Maps Settings

Online maps

Cache maps

Saves displayed online maps into internal database in **temporary memory** and accelerates their future loading.

Cached maps only

Displays only cached map tiles of online maps to **avoid downloading from the internet**.



If an online map is activated but none of its tiles are cached and this option is checked, the map screen is empty.

Offline maps

RASTER MAPS

Automatic map loading

Loads SQLite-based maps according to actual GPS position. There is no need to select maps manually when out of one, Locus Map switches it on automatically. To make this work, store all the maps into one folder.

There are three options:

- **no map auto-load** - maps must be selected and activated manually

- **auto-load maps of identical type only** - e.g. SQL - SQL or MBT - MBT
- **auto-load maps of any type** - at first Locus Map checks availability of identical map type and then switches on map of any type covering the desired area

LOMAPS & OTHER VECTOR MAPS

Automatic map loading

Loads available vector maps according to actual GPS position. There is no need to select maps when out of one, Locus Map switches it on automatically.

Pre-load global map

Select one of world online or offline maps for upper zooms so that detailed zooms of your local map are loaded faster.

Text size

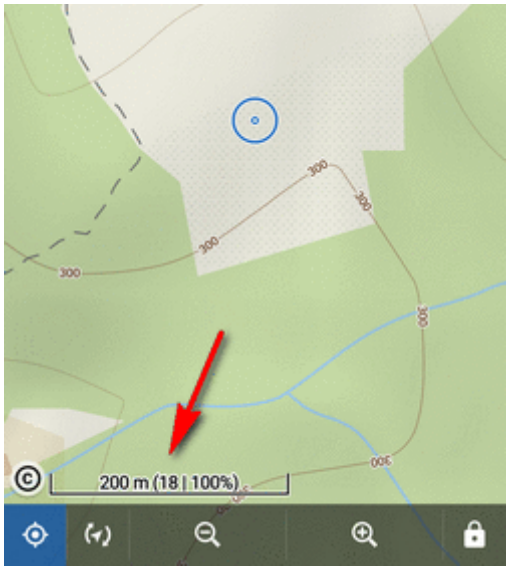
Enables setting size of vector maps texts (names of cities, streets, etc.) on scale from 50 to 500% of the default size.

Auxiliary graphics

Graphic elements displaying various non-map objects or values.

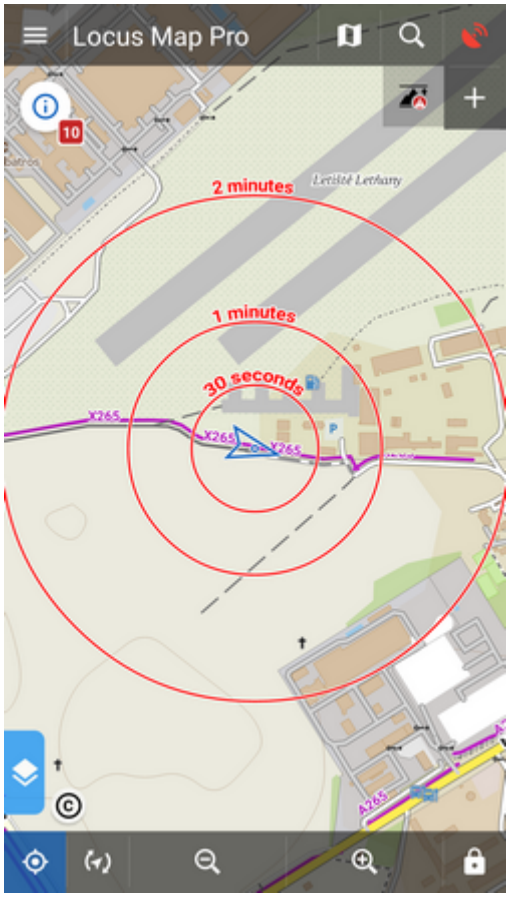
Map scale

Map scale is the ratio of a distance on the map to the corresponding distance on the ground. Traditional indicator in the lower left corner of the map screen:



