

Vector Map (World Map – 2D).

Simple solution for creating vector map on Earth from .json file! Countries, points, information about countries.

You can select the country you want, watch information about that country. Change color of borders, color for selected country, size of labels or switch labels off. Switch between day and night.

Launch the scene in the project to see how it works. VectorMap2D folder should be in Assets folder.

Press right mouse button to move on the map, middle mouse button to scroll. Easy to control, easy to use!

The labels for small countries are not showing from beginning, but it is very easy to change! Open EarthCountryFactory.cs file. Find CreatePoints(JSONObject geo) method and change or delete first string: `if (geo["area"].f > 150000f)`. This is a square of country. You can change the number and see what happen.

P.S.

Later I'm going to upload on assetstore my another project: offline vector maps 2D (8 or 9 levels of zoom). All data will be in .pbf files. And pbf files will be in local database (.mbtiles file). There will be water, country borders, region borders, roads, rivers, points for cities, countries and many other features. It will be possible to change colors for water, land, different types of borders. It will be like usual online map like "openstreetmap" but absolutely offline.