



# Measuring distance&area

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## Measuring distance

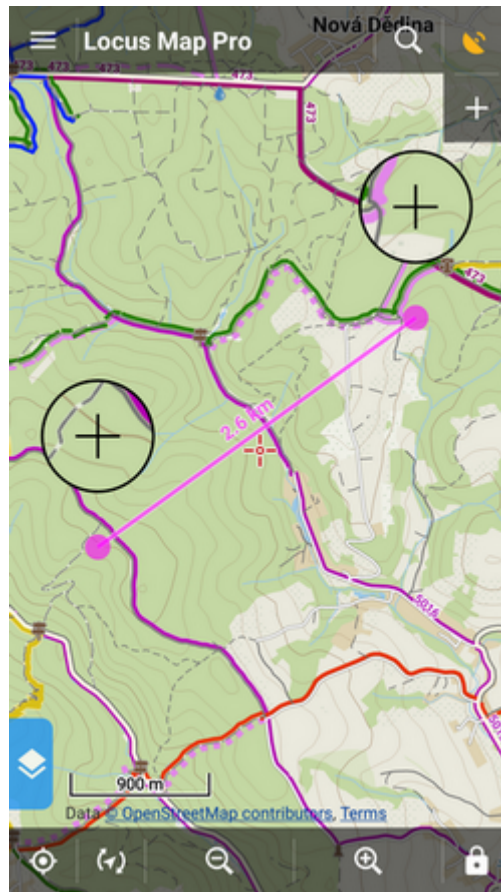
There are three methods of measuring the distance between two points in Locus Map:

- **(1) beeline measuring** - measuring of straight distance between two points
- **(2) road measuring** - measuring distance along the road.
- **track measuring** - measuring distance that was passed is described in detail in [track recording](#)  
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## Quick distance measuring

(1) Quickest way of measuring distance between **any two points on the map screen**.

- go to *Settings > Maps > Map objects > Quick measurement* - check
- measure distance by touching the screen with two fingers at once



## Line to GPS

(1) Method of easy measuring of the distance between your **actual GPS position** and **any point on the map**.

- go to *Settings > Maps > Map objects > Line to GPS* - check
- a line with the distance and azimuth stretches between your position and the map cursor



Both methods (1) and (2) are provided by the **Add new route&Measure** feature:

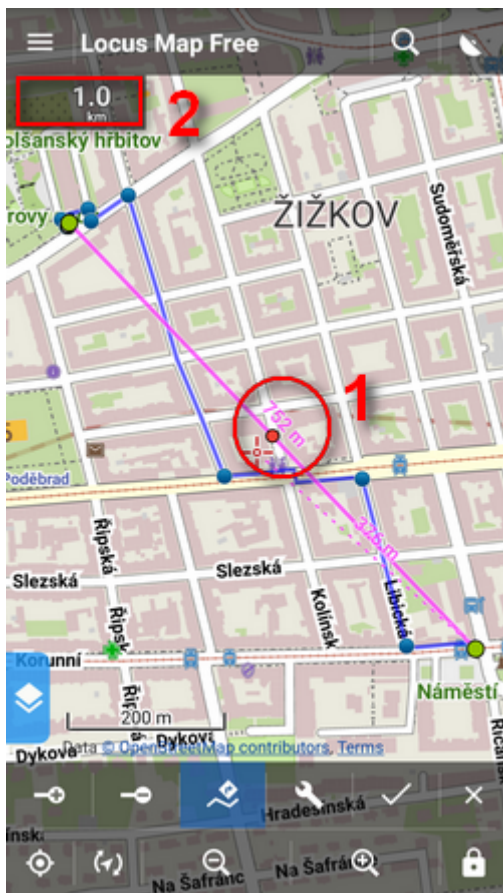
## Add new route&Measure

- *Menu > More functions > Add new route & Measure*
- the function can be added to the [Function panels](#) for quick launch



The feature displays additional controlling items to the main screen as is described in [Route planning >>](#):

### Measuring instructions

- **make necessary settings** - e.g. select routing service if you want to measure road distance using route calculation



- *Menu > Settings > Navigation*
- *or route computing dialog > navigation settings*
- **set starting point**
  - *shift map screen center* at the desired spot - quite accurate method
  - select location by the *location selector* - depending on selected method the starting point location can be defined very precisely, e.g. by coordinates or postal address
  - *quick add* - fastest method but not accurate, places points on the map by plain tapping your finger
- **add waypoints** - use any of above mentioned methods to add waypoints - a **measuring line** stretches between each waypoint showing the distance (**1**), the **total distance** is displayed in the upper left corner (**2**). Tapping the digit changes its units (*m > ft > yd*)
- **remove waypoints** - use in case you want to start a different measuring - you can go back by removing points and then repair the measuring by adding new ones. Or you can delete whole route by tap-and-hold.

  **Route computing** - useful for exact road measuring. Turn it on, add waypoints and



Locus Map will compute the route between them smoothly along the roads. **Always turn the computing function first before you want to compute route between two new waypoints, not vice versa!**

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

Permanent link: [http://docs.locusmap.eu/doku.php?id=manual:user\\_guide:functions:measure&rev=1478084849](http://docs.locusmap.eu/doku.php?id=manual:user_guide:functions:measure&rev=1478084849)

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