



AVENZA MAPS

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# Adding Maps.

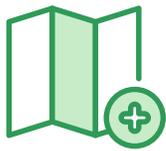
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# Add Your Maps to the Map Store

## How can I get my maps on the Map Store?

[Your Publisher Site](#) is where you will upload and manage all of your Map Store content. Adding your maps to the Map Store is a simple 3 step process:



1. Add Maps



2. Prepare



3. Submit

## Add Your Maps

Once you have access to your Publisher Site, you simply click the Add New Map button to begin adding your maps. The Map Store supports the following formats:

- GeoTIFF
- GeoPDF
- TIFF + TFW + WKT within a zipped folder
- JPG + JGW + WKT within a zipped folder

Map files need to be georeferenced in order to be able to be added to the Map Store.

## Prepare Your Maps

Next step is to fill in the details of your map. This information will be displayed in the Map Store to help inform users about your map. Here is a summary of all the information you can provide for map listings:

- **Title** - Identifies your map's location and purpose. A well formatted and descriptive title helps the user understand the map's purpose at a glance.
- **Description** - Provides the user with more detailed information about your map. The more information you can provide, the more likely your map will appear in Map Store and Google searches.
- **Languages** - The languages that appear on your map.
- **Publisher** - The creator of the map.
- **Created** - The publishing date of the map.
- **Hidden** - When checked, the map will not appear in Map Store searches and is only accessible via a link or QR Code.
- **Price** - How much you wish to charge for your map in USD.
- **Search Tags** - These terms are not publicly displayed to the user and are only used in the Map Store search. They are formatted as a list separated by spaces. The more keywords that are included, the easier users will be able to find your map through the search. For example, you may include:
  - *Abbreviations*
  - *Acronyms*
  - *Points of interest*
  - *Common activities your map is used for*
- **Category** - Describes the type of map. All maps uploaded to the Map Store must have a single category. Category is used as a filter in the Map Store search.
- **Activities** - Describe the purpose of your map. Each map can have up to five activities. Users can filter maps by activity on the Map Store search.
- **Country** - The countries or continents your map focuses on. Do not include countries that may be present on your map, but not the main focus.

## Submit Your Maps

The last step to getting your maps for sale within the Map Store is to submit your maps for review. Our team looks at every map for quality and functionality before it is released to the public. This ensures that your map functions correctly in Avenza Maps.

If you'd like to test your map before you submit it for review, you can do so by clicking on Create a temporary download link on the Edit Product page of the map. This creates a QR Code [that can be scanned](#) in Avenza Maps to import the map onto your device for testing.

Generally, the review process takes 1-2 business days but can take longer depending on the volume of review submissions. If your map review is urgent, please email [mapreviews@avenza.com](mailto:mapreviews@avenza.com).

If your map is being submitted with a new pricing tier you have never used before, the map review may take up to 5-10 business days. This is because the pricing tier needs to be approved by Apple and Google before we can release the map for sale. This only happens once per price tier and any subsequent maps at the pricing tier will not need approval from Apple and Google.

Once your map is approved by our team, you will receive a notification email. Then your map is released for sale in the Map Store.

The full process of adding your maps is outlined here:

[Adding Maps to the Map Store](#)

## FAQs

### What if my maps aren't georeferenced?

Maps must be georeferenced to fully function in Avenza Maps. If you try to upload a map that is not georeferenced you will receive the following error:

*“Unable to load geospatial information.”*

You can georeference your maps using most GIS programs including [Geographic Imager](#).

We offer assistance if you are unable to georeference your own maps. Please contact [publishers@avenza.com](mailto:publishers@avenza.com) for more information.

### Can I upload maps in bulk?

Yes! If you are a publisher with a large volume of maps to upload, the process of manually uploading each of them can be time consuming. We've created the Batch Uploader tool to streamline this process. There is a limit of 2500 maps per upload. Sign in with your publisher account to access the Batch Uploader:

#### [Avenza Map Store Batch Uploader](#)

The map listing information is entered via a spreadsheet either on Google Sheets or an uploaded XLSX file. The map information has the same formatting requirements as the maps that are uploaded directly to the Publisher Site. For more details on the formatting, errors, and the process please read the Batch Uploader support article:

#### [Batch Uploading Maps](#)

The Batch Uploader can also be used for batch updating your maps by typing “Yes” in the “versioning” column. Any metadata changes can also be done while versioning.

## Can I package multiple maps together?

Yes! Map Bundles allow you to sell multiple maps as a single product. Publishers will usually bundle maps that work well together or are multiple pages of the same map. Some examples include maps of the same area of interest, trail, or region. For the full process on how to bundle maps, please read:

### [Creating Map Bundles](#)

Map bundles do not automatically generate their own preview and thumbnail images like individual map listings do, so the images will need to be added manually before the bundle can be submitted for review. If you don't have images ready, you can download a couple of the auto-generated images from the maps that are a part of the bundle. These images are also a great way to add visible branding.

Once you have added your maps to the Map Store, you can read this guide about how to [maximize your map downloads!](#)