

# Project OsmAPP



Pavel Zbytovský

SotM conference

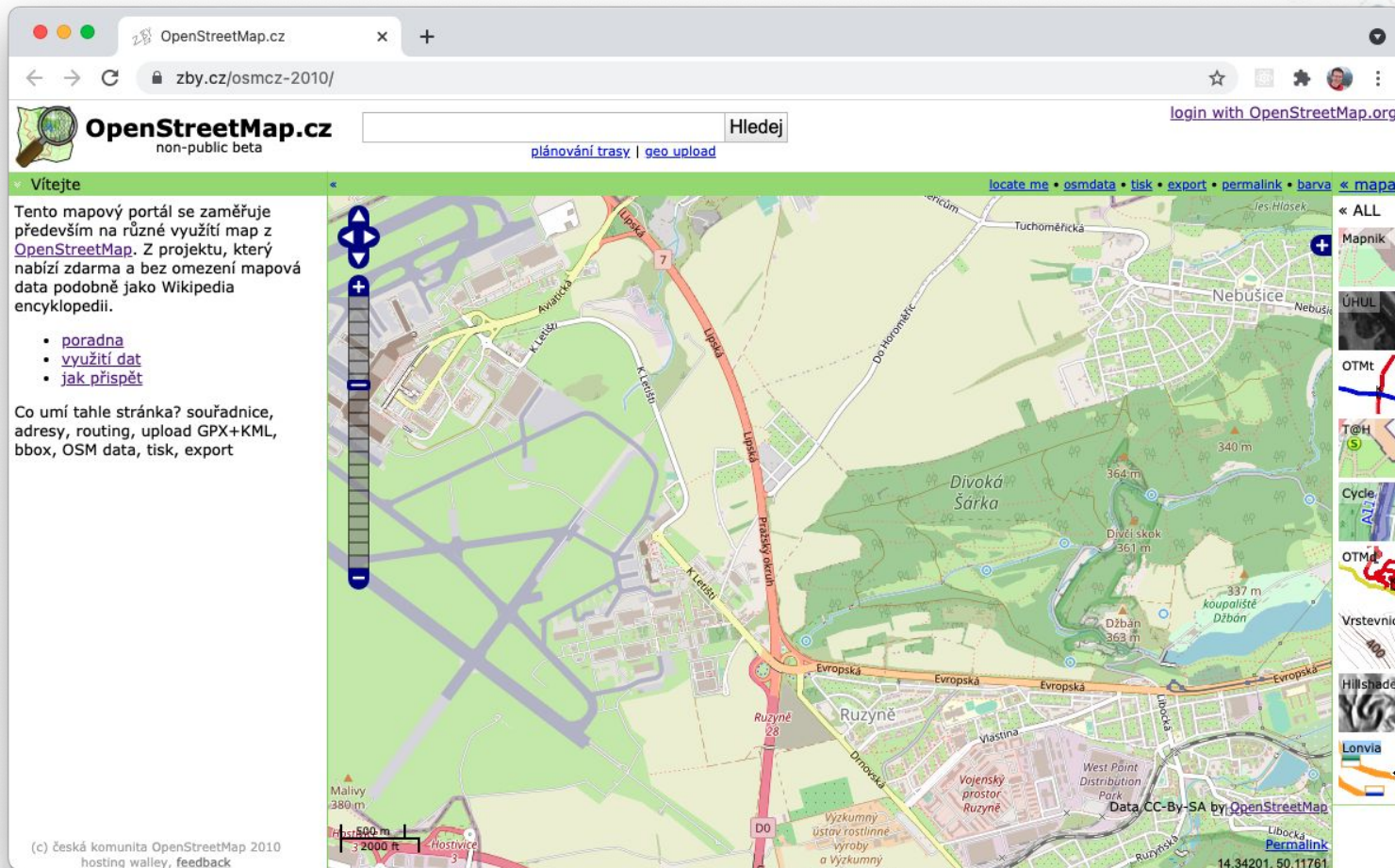
July 2021

# 2009

My first changeset

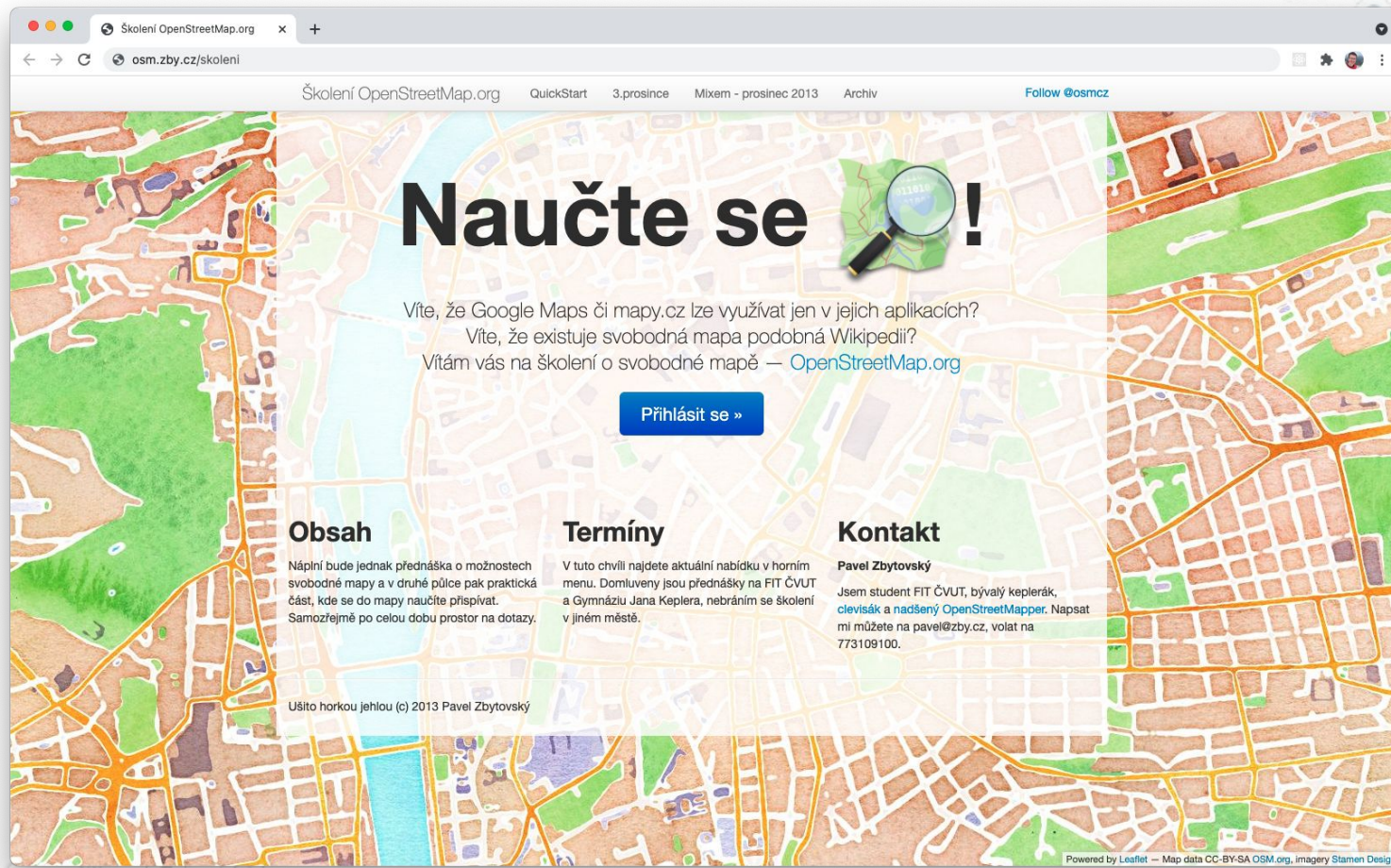


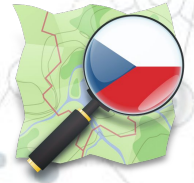
# 2010 – the first “OsmAPP”





# 2013 – workshops website





# 2016 – OpenStreetMap.cz (1/3)

OpenStreetMap.cz

O mapě Využití Jak pomoci Projekty O nás SotM CZ+SK

## Hezky, české!

OpenStreetMap je mapa, kterou může kdokoliv upravovat. Něco jako Wikipedie. Česká komunita Vám zde nabízí mapovou aplikaci, své projekty, odborníky či školení.

