{ and other Open Source Projects }

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Who am I?

Backend Developer at AmigoCloud

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I <3 Python

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What is TileStache?

TileStache is a Python-based server application that can serve up [and cache] map tiles based on rendered geographic data.

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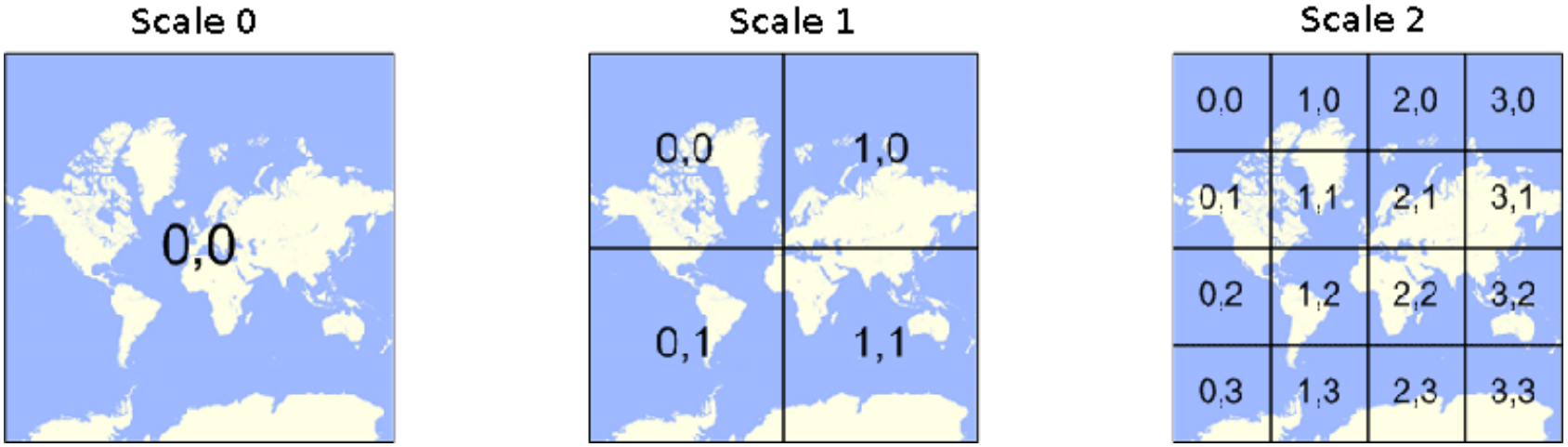
What do map tiles look like?



{Z} / {X} / {Y}

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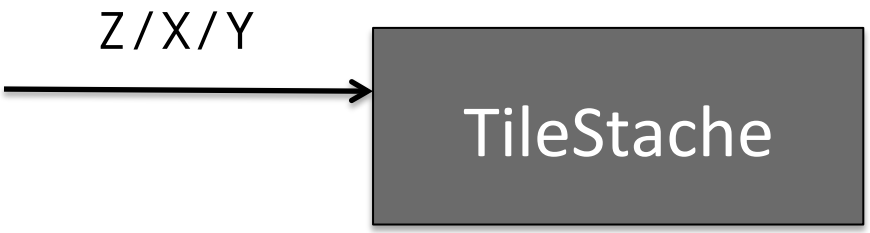
Where do tiles come from?



