Project
OsmAPP

Pavel Zbytovský

2009

My first changeset

* openstreetmap.org/changeset/2267336
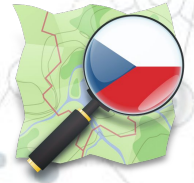
2010 – the first "OsmAPP"
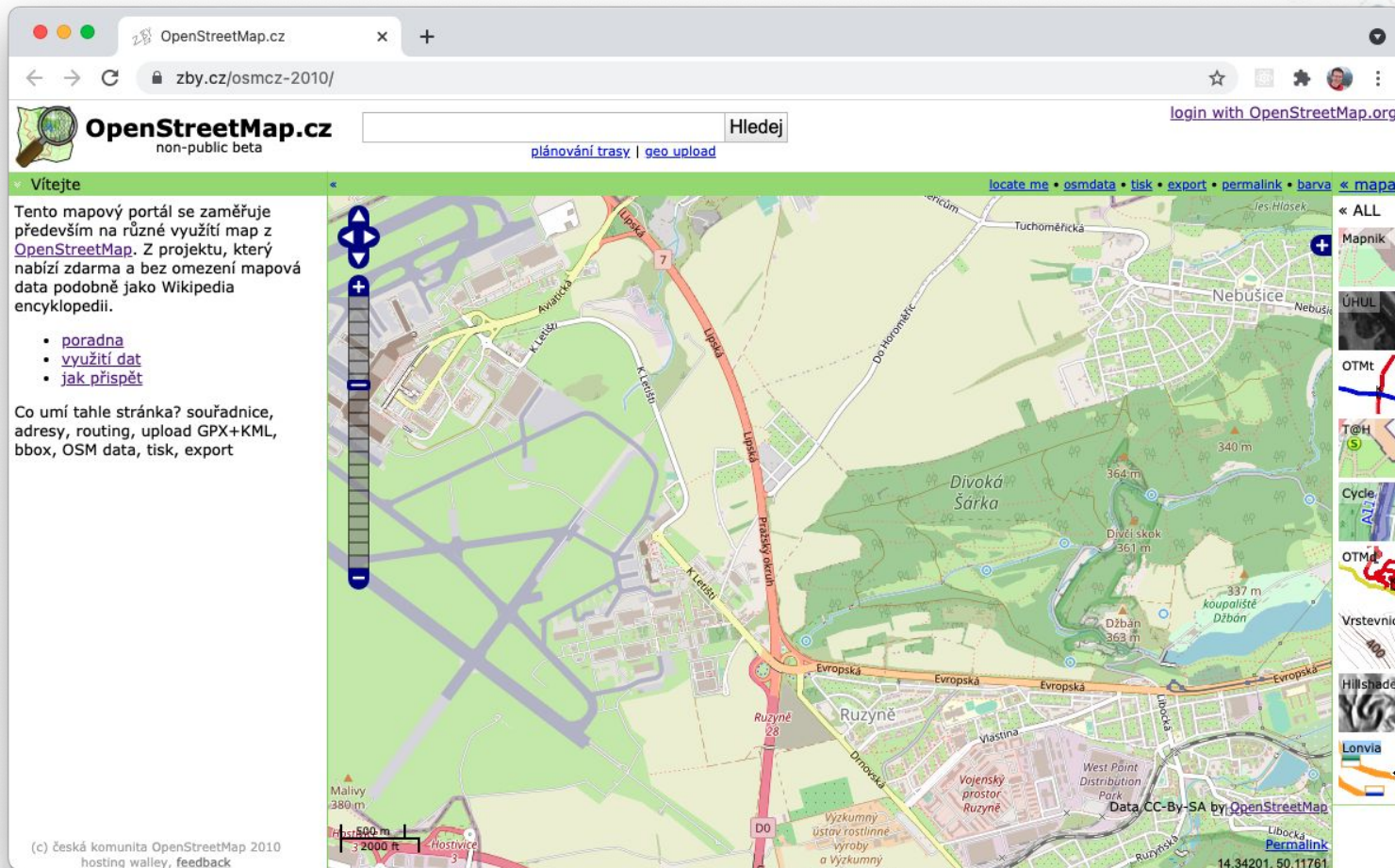
2013 – workshops website
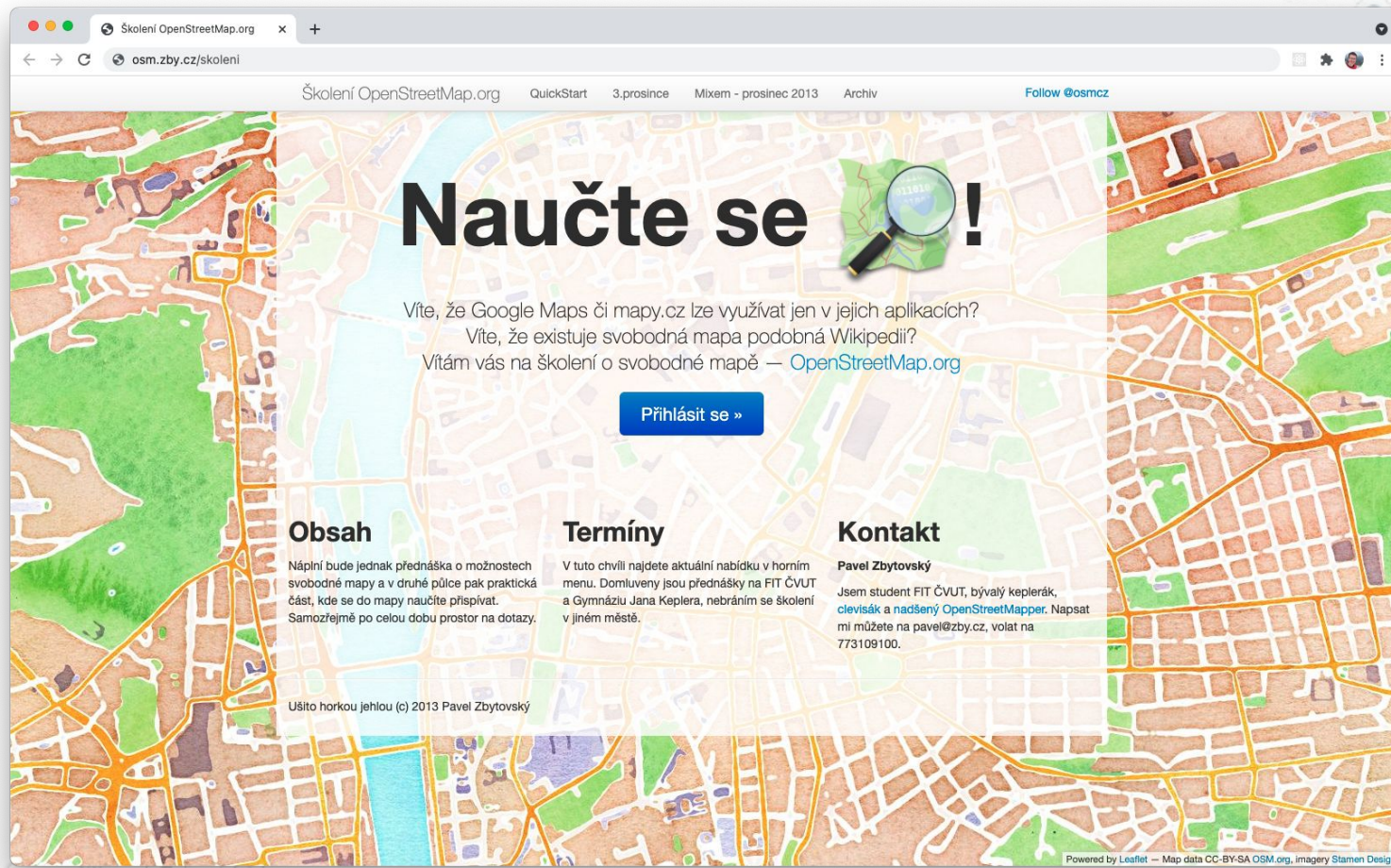
2016 – OpenStreetMap.cz (1/3)

