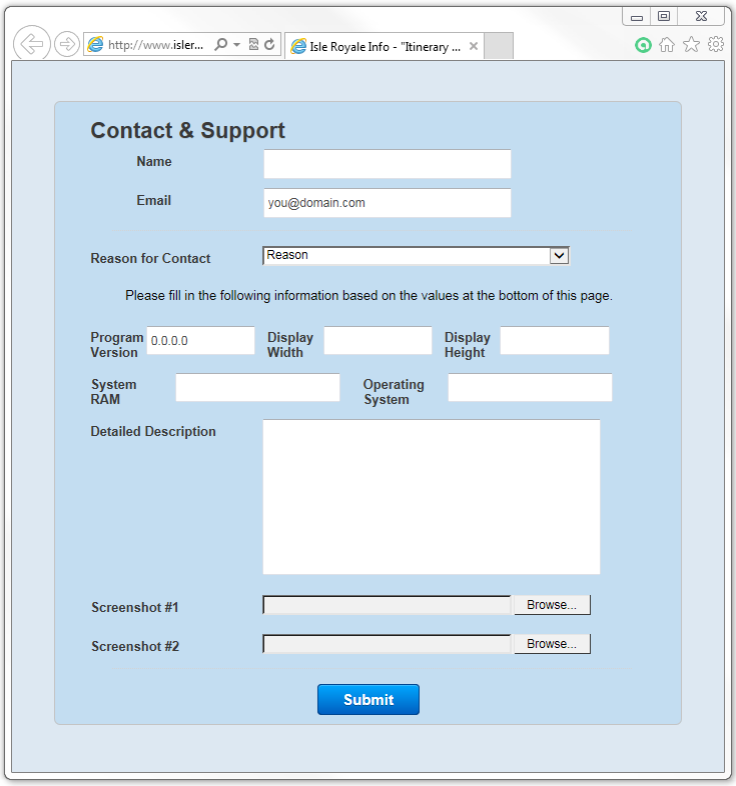
Isle Royale Forums

Opens your default web browser and goes to the Isle Royale Forums page. This is an independently operated site with a lot of information from people knowledgeable about the island. It is the place to go to ask questions regarding the island and receive answers from some very helpful people.

Email Tech Support

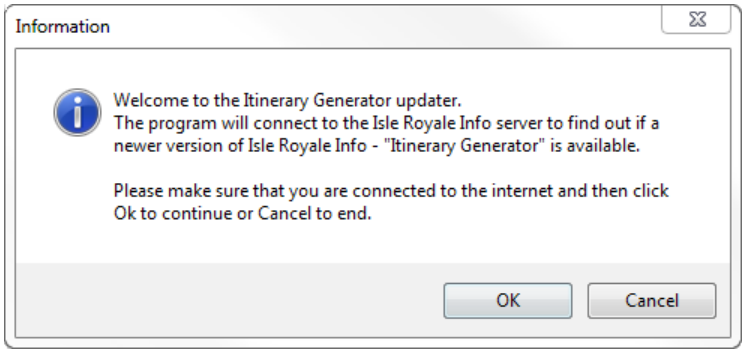


Opens a window with some key information about the program and your computer. The program will check if you are connected to the internet. If you are, a button labeled "Form" will be enabled. Select that button and the program will open up your default web browser and go to "Contact & Support" form online.

