

OL3-Cesium: 3D for OpenLayers

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Goal

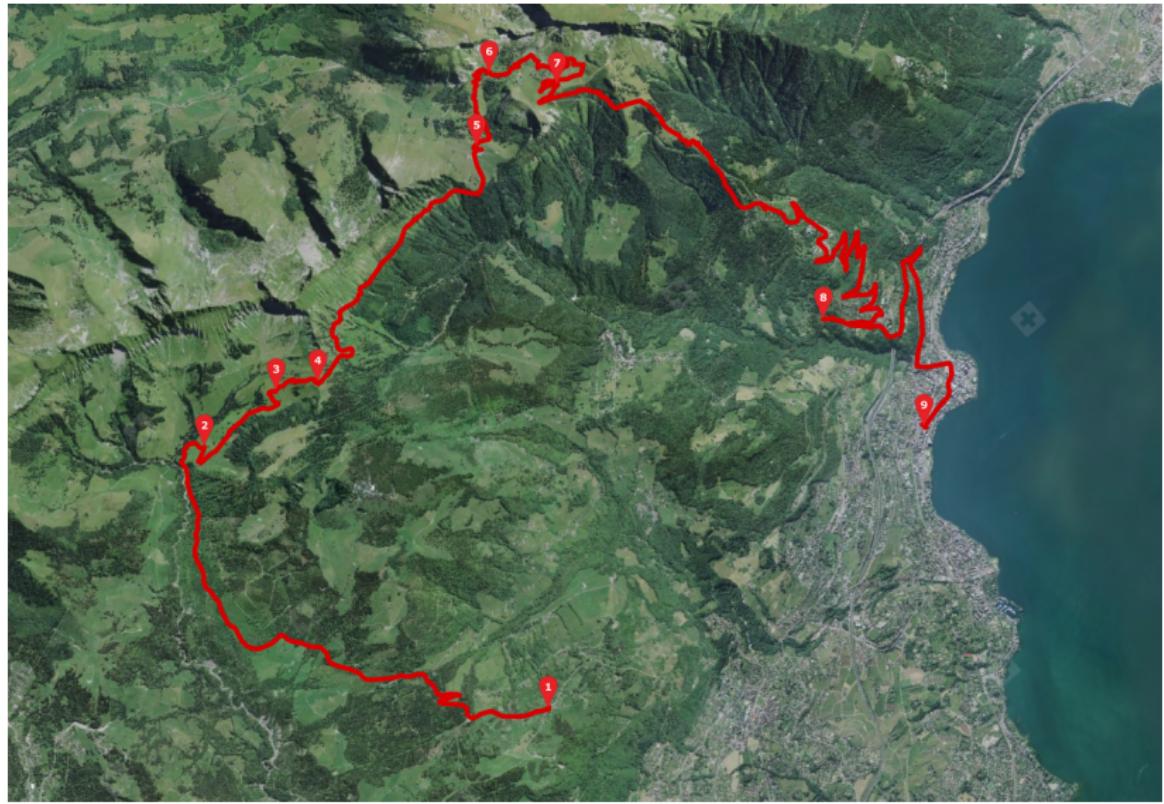


OL3-Cesium

Third dimension for OpenLayers

JS library to synchronize an OL3 map and a Cesium 3D globe

OL3 - 2D map, pixel perfect, Swiss projection



Cesium - 3D globe, WebGL, latlong



Schweizmobil 3D

Getting started

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  ol3d.setEnabled(true)
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- ▶ Demo

Manipulate OL3, get the work done

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- ▶ Adding a feature: `myOl3Source.addFeature(...)`
- ▶ Removing a feature: `myOl3Source.RemoveFeature(...)`
- ▶ Changing a feature style: `myOl3Feature.setStyle(...)`

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- ▶ Pausing renderloop (don't drain battery! CPU: 100% → 5%)

Future

The screenshot shows the GitHub repository page for `openlayers/ol3-cesium`. The top navigation bar includes links for Code, Issues (45), Pull requests (1), Wiki, Pulse, Graphs, and Settings. To the right are buttons for Unwatch (37), Star (86), Fork (39), and a search bar. Below the header, the repository name is displayed along with a link to the main page (`http://openlayers.org/ol3-cesium/`) and an Edit button. Key statistics are shown: 727 commits, 5 branches, 13 releases, and 12 contributors. A yellow progress bar indicates the repository's status. The main content area shows a list of recent commits:

- gberaudo Merge pull request #315 from gberaudo/prepare_release_v1.12 ... (Latest commit 62631d2 an hour ago)
- build Bundle OL3 with OL3-Cesium (2 months ago)
- cesium @ e93e929 Remove deprecated OpenStreetMapImageryProvider (R dave ann)

Below the commits, there are buttons for New pull request, New file, Find file, SSH, git@github.com:openlayers/, and Download ZIP.

- ▶ Keep up with OL3 and Cesium pace

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- ▶ Thanks, questions?