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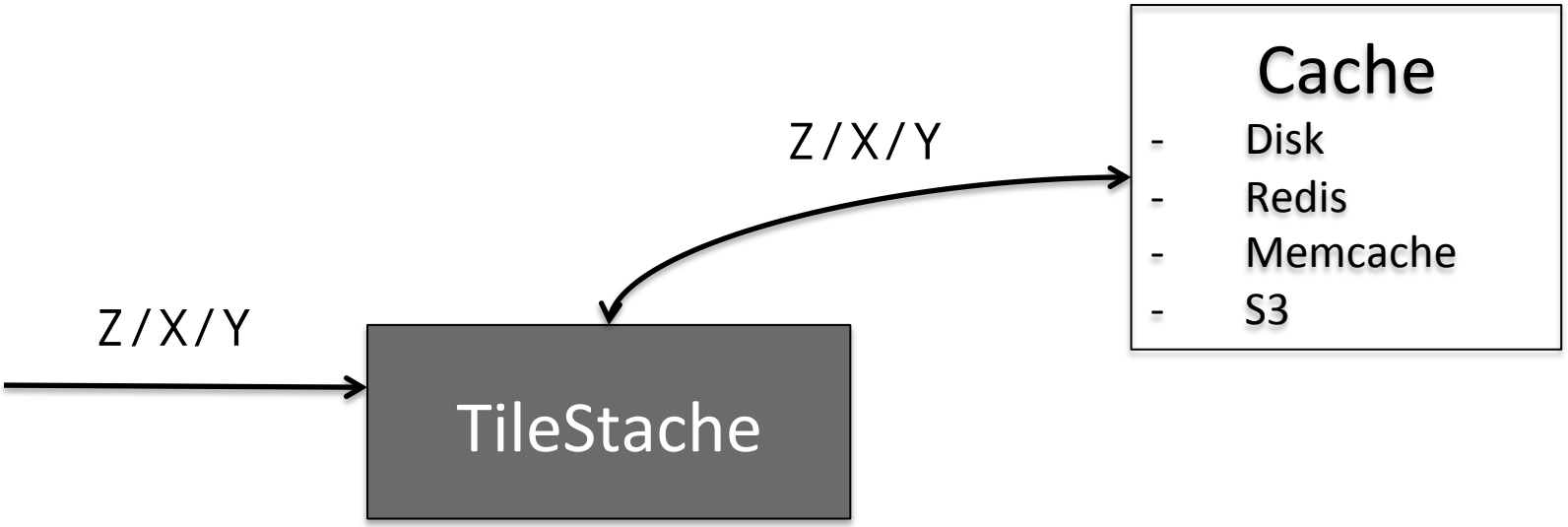
Where do tiles come from?



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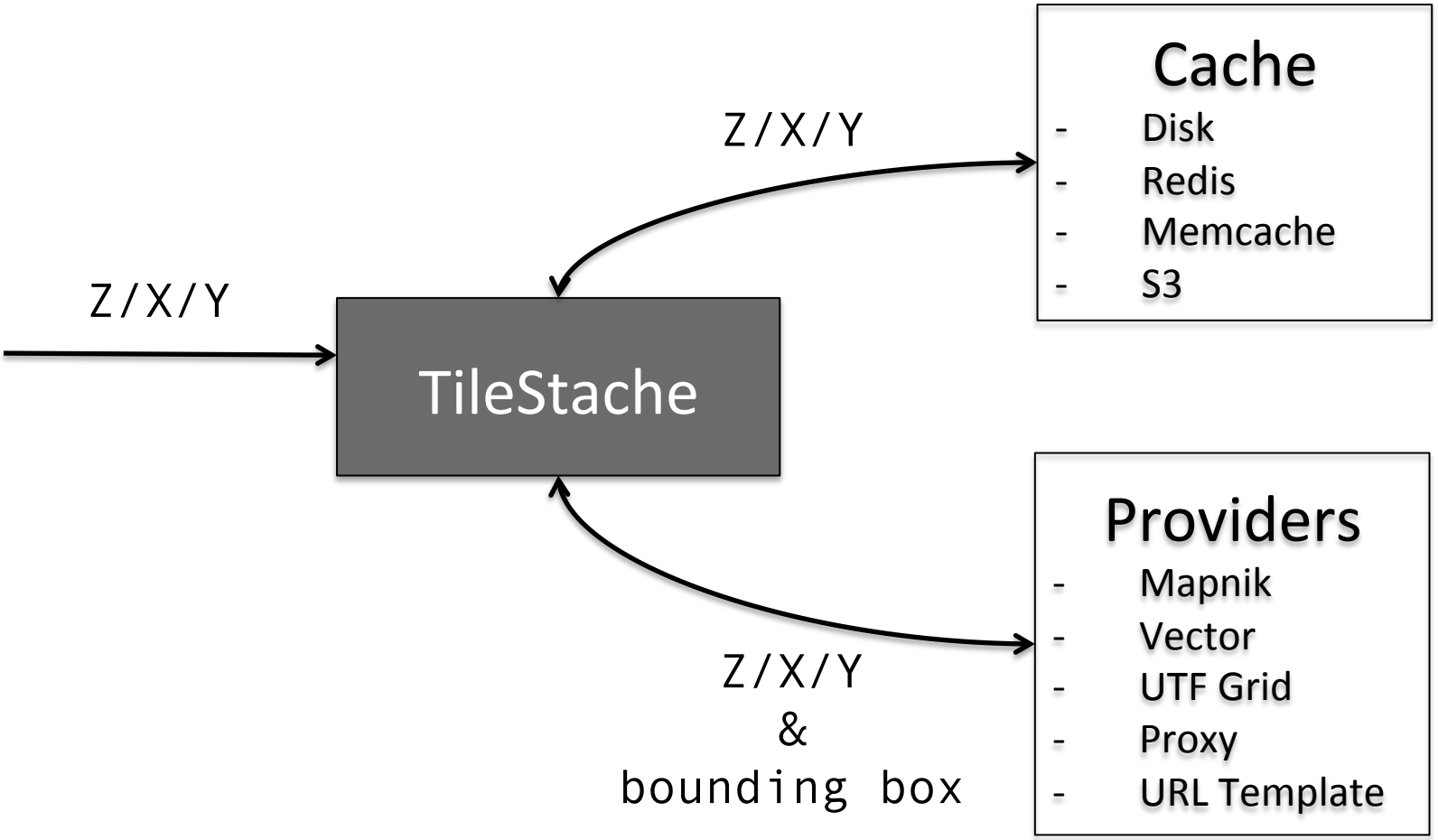
Where do tiles come from?