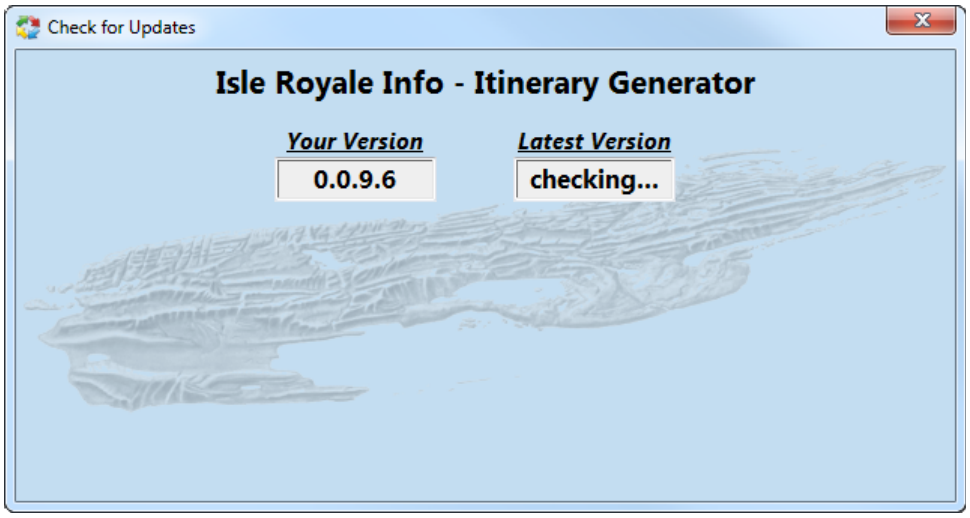


This form is to be filled out with information on your computer and what the question or problem is. The information on your computer will be used to determine systems the program is being used on and may help duplicate a problem. You may attach up to two screen shots to the form. If you want to attach more, fill out another copy. When it comes to a bug, the more information you can provide the better.

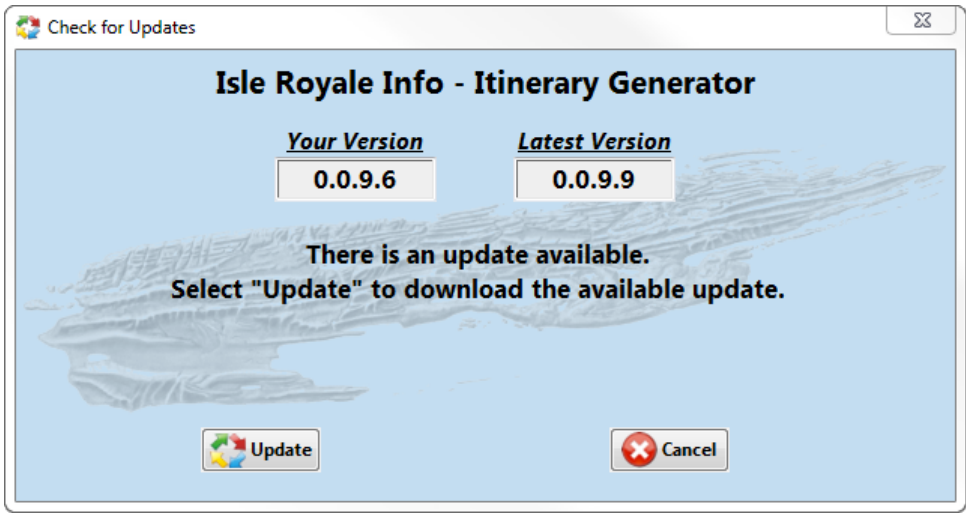
Check for Updates



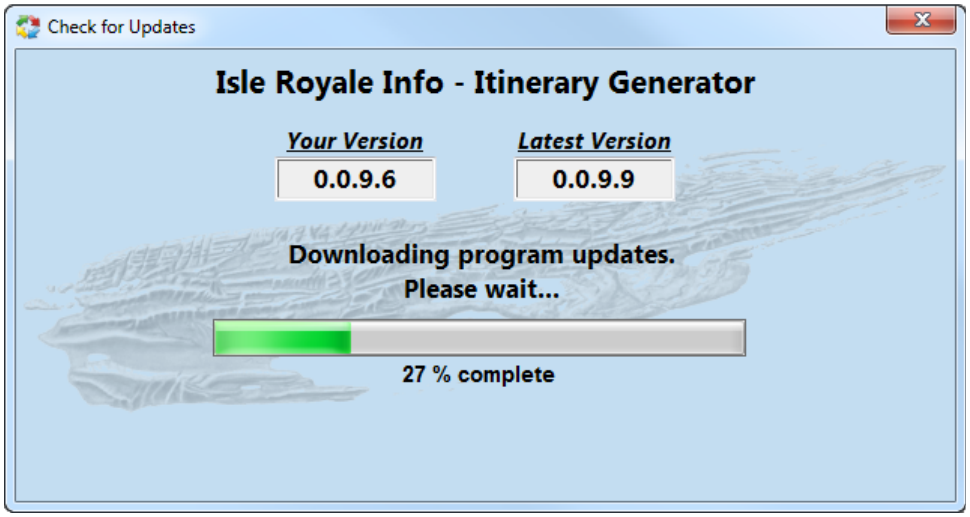
The program will connect to the Isle Royale Info website to see if there are any updates available.