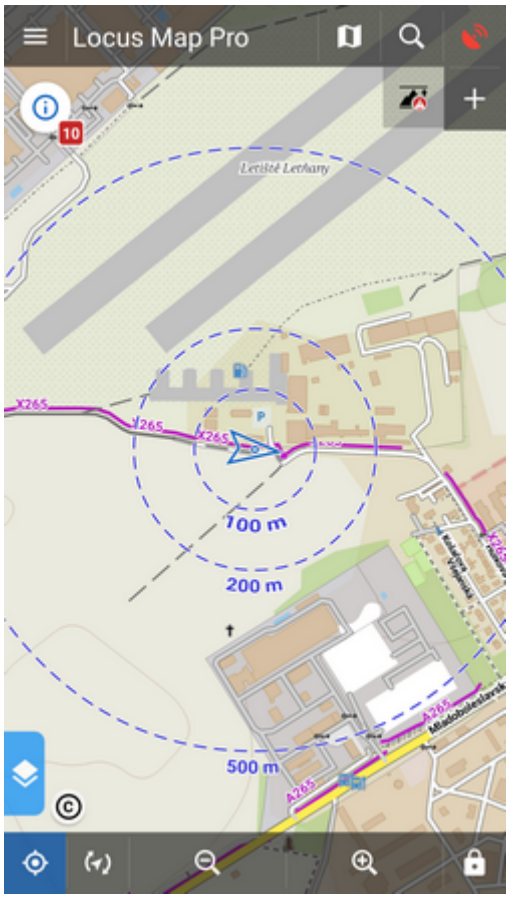
Time circles

Circles indicate estimated beeline distance to be passed according to user's current speed in 5, 15, 30 and 60 minutes:



Distance circles

Circles indicate selected distances from the map screen cursor - 10, 25, 50, 100, 500 m, 1, 2, 5, 10, 25, 50, 100 and 200 km:



In case the GPS is fixed the circles have different color and indicate distance from the user's location.

Dynamic elevation

Displays elevation value at the map screen cursor position:



It is based on downloaded offline elevation files (Locus Map Pro only).

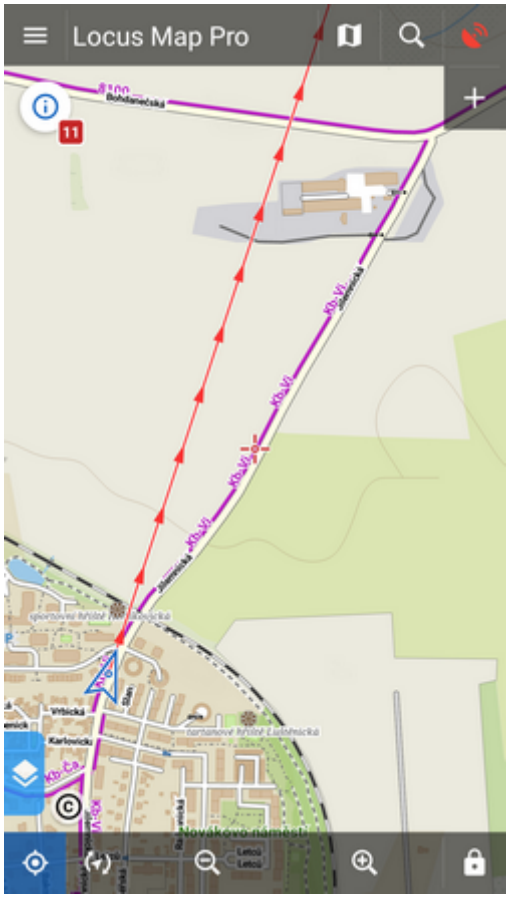
Cursor to position line

Stretches a line with azimuth and distance between user's GPS location and the map screen cursor:



Course line

Displays a line from user's current position across the screen to indicate direction of motion:



Useful when trying to maintain a specific course.