* openstreetmap.cz
  talk-cz announcement
  github.com/osmcz/osmcz – zbycz, mkyral, tkas, walley and more
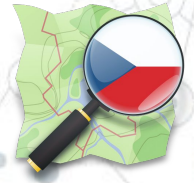
2016 – trails mapping app (2/3)
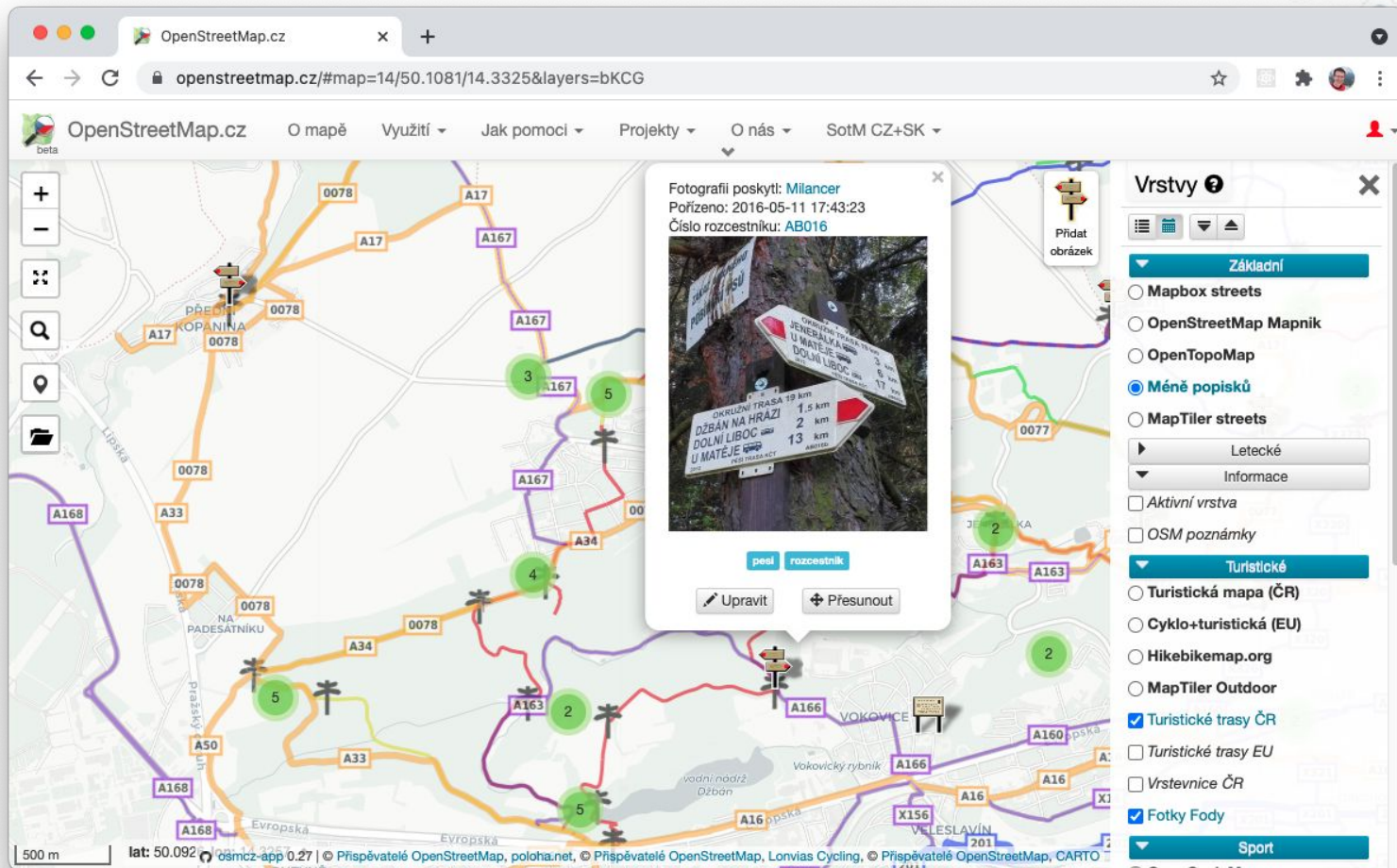
* [trails mapping](#) + [Fody Photo DB](#) ~20k photos, author: Tomáš Kašpárek (tkas), inventor: Walley
see also [who-is-who page](#) or [custom browser for talk-cz list](#)

