

**Carto**

MapBox

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## 1 map

### 1.1 background-color

Map Background color

**Value Type**      color

**Default Value**      none

**Default Value Meaning**      transparent

### 1.2 background-image

**Value Type**      uri

### 1.3 srs

**Value Type**      string

### 1.4 buffer

**Value Type**      uri

**Default Value**      0

**Default Value Meaning**      No buffer will be used

### 1.5 base

Any relative paths used to reference files will be understood as relative to this directory path if the map is loaded from an in memory object rather than from the filesystem. If the map is loaded from the filesystem and this option is not provided it will be set to the directory of the stylesheet.

**Value Type**      string

**Default Value**

**Default Value Meaning**      This base path defaults to an empty string meaning that any relative paths to files referenced in styles or layers will be interpreted relative to the application process.

## 1.6 font-directory

Path to a directory which holds fonts which should be registered when the Map is loaded (in addition to any fonts that may be automatically registered).

**Value Type**      uri

**Default Value**      none

**Default Value Meaning**      No map-specific fonts will be registered

## 2 polygon

### 2.1 polygon-fill

Fill color to assign to a polygon

**Value Type**      color

**Default Value**      rgba(128,128,128,1)

**Default Value Meaning**      gray and fully opaque (alpha = 1), same as rgb(128,128,128)

### 2.2 polygon-gamma

Level of antialiasing of polygon edges

**Value Type**      float

**Default Value**      1

**Default Value Meaning**      fully antialiased

### 2.3 polygon-opacity

**Value Type**      float

**Default Value**      1

**Default Value Meaning**      opaque

### 2.4 polygon-meta-output

**Value Type**      string

**Default Value**

**Default Value Meaning**      No MetaWriter Output

## 2.5 polygon-meta-writer

**Value Type**      string

**Default Value**

**Default Value Meaning**      No MetaWriter specified

## 3 line

### 3.1 line-color

The color of a drawn line

**Value Type**      color

**Default Value**      rgba(0,0,0,1)

**Default Value Meaning**      black and fully opaque (alpha = 1), same as rgb(0,0,0)

### 3.2 line-width

The width of a line in pixels

**Value Type**      float

**Default Value**      1

### 3.3 line-opacity

The opacity of a line

**Value Type**      float

**Default Value**      1

**Default Value Meaning**      opaque

### 3.4 line-join

The behavior of lines when joining

**Value Type**      miter, round, bevel

**Default Value**     miter

### 3.5 line-cap

The display of line endings

**Value Type**     butt, round, square

**Default Value**     butt

### 3.6 line-gamma

Level of antialiasing of stroke line

**Value Type**     float

**Default Value**     1

**Default Value Meaning**     fully antialiased

### 3.7 line-dasharray

A pair of length values [a,b], where (a) is the dash length and (b) is the gap length respectively. More than two values are supported for more complex patterns.

**Value Type**     numbers

**Default Value**     none

**Default Value Meaning**     solid line

### 3.8 line-dash-offset

valid parameter but not currently used in renderers

**Value Type**     numbers

**Default Value**     none

**Default Value Meaning**     solid line

### 3.9 line-meta-output

**Value Type**     string

**Default Value**



**Default Value Meaning**      No MetaWriter Output

### 3.10 line-meta-writer

**Value Type**      string

**Default Value**

### 3.11 line-rasterizer

Exposes an alternate AGG rendering method that sacrifices some accuracy for speed.

**Value Type**      full, fast

**Default Value**      full

## 4 markers

### 4.1 marker-file

**Value Type**      uri

### 4.2 marker-opacity

**Value Type**      float

**Default Value**      1

**Default Value Meaning**      opaque

### 4.3 marker-line-color

**Value Type**      color

### 4.4 marker-line-width

**Value Type**      float

### 4.5 marker-line-opacity

**Value Type**      float

**Default Value**      1

**Default Value Meaning**      opaque

#### 4.6 marker-placement

**Value Type**      point, line

#### 4.7 marker-type

**Value Type**      arrow, ellipse

#### 4.8 marker-width

**Value Type**      float

#### 4.9 marker-height

**Value Type**      float

#### 4.10 marker-fill

**Value Type**      color

#### 4.11 marker-allow-overlap

**Value Type**      boolean

**Default Value**      false

**Default Value Meaning**      do not allow overlap

#### 4.12 marker-spacing

Space between repeated labels

**Value Type**      float

#### 4.13 marker-max-error

**Value Type**      float

#### 4.14 marker-transform

**Value Type**     string

#### 4.15 marker-meta-output

**Value Type**     string

**Default Value**

**Default Value Meaning**     No MetaWriter Output

#### 4.16 marker-meta-writer

**Value Type**     string

**Default Value**     none

### 5 shield

#### 5.1 shield-name

Value to use for a shield's text label. Data columns are specified using brackets like [column\_name]

**Value Type**     string

#### 5.2 shield-face-name

Font name and style to use for the shield text

**Value Type**     string

#### 5.3 shield-size

The size of the shield text in pixels

**Value Type**     float

#### 5.4 shield-fill

The color of the shield text

**Value Type**     color

### 5.5 shield-placement

**Value Type** point, line, vertex, interior

**Default Value** point

### 5.6 shield-avoid-edges

Tell positioning algorithm to avoid labeling near intersection edges.