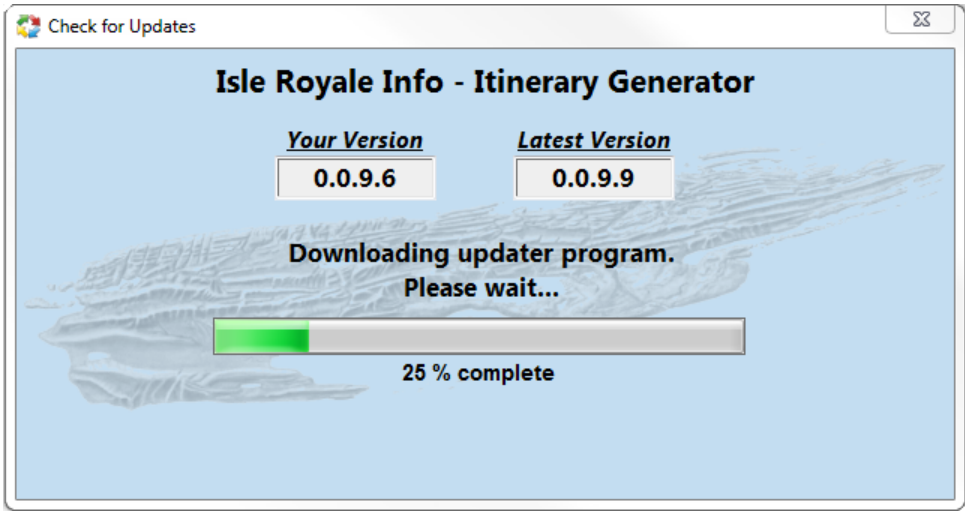
Once connected, it will see if there are any updates to the program available.



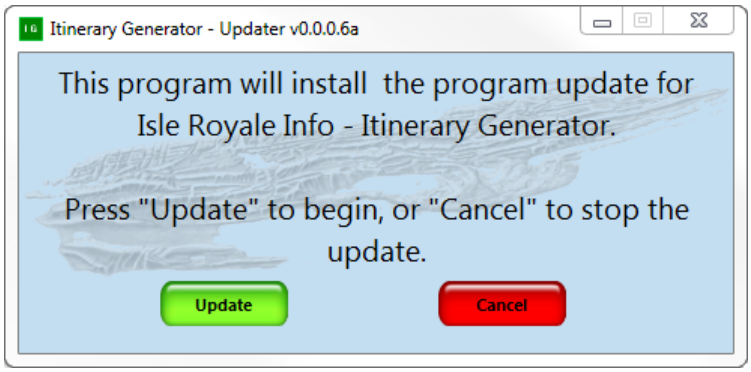
If there is, it can automatically download and install the updates.



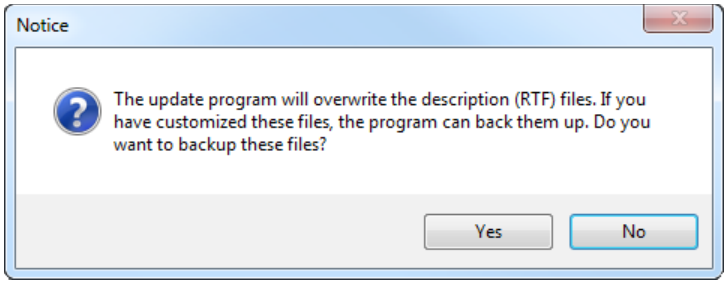
If “Update” is selected, the program will go online and download the updates.



