

OpenLayers



Stand, Neues und Ausblick; oder
"15 Punkt-Releases später... was
kommt als nächstes?"

Marc Jansen

Gliederung

- Über...
- Stand
- Neues (15 Punkt-Releases)
- Ausblick

Über...

Marc Jansen



✉ jansen@terrestris.de

🐦 @terrestris

🐦 @selectoid



- Seit 2007 Entwickler / Projektleiter bei terrestris
- Kernentwickler und PSC Mitglied GeoExt
- Kernentwickler OpenLayers
- Buchautor "OpenLayers"
- Sprecher & Trainer national & international
- OSGeo Foundation Charter Member

terrestris



 @terrestris

 @terrestrisde

- terrestris.de
- OpenSource GIS aus Bonn
- Entwicklung, Projekte & Support/Schulung
- Beratung, Planung, Implementierung & Wartung

Stand

Was ist OpenLayers?

“

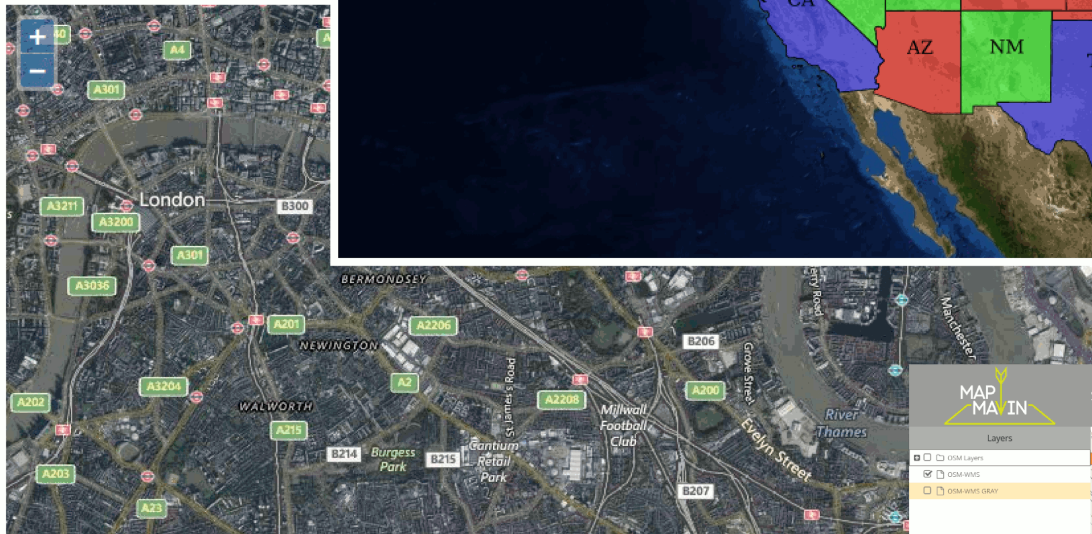
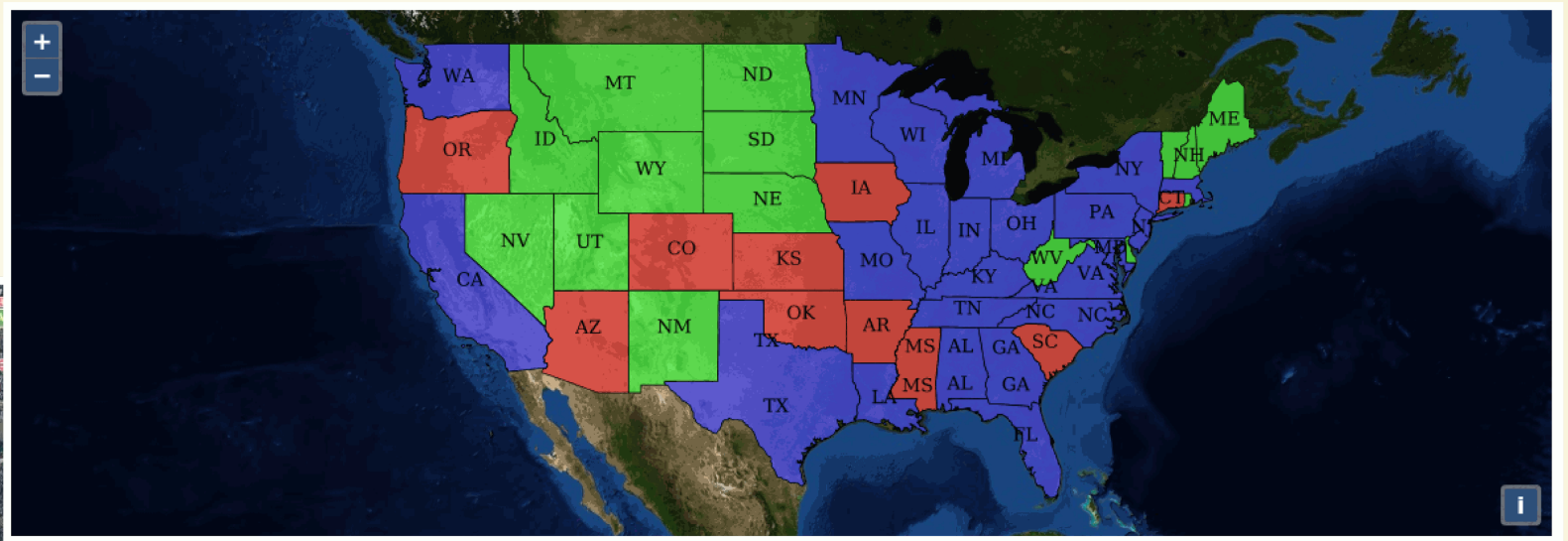
*A high-performance, feature-packed library
for all your mapping needs.*

