LANDMAP LMP14 and LMP09 Spatial Data: Guidance Notes

1. Metadata

Description of the LMP14 and LMP09 columns added to the LANDMAP Visual and Sensory polygon shapefile data layer (*Landmap_VS_Climate.shp*)

Column/field name	Description
LMP14_CODE	Unique short code for each LMP14 class type
LMP14_D_L	Full textual description each LMP14 class type, as they appear the project specification
LMP14_D_S	Short textual description each LMP14 class type. Useful for mapping outputs (avoids large map legends and cluttered maps).
LMP09_CODE	Unique short code for each LMP09 class type
LMP09_D_L	Full textual description each LMP09 class type, as they appear the project specification
LMP09_D_S	Short textual description each LMP09 class type. Useful for mapping outputs (avoids large map legends and cluttered maps).

2. Landscape Types: Summary

Summary of the codes, descriptions and map legend colour scheme for each landscape type. Custom map legend style files for QGIS are available for download here:
https://github.com/robertberryuk/LANDMAP_ClimateChange/tree/master/Styles

Note that the static output maps have been produced with the *Layer Properties > Symbology > Layer Rendering > Opacity* set to **90%** (QGIS Version 3.4.2 Madeira) – colours therefore appear slightly brighter in the following tables than they do on the final map outputs.

LMP14 Types

LMP14_CODE	LMP14_D_L	LMP14_D_S	Colour code[1]
LMP14_1	Upland, exposed plateau, valleys, hillsides and scarp slopes (wooded 20-50%)	Upland (wooded)	113,77,60 #714d3c
LMP14_2	Upland plateau, hillsides and scarp slopes (moorland 20-50%+)	Upland (moorland)	174,86,218 #ae56da
LMP14_3	Upland rock & scree	Upland (rock)	227,26,28 #e31a1c
LMP14_4	Upland valleys, hillsides, lower plateau and scarps (grassland >50%, open, predominantly unwooded)	Upland (grassland)	213,180,60 #d5b43c
LMP14_5	Upland hills, lower plateau & scarp slopes (wooded >50%)	Upland (wooded hills)	194,165,144 #C2A590
LMP14_6	Valleys and rolling lowland (mosaic 20-50% wooded, hedgerow character)	Lowland valleys (hedgerow)	124,217,117 #7CD975

---

[1] First line is the RGB colour code (e.g. 233, 248, 11), second line is the hex colour code (e.g. #714d3c)

LMP14_7	Valleys, rolling and flat lowland (grassland >50%, open, <20% wooded, lacking hedgerow trees)	Lowland valleys (open)	202,239,199 #7CD975
LMP14_8	Valleys, rolling and flat lowland (wooded >50%)	Lowland (wooded & wetland)	51,160,44 #33a02c
LMP14_9	Coastal edge, cliffs and islands	Coastal edge	233,248,11 #e9f80b
LMP14_10	Built land - communities	Developed (communities)	121,123,118 #797b76
LMP14_11	Amenity and informal space	Developed (amenity)	255,158,23 #ff9e17
LMP14_12	Industry and infrastructure	Developed (industry)	31,31,31 #1f1f1f
LMP14_13	Coastal waters	Water (sea)	166,206,227 #a6cee3
LMP14_14	Inland water	Water (inland)	20,23,214 #1417d6

LMP09 Types

LMP09_CODE	LMP09_D_L	LMP09_D_S	Colour code
LMP9_1	Upland >20% wooded	Upland (wooded)	113,77,60 #714d3c
LMP9_2	Lowland mosaic >20% wooded	Lowland (wooded)	124,217,117 #7CD975
LMP9_3	Inland water	Water (inland)	20,23,214 #1417d6
LMP9_4	Upland 20-50% moorland and scree	Upland (moorland)	174,86,218 #ae56da
LMP9_5	Lowland open >50% grassland, <20% wooded	Lowland (open)	202,239,199 #7CD975
LMP9_6	Built land	Built land	121,123,118 #797b76
LMP9_7	Upland open >50% grassland	Upland (open)	213,180,60 #d5b43c
LMP9_8	Coast	Coast	233,248,11 #e9f80b
LMP9_9	Amenity and informal space	Amenity land	255,158,23 #ff9e17