

QGIS FIELD CALCULATOR

If you are using QGIS to load, view and analyse your data then you can bypass the use of the SQL scripts by creating virtual fields within the desktop.

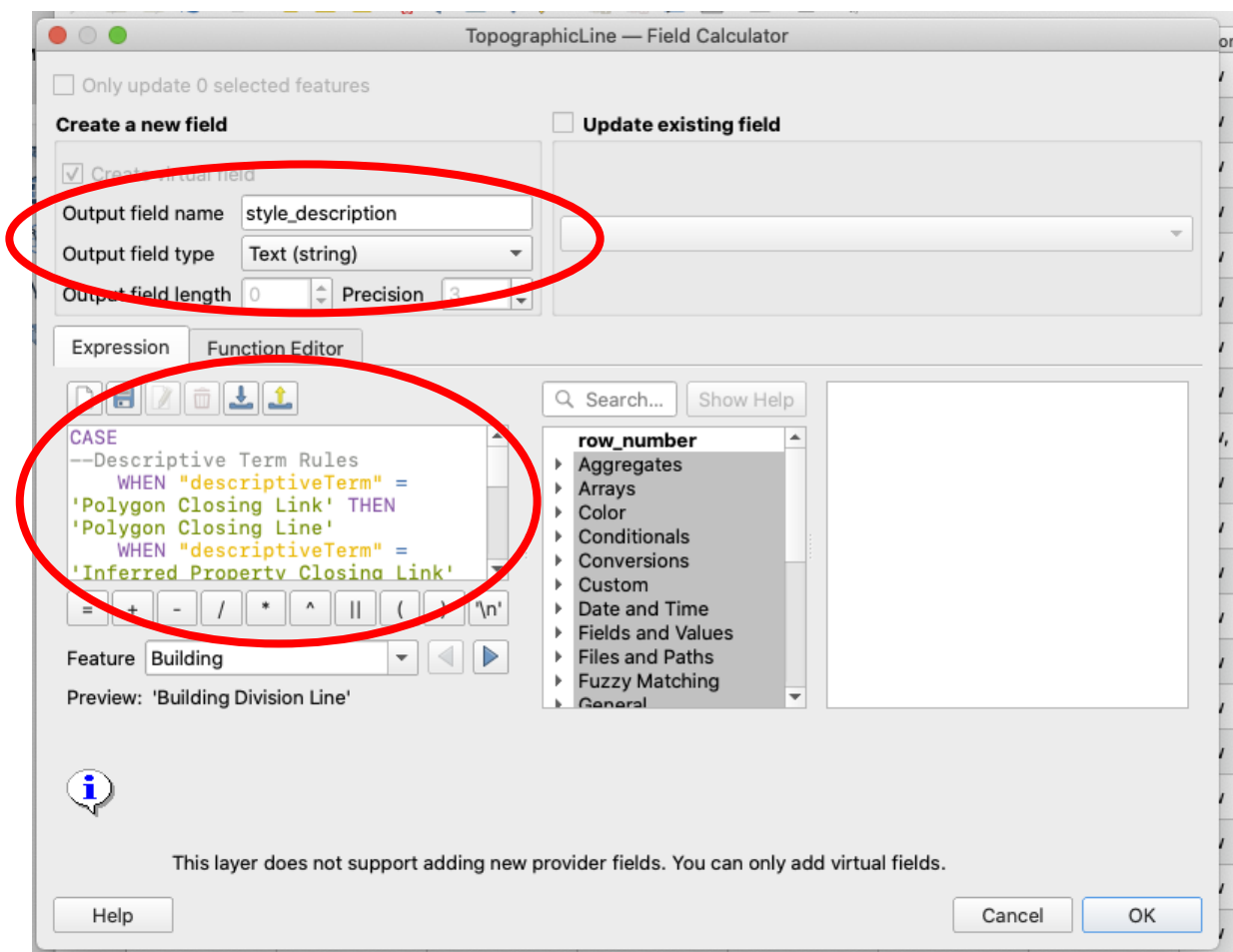
1. Load your Ordnance Survey MasterMap Topographic data into QGIS.
2. Load the QML files for each layer using the QML files found [here](#).
For help loading the QML files click [here](#).