– *openlayers.org, 27. Juni 2016*

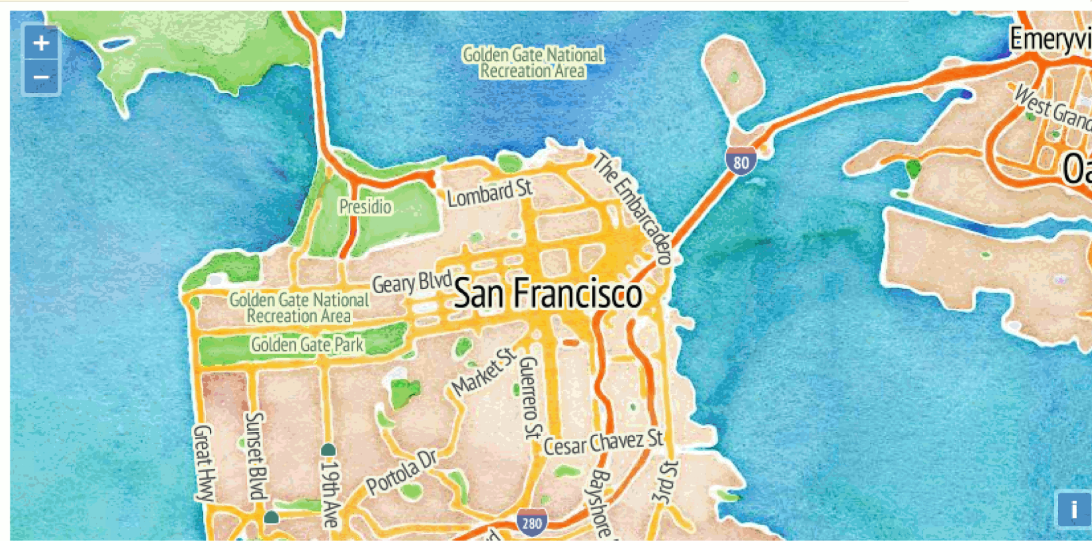
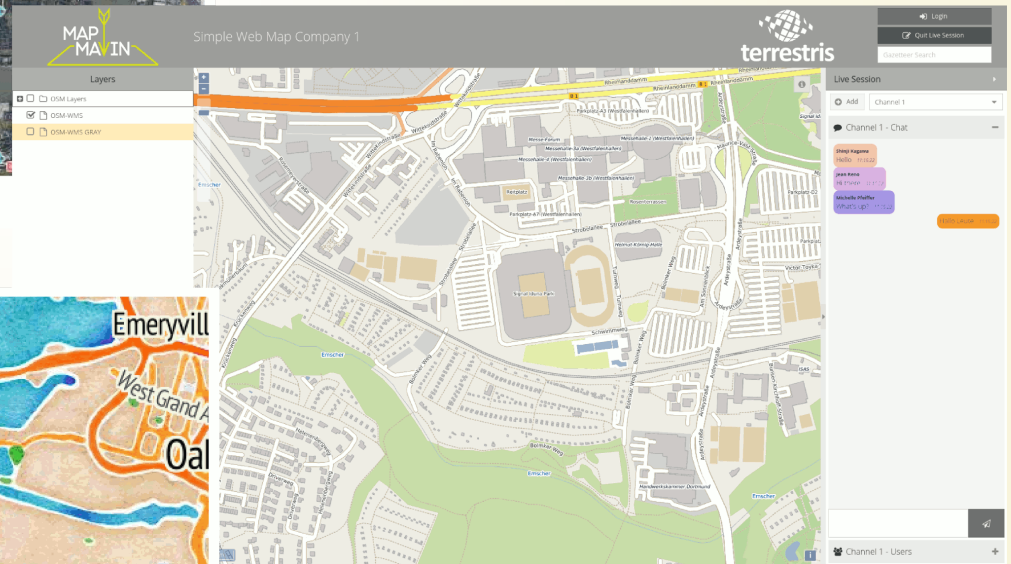
- OpenSource (BSD)
- JavaScript
- OSGeo project

