

# OpenLayers



Stand, Neues und Ausblick; oder  
"15 Punkt-Releases später... was  
kommt als nächstes?"

Marc Jansen

# Gliederung

- Über...
- Stand
- Neues (15 Punkt-Releases)
- Ausblick

Über...

# Marc Jansen



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- Seit 2007 Entwickler / Projektleiter bei terrestris
- Kernentwickler und PSC Mitglied GeoExt
- Kernentwickler OpenLayers
- Buchautor "OpenLayers"
- Sprecher & Trainer national & international
- OSGeo Foundation Charter Member

# terrestris



⌚ @terrestris  
🐦 @terrestrisde

- [terrestris.de](http://terrestris.de)
- OpenSource GIS aus Bonn
- Entwicklung, Projekte & Support/Schulung
- Beratung, Planung, Implementierung & Wartung

# Stand

# Was ist OpenLayers?

“

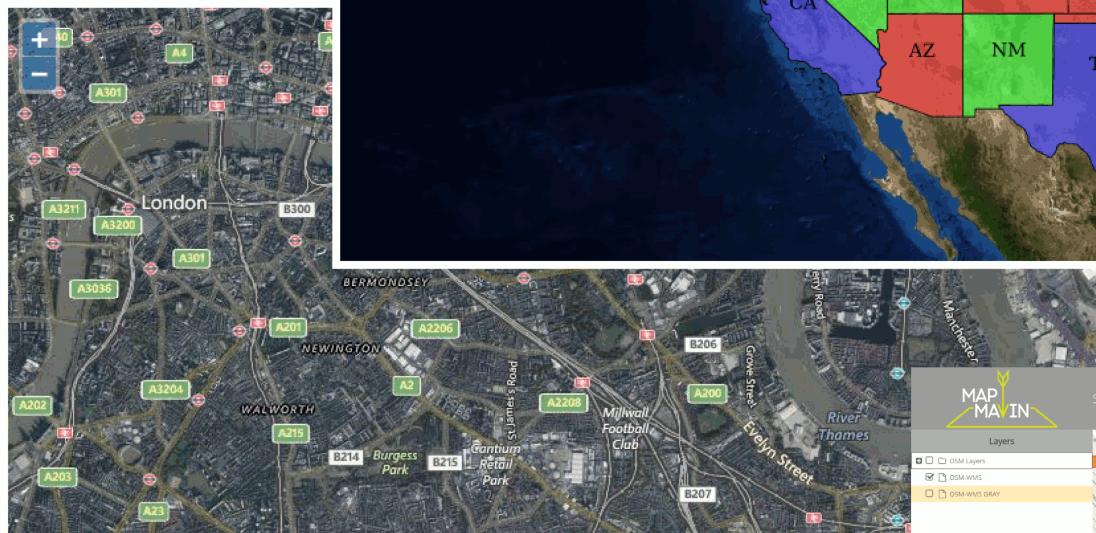
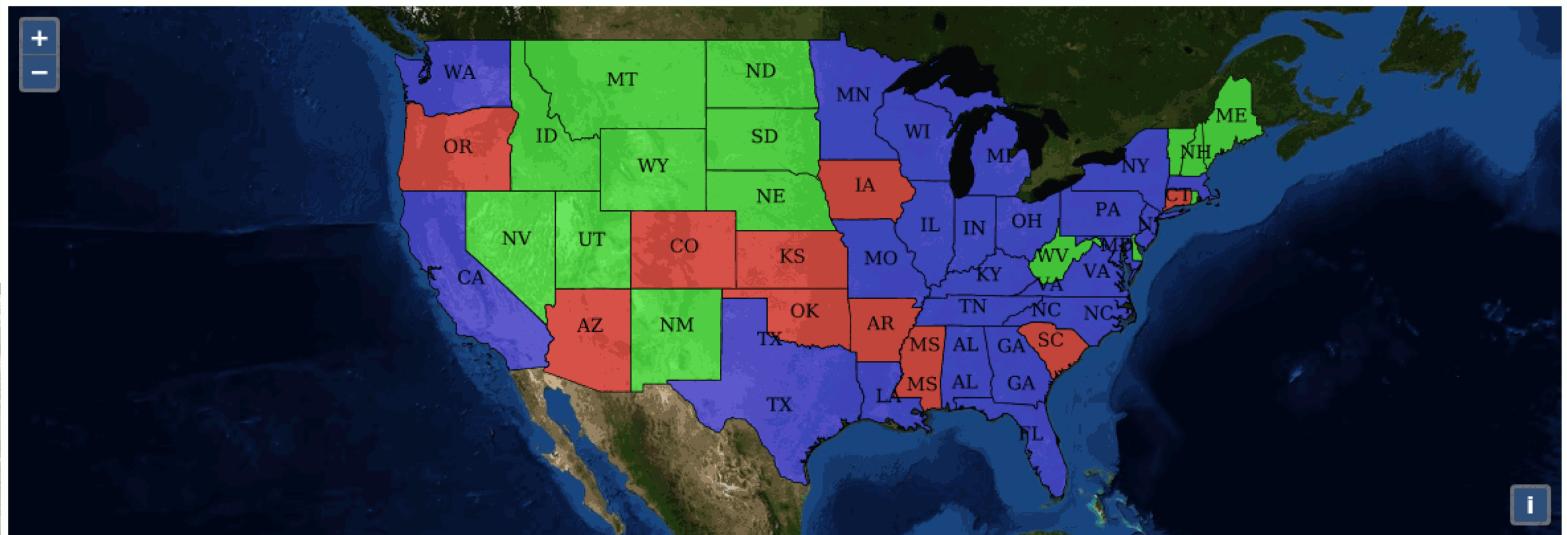
*A high-performance, feature-packed library  
for all your mapping needs.*