2016 – active layer (3/3)

* openstreetmap.cz/relation/12549503#map=15/50.0850/14.4167&layers=xA
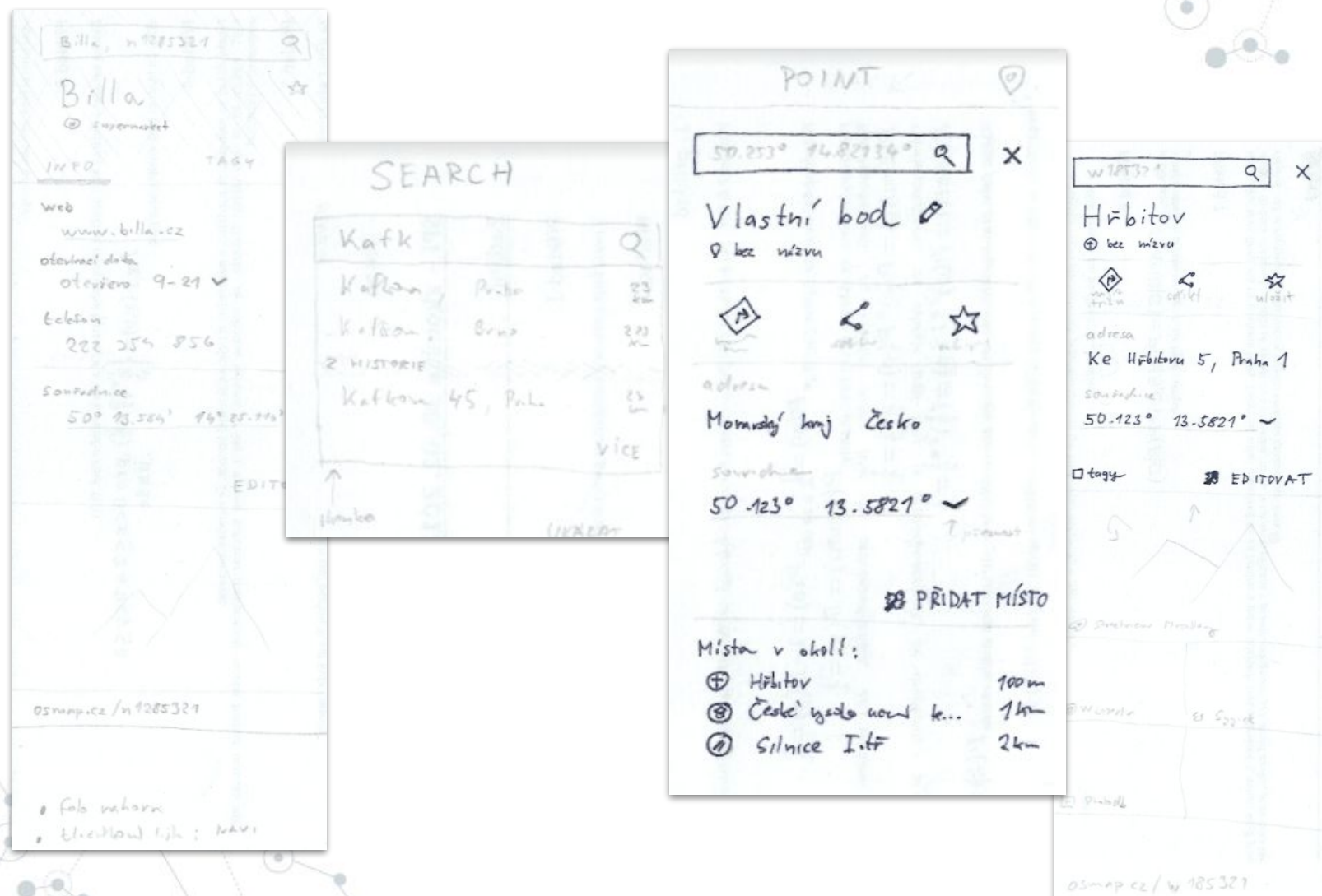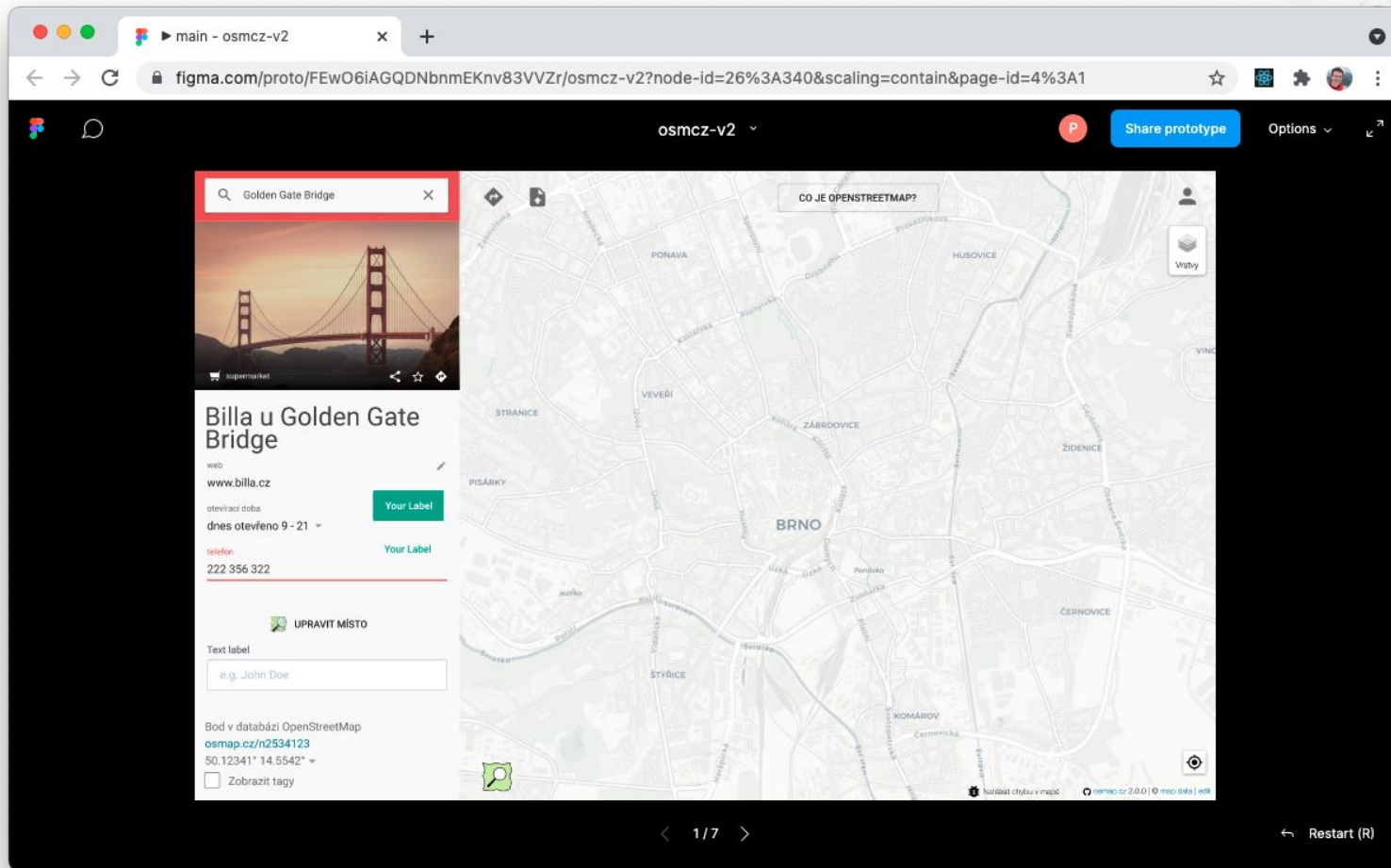
2017 – wireframes

