

/ * If you don't want to have TOC (table of content) on this page, uncomment below line */
// ===== 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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