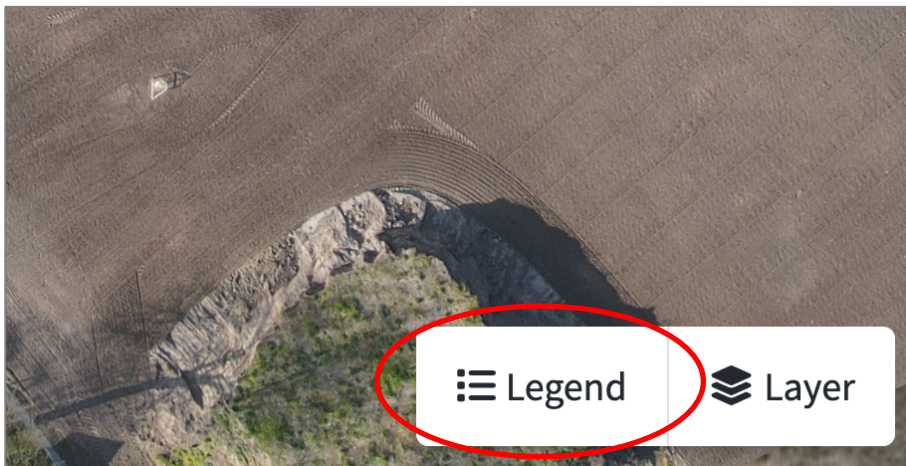


## Create a legend in your miamapo map

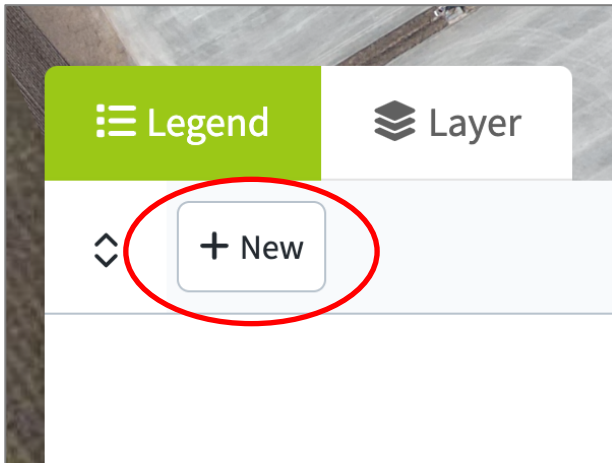
With a legend, you enable everyone else who can access your map to understand the map and its individual elements.

Additionally, miamapo allows you to calculate quantities such as length, area, perimeter, or quantity.

To create a legend in your map, select the "Legend" option at the bottom right.

