



# Maps Settings

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## 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

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### 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 source only** - only maps from one provider or other common source are auto-loaded. E.g. Outdooractive - Outdooractive, SHOCart - SHOCart etc.
- **auto-load maps of any source** - at first Locus Map checks the availability of an identical map source (provider) and then switches to a map of any source covering the desired area

## LOMAPS & OTHER VECTOR MAPS

### Automatic map loading

You manually select which map to display or you let Locus automatically load available vector maps for the currently displayed position. This also ensures a seamless map display across the whole screen in areas where the coverage of two maps blends into each other.

Advanced: it works only for maps of the same Mapsforge version 3 or 5.

### Text size

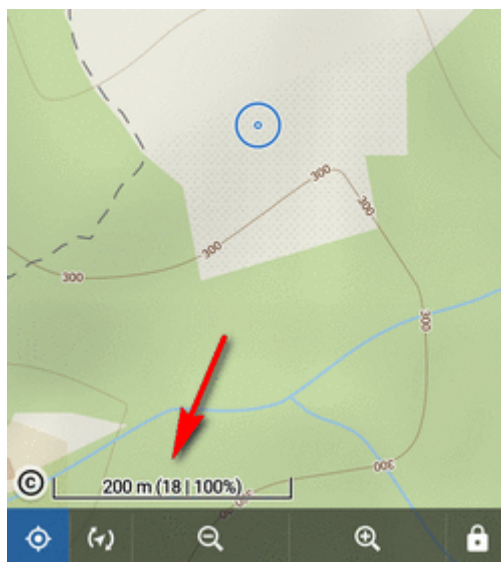
Enables setting size of vector maps texts (names of cities, streets, etc.) on scale from 50 to 500% of the default size.

## 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:



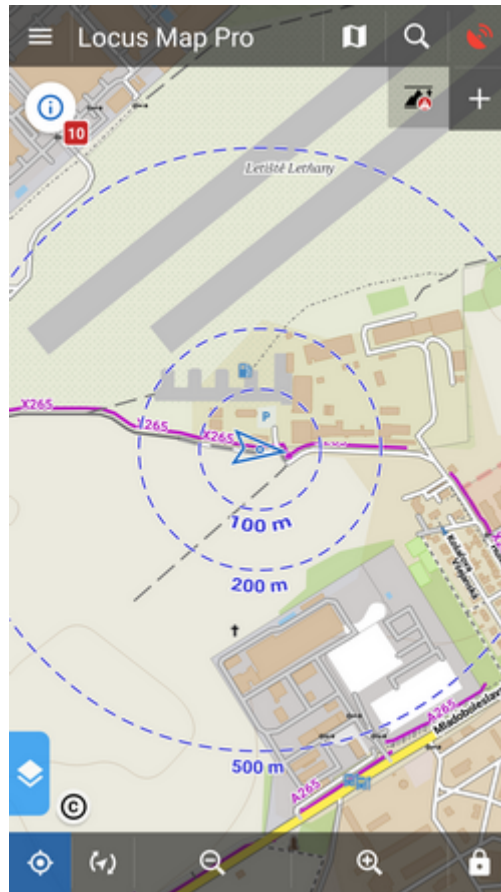
## Time circles

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.

