**✅ How to filter and style features by type in QGIS:**

1. **Load your GeoJSON**:
   * In QGIS, go to **Layer > Add Layer > Add Vector Layer**.
   * Select your .geojson file and open it.
2. **Open the Layer Styling Panel**:
   * Right-click your loaded layer → **Properties** → **Symbology**.
3. **Change from "Single Symbol" to "Categorized"**:
   * At the top, change **"Single Symbol"** to **"Categorized"**.
4. **Choose the field to categorize**:
   * For the "Column", select your type field (type).
5. **Classify**:
   * Click the **Classify** button.
   * QGIS will list all the unique types it finds (mm, xx, yy, etc.).
   * Each type will now have a different color.
6. **Customize Appearance**:
   * You can **double-click** on each symbol to **change the color, shape, size, or icon** per type if you want finer control.
7. **Apply and OK**:
   * Click **Apply** and then **OK** to see your map updated.

Perfect — **buffers** are exactly the right idea for what you want!  
You're on the right track. Let's do it cleanly:

**✅ Step-by-Step: Create Real Buffer Layers Around Your Points (based on type)**

1. **Load your GeoJSON** normally in QGIS.
2. **Go to**:  
   **Menu → Vector → Geoprocessing Tools → Buffer**.
3. In the **Buffer** tool window:
   * **Input layer**: your points layer.
   * **Distance**: this is the tricky part because you want **different distances depending on type**.

**Since the standard Buffer tool uses only ONE distance for all features**, **we need a smarter way**:

* + **First, create a new virtual field for buffer distance**, then buffer based on that!

**🛠 How to Create a "buffer\_distance" Field First**

1. **Open Attribute Table** → click **Field Calculator** (the abacus icon).
2. **Create a new field**, e.g., name it buffer\_distance, type: **Decimal (real)**.
3. In the expression box, write:

CASE

WHEN "type" = 'mm' THEN 100

WHEN "type" = 'gm' THEN 200

WHEN "type" = 'sm' THEN 50

ELSE 75

END

* This creates a **custom buffer size** for each feature.
* Values are in **map units** (meters if using Swiss CRS).

1. **Save** the new field.

**📍 Now Create Buffers**

1. Again, go to **Vector > Geoprocessing Tools > Buffer**.
2. This time:
   * **Input layer**: your point layer.
   * **Distance**: **click the "expression" button** (looks like an epsilon ε symbol).
   * Write simply: "buffer\_distance"

So each point uses its own distance!

1. Choose an output file or a temporary layer.
2. Click **Run**.

✅ Now you get **real circles** around each point based on the type!

**⚡ Tip: Styling**

You can now style the buffer layer however you like:

* Transparent fill
* Colored outline
* Label them, etc.

**Quick Summary:**

| **Step** | **Action** |
| --- | --- |
| 1 | Add a new field (buffer distance by type) |
| 2 | Use that field in the Buffer tool |
| 3 | Style your new buffer layer |

Would you also want a way to **automate the buffer creation** using a **virtual layer** (no need to actually create new files)? It's even cleaner if you want to keep it dynamic! 🚀  
Would you like me to show you that trick too?