

# Locus Maps Theming

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## Locus Maps content

### Basic information

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

### TAG file

XML file used for generation of vector map. It contains combination of OSM tag KEY-VALUE of elements that are rendered in Locus vector maps. [tag-mapping.zip](#)

### Internal themes

Definition of five default themes [locus\\_internal\\_theme\\_20150407.zip](#)

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## Locus Maps - theme configuration



Page under construction...

### 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

Adds possibility to draw line extrapolated as 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 how to draw 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 rectangle
  - value: decimal number
- used in: caption, pathText

## fill

- Fills colours of items.
- value: colour

## force-draw

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

## scale

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

## scale-icon-size

- Allows to scale symbol based on current zoom level. Very useful method how to increase the 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:  $1.5 * 1.0 = \mathbf{1.5}$
  - for zoom level 13, scale:
    - zoom level difference: 1
    - scale:  $1.5 * 1.1 = \mathbf{1.65}$
  - for zoom level 15, scale:
    - zoom level difference: 3
    - scale:  $1.5 * 1.1 * 1.1 * 1.1 = \mathbf{2.00}$

## stroke

- Stroke colours for items.
- value: colour

### **stroke-width**

- Width of stroke color
- value: decimal number

### **symbol-width, symbol-height**

enables to resize 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&rev=1430900052](https://docs.locusmap.eu/doku.php?id=manual:advanced:map_tools:theming&rev=1430900052)

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