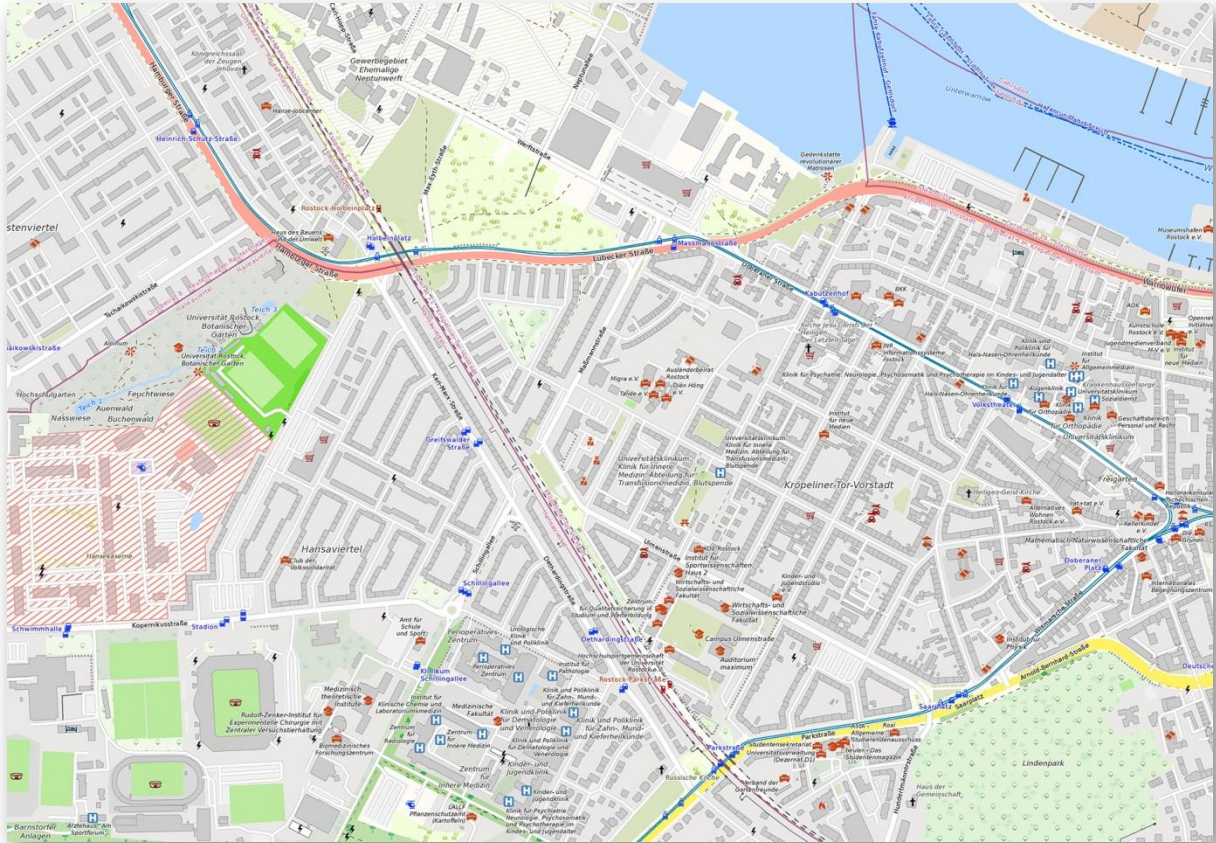# Documentation of styles for OSMaxx standard visualizations using ArcGIS

Style documentation for three map scales:

1 : 2 500 (M1)
1 : 10 000 (M3)
1 : 25 000 (M4)

State: 7/7/2016

Content

Preliminary information

The present documentation provides general information about all symbols and styles for the OSMaxx ArcGIS application. These styles are more or less part of the MasterMXD templates for standard visualization and apply to three map scales:

- **MasterMXD_M1_scale_2500.mxd**   for scale **1 : 2 500 (M1)***
- **MasterMXD_M3_scale_10000.mxd**   for scale **1 : 10 000 (M3)***
- **MasterMXD_M4_scale_25000.mxd**   for scale **1 : 25 000 (M4)***

   ***Applied coordinate system: WGS_1984_Web_Mercator / WKID: 3785 / Authority: EPSG*

Please always apply one of these three templates to map OSMaxx data excerpts in ArcGIS. This ensures that all relevant parameters are included (*e.g. symbol level hierarchy, label placement properties, data frame properties such as general reference scale, Maplex label activation, etc.*). For OSMaxx standard visualization purposes, we do not recommend applying layer files (*.lyr) taken from MasterMXD styles because parameters will get lost (*including e.g. label placement properties*)!


