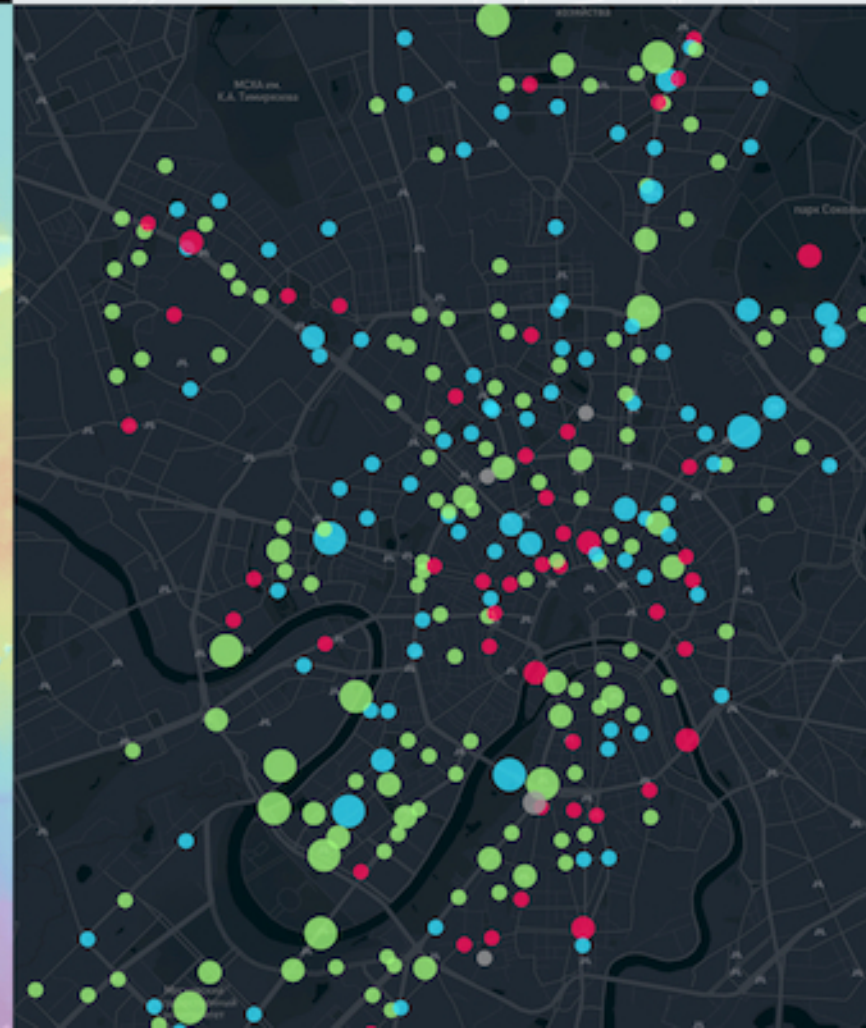