**Value Type** boolean

### 5.7 shield-min-distance

Minimum distance to the next shield symbol, not necessarily the same shield.

**Value Type** float

**Default Value** 0

### 5.8 shield-spacing

The spacing between repeated occurrences of the same shield on a line

**Value Type** float

**Default Value** 0

### 5.9 shield-min-padding

**Value Type** float

### 5.10 shield-wrap-width

Length before wrapping long names.

**Value Type** float

**Default Value** 0

### 5.11 shield-wrap-character

Use this character instead of a space to wrap long names.

**Value Type** string

**Default Value**

## 5.12 shield-halo-fill

Specifies the color of the halo around the text.

**Value Type**      color

**Default Value**    #FFFFFF

**Default Value Meaning**    white

## 5.13 shield-halo-radius

Specify the radius of the halo in pixels

**Value Type**      float

**Default Value**    0

**Default Value Meaning**    no halo

## 5.14 shield-character-spacing

Horizontal spacing between characters (in pixels). Currently works for point placement only, not line placement.

**Value Type**      float

**Default Value**    0

## 5.15 shield-line-spacing

Vertical spacing between lines of multiline labels (in pixels)

**Value Type**      float

## 5.16 shield-file

Image file to render behind the shield text

**Value Type**      uri

**Default Value**    none

### 5.17 shield-text-dx

Displace text within shield by fixed amount, in pixels, +/- along the X axis. A positive value will shift the text right

**Value Type**      float

**Default Value**    0

### 5.18 shield-text-dy

Displace text within shield by fixed amount, in pixels, +/- along the Y axis. A positive value will shift the text down

**Value Type**      float

**Default Value**    0

### 5.19 shield-dx

Displace shield by fixed amount, in pixels, +/- along the X axis. A positive value will shift the text right

**Value Type**      float

**Default Value**    0

### 5.20 shield-dy

Displace shield by fixed amount, in pixels, +/- along the Y axis. A positive value will shift the text down

**Value Type**      float

**Default Value**    0

### 5.21 shield-opacity

(Default 1.0) - opacity of the image used for the shield

**Value Type**      float

**Default Value**    1

### 5.22 shield-text-opacity

(Default 1.0) - opacity of the text placed on top of the shield

**Value Type**     float

**Default Value**     1

### 5.23 shield-horizontal-alignment

The shield's horizontal alignment from its centerpoint

**Value Type**     string

### 5.24 shield-text-transform

Transform the case of the characters

**Value Type**     none, uppercase, lowercase, capitalize

**Default Value**     none

### 5.25 shield-no-text

Whether the shield should make room for a text label.

**Value Type**     boolean

### 5.26 shield-justify-alignment

Define how text in a shield's label is justified

**Value Type**     string

### 5.27 shield-meta-output

**Value Type**     string

**Default Value**

**Default Value Meaning**     No MetaWriter Output

### 5.28 shield-meta-writer

**Value Type**     string

**Default Value**

## 6 line-pattern

### 6.1 line-pattern-file

An image file to be repeated and warped along a line

**Value Type**      uri

### 6.2 line-pattern-meta-output

**Value Type**      string

**Default Value**

**Default Value Meaning**      No MetaWriter Output

### 6.3 line-pattern-meta-writer

**Value Type**      string

**Default Value**

## 7 polygon-pattern

### 7.1 polygon-pattern-file

Image to use as a repeated pattern fill within a polygon

**Value Type**      uri

### 7.2 polygon-pattern-alignment

Specify whether to align pattern fills to the layer or to the map.

**Value Type**      local, global

**Default Value**      local

### 7.3 polygon-pattern-gamma

Level of antialiasing of polygon pattern edges

**Value Type**      float



**Default Value** 1

**Default Value Meaning** fully antialiased

#### 7.4 polygon-pattern-meta-output

**Value Type** string

**Default Value**

**Default Value Meaning** No MetaWriter Output

#### 7.5 polygon-pattern-meta-writer

**Value Type** string

**Default Value**

### 8 raster

#### 8.1 raster-opacity

**Value Type** float

**Default Value** 1

**Default Value Meaning** opaque

#### 8.2 raster-mode

**Value Type** normal, grain\_merge, grain\_merge2, multiply, multiply2, divide, divide2, screen, hard\_light

**Default Value** normal

#### 8.3 raster-scaling

**Value Type** fast, bilinear, bilinear8, bicubic, spline16, gaussian, lanczos

### 9 point

#### 9.1 point-file

Image file to represent a point

**Value Type** uri

## 9.2 point-allow-overlap

**Value Type** boolean

**Default Value** false

**Default Value Meaning** do not allow overlap

## 9.3 point-ignore-placement

value to control whether the placement of the feature will prevent the placement of other features

