

OBJECT PROPERTIES

This very small document intends to show the properties of the shapes. These parameters can be accessed thru MMO (like POI types and luminosity) or by modifying the « export.cfg » file.

Most of these properties can be found in the « unit.ini » file.

1. Luminosity

Five luminosity properties stand :

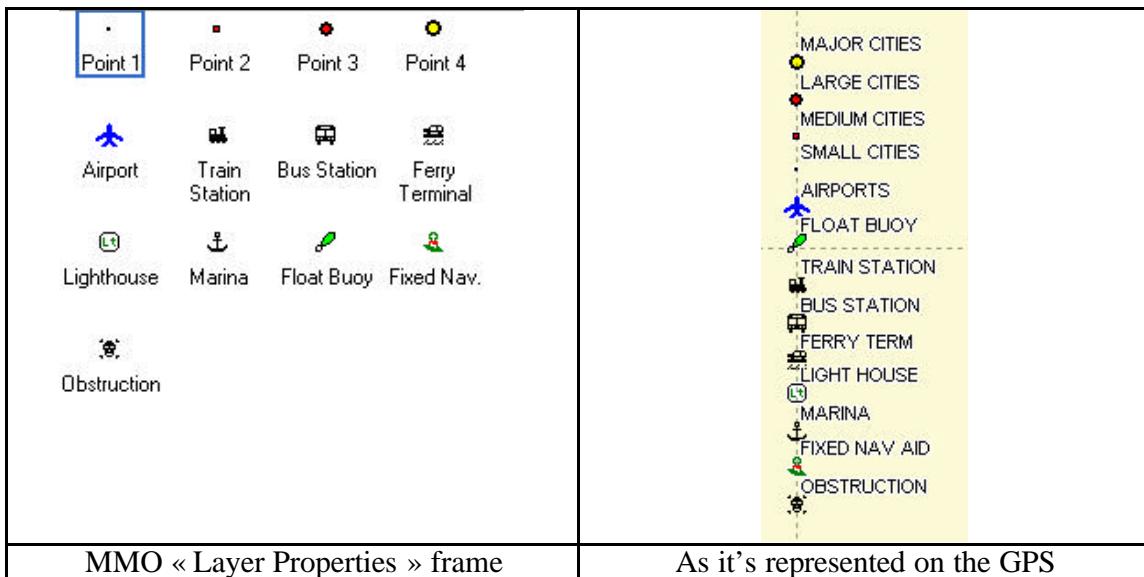
- BLACK
- DARK_GRAY
- LIGHT_GRAY
- WHITE

This property can be associated with the « real » color property (blue, brown...) for a color GPS screen (not yet tested).

2. Point Of Interest

MMO syntax	« config.txt » syntax
Point	SMALL_CITIES
Point 2	MEDIUM_CITIES
Point 3	LARGE_CITIES
Point 4	MAJOR_CITIES
Airport	AIRPORTS
Train Station	TRAIN_STATION
Bus Station	BUS_STATION
Ferry Terminal	FERRY_TERM
Lighthouse	LIGHT_HOUSE
Marina	MARINA
Float Buoy	FLOAT_BUOY
Fixed Nav	FIXED_NAV_AID
Obstruction	OBSTRUCTION

Tab 1 : Equivalence between MMO syntax and export configuration file syntax



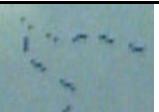
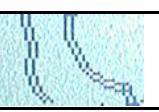
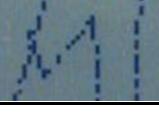
MMO « Layer Properties » frame

As it's represented on the GPS

Fig.1 : POI styles

3. Lines

Compared to the POI syntax description, it appears that the first lower case name is the MMO one, and the second name the « export.cfg » one. But I haven't found how to fix the line appearance directly from the MMO frames.

Single_Line	MSOLID_LINE	1-thick line	
Dash_Line	MDASH_LINE [*]	4/4 dot line	
Dot_Line	MDOT_LINE [†]	1/1 dot line	
Federal_Highway	US_FEDERAL_HW_LINE	3 pixel thick line, white in the middle	
Interstate_Highway	US_INTERSTATE_HW_LINE	same as Federal_Highway	
State_Highway	US_STATE_HW_LINE	2 pixel thick line	
Major_Road	US_MAJOR_RD_LINE	2 pixel thick line	
Street	US_STREET_LINE	1 pixel thick line	
Unpaved_Road	US_UNPAVED_RD_LINE	2/3 dot line	
Trail	TRAIL_LINE	1 pixel thick line	
Railroad1	US_RR_LINE	1 pixel thick line	
Railroad2	US_RAIL_ROAD	1 pixel thick line	
River	RIVER_LINE	1 pixel thick line	

^{*} Works on a Sportrack Map receiver. DASH_LINE is used in the « unit.ini » file

[†] Works on a Sportrack Map receiver. DOT_LINE is used in the « unit.ini » file

Stream	STREAM_LINE	1 pixel thick line	
Hydro Dam	HYDRO_DAM_LINE	1 pixel thick line	
Waterfal	WATERFALL_LINE	1 pixel thick line	

Tab 2 : Line properties

4. Surfaces

Five surface patterns stand, each of them can be set at a different intensity.

- SOLID_FILL
- BOX_PATT
- HEX_PATT
- SLANT_PATT
- NO_FILL



Tab 2 : Surface properties[‡]

The NO_FILL pattern can be used to delimit states for example. The WHITE SOLID_FILL can be used to set an isle onto a lake.

[‡] NO_FILL appears twice ! I wanted here to show WHITE SOLID_FILL which allow to clear a part of the screen. Sorry...