Style Manager Files
All relevant symbols and labels are included in specific Style Manager Files corresponding to specific scales:

- For MasterMXD_M1: → **OSMaxx2500.style**
- For MasterMXD_M3: → **OSMaxx10000.style**
- For MasterMXD_M4: → **OSMaxx25000.style**

Each Style Manager File has the following folders and style contents:
- **Marker Symbols** (point styles)
- **Line Symbols** (line styles)
- **Fill Symbols** (area styles)

We recommend storing each Style Manager File together with the corresponding MasterMXD template.
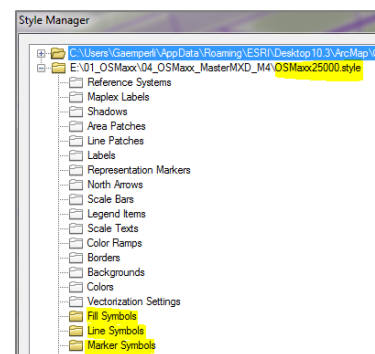
Symbol level hierarchy within layers
Numbers for each symbol indicate the symbol level hierarchy within layers: The higher the number, the higher the object type within a specific layer (*see ArcGIS pop-up "Symbol Levels", pictured right; example for M4 poi_p layer*). Be aware that the symbol level number for each symbol is the same for all three map scales. Some symbols contain two numbers, as they have been designed as multilevel symbols. This means they comprise, e.g. for point symbols, two symbol characters of *OSMaxx_v1.ttf font (*e.g. symbol "hospital", pictured right*).
Attention: We do not recommend changing level numbers, especially for objects on layer "road_l", as this complicates fine-tuning.
*Download link for OSMaxx_v1.ttf: https://osmaxx.hsr.ch/pages/downloads/
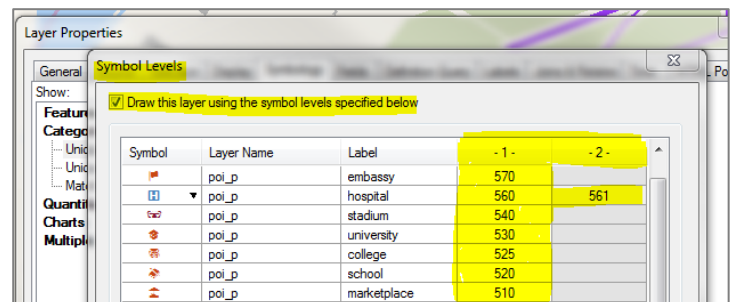

Layer order and further layer information
The layer order for the list documented here corresponds to the layer hierarchy in the ArcGIS table of contents.
Further, the documentation provides you with information about layer transparency and whether or not a layer is activated on the relevant MasterMXD template.

OBJECT TYPES Layer route_l	Symbol	Symbol level	M1 MXD symbol	M1 Label	M3 MXD symbol	M3 Label	M4 MXD symbol	M4 Label
Layer transparency 0 %								
ferry	–·–·–·–	0	+	–	+	–	+	–

| OBJECT TYPES Layer nonop_l	Symbol	Symbol level	M1 Layer not activated		M3 Layer not activated		M4 Layer not activated	
Layer transparency 0 %			MXD symbol	Label	MXD symbol	Label	MXD symbol	Label

Group layer "nur_labeling"
Features of the group layer "nur_labeling" do not contain point, line, or area styles, i.e. the style default has been set to "no color". Exception: "airfield" on layer "military_p" has a visible symbol (*pictured right*). Note that the present documentation does not cover any detailed description of the group layer "nur_labeling".
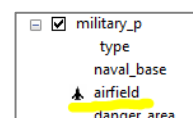
Maplex Label Engine

With the release of ArcGIS 10.1, the functionality of Maplex Label Engine is included in the core ArcGIS for Desktop software.

Provided that a MasterMXD template is in use as recommended for standard visualization of OSMaxx data excerpts, **Maplex Label Engine** will be activated by default. In its **Label Manager**, you can quickly obtain necessary information on labelling within layers.
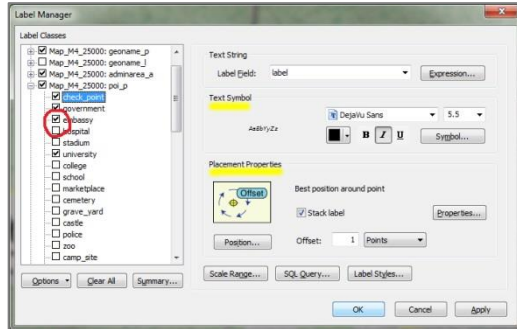
Under **Label Manager**, you will find a list of **Label Classes** containing object type names. They are the same as displayed in the corresponding MXD layer content table. **Label Manager** allows you to control whether a feature label is activated in your map or not *(see pop-up window pictured left; red circle in feature list shows unchecked box indicating that feature label is not activated).*

On the right-hand side of the **Label Manager** pop-up window, you can check the label **style and placement properties** for each featured object.
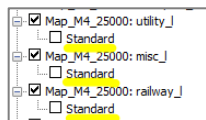
If all layer objects have been labelled and the labels are identical with regard to style and parameters, the label class has been set to "Standard" *(see image crop, at left).*

