

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

```
1, 2016-05-15 13:11:55.252, 26.5977609, 58.4116354, 0, 1
1, 2016-05-15 13:12:13.658, 26.5975987, 58.4116511, 0, 1
2, 2016-05-15 13:15:06.007, 26.5974771, 58.4116629, 1, 1
2, 2016-05-15 12:27:00.921, 26.7818246, 58.3539762, 0, 2
2, 2016-05-15 12:27:23.462, 26.7818246, 58.3539762, 0, 2
```

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  
  }  
}
```