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Markers and annotations

The Mapbox Maps SDK for Android offers several ways to add markers, annotations, and other shapes to a map. This guide helps you choose the best approach for your application based on factors like interaction requirements, number of features, the need for customizing the style of features, and data sources.

- ## Annotations

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- Annotations
 - Default model
 - Other shapes
 - Interactivity
- Style layers

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Benefits:

- Built-in interaction support like selecting and dragging annotations around the map.
- No external data file necessary.
- Every annotation can be individually styled.
- Every annotation layer can be adjusted to be above or below another layer.
- Same performance benefits as using style layers.

Limitations:

- Inefficient for adding many features (> 250) to the map.
- No default marker image available.

The Mapbox Maps SDK's Annotations API does not provide a default image for symbol layers. You must provide an image and add it to the style before using the `PointAnnotationManager` to add it to the map.

Beta

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Mapbox Tiling Service

- ✓ Create highly customized vector tilesets
- ✓ Specify IDs for each feature in a tileset
- ✓ Reuse uploaded data across multiple tilesets
- ✓ Generate tilesets with multiple layers to optimize for performance

**Public beta**

Mapbox Tiling Service is in public beta. All features and workflows are subject to potential changes.

Mapbox Tiling Service (MTS) is a tool for creating vector tilesets. With MTS, you use sets of configuration options ([tileset recipes](#)) to transform your geospatial data into vector tiles. The resulting tiles are hosted on Mapbox servers for use in your applications.

Vector tilesets are helpful if you want to visualize a large amount of data on a map quickly. When creating vector tiles, you can turn gigabytes of raw geospatial data into mere kilobytes, which can be critical for complex data visualizations since most modern browsers support loading about 100 MB of data at a time. And when you use MTS to create vector tiles, you have precise control over how your geospatial data is reduced into tiles.

Use cases

You can use MTS for many use cases. For example, you could use it to:

- Tile census boundaries to make interactive election visualizations.
- Add hiking paths, trails, or other roadways not included by default in [Mapbox Streets](#) to your map.
- Visualize activity data like runs or bike rides on a map.
- Add hotel or real estate properties and their attributes to a map.
- Create multi-layer tilesets (tilesets that contain up to 20 different data layers).

Because MTS is hosted by Mapbox and designed to scale, you can build full, end-to-end data pipelines with it. It's the same

On this page[Use cases](#)[How to use MTS](#)[Share your feedback](#)

Reflexion

Se me está poniendo bastante cuesta arriba desarrollar este proyecto en Java debido a la nula documentación de la versión release del SDK de Mapbox. Me siento bastante a la deriva respecto de las decisiones que hay que ir tomando dentro del proceso de desarrollo. Dudo bastante si fue correcta la opción de utilizar Mapbox.