Instructions

Your downloaded document includes a multitude of cartographic styles taken from the first Romanian topographic maps reconstituted through current modern techniques (Geographic Information Systems).

This package contains .qml and .svg files, specific to the graphics styles of Quantum GIS. This format comes to help any user who wants to create their own map, keeping the theme of the topographic maps listed above, the styles being easy to apply to their own data.

Integrating styles will be done as follows:
1. Download the package from github :

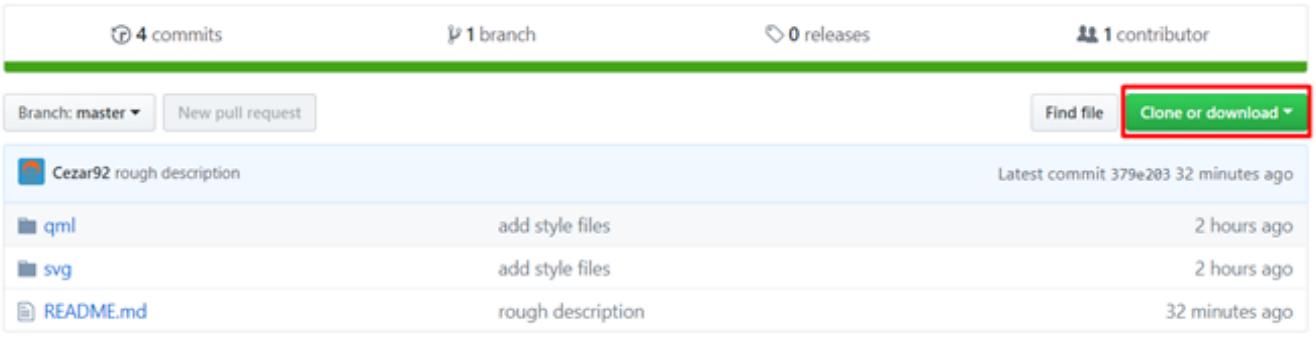

Fig.1-Downloading styles

2. Unpacking the file and deploying it in QGIS:
The .qml file contains styles for line and polygon type data, and the .svg file for point type. For a proper style operation, it is necessary to place the .svg file in the QGIS program folder: ex. **C: \ OSGeo4W64 \ apps \ QGIS \ svg.**
The projections used for these styles are metric (eg Pulkovo 1942 (58) /Stereo70 - EPSG: 3844, WGS 84 / Pseudo-Mercator - EPSG: 3857 etc.):