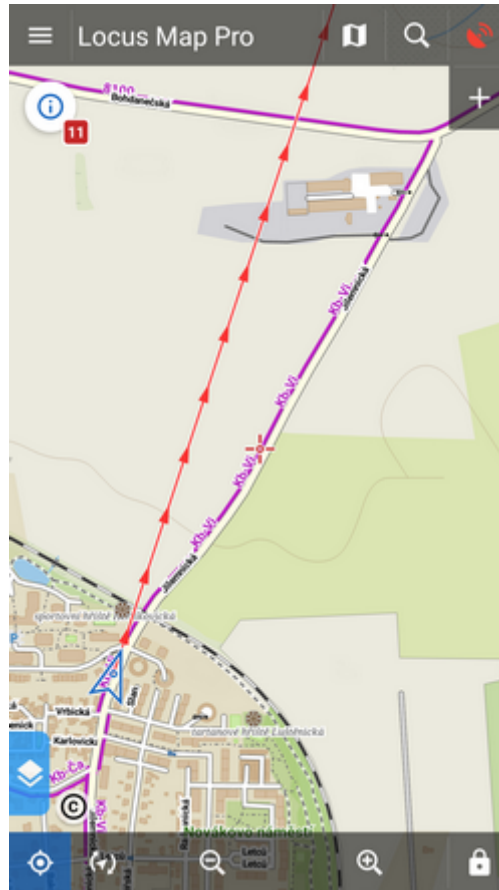
## Cursor to position line

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



## Course line

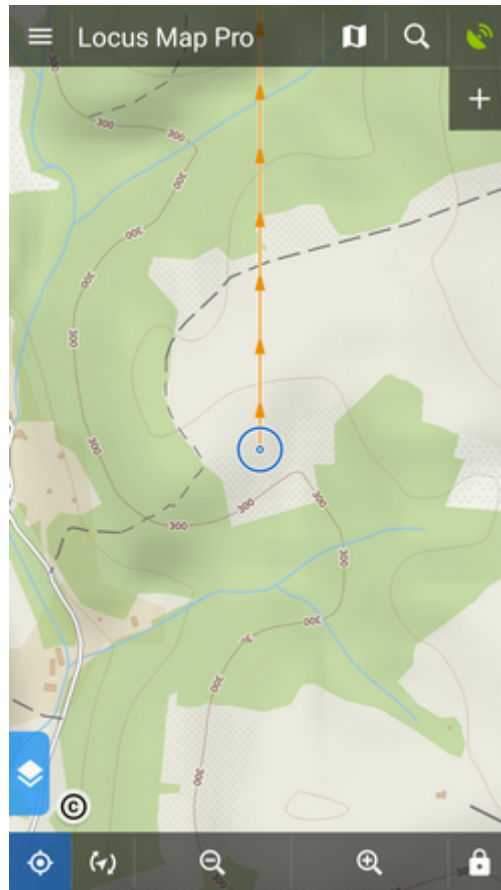
Displays a line from user's current position across the screen to indicate direction of motion:



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

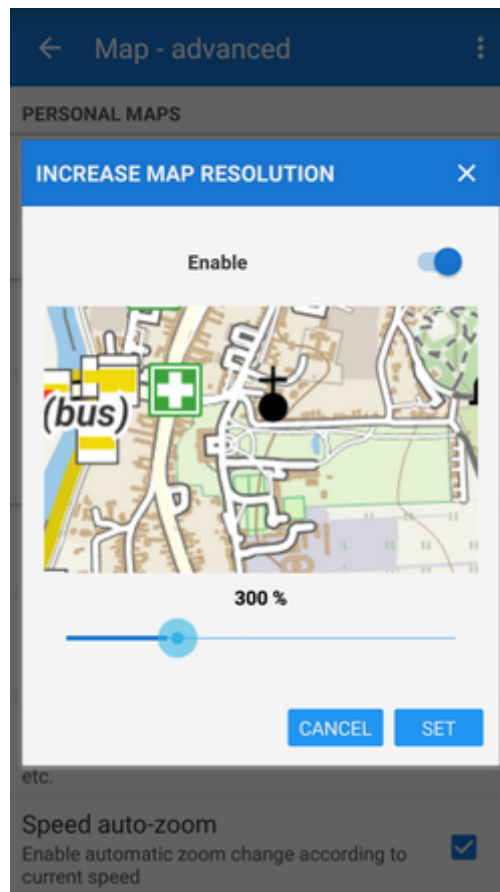
Sets size of texts within auxiliary objects (dynamic altitude, labels etc.) from 50 to 300% of a normal size.

