

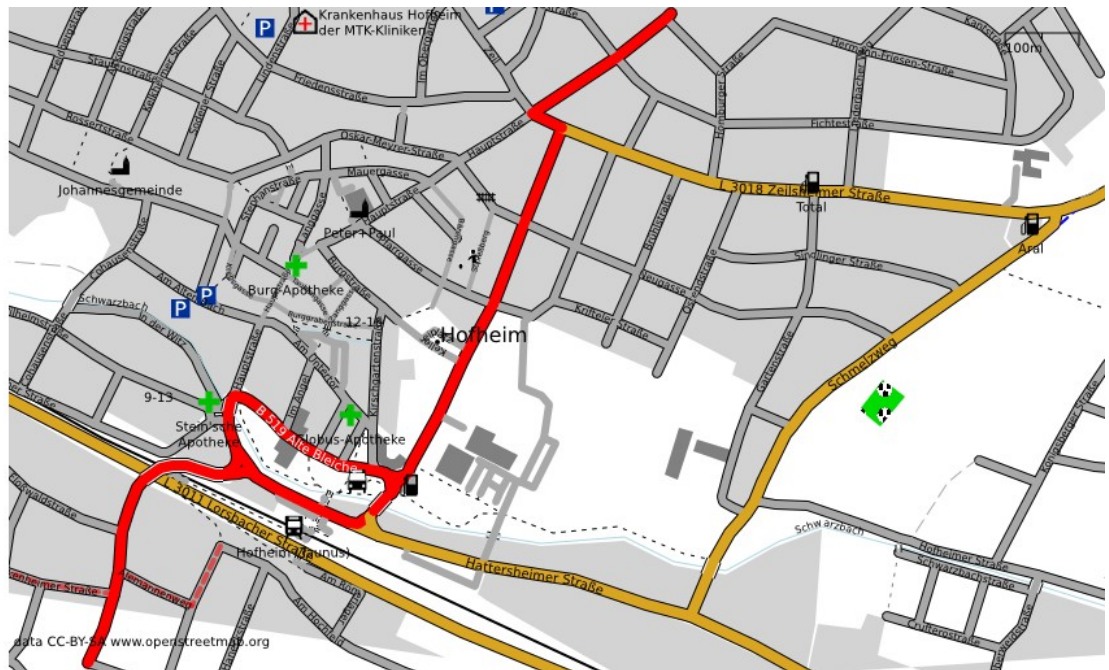
# Mapgen

by Gary68

## User's manual

Version 0.14, March 2010

- residential
- motorway
- primary
- secondary
- tertiary
- track
- footway
- path
- cycleway
- park
- stadium
- cemetery
- military
- forest
- farmland
- residential
- industrial



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# Introduction

Mapgen has its roots in osmdiff.pl and osmrender.pl. They were very basic render programs. Once Haiti was hit by the strong earthquake I wanted to provide large png maps for the local help. This proved to be hard since so many things couldn't be done with my programs. So I decided to improve the features of my renderer and give it a new name. So the basic goals became:

- Fast and easy map generation, different output formats
- Fast extraction of needed data out of \*.osm files (place=\*)
- Easy style file handling
- Street and place directories
- Keep it simple (easy invocation with only 2 mandatory parameters)
- Keep it powerful (by using more parameters)

## Hints

The projection method used is not appropriate for very big areas.

Be aware that at the edges of the map items may be missing. This may occur when items are not completely contained in the osm file. You can try to prevent this by using the clip parameter with larger values.

## Installation

- Put the mapgen.pl file in a folder
- Put \*.pm files in a subfolder called OSM (can also be put into a directory contained in the @INC pathes)
- Get Math::Poygon from CPAN and create a subfolder Math (can also be put into a directory contained in the @INC pathes)
- (Install osmosis if desired; take care that it can be invoked from command line)
- (Install inkscape if desired; take care that it can be invoked from command line) **This is necessary when usein SVG files as tile patterns or when converting from SVG to PNG or PDF!**
- bzip2 installation: sudo apt-get install libcompress-bzip2-perl
- GD installation: sudo apt-get install libgd-graph3d-perl

Information about Osmosis can be found here: <http://wiki.openstreetmap.org/wiki/Osmosis>

## Basic parameters

Obviously there are some things that can't be hidden from the user. So the user has to specify at least 2 basic parameters:

```
-in=file.osm  
-style=style.csv (original can be kept and maintained in OO sheet or MS Excel)
```

-in also supports \*.osm.bz2 format.