Editing map feature labels using MasterMXD templates

Each feature label has its own fitting, density, and conflict resolution parameters. If you wish to change the parameters of label classes, be aware that label placement may react sensitively to editing – especially where the density of featured map data is high (e.g. "poi_p" and "road_l" for map scale 1:2 500). Several parameters in the placement properties have been carefully fine-tuned based on activated labels and other objects. Performing edits on placement properties may result in unattractive label placement.
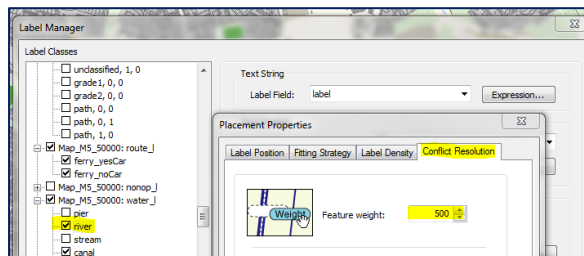
Example: if road bridges stretch across rivers, river labels should not overwrite the bridge labels. This can be ensured using the special label placement parameter "feature weight". In this example, the feature weight of river labels is set to 500 so that nearby features – in our case road bridges – are given priority. In this way, river labels will automatically move slightly away from the road bridge, preventing overlap.

Point styles

All marker symbols (point symbols) applied to the MasterMXD templates are part of the Style Manager Files (described on p. 4 of this documentation) and are listed below. Further, all point symbols are linked to a true type symbol font, specifically created by Geometa Lab HSR, called *OSMaxx_v1.ttf; this means that the symbols will display correctly only if "OS-Maxx_v1.ttf" is installed in the Windows font folder. The table indicates whether or not a given object type is included by default in the different MasterMXD templates, and whether or not the respective objects are labelled by default.

Download link for OSMaxx_v1.ttf: https://osmaxx.hsr.ch/pages/downloads/

-> Table column "Part of MXD":

+ = object type is included in standard visualization at given map scale

– = object type is not included in standard visualization at given map scale (but it is contained in the Style Manager File)

-> Table Column "Size":

The size for the symbol font icons is indicated in DTP points (desktop publishing points). One DTP point is 1/72 of an international inch (about 0.353 mm).

-> Table column "Label":

+ = object type is labelled in standard visualization at given map scale (see also Maplex Label Engine in ArcGIS)

– = object type is not labelled in standard visualization at given map scale

Default OSMaxx Marker

The "default OSMaxx marker" symbol is used as a placeholder icon and is used by default for all features lacking a defined symbol (*referred to as "all other values" in ArcGIS; pictured right*).

Layer transparency 0%			M1			M3			M4		
OBJECT TYPES Layer **poi_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
camp_site *(accommodation)*	▲	160	+	19	–	+	17	–	+	13	–
caravan_site *(accommodation)*	🚐	150	+	19	–	–	17	–	–	13	–
guest_house *(accommodation)*	🏠	140	+	18	–	–	16	–	–	12	–
hostel *(accommodation)*	🛏	110	+	17	–	–	15	–	–	11	–
hotel *(accommodation)*	🛏	500	+	18	+	+	16	–	–	12	–
motel *(accommodation)*	🛏	100	+	16	+	–	14	–	–	12	–
shelter *(accommodation)*	⊏	80	+	15	–	–	13	–	–	9	–
cemetery *(amenity)*	🪦	465	+	17	–	+	15	–	+	11	–
grave_yard *(amenity)*	🪦	465	+	17	–	+	15		+	11	–
bar *(catering)*	🍸	85	+	17	–		15	–	–	11	–
cafe *(catering)*	☕	320	+	16	–	–	14	–	–	10	–
fast food *(catering)*	🍔	220	+	14	–	–	13	–	–	9	–
pub *(catering)*	🍺	90	+	15	–	–	13	–	–	9	–
restaurant *(catering)*	🍴	420	+	17	+	–	15	–	–	11	–
OSMaxx_marker *(default)*	◆	800/801	+	14	–	+	14	–	+	10	–
castel *(destination)*	🏰	460	+	20	+	+	18	+	+	14	+
historic *(destination)*	⛲	355	+	14	+	–	12	–	–	8	–
memorial *(destination)*	🗿	350	+	16	+	–	14	–	–	10	–
monument *(destination)*	🗼	480	+	18	+	+	16	–	–	11	–
museum *(destination)*	🏛	450	+	18	+	+	16	+	–	12	–