## 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

Enables additional shading of map based on offline elevation files.

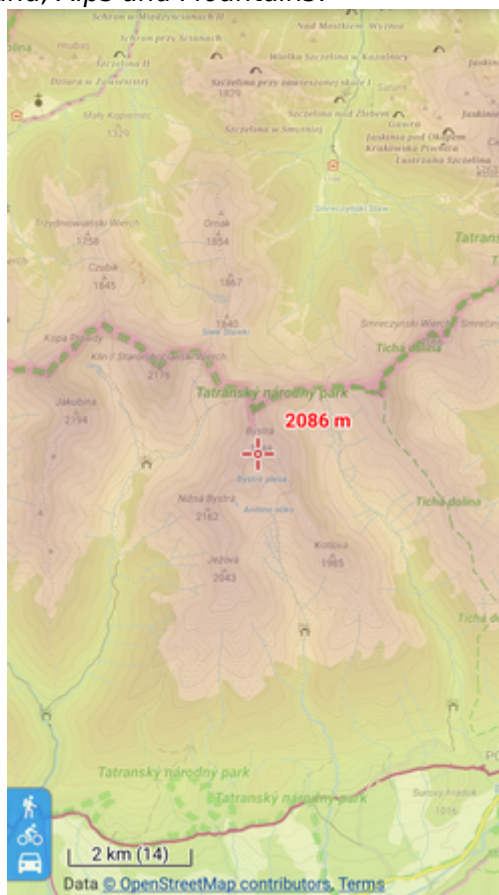
- Select which maps you want to shade - **online**, **personal** or **LoMaps and other vector maps** (or all).
- Types of shading:
  - **Hill shading** - classic mimicking illumination by the sun:



- **Slopes** - highlighting slopes of  $>30^\circ$ ,  $>35^\circ$ ,  $>40^\circ$  (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 >>](#)

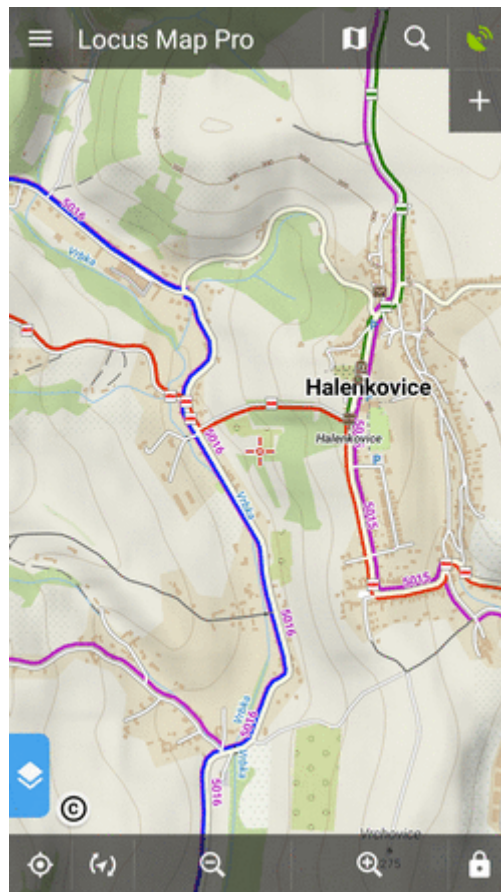
## Map color mode

Enables adjusting colors of active map:

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

Last update:

2022/04/27 manual:user\_guide:maps\_settings [https://docs.locusmap.eu/doku.php?id=manual:user\\_guide:maps\\_settings&rev=1651042098](https://docs.locusmap.eu/doku.php?id=manual:user_guide:maps_settings&rev=1651042098)  
08:48



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=1651042098](https://docs.locusmap.eu/doku.php?id=manual:user_guide:maps_settings&rev=1651042098)

Last update: 2022/04/27 08:48

