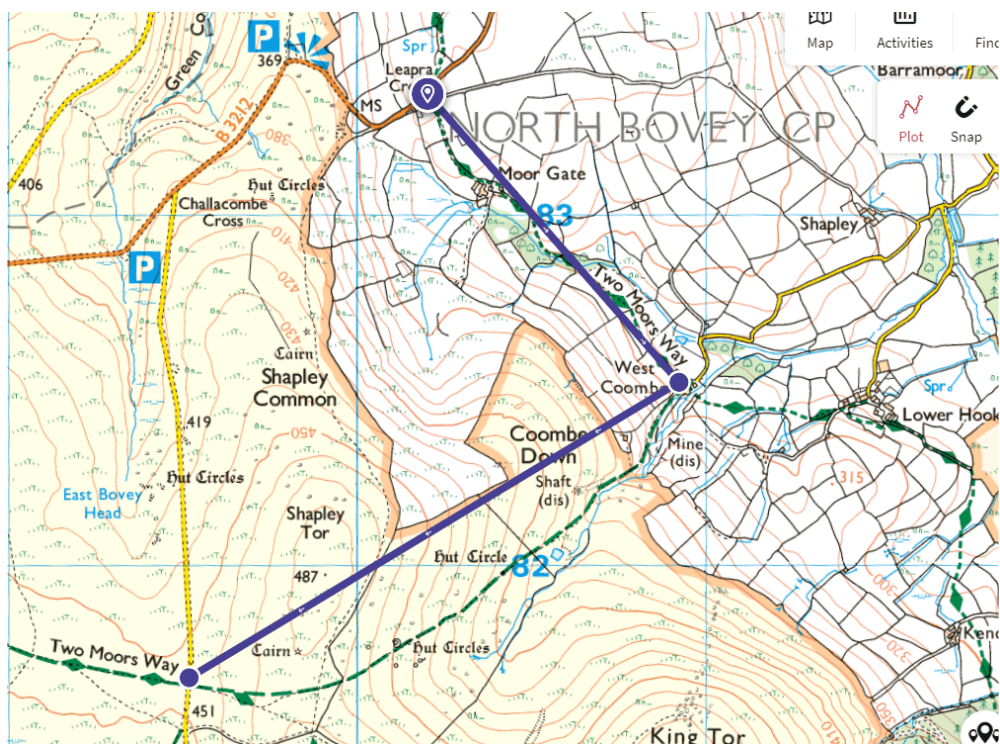


## Using the 'Snap' feature in OS Maps app:

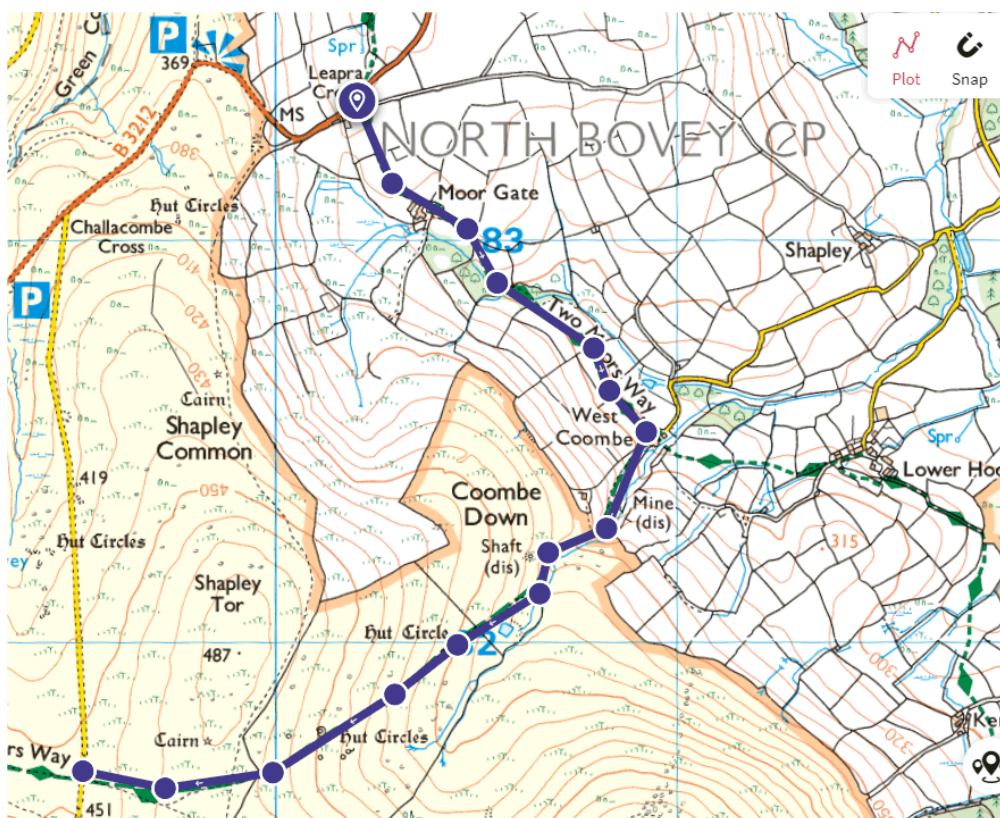
The 'Snap' feature in OS Maps can be really useful, but is not always reliable so care must be taken when using it. In general it is good to use it wherever it works but not to rely on it for route choice or to be left unable to plot the route you want because you don't know how to do things manually.

In the world before 'Snap', it was very laborious. OS Maps would draw a straight line between each set of points that you clicked, so as a path twisted and turned, you would have to click lots of times.

So, initially you would get this:



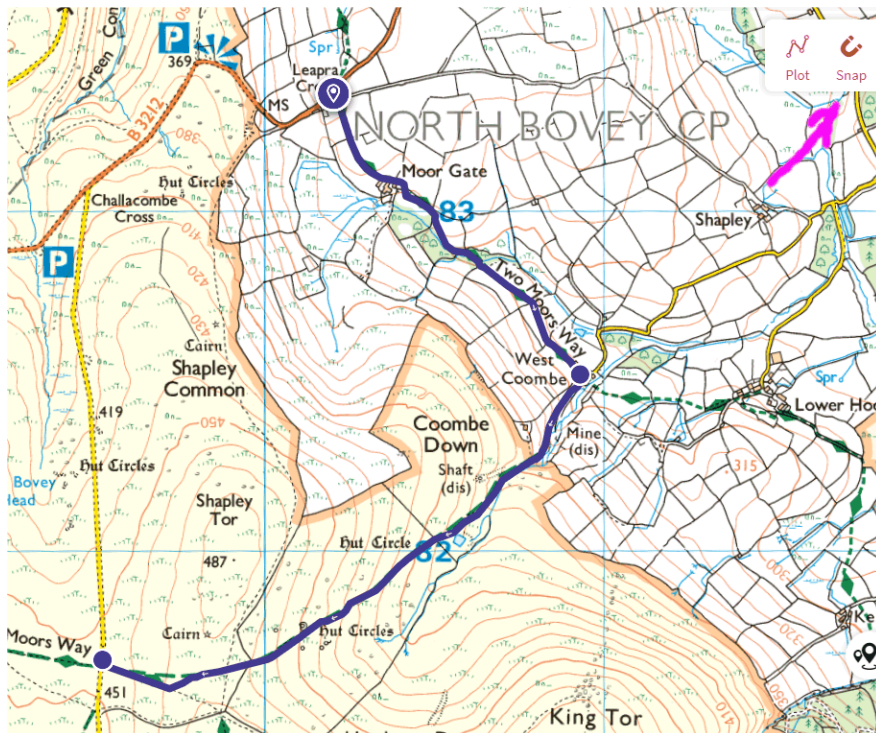
And manually making it follow the paths would result in this:



This is not only laborious, but it also makes it really difficult to then change routes. Let say in the previous example, you decided to follow the B road and the yellow path to the West instead. You would either have to delete every blob and start again, or you would have to move every blob manually to follow the new route.