– *openlayers.org, 27. Juni 2016*

- OpenSource (BSD)
- JavaScript
- OSGeo project

# OpenLayers

- ...lange Historie
  - v2.0.0, August 2006
  - v3.0.0, August 2014
  - v3.17.0, Juli 2016
- viele Daten- & Layerquellen
- Interaktionen & Steuerelemente
- Aktiv entwickelt & große Community
- Gut dokumentiert & viele Beispiele
- Universal einsetzbar



Aerial with labels ▾

Simple Web Map Company 1

terrestris

Live Session

Add Channel 1

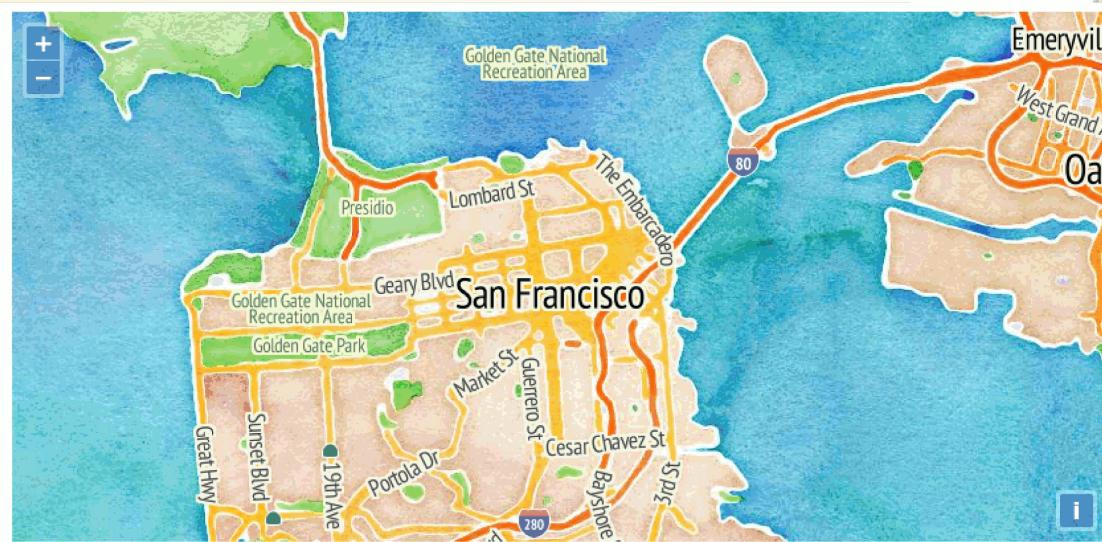
Channel 1 - Chat

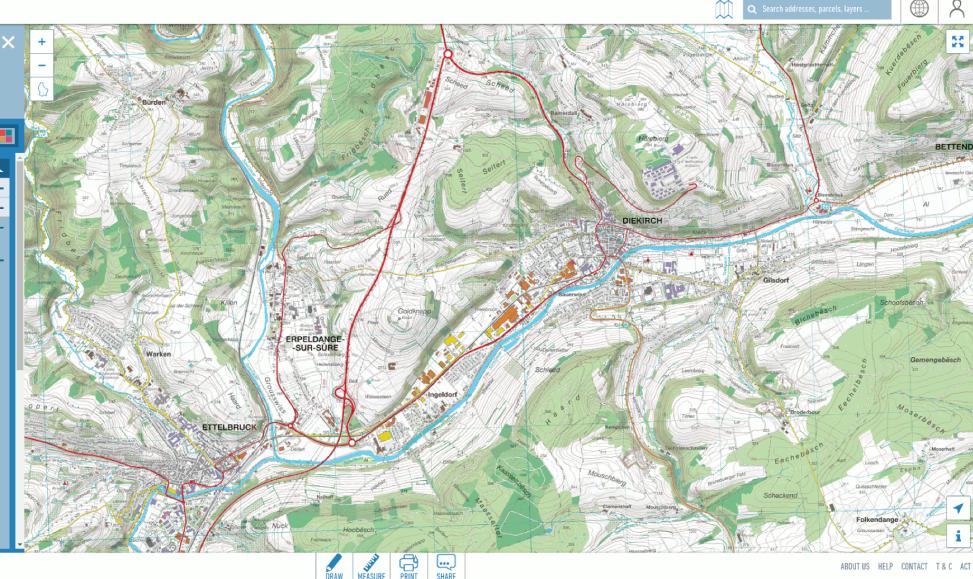
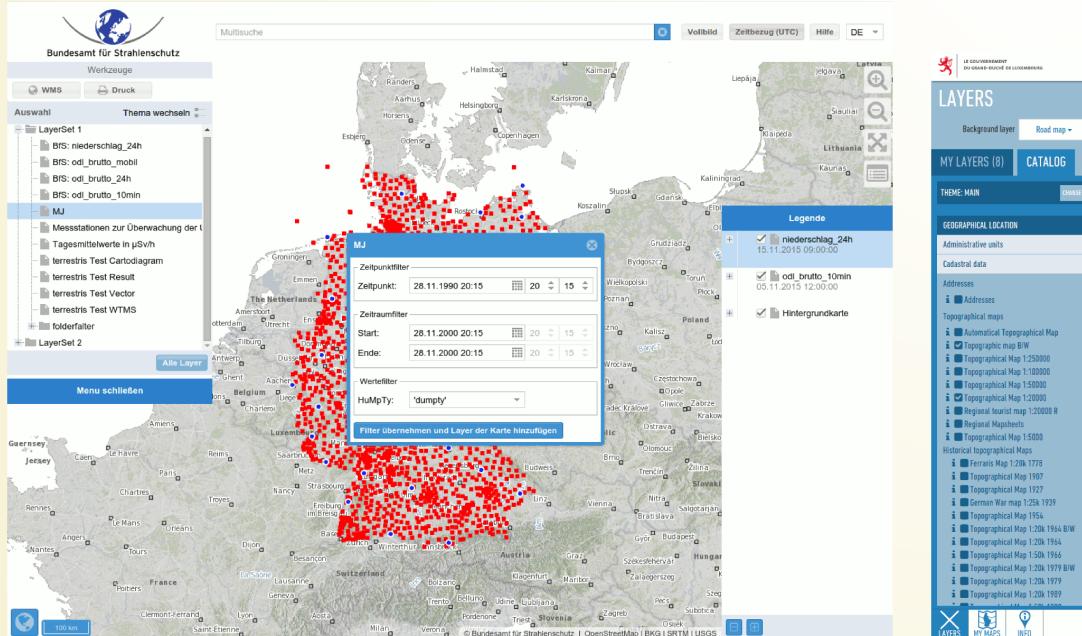
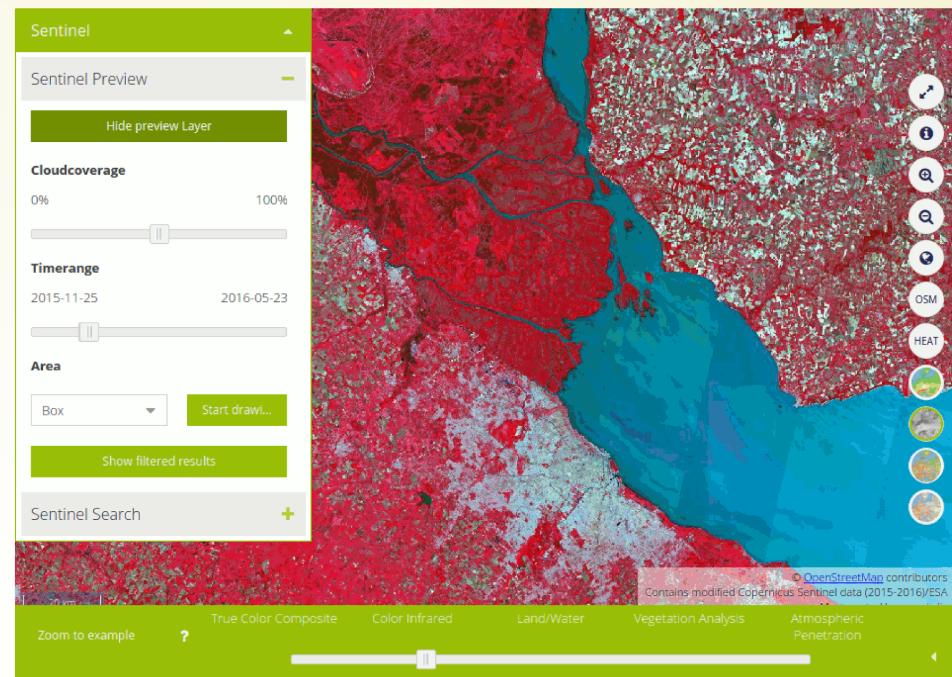
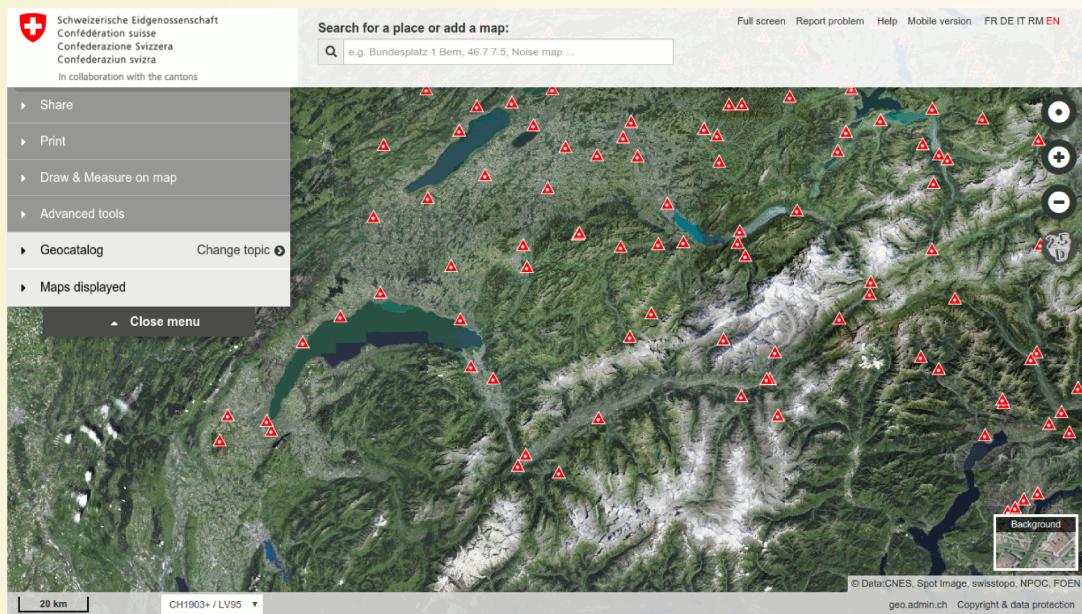
Dong Xagge Hello in Lao

