

Style Editor

Components of Style Editor

Classification Scheme

Symbol Properties

Stroke Properties

Label Properties

Classification Schemes

Classification

Symbol Properties

Stroke Properties

Label Properties

Options:

- Column/Source
- Classification method
- Number of classes
- Color Ramp/Radii Range
- Default value

Symbol Properties (PT, PG)

Classification

Symbol Properties

Stroke Properties

Label Properties

Options:

- Icon and size (PT)
- Fill texture (PG)
- Color
- Transparency

Stroke Properties (PT, LN, PG)

Classification

Symbol Properties

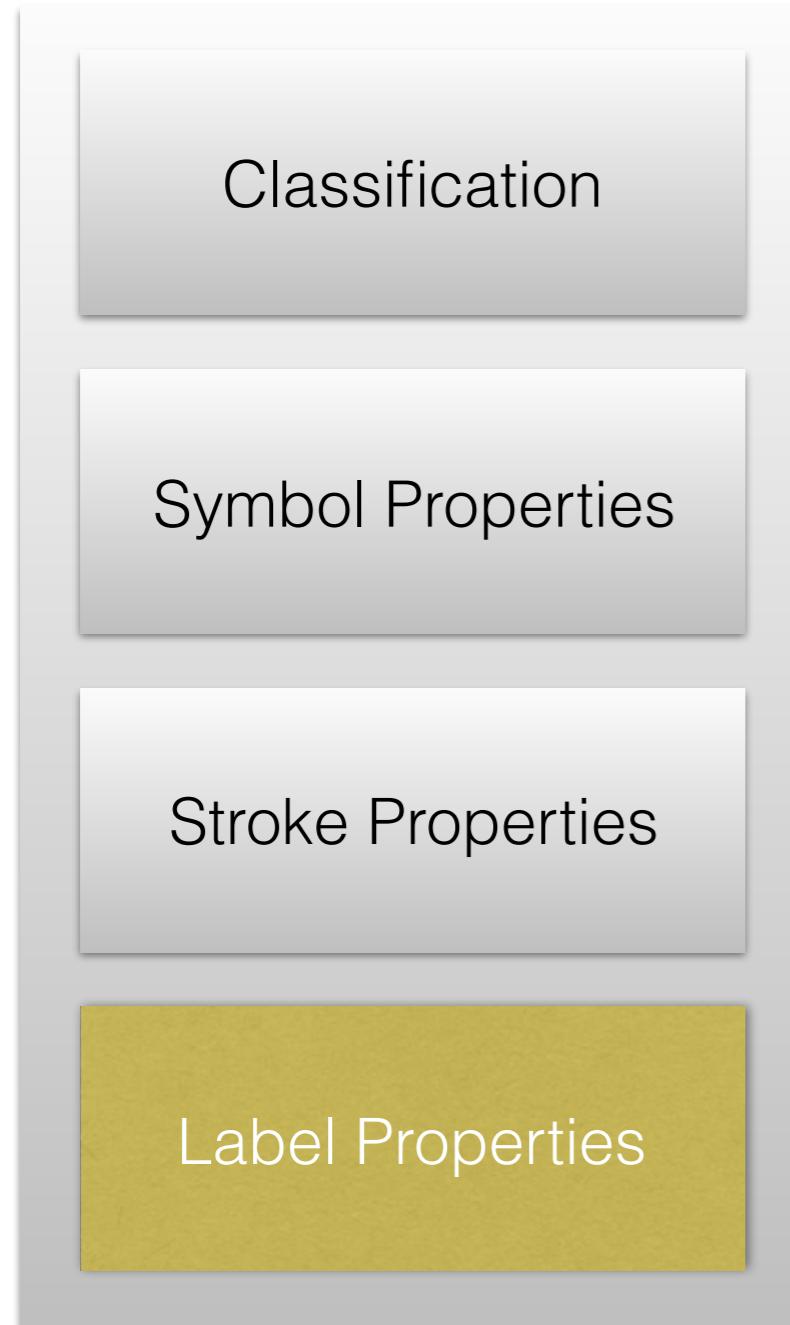
Stroke Properties

Label Properties

Options:

- Line style
- Weight
- Color
- Transparency

Label Properties

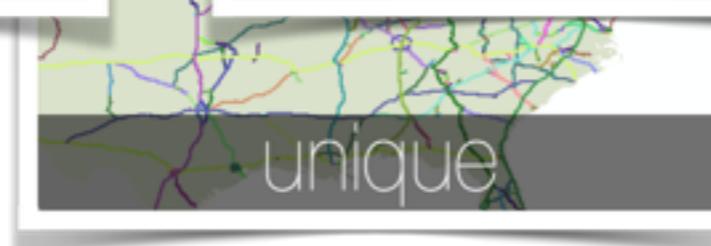
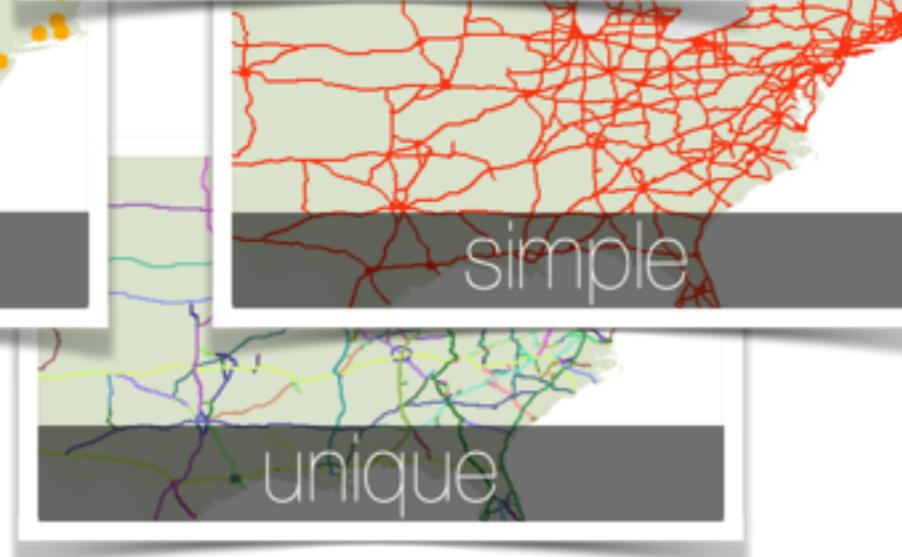
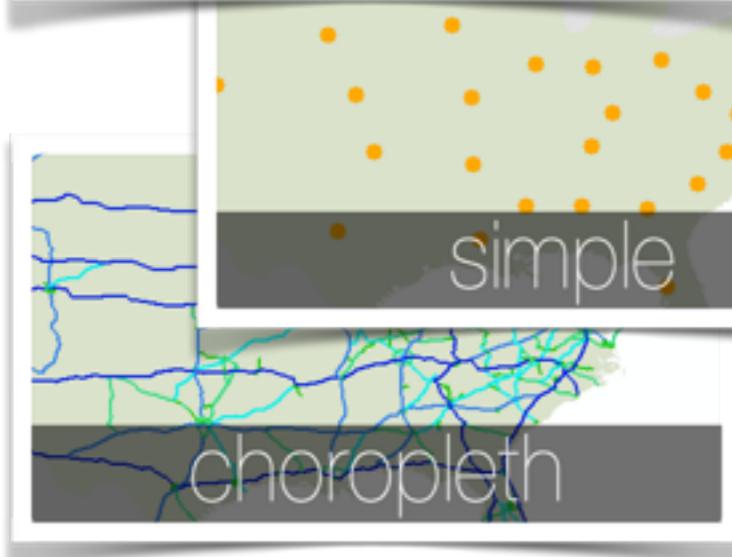
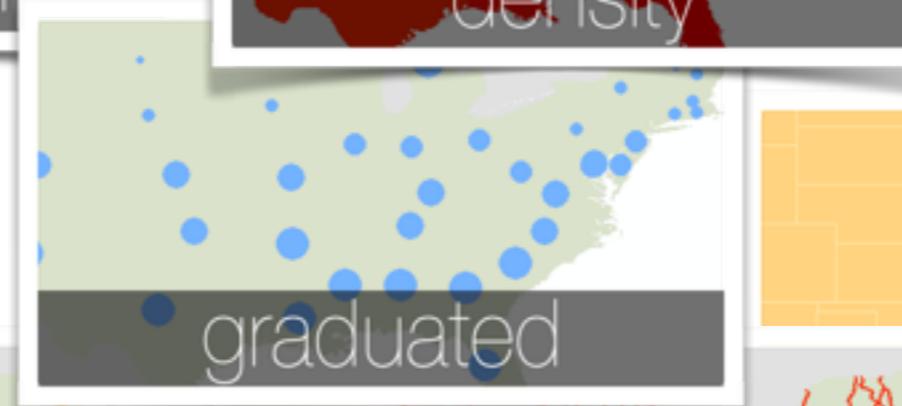
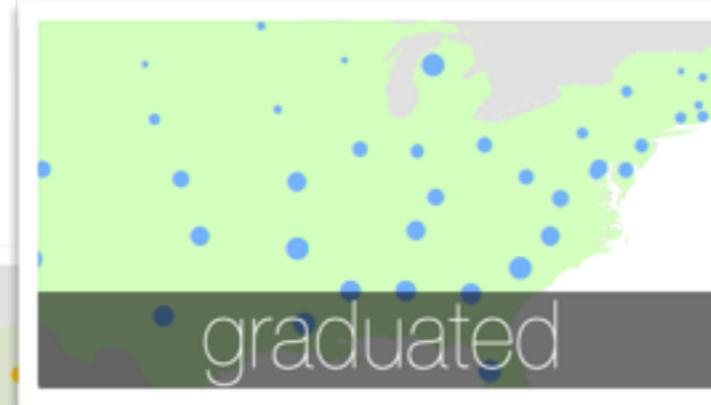


