



# Basic style tutorial

based on [GeoNode Users Guide](#)  
for [Data Atlas Fontium](#) platform

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# About the tutorial

This tutorial is dedicated to non-advanced Users of the [Data Atlas Fontium](#) platform.

**data.atlasfontium.pl** is a repository of historical geodata managed by the Department of Historical Atlas (IH PAN). It allows storing historical sources and materials that have a spatial dimension and as such can easily be viewed as maps.

In this manual we describe how to create styles.

Tutorial was based on [GeoNode Users Guide](#), where you can find more advanced and detailed information.

# Data

We will show examples of creating styles on the following [Natural Earth Data](#):



Point layer –  
populated places



Point layer –  
geography regions



Line layer – rivers  
centerlines



Polygon layer - lakes



Polygon layer –  
administrative division  
of countries

# Editing tools

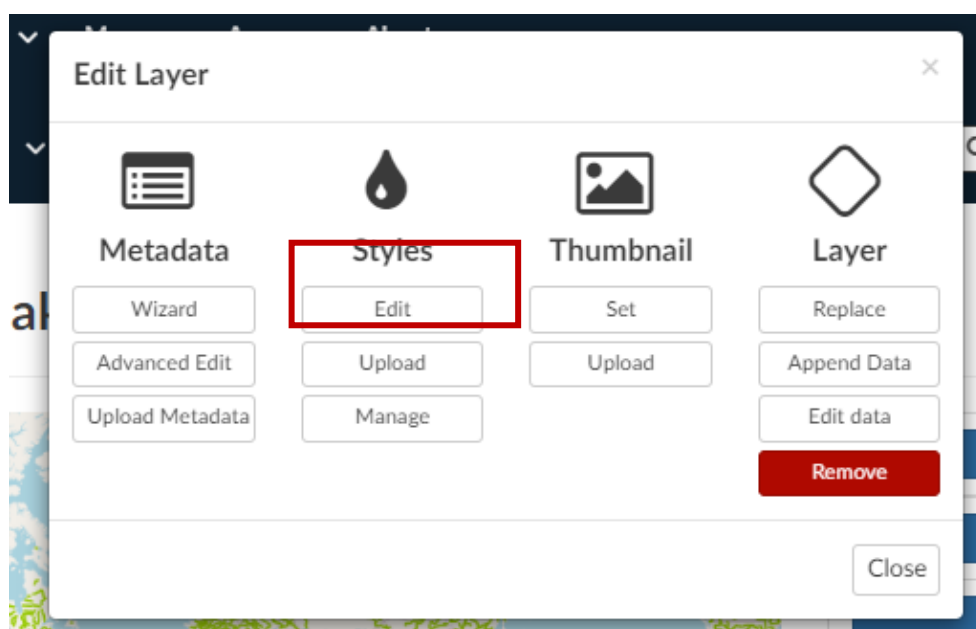
GeoNode assigns a default, random color style to each loaded or created layer.

To edit a style, click Layer Editing Tools.



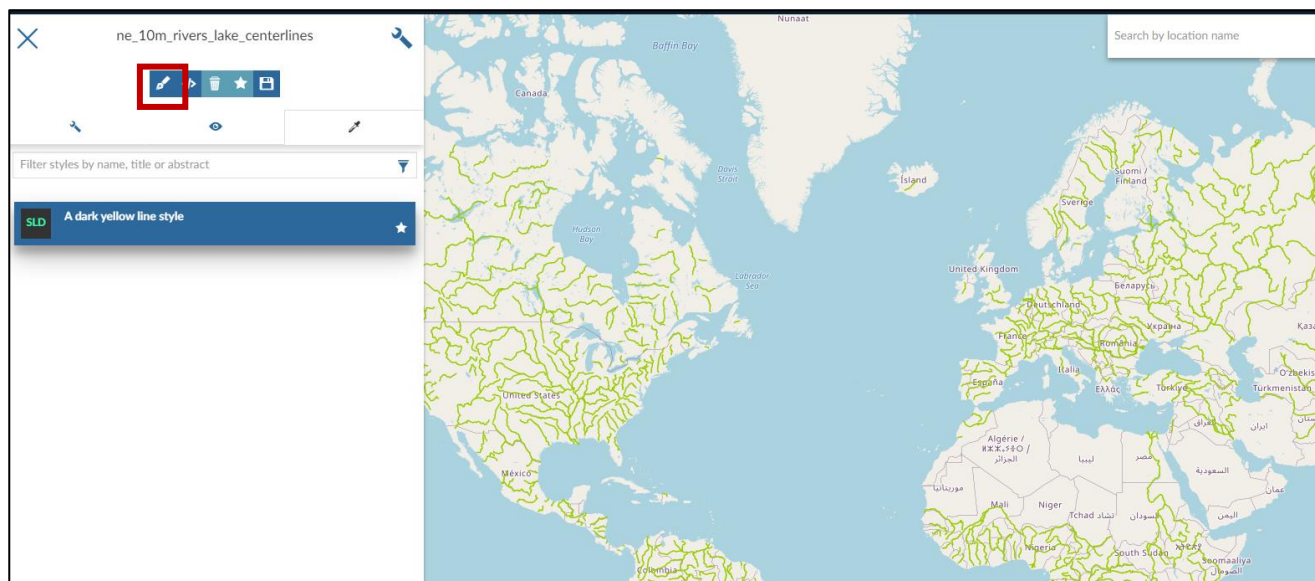
To upload a new style, select the Upload button.

To edit an existing style or create a new one, select the Edit button.

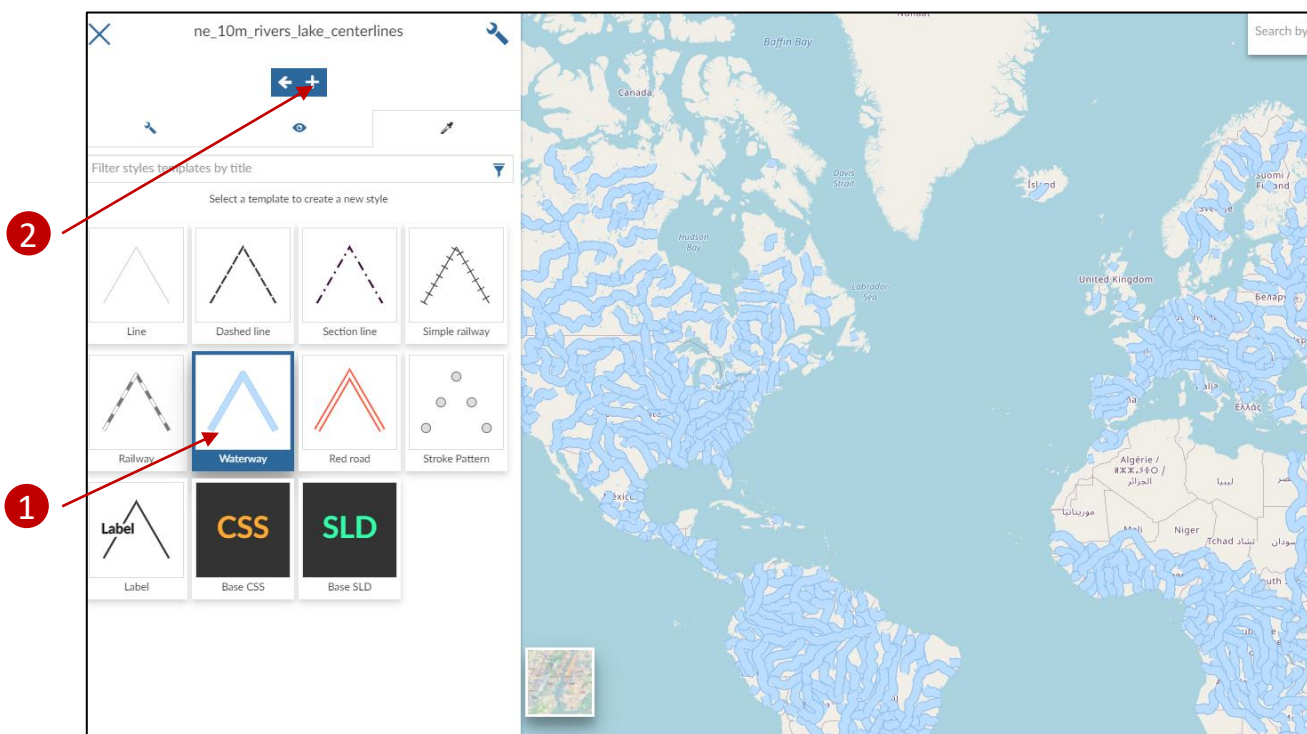


# Editing a style

If you choose to edit the style, the *Layer* will open in a new *Map*. To create a new style, click on the selected button – the panel with sample styles will open.