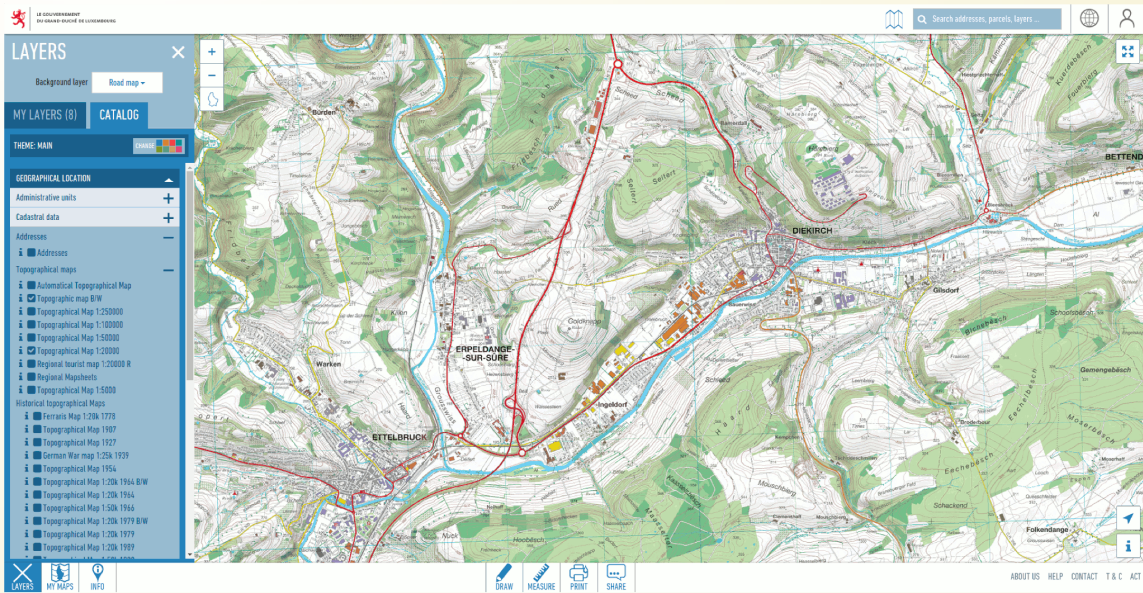
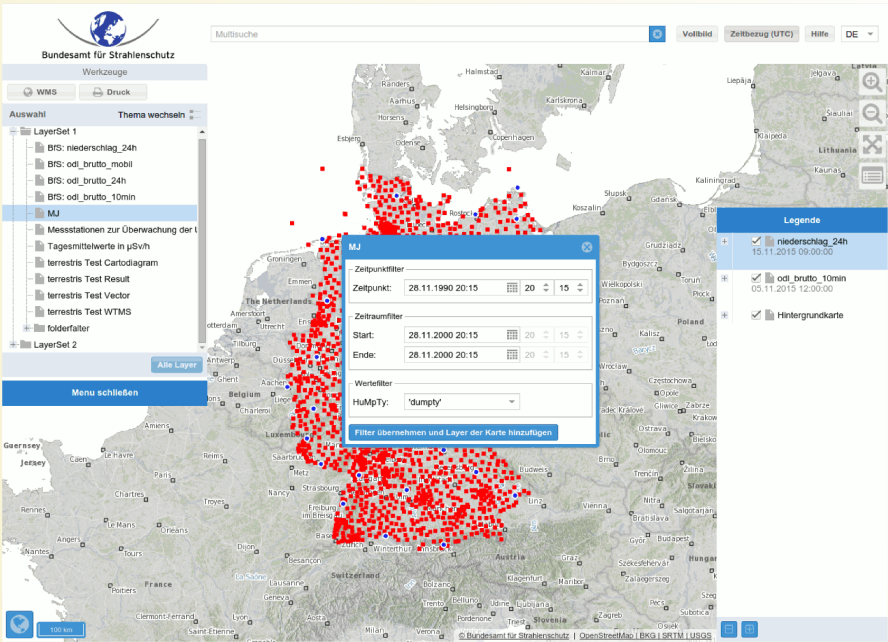
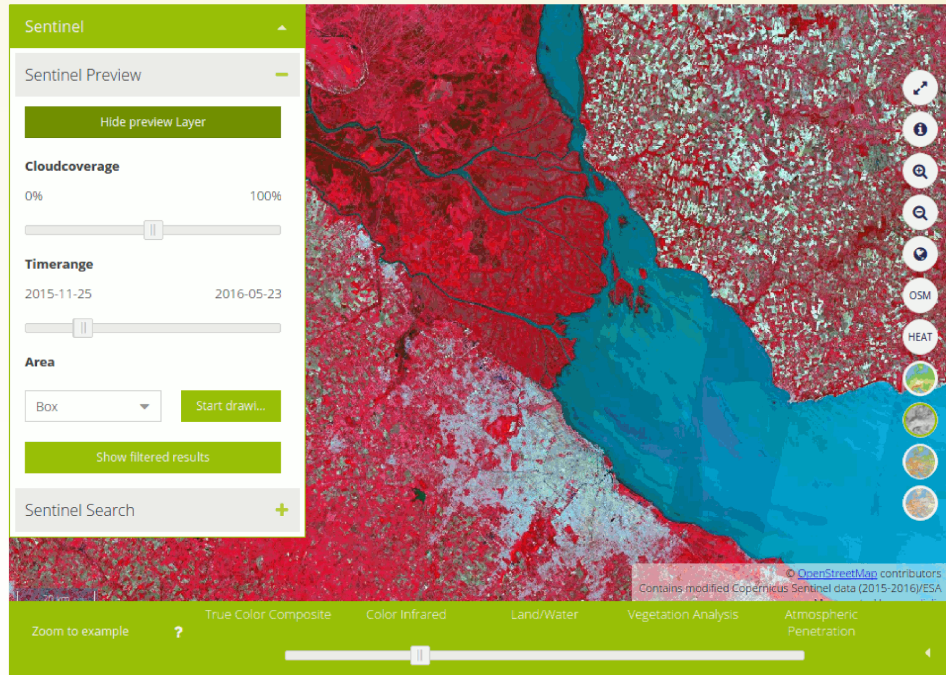
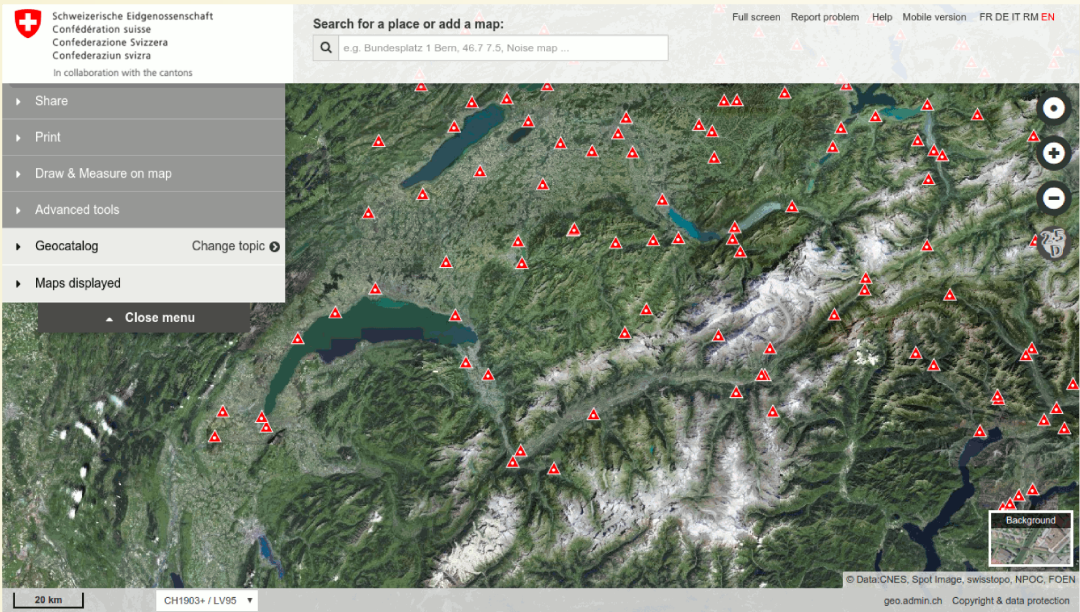
OpenLayers