Name		Col1	Col2	Col3	Col4	Col5	Col6	Col7	Col8	Col9
picnic_site *(destination)*		10	–	16	–	+	14	–	–	10	–
ruin *(destination)*		70	+	18	+	–	16	–	–	12	–
viewpoint *(destination)*		230	+	16	+	+	14	+	–	10	–
wayside_cross *(destination)*		0	–	16	–	–	14	–	–	11	–
zoo *(destination)*		310	+	17	+	+	15	–	+	11	–
kindergarten *(education)*		360	+	18	–	–	16	–	–	13	–
school *(education)*		520	+	18	+	+	16	–	+	12	–
college *(education)*		525	+	18	+	+	16	–	+	12	–
university *(education)*		530	+	18	+	+	16	+	+	11	+
clinic *(health)*		470/371	+	16	+	–	14/14	–	–	10/10	–
dentist *(health)*		270	+	16	–	–	14	–	–	10	
doctor *(health)*		380/381	+	17/17	–	–	15/15	–	–	11/11	–
hospital *(health)*		560/561	+	16/17	+	+	14/15	+	+	11/11	–
pharmacy *(health)*		210	+	21	–	–	19	–	–	15	
cinema *(leisure)*		240	+	1721	–		15	–		11	–
golf_course *(leisure)*		290	+	19	–	+	17	–	+	13	+
stadium *(leisure)*		540	+	21	+	+	19	–	+	1	–
theater *(leisure)*		280	+	18	+	–	16	–	–	12	–
comm_tower *(misc)*		300	+	19	–	+	17	–	+	13	–
drinking_water *(misc)*		335	+	18	–	+	16		–	12	
fountain *(misc)*		330	+	17	–	+	15	–	–	11	–
hunting_stand *(misc)*		20	–	17	–	–	15	–	–	11	–
lighthouse *(misc)*		200	+	19	–	+	17	–	+	13	–
tower *(misc)*		190	+	19	–	–	17	–	–	13	–
observation_ tower *(misc)*		0	–	18	–	–	16	–	–	12	–
water_tower *(misc)*		250	+	19	–	+	17	–	–	13	–
water_well *(misc)*		260	+	18	–	+	16	–	–	12	–
windmill *(misc)*		180	+	18	–	+	16	–	–	12	–
atm *(money)*		170	+	16	–	–	14	–	–	10	–
bank *(money)*		490	+	16	–	–	14	–	–	10	–
money_exchange *(money)*		130	+	18	–	–	16	–	–	12	–
checkpoint *(public)*		610/611	+	15/15	+	+	13/13	+	+	9/9	+
courthouse *(public)*		550	+	17	+	–	15	–	–	11	–
embassy *(public)*		570	+	17	+	+	15	+	+	11	+
emergency *(public)*		435/436	+	14	–		15		–	11	–
fire_station *(public)*		440	+	16	–	+	14	–	–	10	–
government *(public)*		600	+	18	+	+	16	+	+	12	+
library *(public)*		340	+	16	+	–	14	–	–	11	–
marketplace *(public)*		510	+	18	+	+	16	–	+	12	–
police *(public)*		410	+	16	–	+	14	–	+	10	–
poste _office *(public)*		400/401	+	16	–	–	14	–	–	10	–
prison *(public)*		370	+	16	–	–	14	–	–	10	–
public_ building *(public)*		590	+	18	+	+	16	+	–	11	–
toilet *(public)*		0	–	18	–	–	16	–	–	13	–
townhall *(public)*		580	+	17	+	+	15	–	–	11	–
car *(shop)*		60	+	17	–	–	15	–	–	11	–
car_rental *(shop)*		120	+	20	–	–	18	–	–	14	–
car_repair *(shop)*		390	+	19	–	+	17	–	–	13	–
kiosk *(shop)*		50	+	16	–	–	14	–	–	10	–
laundry *(shop)*		40	+	16	–	–	14	–	–	10	–
supermarket *(shop)*		430	+	17	+	+	15	–	–	11	–
information *(tourist)*		65/66	+	17/18	–	–	15/16	–	–	12/13	–

Layer transparency 0%			M1			M3			M4		
OBJECT TYPES Layer **pow_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
buddhist	☸	80	+	17	+	+	15	+	+	12	–
christian	✝	70	+	16	+	+	14	+	+	11	–
hindu	ॐ	60	+	18	+	+	16	+	+	12	–
jewish	✡	50	+	18	+	+	16	+	+	12	–
muslim	☪	40	+	17	+	+	15	+	+	12	–
sikh	☬	30	+	17	+	+	15	+	+	11	–
place of worship	⚑	20	+	17	+	+	15	+	+	12	–
shinto	⚑	10	+	17	+	+	15	+	+	12	–
taoist	⚑	0	+	17	+	+	15	+	+	12	–

Layer transparency 0%			M1			M3			M4		
OBJECT TYPES Layer **transport_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
aeroport	✈	90/91	+	18/18	+	+	16/16	+	+	13/13	+
airfield	✈	80	+	17	–	+	15	–	+	13	–
helipad	🚁	70	+	17	–	+	15	–	+	12	–
railway_station	🚆	60/61	+	16/17	+	+	15/16	+	+	12	+
bus_station	🚌	50/51	+	15/16	+	+	14/15	+	+	12	+
railway_halt	🚆	40	+	15	+	+	13	+	▪+	10	–
bus_stop	🚌	30	+	16	+	+	12	+	●+	10	–
tram_stop	🚊	20	+	17	+	+	14	+	●–	10	–
ferry_terminal	⛴	10	+	19	+	+	17	+	+	13	+
taxi_stand	🚕	0	–	16	–	–	14	–	–	11	–

Layer transparency 0%			M1			M3			M4 Layer not activated		
OBJECT TYPES Layer **traffic_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
level_crossing	✕	90	–	13	–	–	11	–	–	8	–
fuel	⛽	60	–	17	–	–	15	–	–	11	–
multi_storey *(all kinds of multi-storey facilities)*	P	30	+	18	–	+	16	–	–	13	–
gate *(all kinds of gates)*	▥	10	+	18	–	–	16	–	–	9	–
parking *(all kinds of parking areas)*	P	0	+	14	–	+	12	–	–	11	–
surface *(all kinds of surface parking areas)*	P	0	+	14	–	+	12	–	–	11	–

