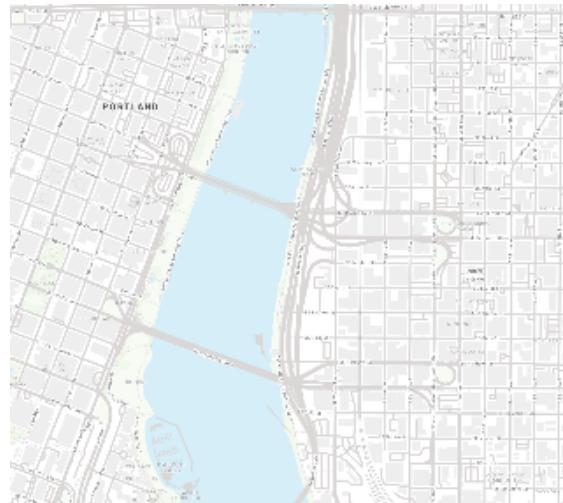
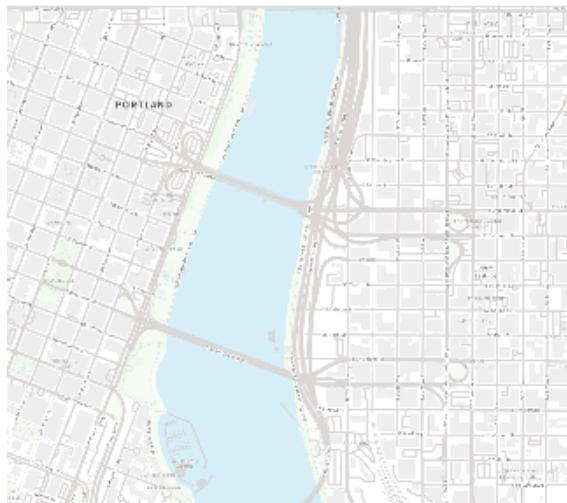


# Vector Tile Demo

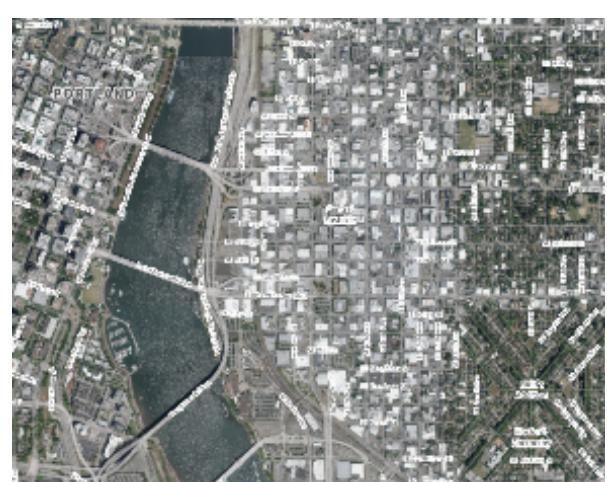
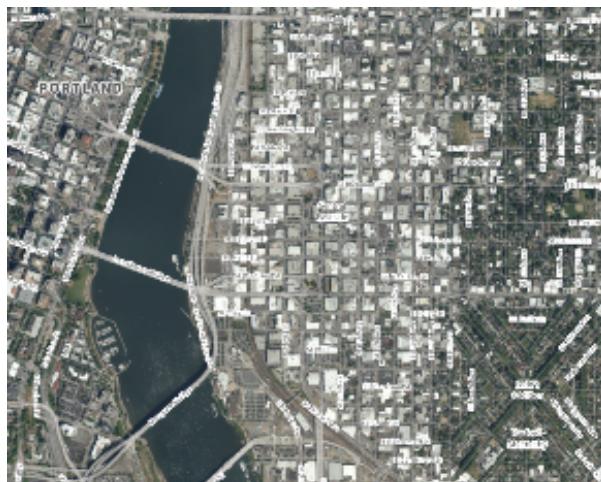
Chapter	Verse
We're using our existing OSM data in something called <a href="#">OpenMapTools (OMT)</a> -- <a href="https://tiles-dv.trimet.org">https://tiles-dv.trimet.org</a>	<p>This is the same or-wa.osm.pbf we've been <i>extracting</i> (from <a href="#">Geofabrik's west coast snapshot</a>), <i>renaming</i> (abbreviating street prefixes and suffixes, ala Southeast == SE &amp; Avenue == Ave) and loading into OTP, Pelias and Hastus.</p> <p>The <a href="#">extent of our new tiles</a> look very familiar (i.e., same bbox we've used for ~10 years):</p> 

OMT provides us with both a *vector tiles* and *raster tiles* options.

At first glance, it's hard to tell a difference visually between vector and raster tilesets:

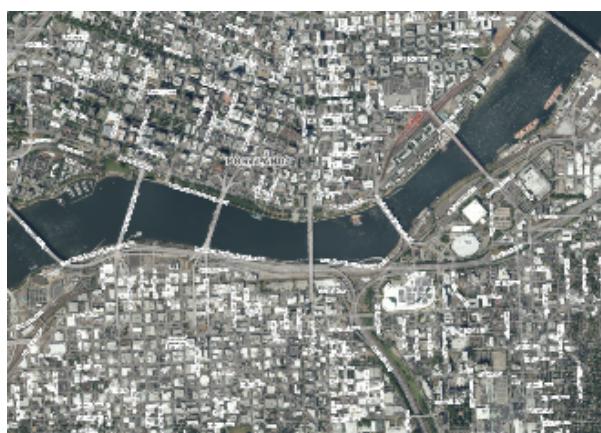


VS.