Options:

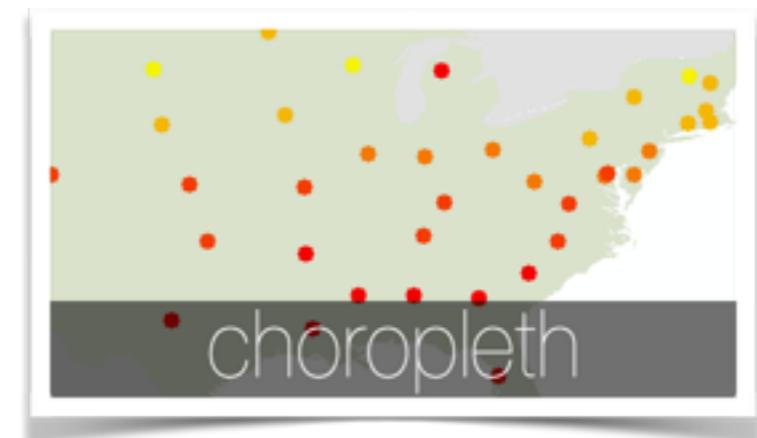
- Source
- Font style
- Font color
- Font size
- Position and offset
- Font effects (Bold, italic, underline, halo, shadow)
- Text wrap

Styles

Styles



Point Styles

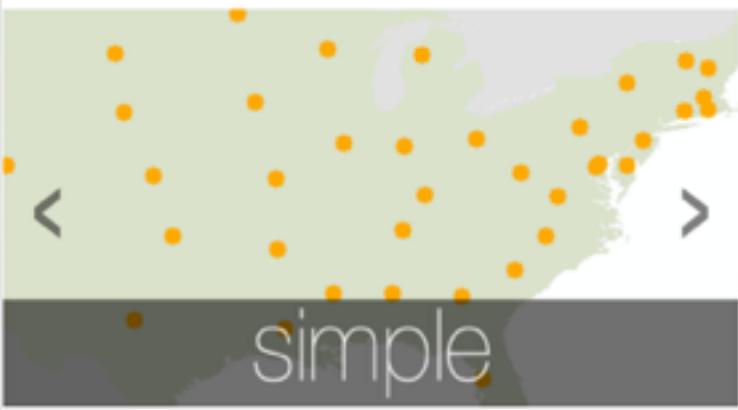


moving points

PT - Simple

StoryLayers StoryBoard StoryPins StoryPreview

PT StoryLayer 1



simple

Symbol

Symbol ▾ 75% ▾ 15 ▾ 

Stroke

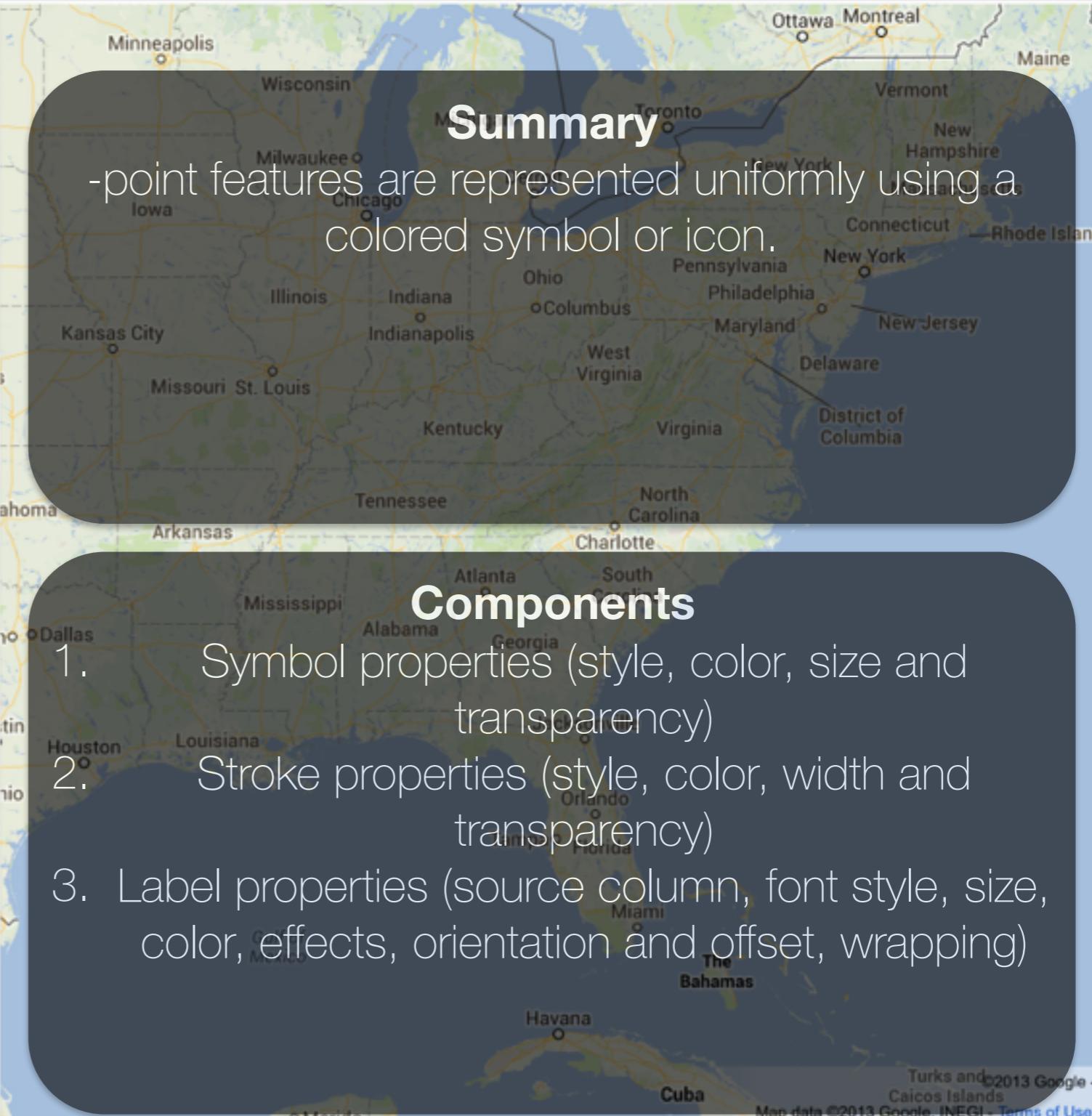
Stroke ▾ 75% ▾ 15px ▾ 

Label

Column ▾ Font ▾ 15 ▾ 

B I U H S T

Position ▾ 1px ▾ Wrap ▾ +90 ▾



Summary

-point features are represented uniformly using a colored symbol or icon.

Components

1. Symbol properties (style, color, size and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)

Turks and Caicos Islands
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PT - Unique

The screenshot shows a map editing application window. At the top, there are tabs: StoryLayers, StoryBoard, StoryPins, and StoryPreview. Below this, a panel titled "PT StoryLayer 1" contains a preview of a map with numerous colored dots representing unique point features. A large dark callout box covers the central part of the map. Inside the callout box, the word "Summary" is at the top, followed by a detailed explanation of how unique point features are represented based on their attributes and assigned colors. Below this, another callout box is partially visible, with the word "Components" at the top, followed by a numbered list of four items describing the properties of unique point features.

Summary

-point features are represented based on their unique attributes (e.g. Feature name) and are assigned unique colors for differentiation. Threshold limits the number of unique cases to be generated and a default value is assigned to the remaining features.

Components

1. Symbol properties (style, size and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
4. Classification (source column, threshold, default value)

Classification

Column ▾ Max Classes ▾

Symbol

Symbol ▾

Stroke

Stroke ▾ 75% ▾ 15px ▾

Label

Column ▾ Font ▾ 15 ▾

PT - Choropleth

The screenshot shows a software interface for creating a choropleth map. On the left, there's a sidebar with tabs: StoryLayers, StoryBoard, StoryPins, and StoryPreview. The StoryLayer 1 tab is active, showing a preview of a map with several red and yellow dots representing point features. A legend below the preview shows a color gradient from green to red with the label "choropleth". On the right, the main area displays a map of North America with state boundaries and city labels. Two large, semi-transparent callout boxes are overlaid on the map:

- Summary:** Describes how point features are represented based on the magnitude of a variable using a color ramp.
- Components:** Lists four components: 1. Symbol properties (style, size and transparency), 2. Stroke properties (style, color, width and transparency), 3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping), and 4. Classification (source column, method, breaks, color ramp).