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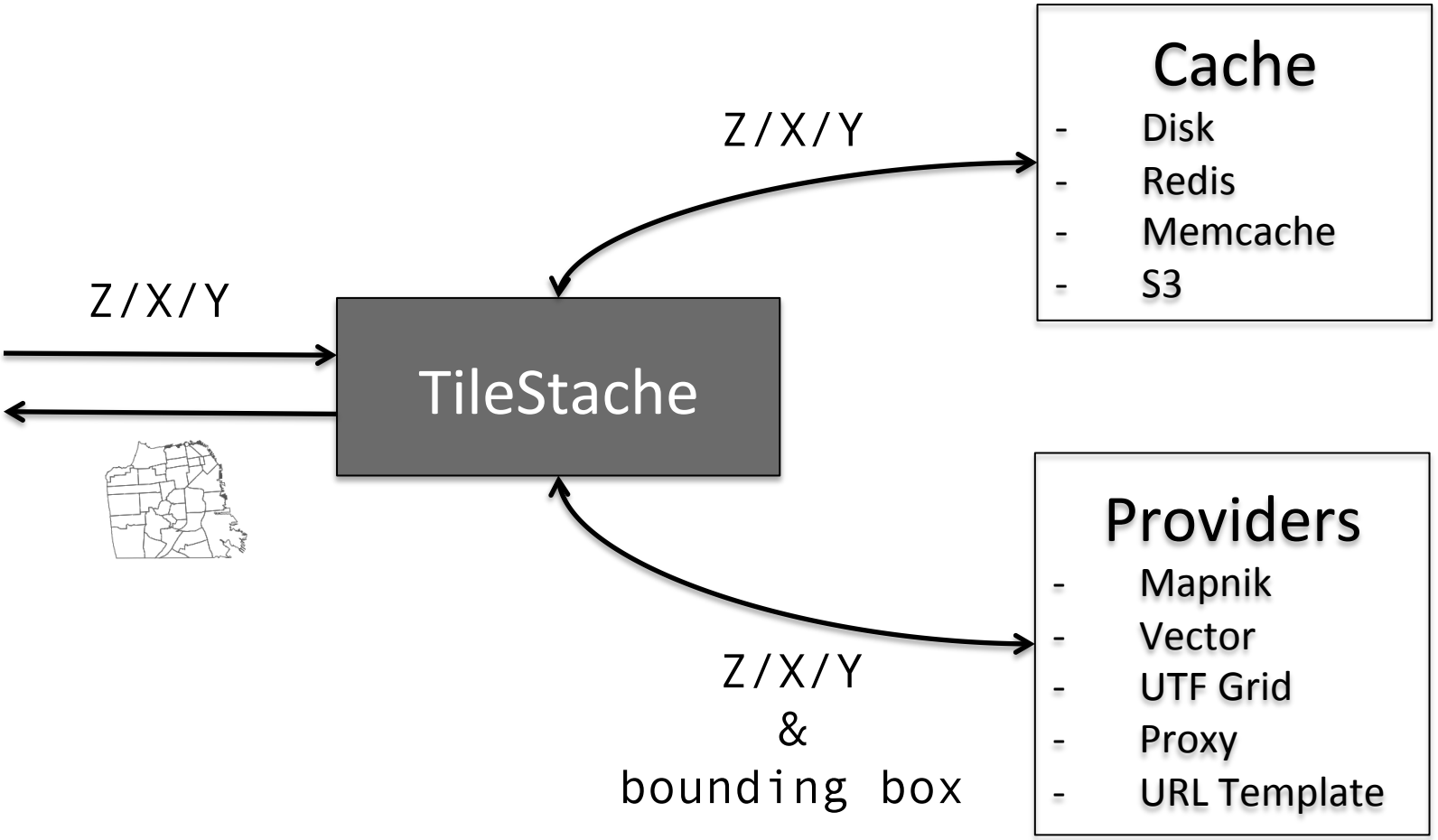
Where do tiles come from?