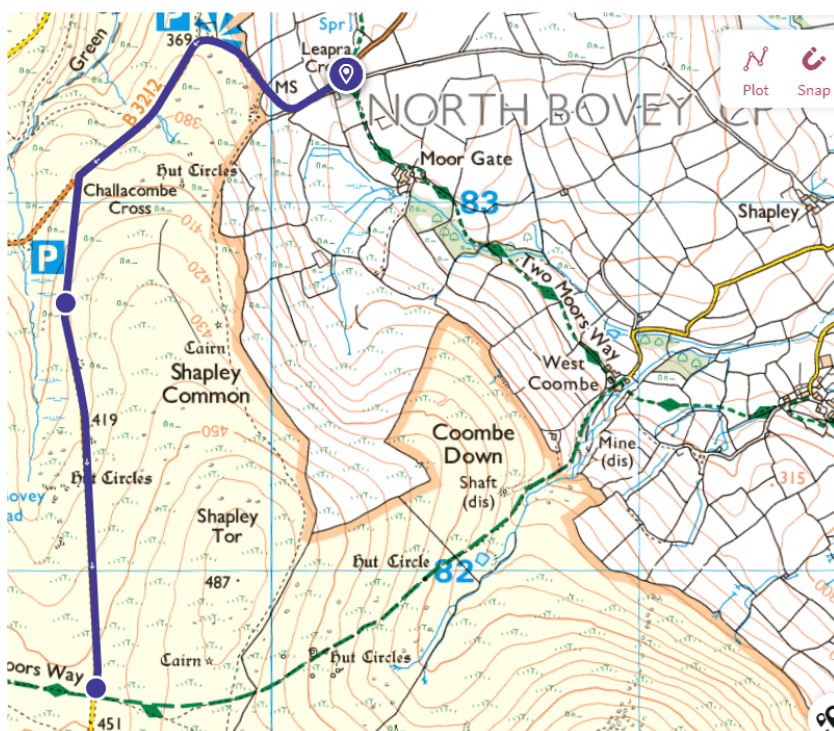
The 'Snap' feature helps with both of those situations and, to some degree, makes life a lot easier.

So, plotting the two main points we did initially with the 'Snap' feature turned on, OS Maps has done a lot of the work for us:



Note that it has accurately followed the path for us, without all of those extra points.

And now, if we wanted to follow the alternative route, we would only need to move the middle point (at West Coombe), and it will do the work for us:



## The downsides of the 'Snap' feature:

I suggested there are some issues that you need to be careful with.

- 1) It may not always choose the same route that you would choose – it might route you along passes that go through marshland, or over tall hills – where you might choose an alternative. You can easily rectify this with a few extra, well placed points to 'pull' it into the route that you would choose.

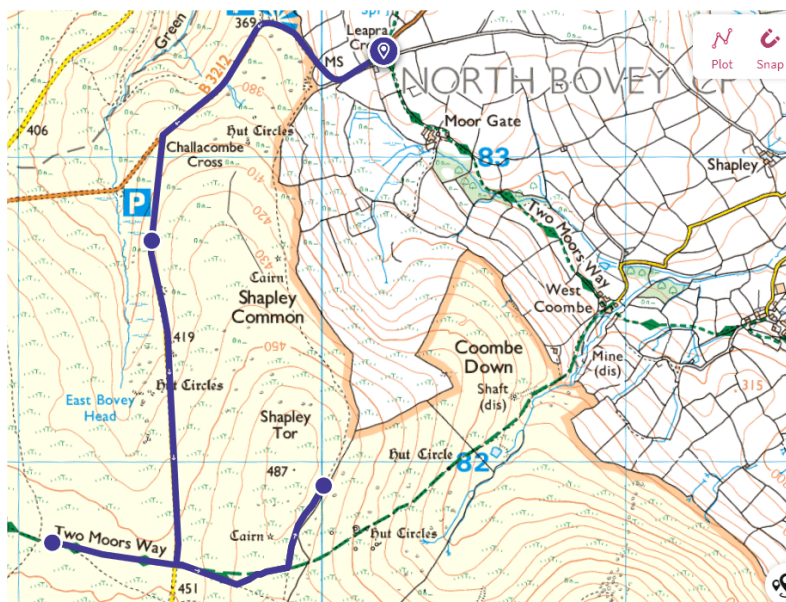
Make sure you check the route and don't be lazy or just follow it blindly.

- 2) It used to only work in National Parks and stopped working if you stepped over the boundary of the park. Nowadays, in theory, it works anywhere in the UK. This might not always be the case though – I have not verified this.

