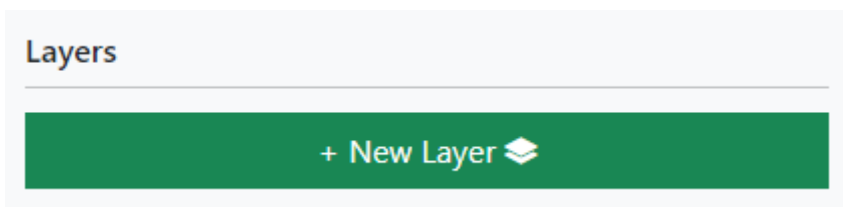


Layers

Layers provide a way to style and organize the markers associated with source records. Markers can be targeted using attributes and values defined in the records.

Creating a Layer

To create a layer, click the **New Layer** button



Editing a Layer

Title

The layer title can be any arbitrary string of text and is only used in the UI

Target

The layer target is a JavaScript expression which should evaluate to either `true` or `false`. Upon saving a layer, the target is evaluated against every source record in order to associate records with the layer.

The constant `record` is exposed to the target expression and can be used to filter records based on source data. For example, lets say this is what our source records look like (*represented as a table to save space*):

School	Grade	Id
THE	1	1

THE	1	2
DEE	2	3
DEE	3	4
THE	3	5
DEE	5	6

```
// Matches records where Grade is equal to 1. (2 records)
record['Grade'] == '1'

// Matches records where School is equal to THE. (3 records)
record['School'] == 'THE'

// Matches records where Grade is equal to 1, 2, or 3. (5 records)
['1','2','3'].includes(record['Grade'])

// Matches records where School is equal to LRE. (0 records)
record['School'] == 'LRE'
```

Children

Layers can nested by dragging and dropping them in to the parent layer's children container.

Layers

LRE

Title

LRE

Target

record['Ent']=='117'

Matching 0 records

Children

Pin Border

Pin Glyph

Pin Background

Save

Delete

1st Grade

+ New Layer

Child layers:

- Inherit their parent's style settings
- Inherit their parent's visibility
- Evaluate their target filter **only** against records that are also matched by their parent
- Are deleted when their parent is deleted

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