Tento web je veřejná beta-verze od 1/2016, občasný vývoj na [githubu](#).

[Zjistit více o OSM](#) [Prohlédnout galerii](#)

### Tweety

[Sledovat @osmcz](#)

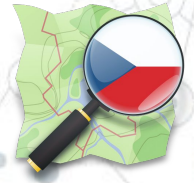
**OpenStreetMap CZ** @osmcz včera  
Vyzkoušejte nový prohlížeč OpenStreetMap! Přidejte webovky

### Český týdeník

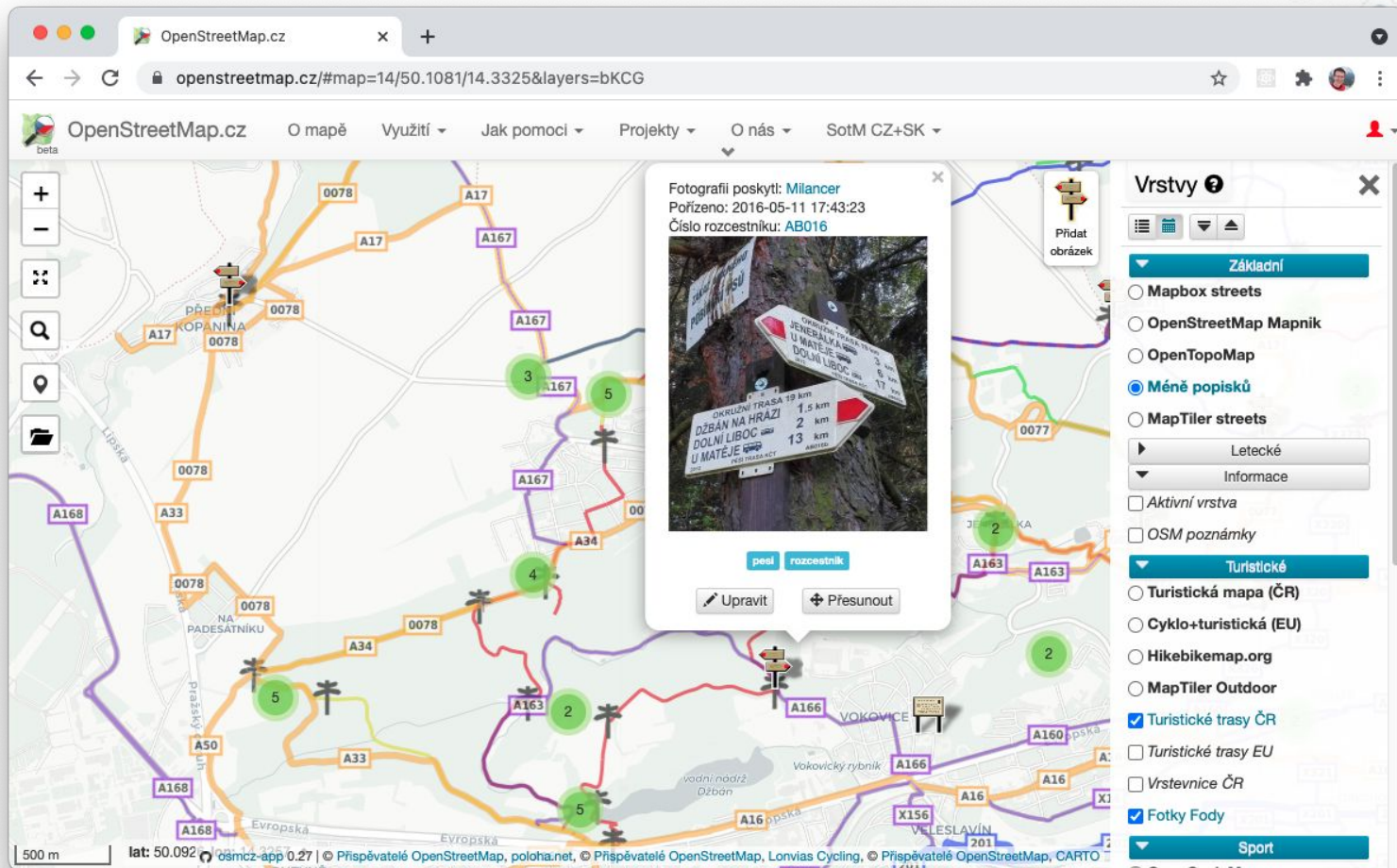
**Týdeník WeeklyOSM 569** před 4 hodinami  
Schránky na Lupě. 5 let OSM CZ. OSM na Slovensku. Chráněné stromy. Bluetooth

