

## Elevate map key



## Downloads:

Current versions:

**4.1.6**, 18/05/17 ([changelog](#))

**2.7.5**, 18/05/17 ([changelog](#))

last update of the map key: **18/05/17**

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

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)
<a href="#">OruxMaps</a> <a href="#">Locus</a> <a href="#">BackCountry Navigator</a> <a href="#">BikeComputer</a>	<a href="#">Normal version</a> <a href="#">Locus only</a>

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 means it's less well maintained and is only available to keep compatibility with all apps that only support mapsforge up to 0.3/0.4, e.g.

**Cachebox, c:geo, Locus up to 3.9.0, OruxMaps up to 6.0.10 etc.**

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. 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**

## Elevate map key

- **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.
- *Green with white outlines* are protected areas.

Other colors of captions are those of the assigned symbols.

## Symbols

I hope that the symbols are self-explanatory, most symbols are from [here](#). A look at the names of the symbol files in the ele\_res folder can also help (for viewing SVG files in Windows [this extension](#) is helpful).

The colors mean:

- **Light blue** means transport and accomodation
- **Brown** means food, amenities and tourism
- Grey/Black means small (natural) details or man-made
- **Pink** means health care
- **Purple** means shopping
- **Green** means sports or education


Most symbols are appearing at zoom 14 (OruxMaps: 15) or higher, some important



points of interest are marked 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

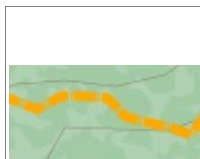
 Ferry

## Hiking paths

(Hiking)

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


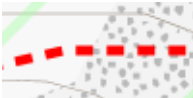

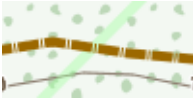
Additionally [trail visibility](#) (if it's available in the data) is marked by how the paths are dashed.

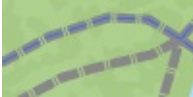


**Yellow - Hiking:** flat or slightly sloped, no fall hazard, SAC T<sub>1</sub>;

in the example without information about trail visibility

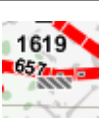


## Elevate map key


	<p><b>Blue - Mountain hiking:</b> partially steep, fall hazard possible, SAC T2; in the example trail visibility is excellent or good</p>
	<p><b>Red - Demanding mountain hiking:</b> not always visible, may be secured, hands may be needed, partly exposed with fall hazard, SAC T3; in the example trail visibility is intermediate</p>
	<p><b>Black - (Difficult/demanding) Alpine hiking/Via Ferrata:</b> no trail, very exposed, climbing, glaciers etc., SAC T4-T6; <b>only with adequate experience, inform yourself about it before you go;</b> in the example trail visibility is bad, horrible or no visibility additionally T5 paths are shown with a broken line, T6 with two thin broken lines</p>
	<p><b>Brown - unpaved path/footway</b> (or path without surface information) without difficulty information</p>

	<p><b>Grey - paved path/footway</b> (or footway without surface information) without difficulty information, on the top one cycling is also allowed</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>

In addition via ferratas may be marked with this symbol: 

## Hiking routes

(Hiking)

[Hiking routes](#) are rendered below paths and tracks starting at zoom level 14 (OruxMaps: 15), till level 13 (OruxMaps: 14) transparent above them.

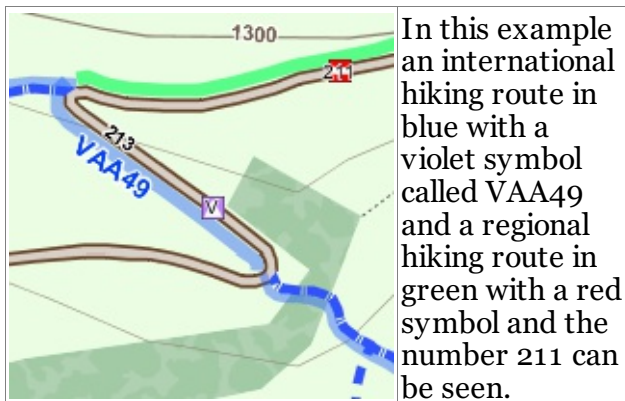
International hiking routes are **blue**.

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.



## Cycling routes

(Cycling/Mountainbike)

Cycling routes are rendered below streets starting at zoom level 14 (OruxMaps: 15), till level 13 (OruxMaps: 14) 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**

## Elevate map key



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.







**So:** **Blue** bars on ways: no special driving skills required. In this example you can see how it is shown on tracks.





**S1:** **Blue-red** bars on ways: basic driving skills required, obstacles can be passed over; in the example without information about trail visibility

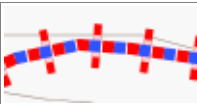



## Elevate map key

	<p><b>S2: Red</b> bars on ways: advanced driving skills required;</p> <p>in the example trail visibility is excellent</p>
	<p><b>S3: Red-black</b> bars on ways: very good bike control required;</p> <p>in the example trail visibility is good or intermediate</p>
	<p><b>S4: Black</b> bars on ways: at least perfect bike control with trial skills required;</p> <p>in the example trail visibility is bad, horrible or no visibility</p>
	<p><b>S5/S6: Several thin black</b> bars on ways: excellent mastering of special trail techniques required or nearly completely impassable;</p> <p>in the example without information about trail visibility</p>

**MTB Scale uphill** is marked by horizontal dashes under ways:

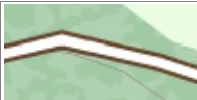




	<p><b>0: Blue dashes:</b> 15% incline max.</p>
	<p><b>1: Blue-red dashes:</b> 20% incline max.</p>

## Elevate map key



	<b>2: Red dashes:</b> 25% incline max.
	<b>3: Red-black dashes:</b> 30% incline max
	<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

## Elevate map key

 A dashed brown line with rectangular segments, representing a track without a specific grade.	Track without grade
 A series of small brown circles connected by a thin line, representing a bridleway.	Bridleway

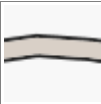


## Cycleways and road surfaces

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:

 A cycling map style showing a blue-bordered path and a red-bordered path. The blue-bordered path is a cycleway, and the red-bordered path is a footway where cycling is prohibited.	Cycleways have a <b>blue border</b> . This only means that cycling is allowed here, but says nothing about the condition or surface of the way. The picture shows an emphasized cycleway in the cycling map style without surface information; on the footway top left in the picture cycling is prohibited.
 A blue line with a white border, representing a paved or asphalt surface.	paved/asphalt
 A black line with a white border and a dotted pattern, representing paving stones or similar.	paving stones or similar
 A black line with a white border and a dashed pattern, representing cobblestone or similar.	cobblestone or similar


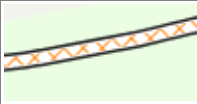
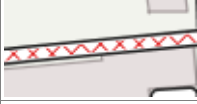
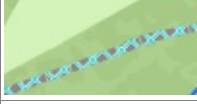




## Elevate map key

	compacted unsealed road
	loose gravel
	natural ground



## Access limits

Mainly general access limits are shown. In "Hiking" only if they are valid for pedestrians. In "Cycling"/"Mountainbike" only, if they are valid for cyclists.








	Local traffic only - only when travelling to this area.
	Private road - only with permission of the owner.
	No access for the general public.
	Cycling prohibited (only shown in "Cycling"/"Mountainbike").
	<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
	Scree, loose rocks
	Scrub
	Wood, forest mixed

## Elevate map key

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

	Protected area
	Cliff, rock face
	Ridge, arete

## Elevate map key

	Mountain pass, saddle
	Prominent Tree
	Spring

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