

## Elevate map key



## Downloads:

Current version:

4.3.0, 01/05/19 ([changelog](#))

last update of the map key: **01/05/19**

Notifications about new versions: [subscribe this thread](#) in the forum.

**Donations:** The Elevate map style family is available exclusively on [openandromaps.org](http://openandromaps.org) to support this project.

Therefore I ask you if you like my map styles to donate via the button to the right to cover the ongoing costs of Openandromaps!

[Map key in PDF format](#)

## Elevate 4

Highly improved version and **recommended map style** for OpenAndroMaps,

**only compatible with current versions of OruxMaps, Cruiser, Atlas, Locus, BackCountry Navigator, Cachebox, c:geo**

and other apps that support mapsforge 0.5. If Elevate 4 doesn't work please try [Elevate 2](#).

<b>Quick install in Android</b> (recommended)	<b>Manual download</b> (advanced)
<p><a href="#">Default maps app*</a></p> <p><a href="#">OruxMaps</a></p> <p><a href="#">Locus</a></p> <p><a href="#">BackCountry Navigator</a></p> <p><a href="#">BikeComputer</a></p> <p>* Default maps app: apps that support quick install in Android, e.g. XCTrack</p>	<p><a href="#">Normal version</a></p> <p><a href="#">Locus only</a></p>

The Locus download contains two version: the normal version for Locus, which is shown only when multilingual/V4 maps are used. And the "LE" (Locus Edition) which is an automatic conversion and is used for normal V3 maps. As Locus uses its own mapsforge version not all possibilities of mapsforge 0.5 are supported for V3 maps.

[How to install & use for Elevate 4](#)

## Elevate 2

Legacy version, that is no longer maintained and is only available to keep compatibility with all apps that only support mapsforge up to 0.3/0.4. New features of the maps will not be added, and there might be problems with future map versions.

Elevate 2 Downloads & Informations

## Elevate map key

<b>Map style size</b> Pixel density of the display	<b>Download</b>
<b>Elevate 2</b> approx. 240dpi	<a href="#">Normal version (Mapsforge 0.3)</a> <a href="#">OruxMaps 6.0 (Mapsforge 0.4+)</a> <a href="#">Locus only</a>
<b>Elevate 2 L</b> approx. 320dpi	<a href="#">Normal version (Mapsforge 0.3)</a> <a href="#">OruxMaps 6.0 (Mapsforge 0.4+)</a> <a href="#">Locus only</a>
<b>Elevate 2 XL</b> approx. 480dpi	<a href="#">Normal version (Mapsforge 0.3)</a> <a href="#">OruxMaps 6.0 (Mapsforge 0.4+)</a> <a href="#">Locus only</a>

### [How to install & use for Elevate 2](#)

#### **Differences in the map key for Elevate 2:**

**Variants:** As there aren't map styles in Elevate 2, there are theme variants called Elevate\_Hiking, Elegant\_City and Elevelo\_Cycling. All things that are possible with mapsforge 0.3 are still valid as is described for the map styles below. Overlays with switchable symbols or strongly emphasized hiking/cycling routes and public transport network, and also hiking waymarks, are not

possible. Also very complex additions are not adapted.

**Elements\_Backcountry:** All elements of Elevate and Elevelo (except mountain bike difficulty levels) are shown, hiking and cycling routes as well as the highly emphasized footways and paths in one map, as well as showing everything as soon as possible. Therefore the colored dots at low zoom levels aren't necessary. If cycling and hiking route are on one way the cycling route is rendered dashed above the hiking route so both are visible.

**Routes:** Routes use different colors and look different.

**Hiking:** International and national hiking routes are **magenta**. Regional hiking routes are **green**. Local and other hiking routes are **yellow**.

**Cycling:** International and national cycling routes are **violet**. Regional cycling routes are **red**. Local cycling routes are **turquoise**. Mountain bike routes are **greenish yellow**.

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## Variants:

There are two different variants of the map styles contained in the downloads respectively:

### **Elevate**

I developed Elevate for mountain hiking in the alps. At first it was based on the standard hike and cycle map style of Openandromaps, but has been completely revised since. I added additional variants by and by for other uses, by user requests.

