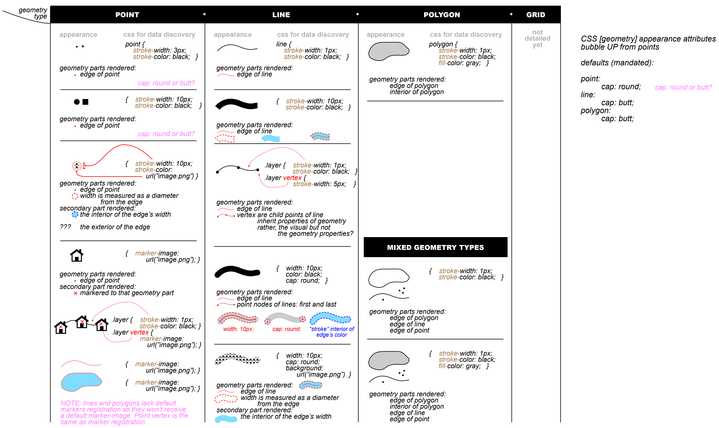

CSS [geometry] appearance attributes bubble UP from points

defaults (mandated):

point:
cap: round; *cap: round or butt?*

line:
cap: butt;

polygon:
cap: butt;

geometry (where)	css (part)	rendering (pivot)	ink/color (with)
point	*marker*	*registration*	*rgb*
line	*stroke*	*edge*	*gradient*
polygon	*fill*	*interior*	*image*

raster and 3d are are combinations of the other geometry types
edge and interior have children and can reference them in the styles. Plus vertex and ringsinner.

.layer: attachment
is a repeated version of this for the same geometry
option to draw interior, edge, and registration per feature or per layer
(effectively makes 3 attachment layers)
question of how carto less,js loops attachment versus cascadenik's inner outer looping
question: what is difference between marker and vertex?

data layer(s):
carto styling:
rendering steps:
composited:
geometry
can be mixed points, lines, polygons in a single layer, or 1 layer per type
css
is awesome, with new geometry keyword same as:
interior
as mask area for fill- stuff which is either flat rba value or image pattern
edge
as mask area for stroke- stuff which is either flat rba value or image pattern
text & registration
as registration point for marker- and text- stuff which is either flat rba value or image pattern
interactivity
as utf-8 grid
(data-)
either unique-ids for server query or values.Based on single layer or composite visible layers.
point (marker-)
edge (stroke-)
interior (fill-)
interactivity (data-)
.layer point line polygon { marker-image: url("triangle.png"); stroke-width: 1px; stroke-color: black; fill-color: gray; }
.layer { marker-image: url("triangle.png"); stroke: 1px black; fill: gray; }
note: point geometry are treated as if they have an edge for stroking.
flat image per layer
.layer point { marker-image: url("triangle.png"); }
.layer registration { marker-image: url("triangle.png"); }
.layer vertex { marker-image: url("triangle.png"); }
.layer point.vertex line.vertex polygon.vertex { marker-image: url("triangle.png"); }
.layer edge { marker-image: url("triangle.png"); }
.layer point.edge line.edge polygon.edge { marker-image: url("triangle.png"); }
note: edge of point and default point registration are the same, skipped for edge and drawn in registration for consistent stacking
note: alignment tag for horizontal or tangent along line
note: repeat controls spacing offset between crowded pattern and sparse pattern
question:marker-image or marker-color? We're using color everywhere else, and allowing that to be a rgb, url, or gradient...
.layer interior { marker-image: url("triangle.png"); }
.layer point.interior line.interior polygon.interior { marker-image: url("triangle.png"); }
note: edge of point and default point registration are the same, skipped for edge and drawn in registration for consistent stacking
note: alignment tag for horizontal or tangent along line
.layer { stroke-width: 3px; }
.layer { stroke-width: 3px; stroke-color: black; }
.layer { stroke-width: 3px; stroke-color: black; fill-color: gray; }
.layer { stroke-width: 3px; stroke-color: black; fill-color: yellow; }
.layer { stroke-width: 3px; stroke-color: black; fill-color: gray