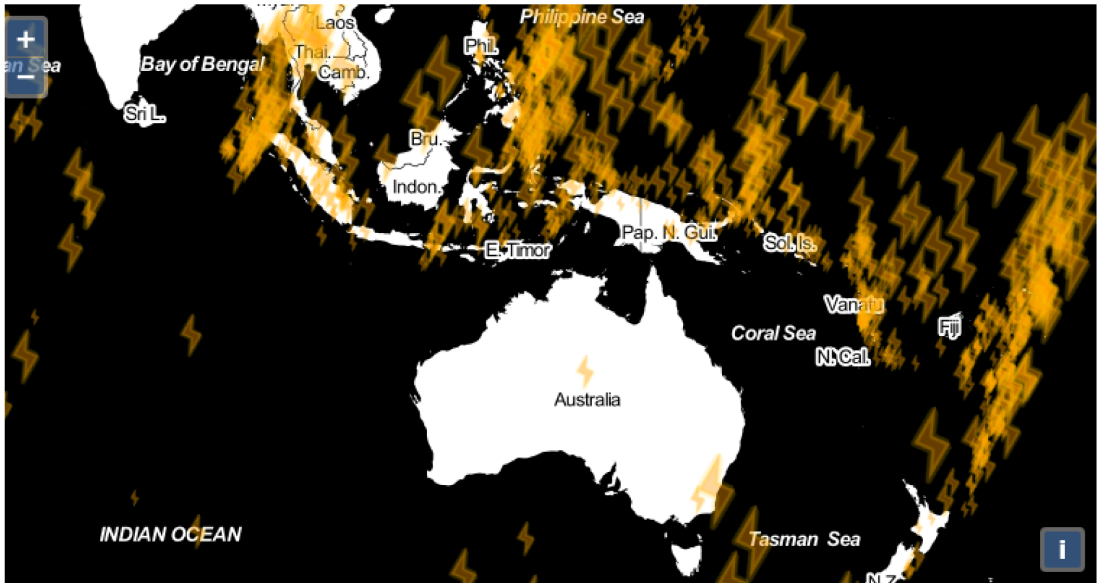
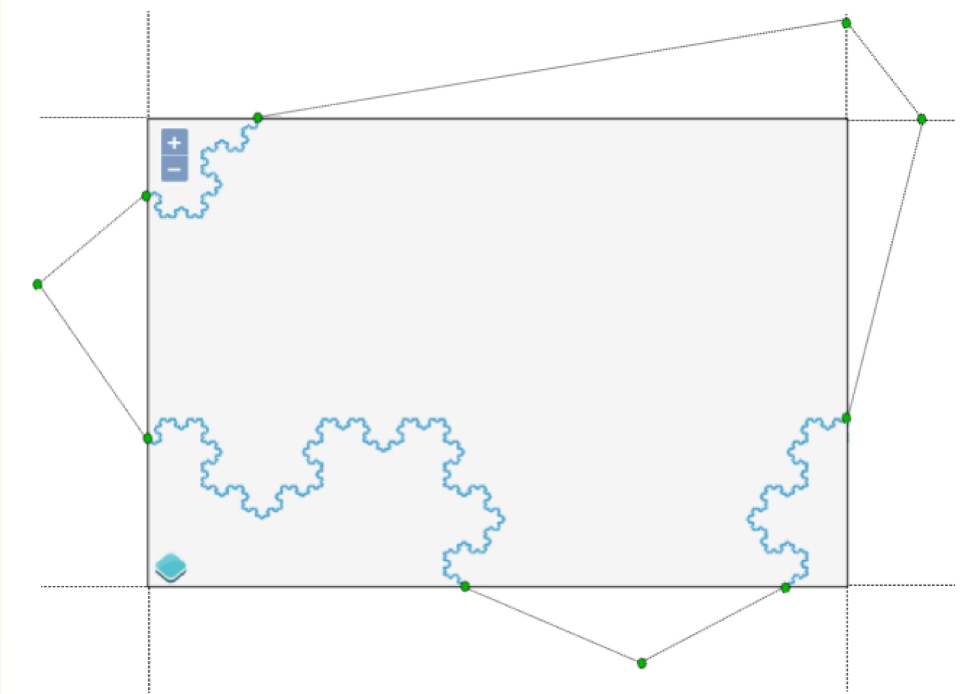
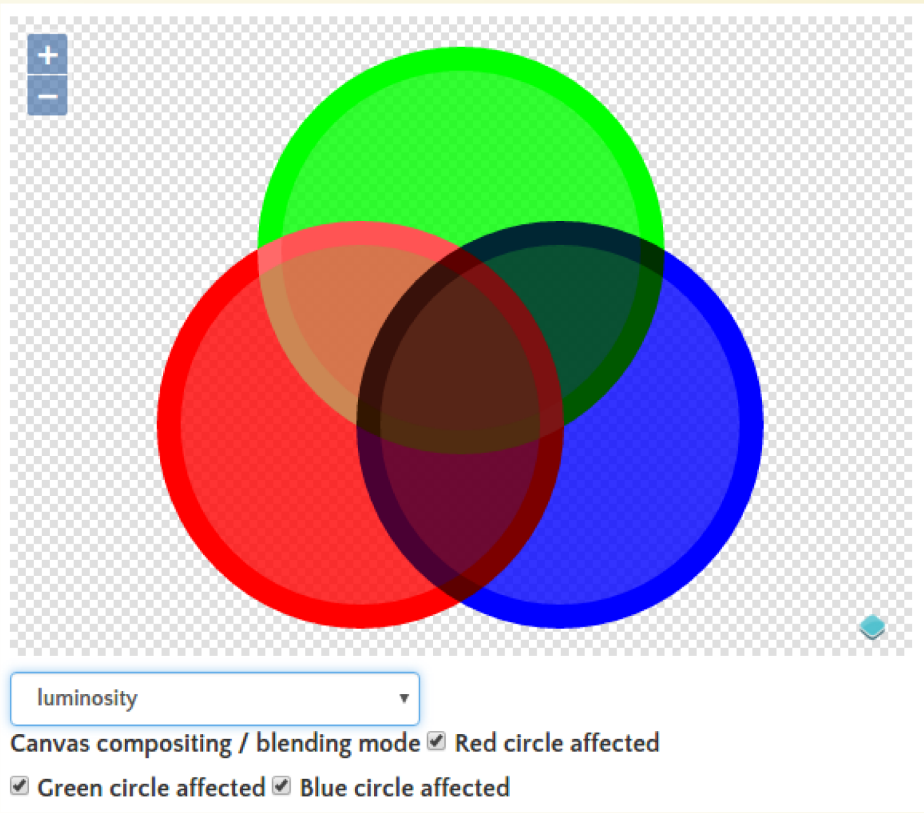
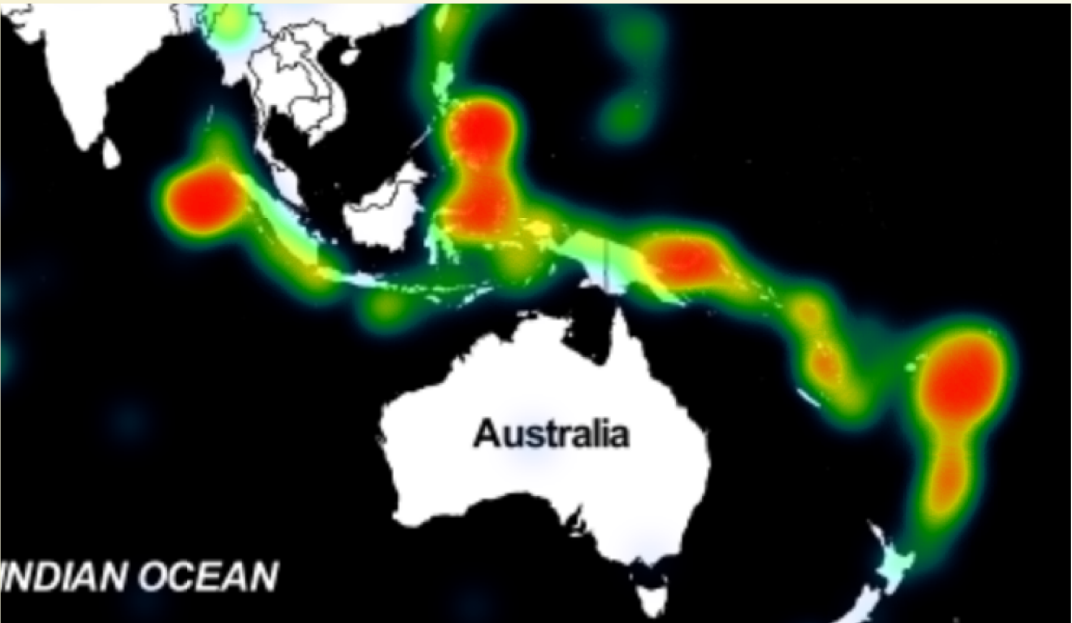
- ...lange Historie
 - v2.0.0, August 2006
 - v3.0.0, August 2014
 - v3.17.0, Juli 2016
- viele Daten- & Layerquellen
- Interaktionen & Steuerelemente
- Aktiv entwickelt & große Community
- Gut dokumentiert & viele Beispiele
- Universal einsetzbar



