

API 2.0

Objects

Any file extension **except** „.style“. Object/time order **not** important but correct time order makes loading faster. Can have variable time intervals.

<objectId, time, lat, lon, stopAttr, styleId>

objectId – object id, long

time – datetime in format „yyyy-MM-dd HH:mm:ss.SSS“ or as a unix timestamp.

lat, lon – coordinates

stopAttr – stop attribute, [0, 1]

styleId – style number, integer

Example objects file

```
0, 1474378200000, 58.66926021908858, 28.948022080545478, 0, 0
0, 1474378201000, 58.67812335728968, 28.949456655544154, 0, 0
0, 1474378202000, 58.68698703223946, 28.950891655738182, 0, 0
1, 1474378200000, 58.14192117317993, 28.554398982354805, 1, 1
1, 1474378201000, 58.143015857588644, 28.56452563348829, 1, 1
1, 1474378202000, 58.143015857588644, 28.57452563348829, 1, 1
```

Styles

File **must** have extension „.style“.

Styles are given in JSON format. They have an id (int) and parameters:

r: red channel [0 .. 255]

g: green channel [0 .. 255]

b: blue channel [0 .. 255]

a: alpha [0.0 .. 1.0]

size: size multiplier of the object (0.0 .. n)

z: z-order (-1.0 .. 1.0)

mode: 0 corresponds to a filled disk shape, 1 to an empty circle shape

Example styles file

```
{
```

```
    "1": {  
      "r": 255,  
      "g": 20,  
      "b": 20,  
      "a": 1.0,  
      "size": 1.2,  
      "z": 0.8,  
      "mode": 1  
    },  
    "2": {  
      "r": 200,  
      "g": 200,  
      "b": 200,  
      "a": 0.5,  
      "size": 1.0,  
      "z": 0.7,  
      "mode": 0  
    }  
  }  
}
```