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TileStache as part of your stack

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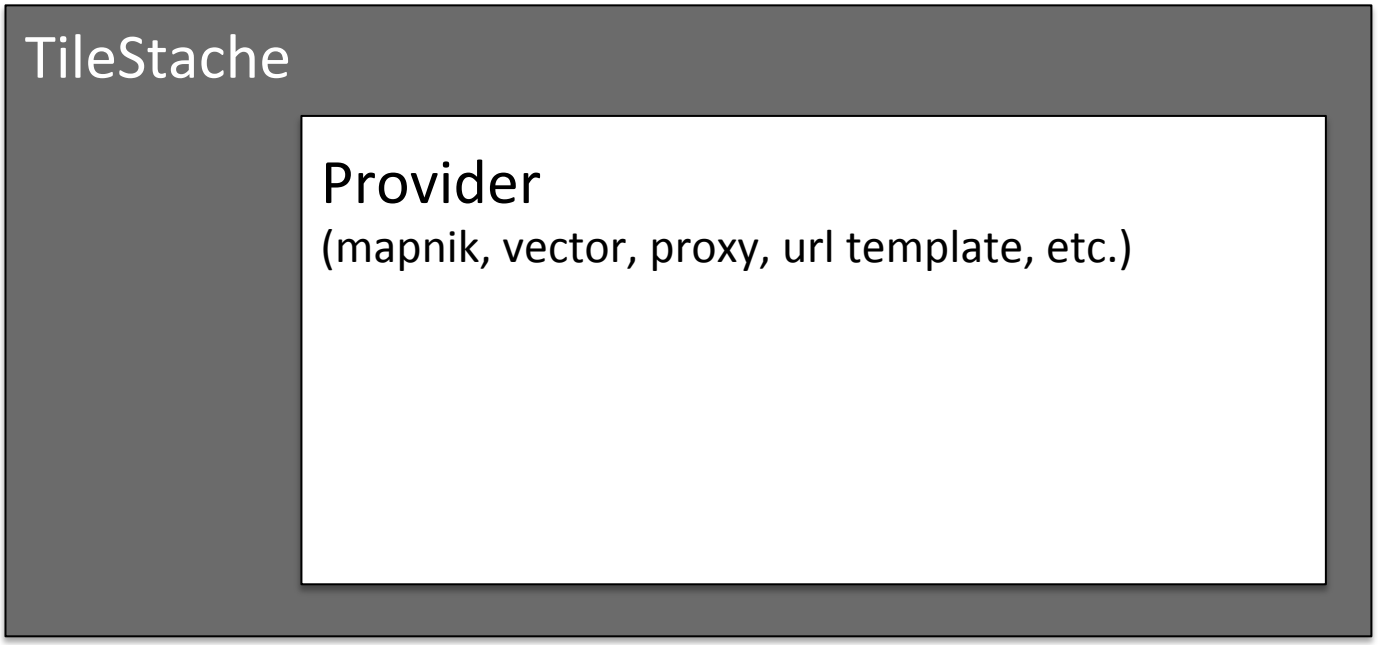
TileStache as part of your stack