\* [openstreetmap.cz](https://openstreetmap.cz)  
[talk-cz announcement](https://talk-cz.openstreetmap.cz)  
[github.com/osmcz/osmcz](https://github.com/osmcz/osmcz) – zbycz, mkyral, tkas, walley and more

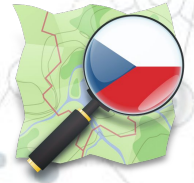




# 2016 – trails mapping app (2/3)



\* [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)

palác Myslbek ~ OpenStreetMap x +

openstreetmap.cz/relation/12549503#map=15/50.0882/14.4085&layers=xA

OpenStreetMap.cz O mapě Využití Jak pomoci Projekty O nás SotM CZ+SK

**palác Myslbek**

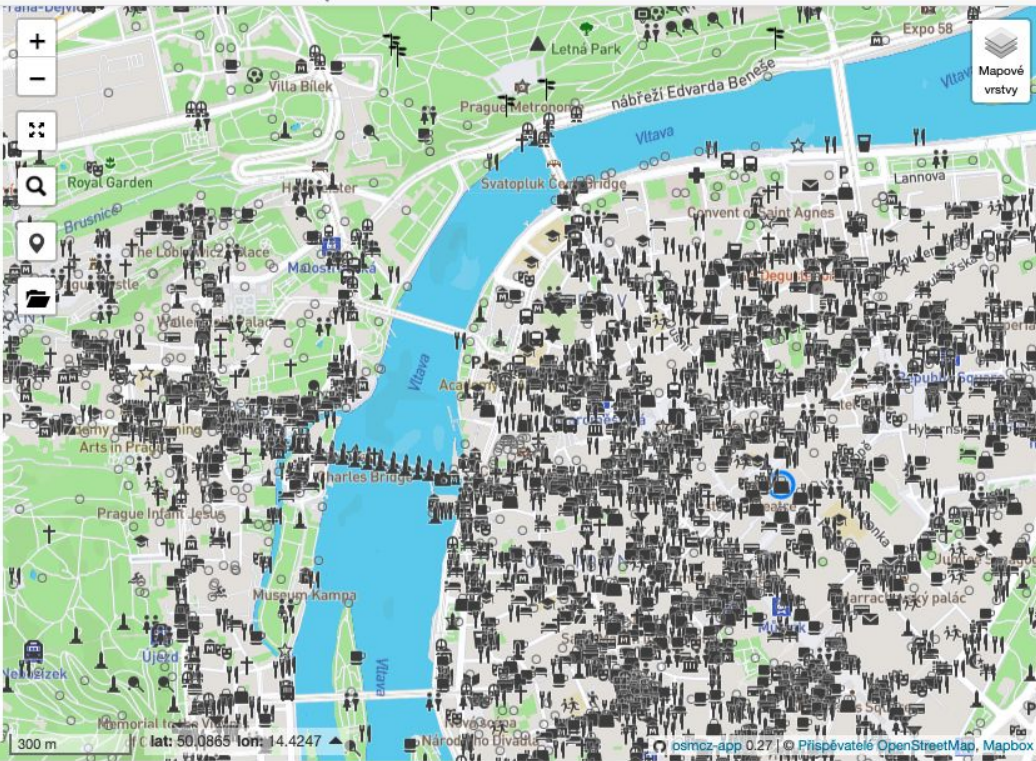

layer = 1  
name = palác Myslbek  
shop = mall  
sorting\_name = Myslbek  
type = multipolygon  
wikidata = Q12043595  
wikipedia = cs:Palác Myslbek