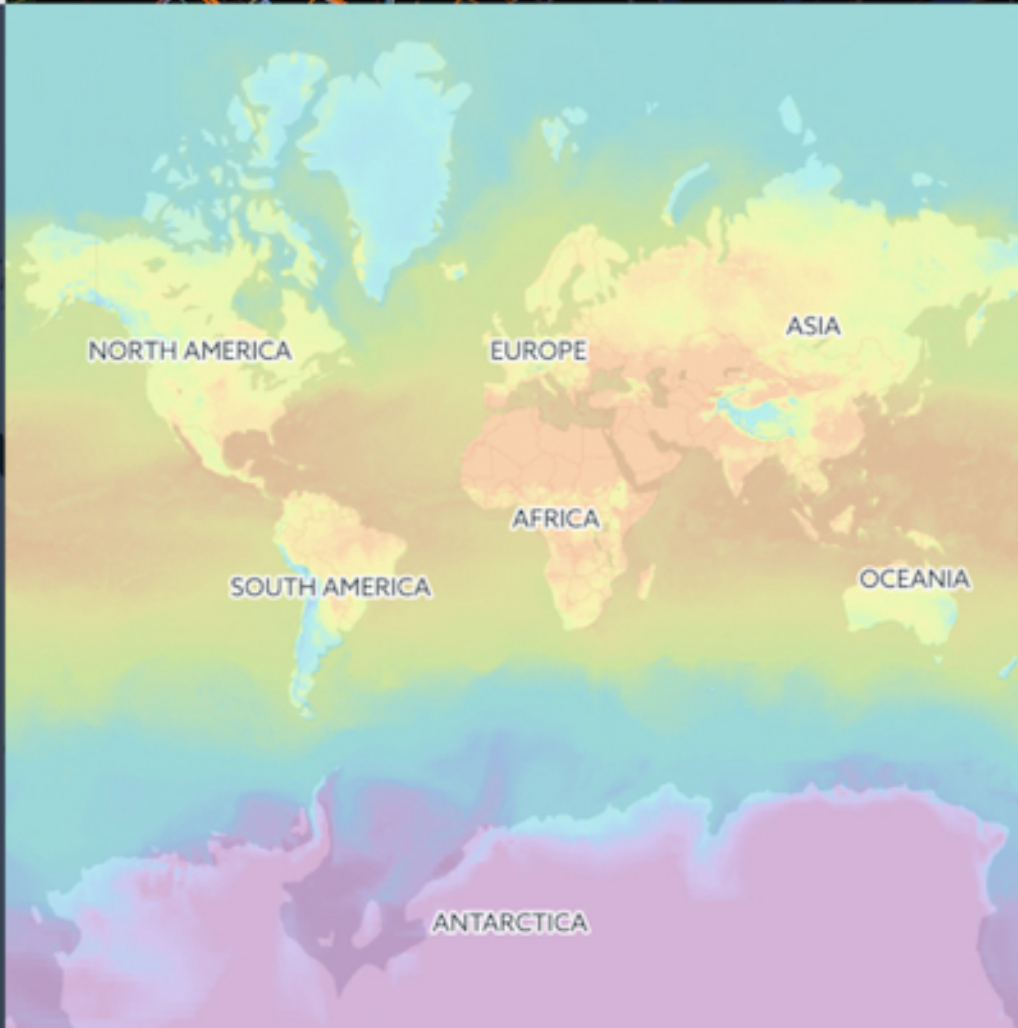
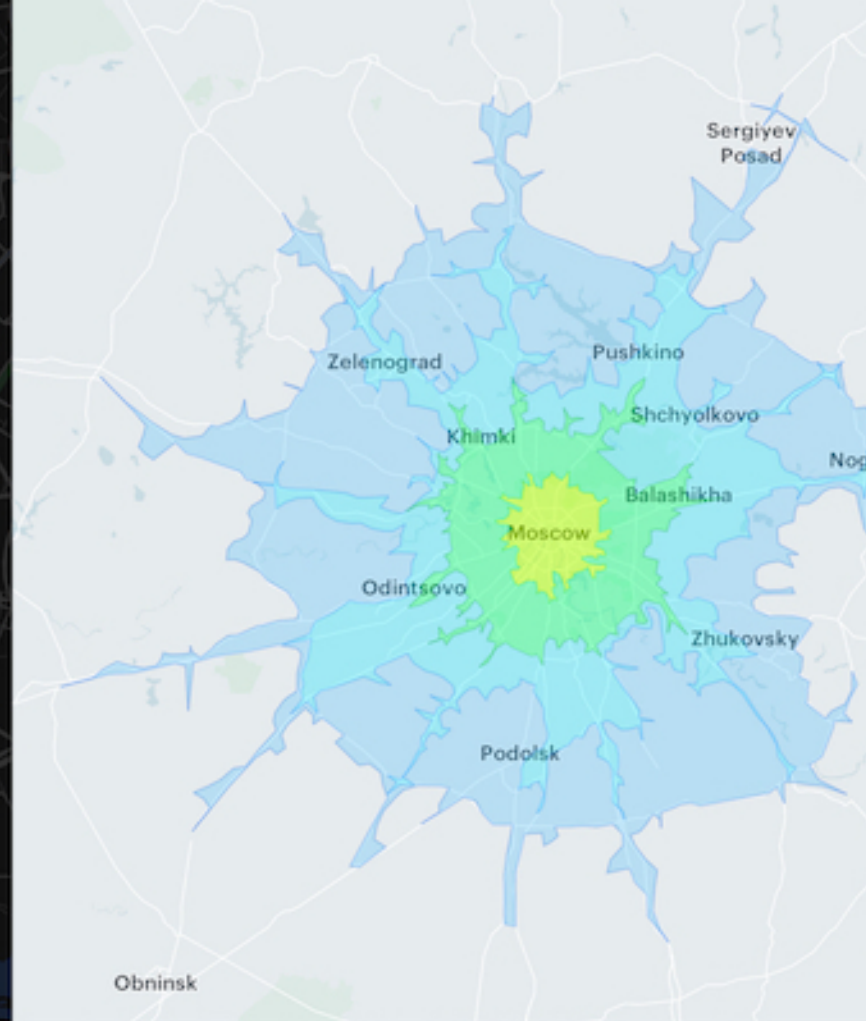