Aerial with labels ▼







OL3-Cesium

OpenLayers - Cesium integration library



Download
Release



Browse
Examples



View
API Docs



Download
.zip file



Download
.tar.gz file

OL3-Cesium

OpenLayers - Cesium integration library. Create your map using [OpenLayers 3](#), and visualize it on a globe with [Cesium](#).

Features

Switch smoothly between 2D and 3D and synchronize:

- Map context (bounding box and zoom level);
- Raster data sources;
- Vector data sources in 2D and 3D;
- Map selection (selected items).

The library is configurable and extensible and allows:

- Lazy or eager loading of Cesium
- Limiting Cesium resource consumption (idle detection)

Stay tuned for more exciting features like animated transitions between map and globe view, and synchronization of maps in projections other than EPSG:4326 and EPSG:3857.

Getting started

Please check the github project for all technical details: <https://github.com/openlayers/ol3-cesium>.

is maintained by [openlayers](#).

This page was generated by [GitHub Pages](#) using the Architect theme by [Jason Long](#).

Neues

15 Punkt-Releases später

11.03.2015 – 05.07.2016

v3.3.0 – v3.17.0

14 Punkt-Releases

<> Code

! Issues 412

Pull requests 52

Wiki

Pulse

Graphs

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare](#)



base: master@{2015-03-11} ▾

...

compare: master@{2016-07-05} ▾

Commits 3,133



Files changed 1,035



Commit comments 7

This comparison is big! We're only showing the most recent 250

- > 3.000 commits
- > 1.000 Dateiänderungen
- 22 Beitragende (code)



tschaub

414 commits / 109,912 ++ / 124,141 --

#1



ahocevar

344 commits / 118,823 ++ / 101,898 --

#2



fredj

336 commits / 4,263 ++ / 4,568 --

#3



afi marcjansen

204 commits / 6,687 ++ / 1,900 --

#4



greenkeeperio-bot

99 commits / 128 ++ / 145 --

#5



petrsloup

96 commits / 4,716 ++ / 1,689 --

#6



- Top-6 Beitragende
- 5 verschiedene Firmen & ein Bot
- 5 verschiedene Nationalitäten
- Hohe Kontinuität

