Bhunaksha Layer Styling Metadata

Layer styling information is required in the following format for all the layer codes in shape file.

Polygon Layer

Layer Code (As in attribute of shape file)	Color in html code format (eg: #FF3400)	*Fill or Hatching	Sample Image (either embed the image in table or give file name)	Comments (If any other special case)

*For Fill use code FILL
 For well known shape hatch symbols please specify one of the codes:

vertline	
horline	A horizontal line (suitable for hatch fills)
slash	A diagonal line leaning forwards like the "slash" keyboard symbol (suitable for diagonal hatches)
backslash	Same as slash, but oriented in the opposite direction
dot	A very small circle with space around
plus	A + symbol, without space around (suitable for cross-hatch fills)
times	A "X" symbol, without space around (suitable for cross-hatch fills)
oarrow	An open arrow symbol (triangle without one side, suitable for placing arrows at the end of lines)
carrow	A closed arrow symbol (closed triangle, suitable for placing arrows at the end of lines)

For any other fill provide a graphic image preferably in SVG format. If SVG format is not available then provide a png image.
Provide a sample image of the fill so that the development team can cross verify.

Line Layer

Layer Code (As in attribute of line shape file)	Color in html code format (eg: #FF3400)	Thickness (eg 1)	Dotted (Yes/No)	*Hatching code (If hatched)	Sample image (either embed the image in table or give file name)	Comments

*Hatching codes are as specified for Polygon layer

Point layer

Layer Code (Same as in attribute of polygon layer shape file)	*Symbol Code	Size (eg: 5)	Color in html code format (eg: #FF3400)	Sample image (either embed the image in table or give file name)	Comments

*Symbol codes for when known symbols

square	A square
circle	A circle
triangle	A triangle pointing up
star	five-pointed star
cross	A square cross with space around (not suitable for hatch fills)
x	A square X with space around (not suitable for hatch fills)

For others provide an image preferably in SVG format. If SVG format is not available then provide a png image.

If the above requirements are not met, then layers cannot be styled properly as in the base map.