Default output name is mapgen.svg.

## Output

Basic and only output format from mapgen itself is SVG. That has the advantage that all further formats contain all elements that mapgen can produce. Disadvantage is a post-processing done by inkscape.

```
-out=file.svg (png and pdf names are automatic, DEFAULT=mapgen.svg)
```

There are two options specifying additional output formats:

```
-png (also produce png, inkscape must be installed, very big)  
-pdf (also produce pdf, inkscape must be installed)
```

The names are automatic and derived from the -out name. Inkscape must be installed and your system must be able to run it from command line in the current directory.

The PNG files are rather big. So maybe some post-processing is appropriate.

## Usage examples

Most **simple** form:

```
perl mapgen.pl -in=file.osm -style=mapgenRules.csv
```

Also specify an **output** name, if you wish

```
perl mapgen.pl -in=file.osm -style=mapgenRules.csv -out=map.svg
```

Also specify **size** and that you want a **PDF** additionally:

```
perl mapgen.pl -in=file.osm -style=mapgenRules.csv -size=2048 -pdf
```

Now let's say you have a big osm file but only want a **map of a certain city**:

```
perl mapgen.pl -in=germany.osm -style=mapgenRules.csv -place=Frankfurt
```

This will probably not cover the whole of Frankfurt because the default **radiuses** are too small (2km each direction)

```
perl mapgen.pl -in=germany.osm -style=mapgenRules.csv -place=Frankfurt -lonrad=10  
-latrad=10
```

Now we want our map with **grid lines** and a **street directory**:

```
perl mapgen.pl -in=file.osm -style=mapgenRules.csv -grid=8 -dir
```

And let's turn off the **legend**:

```
perl mapgen.pl -in=file.osm -style=mapgenRules.csv -legend=0
```

## Map size and the like

The background color can be set according to the given color set.

The size of the picture is specified by the width in pixels. Height is automatically calculated.

Clipping means that not all of the data given in the osm file will be presented. This is useful to clip incomplete data at the edges of the area in the osm file.

Padding means to pad the map with an empty border. Useful for islands...

Program will output some useful information about map and paper sizes as well as resolution and scale.

```
-bgcolor=TEXT (color for background)
-size=<integer> (in pixels for x axis, DEFAULT=1024)
-clip=<integer> (percent data to be clipped on each side, 0=no clipping, DEFAULT=0)
-pad=<INTEGER> (percent of white space around data in osm file, DEFAULT=0)
```

## Advanced parameters

By default a legend is drawn in the upper left corner. This can be switched off.

```
-legend=INT (0=no legend; 1=legend; DEFAULT=1)
```

**The legend will only show elements that would be drawn if present in the current map scale!**

A ruler is drawn by default in the upper right corner. This can be switched off as well. Additionally a color can be specified.



```
-ruler=INT (0=no ruler; 1=draw ruler; DEFAULT=1)
-rulercolor=TEXT (DEFAULT=black)
```

Optionally a scale value can be calculated and added to the map. Of course the color for this text can be set.

```
-scale (print scale)
-scalecolor=TEXT (set scale color; DEFAULT = black)
```



A specific scale can be set, i.e. 1:25.000 by adding `-scaleset=25000` to the command line. To be able to work with this information you have to specify the resolution of the output device in dpi. By default this is set to 300dpi.

```
-scaleset=INTEGER (1:x preset for map scale; overrides -size=INTEGER! set correct
printer options!)
-scaledpi=INTEGER (print resolution; DEFAULT = 300 dpi)
```

### Setting the scale overrides the -size parameter!

The program will in any case print information on how big the map will be and on what paper size it will fit.

## ***Setting a scale for rules alone***

If you specify a certain scale for rulescaleset then for selecting rules not the actual scale of the map is used but the specified one.

This is useful to show more or less details than initially intended by the given ruleset (minScale, maxScale).

A similar function can be found in the Garmin GPS receivers: Map details normal/more/most/less/least.

```
-rulescaleset=INTEGER (determines the scale used to select rules; DEFAULT=0,  
meaning actual map scale is used to select rules)
```

## Style file format

In any case only one rule per object is used. And this is the first matching rule according to the style file. So it's possible i.e. first to look after all tracktype=XY and then having a “default rule” for all highway=track.

**So it is important to have more specific rule higher above in the sheet/file!**

The different sections of the file start with a SECTION line: This line contains the word “SECTION” in the first cell. These lines are mandatory even if no rules for a section are present.