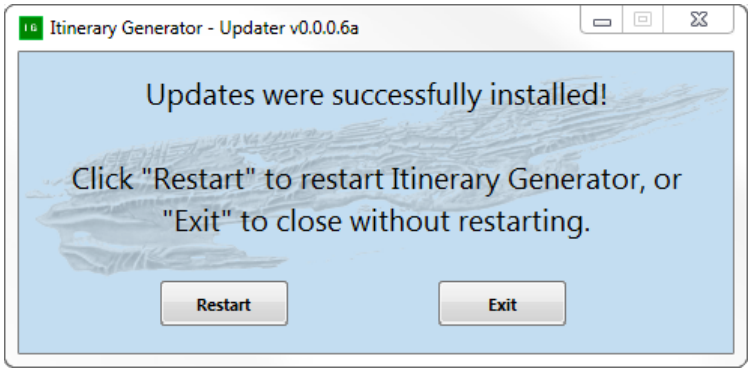
It will then download the Updater program. The Itinerary Generator has to be closed to install the updates. The Updater program does the installation and is then deleted.



The Updater program in then started. Select “Update” to begin.



When installing the update the RTF (Rich Text Files) are overwritten. If these have been customized, the program can make a backup of them before overwriting them. These files are explained in detail in the Appendix.



The updates were successfully installed. The program can be restarted or, you can exit.

About This Program

Shows license and program version information.

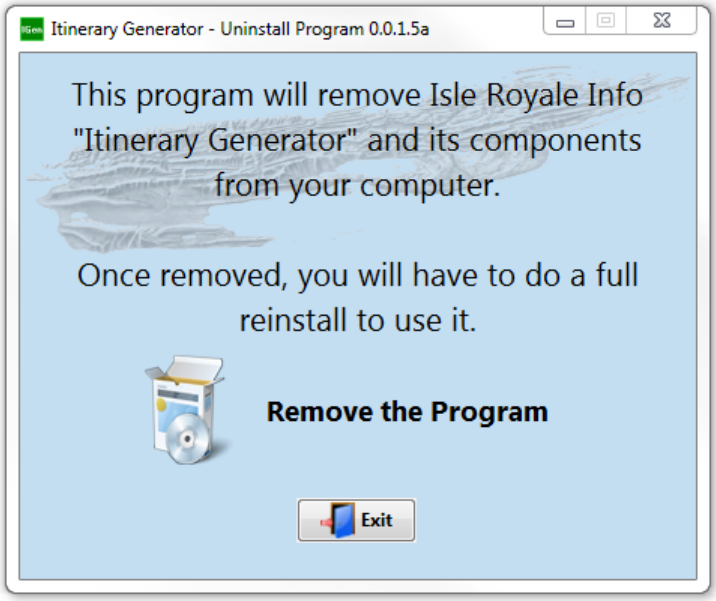
Program Details

Program Installation

To install the licensed program, download the installation program from the website: www.isleroyale.info/ig_download.html and start program. Make sure you have the license number you were provided when you purchased the program. You will need an internet connection.

After the installation program starts, you will be prompted for your license number. Enter this and the program will go online to verify that it is valid. Once it is verified, it will download the program and install it on your computer.

Program Uninstall



Included with the program installation is an uninstall program called "IGuninstall". It is installed in "All Programs > IRI Itinerary Generator > Uninstall". Starting this program and selecting "Remove the Program" will remove the program and associated files.

Mileages

All trail and water mileages shown are based on Trail Illustrated Topo Map. Isle Royale National Park #210. ©1994 Trails Illustrated.

Trail Descriptions

All trail descriptions and difficulties are based on "Isle Royale Info – A Comprehensive Guide to Isle Royale National Park" ©2001-2016 Mike Tremblay.

Times

All departure and arrival times shown are in Eastern Daylight Time (EDT) and were current when this program was created. Note that the boats out of Grand Portage, Minnesota publish and run on Central Daylight Time.

Details and Exceptions in Creating

I tried to cover most options in the program, but there are some things missing that I know about and, at this point, have not addressed.

