



- * save local changes always in sqlite to handle possible app crashes
- * before downloading new offline set, first unsynced local changes need to be synced
- * after syncing, changes in sqlite will be deleted
- * all data will be in geojson (we can achieve this after merging trap locations and traps)
- * catch data needs some research
- * checking for changes: optimisation: first ask API if there are any changes
- * further optimisations for retrieving changes from central are possible, e.g. only extent where the changes are, or only the changed items
- * 3 cases:
 - 1 background map layers: will be downloaded as images into the SQLite (read-only, extent by n km)
 - 2 regional layers: will be downloaded once when clicking 'download map' (read-only, full NL)
 - 3 data layers (only traps): will be downloaded as geojson into geojson files (read/write, extent by n km)
- * When downloading background map (n km around current location) then also download traps in same bounding box
- * when syncing from central to local, also only for same bounding box
- Switch to offline:
 - * by selecting separate offline bg map
 - * traps will be used from geojson instead of online
 - * download bg-map/traps/all_regions button in start page
 - * download traps as geojson, retrieve from geoserver (see case 3)