Below the map, there are several configuration panels:

- Classification:** Includes dropdowns for "Column" (Column), "Method" (Method), and numerical inputs (3, 5, 7) for breaks, along with a color ramp slider and a "75%" transparency dropdown.
- Symbol:** Includes dropdowns for "Symbol" (Symbol), "75%" (75%), and "15" (15).
- Stroke:** Includes dropdowns for "Stroke" (Stroke), "75%" (75%), "15px" (15px), and a color swatch.
- Label:** Includes a checkbox for "Label".

At the bottom right of the map area, there are copyright notices: "©2013 Google - Map data ©2013 Google, INEGI - Terms of Use".

PT -Graduated

StoryLayers StoryBoard StoryPins StoryPreview

PT StoryLayer 1

graduated

Classification
Column 1 10

Symbol
Symbol

Stroke
Stroke 15px

Label
Column 15

Summary
-point features are represented based on the magnitude of a variable. A radius range is used to assign the symbol sizes in proportion to the value of the numerical variable.

Components

1. Symbol properties (style, color and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
4. Classification (source column, method, radius range)

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PT -Density

The screenshot shows a GIS application interface with a map of North America. A legend titled "StoryLayer 1" is displayed on the left, featuring a color ramp from yellow to red with the word "density" at the bottom. The main map area shows state boundaries and city names like Minneapolis, Chicago, and Atlanta. Two callout boxes are overlaid on the map.

Summary
-values of points between existing features are calculated through interpolation and are represented using a color ramp. Points can be contained in confined shapes like hexagons or squares.

Components

1. Classification (source column, method, color ramp and transparency)

StoryLayers StoryBoard StoryPins StoryPreview

PT StoryLayer 1

Classification

Column ▾ Method ▾

LN StoryLayer 2

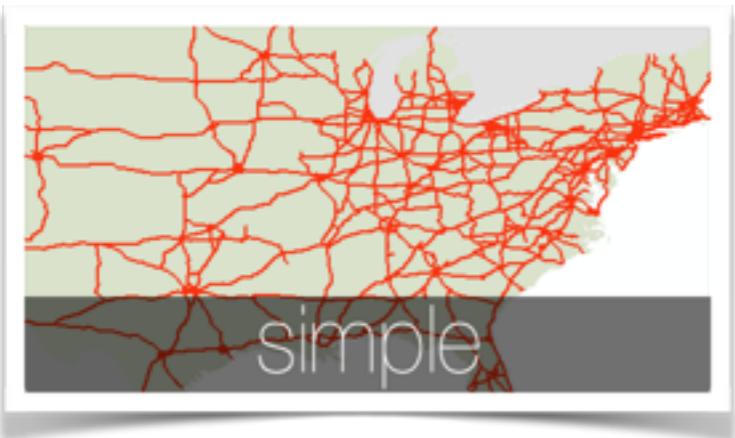
PG StoryLayer 3

New StoryLayer

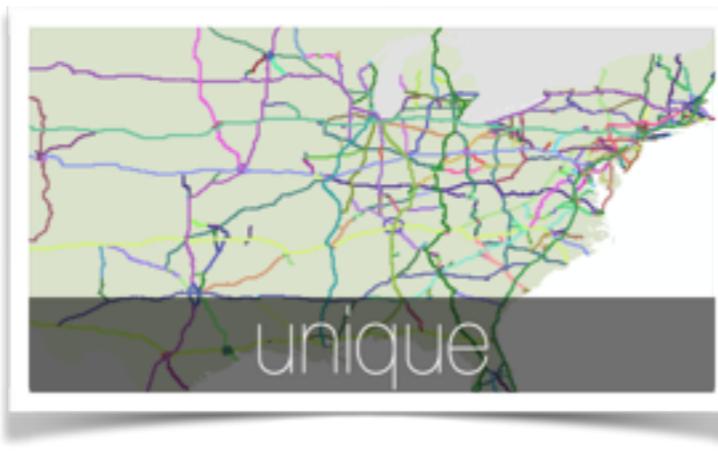
Google

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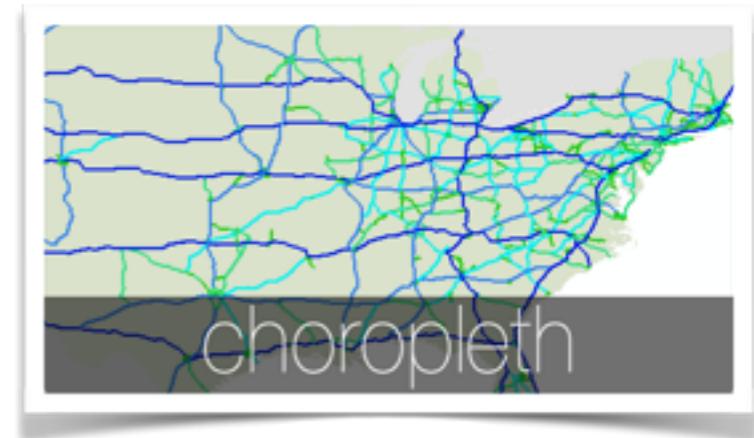
Line Styles



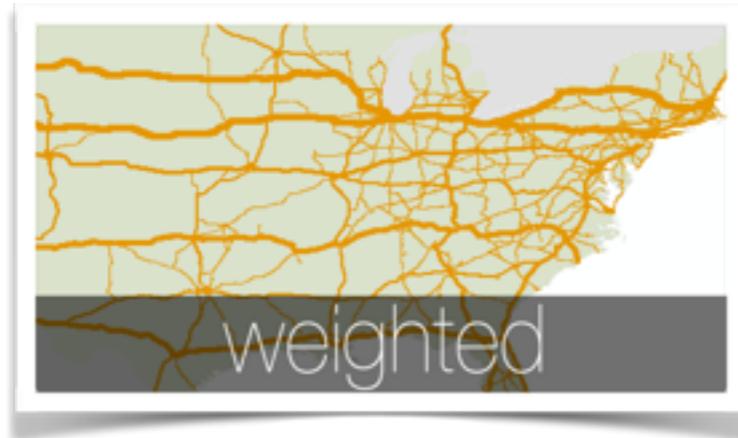
simple



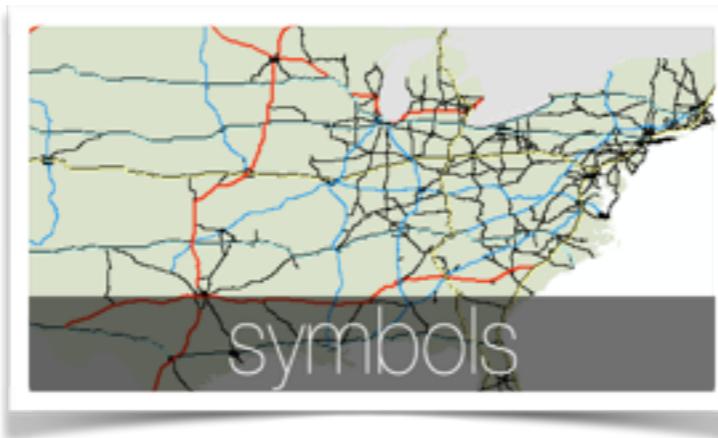
unique



choropleth



weighted



symbols

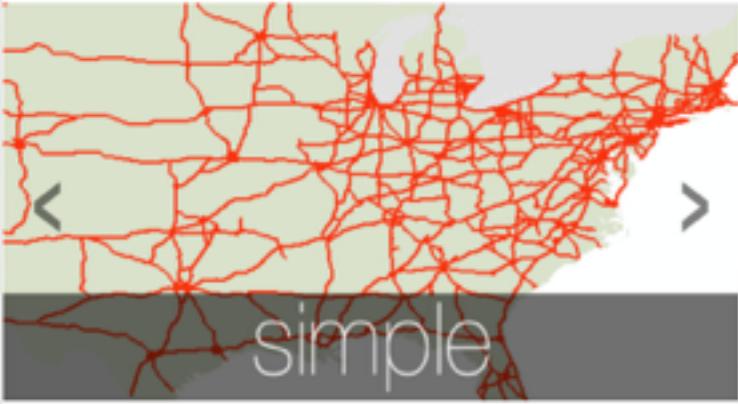


moving lines

LN - Simple

StoryLayers StoryBoard StoryPins StoryPreview

PT StoryLayer 1



Stroke

Stroke ▾ 75% ▾ 15px ▾ 

Label

Column ▾ Font ▾ 15 ▾ 

B **I** **U** **H** **S** **T**

Position ▾ 1px ▾ Wrap ▾ +90 ▾

LN StoryLayer 2



Summary

-linear features are represented uniformly using a colored or symbolized stroke.

Components

1. Stroke properties (style, width and transparency)
2. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)

Gulf of Mexico

Turks and Caicos Islands

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LN- Unique

The screenshot shows a map editing application interface. At the top, there are tabs: StoryLayers, StoryBoard, StoryPins, and StoryPreview. Below these, a panel titled "StoryLayer 1" contains a preview of a map where roads are colored based on unique attributes. A large text box labeled "unique" is overlaid on the map. To the left of the preview, there are buttons for "Classification", "Stroke", and "Label".

Summary

-linear features are represented based on their unique attributes (e.g. Feature name) and are assigned unique colors for differentiation. Threshold limits the number of unique cases to be generated and a default value is assigned to the remaining features.