Everything should be self-explanatory without a

key, as far as it's possible with the possibilities of mapsforge. Therefore I based it on the presentation on paper maps and guideposts in German and Austrian areas. Unified symbols and colors are used. At higher zoom levels names of amenities and areas are shown. As many things which are relevant for hiking and travelling as possible are shown without coming too much to the front or eliminating one another - e.g. big symbols or captions - therefore some symbols and captions are shown at high zoom levels only.

With Elevate 3 overlays were introduced which make it possible to switch certain elements on or off. Those can be chosen, as well as the map styles, directly within the app.

Elevate has been tested and developed with OruxMaps and mapsforge 0.5.1 (or higher). Locus uses its own mapsforge extension so complete functionality isn't always for sure.

## Elements

Elements is a modification of Elevate and is made for **sparsely populated/mapped areas or countries**, mostly backcountry usage.

Elements contains the same map styles and details as Elevate. Only **all content is shown as soon as it is contained in the map**. Therefore the colored dots at low zoom levels aren't necessary.

**In densely mapped areas this variation is not recommended, in those it is slow and unclear.**

With **Elevate** Elements can help to find specific things in the map - just activate only the overlay which you want to view and not the others (e.g.

"Amenities" if you are looking for drinking water) and then all appropriate symbols are shown as soon as possible.

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## Map styles:

Elevate and Elements contain several map styles which **can be chosen within the app** (how this works depends on the app). Depending on the map style some captions and symbols are shown sooner, later or not at all. Every map style has a different default selection of overlays which are shown, and for every map style different options are possible.

### Hiking

Key aspect is to have good overview for all features which are relevant for **mountain hiking** and perceptibility of paths and track, especially their difficulty and character (or if there isn't any information about that). Cycleways which are allowed for pedestrians look similar to footways. As "Hiking" is the basis for the other map style characteristics like the display of landscape features are included in those.

### City

This is a **light version** which is especially useful in cities, for example for sightseeing or for everyday life.

Neither hiking nor cycling routes are shown. The highly emphasized footways and paths of "Hiking" are discreet and difficulty and visibility is not marked. Cycleways which are allowed for pedestrians look similar to footways.

Additionally for better overview at lower zoom landscape and protected area names and colored dots are missing. Therefore this variation is most suitable for finding names of settlements.

A public transport network can be overlaid.

### Cycling

As this is a cycling version instead of hiking routes **cycling routes** are shown strongly. The highly emphasized footways and paths of "Hiking" are slimmer and difficulty and visibility isn't marked. Cycleways are strongly emphasized and surface information is shown if it's in the map data. Ways where cycling isn't allowed are marked with a turquoise cross hatch.

### Mountainbike

Based on "Cycling" this map style shows MTB difficulty levels on tracks and paths, visibility of paths and MTB routes.

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## Map key:

### Captions

- **Dark Blue** are settlements. For best view of place names in Elevate 2 (and in Locus with Elevate 4) use zoom 12/13, as points of interest can collide with place names at zoom 14 and larger.
- **Black** are peaks.
- **Red** are alpine huts.
- *Grey*, *dark green* and *brown* are landscape names.



earlier by colored dots:

(Hiking/Cycling)

 Alpine hut

 Camp site

 Hospital

## Public transport stations

Public transport stations are marked by colored dots:

 Bus stop (large: bus station)

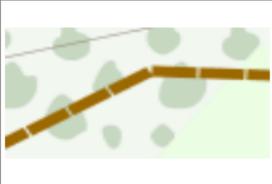
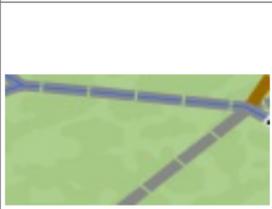
 Tram

 Subway

 Railway

 Ferry

## Paths and Footways

	<b>Brown - unpaved path/footway</b> (or path without surface information) without difficulty information
	<b>Grey - paved path/footway</b> (or footway without surface information) without difficulty information, on the top one cycling is also allowed (only in hiking mapstyle)

