# Geography 485L/585L - Internet Mapping

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# Week 11 - Module 2b - OpenLayers Javascript Framework

#### Overview

- More detailed Map Object Options
- More detailed Layer Object Options
- Additional Map Layer Types With Examples

## Map Object Options

- Map Object Options API Reference
- View Object Options API Reference
- Layer Object Options

```
ol.layer.Tile API Reference
ol.layer.Image API Reference
ol.layer.Vector API Reference
ol.layer.VectorTile API Reference
ol.layer.Heatmap API Reference
```

A variety of strategies for constructing a new OpenLayers. Map object

```
// create a map with minimum required elements and default
   // options in an element with the id "map1"
   var myMap = new ol.Map({
       target: 'map1',
       // a map without layers can be defined and in that case a map with no layers
       // will be rendered
       layers: [
           new ol.layer.Tile({
                source: new ol.source.OSM()
           })
10
       ],
11
       view: new ol.View({
           center: ol.proj.fromLonLat([-106.624083,35.08427]),
13
           zoom: 18
           })
15
       });
```

```
17
18
   // create a map with options specified in a separate 'options' variable and
      included by reference in the code to create the new map object
20
   var options = {
21
        // required options
22
        target: 'map2',
        layers: ...,
24
        view: ...,
25
26
        // optional options - only include those that you need
        controls: ...,
28
        pixelRatio: ...,
        interactions: ...,
30
        keyboardEventTarget: ...,
31
        loadTilesWhileAnimating: ...,
32
        loadTilesWhileInteracting: ...,
33
34
        logo: ...,
        overlays: ...,
35
        renderer: ...
36
   };
37
   var map = new ol.Map(options);
39
   // map with non-default options - same as above but with a single argument
40
   var map = new ol.Map({
41
        // required options
42
        target:'map2',
43
        layers: ...,
        view: ...,
45
        // optional options - only include those that you need
47
        controls: ...,
48
        pixelRatio: ...,
49
        interactions: ...,
50
        keyboardEventTarget: ...,
51
        loadTilesWhileAnimating: ...,
52
        loadTilesWhileInteracting: ...,
        logo: ...,
54
        overlays: ...,
        renderer: ...
56
   });
57
58
   // the following commands can be executed to add, set or remove the layers in a map
   // after a map object has been created
60
   map.addLayer(layer)
62
   map.removeLayer(layer)
   map.setLayerGroup(layerGroup)
64
   // the view of a layer can be created or modified after the map object has been
66
   // created by using the following command
67
   map.setView()
69
70
```

```
^{71} // the target DOM object for the map object can be set or changed using ^{72} // the following command ^{73} map.setTarget
```

#### Layer Object Options

Layer Types and a subset of sources for each type

- ol.layer.Image a single map image is rendered for this layer type
  - ol.source.ImageMapGuide API source is a MapGuide server hosting data of interest.
  - ol.source.ImageStatic API source renders a specified static image file within a specified extent within the map.
  - ol.source.ImageWMS API source retrieves a single map image from the specified OGC Web Map Service (WMS).
  - ol.source.ImageArcGISRest API source retrieves a single map image from the specified ArcGIS REST service.
- ol.layer.Tile map images in a tiled grid are rendered for this layer type
  - ol.source.TileArcGISRest API source is an ArcGIS REST map or image service
  - ol.source.TileWMS API source is an OGC Web Map Service (WMS)
  - ol.source.WMTS API source is an OGC Web Map Tile Service (WMTS)
- ol.layer.VectorTile map content is delivered vector data that has been divided into a tile grid and cannot be edited
  - ol.source. VectorTile API source delivers vector data tiles for rendering in the client
- ol.layer.Vector map content is delivered as vector data that is rendered by the client and may be
  edited within the client
  - ol.source.Vector API the source for vector feature(s) that constitute a vector layer. The individual features are ol.Feature objects that consist of at least one geometry, or a collection of geometries and any additional attributes that are associated with each feature.