You can add COMMENT lines for remarks if you enter “COMMENT” in the first cell. These lines will be omitted when style file is read.

## File

Note that you can enter multiple key/value pairs for a rule. Valid for nodes and ways. Different entries must be separated by a “|”. If you for example want a rule for all tracks with tracktype=grade1, then the entries would be:

```
column key/tag: highway|tracktype
column value:   track|grade1
```

## Nodes

Column #	Name	Values	Description
1	key	see wiki values can be separated by a “ ”. see above	
2	value	see wiki an asterisk (*) may be used as a wild card values can be separated by a “ ”. see above	
3	color	see separate table	the fill color
4	thickness	INTEGER	
5	label	key, where value will be the label text; entries can be separated by ! or #. !=AND. #=PRIO special keys: _lon and _lat	
6	label color	see list below	
7	label size	INTEGER	size of text
8	label offset	INTEGER	offset in y direction for multiple labels per node
9	legend	0 or 1	



10	Icon	File name	
11	Icon size	In pixels	
12	FromScale	INTEGER	
13	ToScale	INTEGER	

## Ways

Column #	Name	Values	Description
1	key	see wiki values can be separated by a “ ”	
2	value	see wiki an asterisk (*) may be used as a wild card values can be separated by a “ ”	
3	color	see separate list	the fill color
4	thickness	INTEGER	thickness of line
5	dash style	1-4; 10-14; 20-23	determines the style of the dashes forming the way
6	Border color	TEXT	Border color for the way. Only valid if border thickness is > 0
7	Border thickness	INTEGER	Border thickness for the way
8	fill	0 or 1	0 = area will not be filled; 1 = area will be filled
9	label	key, where value will be used as label text. entries can be separated by ! or #. !=AND. #=PRIO special keys: _lon and _lat	
10	label color	see below	*
11	label size	INTEGER	font size
12	label font-family	see below	
13	label offset	INTEGER	offset for label text in y-direction (negative = up, positive = down)
14	legend	0 or 1	entry for automatic legend (0=no, 1=yes)
15	base layer	0 or 1	applies for areas (closed ways). areas tagged with 1 are drawn as "background" first. use for landuse, natural etc.
16	Icon	TEXT	Fill icon for area. SVG and PNG supported

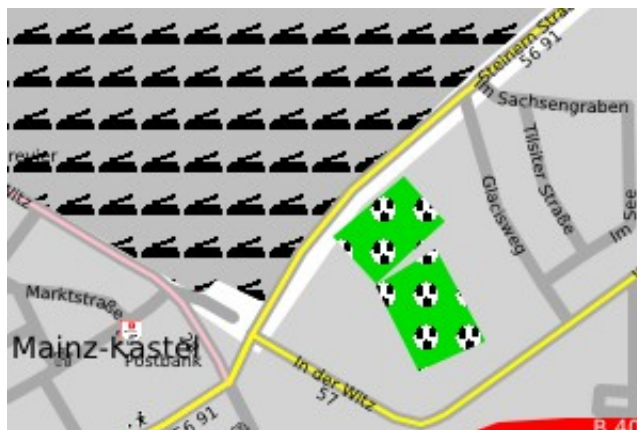
17	FromScale	INTEGER	
16	ToScale	INTEGER	

**If you want to use SVG files as area tile patterns inkscape is mandatory!**

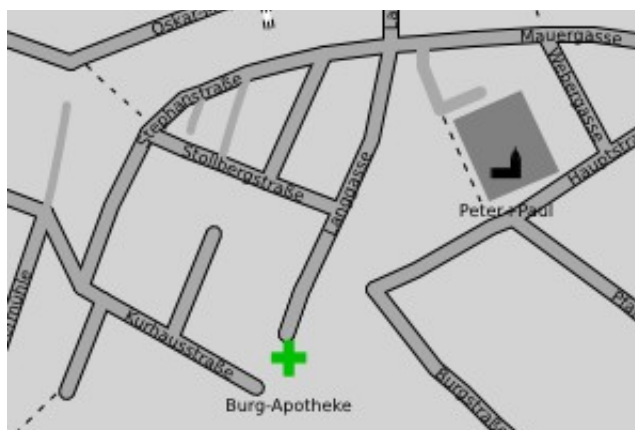
Using \_lon and \_lat you could nicely label a natural=peak, using a second rule for elevation i.e:



Using area icons...



Ways with borders...



## Routes

Column #	Name	Values	Description
1	RouteType	bus, hiking - see wiki	
2	Color(s)	All valid colors	A set of colors can be given by using the ; as a delimiter
3	Thickness	INTEGER	...of the line
4	DashType	See above	...of the line
5	Opacity	0..100	...opacity in percent
6	Label	Valid keys	Key to get the label from
7	StopNodeThicknes	INTEGER	
8	FromScale	INTEGER	
9	ToScale	INTEGER	

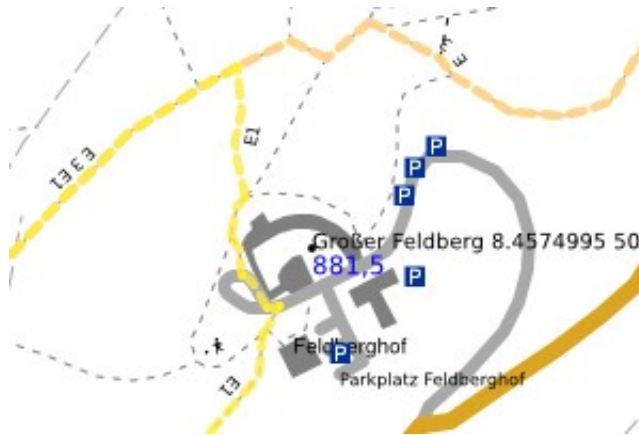
The colors will be assigned to each found route in order of occurrence in style file if no k/v for the colors are present in the osm file.

Additionally the labels can be configured by command line parameters:

```
-routelabelcolor=TEXT (color for labels of routes)
-routelabelsize=INTEGER (DEFAULT=8)
-routelabelfont=TEXT (DEFAULT=sans-serif)
-routelabeloffset=INTEGER (DEFAULT=10)
```



Bus routes in Frankfurt



Hiking routes in the Taunus



Some bus stops in Frankfurt

## Route icons

Additionally icons for routes can be added to the map if icons are provided as follows. Create folder “routeicons” and save icons there. As the file name choose the ref or the name of the route preceded by the route type and a dash. **If the route has a ref the ref has to be used!**

Example: ./routeicons/hiking-E3.png OR ./routeicons/hiking-E3.svg

The default icon directory can be changed.

```
-icondir=TEXT (dir for icons for routes; ./icondir/ i.e.; DEFAULT=./routeicons/ )
```

You can also change the default distance of 25 pixels between multiple icons for same way.

```
-routeicondist=INTEGER (dist in y direction for route icons on same route;
```

DEFAULT=25)



## Colors

aliceblue	darkblue	dimgray	lavender
antiquewhite	darkcyan	dimgrey	lavenderblush
aqua	darkgoldenrod	dodgerblue	lawngreen
aquamarine	darkgray	firebrick	lemonchiffon
azure	darkgreen	floralwhite	lightblue
beige	darkgrey	forestgreen	lightcoral
bisque	darkkhaki	fuchsia	lightcyan
black	darkmagenta	gainsboro	lightgoldenrodyellow
blanchedalmond	darkolivegreen	ghostwhite	lightgray
blue	darkorange	gold	lightgreen
blueviolet	darkorchid	goldenrod	lightgrey
brown	darkred	gray	lightpink
burlywood	darksalmon	green	lightsalmon
cadetblue	darkseagreen	greenyellow	lightseagreen
chartreuse	darkslateblue	grey	lightskyblue
chocolate	darkslategray	honeydew	lightslategray
coral	darkslategrey	hotpink	lightslategrey
cornflowerblue	darkturquoise	indianred	lightsteelblue
cornsilk	darkviolet	indigo	lightyellow
crimson	deeppink	ivory	lime
cyan	deepskyblue	khaki	limegreen

linen	navajowhite	plum	slategrey
magenta	navy	powderblue	snow
maroon	oldlace	purple	springgreen
mediumaquamarine	olive	red	steelblue
mediumblue	olivedrab	rosybrown	tan
mediumorchid	orange	royalblue	teal
mediumpurple	orangered	saddlebrown	thistle
mediumseagreen	orchid	salmon	tomato
mediumslateblue	palegoldenrod	sandybrown	turquoise
mediumspringgreen	palegreen	seagreen	violet
mediumturquoise	paleturquoise	seashell	wheat
mediumvioletred	palevioletred	sienna	white
midnightblue	papayawhip	silver	whitesmoke
mintcream	peachpuff	skyblue	yellow
mistyrose	peru	slateblue	yellowgreen
moccasin	pink	slategray	

## ***Fonts***

- serif
- sans-serif
- cursive
- fantasy
- monospace
- Times
- Baskerville
- Verdena
- Symbol

## **Oneways**

-oneways (add oneway arrows)  
 -onewaycolor=TEXT (color for oneway arrows)



## Extracts

If you don't want the whole osm data to be printed that is contained in the file – no problem. As long as you have installed osmosis and this can be invoked from the current directory by command line.

Just specify the name of a place and mapgen will look for such a place. Upon success it will invoke osmosis to extract the needed data. By default a width and height of 4km (2\*2km radius) is set. But of course it can be overridden.

```
-place=TEXT (Place to draw automatically; quotation marks can be used if necessary;  
OSMOSIS REQUIRED!)  
-lonrad=FLOAT (radius for place width in km, DEFAULT=2)  
-latrad=FLOAT (radius for place width in km, DEFAULT=2)
```

Program will print used OSMOSIS string to STDOUT for later use...

## Declutter

Usually when drawing maps (especially with lots of details) clutter may occur.

- mapgen will register an used area for each drawn label (except street labels) and won't use this area again.
- mapgen will register an used area for each drawn icon and won't use this area again.

Icons will be placed at the given location.

Text labels for nodes and areas will be placed on a default position and orientation. If this is not possible other positions and alignments will be tried. So labels might be moved and/or omitted at all.

At the end of map drawing program will show how many labels and icons were omitted or moved.

To prevent a special form of clutter caused by certain parallel ways the following option may be specified:

```
-declutter (declutter text; WARNING: some labels might be omitted; motorway and trunk will only be labeled in one direction)
```

- Motorways and trunks will be labeled only in one direction

mapgen tries not to put labels on ways that are too short. To do so it calculates the length of the way and the length of the text. This is done by assuming a need of 6 pixels per character for a 10pt font. Other font sizes are calculated automatically. If you find out that 6 ppc doesn't suit your used font, please reconfigure the value using the following option.

```
-ppc=<float> (pixels needed per label char using font size 10, DEFAULT=5.5)
```

Using option -allowiconmove you can permit the program to slightly move icons if they don't fit the original position. Icons might be moved by 10 pixels in each direction. Labels are drawn afterwards and will be placed accordingly. Using this option will significantly increase the number of drawn icons in cluttered areas! (In Frankfurt using a scale of 1:50.000 150 more icons could be drawn.)

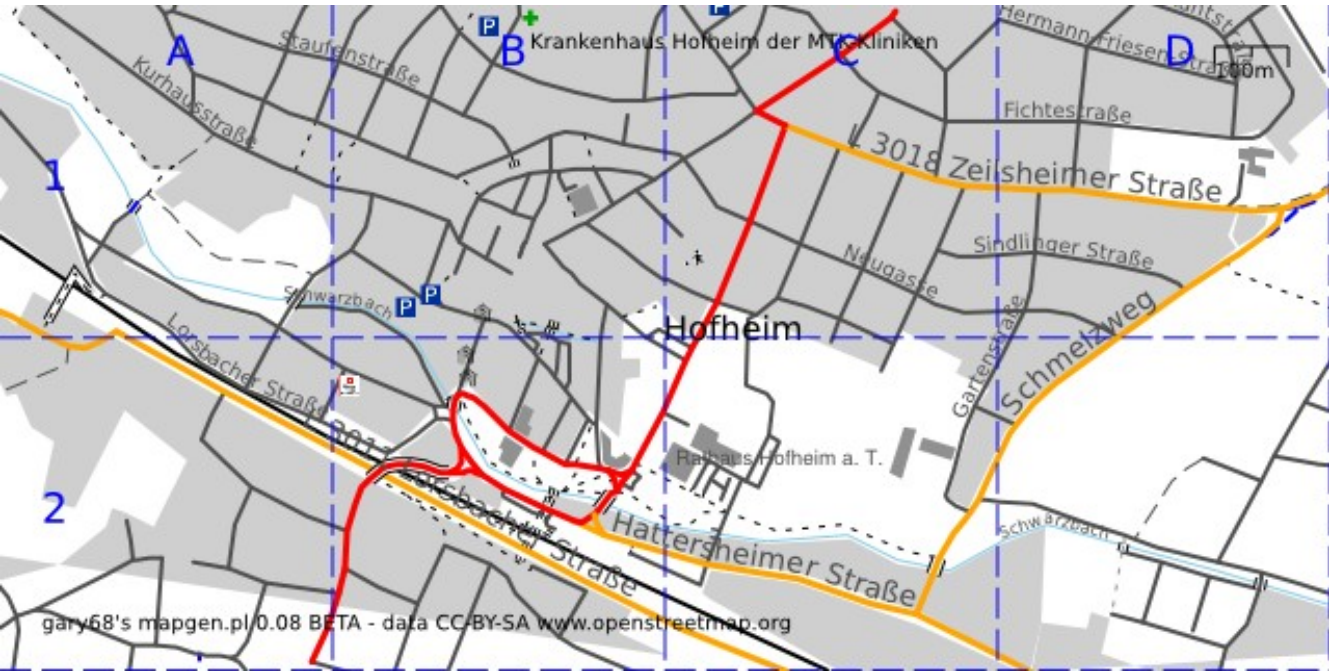
```
-allowiconmove (allows icons to be moved if they don't fit the exact position)
```