Heading line

Displays a line from user's current position across the screen to indicate direction he/she is pointing at with the device:



Similar function to the Show view button on the bottom screen panel.

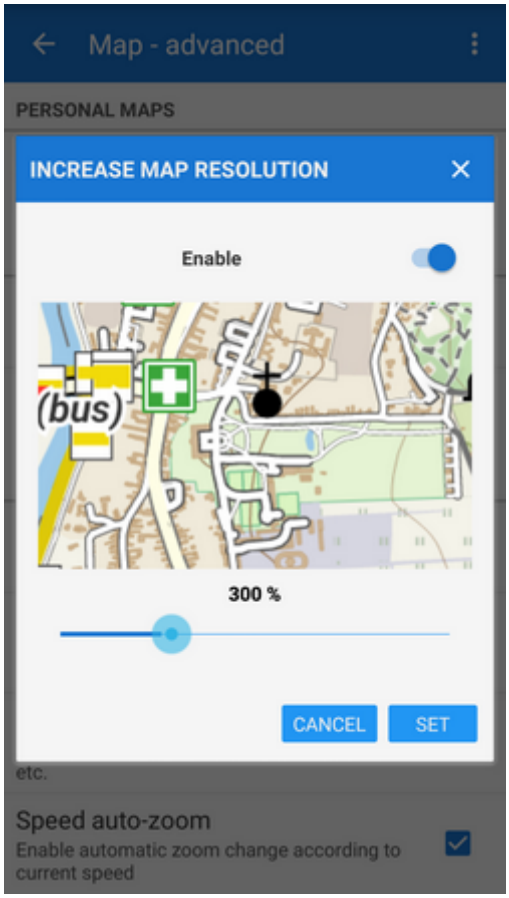
Text size

Sets size of texts within auxuliary objects (dynamic altitude, labels etc.) from 50 to 300% of a normal size.

Advanced features

Increase map resolution

Tap **Enable** and move the slider to adjust the resolution you see on the preview window. It displays the map around position of your map cursor.