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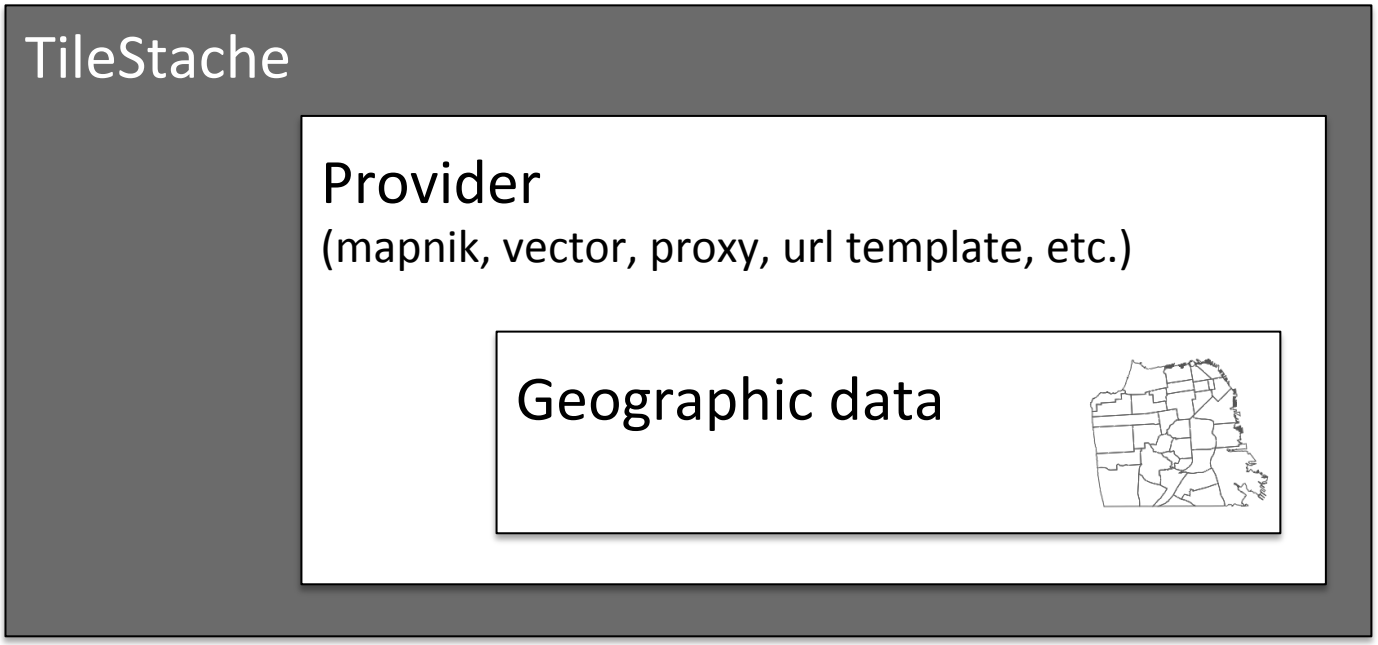
TileStache as part of your stack