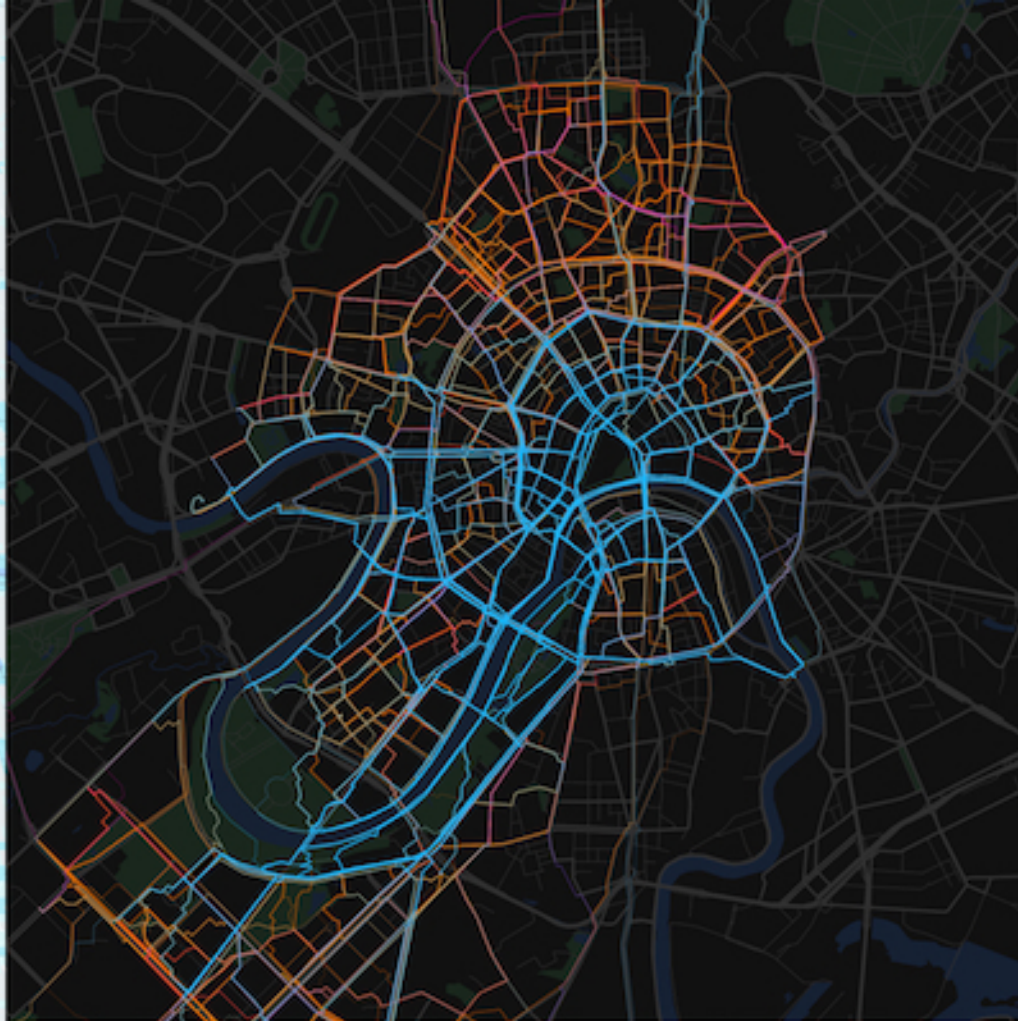