Layer transparency 0%			M1			M3			M4		
OBJECT TYPES Layer **utility_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
plant	⚡	120/121	+	16/16	–	+	14/14	+	+	12/12	+
nuclear	☢	100	+	20	–	+	16	+	+	14	+
fossil	🏭	80	+	20	–	+	17	+	+	15	+
hydro	🏭	60	+	19	–	+	16	+	+	14	+
wind	🗼	40	+	22	–	+	18	+	+	14	–
solar	▨	20	+	17	–	+	15	+	–	13	–
substation	⚡	10	+	17	–	+	15	–	+	12	–
pole *(pole: combined with line and minor_line of layer utility_l)*	●	0	+	17	–	+	15	–	+	11	–
tower *(tower: combined with line and minor_line of layer utility_l)*	●	0	+	17	–	+	15	–	+	11	–

Layer transparency 0%			M1			M3			M4		
OBJECT TYPES Layer **water_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
dam		90	+	20	+	+	18	+	+	14	+
waterfall		60	+	19	+	+	17	+	+	12	+
spring		30	+	19	–	+	17	–	+	13	–
reservoir_covered		0	+	18	–	+	16	–	+	11	–
Layer transparency 0%			M1			M3			M4		
OBJECT TYPES Layer **natural_p**	Symbol	Symbol Level	Part of MXD	Size	Label	Part of MXD	Size	Label	Part of MXD	Size	Label
volcano		120	+	20	+	+	18	+	+	14	+
peak		100	+	16	+	+	14	+	+	11	+
cave_entrance		80	+	18	+	+	16	+	+	12	+
rock		60	+	18	+	+	16	+	+	12	–
stone		40	+	18	–	–	16	–	–	12	–
sinkhole		0	+	18	–	–	16	–	–	12	–
tree		0	+	20	–	–	18	–	–	13	–

Go to line styles

Line styles

All line symbols applied to the MasterMXD templates are part of the Style Manager Files (described on p. 4 of this documentation) and are listed below. The table indicates whether or not an object type is included by default in the different MasterMXD templates, and whether or not the respective objects are labelled by default.

-> Table Column "Part of MXD":

    + = object type is included in standard visualization at given map scale

    – = object type is not included in standard visualization at given map scale (but it is contained in the Style Manager File)

-> Table Column "Label":

    + = object type is labelled in standard visualization at given map scale (see also Maplex Label Engine in ArcGIS)

    – = object type is not labelled in standard visualization at given map scale

Special symbols
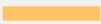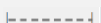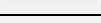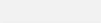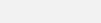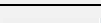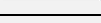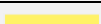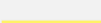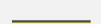
For map scale M1, two marker symbols have been combined with lines of layer road_l. Both combined styles are contained in the Style Manager Files. This concerns the object types "cycleway" and "bridleway".

Symbol for cycleway at map scale M1: 🚲 (bicycle: Symbol font OSMaxx.ttf / Unicode: 57429)

Symbol for bridleway at map scale M1: 🏇 (rider: Symbol font OSMaxx.ttf / Unicode: 57436)

Layer transparency 40 %			M1		M3		M4	
OBJECT TYPES Layer **boundary_l**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
national		50/51	+	*Labelled by layer "**adminarea_a**" (part of group layer "nur_labeling")*	+	*Labelled by layer "**adminarea_a**" (part of group layer "nur_labeling")*	+	*Labelled by layer "**adminarea_a**" (part of group layer "nur_labeling")*
admin_level3		40/41	+		+		+	
admin_level4		40/41	+		+		+	
admin_level5		40/41	+		+		+	
admin_level6		30	+		+		+	
admin_level7		30	+		+		+	
admin_level8		30	+		+		+	
admin_level9		20	+		+		+ *set no colour*	
admin_level10		20	+		+		+ *set no colour*	
admin_level11		20	+		+ *set no colour*		+ *set no colour*	
national_park		18/19	+		+		+	
protected_area		10/11	+		+		+	
Layer transparency 0 %			M1		M3		M4	
OBJECT TYPES Layer **coastlines**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
coastlines		No level	+	–	+	–	+	–
Layer transparency 0 %			M1		M3		M4	
OBJECT TYPES Layer **transport__l**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
runway		50	+	–	+	–	+	–
taxiway		49	+	–	+	–	+	–

OBJECT TYPES Layer **utility__l**	Layer transparency 0 %		M1		M3		M4	
	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
line		20	+	−	+	−	+	−
pipeline		10/10	+	−	+	−	+	−
minor_line		0	+	−	+	−	+	−

OBJECT TYPES Layer **misc__l**	Layer transparency 0 %		M1		M3		M4	
	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
city_wall		50	+	−	+	−	+	−
wall		40	+	−	+	−	−	−
barrier		30	+	−	−	−	−	−
hedge		20	+	−	−	−	−	−

