Generar el archivo .proto con el schema

syntax = "proto2";

package vector\_tile;

option optimize\_for = SPEED;

message Tile {

enum GeomType {

UNKNOWN = 0;

POINT = 1;

LINESTRING = 2;

POLYGON = 3;

}

message Value {

optional string string\_value = 1;

optional float float\_value = 2;

optional double double\_value = 3;

optional int64 int\_value = 4;

optional uint64 uint\_value = 5;

optional sint64 sint\_value = 6;

optional bool bool\_value = 7;

extensions 8 to max;

}

message Feature {

optional uint64 id = 1 [ default = 0 ];

repeated uint32 tags = 2 [ packed = true ];

optional GeomType type = 3 [ default = UNKNOWN ];

repeated uint32 geometry = 4 [ packed = true ];

optional bytes raster = 5;

}

message Layer {

required uint32 version = 15 [ default = 1 ];

required string name = 1;

repeated Feature features = 2;

repeated string keys = 3;

repeated Value values = 4;

optional uint32 extent = 5 [ default = 4096 ];

extensions 16 to max;

}

repeated Layer layers = 3;

extensions 16 to 8191;

}

Generar el archivo compilado para Python con el comando

protoc --python\_out=. ./tile.proto