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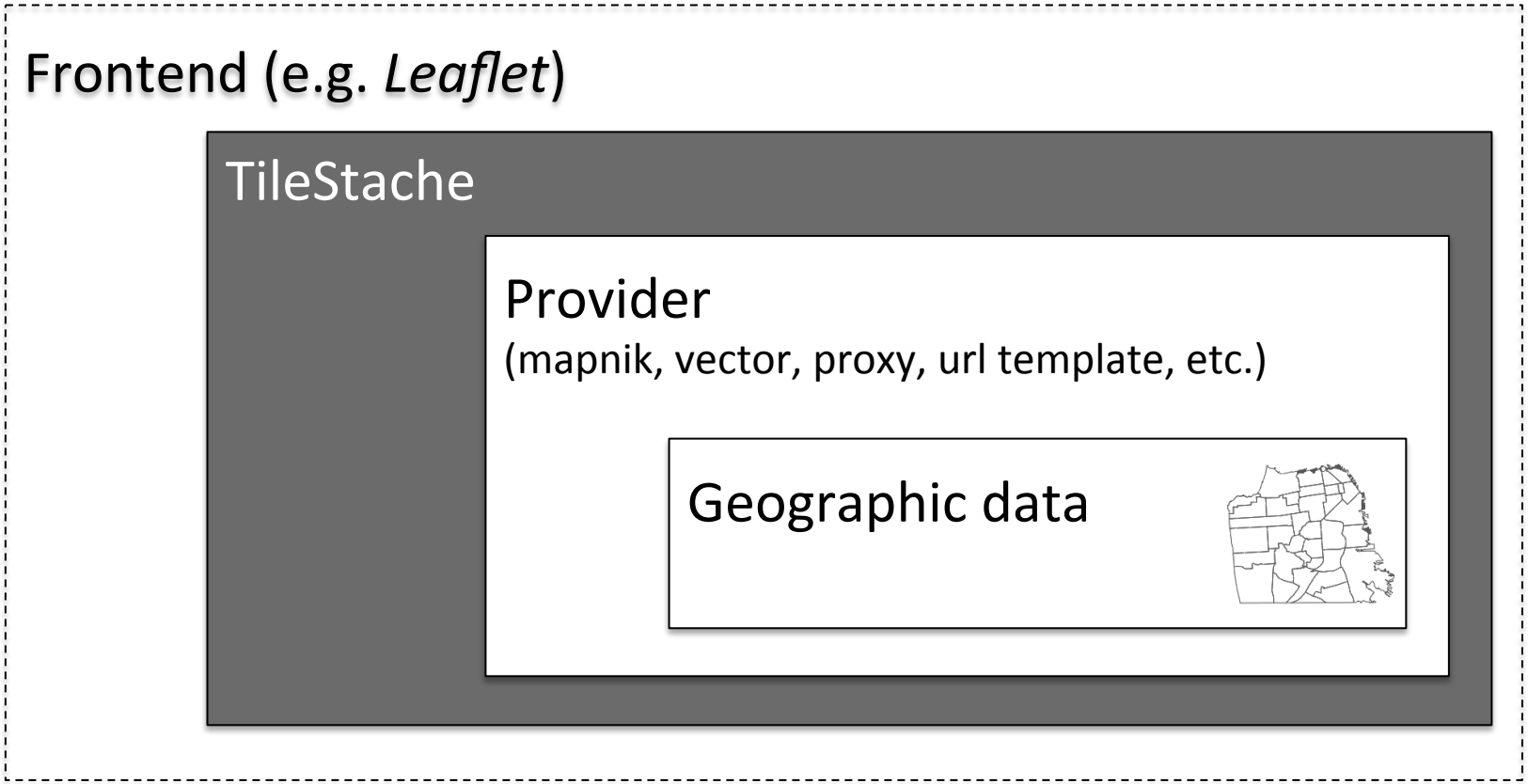
TileStache as part of your stack



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Why would I choose TileStache?

- Open Source
- Python!
- Super simple API
- Different providers
- Multiple tiles caches

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Installing TileStache

- GDAL / OGR
- Mapnik
- `pip install TileStache`

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Demo time!

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Running TileStache as a server

```
$ tilestache-server.py -c tilestache1.conf
```

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TA DA!

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Let’s put it on a map!


```
var map = L.map('map').setView([0, 0], 1);

L.tileLayer(
  'http://127.0.0.1:8080/world_png/{z}/{x}/{y}.png’
  {maxZoom: 22}
).addTo(map);
```

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What else can we do?

- Vector tiles
- Proxy tiles
- UTF grid (clickable maps)
- Pixel effects on tiles
- Implement our own Provider
- TileStache in production

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Thank you!

Learn more at `tilestache.org`

Slides and files:

`github.com/juliomalegria/NorthBayGISUserGroup`

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