LK8000 is creating a large database of world maps right now, and some of them may still be missing.

You can submit your request for one, or more, new maps, following a simple guideline.

Create a **template** with the desired coordinates of your map, using as an example one taken from a map nearby. From the LKMAPS pages there is a (template) button for each existing map, that you can use as a good example to start with.

Remember: maps cannot be larger than 4-5 megabytes. Using 1000m resolution normally solves the problem. We always attempt to generate also 500m files: if they result too big, the 500M option is disabled. When the area is small, 250M is also generated.

Currently 90m DEM is not supported.

Please respect the following sizing rule for DEM terrain:

- 1000m   requires max 1100x1100 km area
- 500m   540x540 km area
- 250m   270x270 km area

Please DO USE the REMarks while filling the template, describing the mapset.

Remember that people will be looking for maps, and will be happy to read your notes.

And finally, send your map request to **lkmaps @ lk8000 . it**

Here are some explanations about the template used by LKMAPS.

```
  # LKMAPS TEMPLATE V2 - Jun 2010
#
# ALL TEXT UPPERCASE! UPPERCASE. IF YOU USE LOWERCASE IT DOES NOT WORK.
UPPERCASE.
#
# RENAME THIS FILE TO SOMETHING ELSE THAN Example.TXT. Keep the .TXT
UPPERCASE PLEASE.
# Then you can remove ALL lines starting with #
#
# Comment lines are starting with a # and can be lowercase.
# Empty lines are allowed
#
# REMOVE ALL COMMENTS, EXCEPT #REM lines.
# PLEASE INSERT INSIDE #REM LINES the description of your map, with something useful for
people.
# Example:   THIS MAP IS FOR ITALY FROM TURIN TO SLOVENIA, good for long distance
etc.

# Name of the map. First two or three letters for country code, then a _ and rest of name,short.
# all uppercase of course. Examples: US_NV_NAME  if in doubt, try something reasonable
# Do not use dashes, commas or punctuations. Only the _ character is allowed.
NAME=

#DIRECTORY FOR ARCHIVE  ex. NL UK ITA US FRA GER etc. see listings for examples
# All maps with the same zone will be grouped in the same directory.
# Example DIR=NL  will be in the NL directory
DIR=

# Longitute and latitude corners, in DECIMAL values. W and S longitudes and latitudes must be
negative.
# We don't use seconds, only degrees and decimal minutes
# Example:
# LONMIN=-6.5  is 6d 30" W
# If no decimals, do not put them
# LONMIN=8
# Be careful not to confuse longitudes with latitudes. See examples from your area .
```

```
LONMIN=
LONMAX=
LATMIN=
LATMAX=

# Terrain DEM resolutions.
# LKmaps will create terrain for the selected resolutions, multiple choices are allowed.
# 1000m is ~30 arcs  and it is normally always YES
#  500m is ~15 arcs  and it is normally YES, if territory is not too big.
#  250m is ~8  arcs  and it is good only for small areas, very small areas.
#   90m is reserved for particular areas
# Terrain size should not exceed 4Mb, but 5 or 6 Mb may still work.
# If all RES are NO, then no terrain is created
#
# AN IMPORTANT RULE OF THUMB:
# 1000m DEM   is max 1100km X 1100km
#  500m DEM   is max  540km X  540km
#  250m DEM   is max  270km X  270km
#

RES1000=NO
RES500=NO
RES250=NO
RES90=NO

# Do we want topology to be created? Normally YES
TOPOLOGY=NO

# Do we want extended (new) topology, if available? Size will be bigger.
# For large populated areas it may be too much. Normally, YES, an attempt has
# to be done. In case you really want low size topology, force it to NO.
# In any case, this parameter is used only when TOPOLOGY=YES too.
XTOPOLOGY=YES

# Zone mapset to use, sorry we need to specify it.
# For europe, including russia:        EUR
# For north america, including USA and canada:  NAM
# For South america:  SAM
# For Africa:       AFR
# For asia and oceania: ASO
# For australia: AUS
MAPZONE=EUR

#REM: PUT YOUR COMMENTS HERE. Write something for other people, so that it is clear
what is this map
#REM: about, or good for. Use even many lines if needed.
```

#REM: These lines otherwise can be removed of course. If you write comments, leave the
#REM: header.
#REM: Do not use special characters, only ascii characters please.
#REM:
#REM: This is another line, etc.etc.