Components

1. Stroke properties (style, width and transparency)
2. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
3. Classification (source column, threshold, default value)

LN - Choropleth

The screenshot shows a user interface for creating a choropleth map. On the left, there's a panel titled "StoryLayer 1" containing a preview of the map with a green-to-blue color gradient legend. Below this are sections for "Classification" (with dropdowns for "Column", "Method", and a color ramp slider), "Stroke" (with controls for stroke style, width, and transparency), and "Label" (with controls for font, size, and styling). A large central area displays a map of North America with state boundaries and city labels. Two callout boxes are overlaid on the map: one labeled "Summary" explaining the concept of linear choropleths, and another labeled "Components" listing the three main components of the map's styling.

Summary

-linear features are represented based on the magnitude of a variable. A color ramp is used to assign the symbol colors in proportion to the value of the numerical variable.

Components

1. Stroke properties (style, width and transparency)
2. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
3. Classification (source column, method, breaks, color ramp)

LN -Weighted

The screenshot shows a map editing application interface. At the top, there are tabs: StoryLayers, StoryBoard, StoryPins, and StoryPreview. The StoryLayers tab is active, showing a panel titled "StoryLayer 1" with a green "PT" icon. Inside this panel, there is a preview of a map with a network of orange lines, some of which are thicker than others. A dark gray callout box covers part of the map, containing the word "Summary". Below the preview, there are buttons for "Classification", "Column", "Method", "1", and "10". Further down, there are sections for "Stroke" (with "Stroke", "75%", and a color swatch) and "Label" (with "Column", "Font", "15", and a color swatch). Below the "Label" section are bold, italic, underline, horizontal, vertical, and straight line icons. At the bottom, there are buttons for "Position", "1px", "Wrap", and "+90". To the right of the interface, a map of North America and parts of South America and Europe is displayed. Two dark gray callout boxes are overlaid on the map. The top callout, containing the word "Summary", describes how point features are represented based on the magnitude of a variable using stroke width. The bottom callout, containing the word "Components", lists three components: Stroke properties (style, color and transparency), Label properties (source column, font style, size, color, effects, orientation and offset, wrapping), and Classification (source column, method, radius range).

Summary

-point features are represented based on the magnitude of a variable. A stroke width is used to assign the stroke thickness in proportion to the value of the numerical variable.

Components

1. Stroke properties (style, color and transparency)
2. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
3. Classification (source column, method, radius range)

LN- Symbols

The screenshot shows a map editing application interface. At the top, there are tabs: StoryLayers, StoryBoard, StoryPins, and StoryPreview. Below this, a panel titled "StoryLayer 1" contains a map of the Eastern United States and Canada. The map features a complex network of roads in different colors (red, blue, yellow) and styles. A large dark gray callout box is overlaid on the map, containing the following text:

Summary

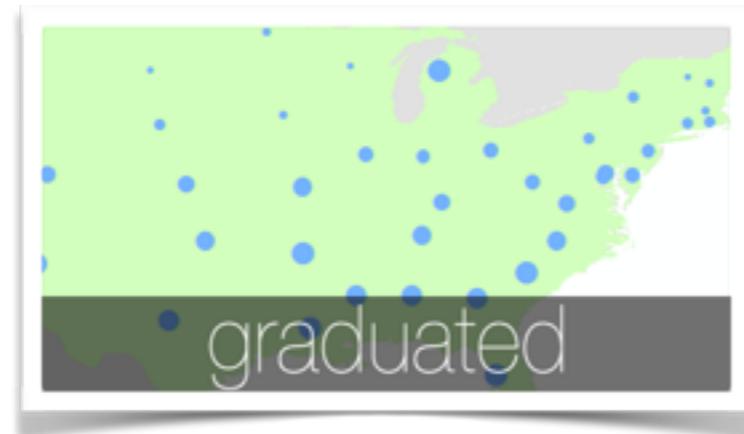
-linear features are represented based on their category attributes (e.g. Road type) and are assigned different symbols for each category. Threshold limits the number of unique cases to be generated and a default value is assigned to the remaining features.

Below the map, there are several configuration panels:

- Classification**: Includes dropdowns for "Column", "Max Classes", and a color palette.
- Stroke**: Includes dropdowns for "Stroke", "75%", and "15px".
- Label**: Includes dropdowns for "Column", "Font", "15", and a color palette. Below this are buttons for bold (B), italic (I), underline (U), horizontal (H), superscript (S), and subscript (T).
- Position**: Includes dropdowns for "Position", "1px", "Wrap", and "90".

At the bottom right of the map, there is a copyright notice: "Turks and Caicos Islands ©2013 Google - Map data ©2013 Google, INEGI - Terms of Use".

Polygon Styles



PG - Simple

StoryLayers StoryBoard StoryPins StoryPreview

PT StoryLayer 1



Shape Fill
Fill ▾ 75% ▾ 

Stroke
Stroke ▾ 75% ▾ 15px ▾ 

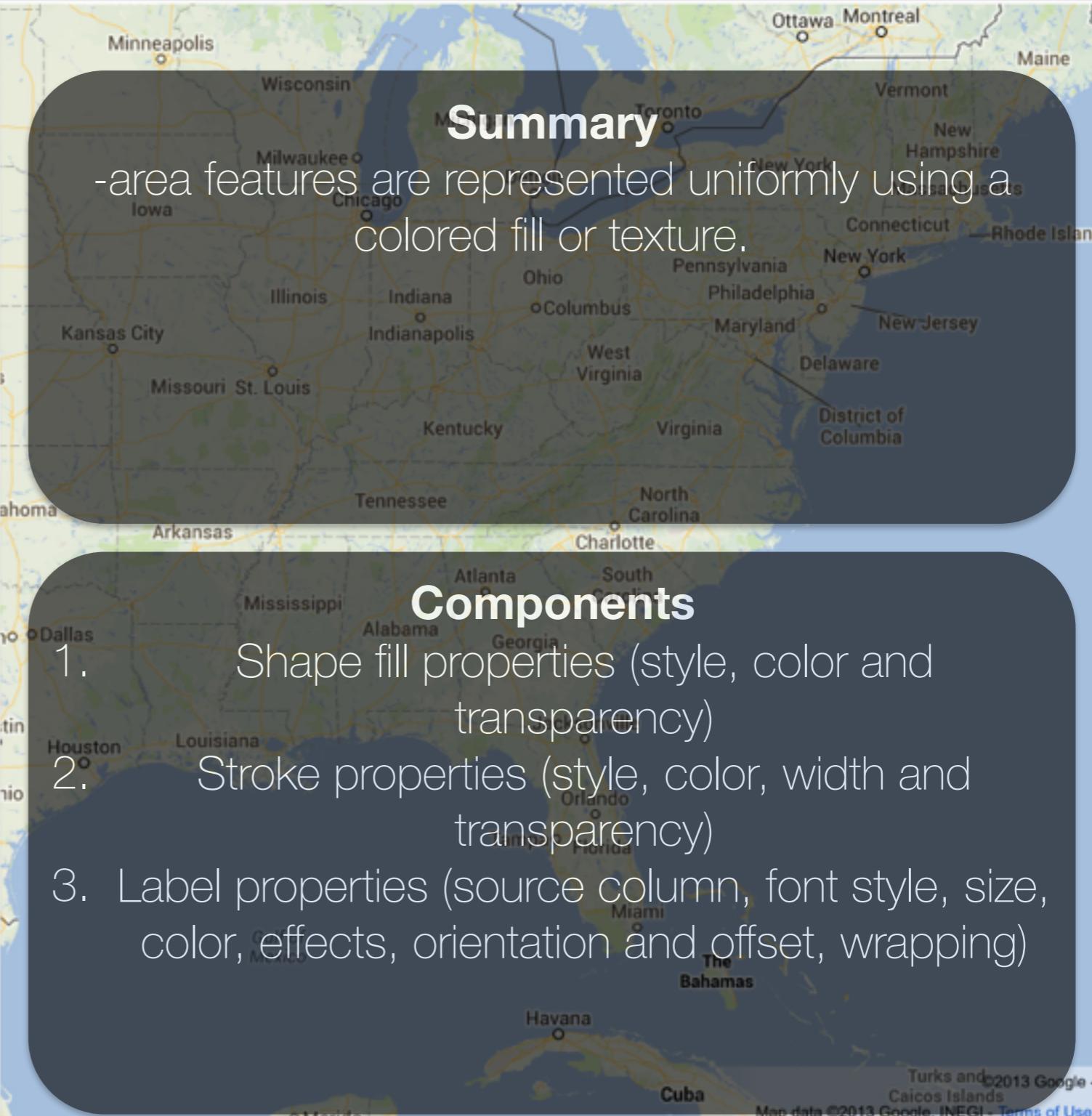
Label
Column ▾ Font ▾ 15 ▾ 
B I U H S T

Position ▾ 1px ▾ Wrap ▾ +90 ▾

Summary
-area features are represented uniformly using a colored fill or texture.

Components

1. Shape fill properties (style, color and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)



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PG - Unique

The screenshot shows a map of North America with state boundaries and names. Each state is filled with a unique color, representing its attribute. The software interface includes tabs for StoryLayers, StoryBoard, StoryPins, and StoryPreview. A central panel titled 'StoryLayer 1' displays the map with the word 'unique' overlaid. Below this are sections for Classification, Shape Fill, Stroke, and Label, each with dropdown menus for column selection, max classes, fill percentage, stroke width, and font properties.

