

# LoMaps Theming

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## LoMaps content

### Basic information

This page contains **mapping XML** file used by Locus Map for generating OSM-based vector maps.

### TAG file

The XML file used for generation of vector maps contains combination of OSM tag KEY-VALUE of elements that are rendered in Locus vector maps.



[tag-mapping.zip](#)

### Internal themes

Definition of five default themes



[locus\\_internal\\_theme\\_20170119.zip](#)

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## LoMaps - theme configuration

### Supported tags

#### area

- src
- fill
- stroke
- stroke-width

## caption

- k
- dx
- dy
- font-family
- font-style
- font-size
- fill
- stroke
- stroke-width
- upper-case
- scale-font-size
- bg-rect-fill
- bg-rect-stroke
- bg-rect-over
- bg-rect-stroke-width
- bg-rect-rounded
- priority
- force-draw

## circle

- r
- scale-radius
- fill
- stroke
- stroke-width

## line

- curve
- dy
- src
- stroke
- stroke-width
- stroke-dasharray
- stroke-linecap

## lineSymbol

- src
- align-center
- repeat
- repeat-gap
- scale

- scale-icon-size

## pathText

- k
- font-family
- font-style
- font-size
- fill
- stroke
- stroke-width
- dx
- dy
- upper-case
- scale-font-size
- bg-rect-fill
- bg-rect-stroke
- bg-rect-over
- bg-rect-stroke-width
- bg-rect-rounded

## symbol

- src
- scale
- scale-icon-size
- symbol-width
- symbol-height
- priority
- force-draw

## Detailed information about tags

### curve

Adds possibility to draw line extrapolated as a curve. It helps in some situations to create “smooth” lines:

- value: “cubic”
- example: `<line stroke="#A07F5F" stroke-width="0.08" curve="cubic"/>`

### bg-rect-\*

Background rectangle is very useful method of drawing a nicely looking rectangle as a background of texts.

- bg-rect-fill
  - more in **fill** attribute
- bg-rect-stroke
  - more in **stroke** attribute
- bg-rect-over
  - space between text and border
  - value: decimal number
- bg-rect-stroke-width
  - more in **stroke-width**
- bg-rect-rounded
  - allow to round corners of bounding rectangle
  - value: decimal number
- used in: caption, pathText

## fill

- Fills colours of items.
- value: colour

## force-draw

- useful method of drawing an icon no matter if others overlay it or not
- value: boolean

## scale

- Scale symbol for drawing
- default: 1.0f
- value: decimal number

## scale-icon-size

- Allows to scale a symbol based on current zoom level. Very useful method of increasing the size of symbols on map when you change the zoom level. Method is defined by two values separated by comma, where 1st value is base zoom level, 2nd value is exponent. Base scale value is from attribute **scale**.
- example: `scale="1.5" scale-icon-size="12,1.1"`
  - for zoom levels 0 - 11, scale: **1.5**
  - for zoom level 12, scale:  $1.5 * 1.0 = 1.5$
  - for zoom level 13, scale:
    - zoom level difference: 1
    - scale:  $1.5 * 1.1 = 1.65$
  - for zoom level 15, scale:
    - zoom level difference: 3

- scale:  $1.5 * 1.1 * 1.1 * 1.1 = 2.00$

## stroke

- Stroke colours for items.
- value: colour

## stroke-width

- Width of stroke color
- value: decimal number

## symbol-width, symbol-height

enables to resize the symbol icon to specific width or height

- value: decimal number

## upper-case

- allows to display texts in upper-case
- used in: caption, pathText
- value: boolean

## Possible values

### boolean

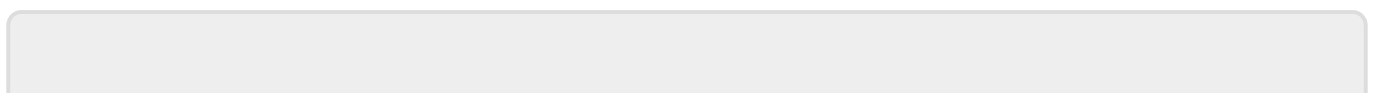
Boolean value may be written as text `true`, `false` or as number `1` (as `true`), `0` (as `false`)

### colour

Supported formats are: `#RRGGBB` `#AARRGGBB` `'red'`, `'blue'`, `'green'`, `'black'`, `'white'`, `'gray'`, `'cyan'`, `'magenta'`, `'yellow'`, `'lightgray'`, `'darkgray'`

### decimal number

Common decimal number



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