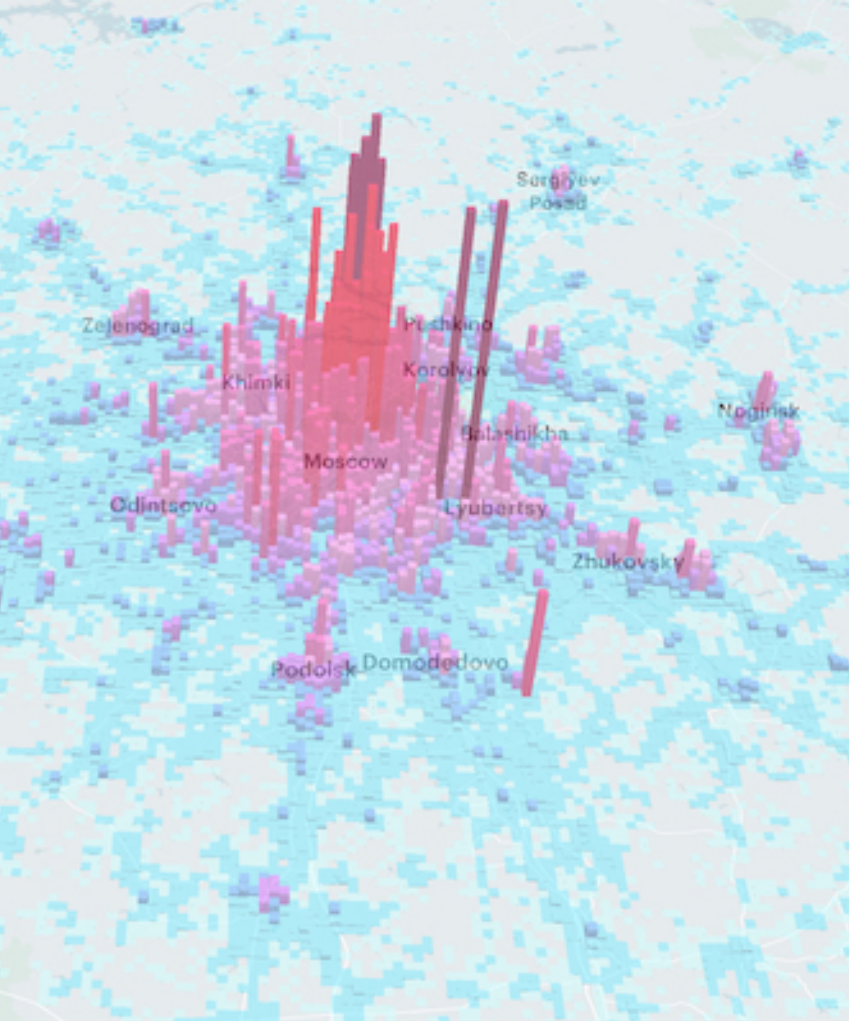