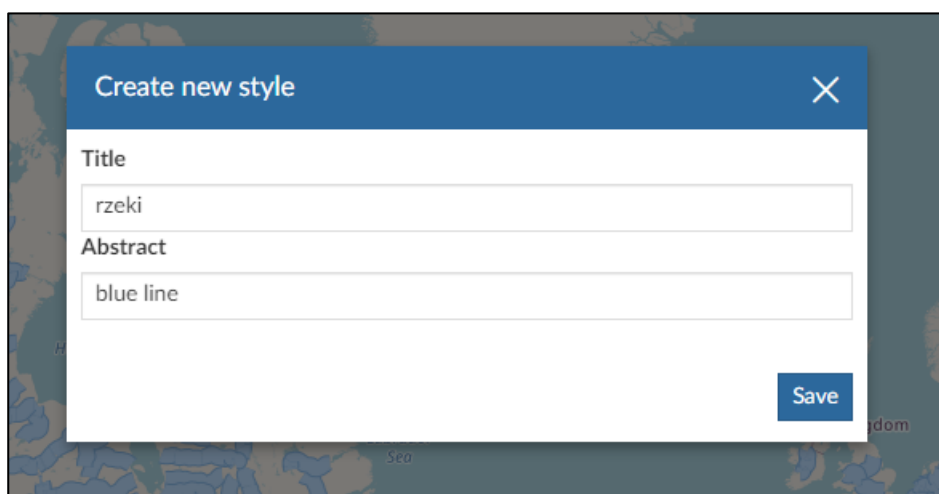
Select a sample style from the list and click the **Add** button. In this example, we select the default style for waterways.



# Editing a style

Enter a *Title* and *Abstract* for the new style, click **Save**.

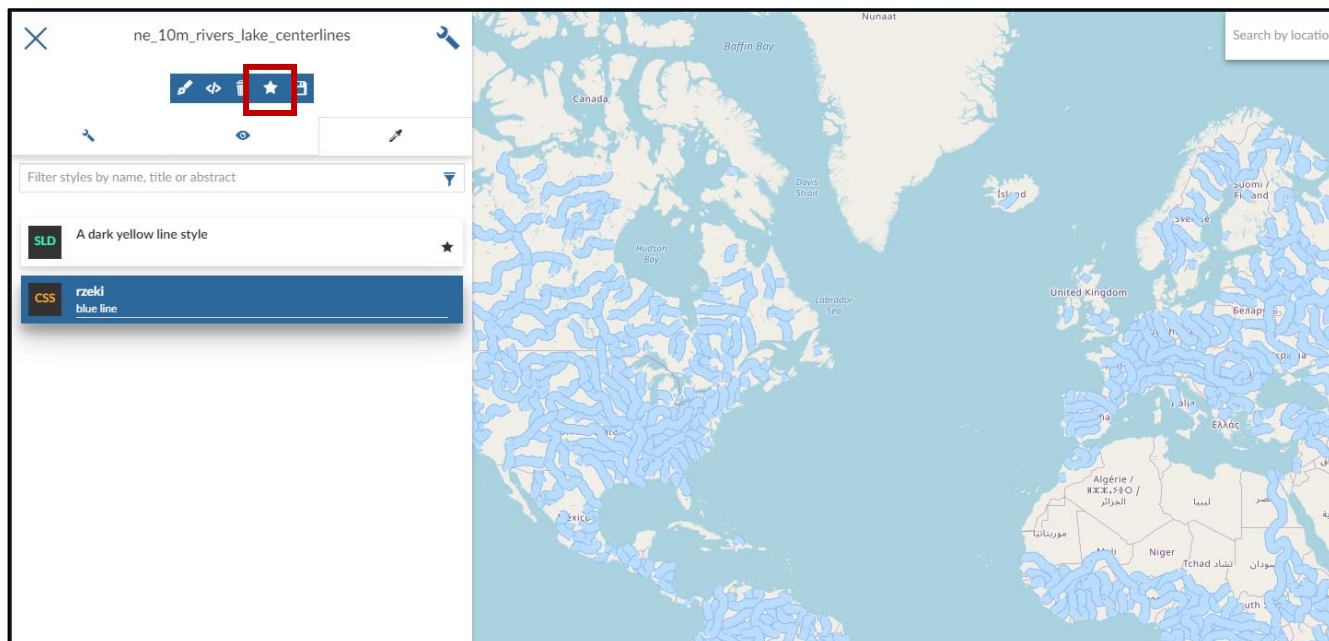
Title and abstract cannot contain special characters.



A screenshot of a 'Create new style' dialog box. The dialog has a blue header with the title 'Create new style' and a close button (X). Below the header, there are two text input fields. The first field is labeled 'Title' and contains the text 'rzeki'. The second field is labeled 'Abstract' and contains the text 'blue line'. At the bottom right of the dialog, there is a blue button labeled 'Save'.

The created style is added to the Style List.

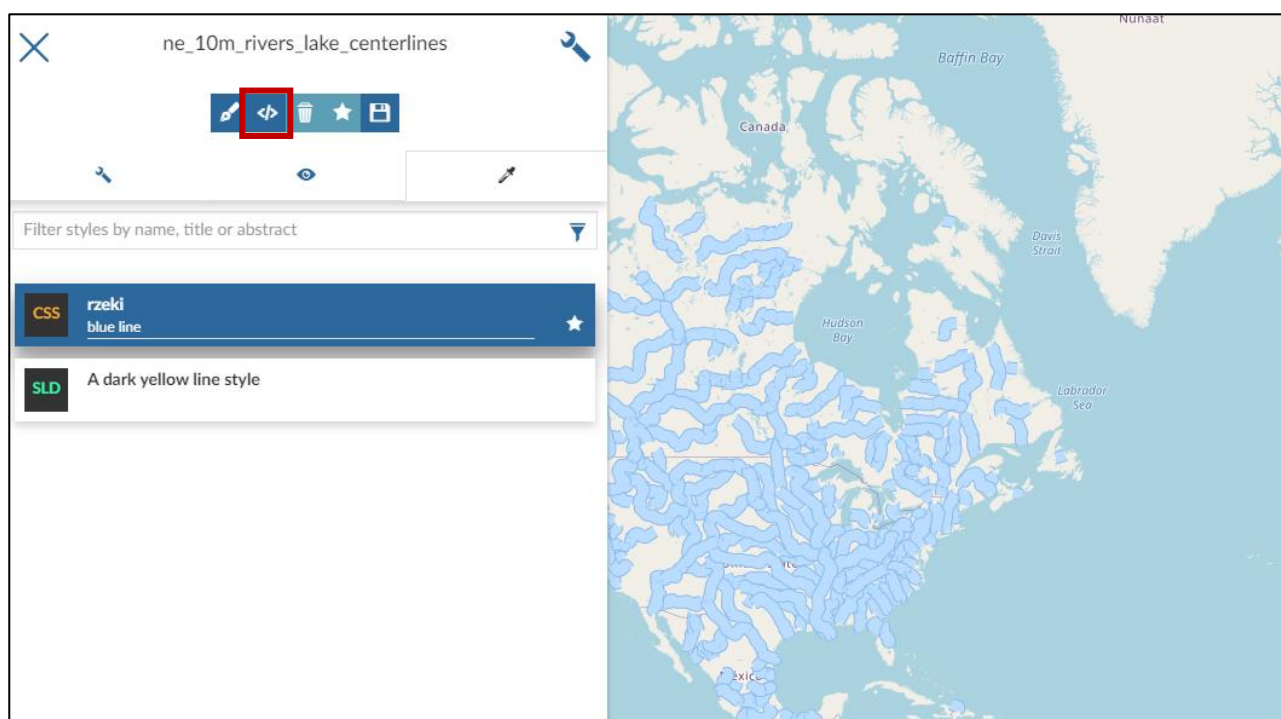
You can mark your new style as *Default* for this *Layer*. To do this, select a style and click the **Star** button.