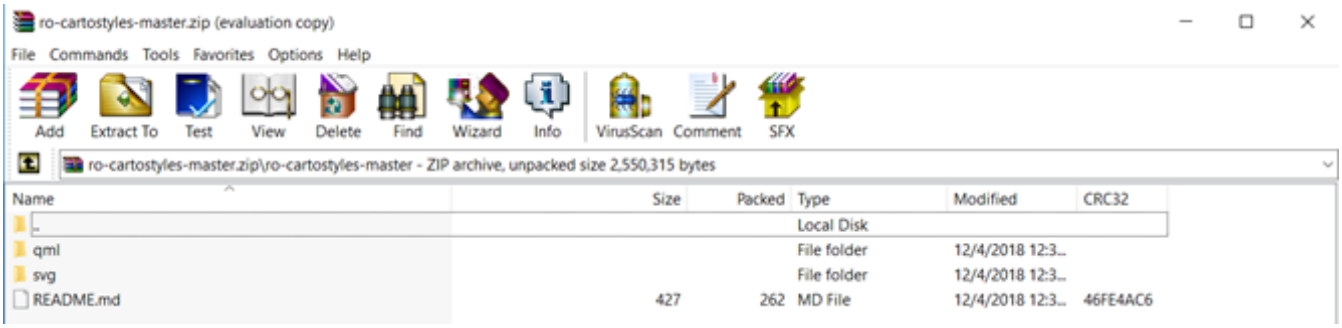

Fig.2-Unpacking styles

2.1 Implementing polygon or line styles (eg. Polygon - water bodies):

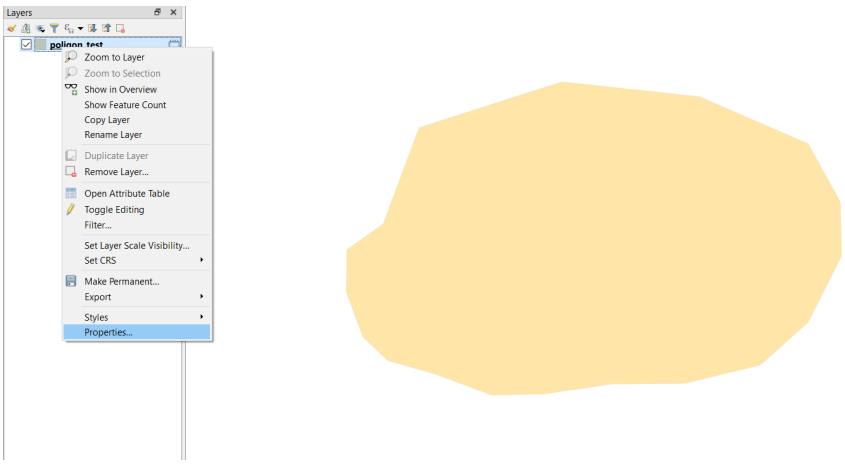

Fig.3-Opening layer properties

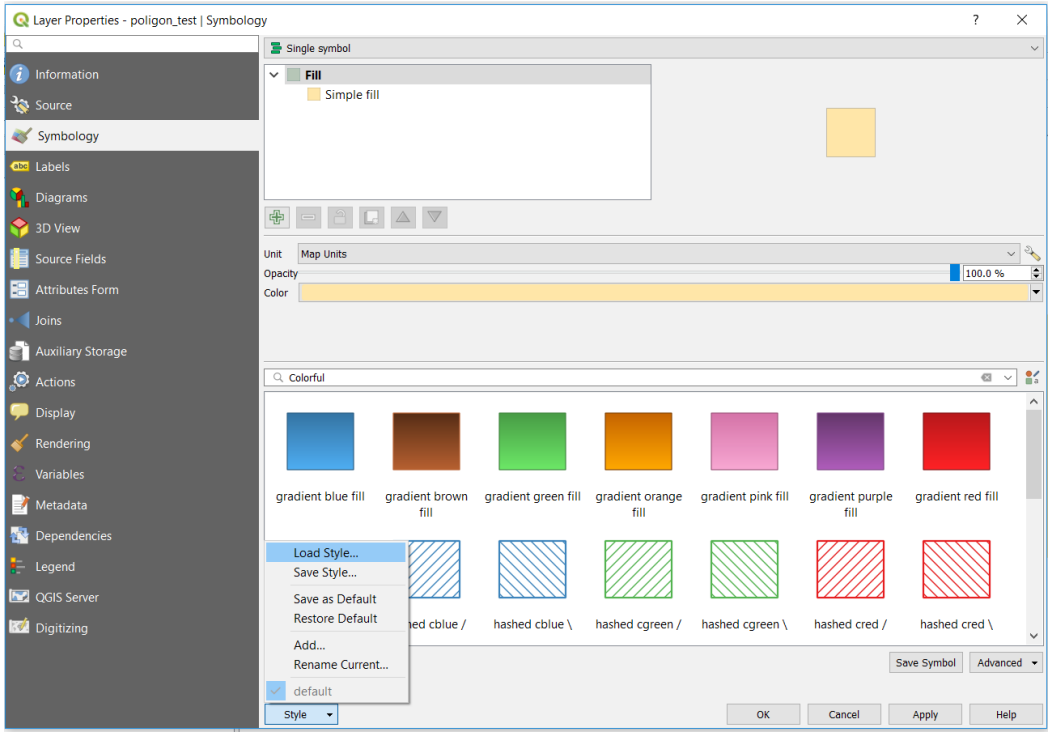

Fig.4. Loading the style

