QR Snap has decided to integrate Open Street Maps into our platform. This decision was made to enable our newest feature ‘Geo Tagging’. When an authorized employee scans a dynamic QR code their device’s location will be recorded as a historical record. These records can be viewed in real time on the QR Snap website. To find an items last location just search and select your desired item in the dropdown menu and the map will drop a pin on that items last scanned location. Click on the pin to bring up a historical record of all scans done on an item.   
  
QR Snap does maps differently. We store and selfhost all mapping data and have the capacity to render the entire planet given enough time. Maps generation and hosting is very resource intensive. We maintain a database of all elements in the world roads, buildings, territories, oceans lines, trails, etc… Because it would cost hundreds of thousands of dollars to render and host all map tiles at a given time. The locations of your business are critical to our dataset. QR Snap for any paid subscriber will automatically pre-render all tiles within a 100 miles radius of your locations. This includes all zoom levels from 0 – 20. This process takes up to 24 hours to complete on our current hardware. Once you have all times within your locale pre rendered the Leaflet OSM maps interface will respond incredibly quickly.   
  
**Incorrect address information will lead to poor maps performance with tiles taking several minutes to render.**

The current QR Snap OSM layer runs within a virtual machine.

* 8 Cores (Ryzen 1700)
* 16GB Ram (DDR4 2866)
* 2TB SSD (PostGIS)
* 2TB HDD (Expandable – Map Tiles)
* Ubuntu 20.04
* Postgres v12
* PostGIS
* Mod Tile

The current planet dataset was downloaded on 12/05/21