

Übung Kartenredaktion

SS 2012

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TIL S11 (KTE)



- Open Source Software der Firma Development Seed
- Erstellung von Kartenkacheln innerhalb eines Programmes möglich
- enthält grafische Benutzeroberfläche, inklusive Vorschau der resultierenden Karte
- enthält grafische Benutzeroberfläche inklusive Vorschau der resultierenden Karte
- Kartenkacheln können exportiert und über MapBox.com als interaktive Karte im Internet veröffentlicht werden

TileMill - Carto-Syntax



```
/*
• autopilot 0.0.1
• [{"id":"Map","background-color":"#b8dee6"},
•
• ...
• */
•
•
• Map { background-color: #b8dee6; }
•
• #countries { ::polygon { polygon-fill: #fff; } }
•
• ...
```

TileMill - Carto-Syntax



```
#vgtl_lines{
  ::boundaries1[boundary != ' '][zoom > 8][zoom < 13]{
    line-color: #606060;
    line-width: 1;
    line-opacity: 0.5;
    line-dasharray: 5,3;
  }
  ::boundaries2[boundary != ' '][zoom = 13]{
    line-color: #fff;
    line-width: 2;
    line-opacity: 0.5;
    line-dasharray: 10,5;
  }
}
```

TileMill - Carto-Syntax



#country-name {

- text-face-name: @futura_med;
- text-fill:@line * 0.6;
- text-size:9;
- text-transform:uppercase;
- text-halo-fill:rgba(255,255,255,0.5);
- text-halo-radius:1;
- text-line-spacing:1;
- text-wrap-width:20;
- text-name:""; /* hackish? */
-
- [ScaleRank<2][zoom=2] {
- text-name: "[ABBREV]";
- }
- [ScaleRank<3][zoom=3] {
- text-name: "[ABBREV]";
- text-size:10;
- }
- [ScaleRank<4][zoom=4] {
- text-name: "[NAME]";
- text-size:11;
- }

TileMill - Carto-Syntax



TileMill

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Projects

Manual

Plugins

Settings

Carto

intro

map

polygon

line

markers

shield

line-pattern

polygon-pattern

raster

point

text

building

Need help?

Read the [manual](#) for a full guide to using TileMill.

Selectors

TileMill supports the [carto](#) map styling language. It should be familiar to CSS users and easy to pick up for everyone else.

A simple carto style looks like

```
#world {
  polygon-fill: #eee;
  line-color: #ccc;
  line-width: 0.5;
}
```

Which is the selector `#world` - which makes this affect the layer with the id `world`, and then three declarations which color the countries the color `#eee` and give them a grey line 0.5 units wide.

There are other selectors you can use to affect different parts of a map:

```
/* All layers */
* {}
/* layers with class "red" */
.red {}
/* layers with class blue beyond zoom 8 */
.blue[zoom > 8] {}
/* features in #countries with NAME 'USA' */
#countries[NAME='USA']
```

The order of selectors does not matter as there is no hierarchical structure in maps. Separating selector parts with spaces is optional. The following selectors are thus equivalent:

Vogtland als Slippy Map (Netbookversion)

Save

Export

autopilot.mss

streets.mss

natural.mss

text.mss

antopo.mss

```
1 Map {
2   background-color: #b8dee6;
3 }
4
5 #vgtl_boarder{
6   ::fill[zoom >=6][zoom <= 9]{
7     polygon-fill: #88b904;
8   }
9   ::outline[zoom > 9]{
10    polygon-fill: #88b904;
11    polygon-opacity: 0.5;
12    line-color: #88b904;
13    line-width: 2;
14  }
15 }
16
17 #countries {
18   ::small-scale[zoom < 10]{
19
20     ::outline {
21       line-color: #85c5d3;
22       line-width: 2;
23       line-join: round;
24     }
25     polygon-fill: #000;
26     ::germany[SOVEREIGNTY = 'Germany'] {
27       polygon-fill: #fff;
28     }
29   }
30   ::big-scale[zoom >= 10]{
31     polygon-fill: #fff;
32   }
33 }
34 #vgtl_lines{
35   ::boundaries1[boundary != ''][zoom > 8][zoom < 13]{
36     line-color: #505050;
```

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