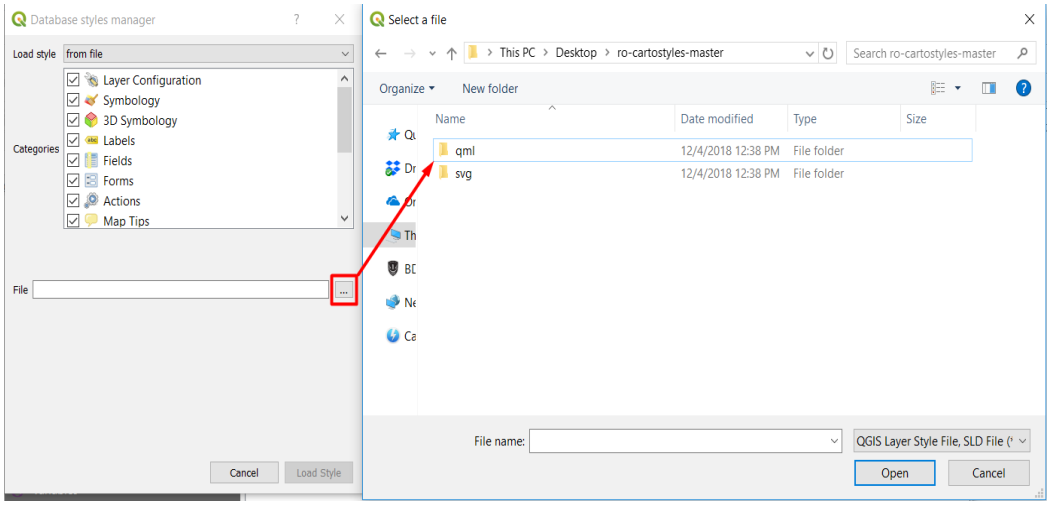

Fig.5. Browse the qml folder

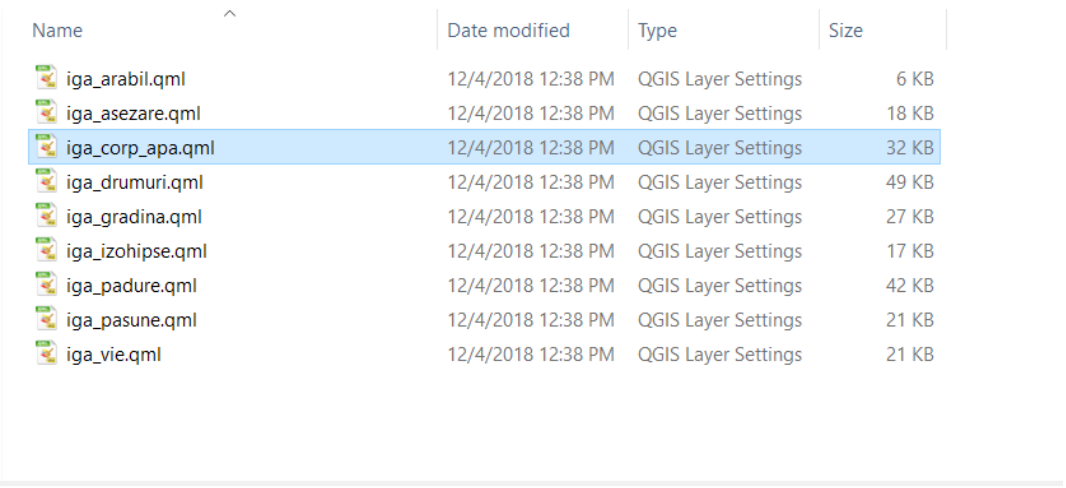

Fig.6. Style selection

After loading, the chosen style will be available on two scales (1: 25,000 and 1: 50,000) because it is based on a rule based on the viewing scale.