Common Pattern of Layer Object Creation (varies some depending upon the specific layer type)

```
var layer = new ol.layer.***({
source: new ol.source.***({
}
}

output
form
output
fo
```

### Additional Map and Layer Object Functions & Events

Both Map and Layer Objects have a number of associated functions as well

- Retrieving object properties programmatically with Get functions.
- Modifying existing object properties with Set functions
- Map destruction, and reconfiguration
- Linkage of object events with Javascript functions

### WMS Layer Configuration

Some key issues to be aware of when using the two WMS supporting layers (ol.layer.Tile, and ol.layer.Image) and their associated WMS sources (ol.source.TileWMS and ol.source.ImageWMS respectively) include:

- The projection of the map object must be supported by the included WMS service (review the WMS GetCapabilities response to see what projections are supported by the service). If you don't specify a projection parameter as part of the map object's view property a default Web Mercator (EPSG:3857) projection is used for the map. Information about how to define and set map projections in OpenLayers is found here
- The *layers* parameter as part of the params option must be provided as part of the server-related property list (the layer names may also be found in the GetCapabilities response)
- Other WMS parameters (again as part of the params option) may be provided as well to "adjust" the request automatically generated by OpenLayers
- Use of a tiled WMS may produce unwanted repetition of labels included in the WMS. If that is the
  case you can use a single-image ol.layer. Image layer type to allow the WMS server to handle the
  distribution of layers across the entire map image instead of including them in each individual map
  image.

Sample WMS Layer Object Creation

```
// OpenLayers_03_wms.js
   // define layer objects
4
   var basemap_tiled = new ol.layer.Tile({
6
       source: new ol.source.TileWMS({
       url: 'https://basemap.nationalmap.gov/arcgis/services/USGSTopo/MapServer/WmsServer?',
         params: {
          LAYERS: 0,
          FORMAT: 'image/png',
11
          TRANSPARENT: true
12
        },
13
         attributions: [
          new ol.Attribution({
15
            html: 'Data provided by the <a href="http://basemap.nationalmap.gov">National Map</a>.'
          })
17
        ]
18
      })
19
   })
20
21
   var basemap_single = new ol.layer.Image({
22
       source: new ol.source.ImageWMS({
23
          url: 'https://basemap.nationalmap.gov/arcgis/services/USGSTopo/MapServer/WmsServer?',
24
          params: {
              LAYERS: 0,
26
              FORMAT: 'image/png',
27
              TRANSPARENT: true
28
          },
          attributions: [
30
              new ol.Attribution({
```

```
html: 'Data provided by the <a href="http://basemap.nationalmap.gov">National Map</a>..'
32
               })
33
           ]
34
       })
35
   })
36
37
   var states_single = new ol.layer.Image({
38
       source: new ol.source.ImageWMS({
39
           attributions: new ol.Attribution({
               html: 'State Boundary Restructured - USGS, National Atlas Release 5-14-12'
41
           }),
           params: {'LAYERS':'global:statep010'},
43
           url: 'http://mapper.internetmapping.net:8081/geoserver/global/wms?',
44
           serverType: 'geoserver'
45
       })
46
   })
47
48
   var states_tiled = new ol.layer.Tile({
49
       source: new ol.source.TileWMS({
50
           attributions: new ol.Attribution({
51
               html: 'State Boundary Restructured - USGS, National Atlas Release 5-14-12'
52
           }),
           params: {'LAYERS':'global:statep010'},
54
           url: 'http://mapper.internetmapping.net:8081/geoserver/global/wms?',
55
           serverType: 'geoserver'
56
       })
   })
58
59
60
61
   62
   // create our base map objects
63
   var singleMap = new ol.Map({
64
       target: 'map_image',
65
       layers: [basemap_single,states_single], //[basemap_single,states_single]
66
       view: new ol.View({
67
           // the approximate geographic center of the continental US
           center: ol.proj.fromLonLat([-98.58,39.83]),
69
           zoom: 3,
           projection: 'EPSG:3857'
71
           })
72
       });
73
74
75
   var tiledMap = new ol.Map({
       target: 'map_tiled',
77
       layers: [basemap_tiled, states_tiled], //[basemap_tiled, states_tiled]
78
       view: new ol.View({
79
           // the approximate geographic center of the continental US
80
           center: ol.proj.fromLonLat([-98.58,39.83]),
81
           zoom: 3,
82
           projection: 'EPSG:3857'
83
           })
84
       });
85
```

```
86
  var mixedMap = new ol.Map({
87
      target: 'map_mixed',
      layers: [basemap_tiled,states_single], //[basemap_tiled,states_single]
89
      view: new ol.View({
         // the approximate geographic center of the continental US
         center: ol.proj.fromLonLat([-98.58,39.83]),
         zoom: 3,
93
         projection: 'EPSG:3857'
         })
95
      });
97
```

