GTiff2Tiles.GUI

GTiff2Tiles.GUI is a simple GUI app, that implements methods from **GTiff2Tiles.Core** to create tiles. The app is available to download from GitHub Releases Page.

Supports **only GeoTIFF** as input data and creates **geodetic or mercator** tiles on output in **tms** or **non-tms** (*Google maps like*) structure. Any **GeoTIFF** (with less, than **5 bands**) on input is supported, if it's not **EPSG:4326** or **EPSG:3857**, it'll be converted to your selected target coordinate system and saved inside **temp** directory before cropping.

Requirements

Application runs only on **Windows x64** (*tested on Win 7 SP1+*) operating system.

If you're using **Windows 7 SP1**, you can experience weird error with **GDAL** package. It's recommended to install KB2533623 to fix it. You can read about this Windows update on MSDN.

Build dependencies

- GTiff2Tiles.Core;
- Prism.DryIoc – 8.0.0.1909;
- MaterialDesignColors – 1.2.7;
- MaterialDesignThemes – 3.2.0;
- MaterialDesignExtensions – 3.3.0-a01;

Using


Main page

Besides writing args each time the program start, you can specify the default values for GUI args in `settings.json` file. Full example (*with hardcoded default values*) is following:

```
{
  "InputFilePath": "",
  "OutputDirectoryPath": "",
  "TempDirectoryPath": "",
  "MinZ": 0,
  "MaxZ": 17,
  "TileExtension": "png",
  "CoordinateSystem": 4326,
  "Interpolation": "lanczos3",
  "BandsCount": 4,
  "TmsCompatible": false,
  "IsTmr": false,
  "Theme": "dark",
  "TileSideSize": 256,
  "IsAutoThreads": true,
  "ThreadsCount": 8,
  "TileCache": 1000,
  "Memory": 2147483648
}
```

All properties in `settings.json` can be `null` or file can even not exist: in this case the default settings will be used instead.

Args explanation:

- **InputFilePath** -- path to input GeoTIFF. Must have `.tif` extension;
- **OutputDirectoryInfo** -- path to output directory. Must be empty;
- **TempDirectoryInfo** -- path to temp directory. Timestamp `YYYYMMDDHHmmSSzzz` directory will be created inside;
- **MinZ** -- minimal zoom;
- **MaxZ** -- maximal zoom;
- **TileExtension** -- extension of ready tiles. Can be: `png`, `jpg` or `webp`;
- **CoordinateSystem** -- coordinate system of ready tiles. Can be `4326` or `3857`;
- **Interpolation** -- interpolation of ready tiles. Can be: `nearest`, `linear`, `cubic`, `mitchell`, `lanczos2` or `lanczos3`;
- **BandsCount** -- number of bands in ready tiles. Can be in range `[1, 4]`;
- **TmsCompatible** -- are tiles tms compatible? Can be `false` or `true`;
- **IsTmr** -- do you want to create `tilemapresource.xml`? Can be `false` or `true`;
- **Theme** -- app theme. Can be `dark` or `light`;
- **TileSideSize** -- size of tile's side. `int`;
- **IsAutoThreads** -- do you want to calculate threads automatically? Can be `true` or `false`;
- **ThreadsCount** -- number of threads in case you've set `IsAutoThreads` to `false`. `int`;
- **TileCache** -- number of tiles to store in memory cache. `int`;
- **Memory** -- how big tiff to store in RAM. `long`;