**Value Type** boolean

**Default Value** false

**Default Value Meaning** do not store the bbox of this point in the collision detector cache

## 9.4 point-opacity

A value from 0 to 1 to control the opacity of the point

**Value Type** float

**Default Value** 1

**Default Value Meaning** Fully opaque

## 9.5 point-placement

**Value Type** centroid, interior

**Default Value** centroid

## 9.6 point-transform

SVG transformation definition

**Value Type** string

**Default Value**

**Default Value Meaning**      No transformation

## 9.7 point-meta-output

**Value Type**      string

**Default Value**

**Default Value Meaning**      No MetaWriter Output

## 9.8 point-meta-writer

**Value Type**      string

**Default Value**

## 10 text

### 10.1 text-name

Value to use for a text label. Data columns are specified using brackets like [column\_\_name]

**Value Type**      string

### 10.2 text-face-name

Font name and style to render a label in

**Value Type**      string

### 10.3 text-size

Text size in pixels

**Value Type**      float

**Default Value**      10

### 10.4 text-ratio

Define the amount of text (of the total) present on successive lines when wrapping occurs

**Value Type**      none

### 10.5 text-wrap-width

Length of a chunk of text in characters before wrapping text

**Value Type** float

### 10.6 text-wrap-character

Use this character instead of a space to wrap long text.

**Value Type** string

**Default Value**

### 10.7 text-spacing

Distance between repeated text labels on a line

**Value Type** float

### 10.8 text-character-spacing

Horizontal spacing adjustment between characters in pixels

**Value Type** float

**Default Value** 0

### 10.9 text-line-spacing

Vertical spacing adjustment between lines in pixels

**Value Type** float

**Default Value** 0

### 10.10 text-label-position-tolerance

**Value Type** float

### 10.11 text-max-char-angle-delta

If present, the maximum angle change, in degrees, allowed between adjacent characters in a label. This will stop label placement around sharp corners.

**Value Type**      float  
**Default Value**      none

## 10.12 text-fill

Specifies the color for the text

**Value Type**      color  
**Default Value**      #000000

## 10.13 text-opacity

A number from 0 to 1 specifying the opacity for the text

**Value Type**      float  
**Default Value**      1  
**Default Value Meaning**      Fully opaque

## 10.14 text-halo-fill

Specifies the color of the halo around the text.

**Value Type**      color  
**Default Value**      #FFFFFF  
**Default Value Meaning**      white

## 10.15 text-halo-radius

Specify the radius of the halo in pixels

**Value Type**      float  
**Default Value**      0  
**Default Value Meaning**      no halo

## 10.16 text-dx

Displace text by fixed amount, in pixels, +/- along the X axis. A positive value will shift the text right

**Value Type**     float

**Default Value**     0

### 10.17 text-dy

Displace text by fixed amount, in pixels, +/- along the Y axis. A positive value will shift the text down

**Value Type**     float

**Default Value**     0

### 10.18 text-vertical-alignment

Position of label relative to point position.

**Value Type**     top, middle, bottom

**Default Value**     middle

**Default Value Meaning**     Default affected by value of dy; "bottom" for dy>0, "top" for dy<0.

### 10.19 text-avoid-edges

Tell positioning algorithm to avoid labeling near intersection edges.

**Value Type**     boolean

### 10.20 text-min-distance

**Value Type**     float

### 10.21 text-min-padding

**Value Type**     float

### 10.22 text-min-path-length

Place labels only on paths longer than this value.

**Value Type**     float

**Default Value**     0

**Default Value Meaning**      place labels on all paths

### 10.23 text-allow-overlap

**Value Type**      boolean

**Default Value**      false

**Default Value Meaning**      do not allow overlap

### 10.24 text-orientation

Rotate the text.

**Value Type**      float

### 10.25 text-placement

**Value Type**      point, line, vertex, interior

**Default Value**      point

### 10.26 text-placement-type

Re-position and/or re-size text to avoid overlaps. "simple" for basic algorithm (using text-placements string,) "dummy" to turn this feature off.

**Value Type**      dummy, simple

**Default Value**      dummy

### 10.27 text-placements

If "placement-type" is set to "simple", use this "POSITIONS,[SIZES]" string. See TextSymbolizer docs for format.

**Value Type**      string

**Default Value**

### 10.28 text-transform

Transform the case of the characters

**Value Type**      none, uppercase, lowercase, capitalize

**Default Value**      none

## 10.29 text-align

Set the text alignment.

**Value Type**      left, right, center

**Default Value**      center

## 10.30 text-meta-output

**Value Type**      string

**Default Value**

**Default Value Meaning**      No MetaWriter Output

## 10.31 text-meta-writer

**Value Type**      string

**Default Value**

## 11 building

### 11.1 building-fill

**Value Type**      color

### 11.2 building-fill-opacity

**Value Type**      float

### 11.3 building-height

**Value Type**      float