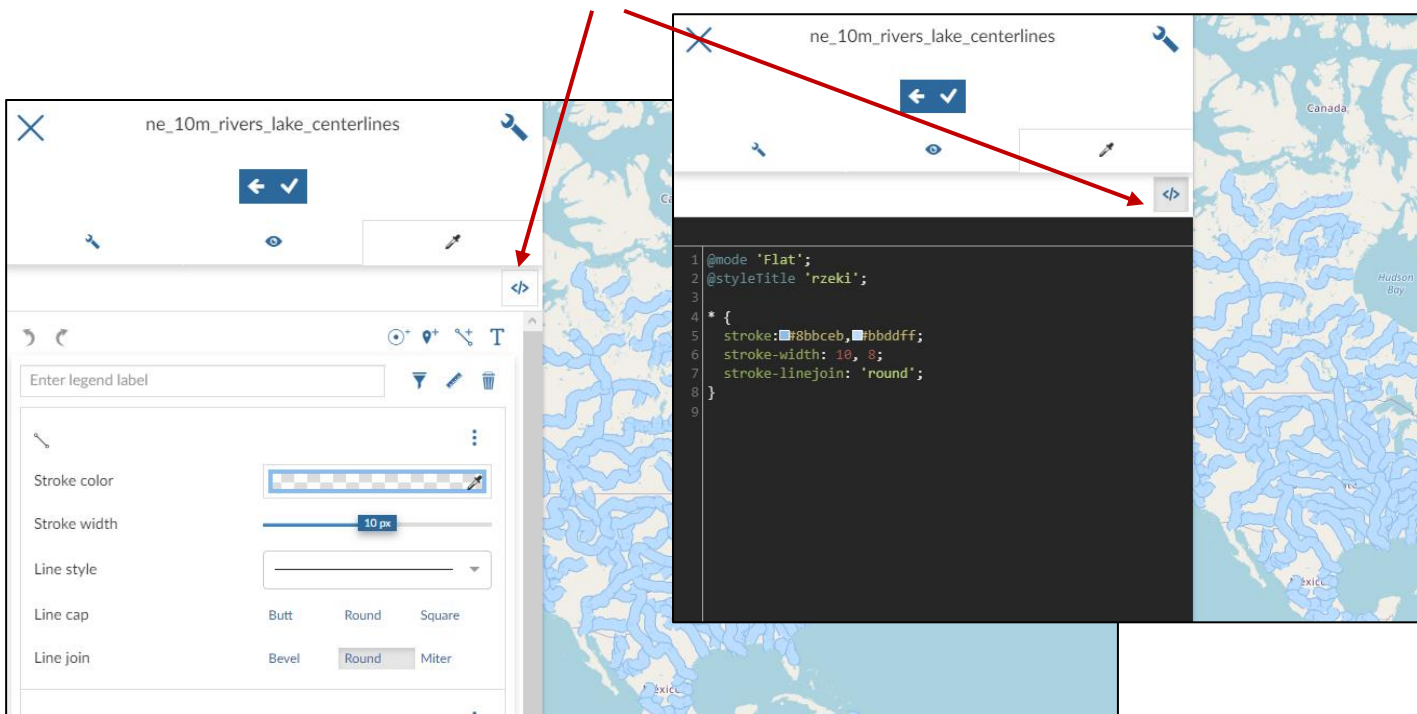


# Editing a style

To edit your new style, select it and click `</>`.

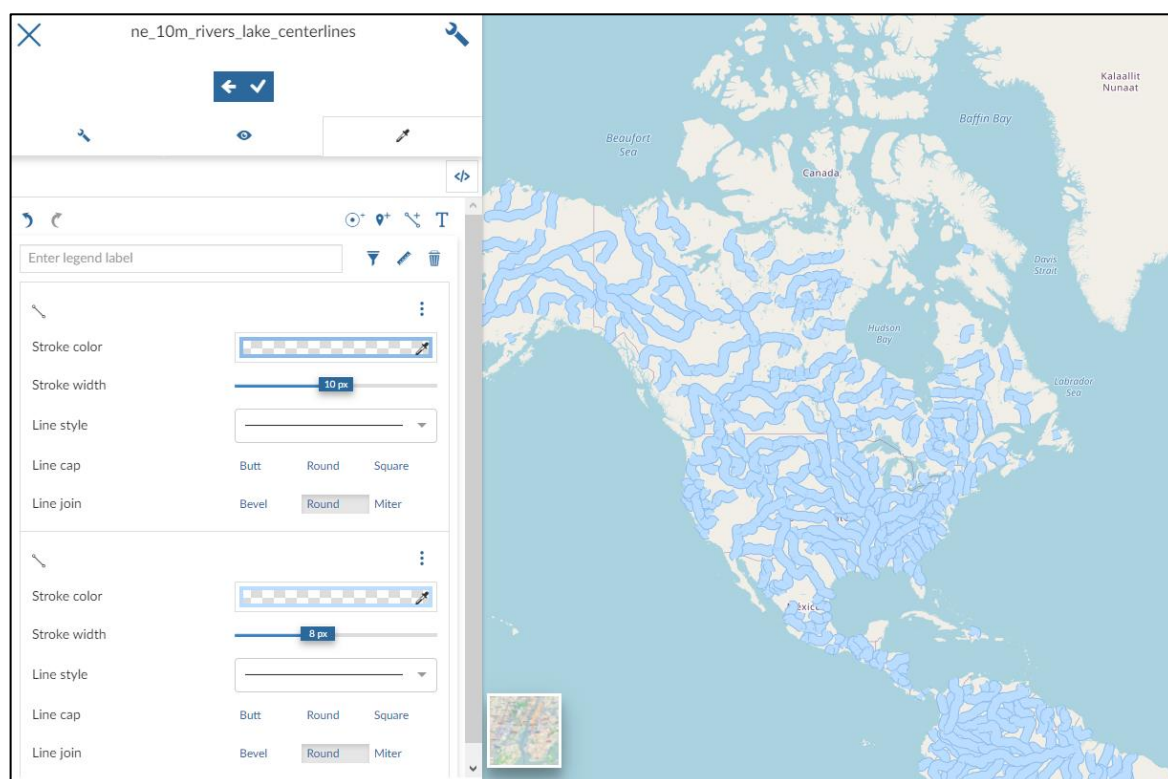


The style editor opens in either text or visual mode. You can change these modes with the `</>` button.

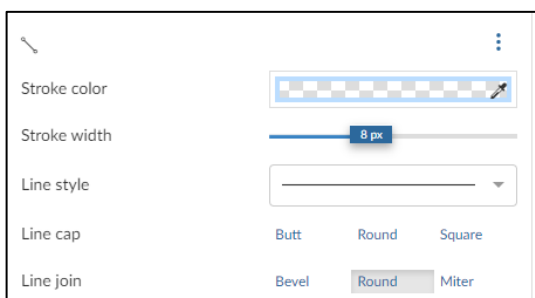
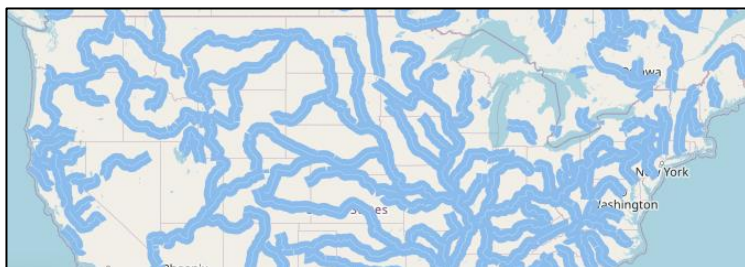
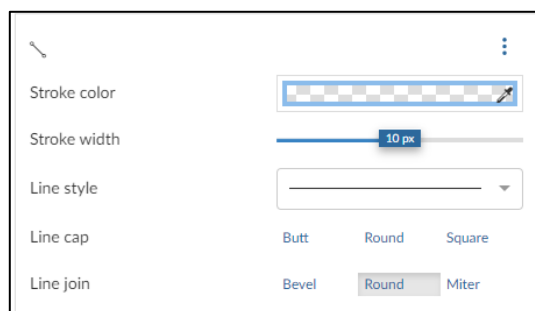


# Editing a style

We can edit the selected river style so that its width corresponds to the scale of our map.



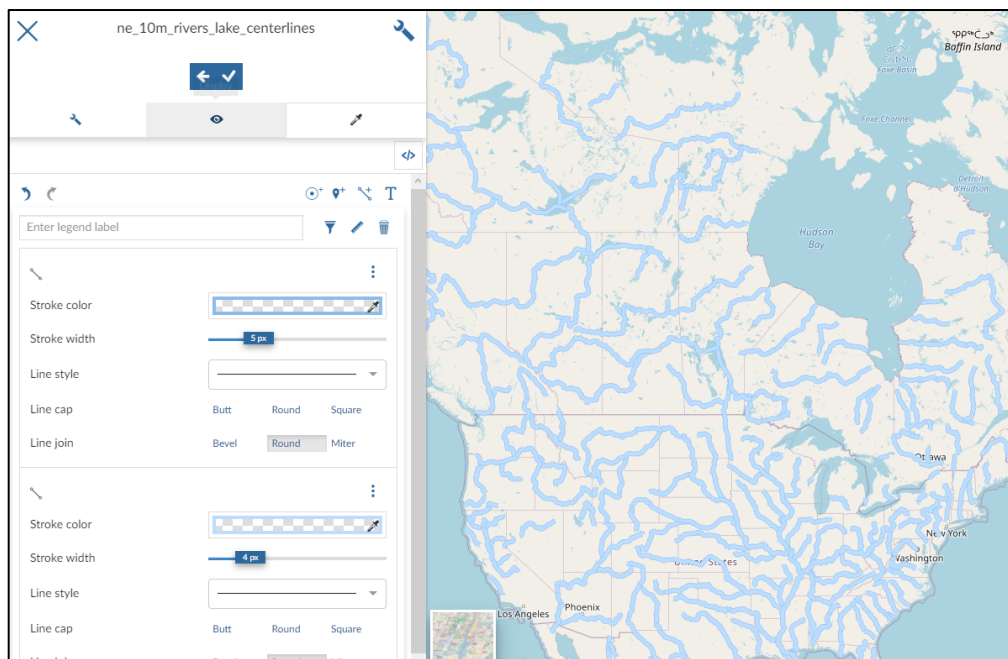
Our style consists of 2 different lines: 10 pixels dark blue and 8 pixels light blue.



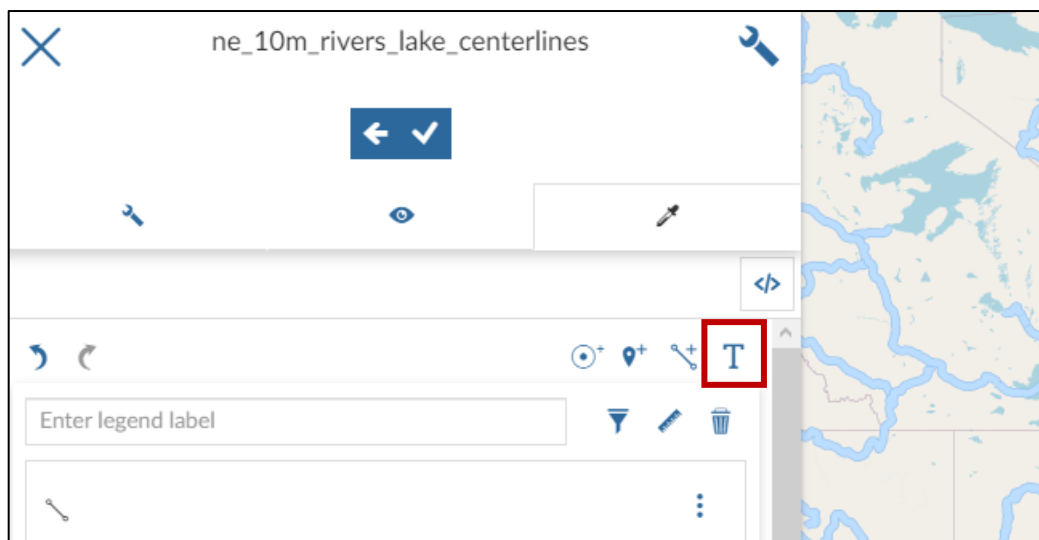


# Editing a style

To make all rivers thinner at the current map scale, reduce the *Stroke width*. You can also change the color by clicking on *Stroke color*.



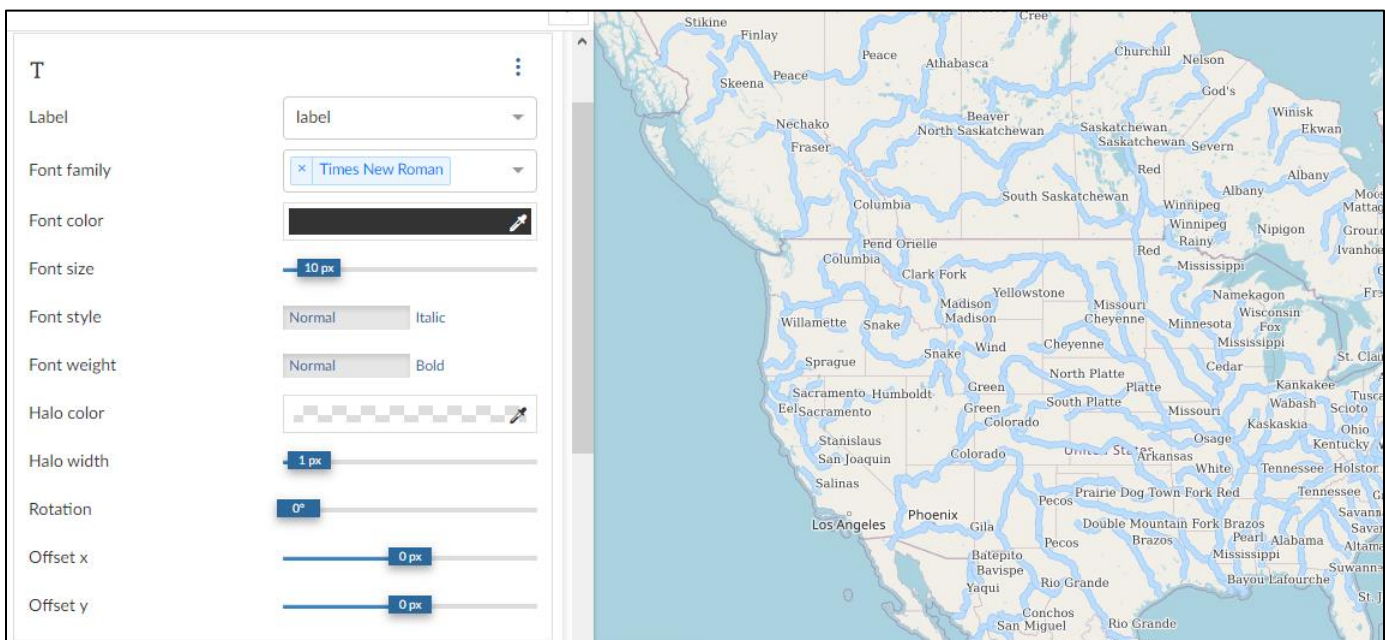
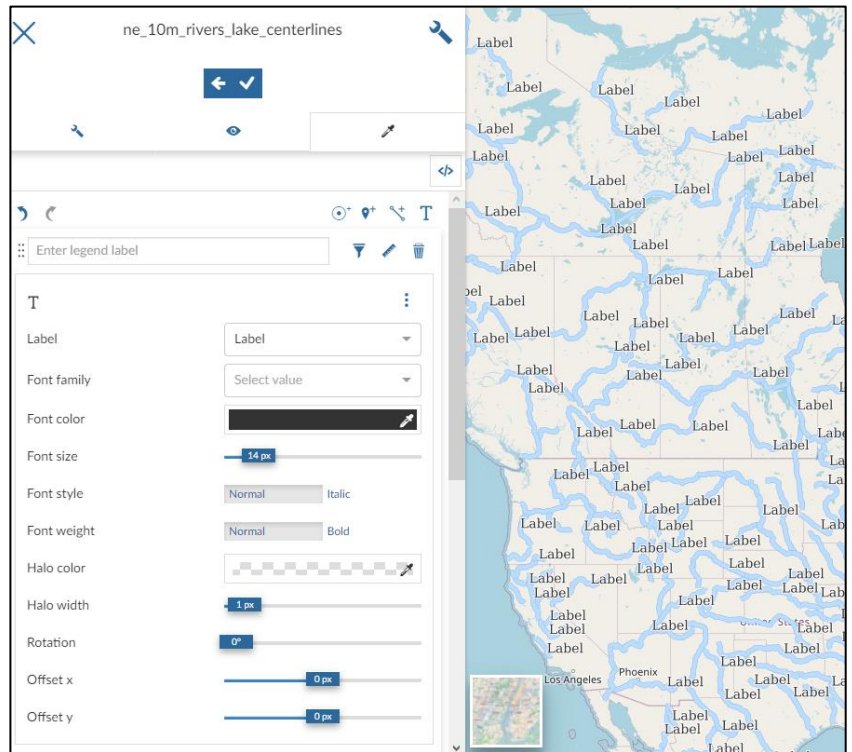
To add labels, create a new text rule for a style by clicking the selected button:



# Editing a style

To define labels, select:

- Attribute, its value will be displayed as a label
- Font
- Font color
- Font size
- Font style
- Label border style (halo)
- Offset distance from the object



# Varing in size points

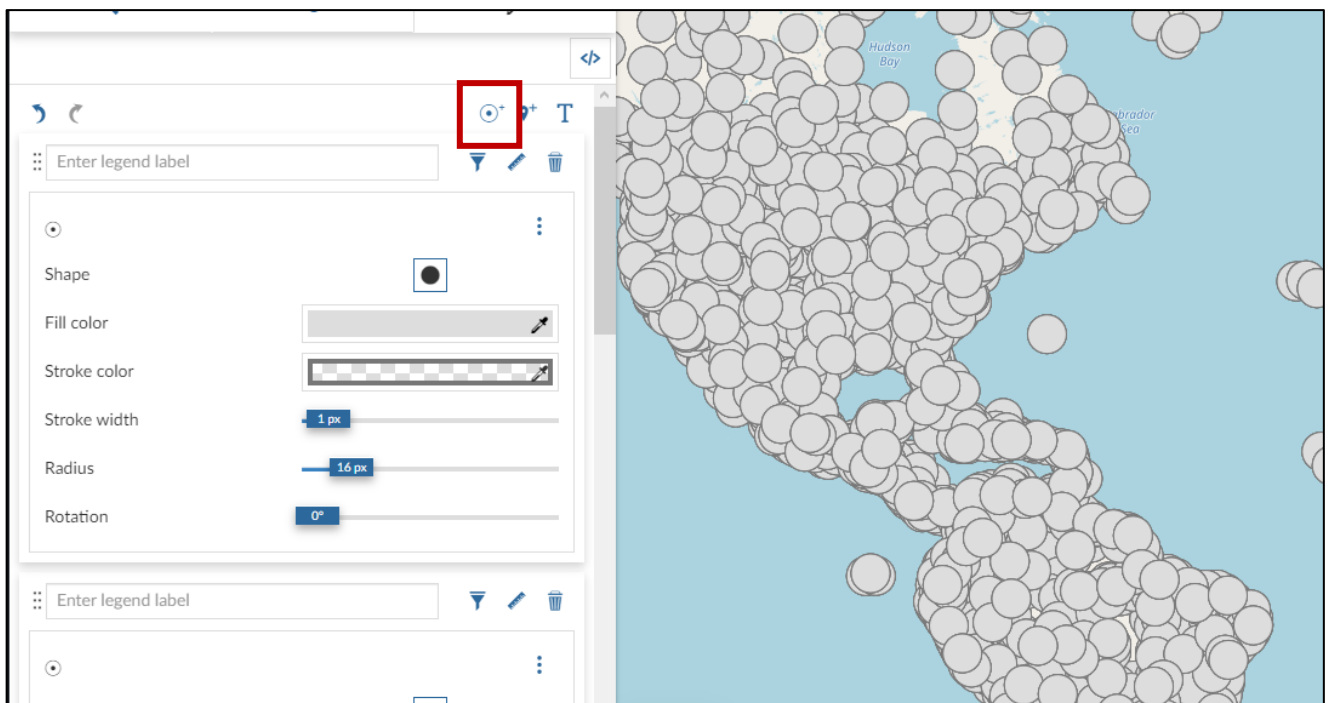
On the example of a layer of populated cities, we will show options for visualizing points with different sizes.

We want the most populous cities to be represented by the largest dots and the least populated cities by the smallest.

We will create 5 population ranges and give each a different size:

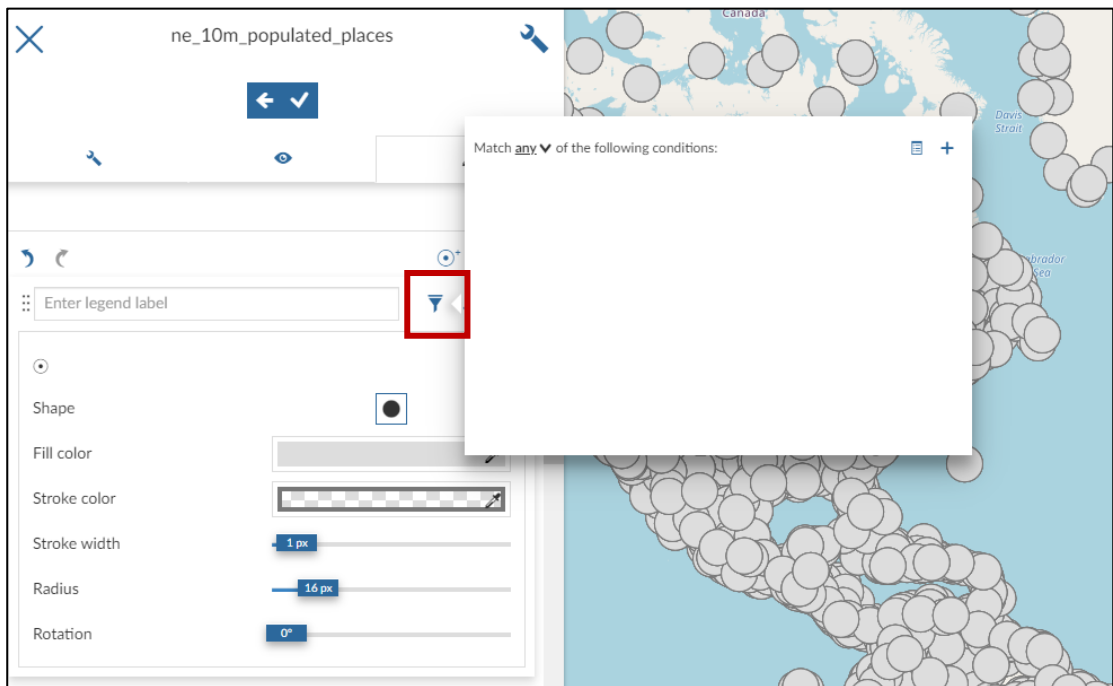
- < 1000 [people]
- 1001 – 10000
- 10001 – 1000000
- 1000001 – 10000000
- > 10000000

Add 4 point rules by clicking on the selected button:



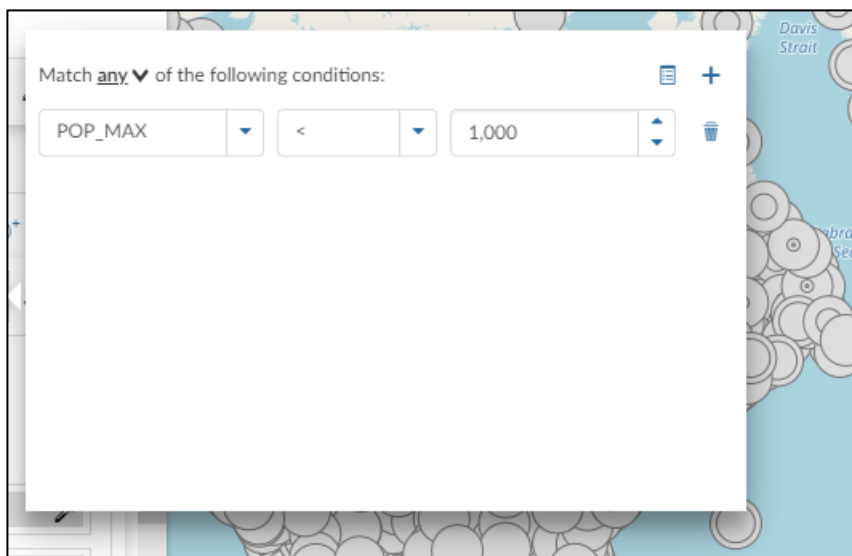
# Varing in size points

Open the filter options for the first rule.



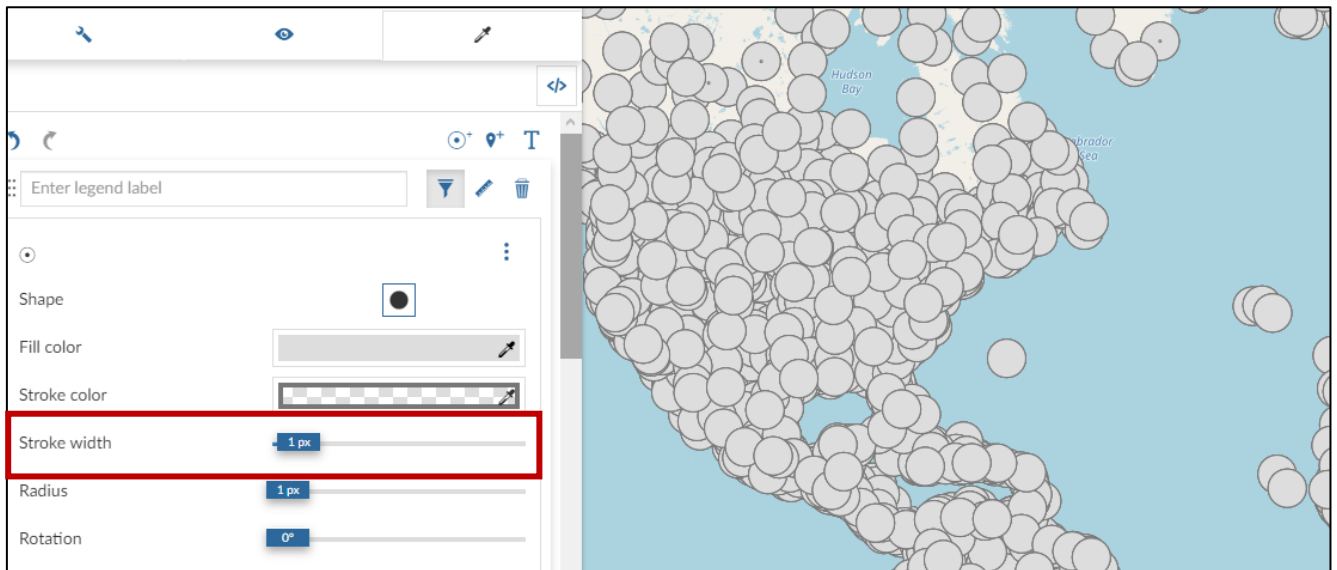
Use the button  to add a new filter condition and fill in the required fields. Our condition is:

The value of the maximum population must be less than 1000. The "any" parameter means that filtering will take place if any of the conditions are met. If we change to "all" - each of the conditions must be met.

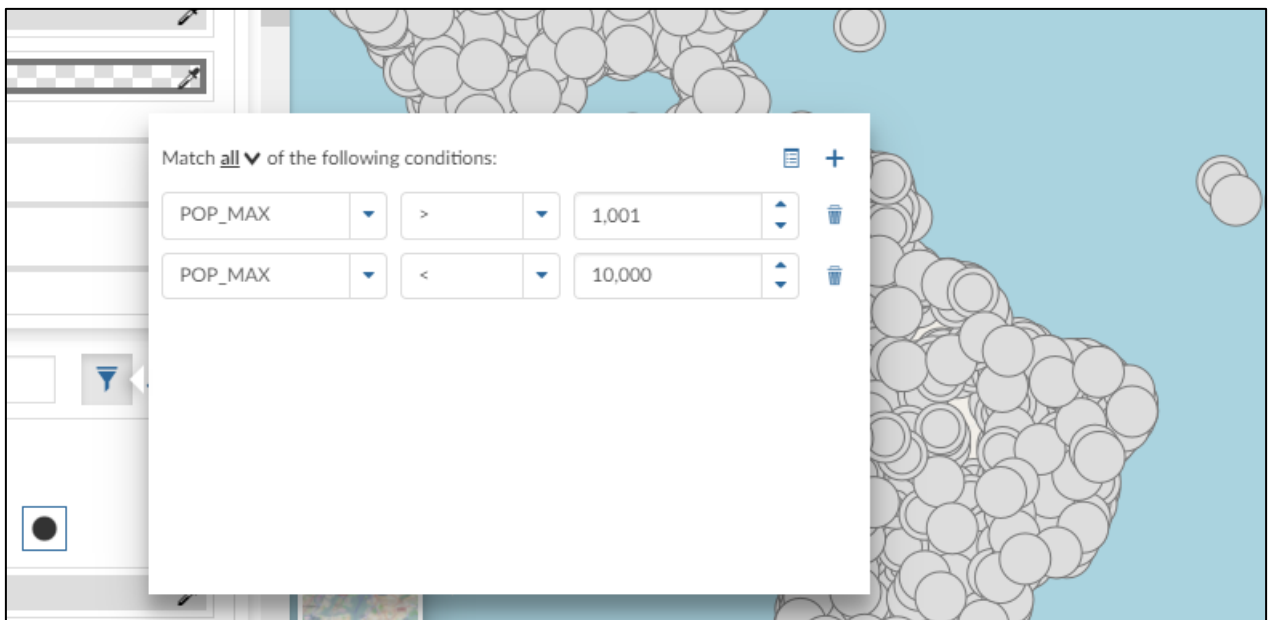


# Varing in size points

Close the filter window and change the size of the circle in the rule. The filtered cities will automatically change their size on the map.



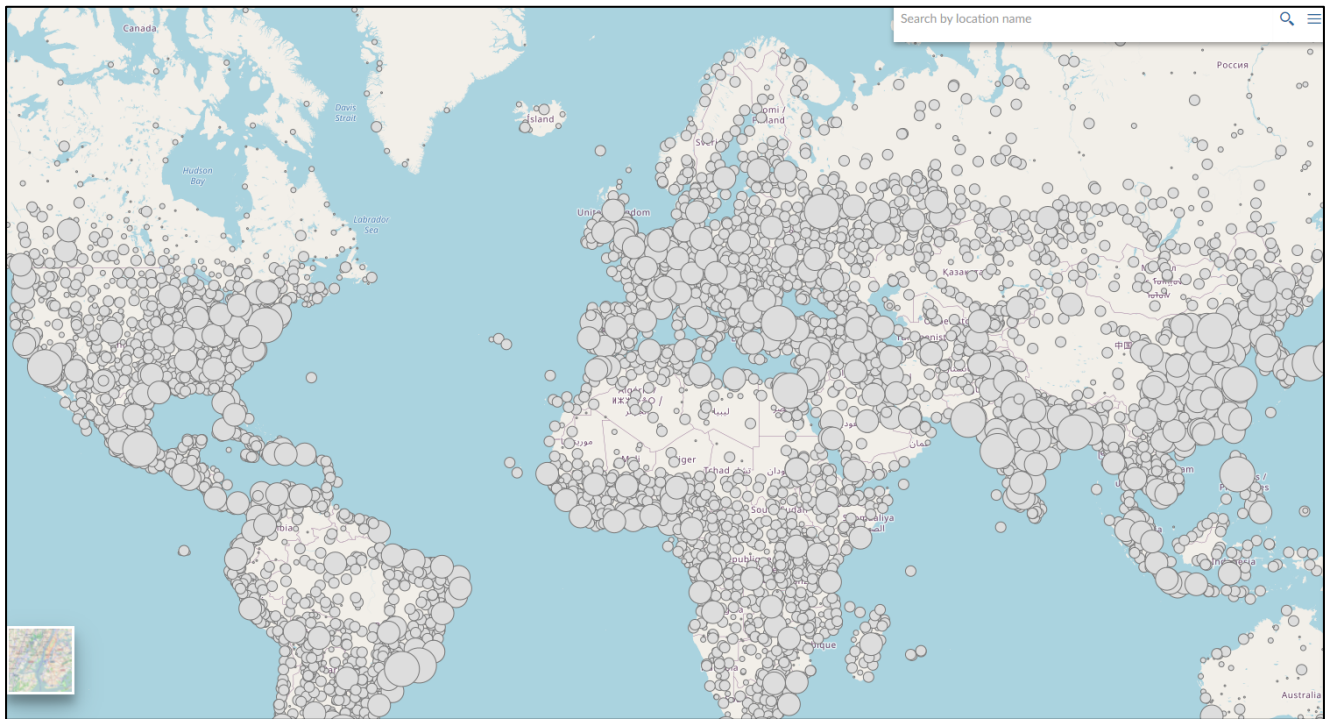
Enter the rest of the filters in the other rules. Example:





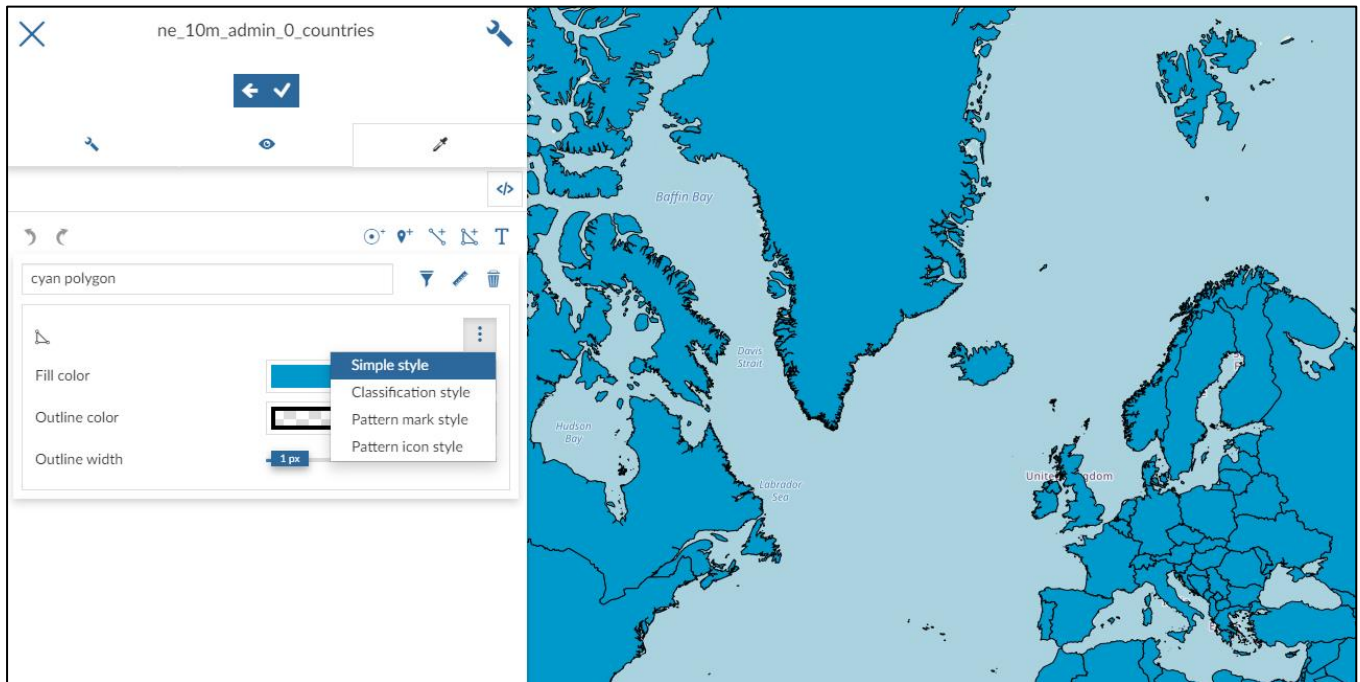
# Varing in size points

Save the style and close the style editing window.



