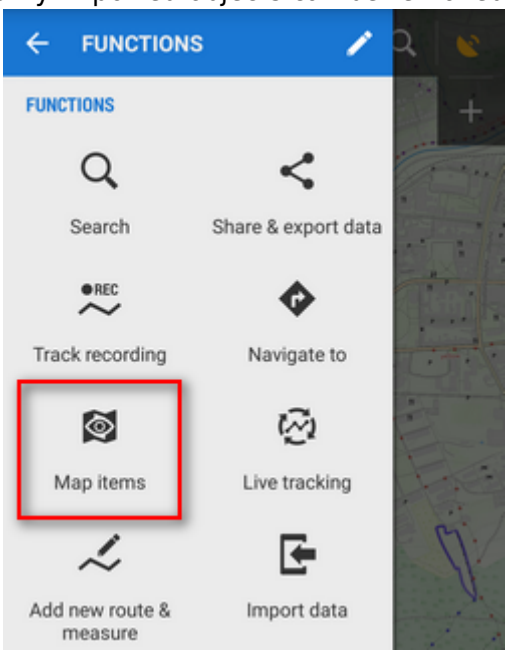
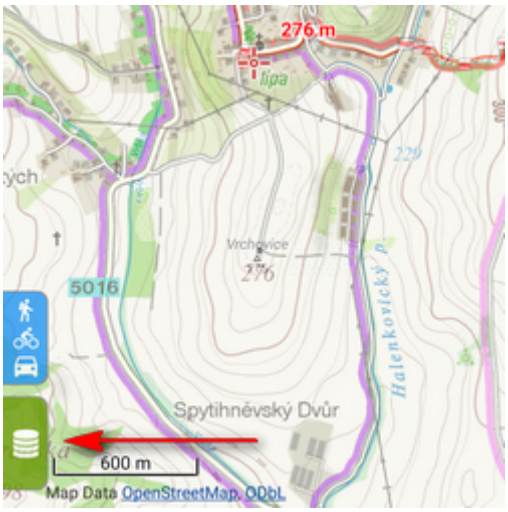
Items Import

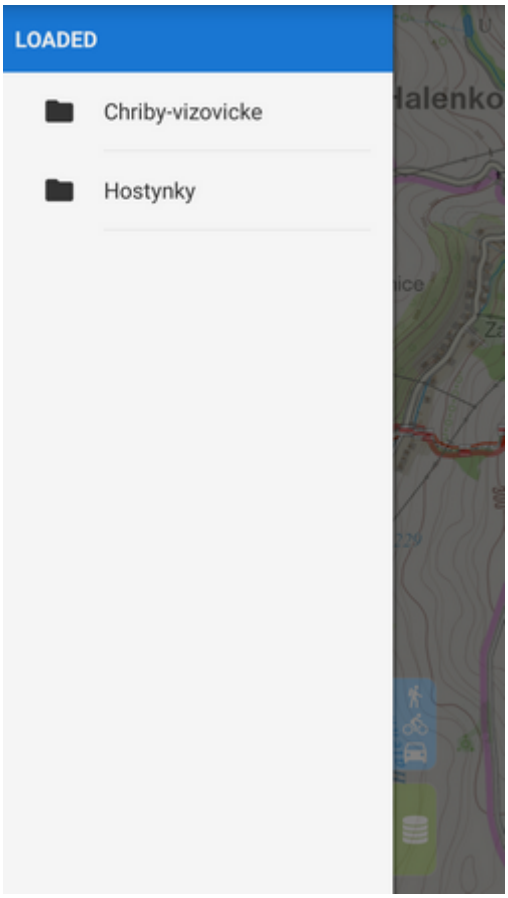
There are two ways how to import items:

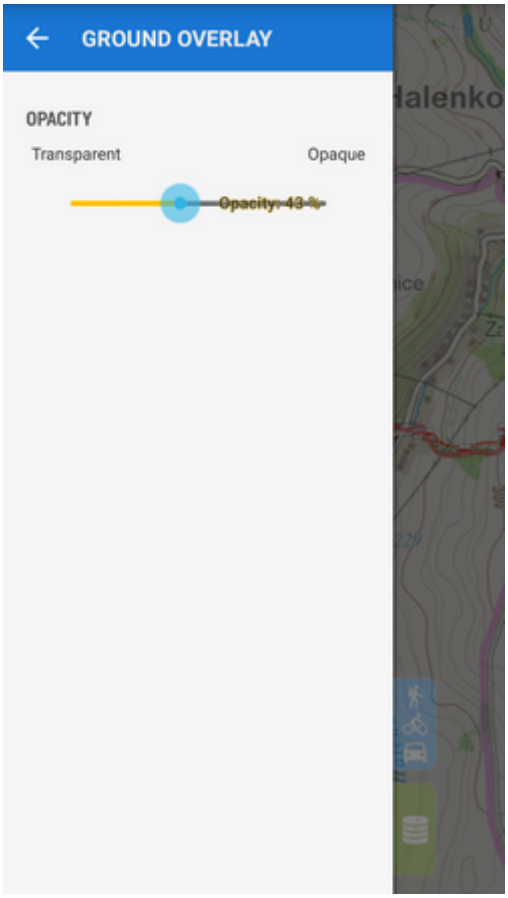
- **temporary import** - by **tapping the name of an item** you can load it, i.e. make it visible on the map. The name changes color into red and the item is placed above the map. The item content unpacks to the application temporary directory to display or work with. It is possible to unpack more files at once. Re-tapping reverses this procedure and all changes are discarded. Some items can be temporarily imported also by a ordinary import with the option "*Only display*" checked. All temporarily imported objects can be removed by the *Clear* button.



When an item is loaded a new **side-tab button** appears - by tapping it you open the **items browser**. You can clearly view what items are loaded and you can easily change their opacity by selecting and moving the slider


276 m
lípa
5016
Spytihněvský Dvůr
600 m
Map Data OpenStreetMap, ODbL


LOADED
Chriby-vizovicke
Hostynky



- **permanent import** - select **Import** from the item action menu, Locus Map screens the imported file and designs the import dialog according to its content - points, tracks or both. Then the process goes on like in the points or track import and imported objects appear on the map and in the folder structure of point resp. track tabs of the **Data manager**.

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

Permanent link:
https://docs.locusmap.eu/doku.php?id=manual:user_guide:items:import&rev=1451457203

Last update: **2015/12/30 06:33**