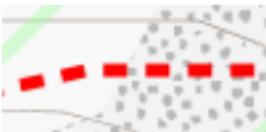
## Hiking paths

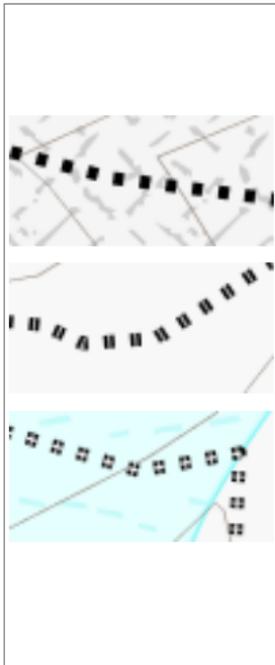
(Hiking)

## Elevate map key

Path difficulty uses the [SAC hiking scale](#), however the colors here are according to those used in the eastern alps.

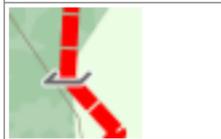
Additionally [trail visibility](#) (if it's available in the data) is marked by how the paths are dashed.

 A topographic map showing a yellow dashed line representing a hiking path. The path is composed of long, short, and very short dashes. The terrain is green, indicating lower elevations.	<p><b>Yellow - Hiking:</b> flat or slightly sloped, no fall hazard, SAC T1;</p> <p>in the example without information about trail visibility (this is only shown on paths with difficulty information): long dash, short dash, short spaces</p>
 A topographic map showing a blue dashed line representing a mountain hiking path. The path is composed of very long dashes and short spaces. The terrain is green, indicating lower elevations.	<p><b>Blue - Mountain hiking:</b> partially steep, fall hazard possible, SAC T2;</p> <p>in the example trail visibility is excellent or good: very long dash, short spaces</p>
 A topographic map showing a red dashed line representing a demanding mountain hiking path. The path is composed of medium-length dashes and spaces. The terrain is grey, indicating higher elevations and rocky ground.	<p><b>Red - Demanding mountain hiking:</b> not always visible, may be secured, hands may be needed, partly exposed with fall hazard, SAC T3;</p> <p>in the example trail visibility is intermediate: medium length dashes and spaces</p>

	<p><b>Black - (Difficult/demanding) Alpine hiking/Via Ferrata:</b> no trail, very exposed, climbing, glaciers etc., SAC T4-T6;</p> <p><b>only with adequate experience, inform yourself about it before you go;</b></p> <p>in the example trail visibility is bad, horrible or no visibility: short dashes, long spaces</p> <p>additionally T5 paths dashes are broken vertically, T6 vertically and horizontal</p>
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## Safety measures

On some paths fixed [safety measures](#) are included in the maps:

	<p>A cable, chain or rope to hold on to; here the grey dots on the path mark the length of the area with safety ropes</p>
	<p>Rungs, stemples, pins</p>
	<p>A ladder</p>

## Via ferratas

Via ferratas are marked with thick grey bars and a green via ferrata symbol. Depending on how the

data is mapped they can have two different styles:

	Mapped as via ferrata
	Mapped as a path (including hiking difficulty)

## Hiking routes

(Hiking)

[Hiking routes](#) are rendered below paths and tracks starting at zoom level 14, till level 13 transparent above them.

International hiking routes are **blue**.

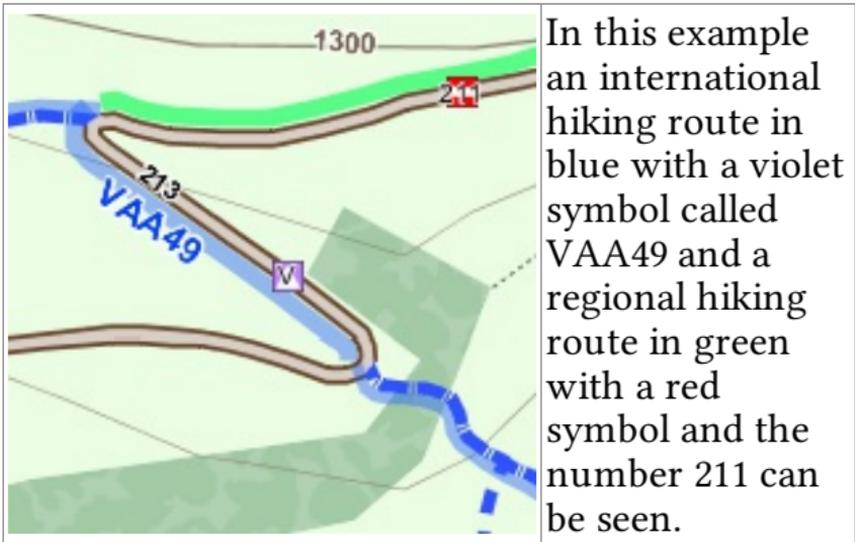
National hiking routes are **red**.

Regional hiking routes are **green**.

Local and other hiking routes are **yellow**.

**Waymarks** can be overlaid; in lower zoom levels only a small symbol with the background color is shown. If a waycolor is given, it is marked along the trail with colored dots.

## Elevate map key



## Cycling routes

(Cycling/Mountainbike)

Cycling routes are rendered below streets starting at zoom level 14, till level 13 transparent above them.

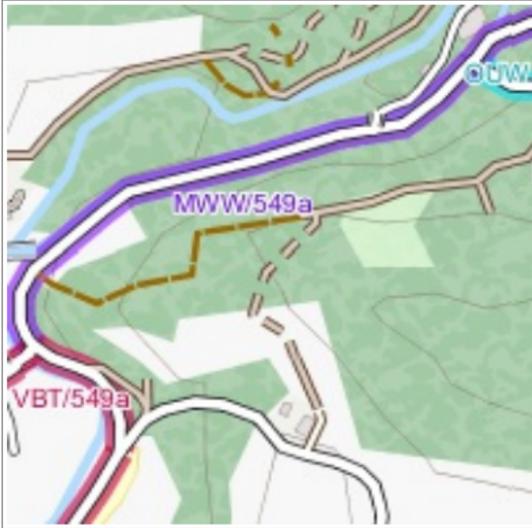
International cycling routes are **blue**

National cycling routes are **red**

Regional cycling routes are **violet**

Local cycling routes are **turquoise**

Mountain bike routes are **greenish yellow**



In this example a regional cycling route in violet that goes from south-west to north-east, besides a national route in red and a local route in turquoise.

## Mountain bike difficulty levels

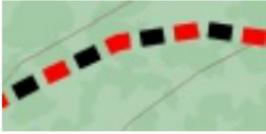
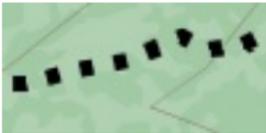
(Mountainbike)

Mountain bike difficulty levels are shown according to the [MTB Scale](#), you can find all details there.

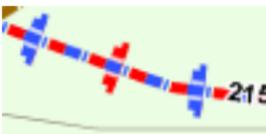
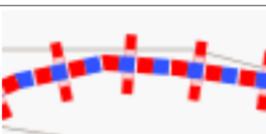
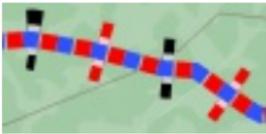
Additionally [trail visibility](#) (if it's available in the data) is marked by how the paths are dashed.

	<p><b>S0: Blue</b> bars on ways: no special driving skills required. In this example you can see how it is shown on tracks.</p>
	<p><b>S1: Blue-red</b> bars on ways: basic driving skills required, obstacles can be passed over; in the example without information about trail visibility</p>
	<p><b>S2: Red</b> bars on ways: advanced driving skills required; in the example trail visibility is excellent</p>

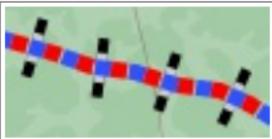
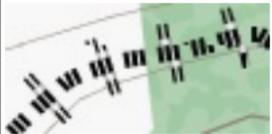
## Elevate map key

	<b>S3: Red-black bars on ways:</b> very good bike control required; in the example trail visibility is good or intermediate
	<b>S4: Black bars on ways:</b> at least perfect bike control with trial skills required; in the example trail visibility is bad, horrible or no visibility
	<b>S5/S6: Several thin black bars on ways:</b> excellent mastering of special trail techniques required or nearly completely impassable; in the example without information about trail visibility