VS.

But rotate a vector tile, and you'll notice that the labels stay oriented so you don't have to read things upside down.



OR



And vector tiles can be tilted... woah!



More magic happens when you dynamically add layers atop a vector basemap. You control where to place an overlay in the base-layer stack, so that the overlay does not obscure those parts of the base you want placed above the overlay. E.g., here the route overlays are rendered below the basemap's textural labels, and thus do not obscure street labels from the base.



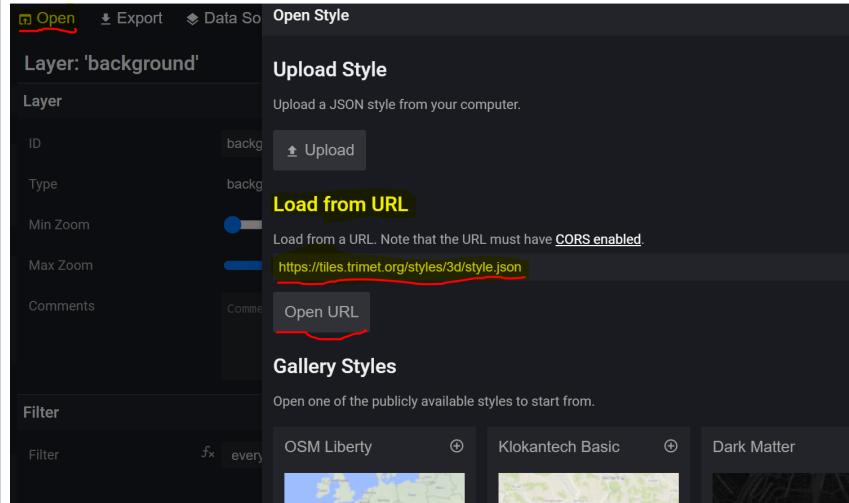
Switching javascript map libraries.

The move to vector tiles requires us to switch javascript map libraries, from [Leaflet](#) to [MapLibre](#) (OSS version of [Mapbox GL JS](#))

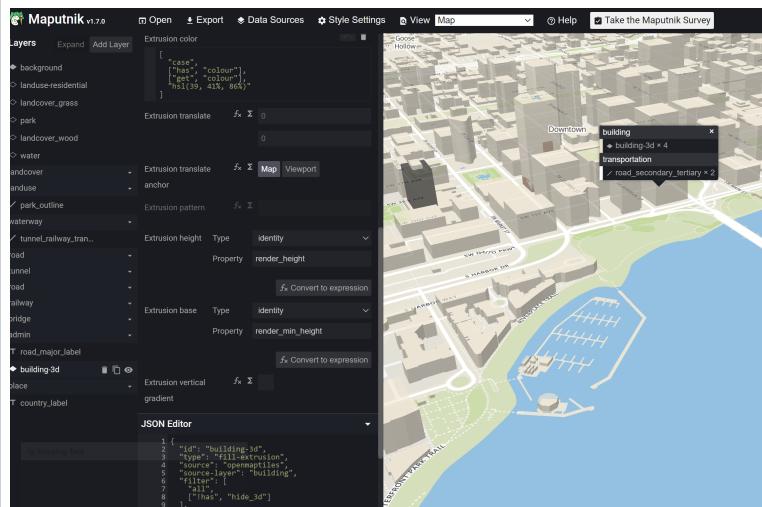
OMT brings WYSIWYG tile styling

We have a [variety of cool styles](#) at our disposal. Via [Maputnik](#), it's fairly easy to take an existing style and start changing the look of a tileset.

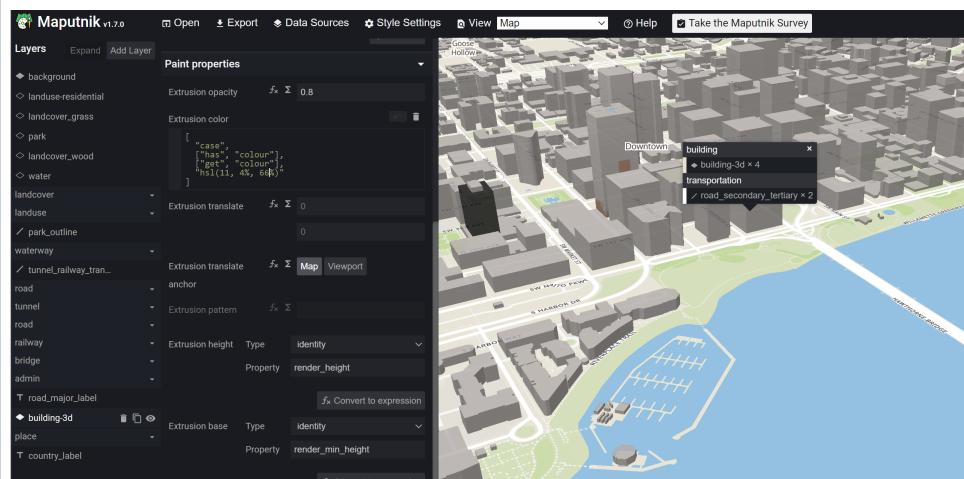
Steps 1 - open one of our style .json files in [Maputnik](#) (e.g., <https://tiles.trimet.org/styles/3d/style.json>)



Step 2 - select a feature:



Step 3 - edit some attributes of selected feature:



Step 4 - save / export the updated style and pass the .json file on to me to [commit it to git](#) and deploy it to production:

