



Styling Maps in TileMill Using CartoCSS

Change properties of a given layer's features:

```
#layer-name {  
    property: value;  
}
```

Common properties you will be changing:

Markers (points)

marker-fill	inner part's color (color string)
marker-fill-opacity	inner part's opacity (0 to 1, lower is less visible)
marker-line-color	outer part's color
marker-line-opacity	outer part's opacity
marker-height	height (number, pixels)
marker-width	width (number, pixels)
marker-allow-overlap	draw all markers, even if they'll overlap (true/false)

Lines

line-color	color of line (color string)
line-width	width of line (number, pixels)
line-opacity	opacity of line (see marker-fill-opacity)

Polygons

polygon-fill	color of inside of polygon
polygon-opacity	opacity of inside of polygon

Style the outside of polygons using `line-*` properties.

Advanced selectors

Style features in a layer with `attribute = attribute-value`:

```
#layer-name[attribute = attribute-value] { ... }
```

You can combine these:

```
#layer-name[attr1 = value1][attr2 > value2] { ... }
```

And you can vary styles by map zoom level:

```
#layer-name[zoom >= 5] { ... }
```

You will likely use multiple statements on one map:

```
#layer-name[zoom >= 5] { ... }  
#layer-name[zoom >= 10] { ... }  
#layer-name[zoom >= 15] { ... }
```