

How to work with elevation data in Locus?

Concerns Locus Map Pro only

Elevation data are necessary for many aspects of work with Locus:

- base of calculation of route **elevation gain** when [planning](#).
- definition of **elevation of point objects** (POIs, geocaches...)
- database for **dynamic elevation tool** (displays elevation on the position of the map cursor)
- database for rendering **terrain shading**
- filling elevation of imported **Map items** in case the file contains at least one route
- **elevation of routes** calculated by [external navigation engines](#) (BRouter, YOURS, ..)
- **altitude optimization**
- elevation gain displayed with **guiding lines** or lines to GPS location
- database necessary for **pressure sensor calibration**
- calculation of **Trip time**



Please do not confuse with **current altitude** that is obtained from GPS data together with values from the barometric pressure meter in your device (if applicable), [see more >>](#). Current altitude values are also used for calculating elevation gain in recorded tracks and are available also for Locus Map Free users.

Sources

Elevation data can be obtained **online from Google** or for **offline use from other sources**. The only advantage of Google data is their coverage of the seas' and oceans' bottom (underwater depth). Otherwise it consumes your FUP and is slow.

Data for offline use can be downloaded several ways:

LoMaps elevation data

[LoMaps](#) cover the whole World. When downloading them from [Locus Store](#), the app offers additional free download of an offline elevation data file (a few extra MBs) for the whole country/state the map covers.

Online - creating or editing a point of interest



- [Add a new point of interest](#) or open detail screen of an existing point located in the area that we want to cover with elevation data
- find *Elevation* field and if it is empty, tap the button GET next to it

- Locus Map asks if you want to fill elevation to selected object and download necessary HGT file (from Google)
- select if you want to download it or display online





This method is demonstrated in this [tutorial video >>](#)

Online - group of points

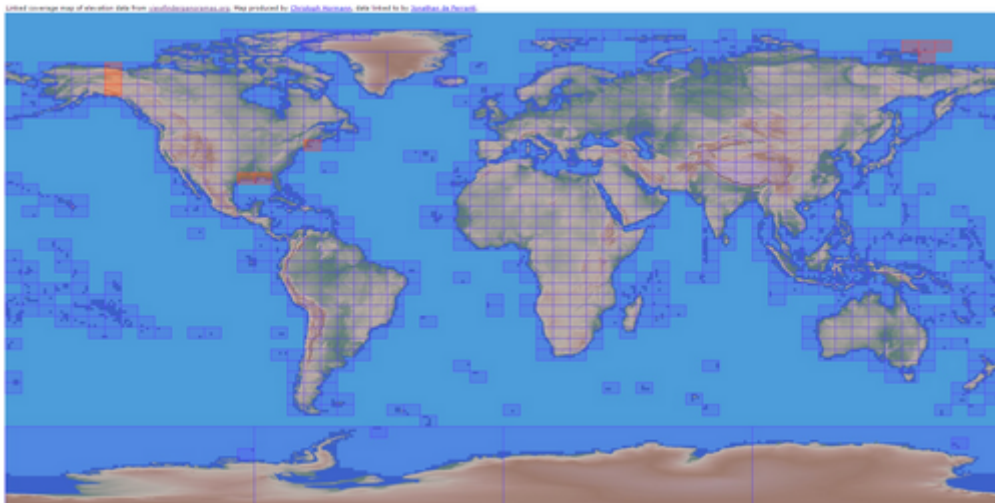
- select points (check them) in a desired point folder
- tap  More and  Fill elevation in bottom panel

Online - a track

- open a track detail screen
- tap  More and  Fill elevation in bottom panel

Elevation data from an external website

- go to some of websites that provide digital elevation data in HGT format, e.g. [here](#):



- select area of map shading and download it
- copy the elevation files to *Locus/data/srtm* directory

Map shading

Map or terrain shading serves better readability of the displayed terrain relief. Locus offers three modes:

- **hill shading** - simulating covering of the landscape by sun shade
- **slopes** - highlighting slope gradients of $>30^\circ$, $>35^\circ$ and $>40^\circ$
- **colored elevation** - elevation levels are differed by colors (e.g. lowlands are green, mountains brown).

Instructions

Go to Settings > Maps > Advanced > Map shading > Enable (select which type of map should display the shading)

[More about map shading settings >>](#)

Is this article useful for you? Please rate it:

{(rater>id=1|name=faq_how_to_add_map_shading|type=rate|headline=off)}

From:

<http://docs.locusmap.eu/> - **Locus Map Classic - knowledge base**

Permanent link:

http://docs.locusmap.eu/doku.php?id=manual:faq:how_to_add_map_shading&rev=1486476557

Last update: **2017/02/07 14:09**

