

Creating a fake map for simulations

Sometimes you want to run a simulation, but don't want to use real names for places in it, in case your simulation leaks out into the real world and creates confusion. One way to deal with that is to fake up a map (e.g. towns, rivers, borders) for your simulation, using Ushahidi's KML layer import tool.

- First, find a basemap area that you want to add your simulation labels etc to ([Nobody Lives Here](#) is a good place to look for blank spaces)
- then use [Google Earth to create a KML file](#) (see also [creating a KML file from an Excel spreadsheet](#))
- finally, go to your map admin screen, click "manage" then "layers", then add the details of your new KML on that screen.