* https://drive.google.com/open?id=0B7awz2fKhg6yQ0JqTjhJRFV5aEE

2018 – figma + prototype

* https://www.figma.com/file/FEwO6iAGQDNbnmEKnv83VVZr/osmcz-v2

2020 – not all worked

* https://osmapp-f38f4p802.now.sh/?id=n1601837931#7.00/50.0943/14.3568

2021 – public release v1.0

* https://osmapp.org/relation/6706848#16.19/49.9391/14.1864
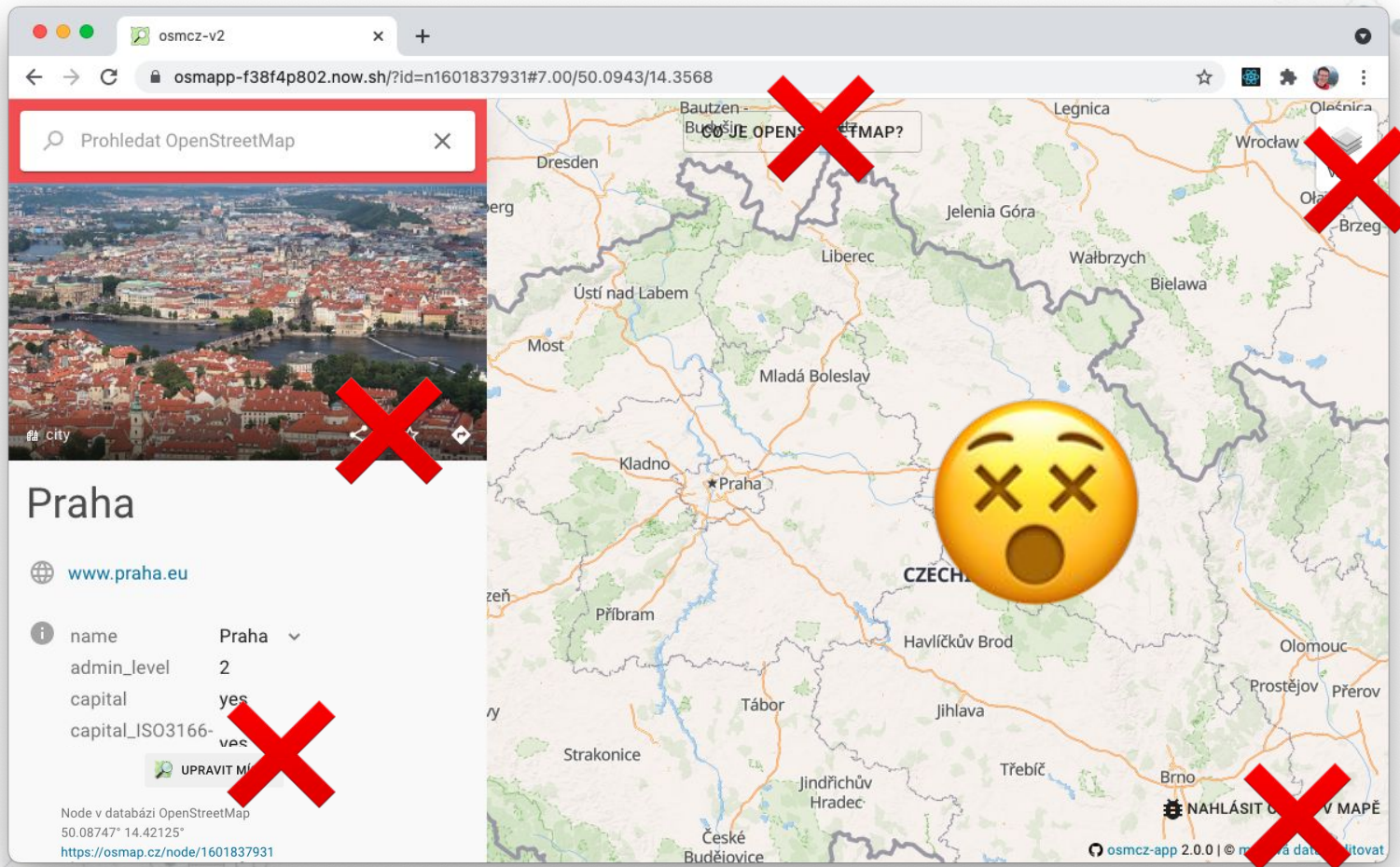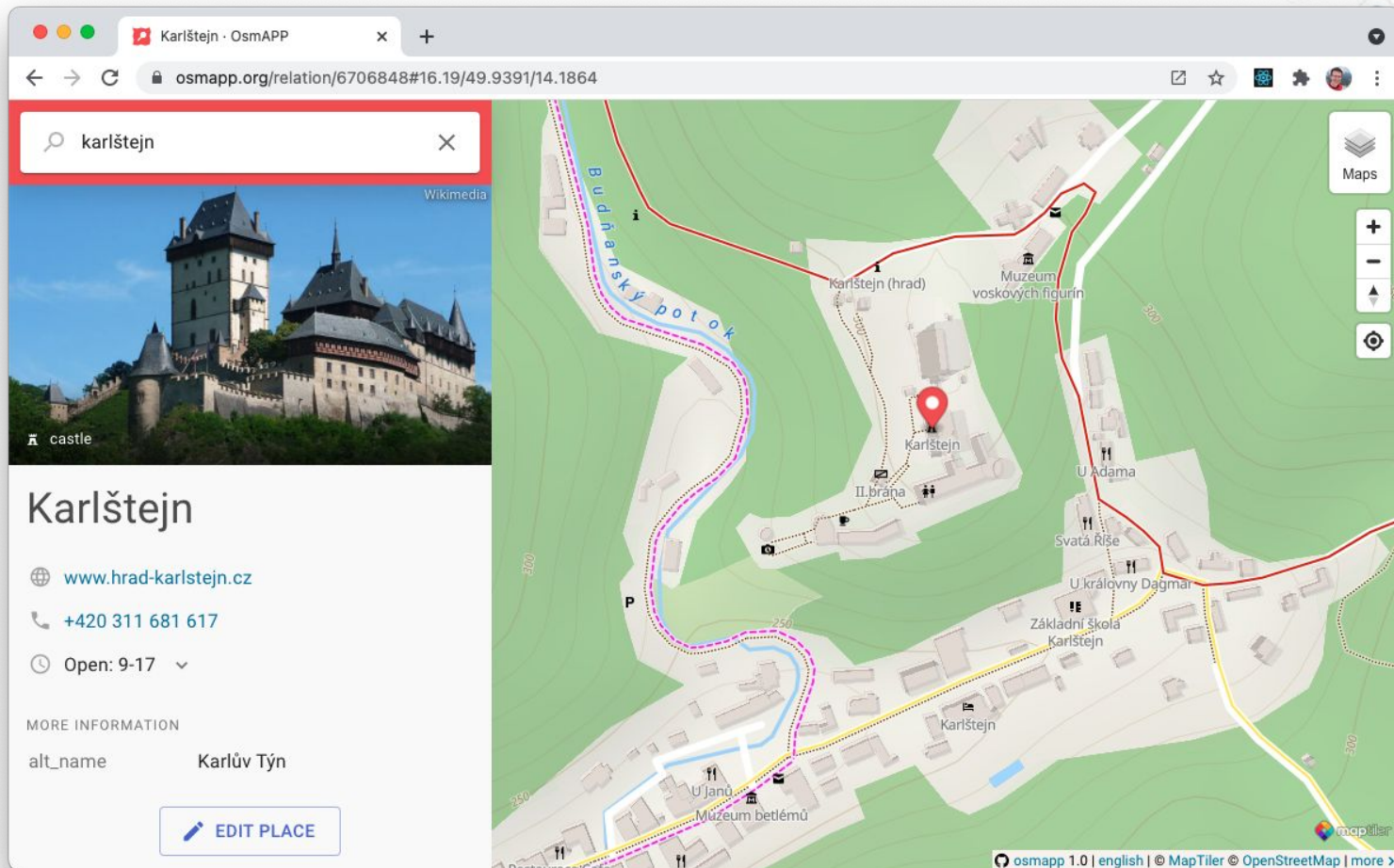
demo