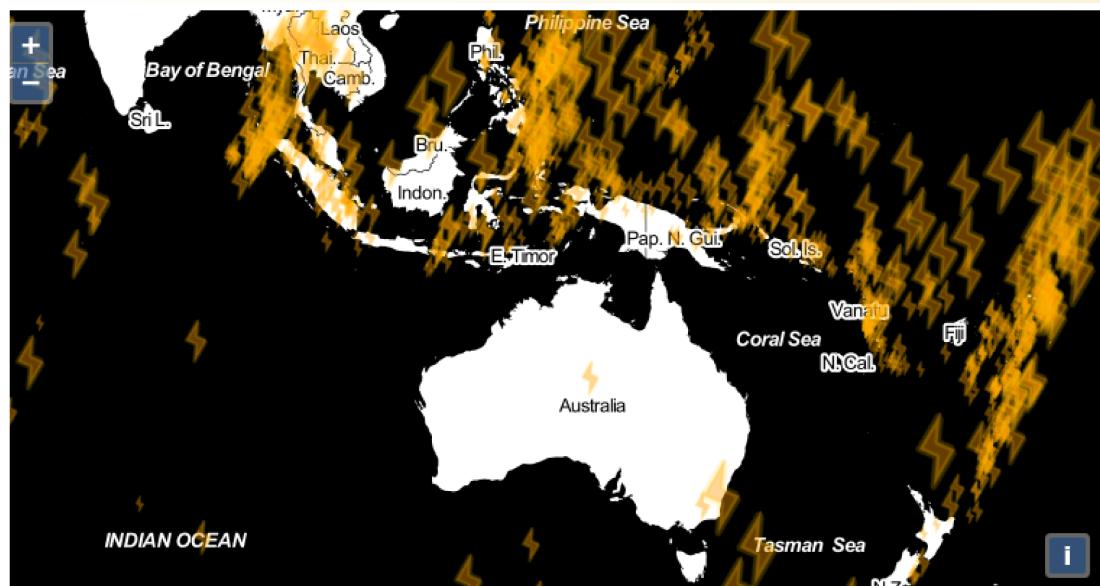
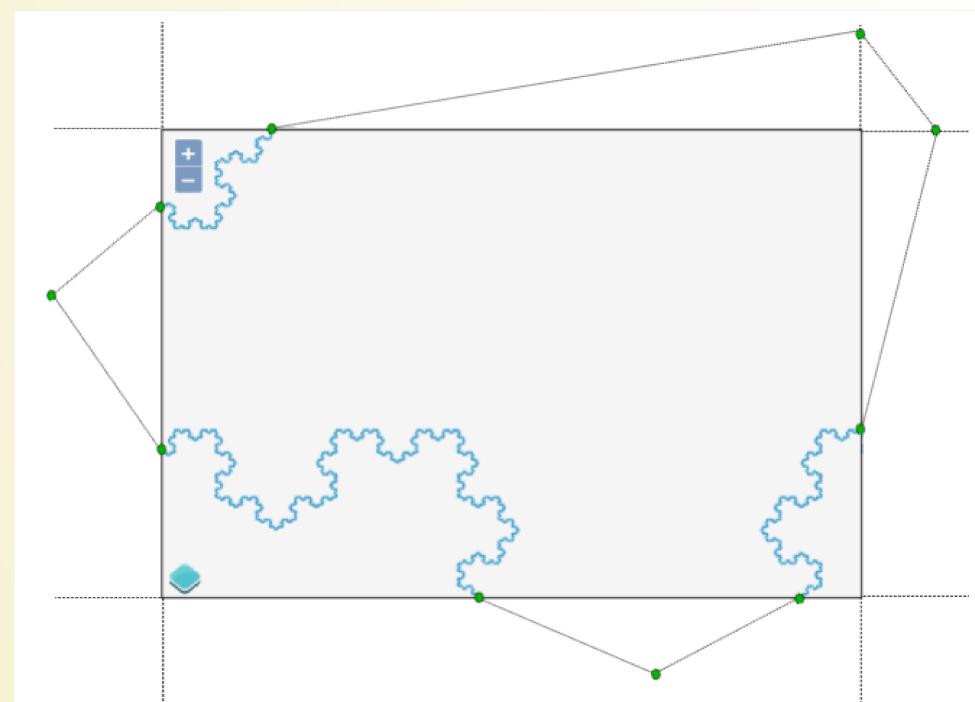
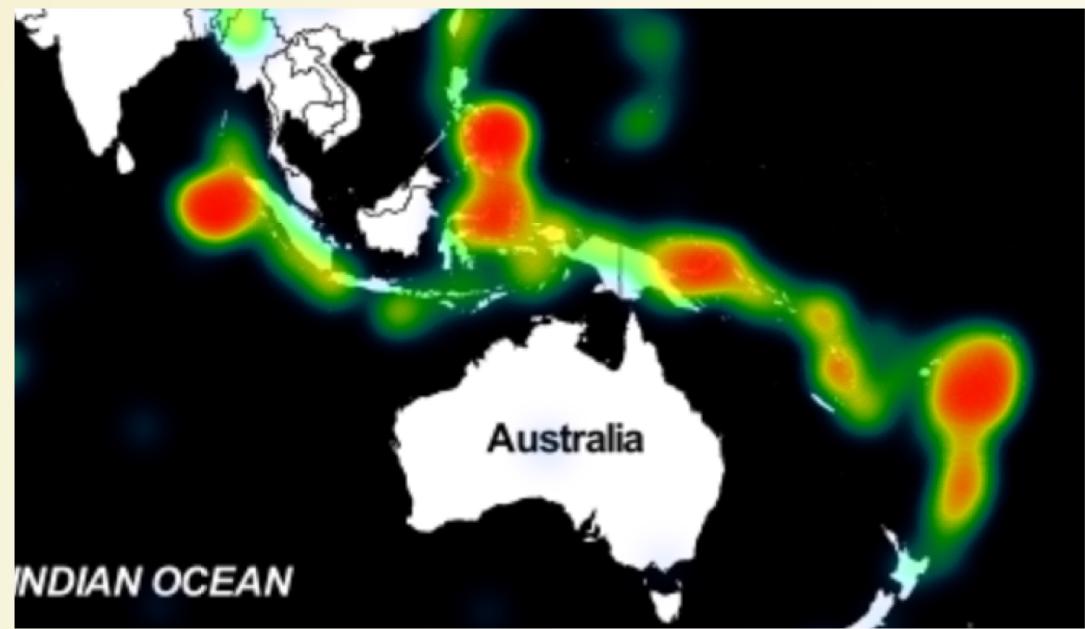
Jean Kek