# Color classification

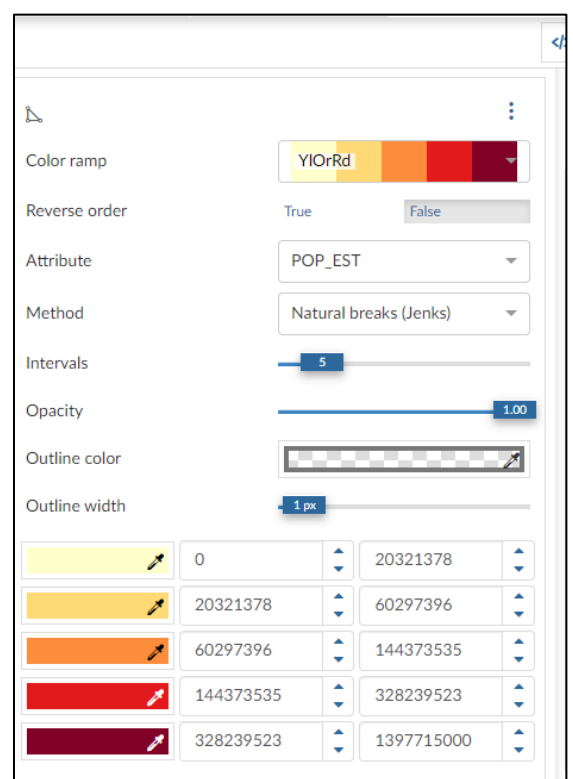
We will use the classification style to show on the map the estimated population of countries in the world. In the *Rule Options*, select *Classification style*.



Choose:

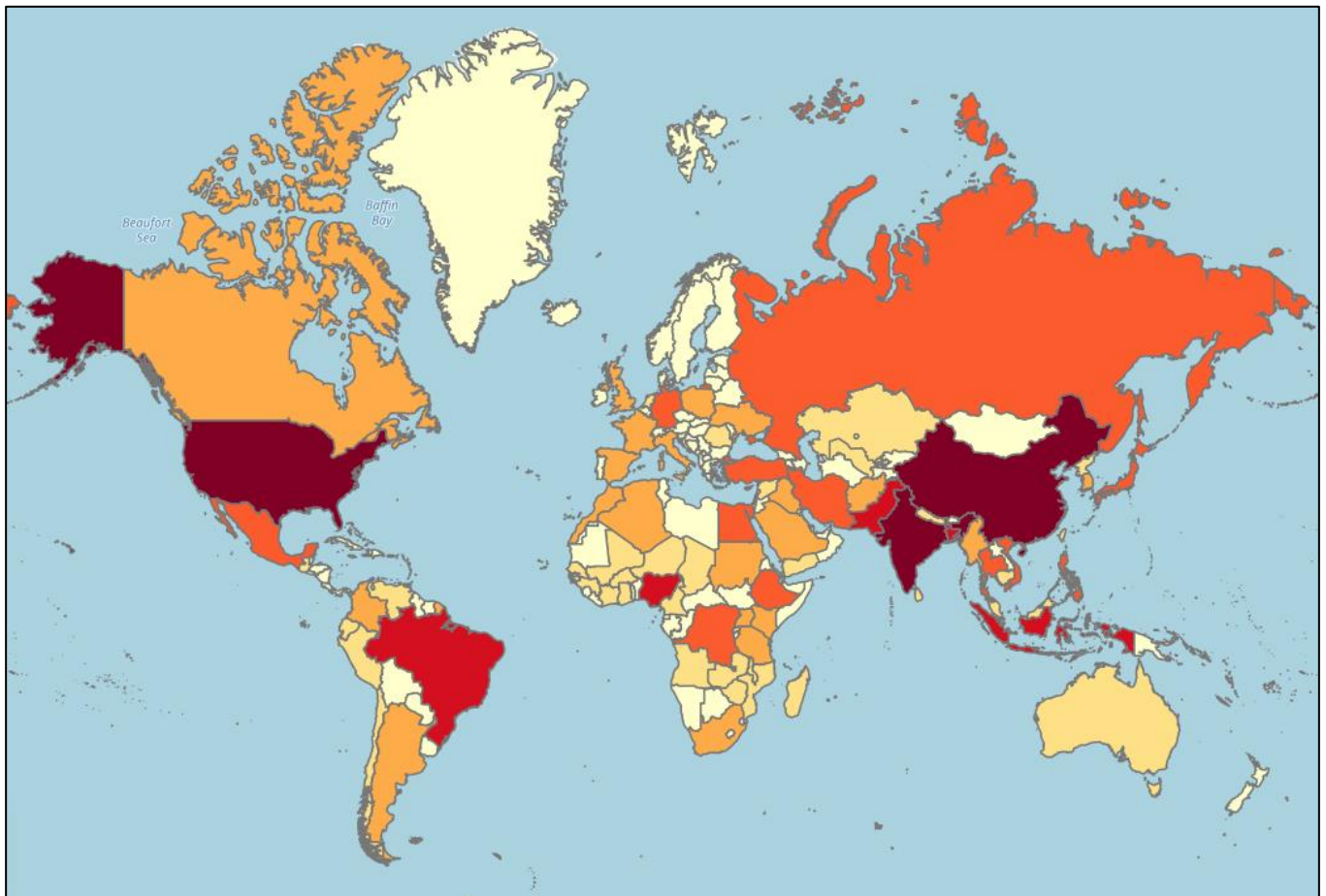
- Color scale
- The attribute by which we will classify the objects
- Classification method
- Appearance details

Intervals that can be edited manually will be created automatically.



# Color classification

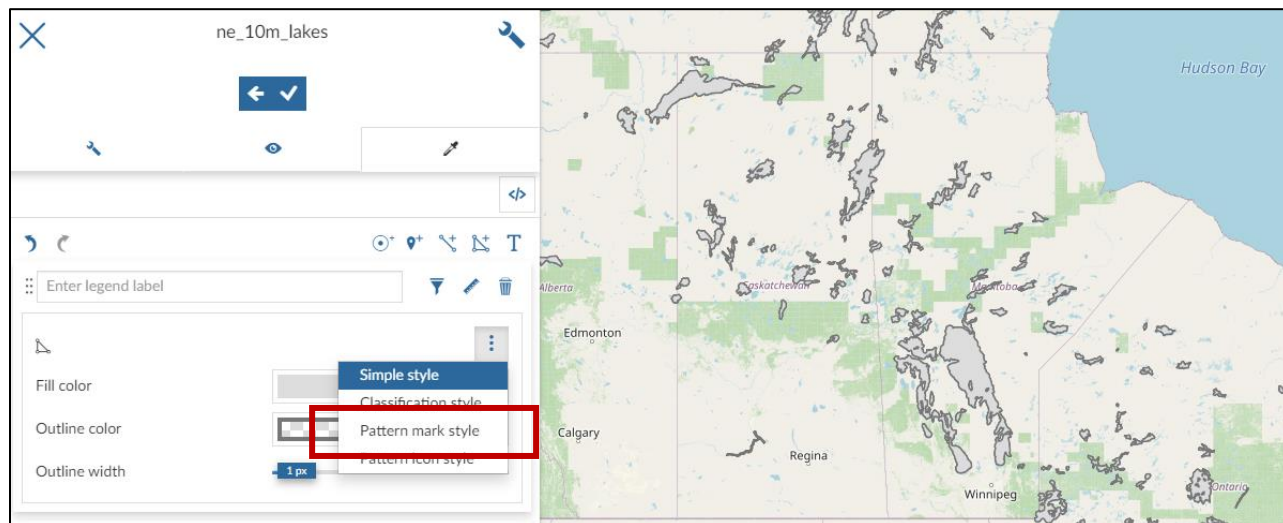
Save the style and close the style editing window.