Wichtige Änderungen / neue Features

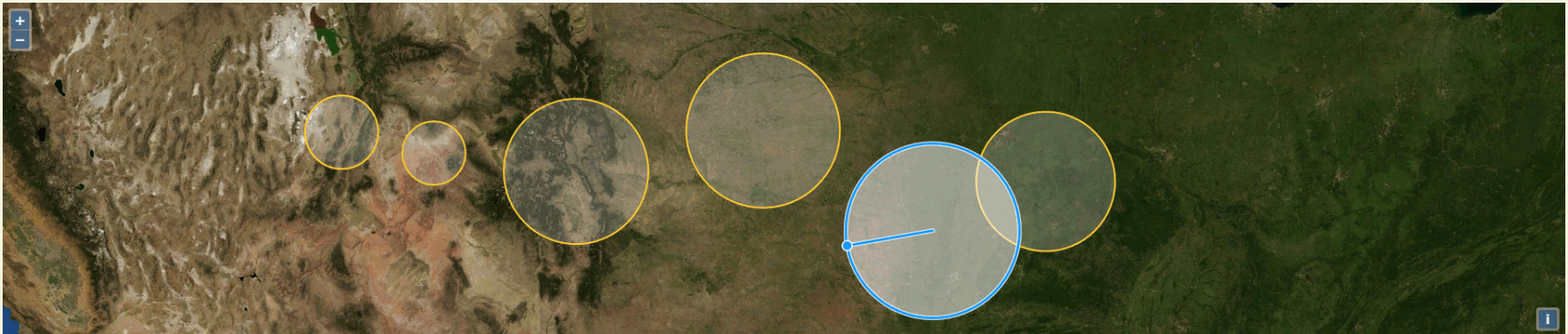
... eine Auswahl

v3.4.0

- Dateline wrapping tile-sources



- Circles in Draw interaction



Schladming, März 2015



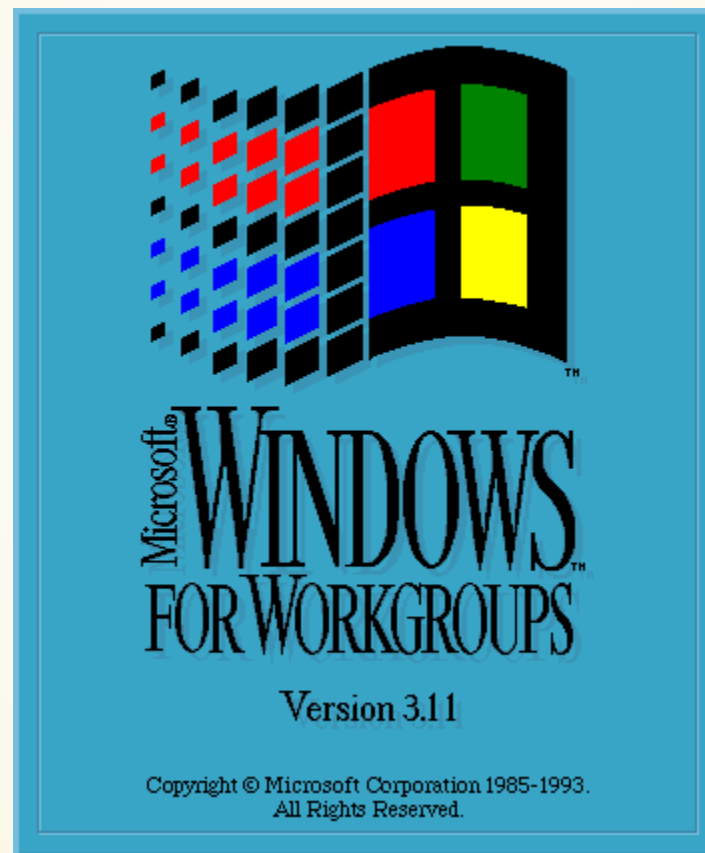
Schladming, März 2015

- Tutorials / FAQ
- API docs
- Assertions mit Fehlermeldungen
- Testcoverage
- ...

v3.4.0 — v3.10.0

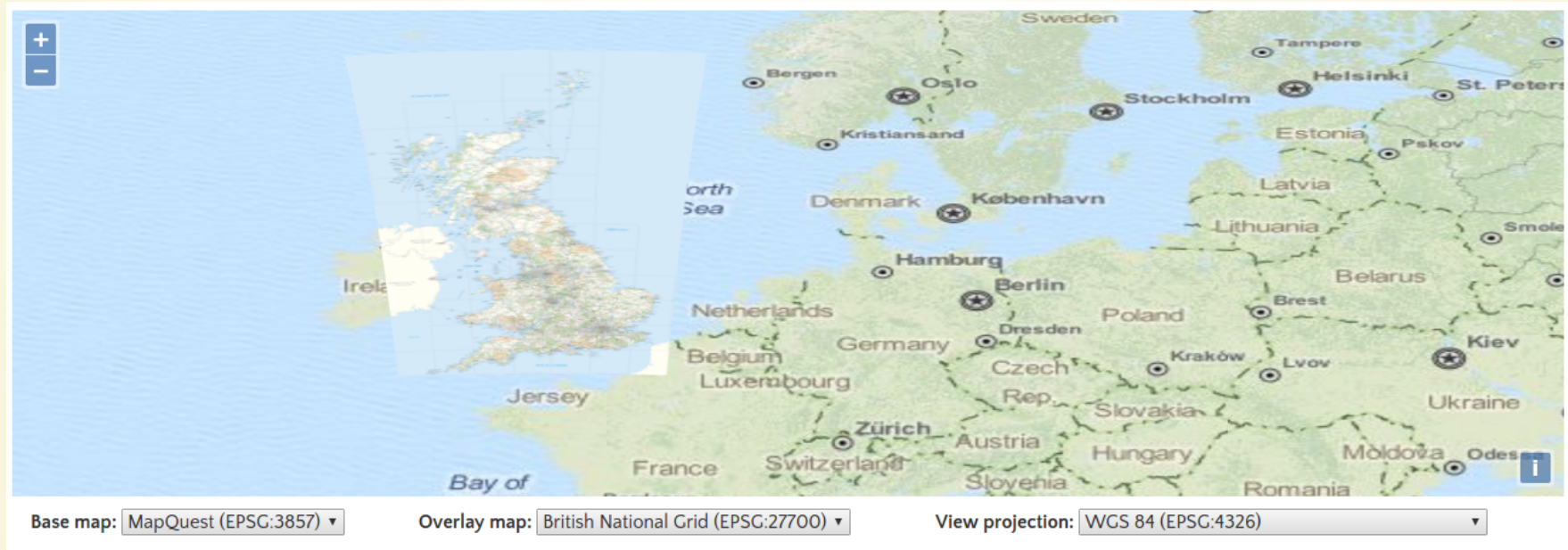
- Einige experimentelle Features entfernt (two-way-binding, FeatureOverlay...)
- Spezifische Vektor sources entfernt; => format in Vector-source
- Translate Interaktion
- IE 9 mit ES5-Shims, Edge-Support
- Zahlreiche Bugfixes
- Performanceverbesserungen
- Bessere Dokumentation
- ...