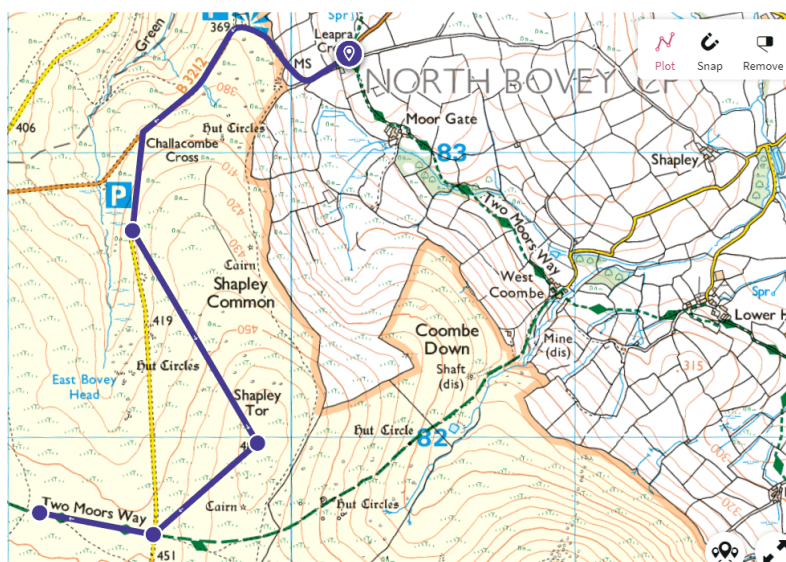
- 3) It doesn't see ALL of the paths or trails on the map, and sometimes you may want to link two paths together by navigating across open access land without following a path.

In these cases, it may do seemingly random things, and you will need to handle some short sections manually, before switching back to 'Snap' once the obstacle has been dealt with. Some examples of these below.

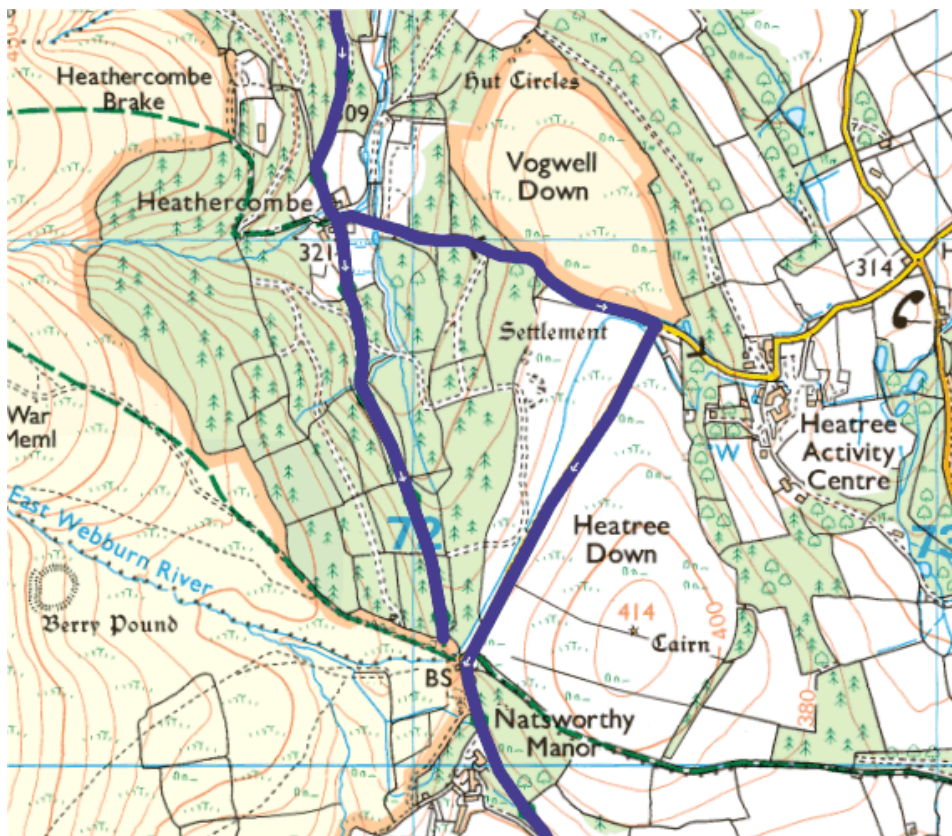
**Not using marked paths:** In the above route, if I wanted to go via Shapley Tor, there is no marked path to get there. If I try to drag the route to a point at the top of the Tor, OS Maps tries to 'fix' it:



But this is not what I want. So I need to turn off 'Snap' and plot some manual routing:



When OS Maps does not see a path: If you see a route that looks like this:



It usually means that OS Maps did not see the connecting path for the simple route travelling from top to bottom, got to a certain point and then doubled back and went around, using a path that it does know about.

In order to get around this, select a point both before and after the problem area, turn off 'Snap' and then create another point in between the two you have just created. Then you can go back to 'Snap' mode to continue the rest of the journey:

