

# ^ [home](#) :: TYP files editor

[Česky](#) | [English](#) | [Deutsch](#) | [\(raw\)](#)

## File: M00007d4.TYP

(edit [another file](#))

If you encounter any problem, report it in [discussion board](#), please. Thank you in advance!

**Signature:** creation time: 17.11.2009 at 09:47:47

**Product ID:** 1

**Family ID:** 2004 ()

**Codepage for strings:** cp1252 (GPS default) (*cp1252 is the default*)

**Header format:** new (NT maps, longer header)



## Polygons (sorted by draw order):



Elements with unspecified drawing level:



### Drawing level 1:

Polygon #31) Type <b>0x10d</b> , Subtype <b>0x01</b> [ <b>Basemap coverage area (background)</b> ], Drawing order: 1		 Edit
		 Delete
Colors:	day foreground: <input type="text" value="eee5de"/> night foreground: <input type="text" value="21314e"/>	



### Drawing level 2:



Polygon #1) Type <b>0x108</b> , Subtype <b>0x00</b> [ <b>urban area (large city)</b> ], Drawing order: 2		 Edit	 Delete
Colors:	day foreground: <input type="text" value="b4b4b4"/> night foreground: <input type="text" value="808080"/>		
Strings:	german (0x02): grosses Stadtgebiet		



Polygon #2) Type <b>0x108</b> , Subtype <b>0x01</b> [ <b>urban area (medium-size city)</b> ], Drawing order: 2		 Edit	 Delete
Colors:	day foreground: <input type="text" value="b4b4b4"/> night foreground: <input type="text" value="808080"/>		
Strings:	german (0x02): mittleres Stadtgebiet		

Polygon #3) Type <b>0x108</b> , Subtype <b>0x02</b> [ <b>urban area (small city)</b> ], Drawing order: 2		 Edit	 Delete
Colors:	day foreground: <input type="text" value="b4b4b4"/> night foreground: <input type="text" value="808080"/>		
Strings:	german (0x02): kleines Stadtgebiet		



### Drawing level 3:

Polygon #4) Type <b>0x109</b> , Subtype <b>0x00</b> [ <b>building</b> ], Drawing order: 3		 Edit	 Delete
Colors:	day+night foreground: <input type="text" value="778899"/>		

Polygon #6) Type <b>0x109</b> , Subtype <b>0x02</b> [?], Drawing order: 3		 Edit	 Delete
Colors:	day+night foreground: <input type="text" value="d5d5d5"/> day+night background: <input type="text" value="0000ff"/>		
Bitmap(s):	<div style="display: flex; gap: 5px;"> <div style="border: 1px solid gray; padding: 2px;">P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> <div style="border: 1px solid gray; padding: 2px;">P P P P P P P P</div> </div>		
Strings:	german (0x02): Parkplatz		

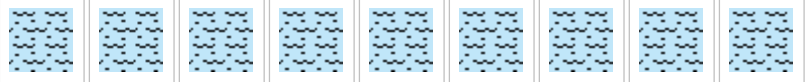
Polygon #7) Type <b>0x109</b> , Subtype <b>0x03</b> [?], Drawing order: 3		 Edit	 Delete
Colors:	day+night foreground: <input type="text" value="d5d5d5"/> day+night background: <input type="text" value="0000ff"/>		



Bitmap(s):	day+night: 
Strings:	german (0x02): Parkhaus
Polygon #8) Type <b>0x109</b> , Subtype <b>0x04</b> [ <b>airport</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day foreground: <input type="text" value="ffffff"/> night foreground: <input type="text" value="800000"/>
Strings:	german (0x02): Flughafen
Polygon #9) Type <b>0x109</b> , Subtype <b>0x05</b> [ <b>shopping center</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="ff4040"/>
Strings:	german (0x02): Einkaufszentrum
Polygon #11) Type <b>0x109</b> , Subtype <b>0x07</b> [ <b>school/education center</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="408080"/>
Strings:	german (0x02): Schule / Universität
Polygon #12) Type <b>0x109</b> , Subtype <b>0x08</b> [ <b>hospital</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="ff0000"/> day+night background: <input type="text" value="ffffff"/>
Bitmap(s):	day+night: 
Strings:	german (0x02): Krankenhaus
Polygon #13) Type <b>0x109</b> , Subtype <b>0x09</b> [ <b>industrial area</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day foreground: <input type="text" value="8b7765"/> night foreground: <input type="text" value="606060"/>
Strings:	german (0x02): Gewerbegebiet
Polygon #15) Type <b>0x109</b> , Subtype <b>0x0c</b> [ <b>golf course</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="004040"/> day+night background: <input type="text" value="d7e9c3"/>
Bitmap(s):	day+night: 
Strings:	german (0x02): Golfplatz
Polygon #16) Type <b>0x109</b> , Subtype <b>0x0d</b> [ <b>stadium</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0ff80"/> day+night background: <input type="text" value="cd9b9b"/>
Bitmap(s):	day+night: 
Strings:	german (0x02): Sportstätte
Polygon #17) Type <b>0x109</b> , Subtype <b>0x0e</b> [ <b>cemetery</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="000000"/> day+night background: <input type="text" value="d7e9c3"/>
Bitmap(s):	day+night: 
Strings:	german (0x02): Friedhof
Polygon #18) Type <b>0x10a</b> , Subtype <b>0x01</b> [?], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="008040"/> day+night background: <input type="text" value="d7e9c3"/>



Bitmap(s):	day+night: 
Strings:	german (0x02): Nationalpark
Polygon #19) Type <b>0x10a</b> , Subtype <b>0x04</b> [ <b>park</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="d7e9c3"/>
Polygon #20) Type <b>0x10a</b> , Subtype <b>0x05</b> [ <b>national park/natural park</b> ], Drawing order: 3 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="008000"/> day+night background: <input type="text" value="d7e9c3"/>
Bitmap(s):	day+night: 
Strings:	german (0x02): Naturpark

**Drawing level 4:**




Polygon #0) Type <b>0x28</b> [ <b>Sea/Ocean</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0e6f9"/>
Polygon #14) Type <b>0x109</b> , Subtype <b>0x0b</b> [ <b>airport runway</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day foreground: <input type="text" value="4f4f4f"/> night foreground: <input type="text" value="c00080"/>
Polygon #21) Type <b>0x10b</b> , Subtype <b>0x01</b> [ <b>Ocean</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0e6f9"/>
Strings:	german (0x02): Ozean / Meer
Polygon #22) Type <b>0x10b</b> , Subtype <b>0x03</b> [ <b>Lake</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0e6f9"/>
Strings:	german (0x02): Meeresarm
Polygon #23) Type <b>0x10b</b> , Subtype <b>0x04</b> [ <b>Lake</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0e6f9"/>
Strings:	german (0x02): Binnengewässer
Polygon #24) Type <b>0x10b</b> , Subtype <b>0x05</b> [ <b>Lake</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0e6f9"/>
Strings:	german (0x02): Flußdelta
Polygon #25) Type <b>0x10b</b> , Subtype <b>0x06</b> [ <b>Lake</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="c0e6f9"/>
Strings:	german (0x02): Binnengewässer 2
Polygon #26) Type <b>0x10b</b> , Subtype <b>0x07</b> [ <b>Lake, pond</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="ffffff"/> day+night background: <input type="text" value="c0e6f9"/>
Bitmap(s):	day+night: 
Strings:	german (0x02): See
Polygon #27) Type <b>0x10b</b> , Subtype <b>0x08</b> [ <b>Lake, bay</b> ], Drawing order: 4 <span>Edit</span> <span>Delete</span>	
Colors:	day+night foreground: <input type="text" value="000000"/> day+night background: <input type="text" value="c0e6f9"/>

Bitmap(s):	day+night: 
Strings:	german (0x02): See / Baggersee




Polygon #28) Type <b>0x10b</b> , Subtype <b>0x0e</b> [ <b>River</b> ], Drawing order: 4		 
Colors:	day+night foreground: <input type="text" value="0f9bd9"/>	
Strings:	german (0x02): Fluß	

Polygon #29) Type <b>0x10b</b> , Subtype <b>0x0f</b> [ <b>Canal</b> ], Drawing order: 4		 
Colors:	day+night foreground: <input type="text" value="0f9bd9"/>	
Strings:	german (0x02): Kanal	




**Drawing level 5:**

Polygon #30) Type <b>0x10c</b> , Subtype <b>0x06</b> [ <b>Beach</b> ], Drawing order: 5		 
Colors:	day+night foreground: <input type="text" value="df7401"/> day+night background: <input type="text" value="ffffc0"/>	
Bitmap(s):	day+night: 	
Strings:	german (0x02): Strand	

**Drawing level 6:**

Polygon #10) Type <b>0x109</b> , Subtype <b>0x06</b> [?], Drawing order: 6		 
Colors:	day+night foreground: <input type="text" value="ff0000"/> day+night background: <input type="text" value="000000"/>	
Bitmap(s):	day+night: 	
Strings:	german (0x02): eine unbekannte Fläche	

**Drawing level 7:**

Polygon #5) Type <b>0x109</b> , Subtype <b>0x01</b> [?], Drawing order: 7		 
Colors:	day+night foreground: <input type="text" value="ffff00"/> day+night background: <input type="text" value="000000"/>	
Bitmap(s):	day+night: 	
Strings:	german (0x02): noch unbekannte Fläche	

**Drawing level 8:**

**Drawing level 9:**

**Drawing level 10:**

**Drawing level 11:**


**Drawing level 12:**

**Drawing level 13:**




**Drawing level 14:**




**Drawing level 15:**




 Add new polygon




 Add new placeholder (polygon with default appearance, for draworder definition only)




**Lines:**




Line #0) Type <b>Ox00 [Road]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 3 px + Border= 1 px	
Colors:	day+night foreground/line: <b>ff00ff</b> day+night background/border: <b>ff00ff</b>	
Preview(s):	day+night: 	
Strings:	german (0x02): Unbekannte Strasse	



