MapServer

Fast and Flexible open source web mapping

OSGeo Project

Mature, Fast Engine

MapServer is an Open Source platform for publishing spatial data and interactive mapping applications to the web. Originally developed in the mid-1990's at the University of Minnesota, MapServer is released under an MIT-style license, and runs on all major platforms.

MapServer is written in C and is widely known as one of the fastest mapping engines in the world. It is supported by a diverse group of organizations that fund enhancements and maintenance, and is administered within OSGeo by the MapServer Project Steering Committee. MapServer is driven by a very vibrant and helpful Open Source community.

Focus on Standards

MapServer supports numerous Open Geospatial Consortium (OGC) standards and it is also INSPIRE View Service compliant. Supported standards:

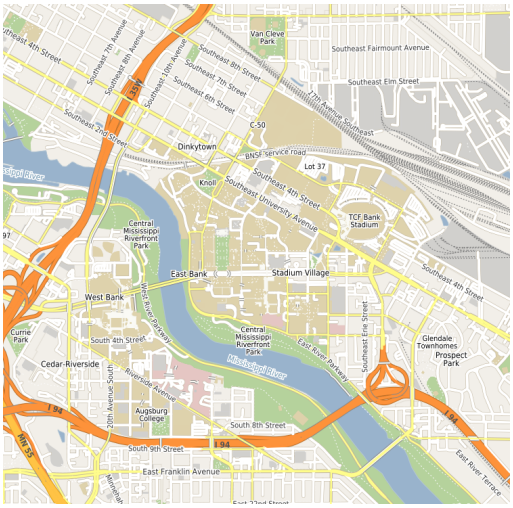
- **Web Map Service (WMS)** (client/server)
- **Web Feature Service (WFS)** (client/server)
- **Web Coverage Service (WCS)**
- **Web Map Context (WMC)**
- **Filter Encoding (FE)**
- **Style Layer Descriptor (SLD)**
- **Geography Markup Language (GML)**
- **Sensor Observation Service (SOS)**
- **Observations and Measurements (OM)**

Deployments

MapServer is used across all sectors (including commercial companies, research institutes and public administrations) to publish and share geospatial data, with a strong focus on OGC standards, and speed. MapServer is commonly used in complete web-mapping applications, in both the client and server-side.

Feature Rich

- Feature labeling including label collision mediation
- TrueType font support for labeling and symbolization
- Map element automation (scalebar, reference map, legend)
- Thematic mapping based on logical/regular expressions
- Renderer support with drivers for AGG, Cairo and others
- SVG Symbology
- Multiple Font Support
- UTF Grid Support
- Dynamic Heatmaps
- Special provisioning for tiled output generation
- Support for raster queries
- OGR-based query output generation
- Identify features by attributes, point, bounding box or geometry across one or more layers
- Scripting and development environments: CGI/FastCGI, PHP, Python, Perl, Ruby, Java, .NET
- Cross platform support
- Multiple raster and vector data formats through GDAL/OGR
- Multiple map projections support with on-the-fly reprojection



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