[MTB Scale uphill](#) is marked by horizontal dashes under ways:

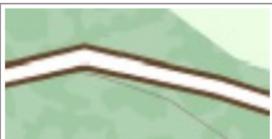
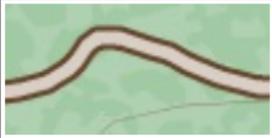
	<b>0: Blue dashes:</b> 15% incline max.
	<b>1: Blue-red dashes:</b> 20% incline max, the two bars with different length also mark the uphill direction - the shorter one points uphill.
	<b>2: Red dashes:</b> 25% incline max.
	<b>3: Red-black dashes:</b> 30% incline max

## Elevate map key

	<b>4: Black dashes:</b> 40% incline max
	<b>5: Two thin black dashes:</b> uphill riding not possible.

## Tracks

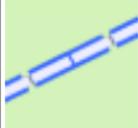
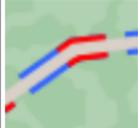
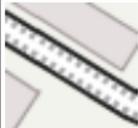
Forest tracks and agricultural roads are marked in Openstreetmap by [grade](#):

	Paved track
	Unpaved track, gravel road
	Track made out of a mixture of gravel and dirt
	Track mainly made out of dirt/grass, some gravel
	Track only made out of dirt/grass
	Track without grade
	Bridleway

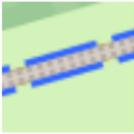
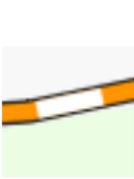
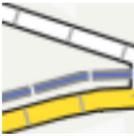
## Cycleways and road surfaces

## Elevate map key

If a normal road (not tracks/paths) or cycleway (when using cycling/mountainbike) has a different surface than asphalt or another flat sealed surface it is marked as following, if the "[surface](#)" is included:

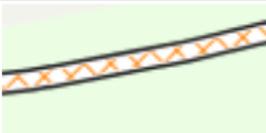
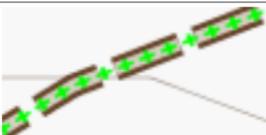
	Cycleways have a <b>blue border</b> . This only means that cycling is allowed here. If the border is a continuous line, the way is paved, dashed means unpaved or unknown. The picture shows an emphasized cycleway in the cycling map style without surface information, which is marked by thin stripes along the way.
	Cycleway which might need a cross-country bicycle because of steepness/roughness (only in cycling mapstyle, not MTB)
	paved/asphalt
	paving stones or similar
	cobblestone or similar
	compacted unsealed road
	loose gravel

## Elevate map key

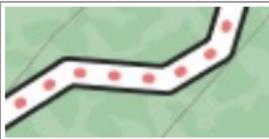
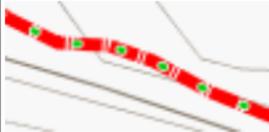
	natural ground
	Option "extended road surfaces": paved/asphalt (on major roads white alternating with color of road importance, on normal roads just white)
	Option "extended road surfaces": no road surface information available

## Access limits

Only those access limits are shown, which are valid for the mode of transportation the map style is intended for. In "Hiking" only if they are valid for pedestrians. In "Cycling"/"Mountainbike" only, if they are valid for cyclists. In "City" only general access limits.

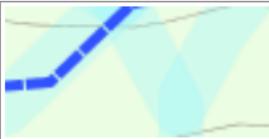
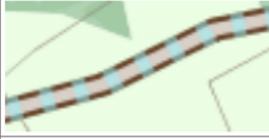
	Local traffic only - only when travelling to this area.
	Private road - only with permission of the owner.
	No access allowed.
	Option marking of permitted foot/cycle paths: usage permitted

## Elevate map key

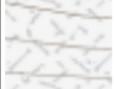
	<a href="#">toll road</a> , marked by red dots
	only use with permit (might be with costs), marked by red dots

## Winter sports

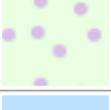
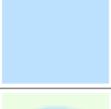
To avoid collisions or not so nice areas ski and sled pistes are marked unobstrusively:

	Ski piste (with hiking path)
	Sled piste (on track)
	cross-country ski-tracks

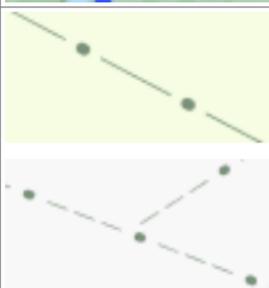
## Landscape

	Fell/Mountain meadow
	Heath/dwarf-shrub
	Wetlands/Marsh
	Rock

# Elevate map key

	Scree, loose rocks
	Scrub
	Wood, forest mixed
	Wood, forest coniferous
	Wood, forest deciduous
	Glacier
	Meadow, grass
	Farmland
	Orchard
	Vineyard
	Body of water
	Intermittent body of water (sometimes water, sometimes dry)
	Military

## Elevate map key

	Protected area
	Cliff, rock face
	Ridge, arete
	Prominent Tree
	Spring
	Powerline/Minor powerline

## License:

Elevate, Elegant, Elements & Elevelo by Tobias Kühn

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## Elevate map key

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Contact: <http://www.eartrumpet.net/contact/>

# Elevate map key - symbols:

 Adit disused	 Adit	 Aerialway station	 Airport	 Alpine hut low zoom	 Alpine hut private	 Alpine hut winter	 Alpine hut	 Apartment	 Archaeological
 ATM	 Attraction	 Bakery	 Bank	 Bar	 Beach resort	 Bench	 Beverages	 Bicycle rental	 Bicycle shop
 Biergarten	 Block	 Bollard	 Books	 Border control	 Boundary stone	 Bridge movable	 Buddhist	 Bunker disused	 Bunker
 Butcher	 Cable car	 Cafe	 Calm	 Camp site low zoom	 Camp site	 Car shop	 Caravan site	 Castle	 Cave entrance
 Chair lift	 Chalet	 Chemist	 Church	 Cinema	 City major capital	 City minor capital	 City	 Cliff	 Climbing
 Convenience	 Cross	 Cycle barrier	 Defibrillator	 Doctors	 Doityourself	 Drag lift	 Drinking water	 Embassy	 Emergency access point
 Emergency phone	 Farmyard	 Fastfood	 Firebride	 Ford low zoom	 Ford	 Fountain	 Fuel	 Gate private	 Gate
 Geyser	 Golf	 Gondola	 Goods lift	 Guidepost	 Gym	 Helipad	 Hindu	 Hospital low zoom	 Hospital
 Hostel	 Hot spring	 Hotel	 Hunting stand	 Info board	 Info office	 Info terminal	 Information	 Kindergarten	 Kissing gate
 Ladder	 Laundry	 Library	 Lift gate	 Lighthouse	 Mail	 Market place	 Memorial plaque	 Memorial statue	 Memorial Stolperstein
 Memorial stone	 Memorial war	 Memorial	 Monument	 Mosque	 Museum	 Oneway cycle	 Oneway	 Organic	 Parking private
 Parking	 Peak cross	 Peak low zoom	 Peak	 Pharmacy	 Picnic site	 Place of worship	 Playground private	 Playground	 Police
 Postbox	 Postoffice	 Power coal	 Power gas	 Power nuclear	 Power water	 Power wind	 PT bus station	 PT bus	 PT ferry
 PT rail low zoom	 PT rail	 PT subway	 PT tram	 Pub	 Rail tunicular	 Railway crossing small	 Railway crossing	 Rapids	 Recycling
 Restaurant	 Ridge	 Ruins	 Rungs	 Saddle	 Safety rope	 School	 Shelter basic hut	 Shelter picnic	 Shelter rock
 Shelter	 Shinto	 Shooting	 Slipway	 Soccer	 Sports shop	 Stadium	 Stile	 Stone	 Supermarket
 Swimming area	 Swimming	 Synagogue	 Telephone	 Tennis	 Theatre	 Toilets	 Tower communication	 Tower observation	 Traffic signal
 Travel agency	 Turnstile	 University	 Via ferrata	 Viewpoint	 Volcano low zoom	 Volcano	 Water park	 Water well drinking	 Water well
 Waterfall	 Watermill	 Wayside cross	 Wayside shrine	 Weir	 Wilderness hut private	 Wilderness hut	 Windmill	 Windup	 Zoo