OBJECT TYPES Layer **railway__l**	Layer transparency 0 %		M1		M3		M4	
	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
rail		30/31	+	−	+	−	+	−
rail, tunnel		0	+	−	+	−	+	−
rail, bridge		60/61/62	+	−	+	−	+	−
light_rail		10	+	−	+	−	+	−
light_rail, tunnel		0	+	−	+	−	+	−
light_rail, bridge		50/51	+	−	+	−	+	−
narrow_gauge		20/21	+	−	+	−	+	−
narrow_gauge, tunnel		0	+	−	+	−	+	−
narrow_gauge, bridge		50/51/52	+	−	+	−	+	−
subway		10	+	−	+	−	+	−
subway, tunnel		0	+	−	+	−	+	−
subway, bridge		50/51	+	−	+	−	+	−
tram		10	+	−	+	−	+	−
tram, tunnel		0	+	−	+	−	+	−
tram, bridge		50/51	+	−	+	−	+	−
monorail		20/21	+	−	+	−	−	−
monorail, tunnel		0	+	−	+	−	−	−
monorail, bridge		50/51/52	+	−	+	−	−	−
funicular		20/21	+	−	+	−	+	−
funicular, tunnel		0	+	−	+	−	+	−
funicular, bridge		50/51/52	+	−	+	−	+	−
cable_car		70/71	+	−	+	−	+	−
gondola		40/41	+	−	+	−	+	−
goods		40/41	+	−	+	−	−	−
chair_lift		38/39	+	−	+	−	+	−
drag_lift		10/11	+	−	+	−	+	−

OBJECT TYPES	Symbol	Symbol level	M1		M3		M4	
			Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
drag_lift, bridge		35/36/37	+	–	+	–	+	–
platter		10/11	+	–	+	–	+	–
t-bar		10/11	+	–	+	–	+	–

OBJECT TYPES Layer **road__l**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label
trunk		100	+	+	+	+	+	+
trunk, tunnel		0	+	+	+	+	+	–
trunk, bridge		154/155	+	+	+	+	+	–
trunk_link		63	+	–	+	–	+	–
trunk_link, tunnel		0	+	–	+	–	+	–
trunk_link, bridge		152/153	+	–	+	–	+	–
motorway		90	+	+	+	+	+	+
motorway, tunnel		0	+	+	+	+	+	–
motorway, bridge		150/151	+	+	+	+	+	–
motorway_link		62	+	–	+	–	+	–
motorway_link, tunnel		0	+	–	+	–	+	–
motorway_link, bridge		148/149	+	–	+	–	+	–
primary		80	+	+	+	+	+	+
primary, tunnel		0	+	+	+	+	+	–
primary, bridge		140/141	+	+	+	+	+	–
primary_link		61	+	–	+	–	+	–
primary_link, tunnel		0	+	–	+	–	+	–
primary_link, bridge		138/139	+	–	+	–	+	–
secondary		70	+	+	+	+	+	+
secondary, tunnel		0	+	–	+	–	+	–
secondary, bridge		130/131	+	–	+	+	+	–
secondary_link		60	+	–	+	–	+	–
secondary_link, tunnel		0	+	–	+	–	+	–
secondary_link, bridge		83/84	+	–	+	–	+	–
tertiary		65/66	+	+	+	+	+	+
tertiary, tunnel		0	+	–	+	–	+	–
tertiary, bridge		120/121	+	–	+	–	+	–
service		50/51	+	+	+	–	–	–
service, tunnel		0	+	–	+	–	–	–
service, bridge		120/121	+	–	+	–	–	–
unclassified		50/51	+	+	+	–	+	+
unclassified, tunnel		0	+	–	+	–	+	–
unclassified, bridge		118/119	+	–	+	–	+	–
roundabout		50/51	+	–	+	–	+	–
roundabout, tunnel		0	+	–	+	–	+	–
roundabout, bridge		118/119	+	–	+	–	+	–

residential		50/51	+	+	+	–	+	–
residential, tunnel		0	+	–	+	–	+	–
residential, bridge		118/119	+	–	+	–	+	–
living_street		50/51	+	+	–	–	–	–
living_street, tunnel		0	+	–	–	–	–	–
living_street, bridge		118/119	+	–	–	–	–	–
track		20	+	–	+	–	+	–
track, tunnel		0	+	–	+	–	+	–
track, bridge		80/81	+	–	+	–	+	–
cycleway		30/31	+	–	–	–	–	–
cycleway, tunnel		0	+	–	–	–	–	–
cycleway, bridge		158/159	+	–	–	–	–	–
bridleway		40/41	+	–	–	–	–	–
bridleway, tunnel		0	+	–	–	–	–	–
bridleway, bridge		156/157	+	–	–	–	–	–
footway		10	+	+	–	–	–	–
footway, tunnel		0	+	–	–	–	–	–
footway, bridge		81/82	+	–	–	–	–	–
steps		30/31	+	–	–	–	–	–
steps, tunnel		0/1	+	–	–	–	–	–
steps, bridge		52/53	+	–	–	–	–	–
grade1		20	+	+	+	–	+	–
grade2		10	+	+	+	–	+	–
grade3		10	+	–	+	–	–	–
grade4		10	+	–	+	–	–	–
grade5		10	+	–	+	–	–	–
pedestrian	no colour	0	+	+	–	–	–	–
pedestrian, bridge	no colour	0	+	–	–	–	–	–
path		0	+	+	+	–	+	–
path, tunnel		0	+	–	+	–	+	–
path, bridge		81/82	+	–	+	–	+	–