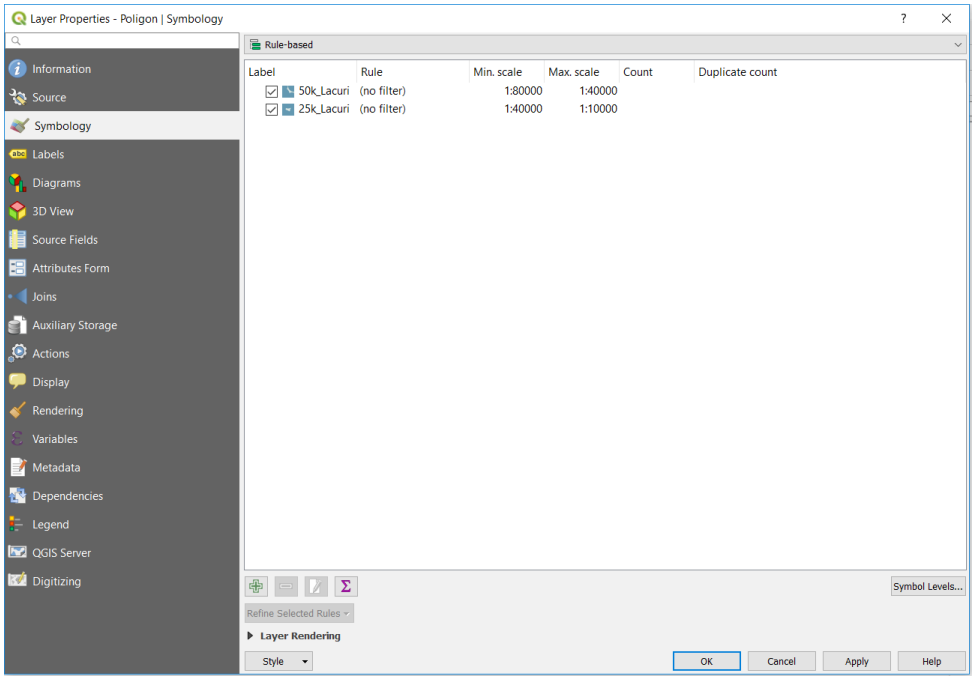

Fig.7. Scale selection

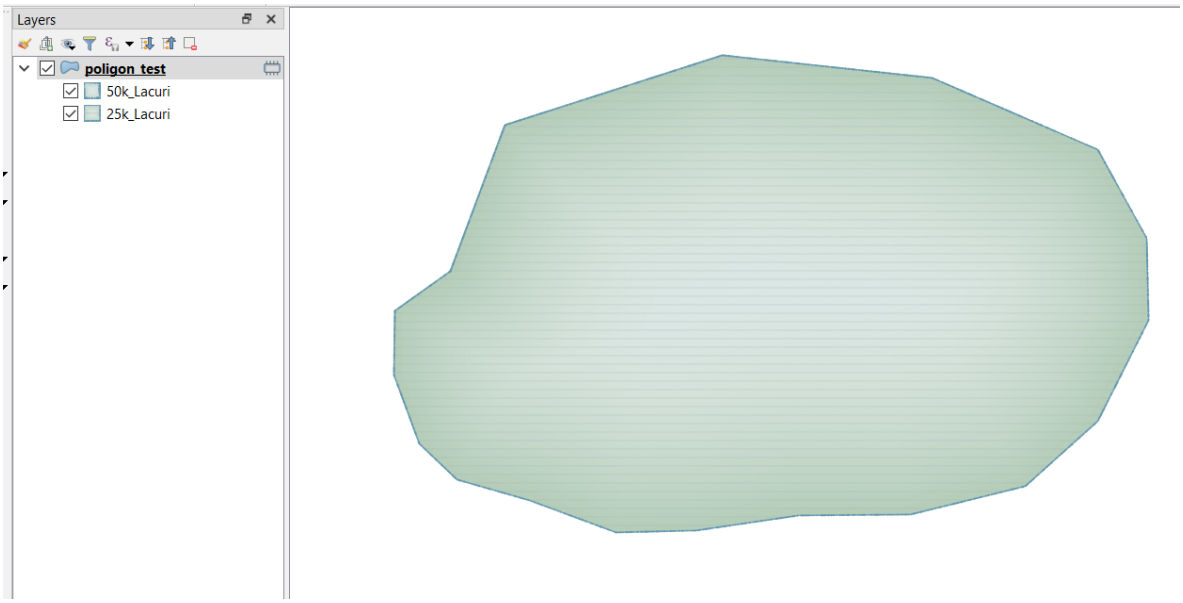

Fig.8. Viewing the final result

Styles for polygon or line data are loaded using the previous example: arable, settlement, water body, garden, forest, isohipse, grassland, vineyards . There are also some styles with some particularities at loading. These are: **roads and railways** .

2.2. For road-specific style, proceed as follows:

Before the style is loaded, the database (attribute table) must contain
a string type column (text) with the type of road: DN , DJ , DC , D_rural , D_exploatare .
DN = Drum Național (Primary)
DJ = Drum Județean (Secondary)
DC = Drum Comunal (Tertiary)
D_rural = Drum rural (Streets)
D_exploatare = Drum de exploatare/forestier (Dirt roads)