Summary

-area features are represented based on their unique attributes (e.g. Feature name) and are assigned unique colors for differentiation. Threshold limits the number of unique cases to be generated and a default value is assigned to the remaining features.

Components

1. Symbol properties (style, size and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
4. Classification (source column, threshold, default value)

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PG - Choropleth

The screenshot shows a choropleth map editor interface. At the top, there are tabs: StoryLayers, StoryBoard, StoryPins, and StoryPreview. The StoryLayer 1 tab is selected, showing a preview of the map with a color gradient from yellow to red. A large dark gray callout box covers the central part of the map. Inside this box, the word "Summary" is displayed in bold white text. Below it is a descriptive text: "-area features are represented based on the magnitude of a variable. A color ramp is used to assign the symbol colors in proportion to the value of the numerical variable." Another dark gray callout box is positioned on the right side of the map, containing the word "Components" in bold white text. Below it is a numbered list of four items: 1. Symbol properties (style, size and transparency) 2. Stroke properties (style, color, width and transparency) 3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping) 4. Classification (source column, method, breaks, color ramp). The map itself shows state boundaries and names like Minneapolis, Milwaukee, Chicago, Kansas City, Missouri, St. Louis, Arkansas, Mississippi, Alabama, Georgia, and Miami. The bottom right corner of the map includes a copyright notice: "©2013 Google - Map data ©2013 Google, INEGI - Terms of Use". On the left side of the interface, there are sections for "Classification" (with dropdowns for "Column", "Method", and a color ramp slider set at 75%), "Shape Fill" (with dropdowns for "Fill", "75%", and "Stroke" color), "Stroke" (with dropdowns for "Stroke", "75%", "15px", and "Stroke" color), and "Label" (with a checkbox and a color bar).

Summary

-area features are represented based on the magnitude of a variable. A color ramp is used to assign the symbol colors in proportion to the value of the numerical variable.

Components

1. Symbol properties (style, size and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
4. Classification (source column, method, breaks, color ramp)

PG -Graduated

The screenshot shows a map editing application with the following interface elements:

- Top Bar:** StoryLayers, StoryBoard, StoryPins, StoryPreview.
- StoryLayer 1:** A panel titled "StoryLayer 1" containing a preview of a map with blue dots representing data points. The word "graduated" is visible at the bottom of this panel.
- Classification:** A section with dropdown menus for "Column" (Column ▾), "Method" (Method ▾), "1" (1 ▾), and "10" (10 ▾).
- Symbol:** A section with dropdown menus for "Symbol" (Symbol ▾), "75%" (75% ▾), and a color swatch.
- Stroke:** A section with dropdown menus for "Stroke" (Stroke ▾), "75%" (75% ▾), "15px" (15px ▾), and a color swatch.
- Label:** A section with dropdown menus for "Column" (Column ▾), "Font" (Font ▾), "15" (15 ▾), and a color swatch.

Summary

-area features are represented by a single shape fill with a centroid point symbol based on the magnitude of a variable. A radius range is used to assign the symbol sizes in proportion to the value of the numerical variable.

Components

1. Symbol properties (style, color and transparency)
2. Stroke properties (style, color, width and transparency)
3. Label properties (source column, font style, size, color, effects, orientation and offset, wrapping)
4. Classification (source column, method, radius range)

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Tracking and Moving Geometries

The screenshot shows a map application interface with various controls and annotations:

- Top Bar:** StoryLayers, StoryBoard, StoryPins, StoryPreview.
- Left Panel (StoryLayer 1):**
 - PT StoryLayer 1:** A green button.
 - Tool Buttons:** Eye, Edit, Print, Copy, Paste, Delete, Comment, Tag.
 - Map Preview:** A small map view showing a point labeled "tracking".
 - Classification:** Time (dropdown), Method (dropdown), -1, -2, -3. Below is a color scale from light green to dark green with a 75% threshold.
 - Shape Fill:** Fill (dropdown), 75% (dropdown), orange square.
 - Stroke:** Stroke (dropdown), 75% (dropdown), 15px (dropdown), orange square.
 - Label:** A checkbox.
- Map View:** A large map of North America and parts of South America and Europe. It features several large, semi-transparent dark gray bubbles overlaid on the map. One bubble in the upper Midwest is labeled "Summary - TBD". Another bubble in the lower Southeast is labeled "Components".
- Annotations:**
 - Summary - TBD:** A large dark gray callout bubble covering the Great Lakes and parts of the Midwest, containing the text "Summary - TBD".
 - Components:** A large dark gray callout bubble covering the Southeastern United States, containing the text "Components".
- Bottom Right:** Map credits: "Map data ©2013 Google, INEGI - Terms of Use".

Style UI Elements

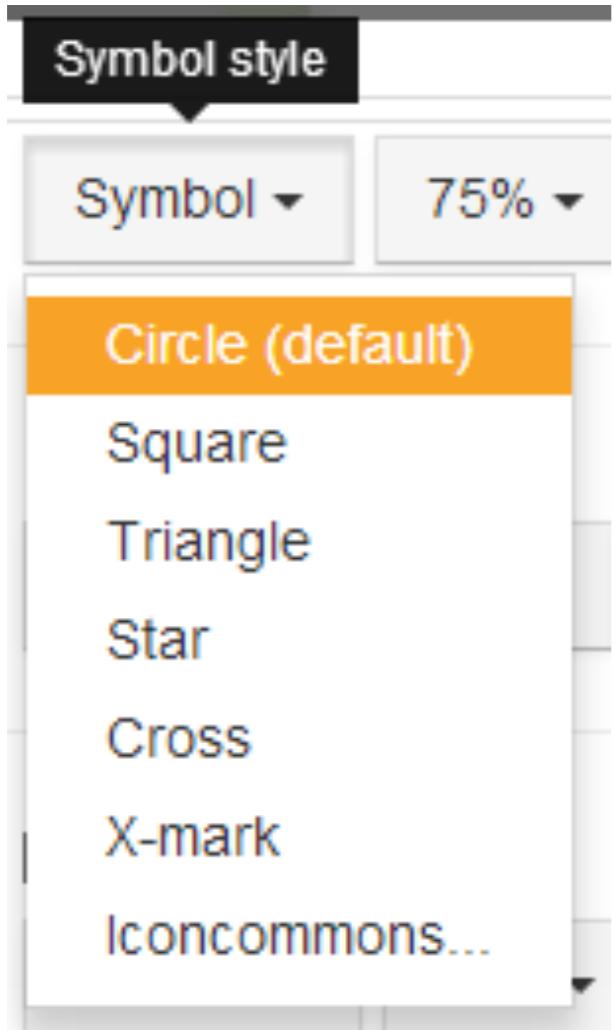
Styles Carousel



Summary

1. Purpose: Navigate through all the styles available per geometry
2. Geometries: PT, LN and PG
3. Include in label options: NA
4. Element: Carousel
5. Default value: Simple
6. Options:
 - Varies per geometry

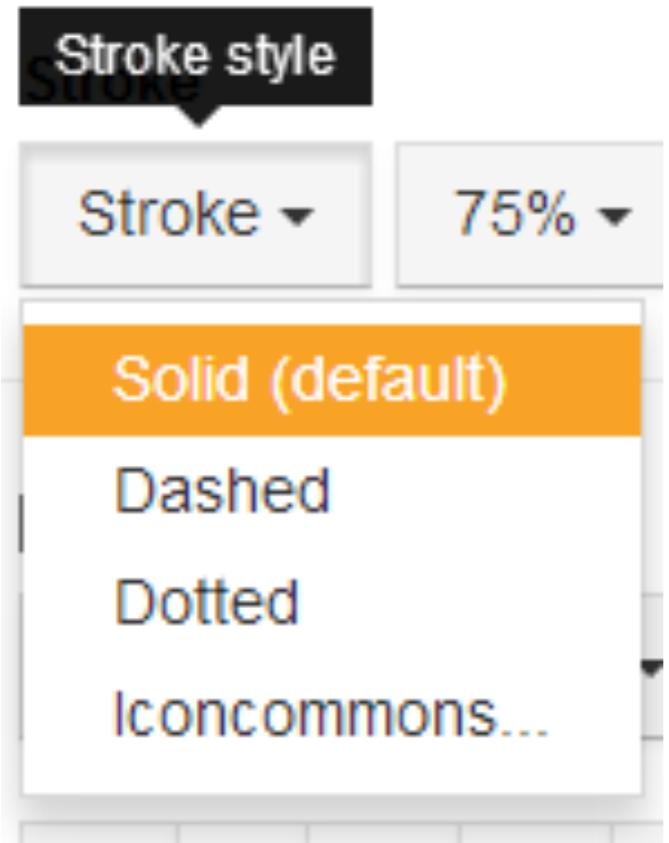
Symbol Selector



Summary

1. Purpose: Options for point feature representation
2. Geometries: PT
3. Include in label options: Yes (Label Symbolizer)
4. Element: Dropdown list
5. Default value: Circle
6. Options:
 - Circle
 - Square
 - Triangle
 - Cross
 - Star
 - Iconcommons...

