

## A note for FreeHand 3.1 users

The FreeHand files on your Mountain High Maps version 2.0 discs contain a layer called "Relief TIFF." On this layer we have placed the masked version of the corresponding grayscale base relief map. The Tiff is positioned precisely at the zero axis of the map (lower left corner).

Users of FreeHand version 3.1 may notice that on some maps (not all) the cyan coastline does not fit exactly to the relief map coastline - you may see a hairline gap at large magnifications at the opposite extremity of the map from the zero point. This is due to a "rounding" problem - acknowledged by Aldus at the time - in FreeHand 3.1, where it recalculates and rounds the size of imported high resolution TIFF files (low resolution TIFF images are not affected).

The best remedy for correcting this aberration is to upgrade to a later version of FreeHand, where the problem of inaccurate rounding of imported high resolution images does not occur, and consequently the relief maps fit exactly to the outline maps. We acknowledge that many users may have been put off upgrading from version 3.1 because of the radical redesign of the version 4.0 program interface, but Macromedia FreeHand version 5.0 really is very good indeed - especially for map making - and is worth taking the time to learn.

However, if you prefer to stay with FreeHand 3.1, here's how to make the relief TIFFs fit the outline maps:

1. Make the relief map visible by clicking to the left of the "Relief TIFF" layer. The placed TIFF becomes visible when the layer is checked.
2. Click on the grayscale map to make it active.
3. Switch to Keyline view, and, using the Magnify tool, zoom in as close as you can to the top right corner of the map.
4. Click on the corner point of the active TIFF box and drag it to the top right corner of the box rule - make sure you move just the corner point and not the whole map. Matching the corner of the relief map precisely to the box rule is easier if you have "Snap to Point" checked ("View" Menu).

Presto! The relief map coastline will now fit exactly to the cyan coastline of the FreeHand file. But remember - the above procedure isn't necessary if you use later versions of FreeHand.

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