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# Cache Filtering

Cache filtering can be applied at various places in c:geo e.g. on the [Live Map](#), in [Stored Caches](#) or when performing online cache [Search](#). In all these places, the same filter mechanism is used.

## Accessing filter

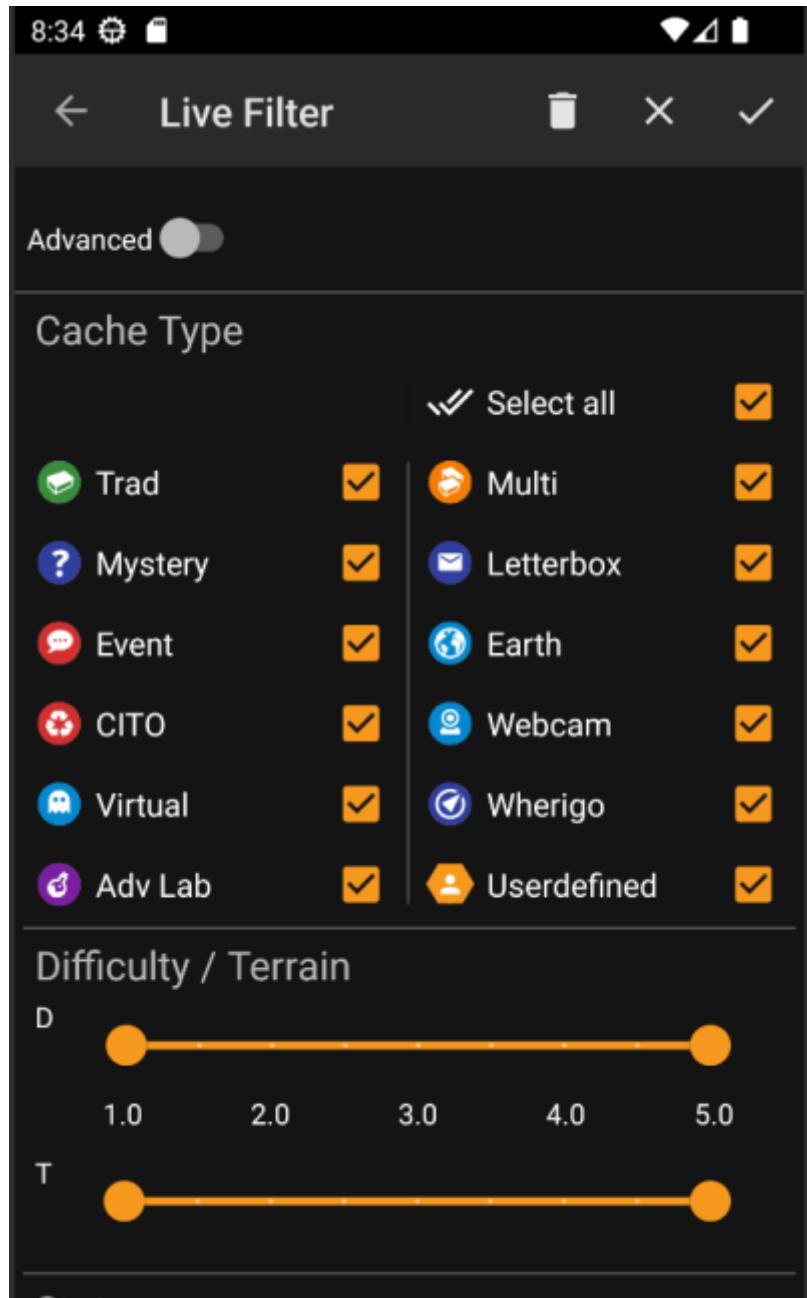
Filter settings are reachable via the options menu by clicking the filter icon .

In case a filter is already active, it is shown as a header line below the title bar. by clicking this header line, the filter settings can also be reached. For example, the following screenshot shows both the filter icon as well as the filter header line (circled in red) where the current filter is set to only show caches of type “Traditional”.



## Basic filtering

Basic filtering allows to filter for cache type, difficulty and terrain:



The following table describes the filter functions:

Icon	Function	Description
	Apply	Closes the dialog and applies the current filter settings to the caches in the current context.
	Cancel	Closes the dialog and aborts the filter changes.
	Clear	Clears the current filter, e.g. sets it to a state where it doesn't filter anything (all cache types checked, all difficulties/terrain values selected).
<b>Advanced</b>	Basic/Advanced mode switch	Switches between basic and advanced filter mode.

The remainder of the screen is divided into different sections. You may set filter criteria in more than one of these sections. In that case they will be combined using AND-logic. For example, setting **Cache Type** to *Traditional* and **Difficulty** to 1.0-3.0 will filter only caches which are both of type *Traditional* and have a **Difficulty**  $\leq$  3.0.

