

# 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/style_rules)  
[http://wiki.openstreetmap.org/wiki/Mkgmap/help/Custom\\_styles](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.

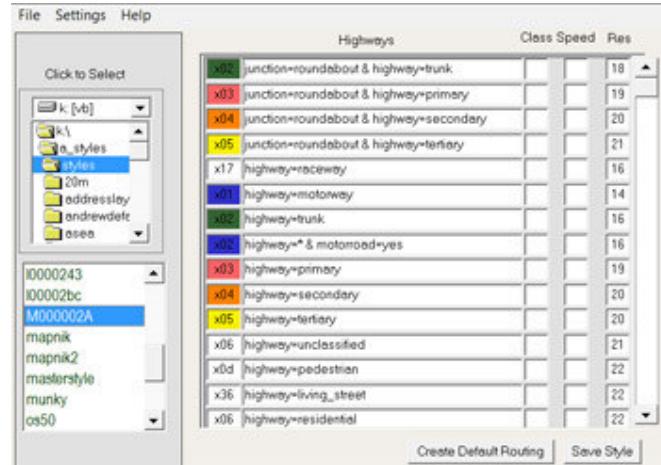
Route Editor modifies the lines file without having to use a text editor.

## 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.

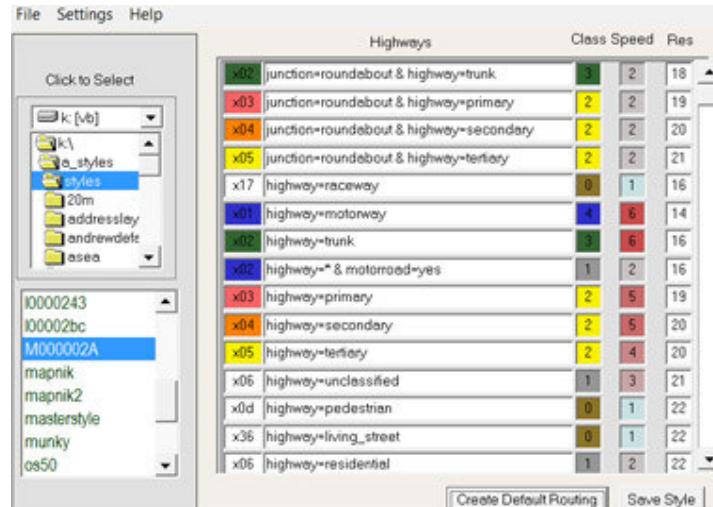
Click on the ‘Create Default Routing’ button.



Highways	Class	Speed	Res
x02 junction=roundabout & highway=trunk			18
x03 junction=roundabout & highway=primary			19
x04 junction=roundabout & highway=secondary			20
x05 junction=roundabout & highway=tertiary			21
x17 highway=raceway			16
x01 highway=motorway			14
x02 highway=trunk			16
x08 highway=* & motorroad=yes			16
x03 highway=primary			19
x04 highway=secondary			20
x05 highway=tertiary			20
x06 highway=unclassified			21
x0d highway=pedestrian			22
x36 highway=living_street			22
x06 highway=residential			22

The program has added default routing values to the style .

Save the style by clicking the ‘Save Style’ button.



Highways	Class	Speed	Res
x02 junction=roundabout & highway=trunk	2	18	
x03 junction=roundabout & highway=primary	2	19	
x04 junction=roundabout & highway=secondary	2	20	
x05 junction=roundabout & highway=tertiary	2	21	
x17 highway=raceway	0	16	
x01 highway=motorway	6	14	
x02 highway=trunk	6	16	
x08 highway=* & motorroad=yes	1	16	
x03 highway=primary	2	19	
x04 highway=secondary	2	20	
x05 highway=tertiary	2	20	
x06 highway=unclassified	1	21	
x0d highway=pedestrian	0	22	
x36 highway=living_street	0	22	
x06 highway=residential	1	22	

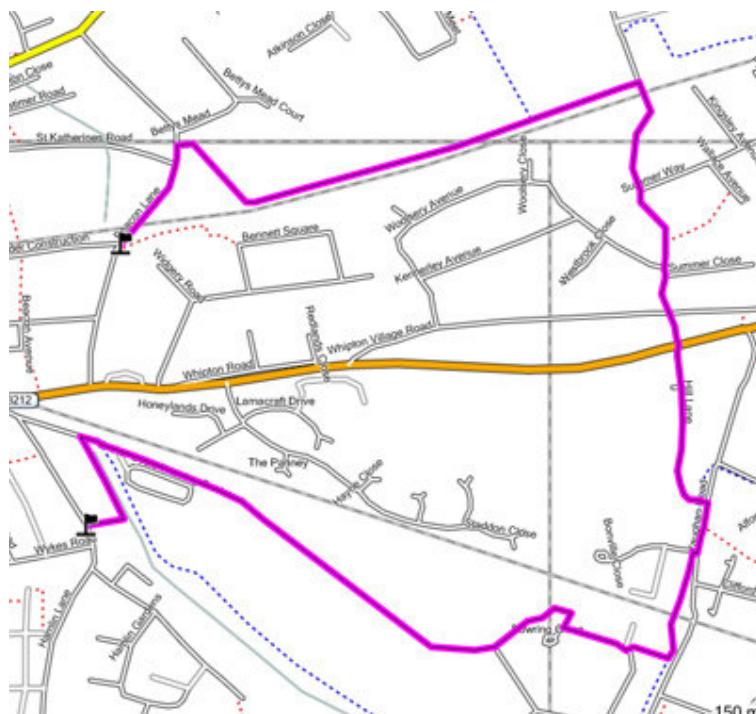
## Editing Values

‘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.



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