The stylesheets will only work once we have added the extra fields required for each layer.

3. Select the topographicLine layer and open the Attribute Table (right-click – Open Attribute Table)
4. Click on Open field calculator.



5. In the calculator that opens populate the fields as per the image below –

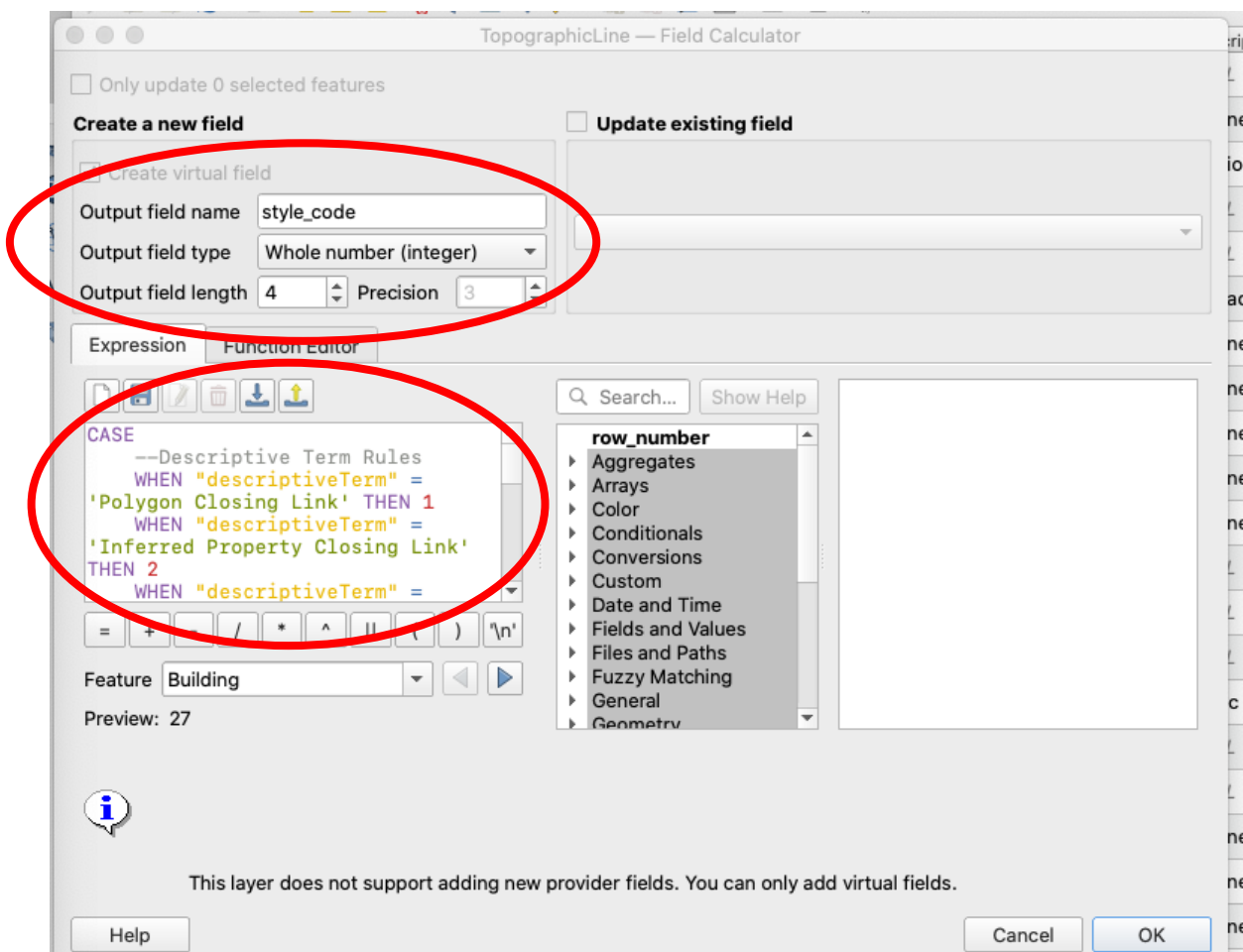


Enter the Output field name as *style_description* (no quotes)