Mike Miller What's up Mike

Channel 1 - Users







# OL3-Cesium

OpenLayers - Cesium integration library



## / OL3-Cesium

OpenLayers - Cesium integration library. Create your map using [OpenLayers 3](#), and visualize it on a globe with [Cesium](#).

### // Features

Switch smoothly between 2D and 3D and synchronize:

- Map context (bounding box and zoom level);
- Raster data sources;
- Vector data sources in 2D and 3D;
- Map selection (selected items).

The library is configurable and extensible and allows:

- Lazy or eager loading of Cesium
- Limiting Cesium resource consumption (idle detection)

Stay tuned for more exciting features like animated transitions between map and globe view, and synchronization of maps in projections other than EPSG:4326 and EPSG:3857.

### // Getting started

Please check the github project for all technical details: <https://github.com/openlayers/ol3-cesium>.

is maintained by [openlayers](#).

This page was generated by [GitHub Pages](#) using the Architect theme by [Jason Long](#).

Neues  
15 Punkt-Releases später

11.03.2015 – 05.07.2016

v3.3.0 – v3.17.0

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14 Punkt-Releases

[Code](#)[Issues 412](#)[Pull requests 52](#)[Wiki](#)[Pulse](#)[Graphs](#)

# Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare](#)

[base: master@{2015-03-11} ▾](#)

...

[compare: master@{2016-07-05} ▾](#)[-o Commits 3,133](#)[Files changed 1,035](#)[Commit comments 7](#)

This comparison is big! We're only showing the most recent 250

- > 3.000 commits
- > 1.000 Dateiänderungen
- 22 Beitragende (code)

**tschaub**

414 commits / 109,912 ++ / 124,141 --

#1

**ahocevar**

344 commits / 118,823 ++ / 101,898 --

#2

**fredj**

336 commits / 4,263 ++ / 4,568 --

#3

**afi marcjansen**

204 commits / 6,687 ++ / 1,900 --

#4

**greenkeeperio-bot**

99 commits / 128 ++ / 145 --

#5

**petrsloup**

96 commits / 4,716 ++ / 1,689 --

#6



- Top-6 Beitragende
- 5 verschiedene Firmen & ein Bot
- 5 verschiedene Nationalitäten
- Hohe Kontinuität

