

# Tracks Import

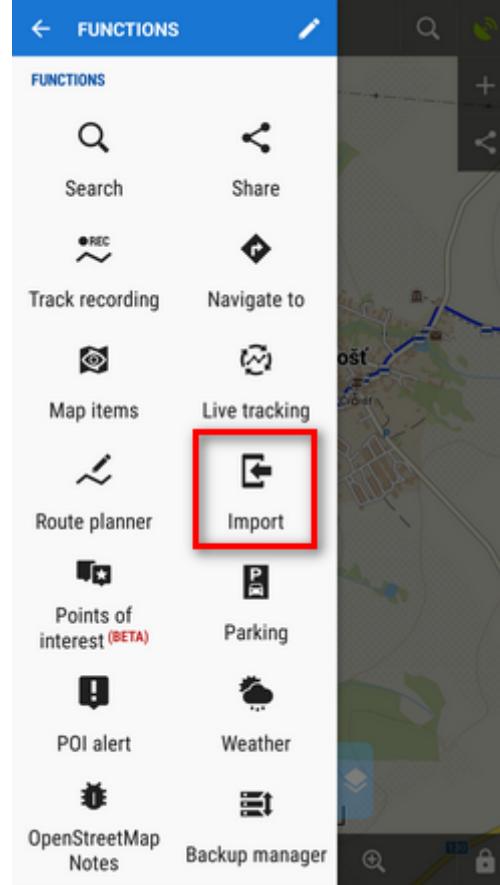
## About

Tracks import is used when you want to **work with tracks from outside of Locus** - websites, apps, add-ons etc. Either you choose the data yourselves or Locus Map receives them.

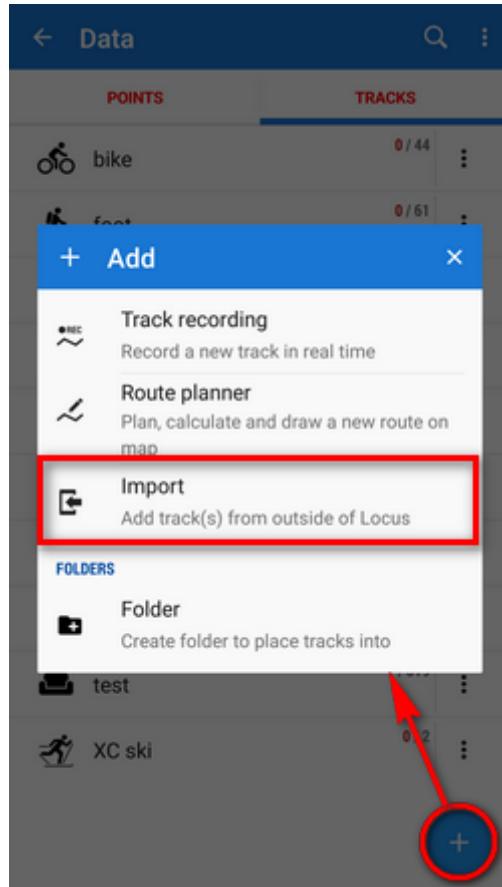
## 1. Launch import

There are a few ways:

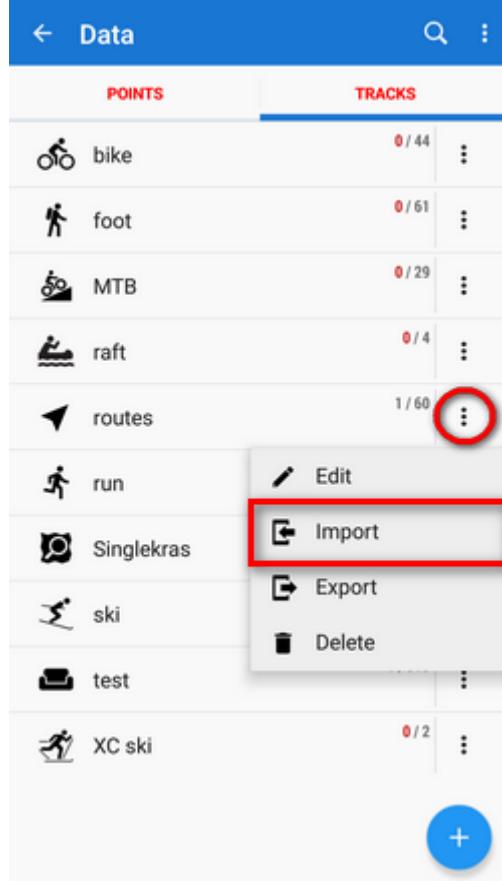
- **Menu > (more functions) > Import** - general import for **both points and tracks** >>