v3.11.0



v3.11.0

- Clientseitige Rasterreprojektion





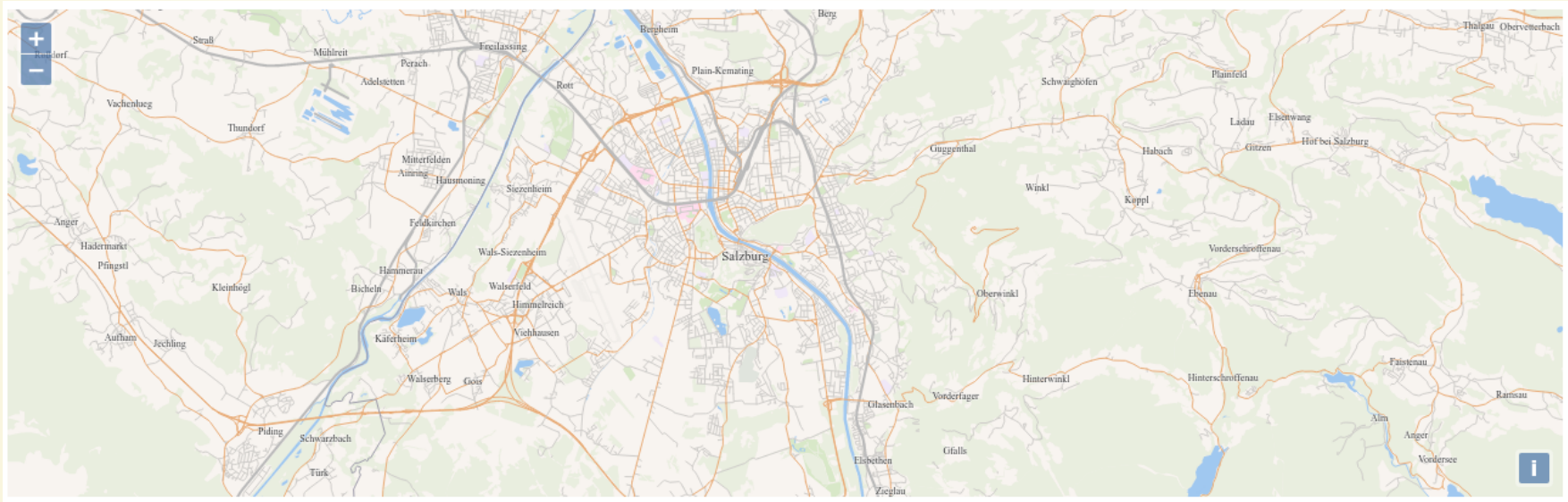
Sydney, Australien, Oktober 2009

Reprojection with EPSG.io Search



v3.11.0

- Mapbox Vector Tiles



Advanced Mapbox Vector Tiles



> v3.11.0: neu

- Multiline Labels (Vektoren)
- ol.source.CartoDB
- ol.source.ImageArcGISRest
- ~~ol.source.MapQuest~~
- ol.source.Raster

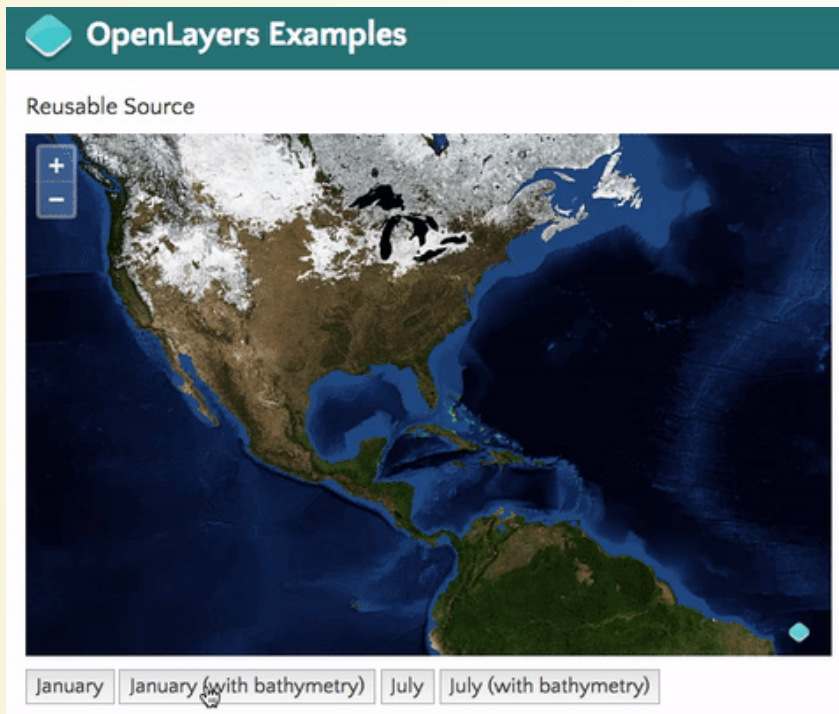
Color Manipulation



Raster Source



Weiche Übergänge bei URL-Änderungen



...gerne Vergessen

- ...zahlreiche Usability- und Dokumentationsverbesserungen
- Kreuzverlinkung
- Verlinkung API
- Kennzeichnung älterer Beispiele / API

v3.3.0

OpenLayers 3 Examples

Production

This example uses OpenLayers v3.3.0. The latest is v3.16.0.