# Wichtige Änderungen / neue Features

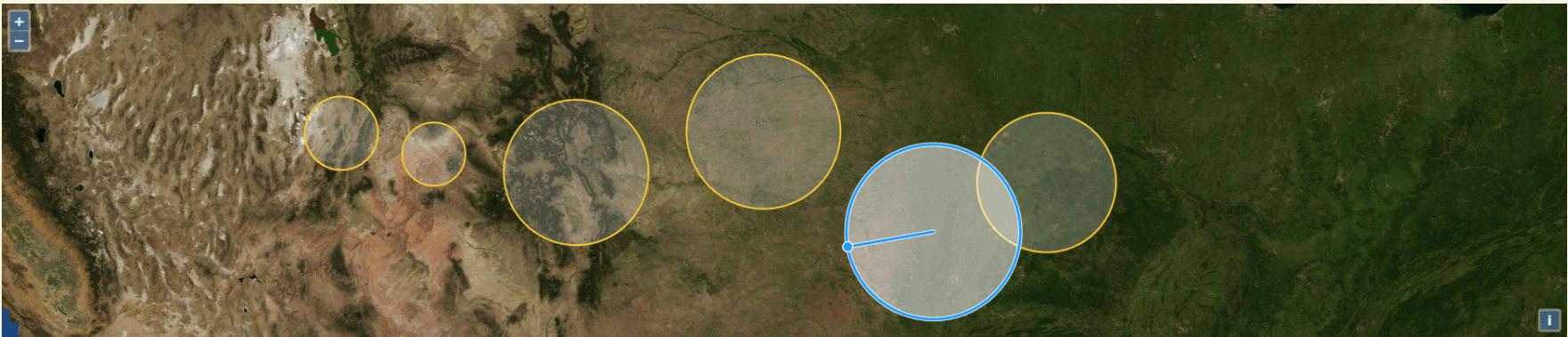
... eine Auswahl

# v3.4.0

- Dateline wrapping tile-sources



- Circles in Draw interaction



# Schladming, März 2015



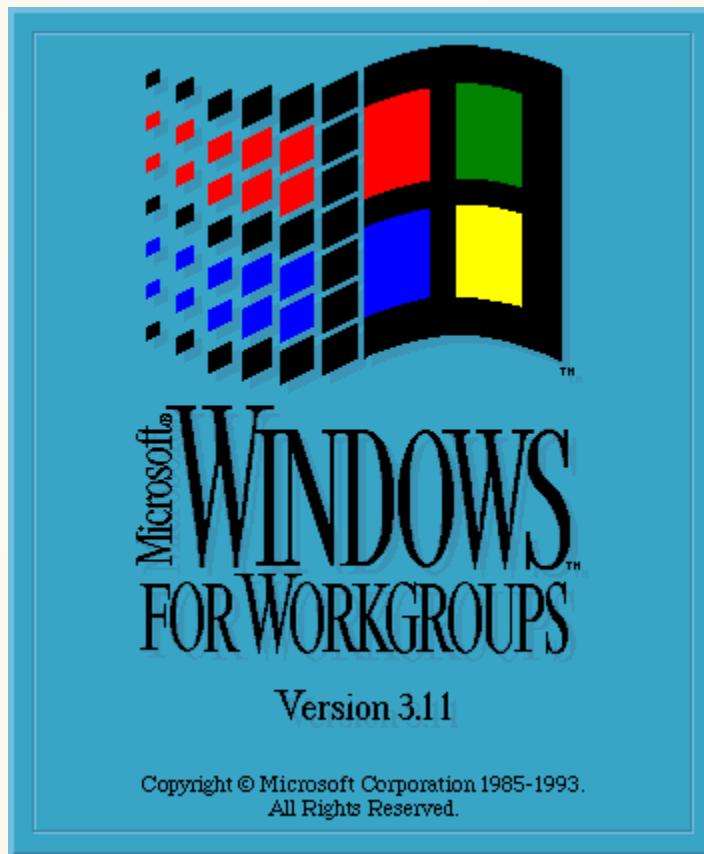
# Schladming, März 2015

- Tutorials / FAQ
- API docs
- Assertions mit Fehlermeldungen
- Testcoverage
- ...