- **Menu > Tracks >  > Import**

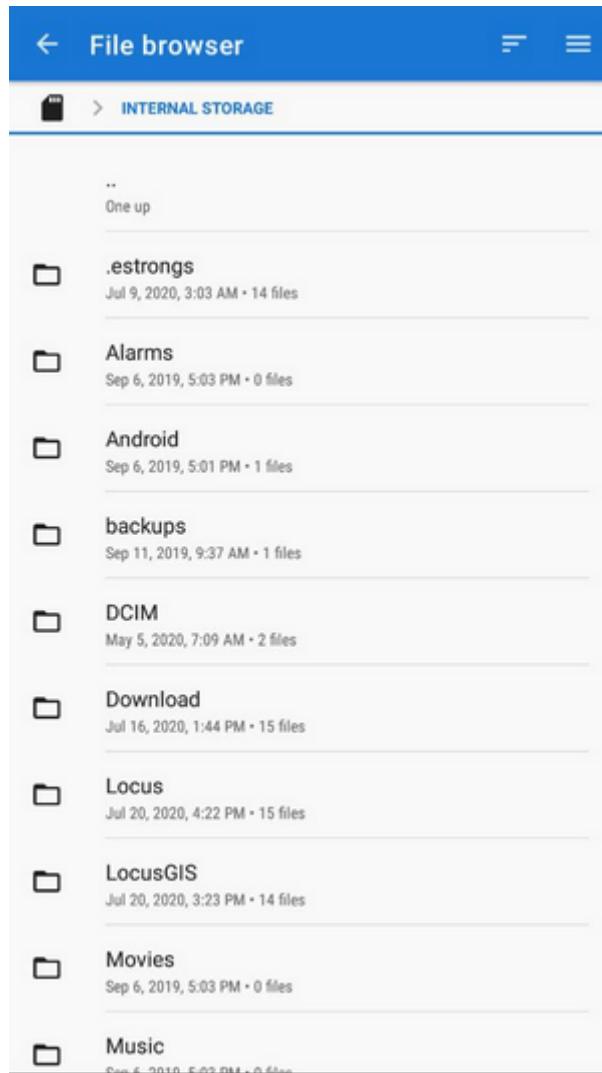


- (Menu) > Tracks > any folder menu > Import - imports directly into the selected folder