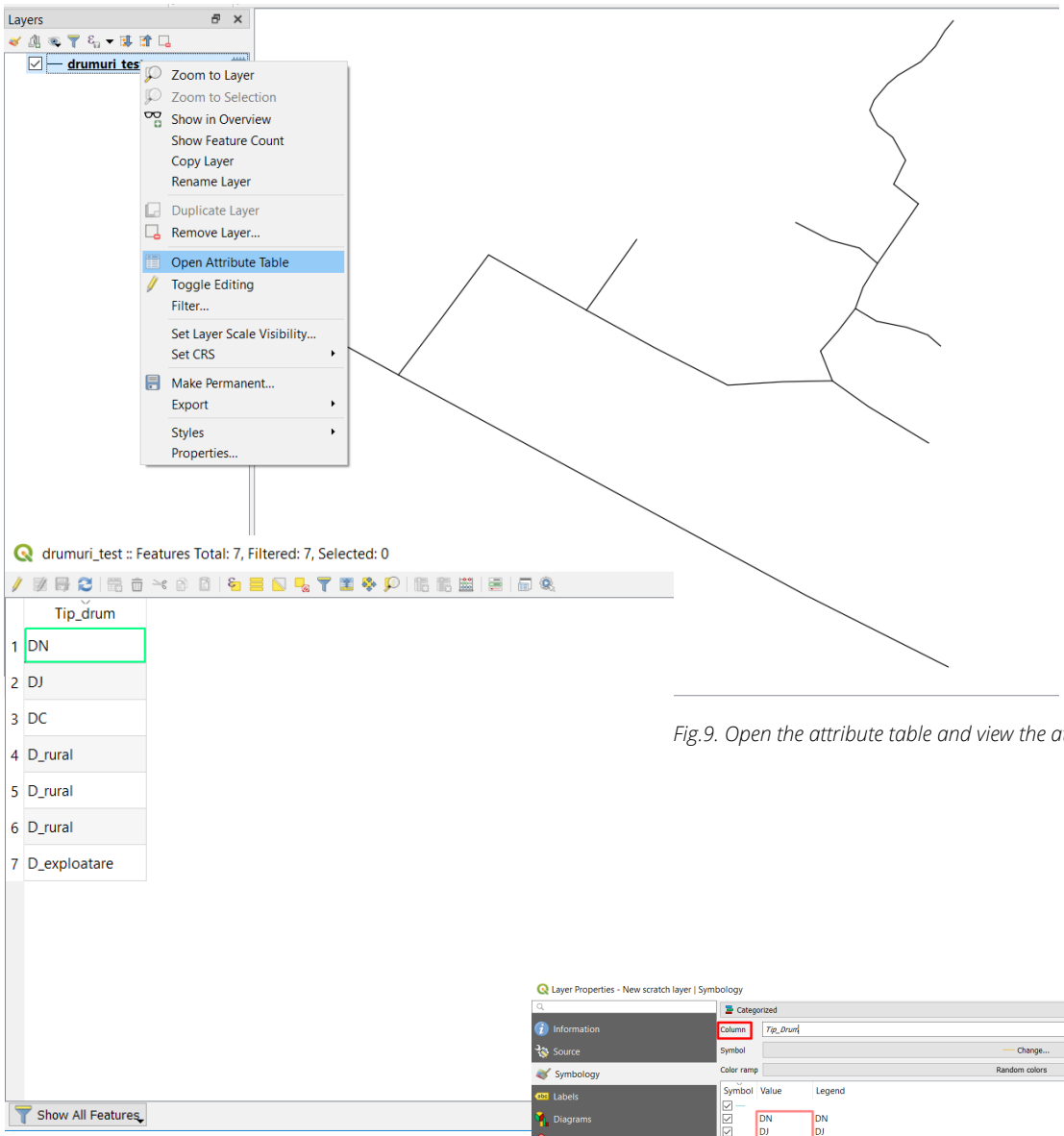

Fig.9. Open the attribute table and view the attributes

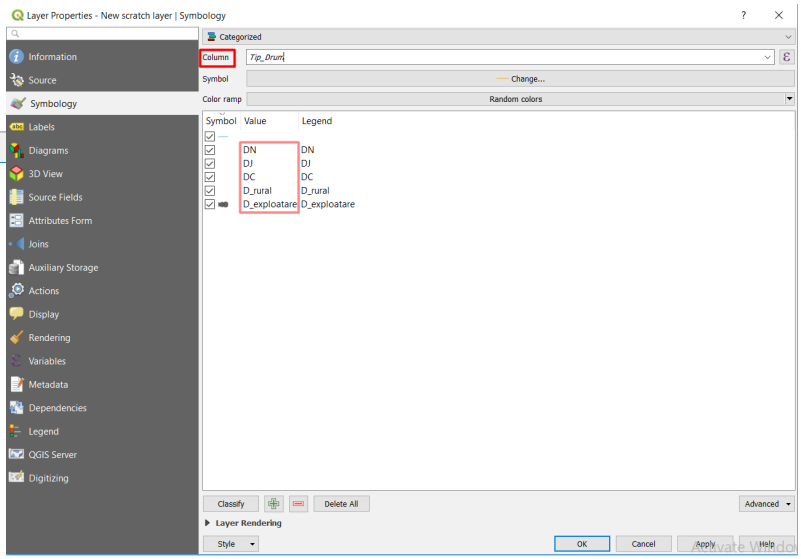

Fig.10. After loading style for roads , categorize it using the column Tip_drumuri(Road type) created in the attribute table