# v3.4.0 — v3.10.0

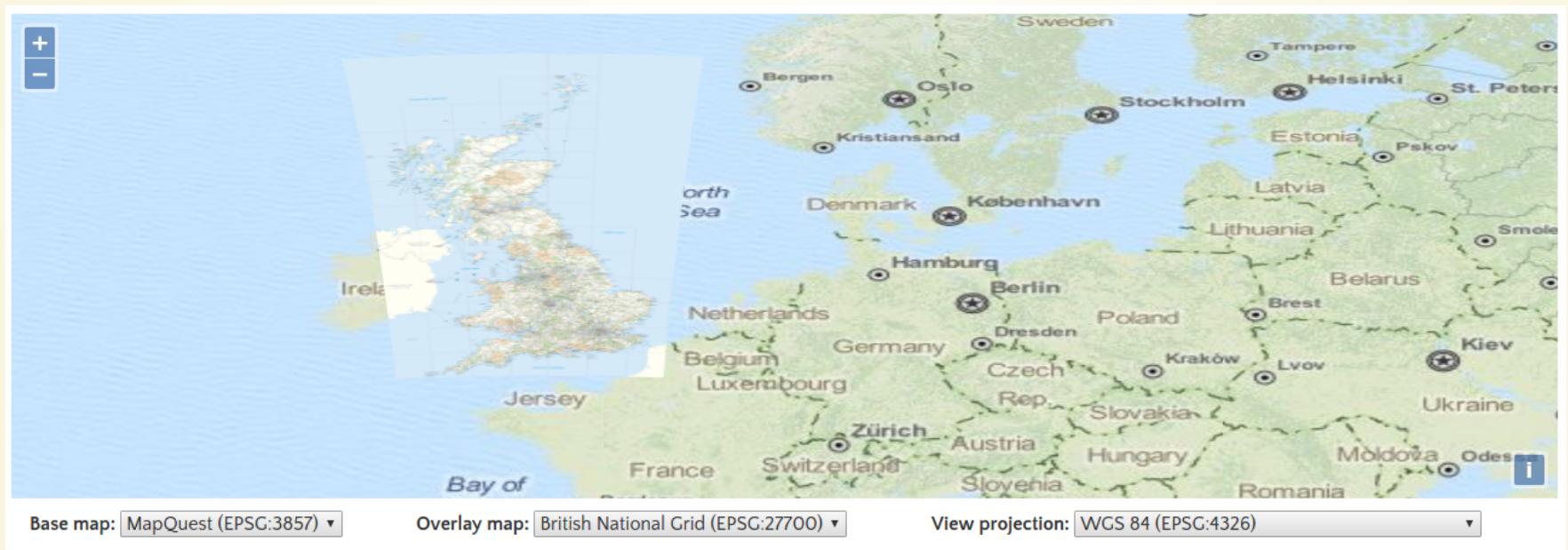
- Einige experimentelle Features entfernt (two-way-binding, FeatureOverlay...)
- Spezifische Vektor sources entfernt; => format in Vector-source
- Translate Interaktion
- IE 9 mit ES5-Shims, Edge-Support
- Zahlreiche Bugfixes
- Performanceverbesserungen
- Bessere Dokumentation
- ...

# v3.11.0



# v3.11.0

- Clientseitige Rasterreprojektion





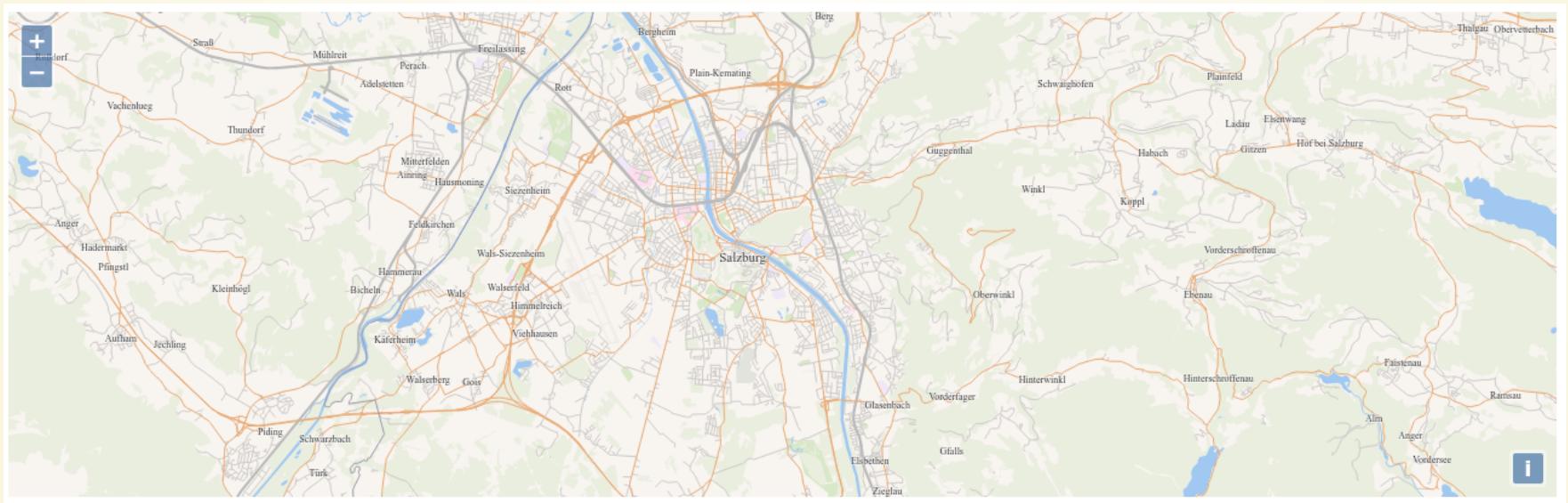
Sydney, Australien, Oktober 2009

Reprojection with EPSG.io Search



# v3.11.0

- Mapbox Vector Tiles



## Advanced Mapbox Vector Tiles



# > v3.11.0: neu

- ol.source.CartoDB
- ol.source.ImageArcGISRest
- Multiline Labels (Vektoren)
- ol.source.Raster

## Color Manipulation



Raster Source



# Weiche Übergänge bei URL-Änderungen

 OpenLayers Examples

Reusable Source



January January (with bathymetry) July July (with bathymetry)

 OpenLayers Examples Production

Reusable Source



January January (with bathymetry) July July (with bathymetry)

# ...gerne Vergessen

- ...zahlreiche Usability- und Dokumentationsverbesserungen
- Kreuzverlinkung
- Verlinkung API
- Kennzeichnung älterer Beispiele / API

# v3.3.0

 OpenLayers 3 Examples Production

This example uses OpenLayers v3.3.0. The latest is v3.16.0.



