

# DSpace

A new way of handling geolocation based information

iggy & chrono



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# Talk-Contents

## Overview

## Infrastructure

Basemaps

Overlays

## DSpace Client

Overview

Uncovering Blockwise

## Sec 2

## Question

If life were a just computer game with awesome sensory input, which standard game features would be missing in our interface, in order to play it well, especially when playing in groups?

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- ▶ A MiniMap
- ▶ Instant group communication

# Basemaps

screenshot and explanation for basemaps

# Overlays

screenshot and explanation for overlays

## Basic rules

Increase the likelihood and efficiency of adding/sharing information by introducing a standardized framework like the W3c in 1993.

- ▶ Federation
- ▶ Free to use
- ▶ Open Source
- ▶ Lose Bindings
- ▶ Modular Extensions



# Overlay ideas

- ▶ Urban Management
  - ▶ Emergency Response Management (First Responder Setup)
  - ▶ Hitchhiking (linking drivers/hikers in a sector - [hitchwiki.org](http://hitchwiki.org))
  - ▶ Real-Time public transportation information
  - ▶ Real-Time risk distribution
- ▶ Resource Management
  - ▶ Food Mapping/Sharing ([mundraub/foodshare.org](http://mundraub/foodshare.org))
  - ▶ Dumpster Diving ([trashwiki.org](http://trashwiki.org))
  - ▶ Fleet Management
  - ▶ Open Access Mapping ([openwifimap.net](http://openwifimap.net))
- ▶ Organizing Events
  - ▶ Public congress/camp Overlay for visitors
  - ▶ Private engal Overlays for orga

## Even more Overlay ideas

- ▶ Realtime Semantic Mapping Heat mapping twitter hashtags (i.e. heatmap #earthquake to find current EQ reports and positions)
- ▶ Private group overlays for the area of activity (i.e. MuCCC)
- ▶ Drone GCS Interfacing Localization and interactive Mission/WayPoint Management
- ▶ Entertainment Geocaching, AR-MMORPGs, AR-MMO-Strategy-Games
- ▶ Open Network Access Mapping Access Points (<http://openwifimap.net>)-<http://map.pberg.freifunk.net/> + ham-radio repeater information
- ▶ ADS-B Airplane Mapping Overlay
- ▶ Use your imagination

# Infrastructure

What do we need to get somewhere?

# Map Forgery

- ▶ TileMill
- ▶ Import OpenStreemap data
- ▶ NASA/CGIAR SRTM SIR-C-Band V41 90m Topo
- ▶ DLR SRTM X-Band SAR 25m Topo
- ▶ TerraSAR-X/TanDEM-X (Future)

# Map Delivery

- ▶ TileStream

# Read-Only

- ▶ Simple HTTP GeoJSON Feed
- ▶ SpaceAPI

# Read-Write

► remotestorage.io

# Javascript Dependencies

- ▶ Ender
- ▶ Underscore
- ▶ Backbone
- ▶ Bean
- ▶ Bonzo
- ▶ DOMReady
- ▶ RequireJS
- ▶ Qwery
- ▶ Morpheus
- ▶ Reqwest



# Build Dependencies

- ▶ Almond (AMD)
- ▶ Handlebars
- ▶ CSSO

# Inserting source code

```
1  #include<stdio.h>
2  #include<iostream>
3  // A comment
4  int main(void)
5  {
6      printf("Hello_World\n");
7      return 0;
8  }
```

A figure

- ▶ Item 1
- ▶ Item 2

A figure

- ▶ Another item 1
- ▶ Another item 2
- ▶ This list is longer
- ▶ Than the previous one
- ▶ was