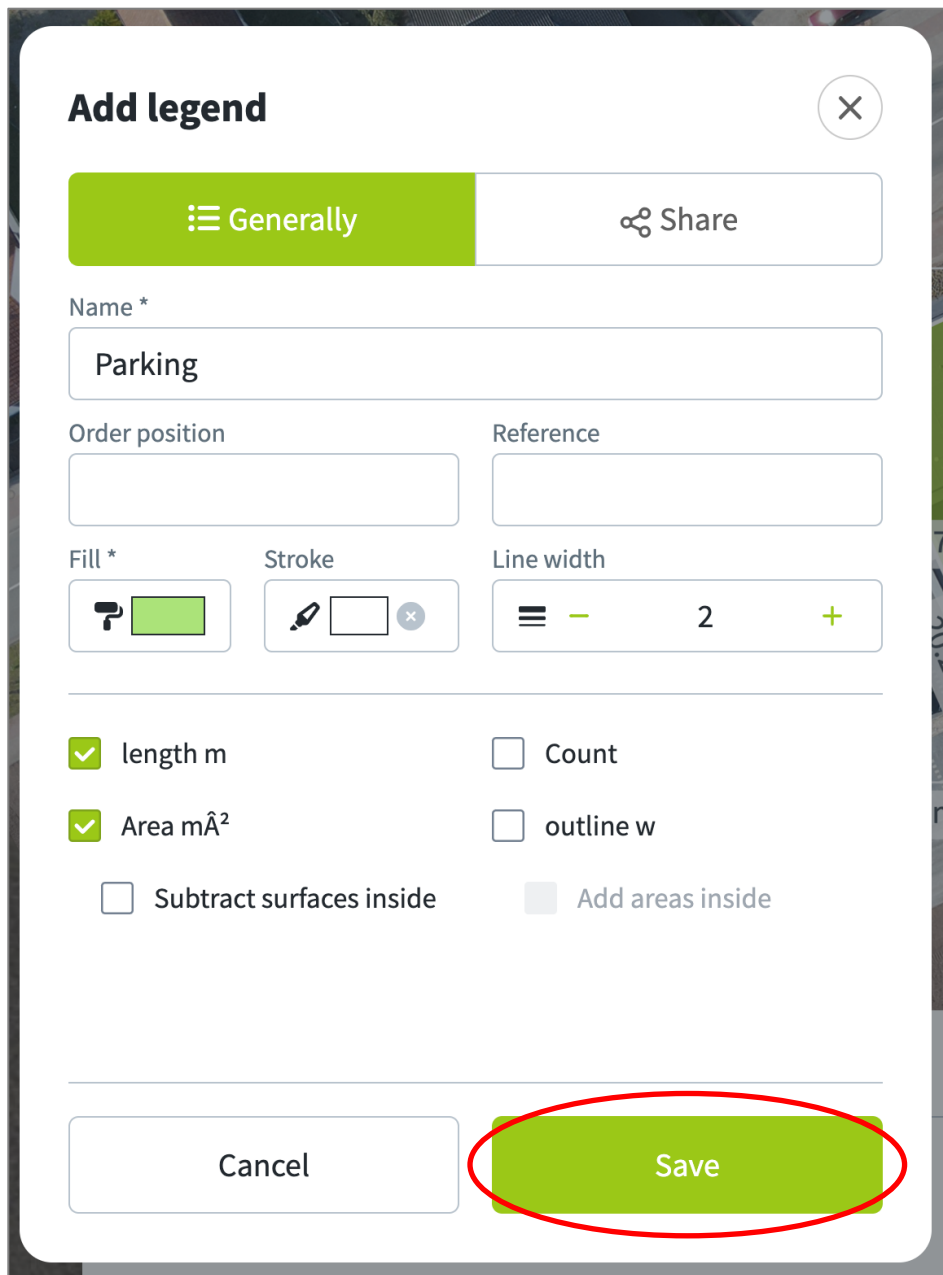


By clicking the "New" button, you can create a new entry in your legend.



Assign a label and choose a color for the map objects. Leave the fields "order position" and "Reference" empty.

In the "Quantity determination" section, you can specify which quantities should be calculated for your map objects. Options include length, area, perimeter, or quantity. Multiple selections are possible.



**Add legend** (Close)

☰ Generally Share

Name \*  
Parking

Order position Reference

Fill \* Stroke Line width

length m  Count

Area m<sup>2</sup>  outline w

Subtract surfaces inside  Add areas inside

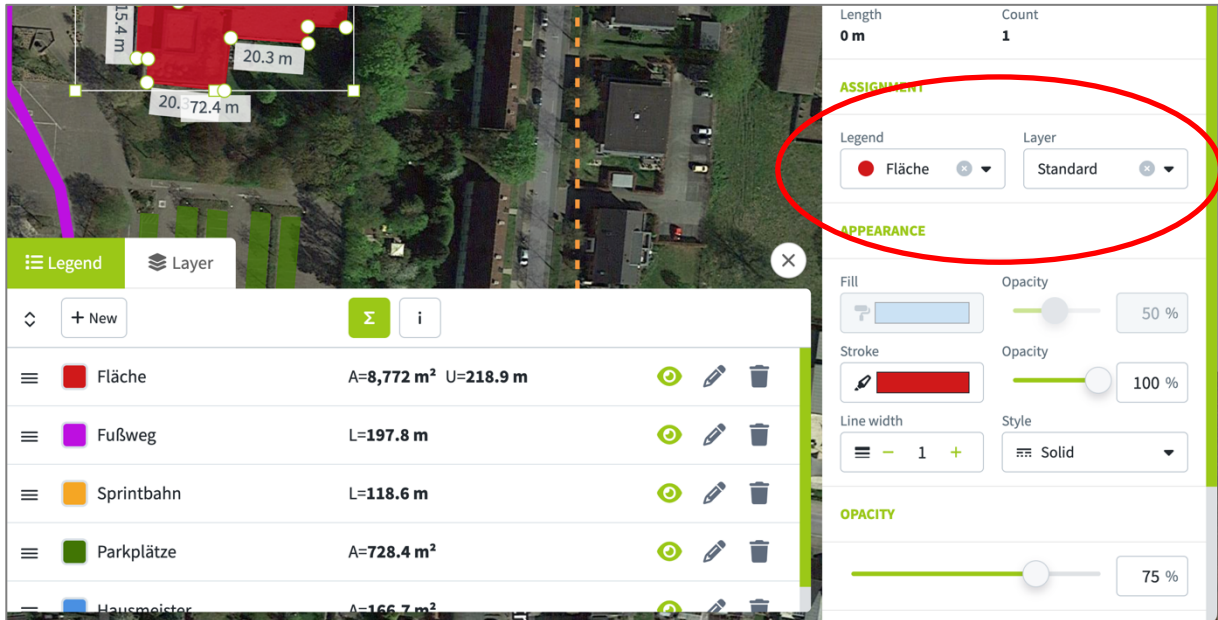
Cancel Save

Select "Save" to create the new entry in your legend.

Repeat this step for all object groups for which you want to create an entry in the legend.

## Assigning map objects to a legend

To assign your map objects to a legend entry, first select the object by clicking on it.



On the right side in the object properties, you can now make the assignment.

To assign multiple objects to a legend entry at once, use the Shift key to select objects within a range or to select multiple objects. You can then change the assignment for all the selected objects in the object properties.

