In this document is showed how to use TileMill to create a base layer with real information about Switzerland. The first steps about how to create the project and start the map are the same than in the example.

Once we have the map, we add the layers. As it is explained in the example, we click in the appropriate button and we select the datasource path. We could change the id that appears by default and we can add a class, to write the css.

There are different kinds of layers, which will we treat differently when we write the necessary css:

* linestring: the only css code we need is the color in which we want to show it ::outline { line-color: #800080; }
* polygon: the css code we need is the color in which we want to show the border and the inside ::outline { line-color: #00CED1; } ::fill { polygon-fill: #00CED1; }
* point: the css code we need is the color in which we want to show marker-fill: #FFFF00; and we can change the size of the point marker-width: 3;

When we have finished writing the css code for very layer, we could add a teaser or a full to show some extra information about a layer.

The final step will be to export as mbtiles. Remember not to choose to many zoom levels or the size of the map will be too big. You can also restrict the part of the world that is going to be show to Switzerland and a little bit around it.