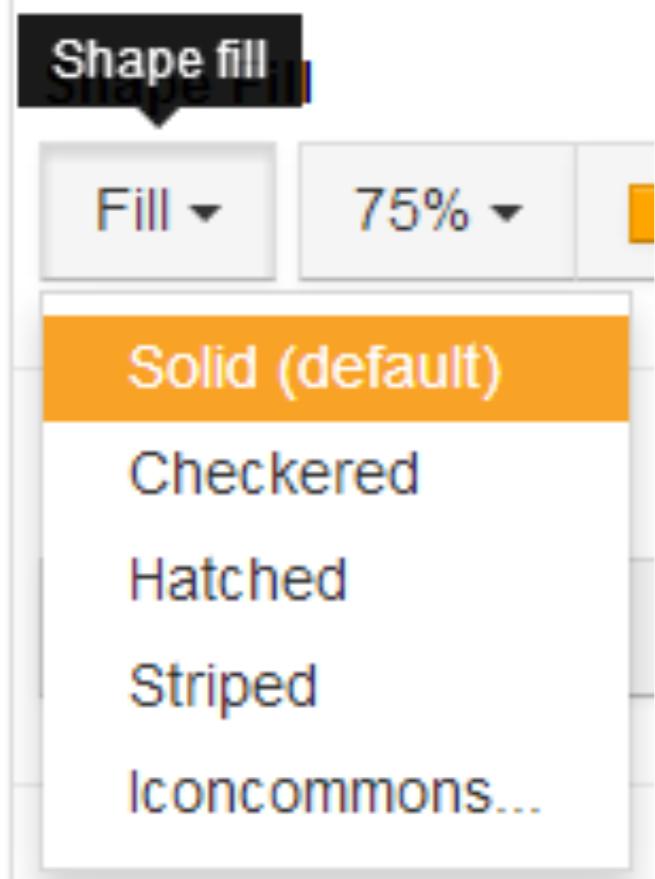
Stroke Selector



Summary

1. Purpose: Options for linear feature representation and feature borders
2. Geometries: PT and PG (border), LN
3. Include in label options: No
4. Element: Dropdown list
5. Default value: Solid
6. Options:
 - Solid
 - Dashed
 - Dotted
 - Iconcommons...

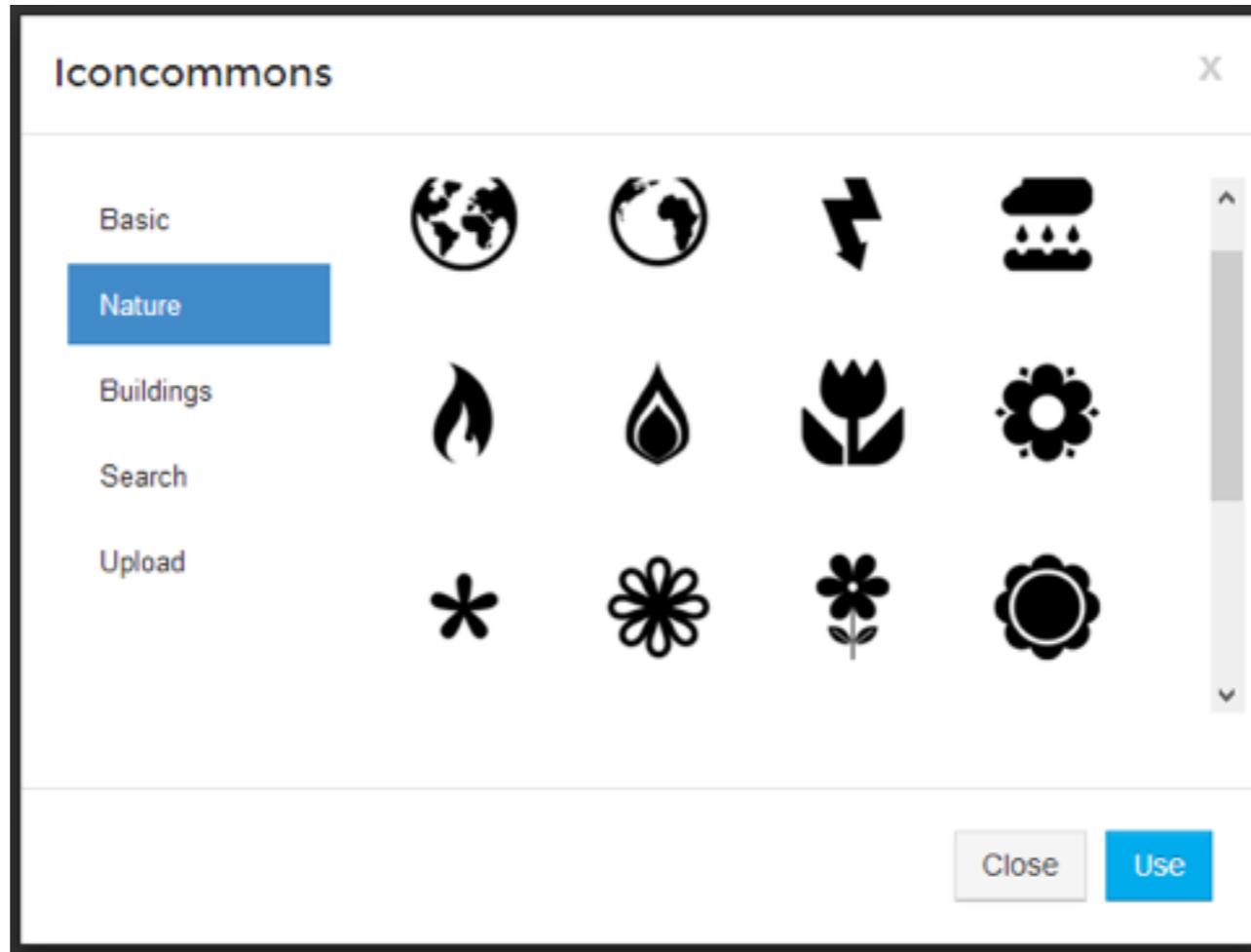
Shape Fill Selector



Summary

1. Purpose: Options for area feature representation
2. Geometries: PG
3. Include in label options: No
4. Element: Dropdown list
5. Default value: Solid
6. Options:
 - Solid
 - Checkered
 - Hatched
 - Striped
 - Iconcommons...

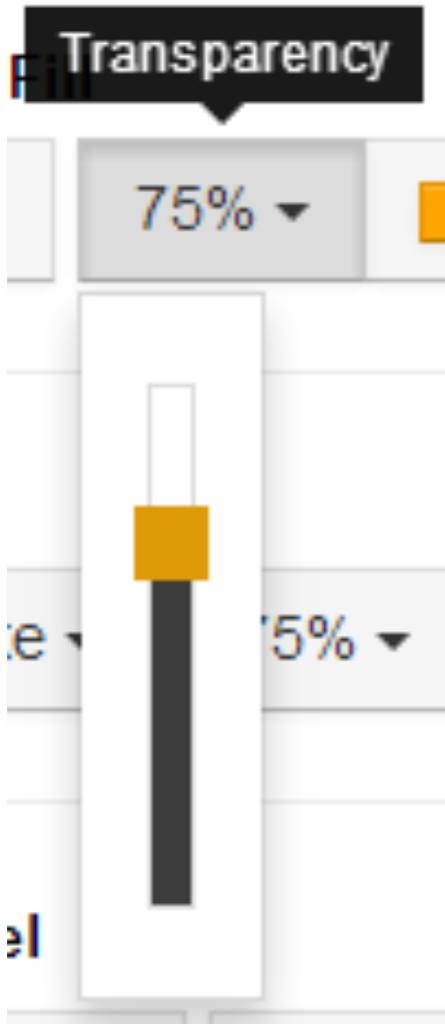
Iconcommons Window



Summary

1. Purpose: Access to an extensive collection of icons for point feature representation
2. Geometries: PT
3. Include in label options: Yes (Label Symbolizer)
4. Element: Modal with tabs
5. Default value: None selected
6. Options:
 - Predefined collection (categorized)
 - Search
 - Upload

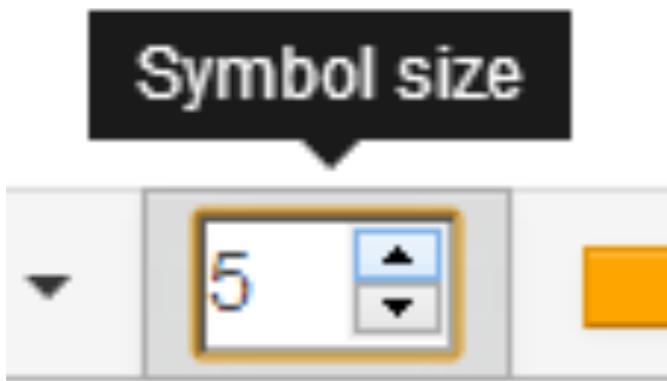
Transparency Slider



Summary

1. Purpose: Controls the alpha value of style elements (symbols, strokes and labels)
2. Geometries: PT, LN, PG
3. Include in label options: Yes (Font)
4. Element: Dropdown --> Vertical slider
5. Default value: 100%
6. Options:
 - 0% to 100%
 - Increment of 1%

