# TransitMapper Documentation Draft

#### Patrick Brosi

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## 1 Basic Usage

The input file is a graph given as a (simplified) Geo-JSON file, consisting of nodes (represented as "Point"-features) and edges (represented as "LineString"-features). Each edge has a collection of unique "lines" that travel through it. The transit mapper will render these lines in a way that resembles a transit map. The input is read from stdin.

#### \$ transitmapper -o test.svg < test.json</pre>

See below for an example input.

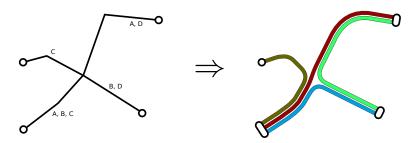


Figure 1: Simple example output

# 2 Command line parameters

The following command line parameters are accepted by transitmapper (see also --help).

- --line-width=N The default width of a line, in output units. 20 by default.
- --line-spacing=N The default spacing between lines, in output units. 10 by default.
- --render-station-names Output the station names (experimental).
  - --render-node-fronts Output node fronts, useful for debugging.
    - --resolution=D Output resolution. 0.1 by default.

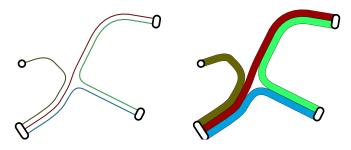


Figure 2: Different settings of --line-width and --line-spacing

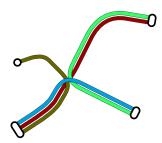


Figure 3: Output without ordering optimization (-N)

--no-optim (-N) Disable line-ordering optimization.

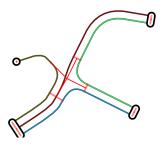
--input-smoothing=D Level of input-data smoothing. 3 by default.

# 3 JSON Format

See also ??. The input format is a lightweight subset of GeoJSON. At the top level, the input JSON must contain a FeatureCollection object:

```
1
2  "type": "FeatureCollection",
3  "features": [...]
4 }
```

A feature can either be a node (a point) or an edge (a LineString).



 $Figure \ 4: \ Node-front \ rendering \ (\textit{--render-node-fronts})$ 

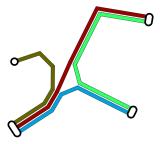


Figure 5: Without any line smoothing (--input-smoothing=0 --bezier-prec=0)

#### 3.1 Nodes

A node consists of a geometry (the node's coordinates) and some properties.

Type is always "point". The coordinates are given as an [x,y] array.

#### 3.1.1 Node Properties

id A dataset-unique string identifier for this node. Will be referenced later in edges.

**station\_id** If this node is a station, the station's unique id (optional).

**station\_label** If this node is a station, the station's name (optional). Either **station\_id** or **station\_label** has to be set for a node to become a station.

excluded\_line\_connections A list of lines that are not connected in this node, even though two or more edges containing the line start/end in the node. The line\_id (see ??) as well as the two edges this line is not connected in has to be given. Both edges are identified by the adjacent node. Example:

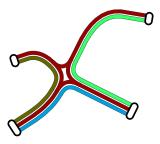


Figure 6: The red line is not connected between the two main axes (via  $exluded_line_connections$ )

## 3.2 Edges

An edge consists also of a geometry (a linestring) and some properties.

## 3.2.1 Edge Properties

Fields from and to hold the IDs of the nodes this edges connects. Property lines holds the lines that occur on that edge. Lines can either be identified accross edges by a unique ID or by the lines color as a shortcut.

from Holds the ID of the node this edge originates from.

to Holds the ID of the node this edge ends in.

lines An array of line objects, see below.

## 3.2.2 Line object

# 4 Example Input

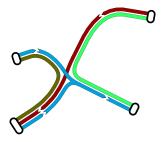


Figure 7: Directed line occurances (via direction)

```
"type": "Point"
7
8
9
10
11
12
                 "properties": {
   "id": "1",
   "station_id": "1"
13
14
15
16
17
18
19
                 "geometry": {
    "coordinates": [1000, 1000],
    "type": "Point"
                 },
"properties": {
20
21
22
23
                    "station_id": "2"
                 },
"type": "Feature"
24
25
26
27
28
29
30
                 "geometry": {
                    "coordinates": [
[0, 0], [500, 900], [1000, 950]
                    ],
"type": "LineString"
               31
32
33
34
35
36
37
38
39
40
41
42
```