**Budova:**

building = yes  
building:levels = 5  
building:ruian:type = 15

[osmap.cz/relation/12549503](https://osmap.cz/relation/12549503)

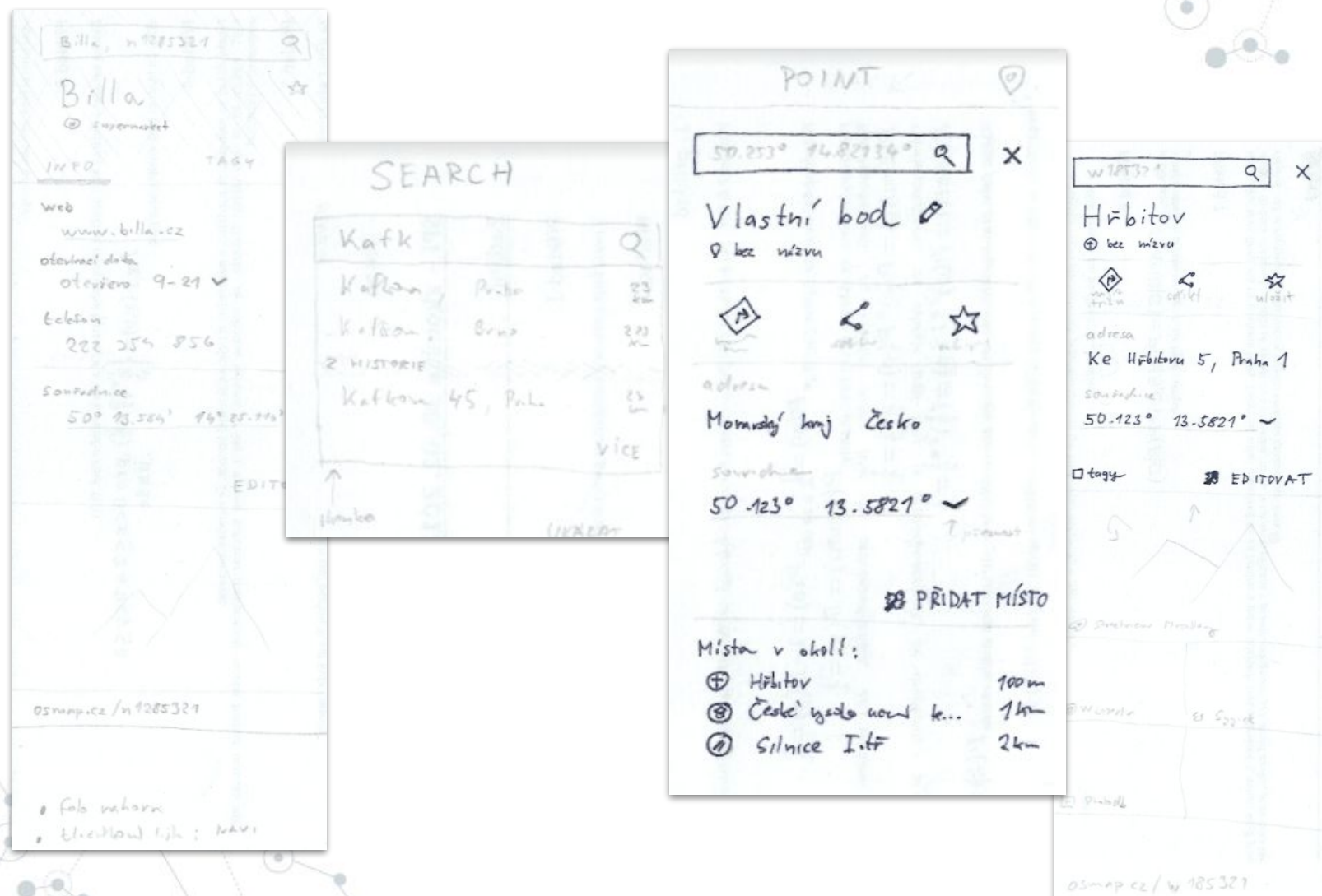
Foto z Wikipedie





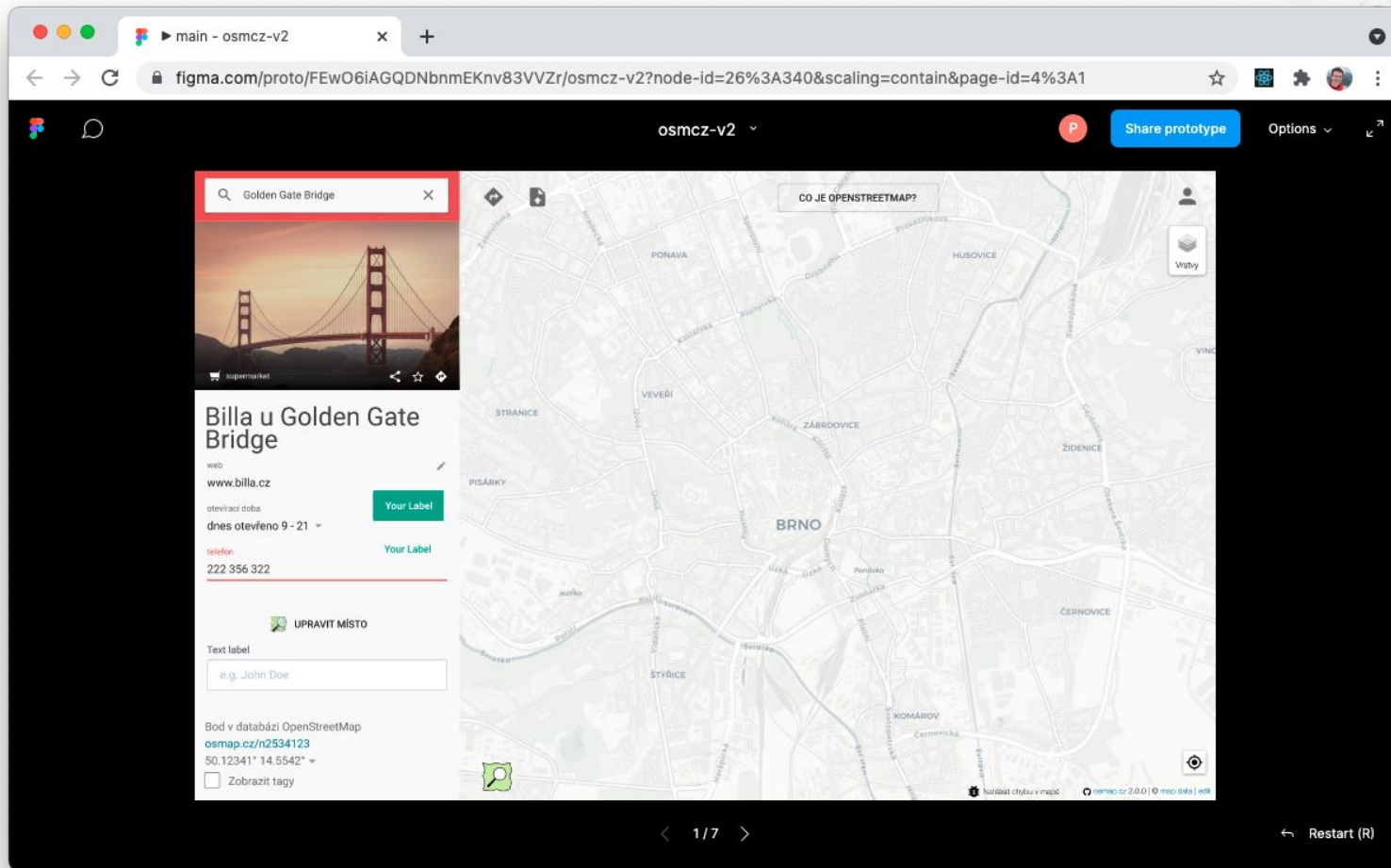