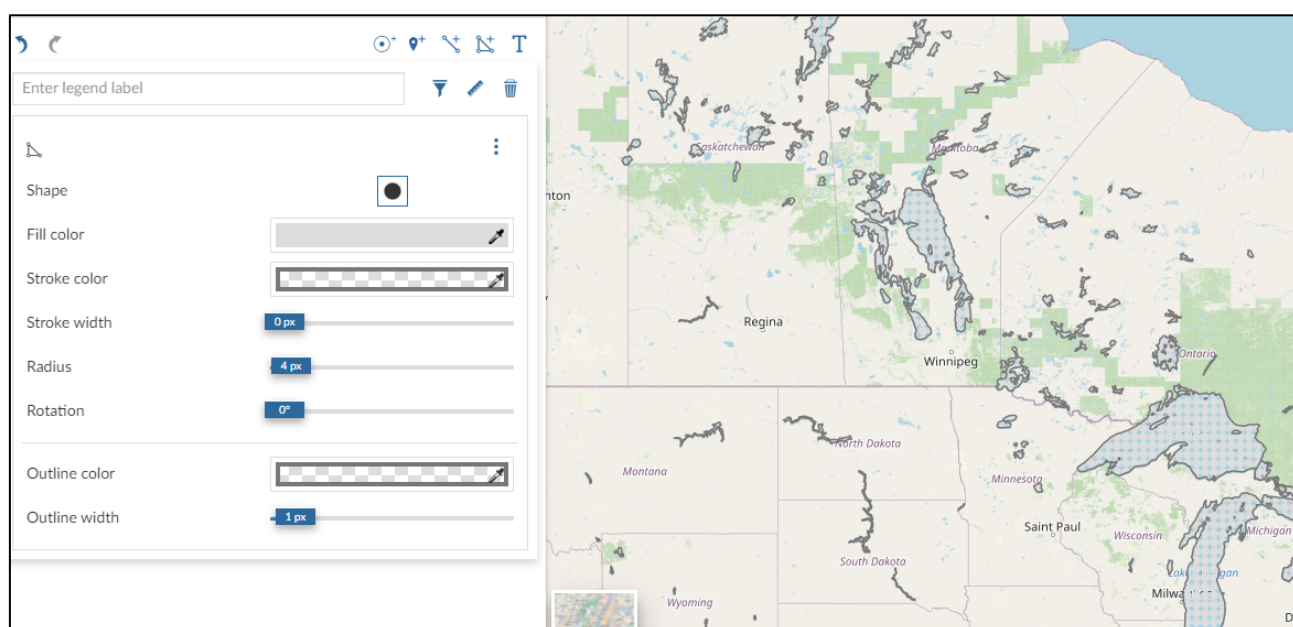
# Pattern mark style

On the example of lakes visualization we will show an example style with a pattern.

Create a polygon rule in the style and select *Pattern mark style*.

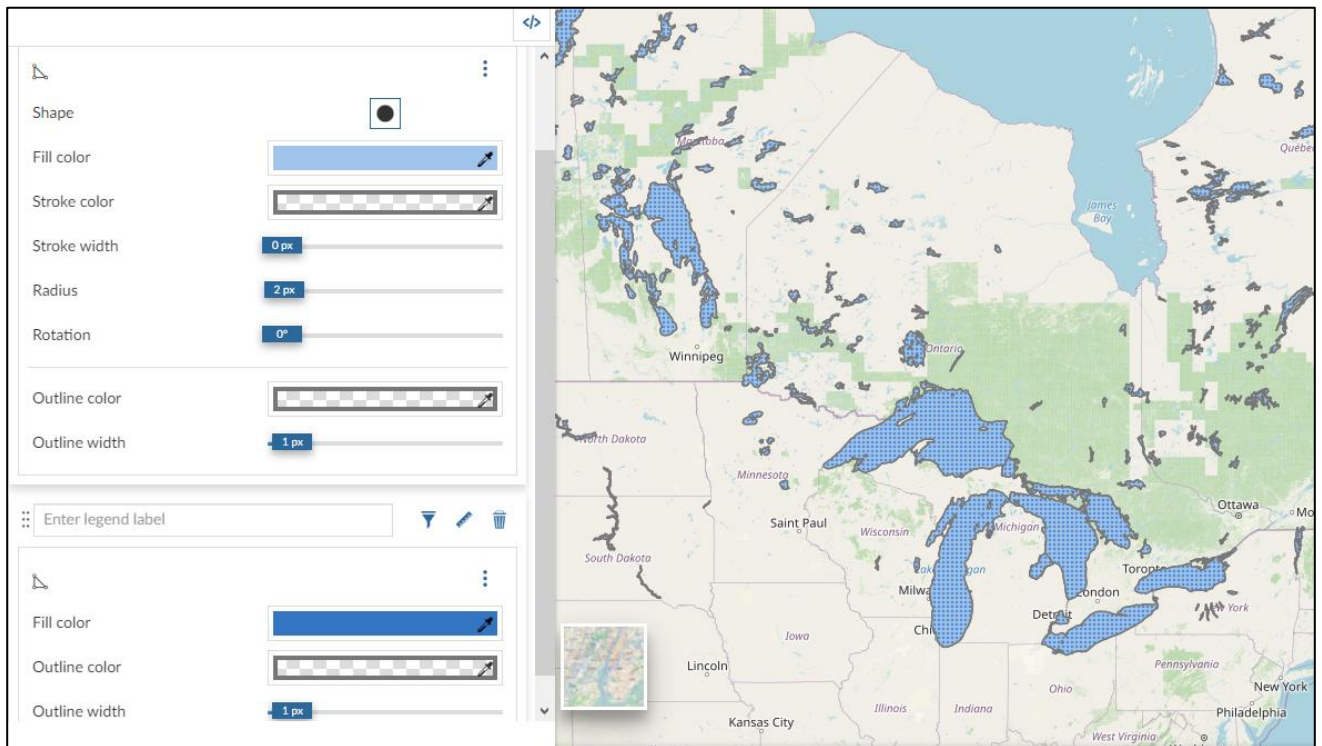


Select: the shape to be repeated in the pattern, its color, size, radius and outline.



# Pattern mark style

If you want the pattern to have a colored background, create a second rule and choose a color.

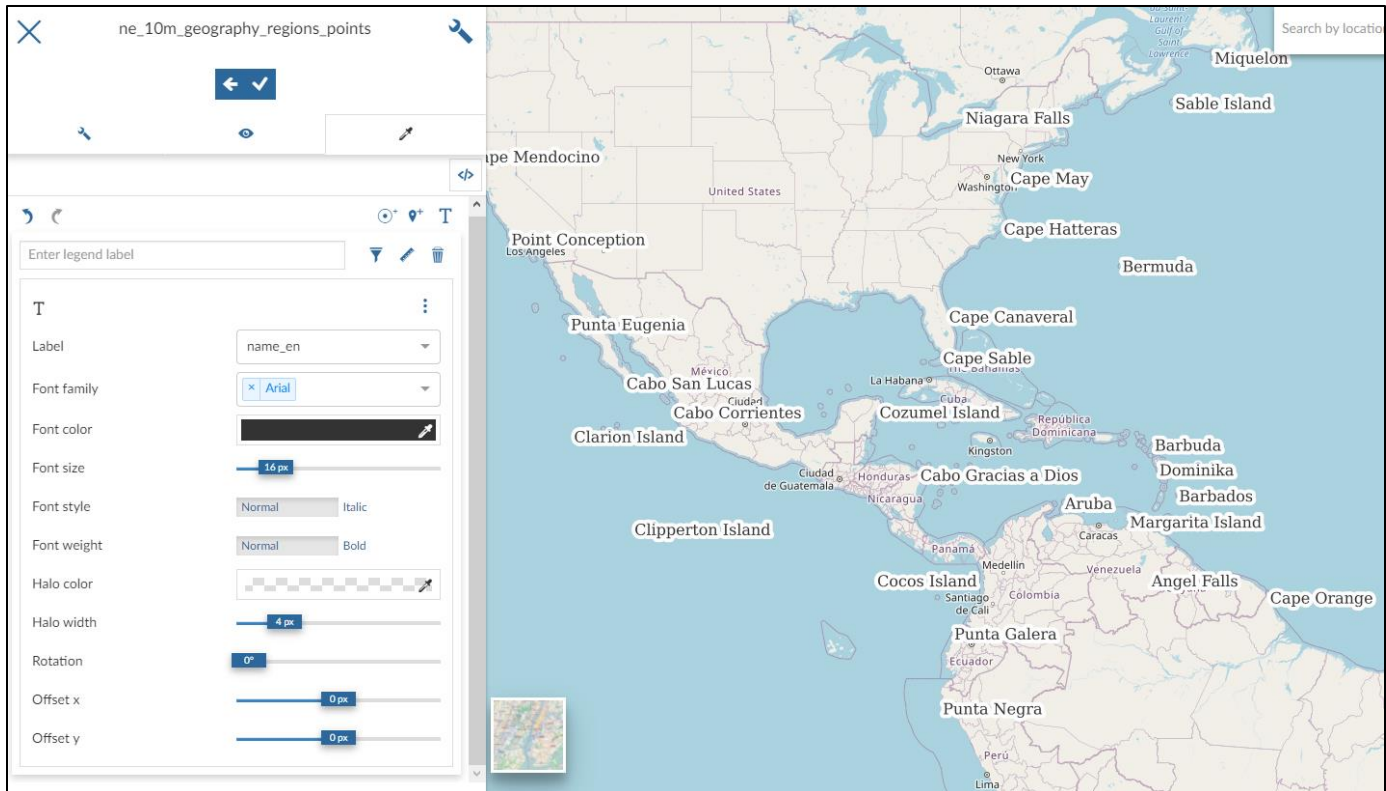


Save the style and close the style editing window.



# Labels without points

To create a label style without visible points, add a text rule and delete point rule.



Save the style and close the style editing window.