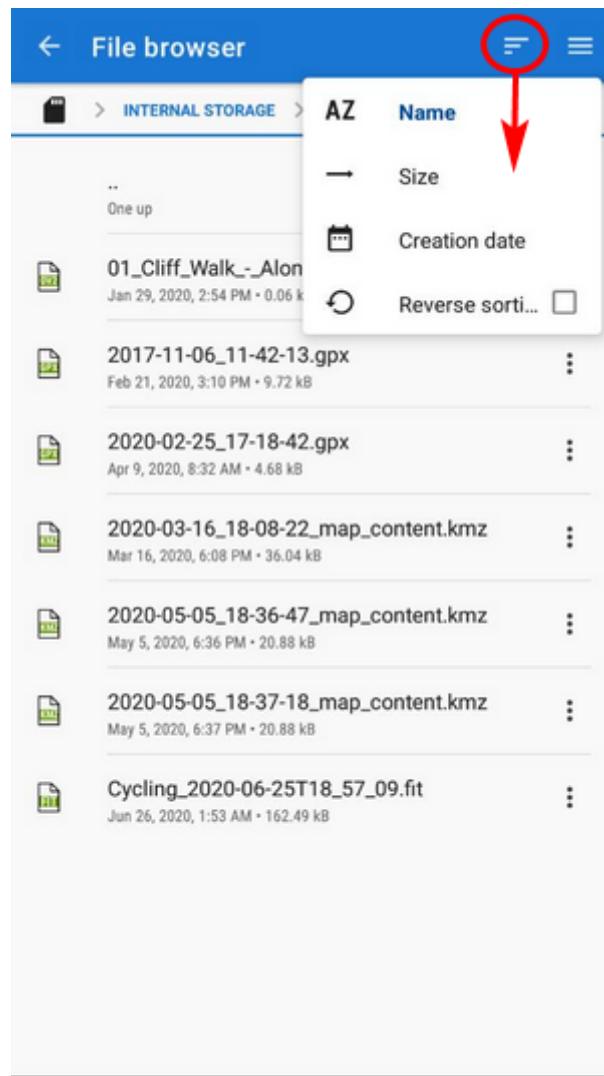


## 2. Select the file to import

**Locus file browser** opens the last used memory drive. **Importable files are in full color and are clickable** (more about supported formats see below):

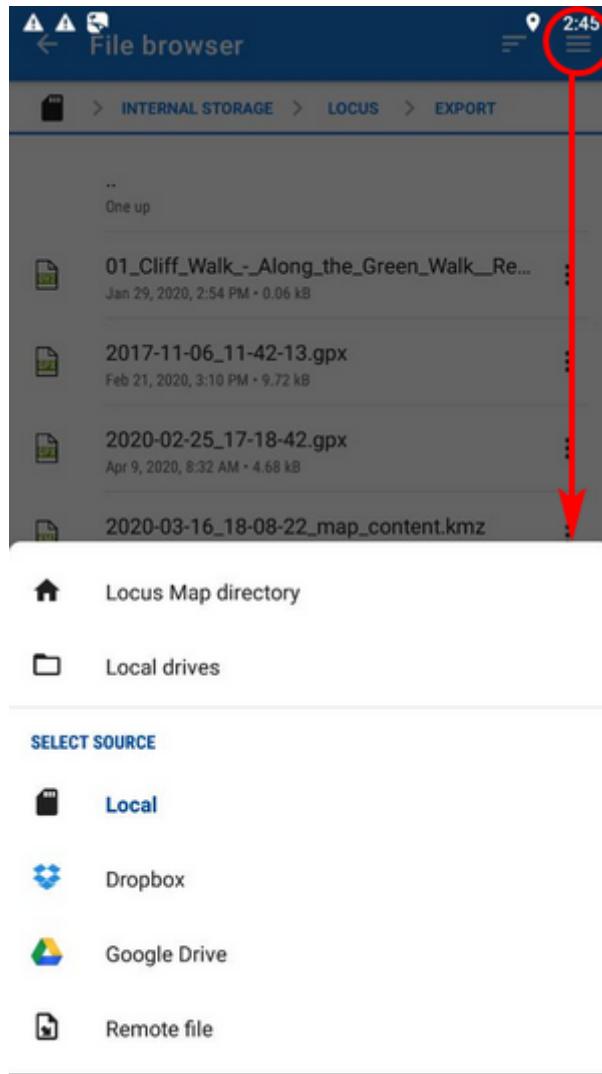


You can sort the files by **name, size and creation date**:



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Other available drives can be switched from the topbar menu:



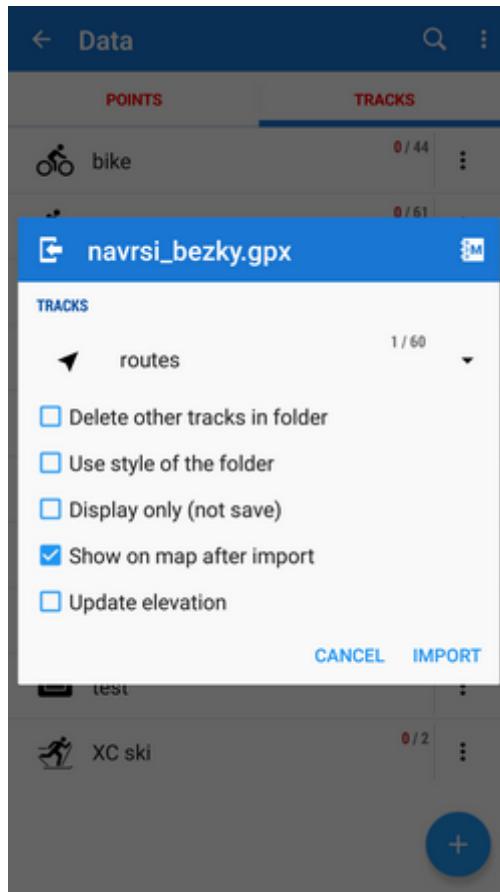
- **Locus Map directory** - the content of the app's main working directory
- **Local drives** - list of local memory drives (usually the Internal and external SD card code name)
- **Local** - the content of the app's main working directory
- **Dropbox** - contents of your Dropbox. Dropbox login is required when using the drive for the first time. Logout option is included.
- **Google Drive** - contents of your Google Drive. Google Drive login is required when used for the first time. Logout option is included.
- **Remote file** - a field for inserting a URL of a remote file stored on the internet

### 3. Select where to import

After selecting the file or receiving it from some external application or add-on Locus Map analyses it and modifies the import dialog according to the content - the dialog can process points or tracks or both of them at once.

#### Track import dialog

Appears when the imported file contains just tracks:



- topbar displays the file name
- **Folder selector** - selects the folder into which the file will be imported. It is possible to create a new folder directly from the menu. If you start import from a *folder action menu* in *Tracks manager* it is already pre-selected.
- **Delete other tracks in folder** - removes all other tracks from the selected folder before the import
- **Use style of the folder** - imported track will take color, thickness, pattern etc. defined for the folder it is imported to
- **Display only (not save)** - tracks are just displayed on the map screen - useful for a quick preview of the imported file
- **Show on the map after import** - displays imported tracks on the map when the import is finished
- **Update elevation** - adds or updates the value of imported tracks' elevation (both only if the offline elevation data is available)
- **Cancel** - aborts the action
- **Import** - confirms the action

## Supported file formats

Locus Map tracks import supports following file formats:

-  **KML and KMZ**

Supported both for *Import* and *Export*

[Keyhole Markup Language](#) is XML based plain text format with really wide range of usage. Since the

version 2.2 KML format is standardized by OGC so it is used by many web/desktop/mobile applications as well as Locus Map.

-  **GPX**

Supported both for *Import* and *Export*

[GPS eXchange format](#) is an XML based text format used for handling points, tracks and routes. Locus fully supports all valid tags. More detailed description of GPX format is available on this [Wikipedia page](#).

-  **TCX**

Supported both for *Import* and *Export*

[Training Center XML](#) is a data exchange format introduced as part of Garmin's Training Center product. The XML is similar to GPX since it exchanges GPS tracks, but treats a track as an Activity rather than simply a series of GPS points. TCX provides standards for transferring heart rate, running cadence, bicycle cadence, calories in the detailed track. It also provides summary data in the form of laps.

-  **GeoJSON**

Supported for *Import* only

[GeoJSON](#) is an open standard format designed for representing simple geographical features, along with their non-spatial attributes, based on JavaScript Object Notation.

From:

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



Permanent link:

[https://docs.locusmap.eu/doku.php?id=manual:user\\_guide:tracks:import](https://docs.locusmap.eu/doku.php?id=manual:user_guide:tracks:import)

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