\* **Cache Type** is used to filter for cache type. Use the checkboxes to mark/unmark certain. If filters are set in

more than one of these sections, then they are combined using AND-logic

## Cache Type Filter

Filter by cache type. Use checkboxes to mark/unmark the cache types you want to include in the result list. Use **Select all** checkbox to quickly mark/unmark all cache types.

c:geo supports over 20 cache types from across many geocaching services. Thus, to easify filter dialog, some selectable cache types will group other cache types. This logic was copied as closely as possible from geocaching.com behaviour:

Icon	Cache Type Filter	Filters the following cache types
<input checked="" type="checkbox"/>	Tradi	Traditional Cache, Geocaching HQ, Project APE Cache
<input checked="" type="checkbox"/>	Event	Event Cache, Mega-Event Cache, Giga-Event Cache, Community Celebration Event, Geocaching HQ Celebration, GPS Adventures Exhibit, Geocaching HQ Block Party
<input checked="" type="checkbox"/>	Virtual	Virtual Cache, Locationless (Reverse) Cache

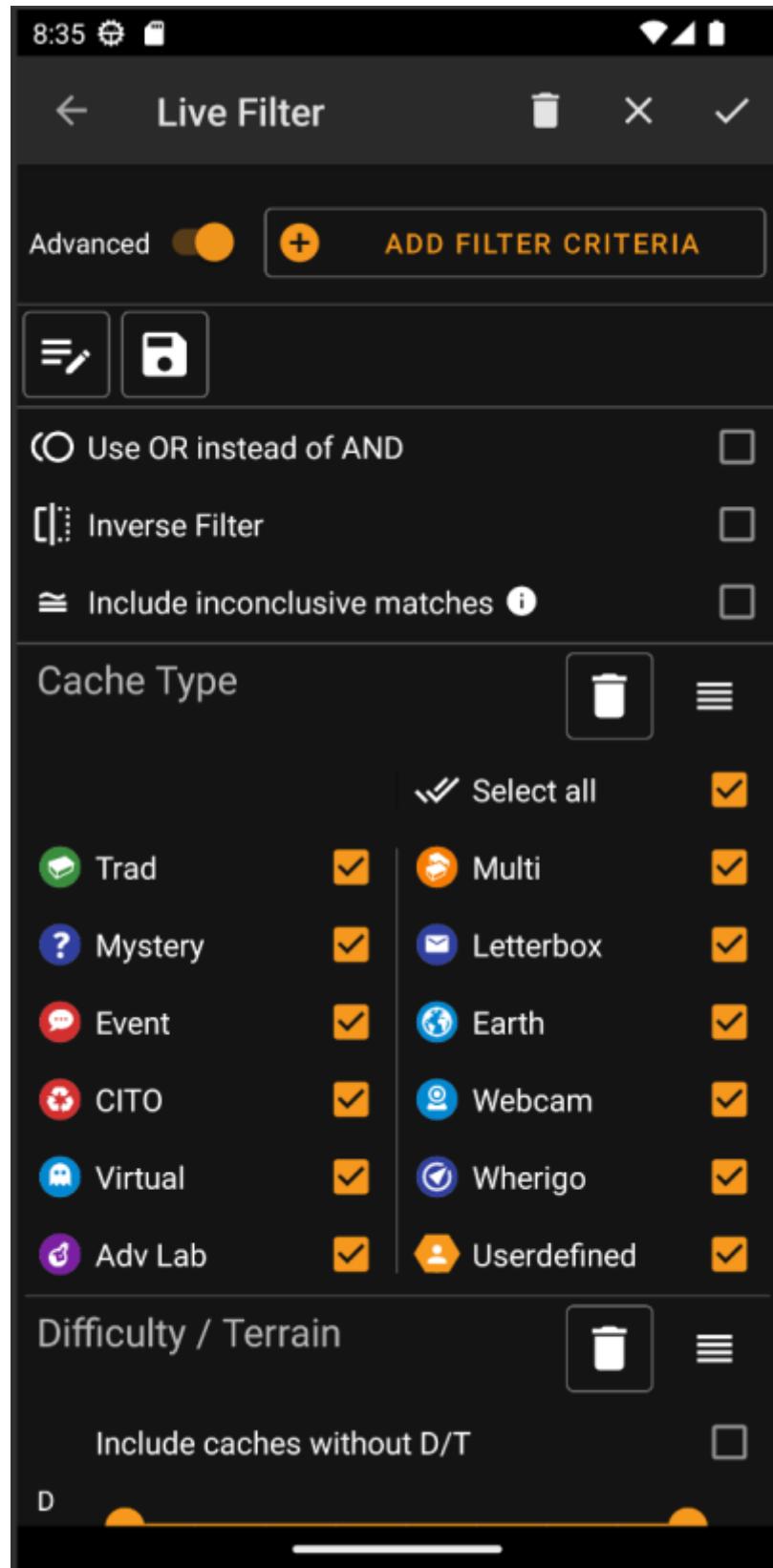
## Difficulty/Terrain Filter

Filter by **Difficulty** or **Terrain**. Use the respective sliders to select a range of values to filter caches for. Filtering will be done inclusive, e.g. setting the slider to 1.5-3.0 will include e.g. caches with **Difficulty** 1.5 in the result, but not those with **Difficulty** = 1.0.

Note that setting the filter to the whole range (1.0-5.0) will also include caches in the result which don't have a **Difficulty / Terrain** at all (like e.g. user-defined caches).

## Advanced filtering

To use advanced filter functions, turn on the **Basic/Advanced mode switch**. This will change the layout of the filter dialog to something like this:



TODO...