@urbica/react-map-gl

Степан Кузьмин

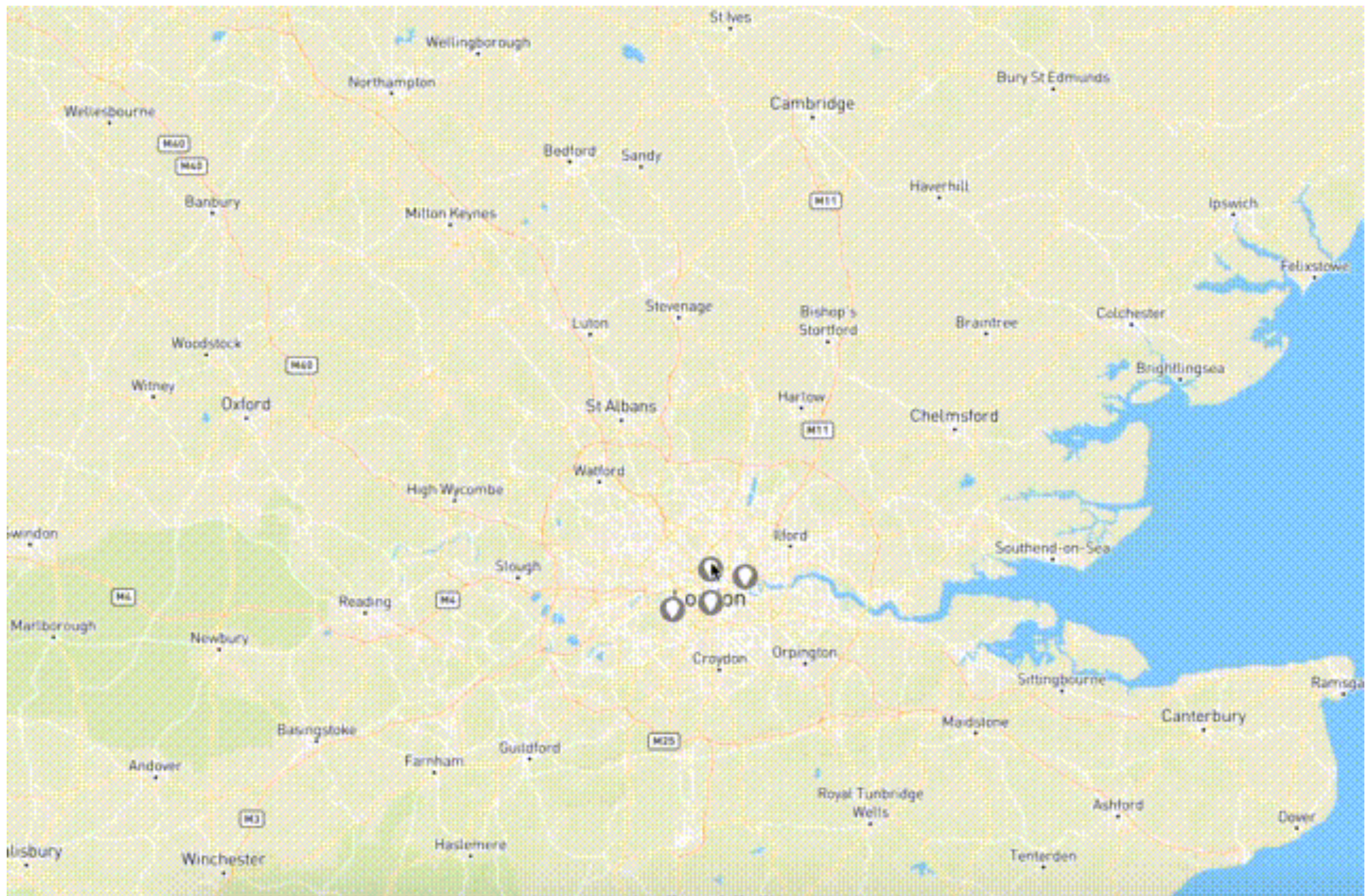


Проблемы

- Много данных
- Сложная логика

Mapbox GL JS

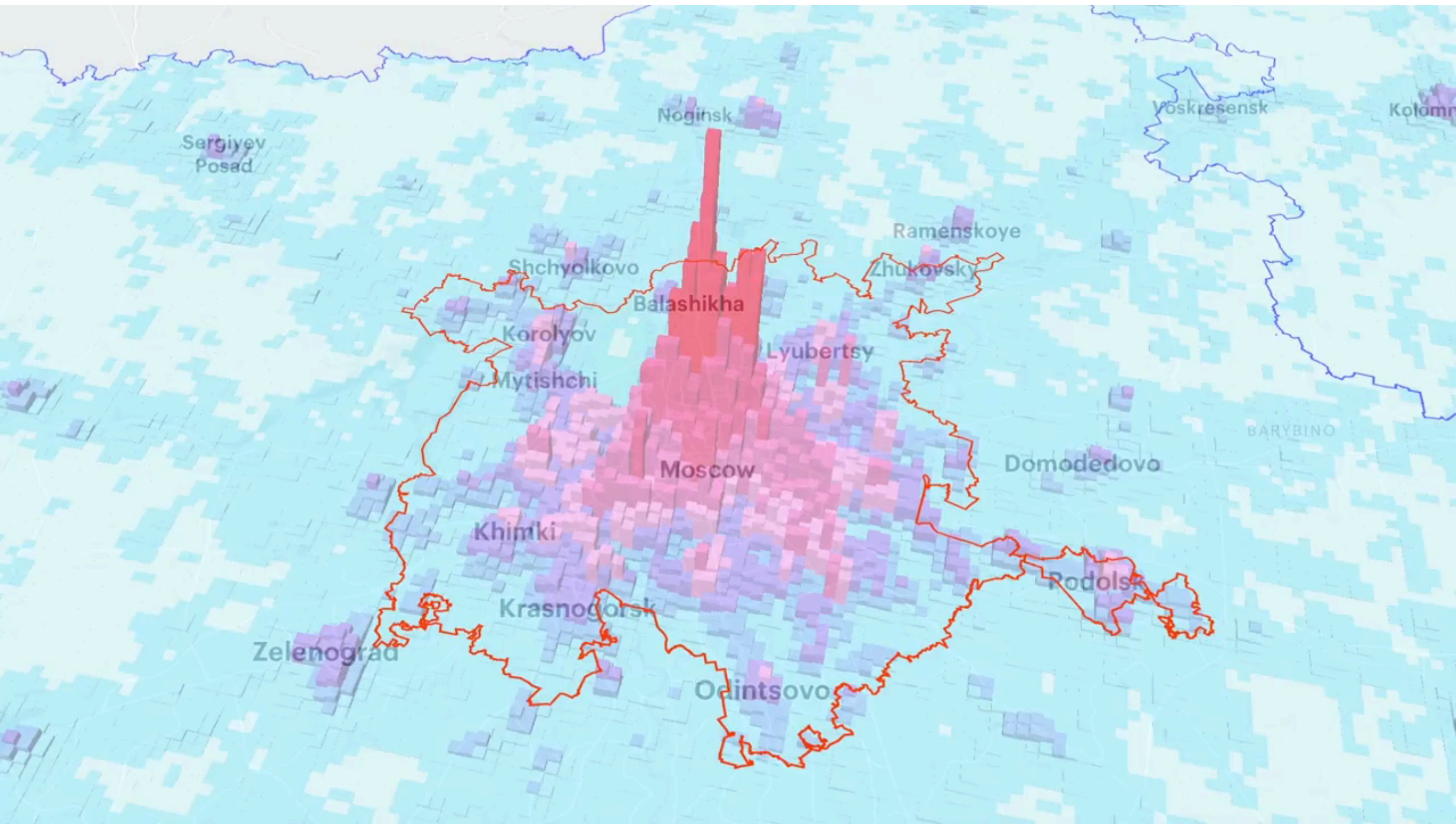
- WebGL
- Векторные тайлы
- Производительность
- Декларативное описание стилей



Готовые решения

- <https://github.com/uber/react-map-gl>
- <https://github.com/alex3165/react-mapbox-gl>

urbica.github.io/react-map-gl



```
import MapGL from '@urbica/react-map-gl';
```

```
const accessToken = <TOKEN> // Mapbox access token
```

```
<MapGL  
  style={{ width: '400px', height: '400px' }}  
  accessToken={accessToken}  
  mapStyle="mapbox://styles/mapbox/streets-v9"  
  latitude={37.7577}  
  longitude={-122.4376}  
  zoom={8}  
  onViewportChange={viewport => {  
    // Call `setState` and use the state to update the map.  
  }}  
</>
```


**accessToken mapStyle
preserveDrawingBuffer**

**longitude latitude
zoom bearing pitch**

**onViewportChange
onLoad onHover
onClick clickRadius**

github.com/urbica/react-map-gl