Locus Maps Theming

Vector Maps Content

Basic information

This page contains **mapping XML** file, used by Locus for generating OSM-based vector maps blabla

TAG file

XML file used for generation of vector map. It contains combination OSM tag KEY-VALUE of element that are rendered in Locus vector maps. tag-mapping.zip

Internal themes

Definition of five default themes locus_internal_theme_20150407.zip

Vector Maps - theme configuration

PAGE IN PREPARATION

- Locus type: <html>Free/Pro</html>, **2.5.0+**
- Last updated manual: **2.5.0**

Basic information

some text …

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
- 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

Details about tags

curve

Add possibility to draw line extrapolated as curve. It helps in some situation to create "smooth" lines

- value: "cubic"
- example: `<line stroke="#A07F5F" stroke-width="0.08" curve="cubic"/>`

bg-rect-*

Background rectangle is very useful method how to draw nice looking rectangle on 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

- Fill colours of items.
- value: colour

force-draw

- useful method to draw icon no matter if other overlay it or not
- value: boolean

scale

- Scale symbol for drawing
- default: 1.0f
- value: decimal number

scale-icon-size

- Allow to scale symbol based on current zoom level. Very useful method how to increase size of symbols on map when you change zoom level. Method is defined by two values separated by comma, where 1. value is base zoom level, 2. 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 colour
- value: decimal number

symbol-width, symbol-height

enables to resize symbol icon to specific width or height

- value: decimal number

upper-case

- allow 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 an number `1` (as `true`), `0` (as `false`)

colour

Supported formats are 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&rev=1430898991

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