Simple example

Example of a simple map.

See the [simple.js source](#) to see how this is done.

v3.16.0

OpenLayers Examples

Production

Docs

Examples

API

Code

Simple Map



A simple map with an OSM source.

Related API documentation: [ol.Map](#) , [ol.View](#) , [ol.layer.Tile](#) , [ol.source.OSM](#)

```
<!DOCTYPE html>
<html>
  <head>
    <title>Simple Map</title>
    <link rel="stylesheet" href="http://openlayers.org/en/v3.16.0/css/ol.css" type="text/css">
    <script src="http://openlayers.org/en/v3.16.0/build/ol.js"></script>
  </head>
  <body>
    <div id="map" class="map"></div>
    <script>
      var map = new ol.Map({
        layers: [
          new ol.layer.Tile({
            source: new ol.source.OSM()
          })
        ],
        target: 'map',
        view: new ol.View({
          center: [0, 0],
          zoom: 2
        })
      });
    </script>
  </body>
</html>
```

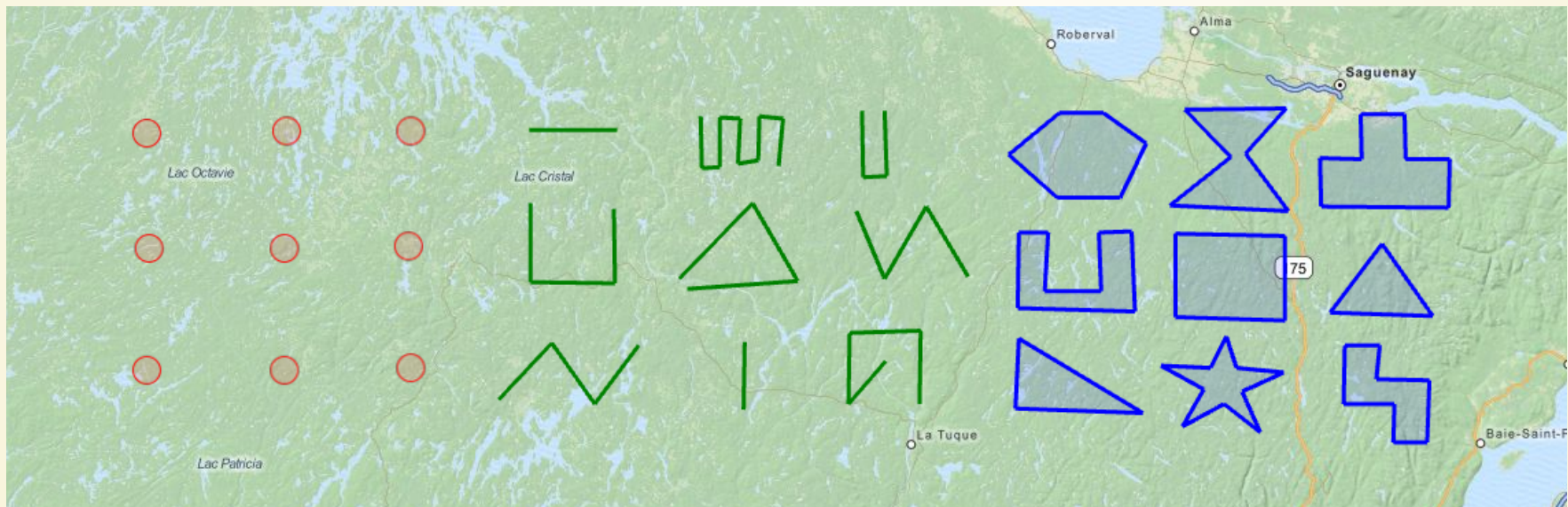
Copy Edit

Ausblick

... was kommt als
nächstes?

Zukunftsmusik

- Abhängigkeit von closure-library entfernen
- ECMAScript 2015 Module
- Mehr WebGL (Linien und Flächen), #5462



• ...

OpenLayers 3 - OpenLayer x

openlayers.org/en/v3.15.1/builder/

Bootstrap Modal and Git to GH-pages ngeo_desktop Python and Real-time Prévisions Savoie - M » Autres favoris

 **OpenLayers 3**

Docs Examples API Code

Custom Build Tool

Choose components for your custom build of OL3.

Compile & Download Selected >

Symbols

Toggle All

- ☐ animation +
- ☐ Attribution +
- ☐ Collection +
- ☐ colorlike +
- ☐ coordinate +
- ☐ DeviceOrientation +
- ☐ easing +
- ☐ extent +
- ☐ Feature +

Defines

Toggle All Toggle Default

- ☐ ol.ASSUME_TOUCH
- ☒ ol.ENABLE_CANVAS
- ☒ ol.ENABLE_DOM
- ☒ ol.ENABLE_IMAGE
- ☐ ol.ENABLE_NAMED_COLORS
- ☒ ol.ENABLE_PROJ4JS
- ☒ ol.ENABLE_RASTER_REPROJECTION
- ☒ ol.ENABLE_TILE
- ☒ ol.ENABLE_VECTOR

Vielen Dank

Fragen &
Anmerkungen?

Impressum

Impressum

Autor

Marc Jansen

terrestris GmbH & Co. KG

Kölustr. 99

53111 Bonn

jansen@terrestris.de

Lizenz

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