LoMaps Theming

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_20170119.zip

Internal themes

Definition of five default themes



locus_internal_theme_20170119.zip

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
- rotate_up
- 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 rectgangle
  - 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

rotate_up

- default value `rotate_up="true"` automatically rotates text up. It mean that path text doesn't follow direction of the way but it's automatically rotate to the readable direction. This is not ideal for contour lines where text should follow the gradient. Set to `rotate_up="true"` and next will be in the same direction as direction of the way

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

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

Permanent link:
https://docs.locusmap.eu/doku.php?id=manual:advanced:map_tools:theming

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