- When selecting legs of the trip, the selections shown go from where you are at, to possible campgrounds to go to from there. The miles shown are for the shortest route. The majority of the campgrounds are close to, if not right on the main trail, the one exception I have not addressed is Chickenbone West which is 0.11 miles north from the selected place on the Greenstone Ridge. The program shows this campground as right on the Greenstone when, in fact, it is not. The other ones, such as Moskey Basin, Siskiwit Bay, etc. show going to the campground trail, then you have to go in. These were easy to do whereas Chickenbone West campground is in a difficult place to do this and it would have greatly complicated things. It is, after all, only 0.11 miles off. I may change it sometime in the future.
- There is no back country option. I plan on adding it in a future version. It can be worked around by just staying at a campground for two days on either side of it.
- With this release, I have not included any water routes except to and from the island and taxi service on the Voyageur. I have included to water taxi from Rock Harbor, but only to places and not being picked up. I hope to add water routes and portages in a future version, but this was enough to try and get done for now. We will see how it goes. If demand makes it worth it, it will be the first thing I do once all of the bugs are out and everything is fine tuned.

Program Files

Rtf Files: These are the description files associated with each place on the island and reside in the \Docs\Rtf directory. They are Rich Text Files and may be edited as long as the file name and extension (.rtf) remains EXACTLY the same. Note: if you customize these files, you should make a backup of them before downloading any program updates as it will overwrite these files. The program will warn you before overwriting them and automatically back them up if you choose.

Igen Files: These are the data files associated with each place on the island and reside in the \Docs\Igen directory. They are plain text files and extreme caution should be taken if edited. They may be edited, but it is not recommended. If you feel you must edit them, the first word of each line MUST remain the same and the end of each line MUST remain as: " ***#.# miles [XX]***" if miles are included or, "***[XX]***" if there are no miles in order for the files to work. Also, if editing, keep in mind the length of each line as the program can only display 40 characters. These data files are the heart of the program and if the structure is incorrect, the program will not function correctly.

Map_Data Directory: This directory contains data files associated with each itinerary file (.itin). For every itinerary file there are four files created in this directory. These files are created to speed up the loading of the map, compact itinerary, detailed itinerary and permits. The files have the following extensions: ".map", ".compact", ".permit" and ".full"

Itinerary File Structure: The files created are plain text files and can be edited with any text editor as long as key words are in the proper places. They have a ".itn" extension and are located in the "Map_Data" directory. The structure of these files is listed below with the key words and their places shown in "***italics***":

Isle Royale INFO - Itinerary Generator - (C)Copyright Mike Tremblay - Generated: 04/24/2016 6:11:51 PM
Description: Sample of an ITN file structure
Day 1
Copper Harbor - Isle Royale Queen (8am) ***[CQ]***
to Rock Harbor (11:15am) ***[RH]***
stay at Rock Harbor Campground ***[RH]***
0 miles for day

Day 2
Rock Harbor Campground
End Trip - IR Queen to Copper Harbor (2:45pm) ***[QR]***
0 miles for day

Total Trip Miles = 0 miles
Avg. Miles per Day = 0 miles

Program History

I began writing this program in August, 2015 and began Alpha testing in April, 2016. The Beta release was June, 2016.
Releases:
1.0.0.0 – August 26, 2016
1.0.0.1 – September 18, 2016

Beta Testing

A major thank you to Tom Voigt for his detailed testing of the program and providing great information and suggestions.
A thank you to the other testers for putting the program through its paces: Nancy Tremblay, Rob Hook, John Ingersoll, John Heneghan and Richard Kaufman.

Computer Requirements

Below are the Machines, Display, Memory, CPU and Operating Systems the program has been tested on.
Machines: Desktop, Laptop, Surface Pro
Display: A minimum screen resolution of 1150 x 768 is required to display the entire screen. Additionally a minimum

size for the height is 7.5". It will operate with a resolution and size below these settings, but certain things will not display or function correctly.
Memory: 3.00 GB to 8.00 GB
CPU: 2.40 GHz to 3.00 GHZ
Operating System: Windows 7 32-bit and 64-bit, Windows 10 64-bit, Surface Pro 8.1