Example: HTML, Javascript

#### **Vector Layer Configuration**

Vector layers support

15

- External Data in a Variety of supported formats for both reading and writing (just a sample): GML 2 and GML 3, GPX, GeoJSON, KML, WFS, WKT, Open Streetmap XML
- Directly encoded geometries: Circle, Geometry, Geometry, Collection, LinearRing, LineString, Multi-LineString, MultiPoint, MultiPolygon, Point, Polygon, SimpleGeometry
- User created features, including support for interactive editing of features
- Styling of Vector features

Sample Point Feature Object creation

```
var classroomCoord = [-106.624073,35.084280]
   var officeCoord = [-106.624899, 35.084506]
   var classroomPoint = new ol.geom.Point(ol.proj.fromLonLat(classroomCoord, projection));
   var officePoint = new ol.geom.Point(ol.proj.fromLonLat(officeCoord, projection));
   Sample KML Layer Object creation with style
   // define some styles
   var block_color = [0,255,0,.1]
   var block_line_color = [0,255,0,1]
   var county_color = [124,124,255,.25]
   var county_line_color = [124,124,255,1]
   var county_style = new ol.style.Style({
9
      fill: new ol.style.Fill({
10
        color: county_color
11
      }),
12
      stroke: new ol.style.Stroke({
13
        color: county_line_color,
        width: 2
```

```
}),
16
   });
17
   var block_style = new ol.style.Style({
19
       fill: new ol.style.Fill({
20
         color: block_color
21
       }),
       stroke: new ol.style.Stroke({
23
         color: block_line_color,
24
         width: 1
25
       }),
   }):
27
   28
29
   // unstyled layers
30
31
   var blocks_kml = new ol.layer.Vector({
32
       source: new ol.source.Vector({
33
           url: 'https://s3.amazonaws.com/kkb-web/data/tl_2010_35001_tabblock10.kml',
34
           projection: projection,
35
           format: new ol.format.KML()
36
       })
   })
38
39
   var counties kml = new ol.layer.Vector({
40
       source: new ol.source.Vector({
           url: 'https://s3.amazonaws.com/kkb-web/data/2007fe_35_county00.kml',
42
           projection: projection,
           format: new ol.format.KML()
44
       })
   })
46
47
48
   // styled layers
49
50
   var counties_kml_styled = new ol.layer.Vector({
51
       source: new ol.source.Vector({
52
           url: 'https://s3.amazonaws.com/kkb-web/data/2007fe_35_county00.kml',
53
           projection: projection,
           format: new ol.format.KML({
55
               extractStyles:false
56
           })
57
       }),
       style: county_style
59
   })
60
61
   var blocks_kml_styled = new ol.layer.Vector({
62
       source: new ol.source.Vector({
63
           url: 'https://s3.amazonaws.com/kkb-web/data/tl_2010_35001_tabblock10.kml',
64
           projection: projection,
65
           format: new ol.format.KML({
66
               extractStyles:false
67
           })
68
       }),
69
```

```
style: block_style
})

Example: HTML, Javascript
```

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