

Open Street Maps source

Layer id: Name of layer

Layerid: ID

Type:

- 0: Line
- 1: Polygon
- 3: Point

Visible:

- 1: Yes
- 2: No

Color: Outbound colour.

- Color_r: Red (dec code 0-255).
- Color_g: Green (dec code 0-255).
- Color_b: Blue (dec code 0-255).

Fill_Color: Fill colour.

- Fill_color_r: Red (dec code 0-255).
- Fill_color_g: Green (dec code 0-255).
- Fill_color_b: Blue (dec code 0-255).

Near_zoom: defines the zoom to view the information.

- 0: Visible by default.
- 2000: Visible when map has a 1:2000 scale.
- 5000: Visible when map has a 1:5000 scale.
- 25000: Visible when map has a 1:25000 scale.
- 50000: Visible when map has a 1:50000 scale.
- 100000: Visible when map has a 1:100000 scale.

Far_zoom: defines the zoom to disappear the information

Pixel_thickness: width size in pixels.

Real_thickness: real width in meters.

Name: Internal code.

Icon: Simbology

Usable_routing: If you can use to navigate.

- 0: Not used.
- 1: Highways.
- 2: Roundabouts.
- 3: Ferry.
- 4: Walking.
- 5: Toll.
- 6: Backroad.

Line_type: linetype.

- 0: Solid.
- 1: Dash.
- 2: Dot.
- 3: Dashdot.
- 4: Dashdotdot.
- 5: Null.
- 6: Double.
- 7: Double flat.
- 8: Double Alternate.
- 9: Rail.
- 10: Double Rail.
- 11: Line wall.
- 12: Zig Zag.
- 13: Arrow-32.
- 14: Wheel_arrow-32.
- 15: Arrow_ball-32.
- 16: Wheel_arrow.

Transparency: Not used.

Max_speed: Maximum speed allowed on the route.

Height: Altitude.

Route_param: Whether or not routable.

- True: Routable.
- False: Non Routable.

Parent_layer_id: Numeric code that refers to its origin (point, line, polygon).

Tunnel: Referring to the road, if they have tunnels.

- True: There are tunnels on the road.
- False: There aren't tunnels on the road.

Roundabout: if roads have roundabouts.

- True: There are roundabouts on the road.
- False: There aren't roundabouts on the road.

Ramp: Referring to the road, if they have ramps.

- True: There are ramps on the road.
- False: There aren't ramps on the road.

Unpaved: If the road is paved or not.

- True: Unpaved.
- False: Paved.