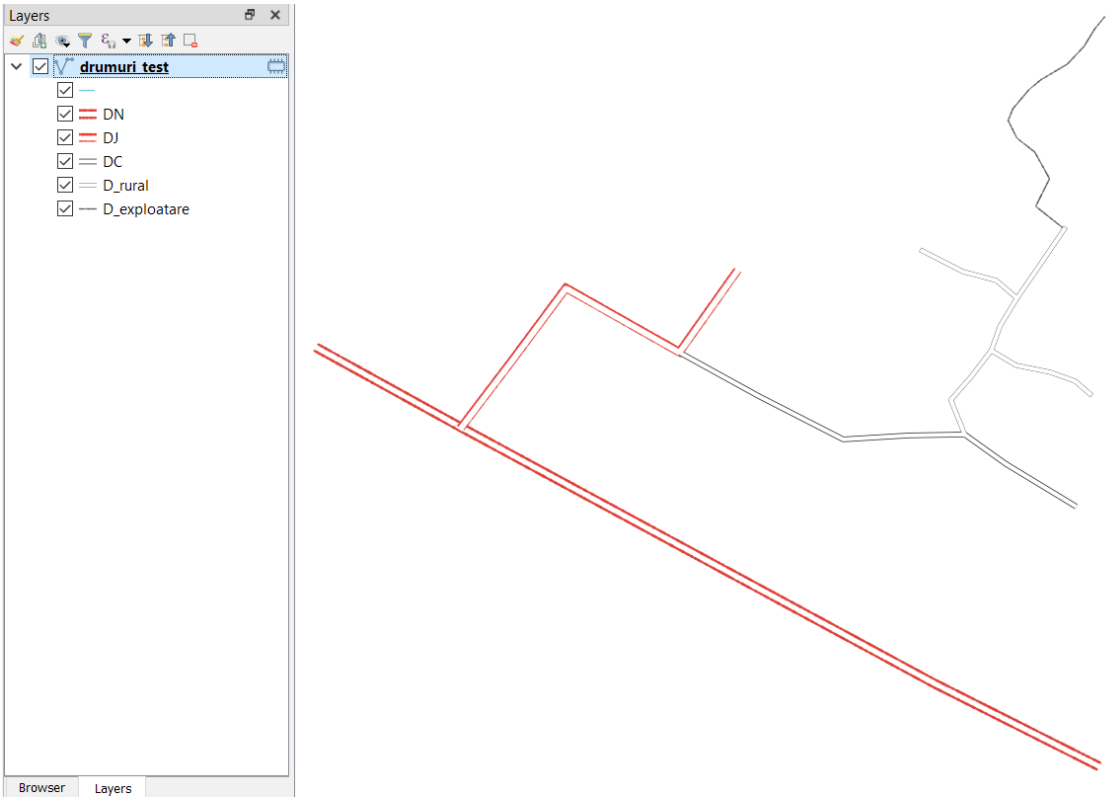

Fig.11. Viewing the final result

2.3. Implement styles for point data

Depending on the data available, it is necessary to specify the location of the svg, as it follows:

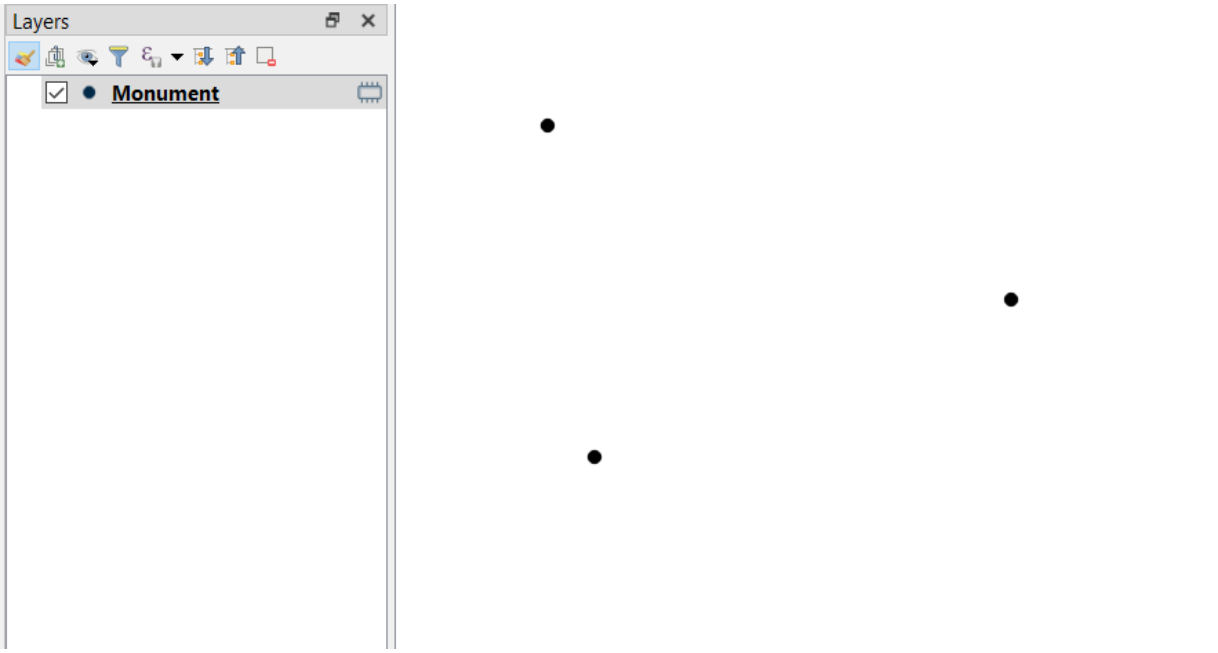

Fig.12. Create a point type layer

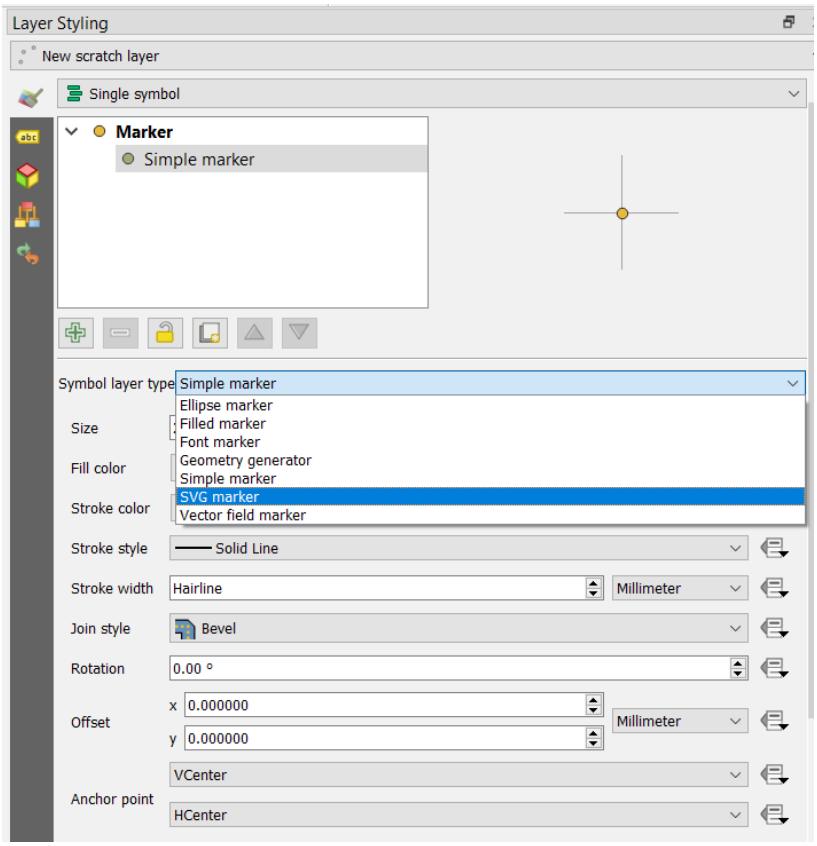

Fig. 13. Change from simple marker to svg marker

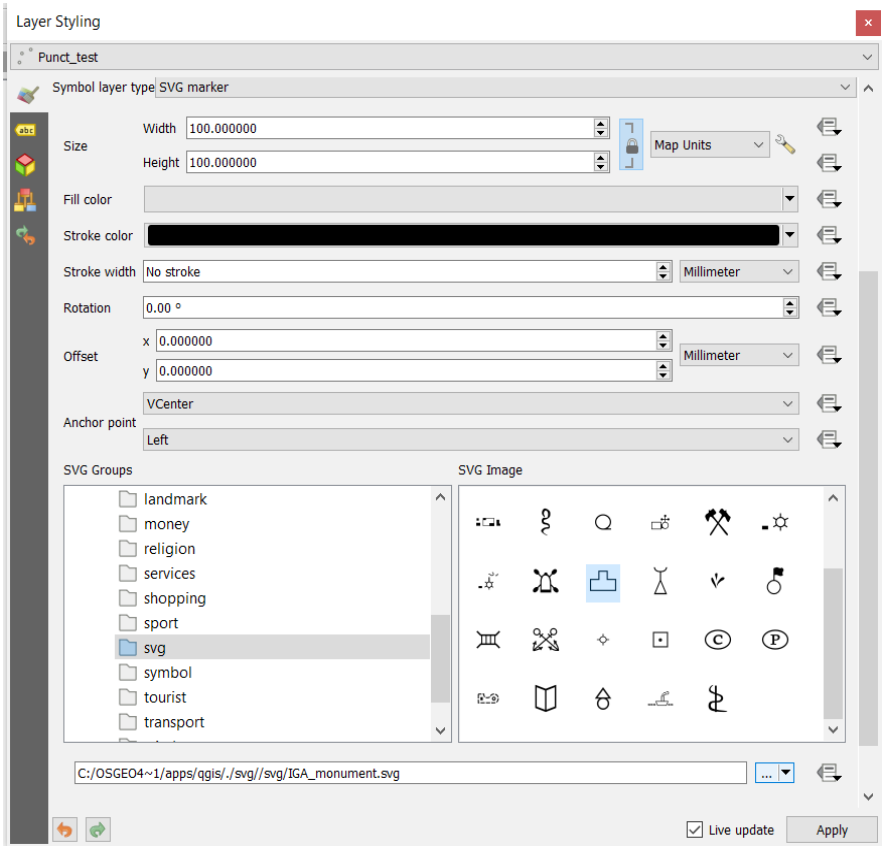

Fig. 14. Choose the svg from the list below, taking into account the location of the downloaded file

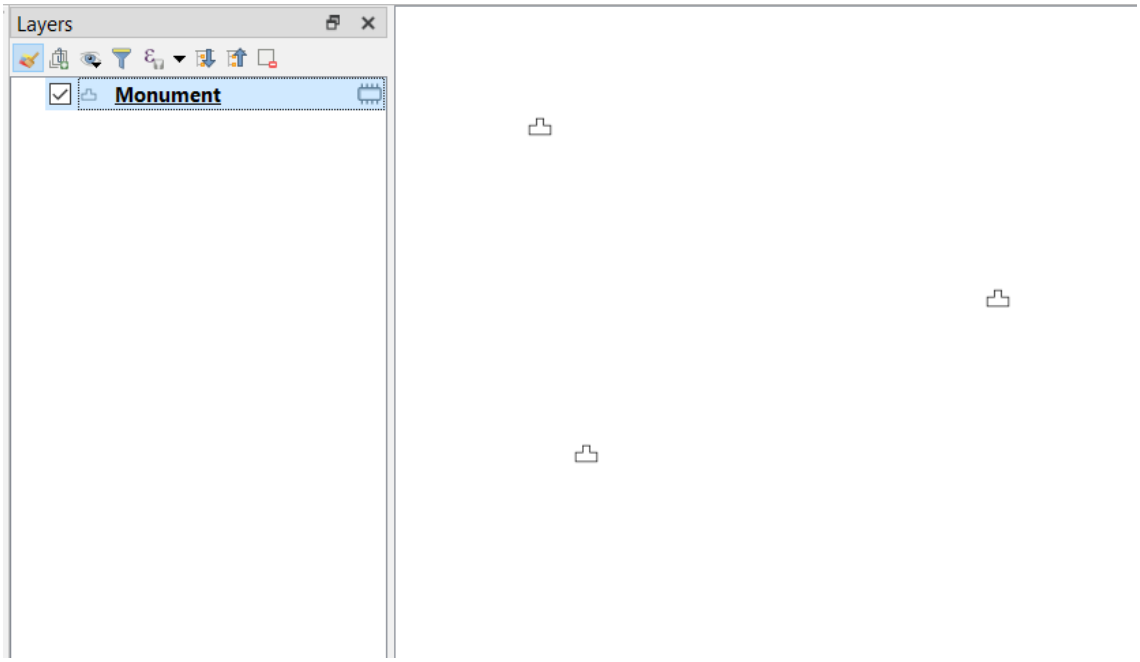

Fig. 15. Viewing the final result

For each point vector, the same steps will be taken to use the style desired of svg.

Note

- With the loading of .qml styles for polygons, the contained svgs will be loaded automatically, taking into account the placement of the file containing the svgs in the displayed location above in the instructions.
- The dimensions used to create styles are map units.
- Every user has the freedom to change styles according to their own vision.