Add New Content Into Locus Store

Basic information

Locus Store can be simple described as e-commerce system. Locus users can download different data with goal to use them in Locus Map app. These can data can be in variable forms (maps, POIs, tracks, etc…) . Users can get data for free or for fee – it depends on requirements of data provider. So if you want to provide your data in Locus store following information are vital for us.

We need to know

Provider information

- **Name** of provider
- **Provider icon** - best is semi-transparent 64x64px PNG image

Item information

- **Form of data** - in which form can be your data distributed? In form of file/package? Is it some online service?
- **The name** of item
- **Icon** for item - can be similar as provider icon. Again best is semi-transparent 64x64px PNG format
- **Images** - suggest to prepare at least 3 images (PNG format) or screenshots that better describe the data. Recommend resolution is about 1280 x 720 px (optional - not needed to fit exactly the same pixel value).
- **HTML description** - that describe what data are provided
- **Countries or region** - area which is covered by item (in case of map) or definition of country where item can be used (parameter is optional)
- **Usage** - For what purpose is best to use data. Are data useful for hiking, cycling, sailing or different area?
- **GeoJson of item area** (optional) - similar to region parameter. In case that map cover some specific area, we can able to show coverage on map and user can select item for purchase directly on map. Simplified GeoJson about 50 - 100 points is preferred.
- Data itself and decision where data will be stored.
    - **Our storage** – we use Google Cloud Storage or Amazon S3 service.
    - **On your side** – so data has to be available via generated link for downloading

How users can purchase the data

All items in Locus store can be purchased for internal virtual currency called LoCoins. Users can get LoCoins for real money via Google in app billing (we’re planning to add support for PayPal payments, etc.). Right now users can get 100LoCoins for 1 euro + VAT.

The purchase itself can be performed in three different ways:

- **Pay for one package** – it's like e-commerce system. User select one item (for example one package of map) pay for it and Locus download it. If item is purchased the user can repeatedly download this package for free for one year.
- **Subscription** – useful for using some services. Users pay once per month/year any fee and get "unlimited" access to your maps. Parameters of this "unlimited" work, is just on you. (please note that this feature is still in preparation)
- **Pay as you go** – Locus use this method for downloading specific area of tiled map. Users select area they want to download. Locus computes the number of tiles and based on price of every tiles is computed price for whole package. This approach can be customized to your requirements. For example online access would be for free (maps cached just on few hours), and every download would be paid.

Security

Basically it depends on how much time and work you want to put into security. Because it could be quite specific feel free to ask us.

Contact

Please feel free to contact us with any question about Locus store on support.locus@asamm.com We can prepare individual model to fit your data or requirements.

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Last update: **2015/05/21 16:11**