

Mapbox GL JS

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Add a new layer to a slot

Upgrade to Mapbox GL JS v3

This feature is available in Mapbox GL JS v3. Learn how to migrate in our [migrate to v3 guide](#)

This example uses a new `slot` property to add a layer to a predetermined location in the Standard style. Set the preferred `slot` on the `Layer` object before adding it to your map and your layer will be appropriately placed in the Standard style's layer stack.

Slot	Description
<code>bottom</code>	Above polygons (land, landuse, water, etc.)



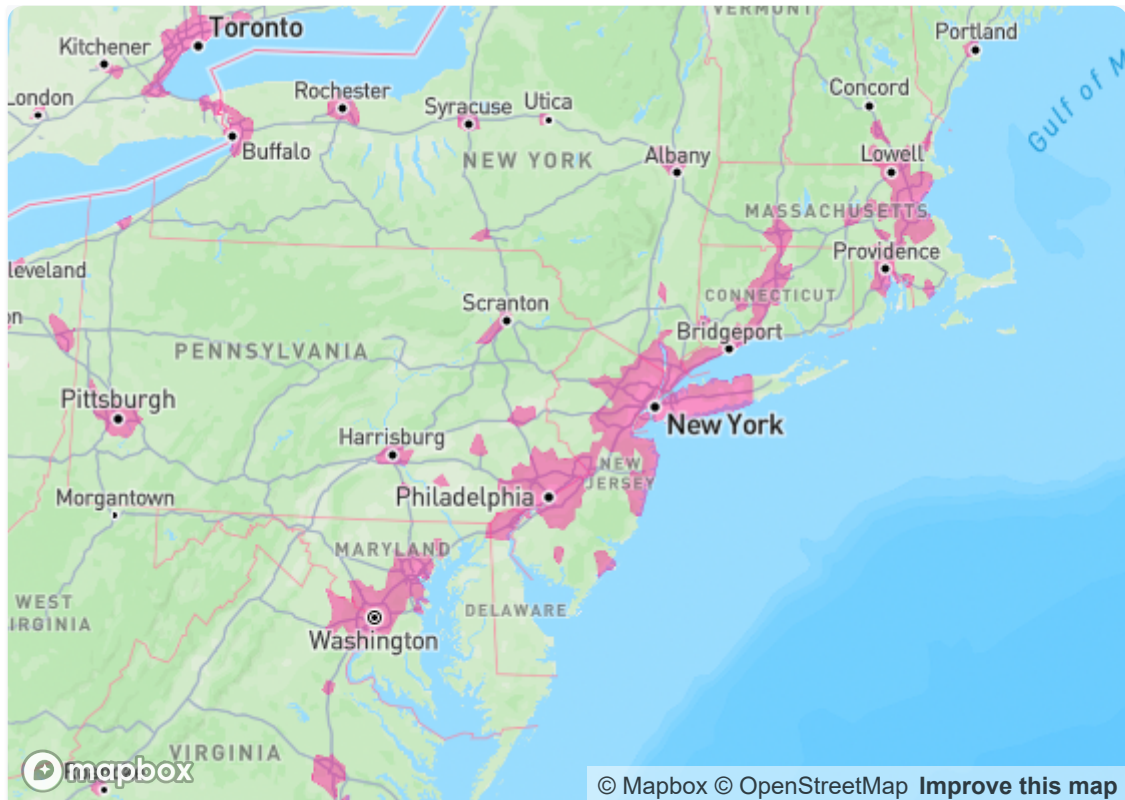
<code>middle</code>	Above lines (roads, etc.) and behind 3D buildings
<code>top</code>	Above POI labels and behind Place and Transit labels. Note that the <code>top</code> slot is designed to be used with the <code>symbol</code> layers
not specified	If there is no identifier, the new layer will be placed above all existing layers in the style

Slots and performance-optimized layers reordering

During 3D globe and terrain rendering, GL JS aims to batch multiple layers together for optimal performance. This process might lead to a rearrangement of layers. Layers draped over globe and terrain, such as `fill`, `line`, `background`, `hillshade`, and `raster`, are rendered first. These layers are rendered underneath symbols, regardless of whether they are placed in the `middle` or `top` slots or without a designated slot.

JavaScript

React



```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>Add a new layer to a slot</title>
<meta name="viewport" content="initial-scale=1,maximum-scale=1,user-
scalable=no">
<link href="https://api.mapbox.com/mapbox-gl-js/v3.4.0/mapbox-gl.css"
rel="stylesheet">
<script src="https://api.mapbox.com/mapbox-gl-js/v3.4.0/mapbox-gl.js">
</script>
<style>
body { margin: 0; padding: 0; }
#map { position: absolute; top: 0; bottom: 0; width: 100%; }
</style>
</head>
<body>
<div id="map"></div>
<script>
  // TO MAKE THE MAP APPEAR YOU MUST
  // ADD YOUR ACCESS TOKEN FROM
  // https://account.mapbox.com
  mapboxgl.accessToken = 'YOUR_MAPBOX_ACCESS_TOKEN';
  const map = new mapboxgl.Map({
```

```

    container: 'map',
    // You can add layers to the predetermined slots within the
    Standard style basemap.
    style: 'mapbox://styles/mapbox/standard',
    center: [-74.0060152, 40.7127281],
    zoom: 5,
    maxZoom: 6
  });

  map.on('style.load', () => {
    map.addSource('urban-areas', {
      'type': 'geojson',
      'data': 'https://docs.mapbox.com/mapbox-gl-
js/assets/ne_50m_urban_areas.geojson'
    });

    map.addLayer({
      'id': 'urban-areas-fill',
      'type': 'fill',
      // This property allows you to identify which `slot` in
      // the Mapbox Standard your new layer should be placed in
      (`bottom`, `middle`, `top`).
      'slot': 'middle',
      'source': 'urban-areas',
      'layout': {},
      'paint': {
        'fill-color': '#f08',
        'fill-opacity': 0.4
      }
    });
  });
</script>

</body>
</html>

```

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Was this example helpful?



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