OsmAPP – Features

- ◎ clickable map – poi, cities, localities, ponds
- ◎ info panel – images from Wikipedia, Mapillary or Fody
- ◎ editing – for anonymous users inserts a note
- ◎ search engine – try for example "Tesco, London"
- ◎ vector maps – with the possibility of tilting to 3D (or 2.5D)
- ◎ tourist map – new from MapTiler: vector, including marked routes
- ◎ layer switcher – still basic, but you can add your own layers
- ◎ mobile applications – see osmapp.org/install
- ◎ permanent URLs – eg. osmapp.org/way/123557148
- ◎ creating POIs – after clicking the coordinates (see eg. osmapp.org/50.1,14.39)
- ◎ languages – interface in English in Czech
- ◎ undelete – undo accidental delete in osmapp or elsewhere, eg. here
- ◎ and lot of little things 🙂

OsmAPP – Technical stuff

◎   [React](#) + [maplibre-gl](#) + [next.js](#)

◎   → server-side-rendering (useful for permanent links)

◎   UI components – [Material-UI](#)

◎   hosting – [Vercel CDN](#) (serverless functions, formerly now.sh)

◎   ip geolocation – [ipstack](#)

◎   objects around – [Overpass API](#)

◎   info panel + editing – [api.openstreetmap.org](#)

◎   vector tiles – [MapTiler](#)

maptiler

thanks for supporting this project ❤️

OsmAPP – Future?

◎ info panel like in iD editor

◎ more stuff in layer switcher

◎ more clickable things (depends on OpenMapTiles project)

◎ directions

◎ issues welcomed, contributions as well

◎ See you at github.com/zbycz/osmapp 😉

Q&A

Thanks!

Pavel Zbytovský

◎ frontend dev

react, react native graphql, relay

◎ OpenStreetMap enthusiast

osmapp.org

openstreetmap.cz

indoor + *propsal*

🐦 twitter.com/zbycz

🐙 github.com/zbycz

🌐 zby.cz