Layer transparency 0 %			M1		M3		M4	
OBJECT TYPES Layer **route_l**	**Symbol**	**Symbol level**	**Part of MXD**	**Label**	**Part of MXD**	**Label**	**Part of MXD**	**Label**
ferry		0	+	–	+	–	+	–

Layer transparency 0 %			M1 **Layer not activated**		M3 **Layer not activated**		M4 **Layer not activated**	
OBJECT TYPES Layer **nonop_l**	**Symbol**	**Symbol level**	**Part of MXD**	**Label**	**Part of MXD**	**Label**	**Part of MXD**	**Label**
railway_Construction		600/601	+	–	+	–	+	–
railway_Planned		500/501	+	–	+	–	+	–
railway_Disused		450	+	–	+	–	+	–
railway_Abandoned		440	+	–	+	–	+	–
highway_Construction		400/401	+	–	+	–	+	–
highway_Planned		300/301	+	–	+	–	+	–
highway_Disused		200/201/202	+	–	+	–	+	–
highway_Abandoned		100/101/102	+	–	+	–	+	–

| OBJECT TYPES Layer **water_l** | Layer transparency 0 % | | M1 | | M3 | | M4 | |
	Symbol	Symbol level	Part of MXD	La-bel	Part of MXD	La-bel	Part of MXD	La-bel
pier		50	+	−	+	−	+	−
river		40	+	+	+	+	+	+
stream		30	+	+	+	+	+	+
canal		20	+	+	+	+	+	+
drain		10	+	−	+	−	+	−

Go to area styles

Area styles

All area symbols (polygon symbols) applied to the MasterMXD templates are part of the Style Manager Files (described on p. 4 of this documentation) and are listed below. The table indicates whether or not an object type is included by default in the different MasterMXD templates, and whether or not the respective objects are labelled by default.

-> Table Column "Part of MXD":

+ = symbol resp. object type is included in standard visualization at given map scale

– = symbol resp. object type is not included in standard visualization at given map scale (but it is contained in the Style Manager File)

-> Table Column "Label":

+ = object is labelled in standard visualization at given map scale (see also Maplex Label Engine in ArcGIS)

– = object is not labelled in standard visualization at given map scale

-> Table Column "Note":

Some area styles of layer landuse_l and layer natural_l are multilayer styles. Their background colour layers are combined with a character marker either from the OSMaxx_v1.ttf Symbol font or from one of the installed ESRI symbol fonts. The font name and other parameters for the applied symbol are indicated in this column.

Layer transparency 0%			M1		M3		M4 Layer not activated		Note
OBJECT TYPES Layer **pow_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
pow *buddhist; christian; hindu; jewish; muslim; place_of_worship; shinto; sikh; taoist*		No level	+	–	+	–	+	–	

Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer **transport_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
transport *apron; ferry_terminal; helipad; runway; taxiway; airfield; aeroway*		No level	+	–	+	–	+	–	

Layer transparency 0%			M1		M3		M4 Layer not activated		Note
OBJECT TYPES Layer **traffic_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
traffic *all kinds of parking facilities (incl. multistorey)*		No level	+	–	+		+	–	

Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer **water_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
dam		40	+	–	+	–	+	–	
pier		30	+	+	+	–	+	–	
weir		30	+	–	+	–	+	–	
riverbank		20	+	+	+	–	+	–	
water		10	+	+	+	+	+	+	

Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer **military_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
naval_base		50	+	+*	+	+*	+	+*	*Labelled by layer "military_p", Group layer "nur labeling"
range		40	+	–*	+	–*	+	–*	*Labelled by layer "military_p", Group layer "nur labeling""
bunker		30	+	–*	+	–*	+	–*	*Labelled by layer "military_p", Group layer "nur labeling"
barracks		20	+	+*	+	+*	+	+*	*Labelled by layer "military_p", Group layer "nur labeling"
danger_area		10	+	–*	+	–*	+	–*	*Labelled by layer "military_p", Group layer "nur labeling"
airfield_military		0	+	+*	+	+*	+	–*	*Labelled by layer "military_p", Group layer "nur labeling"
Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer utility_a	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
utilitiy *plant; substation; nuclear; fossil; hydro; solar; power;tower*		No level	+	–	+	–	+	–	
Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer **building_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
building *no differentiation into categories*		No level	+	–	+	–	+	–	
Layer transparency 20%			M1		M3		M4		Note
OBJECT TYPES Layer **poi_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
soccer_pitch		120	+	–	+	–	+	–	
swimming_pool		120	+	+	+	–	+	–	
tennis_pitch		120	+	+	+	–	+	–	
sports_centre		90	+	+	+	–	+	–	
cemetery		60	+	+	+	–	+	–	
grave_yard		60	+	+	+	–	+	–	
government		30	–	–	+	+	+	–	
marketplace		30	–	–	+	+	+	–	
stadium		30	–	–	+	+	+	+	
hospital		30	–	–	+	–	+	+	
school		30	–	–	+	+	+	–	
university		30	–	–	+	–	+	–	
camp_site		0	+	+	+	+	+	–	
caravan_site		0	+	+	+	+	+	–	
golf_course		0	+	+	+	+	+	–	
zoo		0	+	–	+	+	+	+	
Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer **landuse_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
military		120	+	–	+	–	+	–	
nature_reserve		110	+	–	+	–	+	–	