Enter the Output field type as *Text (string)*

6. Paste the SQL code from **topographicline_SQL_style_description.txt** into the Expression box.
7. Click OK. This should be error free and should run ok.
8. On completion open the Data Attribute table and check that the new field has been added. This will be a virtual field.
9. Repeat this process for the field *style_code*.

In the calculator populate the fields as per the image below -



Enter the Output field name as *style_code* (no quotes)

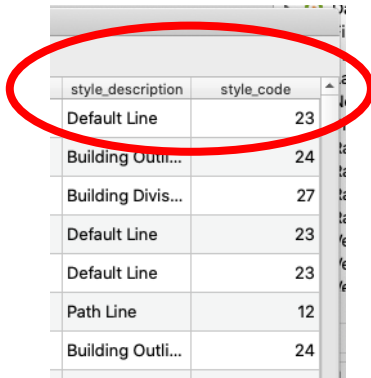
Enter the Output field type as *Whole number (integer)*

Enter the Output field length as 4

10. Paste the SQL code from **topographicline_SQL_style_code.txt** in the Expression box.

11. Click OK. This should be error free and should run ok.
12. On completion open the Data Attribute table and check that the new field has been added. This will be a virtual field.

You should now have a new style_description and style_code field added to your table.



style_description	style_code
Default Line	23
Building Outli...	24
Building Divis...	27
Default Line	23
Default Line	23
Path Line	12
Building Outli...	24

13. Once you have both fields in place refresh your map window. Your layer should now be styled according to the stylesheet you chose. Save your project.
14. Repeat this process adding the two same virtual fields to the layer topographicarea. This requires the SQL code from the files -
topographicarea_SQL_style_description.txt
topographicarea_SQL_style_code.txt.
15. Repeat this process adding the two same virtual fields to the layer cartographicsymbol. This requires the SQL code from the files -
cartographicsymbol_SQL_style_description.txt
cartographicsymbol_SQL_style_code.txt.
16. Repeat this process adding the two same virtual fields to the layer topographicpoint. This requires the SQL code from the files -
topographicpoint_SQL_style_description.txt
topographicpoint_SQL_style_code.txt.
17. Repeat this process adding the two same virtual fields to the layer boundaryline. This requires the SQL code from the files -
boundaryline_SQL_style_description.txt
boundaryline_SQL_style_code.txt.
18. Repeat this process again for cartographictext. This time you will need to add more virtual fields using the SQL code from these files -
cartographictext_style_description.txt (text string)
cartographictext_style_code.txt (whole integer, 4)
cartographictext_colour_code.txt (whole integer, 4)
cartographictext_font_code.txt (whole integer, 4)
cartographictext_geo_x.txt (whole integer, 4)
cartographictext_geo_y.txt (whole integer, 4)
cartographictext_anchor.txt (text string, 4)
19. You will also need to create one more virtual field called **“rotation”** using the expression **“orientation”/10**

20. Once you have all 8 fields in place for cartographictext save your project again.

style_description	style_code	colour_code	font_code	geo_x	geo_y	anchor	rotation
Building Text	1	1	1	0	0	SW	0
Building Text	1	1	1	0	0	SW	150
Building Text	1	1	1	0	0	SW	328
Building Text	1	1	1	1	0	S	360

Refresh your map window again and your OSMM topographic data should now be styled according to the stylesheets you chose.

We recommend viewing the map between 1:500 and 1:4000 for maximum legibility and we have set the minimum viewing scale at 1:4000

21. Save the project.