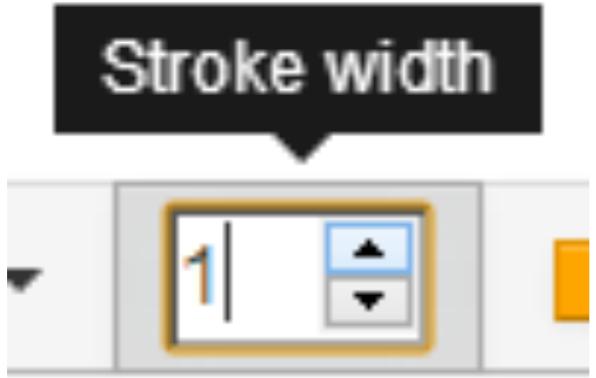
Symbol Size Spinner



Summary

1. Purpose: Controls the radius size of symbols
2. Geometries: PT
3. Include in label options: Yes (Label Symbolizer)
4. Element: Spinner
5. Default value: 10 pt
6. Options:
 - 1pt to 50pt
 - Increment of 1pt (by spinner control arrows)
 - Manual entry (up to 2 decimal places)

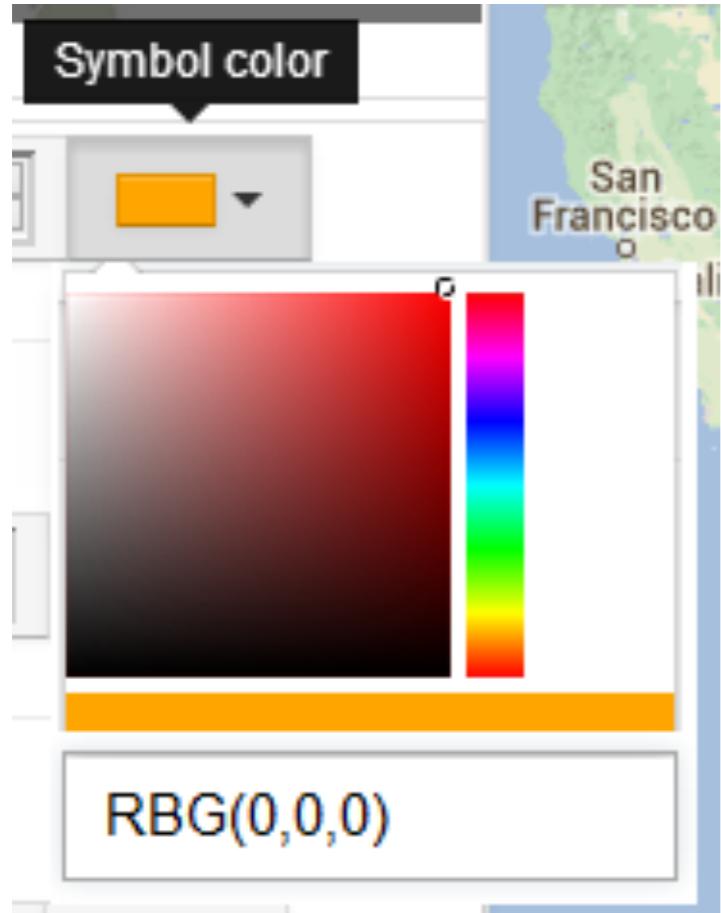
Stroke Width Spinner



Summary

1. Purpose: Controls the line thickness of stroke features
2. Geometries: PT and PG (border), LN
3. Include in label options: No
4. Element: Spinner
5. Default value: 1 pt
6. Options:
 - 1pt to 20pt
 - Increment of 1pt (by spinner control arrows)
 - Manual entry (up to 2 decimal places)

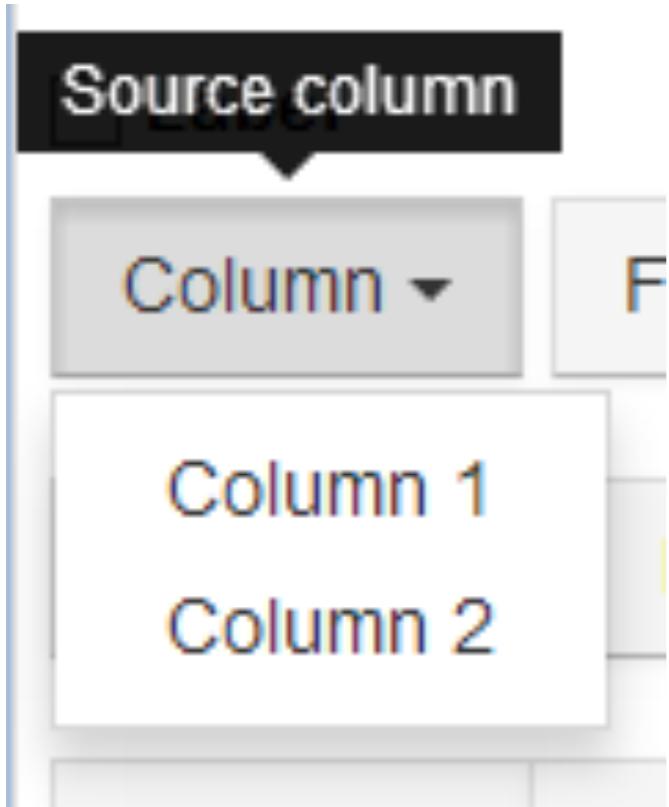
Color Picker



Summary

1. Purpose: Control the RGB properties of style elements
2. Geometries: PT (symbol, stroke), LN (stroke), PG (fill and stroke)
3. Include in label options: Yes (Font)
4. Element: Dropdown --> Color Picker & Formatted Textbox
5. Default value: RGB(0,0,0)
6. Options:
 - Hue strip (with slider)
 - Saturation and Value map (with crosshairs)
 - Text-box Manual entry (RGB 255 format)

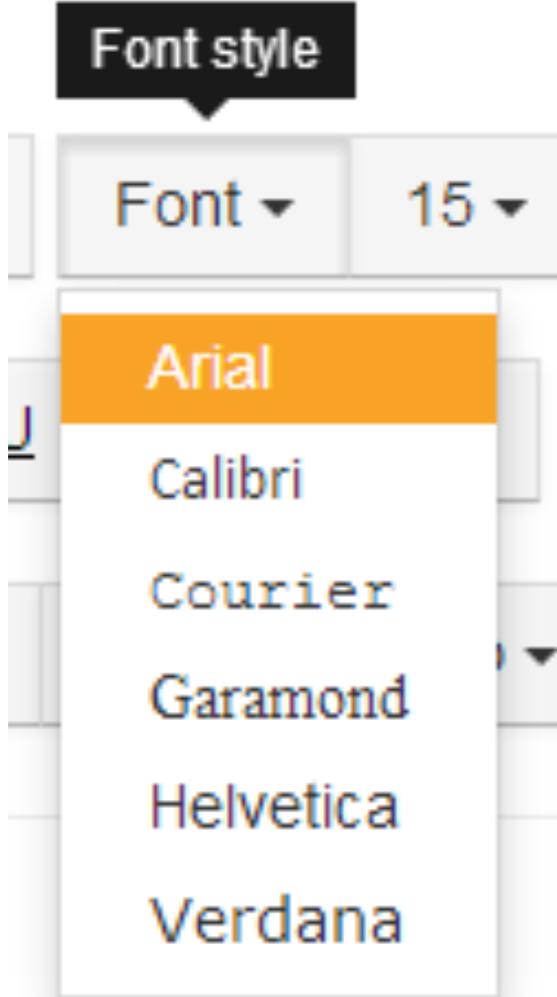
Source Column



Summary

1. Purpose: Specifies from which column classification will be based on.
2. Geometries: PT, LN, PG (Style dependent)
3. Include in label options: Yes (Font)
4. Element: Dropdown list
5. Default value: None selected
6. Options:
 - All the columns in the attribute table with data types displayed

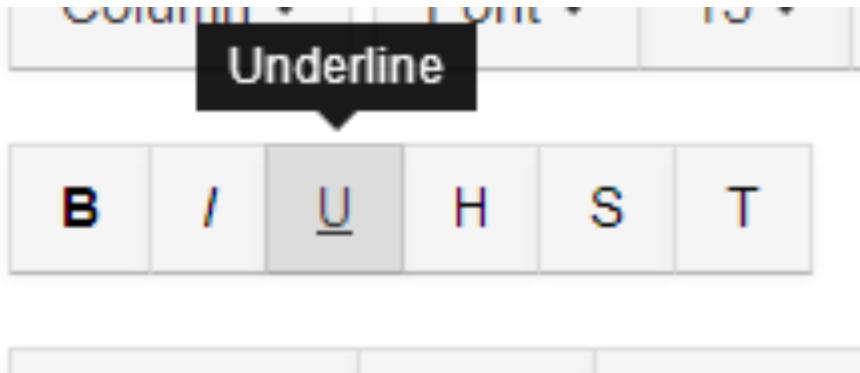
Font Style



Summary

1. Purpose: Controls the typeface of labels
2. Geometries: PT, LN, PG
3. Include in label options: Yes (Font)
4. Element: Dropdown list
5. Default value: Arial
6. Options:
 - Depends on system

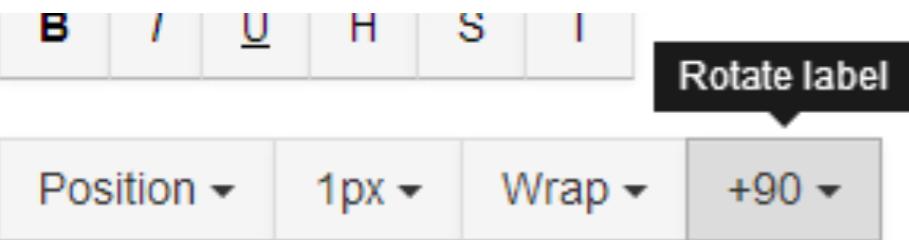
Font Effects



Summary

1. Purpose: Toggles the additional font enhancements for labels
2. Geometries: PT, LN, PG
3. Include in label options: Yes (Font)
4. Element: Checkboxes styled as button group
5. Default value: All options OFF
6. Options:
 - Bold
 - Italic
 - Underline
 - Shadow
 - Halo
 - Strikethrough

Label Position (?)