Line #1) Type <b>Ox01 [Major HWY thick ]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 4 px + Border= 1 px	
Colors:	day+night foreground/line: <b>df8200</b> day+night background/border: <b>a78234</b>	
Preview(s):	day+night: 	
Strings:	german (0x02): Autobahn	

Line #2) Type <b>Ox02 [Principal HWY-thick ]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 3 px + Border= 1 px	
Colors:	day+night foreground/line: <b>e5060b</b> day+night background/border: <b>ad1e22</b>	
Preview(s):	day+night: 	
Strings:	german (0x02): Bundesstrasse	

Line #3) Type <b>Ox03 [Principal HWY-medium]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 2 px + Border= 1 px	
Colors:	day+night foreground/line: <b>fef30e</b> day+night background/border: <b>c1b638</b>	
Preview(s):	day+night: 	
Strings:	german (0x02): grosse Land- / Kreisstrasse	

Line #4) Type <b>Ox04 [Arterial Road -medium]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 2 px + Border= 0 px	
Colors:	day+night foreground/line: <b>00ff00</b> day+night background/border: <b>ad1e22</b>	
Preview(s):	day+night: 	
Strings:	german (0x02): kleine Land- / Kreisstrasse	

Line #5) Type <b>Ox05 [Arterial Road-thick (collector)]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 2 px + Border= 1 px	
Colors:	day+night foreground/line: <b>fef30e</b> day+night background/border: <b>c1b638</b>	
Preview(s):	day+night: 	
Strings:	german (0x02): Hauptverkehrsstrasse	

Line #6) Type <b>Ox06 [Road-thin (resident street)]</b>		 Edit  Delete
Attributes:	Rendering of slanted lines: <b>skewing (best for distinctive patterns)</b> , Bitmap height: 0	
Line style:	Width= 2 px + Border= 1 px	
Colors:	day+night foreground/line: <b>ffffff</b> day+night background/border: <b>9c8f8d</b>	

Preview(s):	day+night: 
Strings:	german (0x02): Nebenstrasse

Line #7) Type <b>0x07</b> [ <b>Alley-thick (private driveway)</b> ]		Edit	Delete
Attributes:	Rendering of slanted lines: <input type="checkbox"/> skewing (best for distinctive patterns) , Bitmap height: 0		
Line style:	Width= 2 px + Border= 1 px		
Colors:	day+night foreground/line: <input type="text" value="ffffff"/> day+night background/border: <input type="text" value="9c8f8d"/>		
Preview(s):	day+night: 		
Strings:	german (0x02): Privatweg		

Line #8) Type <b>0x08</b> [ <b>Ramp, low-speed</b> ]		Edit	Delete
Attributes:	Rendering of slanted lines: <input type="checkbox"/> skewing (best for distinctive patterns) , Bitmap height: 0		
Line style:	Width= 2 px + Border= 1 px		
Colors:	day+night foreground/line: <input type="text" value="fef30e"/> day+night background/border: <input type="text" value="c1b638"/>		
Preview(s):	day+night: 		
Strings:	german (0x02): langsame Auffahrt		

Line #9) Type <b>0x09</b> [ <b>Ramp, high-speed</b> ]		Edit	Delete
Attributes:	Rendering of slanted lines: <input type="checkbox"/> skewing (best for distinctive patterns) , Bitmap height: 0		
Line style:	Width= 3 px + Border= 2 px		
Colors:	day+night foreground/line: <input type="text" value="e5060b"/> day+night background/border: <input type="text" value="ad1e22"/>		
Preview(s):	day+night: 		
Strings:	german (0x02): Auffahrt		

Line #10) Type <b>0x0a</b> [ <b>Unpaved Road-thin</b> ]		Edit	Delete
Attributes:	Rendering of slanted lines: <input type="checkbox"/> skewing (best for distinctive patterns) , Bitmap height: 0		
Line style:	Width= 3 px		
Colors:	day+night foreground/line: <input type="text" value="b7b9b8"/>		
Preview(s):	day+night: 		
Strings:	german (0x02): Unbefestigte Strasse		

Line #11) Type <b>0x0c</b> [ <b>Roundabout</b> ]		Edit	Delete
Attributes:	Rendering of slanted lines: <input type="checkbox"/> skewing (best for distinctive patterns) , Bitmap height: 0		
Line style:	Width= 2 px		
Colors:	day foreground/line: <input type="text" value="606060"/> night foreground/line: <input type="text" value="000000"/>		
Preview(s):	day:  , night: 		
Strings:	german (0x02): Kreisverkehr		

Line #12) Type <b>0x10c</b> , Subtype <b>0x00</b> [ <b>railroad?</b> ]		Edit	Delete
Attributes:	Rendering of slanted lines: <input type="checkbox"/> skewing (best for distinctive patterns) , Bitmap height: 0		
Line style:	Width= 3 px		
Colors:	day+night foreground/line: <input type="text" value="000000"/>		
Preview(s):	day+night: 		
Strings:	german (0x02): Eisenbahn		

Add new line

**Points/POIs:** Add new point**Special icons in NT maps:**

---

 Download TYP file Download TYP file containing only day colours Download TYP file containing only night colours