

# Converting GPS Log Files to Google Earth Format

## My GPS Logger:

- AMOD 3080 (to purchase from Amazon.com, visit <http://amzn.to/dNPEMO>)
- To view the user manual online, click here: <http://bit.ly/ONHIPc>
  - See page six in the manual for instructions on changing the logging frequency...
  - 5 sec. (Mode 3) is my standard setting, good for legs of 5+ hours
  - 1 sec. (Mode 1) is great on <1.5 hour legs, logs finer detail in steep turns, s-turns, spins, etc.

## Conversion Tool - GPS Visualizer:

- Maximum 3 Mb input data file size (reason for the logging frequency limitations listed above)
- To visit the file input page, click here: [http://gpsvisualizer.com/map\\_input?form=googleearth](http://gpsvisualizer.com/map_input?form=googleearth)

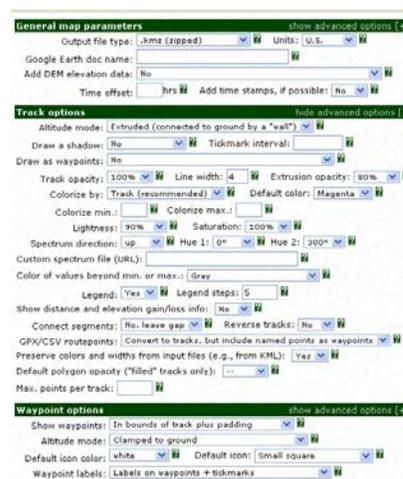
## Settings:

### General Map Parameters

- Units: *U.S.* or *Nautical*
- Google Earth doc name: *Whatever you want displayed as the file's name in Google Earth*
  - o Note that this is NOT the physical name of the .kmz file!

### Track Options

- Click '**Show Advanced Options**'
- Altitude Mode: *Extruded*
- Tickmark Interval: *'10 mi'* or *'15 mi'* or *'10 min'*
  - o This will add arrows with mileage/time stamps at the interval you enter
  - o I use these to help illustrate the direction of flight
- Extrusion Opacity: *50%*
- Colorize by: *Altitude* or *Speed*
- Colorize min/max: *'xxx'* (feet)
  - o I will type an altitude into these fields if there's an outlier in the log data that's causing an incorrect min/max altitude (this affects the track's color coding in Google Earth)
- Color all values beyond min/max: *Color continues*
- Legend Steps: *10*



GPS Visualizer Settings Page

### Waypoint Options

- Show Waypoints: *Off*
  - o This is my default setting; if I actually used the waypoint function on a flight I will change the setting to *In bounds of track plus padding*

## General Notes:

- Any setting not listed simply indicates that I leave it in the default state
- Ensure that the Terrain layer is checked/enabled in Google Earth to view your tracks in 3D