Summary

1. Purpose: Adjusts the relative position of labels with respect to the parent feature
2. Geometries: PT, LN, PG
3. Include in label options: Yes
4. Element: Multiple dropdown options
5. Default value:
6. Options:
 - Anchor point:
 - Offset
 -

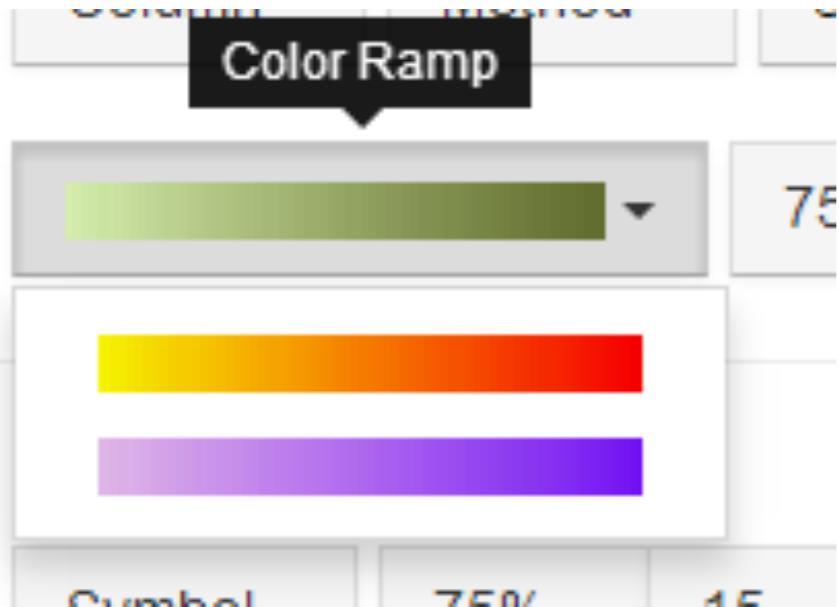
Threshold Spinner



Summary

1. Purpose: Specifies the maximum number of unique cases to be generated
2. Geometries: PT, LN, PG (only in Unique Style)
3. Include in label options: No
4. Element: Dropdown list
5. Default value: 10 cases
6. Options:
 - Minimum:
 - Maximum:
 - Increment of 1

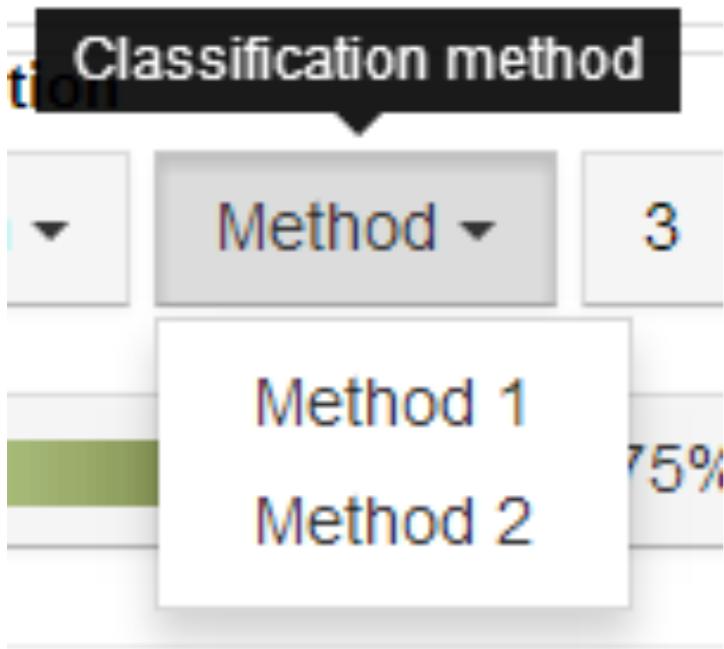
Color Ramp Dropdown



Summary

1. Purpose: Specifies the set of colors to be used in classification
2. Geometries: PT, LN, PG (only in Choropleth and Density Styles)
3. Include in label options: No
4. Element: Dropdown list
5. Default value: Orange color ramp
6. Options:
 - TBD

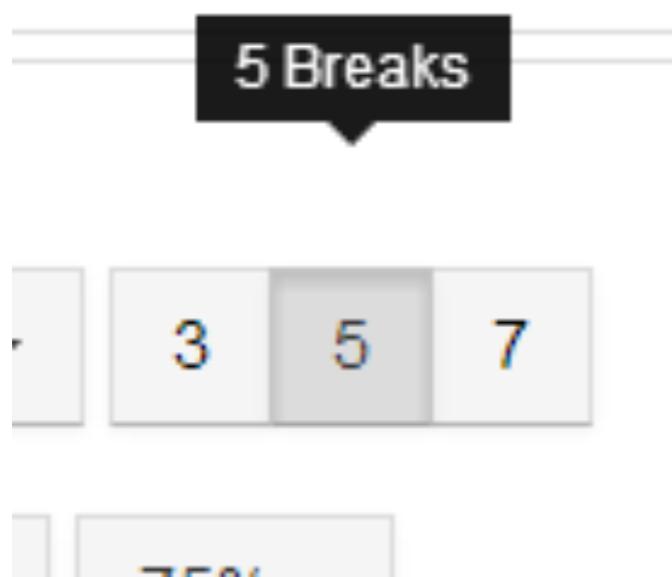
Classification Method Dropdown



Summary

1. Purpose: Specifies the algorithm to be used in computing for classes
2. Geometries: PT, LN, PG (only in Choropleth and Graduated Styles)
3. Include in label options: No
4. Element: Dropdown list
5. Default value: Simple
6. Options:
 -

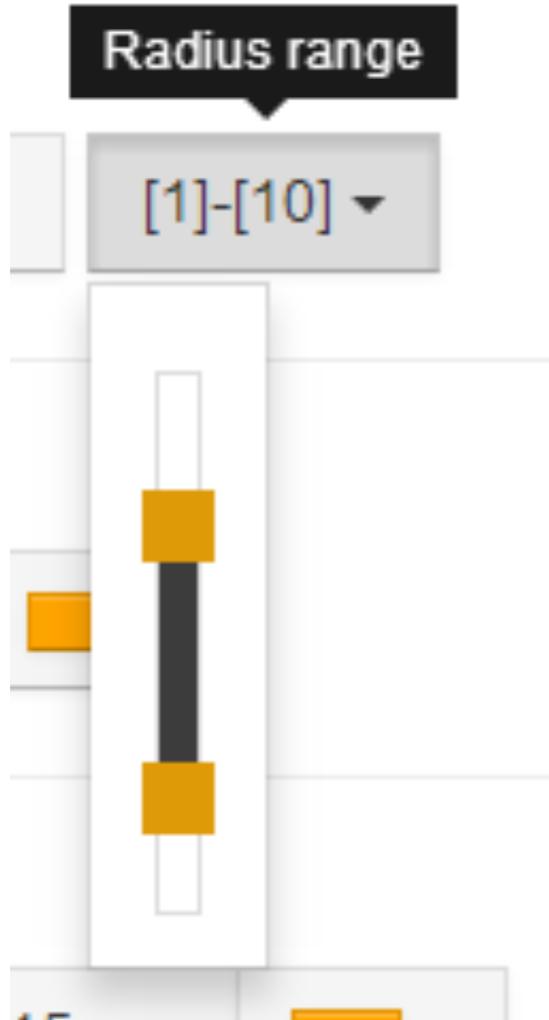
Breaks



Summary

1. Purpose: Specifies the number of classes to be generated when using Choropleth styles
2. Geometries: PT, LN, PG (only in Choropleth Styles)
3. Include in label options: No
4. Element: Radio buttons styled as a button group
5. Default value: 5
6. Options:
 - 3 breaks
 - 5 breaks
 - 7 breaks
 - 10 breaks (*)

Radius Range



Summary

1. Purpose: Specifies the minimum and maximum symbol sizes to be used in Graduated Symbols style
2. Geometries: PT, LN, PG (only in Garduated and Weighted Styles)
3. Include in label options: No
4. Element: Dropdown --> Range slider
5. Default value: 1 and 50
6. Options:
 - Minimum: 1pt
 - Maximum: 50pt