

Global Mapper Documentation: Field Options

This document describes some of the recognized field names in Global Mapper when loading generic ASCII data files (i.e. .txt, .csv, .xyz, etc.). This is not a complete list. For good examples, try creating or loading vector data and setting it up how you want it to display, then use the File->Export Vector->Export Simple ASCII Text File menu command and check all attribute export options to get a sample text file with supported fields.

1. **NAME, LABEL** –the feature name: A-Z, 0-9
2. **DESC, DESCRIPTION, LAYER, TYPE** –feature description: A-Z, 0-9
3. **GM_TYPE** –classification other than default for the feature. The value of this or the description should match the name of a classification in Global Mapper in order for auto-assignment of classification on load to occur. See the Area Styles, Line Styles, and Point Styles tabs of the Configuration dialog for a list of available type names. If no GM_TYPE field is present but a recognized description field (see #2) is present that matches a type name, it will be used for the type assignment.
4. **ELEVATION, HEIGHT, DEPTH** –value will be used as feature’s elevation: +/- 0-99999
5. **SYMBOL, POINT SYMBOL, POINT_SYMBOL** –if this value matches one of the following values, that symbol will be used for the point feature, attribute names are ignored for line features. The symbol name should either exactly match one of the symbol names in Global Mapper, or be of the form DOT_CUSTOM_<SIZE>_<RED>_<GREEN>_<BLUE> or SQUARE_CUSTOM_<SIZE>_<RED>_<GREEN>_<BLUE> where the <SIZE> value is the radius in pixels of the dot or square, and the <RED>, <GREEN>, and <BLUE> values represent the color to use. Some of the symbol names supported in Global Mapper are as follows:
 - Airport
 - Amusement Center
 - Anchorage
 - Arch
 - Beacon
 - Boat Ramp
 - Bottom Conditions
 - Bridge
 - Building
 - Buoy
 - Campground
 - Cemetery
 - Church
 - City, < 10K
 - City, > 10M
 - City, 100K – 500K
 - City, 10K – 50K

- City, 1M – 10M
- City, 500K – 1M
- City, 50K – 100K
- City, Population Unknown
- Cliff
- Country
- County
- Dam
- Danger
- Geyser
- Golf Course
- Hospital
- Island
- Land Grant
- Landmark
- Library
- Lighthouse
- Lodging
- Marina
- Military Installation
- Mine
- Park
- Picnic Area
- Post Office
- Restrooms
- Rock
- School
- Shopping
- Spot Elevation
- Spot Sounding
- Stadium
- State
- Stream Origin
- Summit
- Swimming Area
- Tower
- Unclassified Point Feature
- Unknown Point Feature
- Waterfall
- Waypoint
- Weigh Station
- Well
- Wreck

6. COLOR –formatted as RGB (red, green, blue). In the absence of specific fill or line color, it will be used

7. **LINE COLOR, LINE_COLOR, BORDER COLOR, BORDER_COLOR, PEN COLOR, PEN_COLOR** –formatted as RGB (red 0-255, green 0-255, blue 0-255)
8. **LINE WIDTH, LINE_WIDTH, BORDER WIDTH, BORDER_WIDTH, PEN WIDTH, PEN_WIDTH** – (1-30)
9. **WIDTH_M, LINE_WIDTH_METERS** - width of line in meters. The pixel width will vary as you zoom in and out.
10. **LINE STYLE, LINE_STYLE, BORDER STYLE, BORDER_STYLE, PEN STYLE, PEN_STYLE**
 - Solid
 - Dash
 - Dot
 - Dash – Dot
 - Dash – Dot – Dot
 - Null
 - Railroad
 - Striped
 - Left – Facing Line
 - Right – Facing Line
11. **FILL STYLE, FILL_STYLE** –in order to use a fill style you must include CLOSED=TRUE
 - No Fill
 - Solid Fill
 - Backwards Diagonal Cross-Hatch
 - Cross-Hatch
 - Diagonal Cross-Hatch
 - Forward Diagonal Cross-Hatch
 - Horizontal Hatch
 - Vertical Hatch
 - Sand Pattern
 - Intermittent Water Pattern
 - Salt Pattern
 - Coral Pattern
12. **FILL COLOR, FILL_COLOR** –RGB(red 0-255, green 0-255, blue 0-255), in order to use fill color you must include CLOSED=TRUE
13. **FILL_ALPHA** - specifies the transparency level for a solid filled area feature. The valid values are from 0 to 255, with 0 being completely transparent and 255 being completely opaque.
14. **CLOSED** – if this is set to “YES” or “TRUE”, the feature will be treated as a closed area feature and if it has at least vertices
15. **ISLAND** – if this is set to “YES” or “TRUE”, the feature will be treated as an island of the previous closed parent area feature if it has at least three vertices. If there are no previous parent areas, this attribute will be ignored.
16. **FONT_NAME** - Set to the face name to use for displaying labels for this feature. For example, use FONT_NAME="Arial" to make the feature use an Arial font.

17. **FONT_SIZE** - Specifies the font point size to use for displaying labels for this feature. For example, use `FONT_SIZE=12` for a 12 point font.
18. **FONT_COLOR** - Specifies the color to use for the displaying labels for this feature. Formatted as RGB (red 0-255, green 0-255, blue 0-255). For example, to use a white font, use `FONT_COLOR="RGB(255,255,255)"`.
19. **FONT_ANGLE** - Specifies the angle in degrees at which to display the font for this point feature. Angles start at 0 for normal horizontal text and proceed counter-clockwise.
20. **FONT_HEIGHT_METERS** - Specifies the height (in meters) to display labels for this feature. Use this option to display a label that is a fixed size on the map rather than a fixed size relative to the screen.