

ROUTE EDITOR

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Getting Started

There are various ways of making your osm map routable ; this GUI modifies mkgmap's styles – for more information see :

http://wiki.openstreetmap.org/wiki/Mkgmap/help/style_rules
http://wiki.openstreetmap.org/wiki/Mkgmap/help/Custom_styles

It can quickly add default routing to any style, routable or not. The only proviso is that styles must refer to highways in the 'lines' file – ie contour styles can not be made routable.

First, tell the program where you keep your 'styles'.

Settings

Locate the folder where your styles are kept – styles are themselves folders containing several files, most importantly the 'lines' file.

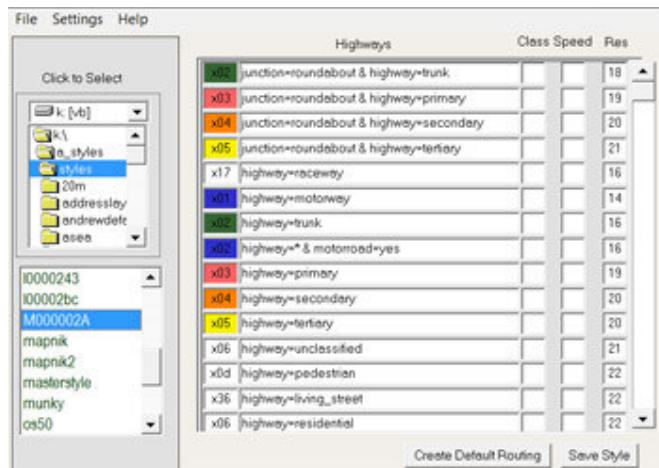
Route Editor modifies the lines file without having to use a text editor.

Create Default Routing

A list shows you all the different styles contained in the styles folder.

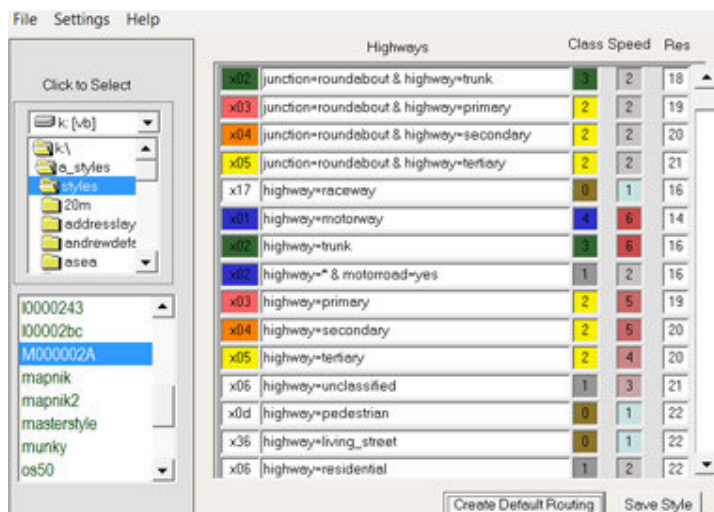
As you can see, both class and speed columns are blank. This means the style does not allow routing.

Click on the 'Create Default Routing' button.



The program has added default routing values to the style .

Save the style by clicking the 'Save Style' button.



Editing Values

'Class' refers to the type of highway . Mapnik colours are used to symbolise motorways, trunk roads, primary highways etc. See table below:

Parameter	MPH	KPH	Parameter	Road Types
0	3	5	0	Street/Alley/Unpaved
1	15	20	1	Collector/Roundabout
2	25	40	2	Arterial/Minor highway
3	35	60	3	Principal highway
4	50	80	4	Major highway/ramp /motorway
5	60	90		
6	70	110		
7	No restrictions			

You can play around and force preferences by altering the default values ; see example below where residential highways have been given a speed of 6 and the rest a speed of 1.

Highways with blank speed values will be ignored during the calculation.