# Grids, directory and stats

A grid can be laid over the map. Just specify the number of squares you want in longitude direction. The other dimension is automatic. Of course you can specify the grid color. The grid squares are labeled numerically and alphabetically.

```
-grid=<integer> (number parts for grid, 0=no grid, DEFAULT=0)
-gridcolor=TEXT (color for grid lines and labels (DEFAULT=black))
```



## Street directory

mapgen can even create a street directory. It will do so including the grid squares where the street is located if the grid is turned on. Output is an unformatted street list to be further processed. The grid squares are separated by a tab. File name is name\_streets.txt.

```
-dir (create street directory in separate file. if grid is enabled, grid squares will be added)
```

In the next table you can see a section of the street directory. On the left without grids, on the right with grid squares:

Burgstraße	Burgstraße.....B1
Cohausenstraße	Cohausenstraße.....A1 A2 B1
Crufterostraße	Crufterostraße.....D2
Elisabethenstraße	Elisabethenstraße...B2 C1 C2 D1 E1
Eschborner Weg	Eschborner Weg.....C1
Feldbergstraße	Feldbergstraße.....A1 B1

## ***Poi and place list***

You can print a poi and place list like the street directory. Grid option applies as well.

-poi (create list of pois)

```
Delkenheim.....C5
Diedenbergen.....F4
Eddersheim.....G5
Edeka Kundenparkplatz.....G7
Falkenberg (Keramag).....E7
Flörsheim.....F6
Geldautomat.....C1
```

## ***Statistics***

You can print a tag statistic about the usage of the keys and values. To keep the list short unimportant keys are omitted. This must be adapted in the code if desired.

The idea is to see what keys are used mostly. So you can decide for which features rules are needed.

Mapgen will print an alphabetical list of keys and values as well as a list of the most used k/v combinations. At the end of each line the program prints if it knows a rule for that k/v.

Output is separated for nodes and ways and will be written in a file called name\_tagstat.txt

-tagstat (lists keys and values used in osm file; program filters list to keep them short!!! see code array noListTags)

TOP 20 LIST:

highway	residential	123	RULE
highway	footway	51	RULE
oneway	yes	38	-
highway	service	21	RULE
highway	primary	19	RULE
highway	steps	14	-
foot	yes	12	-
highway	secondary	11	RULE
building	yes	10	RULE
bicycle	yes	10	-
amenity	parking	10	RULE
surface	cobblestone	9	-
service	parking_aisle	8	-
highway	pedestrian	8	-
landuse	residential	6	RULE
highway	track	6	RULE
highway	path	5	RULE
highway	living_street	5	-
amenity	restaurant	5	-
amenity	pharmacy	5	-

Obviously we should maybe implement a rule for oneway=yes. And we can see that by far the most used tag here is highway=residential.

## Coordinates Grid

You can add a grid of coordinates to your map by specifying the `-coords` option. By default the grid distance is 0.01 degrees.

This can be changed by using the `-coordsexp` parameter. The value given here is the power of 10. (-2 means 0.01 degrees, 2 means 10 degrees).

And of course the color can be changed.

```
-coords (turn on coordinates grid)
-coordsexp=INTEGER (degrees to the power of ten for grid distance; DEFAULT=-2
equals 0.01 degrees)
-coordscolor=TEXT (set color of coordinates grid)
```



## Debug

Verbose will turn on lots of information to be printed while program executes. This is mostly done for debug purposes.

`-verbose`

If you want to print a map only containing multipolygons you can specify so. This is also a debug function, although a graphical one.

`-multionly (draws only areas of multipolygons; for test purposes)`