**Simple example**  
Example of a simple map.  
See the [simple.js source](#) to see how this is done.

# v3.16.0

 OpenLayers Examples Production Docs Examples API Code

**Simple Map**



A simple map with an OSM source.  
Related API documentation: [ol.Map](#) , [ol.View](#) , [ol.layer.Tile](#) , [ol.source.OSM](#)

```
<!DOCTYPE html>
<html>
  <head>
    <title>Simple Map</title>
    <link rel="stylesheet" href="http://openlayers.org/en/v3.16.0/css/ol.css" type="text/css">
    <script src="http://openlayers.org/en/v3.16.0/build/ol.js"></script>
  </head>
  <body>
    <div id="map" class="map"></div>
    <script>
      var map = new ol.Map({
        layers: [
          new ol.layer.Tile({
            source: new ol.source.OSM()
          })
        ],
        target: 'map',
        view: new ol.View({
          center: [0, 0],
          zoom: 2
        })
      });
    </script>
  </body>
</html>
```

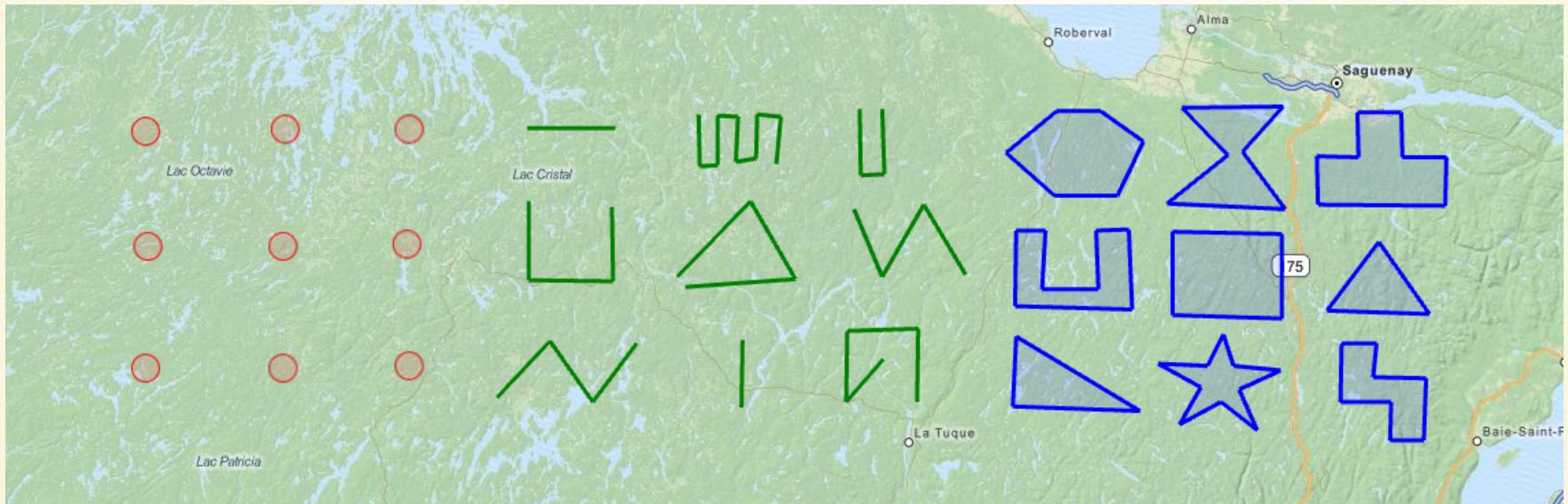
Copy Edit

# Ausblick

... was kommt als  
nächstes?

# Zukunftsmusik

- Abhangigkeit von closure-library entfernen
- ECMAScript 2015 Module
- Mehr WebGL (Linien und Flachen), #5462



• ...

OpenLayers 3 - OpenLayer x

openlayers.org/en/v3.15.1/builder/ 

Bootstrap Modal and Git to GH-pages ngeo\_desktop Python and Real-time Prévisions Savoie - Autres favoris

# OpenLayers 3

## Custom Build Tool

Choose components for your custom build of OL3.

[Compile & Download Selected](#)

### Symbols

- animation +
- Attribution +
- Collection +
- colorlike +
- coordinate +
- DeviceOrientation +
- easing +
- extent +
- Feature +

### Defines

- ol.ASSUME\_TOUCH
- ol.ENABLE\_CANVAS
- ol.ENABLE\_DOM
- ol.ENABLE\_IMAGE
- ol.ENABLE\_NAMED\_COLORS
- ol.ENABLE\_PROJ4JS
- ol.ENABLE\_RASTER\_REPROJECTION
- ol.ENABLE\_TILE
- ol.ENABLE\_VECTOR
- ol.ENABLE\_VECTOR\_TILE

Vielen Dank

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# Fragen & Anmerkungen?

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Impressum

# Impressum

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## Lizenz

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