# External Maps

## Adding external maps

**Locus Map** can also work with **external offline maps** acquired from other sources - PC software, cartography publishers, and other map providers. It is necessary to **copy these maps into your phone's memory or on an SD card**. There are a few options where to put the map files:

### Locus/Maps directory

The default directory for the raster maps. You can add your maps here in several ways:

- **Import** - open the Import screen from Locus menu or a function panel, **find** the map file in your device storage and **confirm**
- **Tap & add** - open a system or any third-party file manager in your device, find the map file you want to add, and **tap it**. Locus Map is offered as one of the apps to load the file. **Select it**.

### Android/Media directory

#### Raster maps

- maps in *SQLiteDB, MBT, Gemf* etc. formats
- */Android/Media/menion.android.locus.pro/Maps* directory. It is placed both in the internal storage and on the external SD card so if you want to save some space in your external storage, use the latter.
- **Copy** the map files into this directory via a system or third-party file manager
- **Restart** Locus Map

#### Vector maps

- maps in *.map* format, *.db* POI databases
- */Android/Media/menion.android.locus.pro/MapsVector* directory. It is placed both in the internal storage and on the external SD card so if you want to save some space in your external storage, use the latter.
- **Copy** the map files into this directory via a system or third-party file manager
- **Restart** Locus Map



Vector maps' appearance can be changed by **themes**. The theme files must be placed in the default *Locus/MapsVector* directory. **OpenAndroMaps themes** - download them directly from their website, they'll be imported on the right place by the app.

# Supported Map Formats

There is a huge amount of map file formats and **Locus Map** is proud to be one of a few to support so many of them:

- **SQLite** (*.sqlitedb)- plain SQLite database, with a tilestable, that contains *x*, *y*, *z*, *image* columns with required data. Coordinates are computed by the Slippy map system. SQLite files created by Locus Map when downloading online maps work fine but there can be problems with some SQLites from other sources. Some of corrupted SQLite databases can be repaired >>
- **TAR** - as we mentioned before it is an obsolete map format, however, with a wide support and available map material. For example famous OZI Explorer. This software uses its own *OZFX v2/v3* map format together with a calibration **.map* file. TAR format is a very simple archive containing one **.map* calibration file (including name, calibration points, datum, projection specifications and more) and map images.
- **MBT** - MBTiles is SQLite based map format, maintained by MapBox company.
- **RMAP** - an undocumented map format. Support by Locus Map is limited and not all projections and map format versions are working.
- **IMG** - Garmin maps format. Locus is able to work with non-paid and unlocked maps in this format but is not able to detect their coverage - therefore some map features like auto-load or Quick map switch do not work with them.
- **GEMF** (*.gemf) - GEMF Map Store Format is fast and efficient. It enables storing raster map tiles in the same format (PNG, JPEG only) as SQLite but in faster and more efficient way. Unfortunately it is not widespread much.
- **MapsForge** (*.map) - The MapsForge project is aimed on support of OpenStreetMap based Android applications. It provides its own binary format for OSM data enabling applications render their own maps on-the-fly from raw information. More on MapsForge homepage.
- **OruxMaps** - SQL-based format of maps designed for the OruxMaps application.
- **Backcountry Navigator**, **Gaia GPS**, **Maverick** - their designated map formats

If you come across a map file in a format **not included in this list** and you would like to use it in **Locus Map** there is no need to worry. There is a lot of desktop conversion software to solve the problem.

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