OBJECT TYPES	Symbol	Symbol level	M1 Part of MXD	M1 Label	M3 Part of MXD	M3 Label	M4 Part of MXD	M4 Label	Note
greenhouse		100	+	–	+	–	+	–	
quarry		90/91	+	–	+	–	+	–	*Character Marker*: OS-Maxx_v1/ Unicode: 57435, RGB: 0/0/0, Size: M1/M3: 16, M4:8, grid
reservoir		80	+	+	+	–	+	–	
landfill		70/71	+	+	+	–	+	+	*Character Marker*: OS-Maxx_v1/ Unicode: 57433, RGB: 0/0/0, Size: M1: 25, M3: 13, M4:9, grid
park		60(/61)	+	+	+	+	+	–	*Character Marker*: ESRI US Forestry 2/ Unicode: 200, RGB: 38/115/0, Size: M1:11, M3:6, grid
recreation_ground		60(/61)	+	+	+	+	+	–	*Character Marker*: ESRI US Forestry 2/ Unicode: 200, RGB:. 38/115/0, Size: M1:11, M3:6, grid
railway		50	+	–	+	–	+	–	
industrial		40	+	+	+	+	+	+	
orchard		30/31	+	–	+	–	+	–	*Character Marker*: ESRI US Forestry 2/ Unicode: 200, RGB: 189/66/0, Size M3: 8, M4: 5, grid
plant _nursery		20(/21/22)	+	–	+	–	+	–	*Character Marker*: ESRI Caves 1 Unicode 194 size 20, & ESRI US Forestry 2 Unicode 63, RGB: 115/76/0, Size: M1: 30/9 M3: 20/6, random
allotments		20(/21)	+	+	+	+	+	–	*Character Marker*: ESRI SDS 2.001/ Unicode: 88, RGB: 247/145/0, Size: M: 6, M3/M4: 4, random
vineyard		20(/21)	+	–	+	–	+	–	*Character Marker*: ESRI SDS 1.95 2/ Unicode: 39, RGB: 130/100/0, Size: M1: 8, M3: 5, grid
farm		20	+	–	+	–	+	–	
farmyard		20	+	–	+	–	+	–	
grass		10	+	–	+	–	+	+	
meadow		10	+	–	+	–	+	–	
forest		0/1/2	+	+	+	+	+	+	*Character Marker*: ESRI Enviro Hazard Analysis/ Unicode: 108 & 111, RGB: 0/0/0, Size: M1: 9, M3: 7, M4: 4, random
residential		0	+	–	+	–	+	–	

Layer transparency 0%			M1		M3		M4		Note
OBJECT TYPES Layer **natural_a**	Symbol	Symbol level	Part of MXD	Label	Part of MXD	Label	Part of MXD	Label	
moor		100/101	+	+	+	+	+	+	
wetland		100/101	+	+	+	+	+	+	
mud		100/101	+	–	+	–	+	–	
glacier		90	+	+	+	+	+	+	
bare_rock		80/81	+	–	+	–	+	–	*Character Marker*: ESRI Caves 1, Unicode: 205, RGB: 110/110/110, Size: M1: 10, M3:7, M4: 5, random
cliff		70/71	+	+	+	+	+	–	*Character Marker*: ESRI Caves 1, Unicode: 220, RGB: 110/110/110, Size: M1: 5, M3: 4, M4: 3, random
scree		60/61	+	–	+	–	+	–	*Simple Marker Symbol*: circle, RGB: 156/156/156, Size: M1: 1,M3/M4: 0.5, random
heath		50/51	+	+	+	+	+	+	*Character Marker*: ESRI Caves 1, Unicode: 224 RGB: 115/101/72, Size: M1: 8, M3: 7, M4: 3, random
scrub		40/41	+	–	+	–	+	–	*Character Marker*: ESRI US Forestry 2/ Unicode: 66, RGB: 189/66/0, Size: M1: 8, M3: 7, M4: 4, random
beach		30	+	+	+	+	+	–	
sand		30	+	–	+	–	+	–	
natural		20	+	–	+	–	+	–	
fell		10	+	+	+	+	+	–	
grassland		10	+	–	+	–	+	–	

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wood		0/1/2	+	+	+	+	+	+	*Character Marker*: ESRI Enviro Hazard Analysis/ Unicode: 108 & 111, <u>RGB:</u> 0/0/0, <u>Size:</u> M1: 9, M3: 7, M4: 4, random
Layer transparency 0%			**M1**		**M3**		**M4**		**Note**
OBJECT TYPES Layer **land_polygon**	Symbol	**Hierarchical number(s) of symbol level**	**Part of MXD**	**Label**	**Part of MXD**	**Label**	**Part of MXD**	**Label**	
undefined land		No level	+	−	+	−	+	−	
Layer transparency 0%			**M1**		**M3**		**M4**		**Note**
OBJECT TYPES Layer **water_polygon**	Symbol	**Hierarchical number(s) of symbol level**	**Part of MXD**	**Label**	**Part of MXD**	**Label**	**Part of MXD**	**Label**	*Same colour as background colour of data frame (RGB 255/252/245)*
undefined water *generally oceans*		No level	+	−	+	−	+	−	