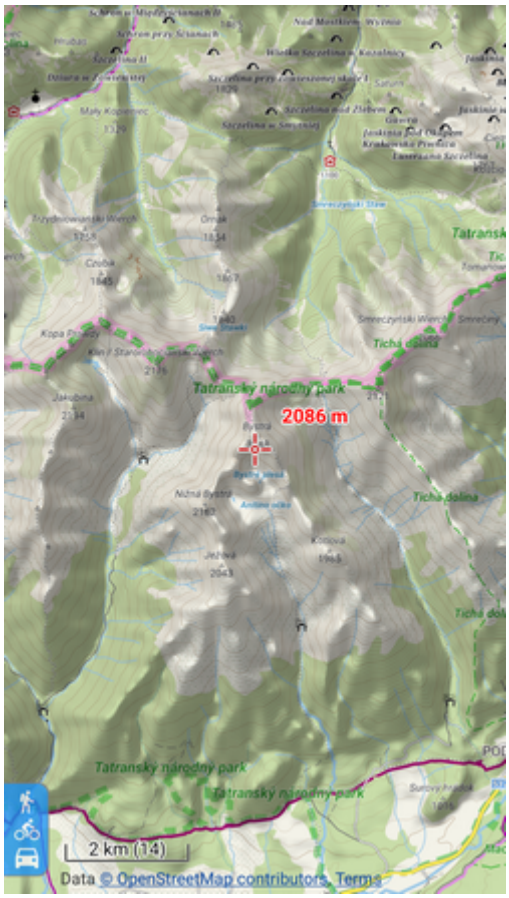


Map shading

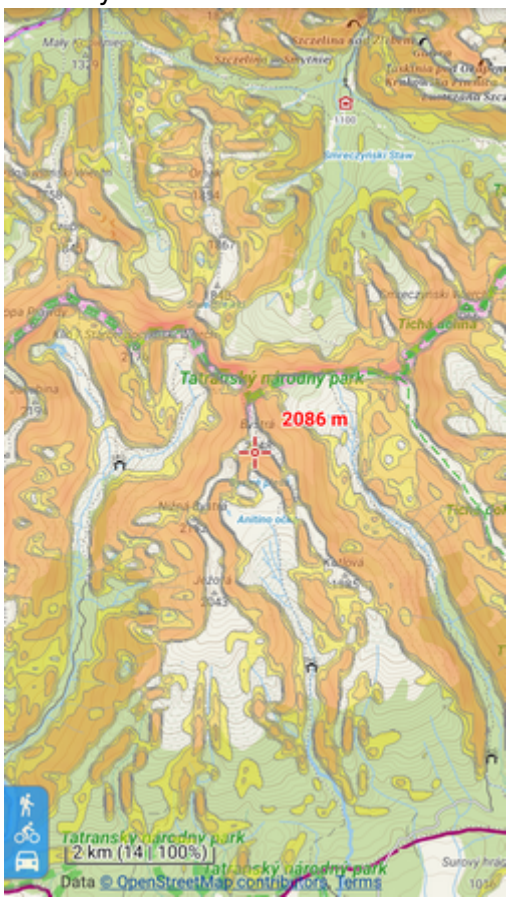
Locus Map Pro only

Enables additional shading of map based on offline elevation files.

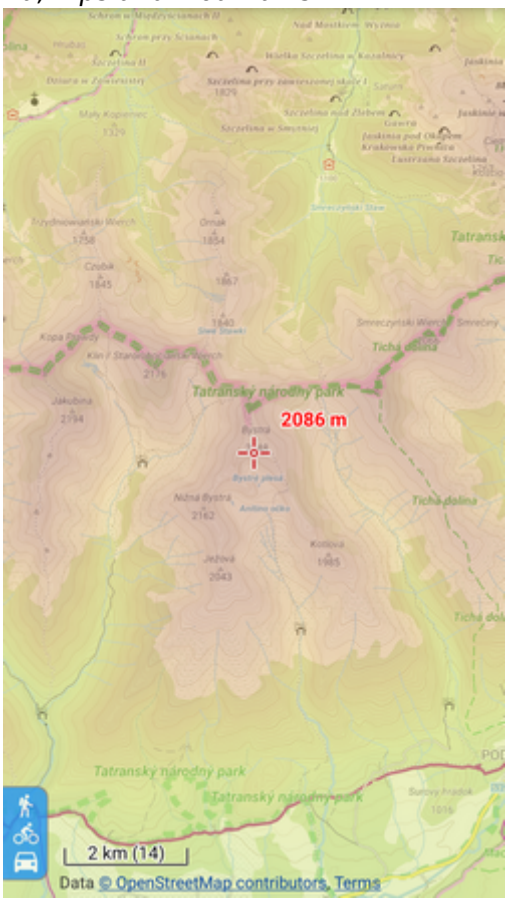
- Select which maps you want to shade - **online**, **personal** or **LoMaps and other vector maps** (or all).
- Types of shading:
  - **Hill shading** - classic mimicking illumination by the sun:



- **Slopes** - highlighting slopes of >30°, >35°, >40 (light orange, orange, dark orange) - useful for skialpinists, backcountry skiers etc.:



- **Colored elevation** - elevation levels are differed by colors (e.g. lowlands are green, mountains brown). This setting offers several color theme presets by orographic profile: *Universal, Lowland, Highland, Alps and Mountains*:



You can get your own color schemes by defining custom elevation color palettes >>



It is important to download elevation data before using this function, more info here >>

Map color mode

Enables adjusting colors of active map:

- **Night mode** - inverts colors of displayed map:



It is possible to change map color automatically (based on daily time).

- **Low contrast** - decreases contrast of displayed maps
- **High contrast** - increases contrast of displayed maps

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

Permanent link:
https://docs.locusmap.eu/doku.php?id=manual:user_guide:maps_settings&rev=1575536526

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