# 2017 – wireframes

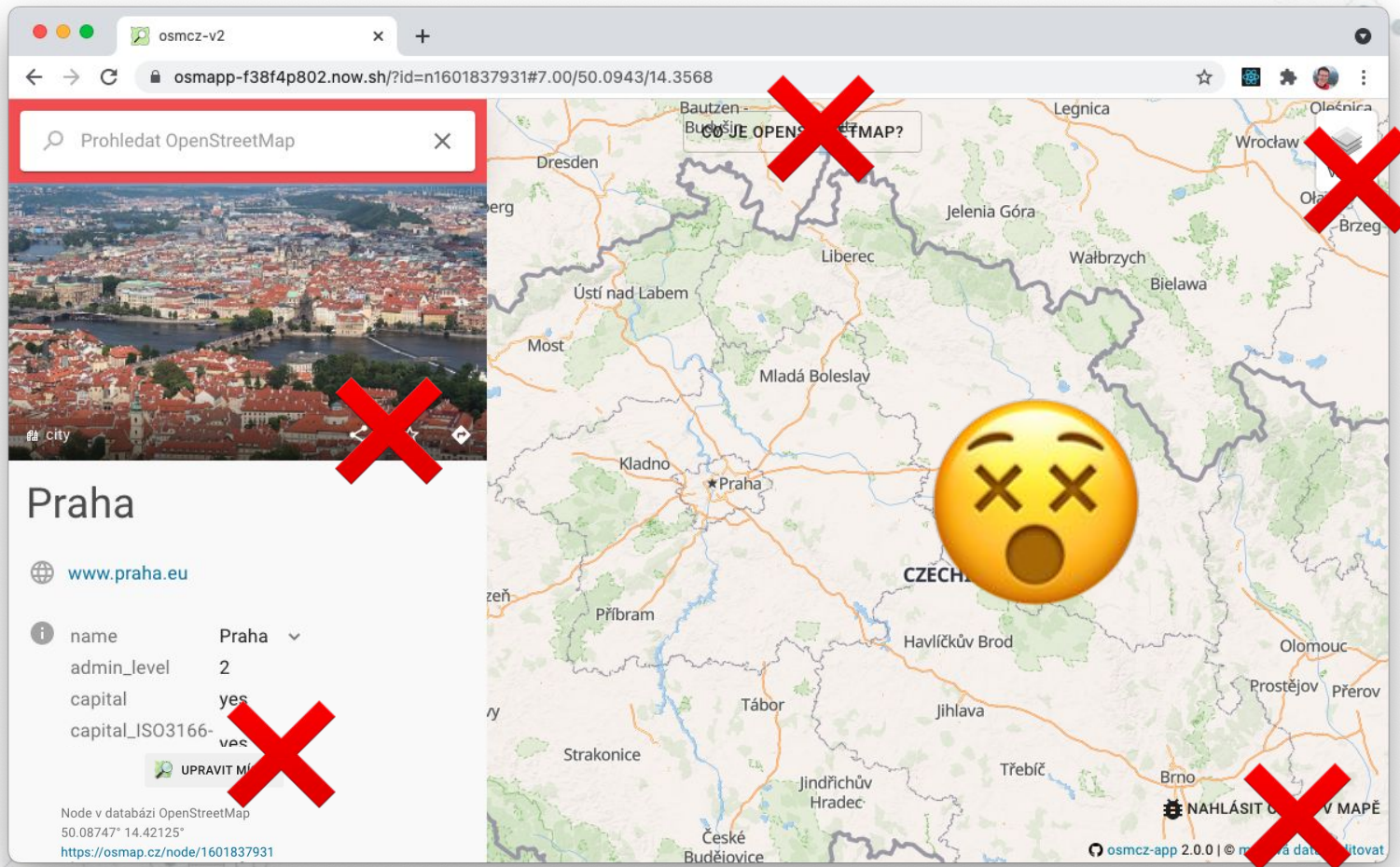




# 2018 – figma + prototype

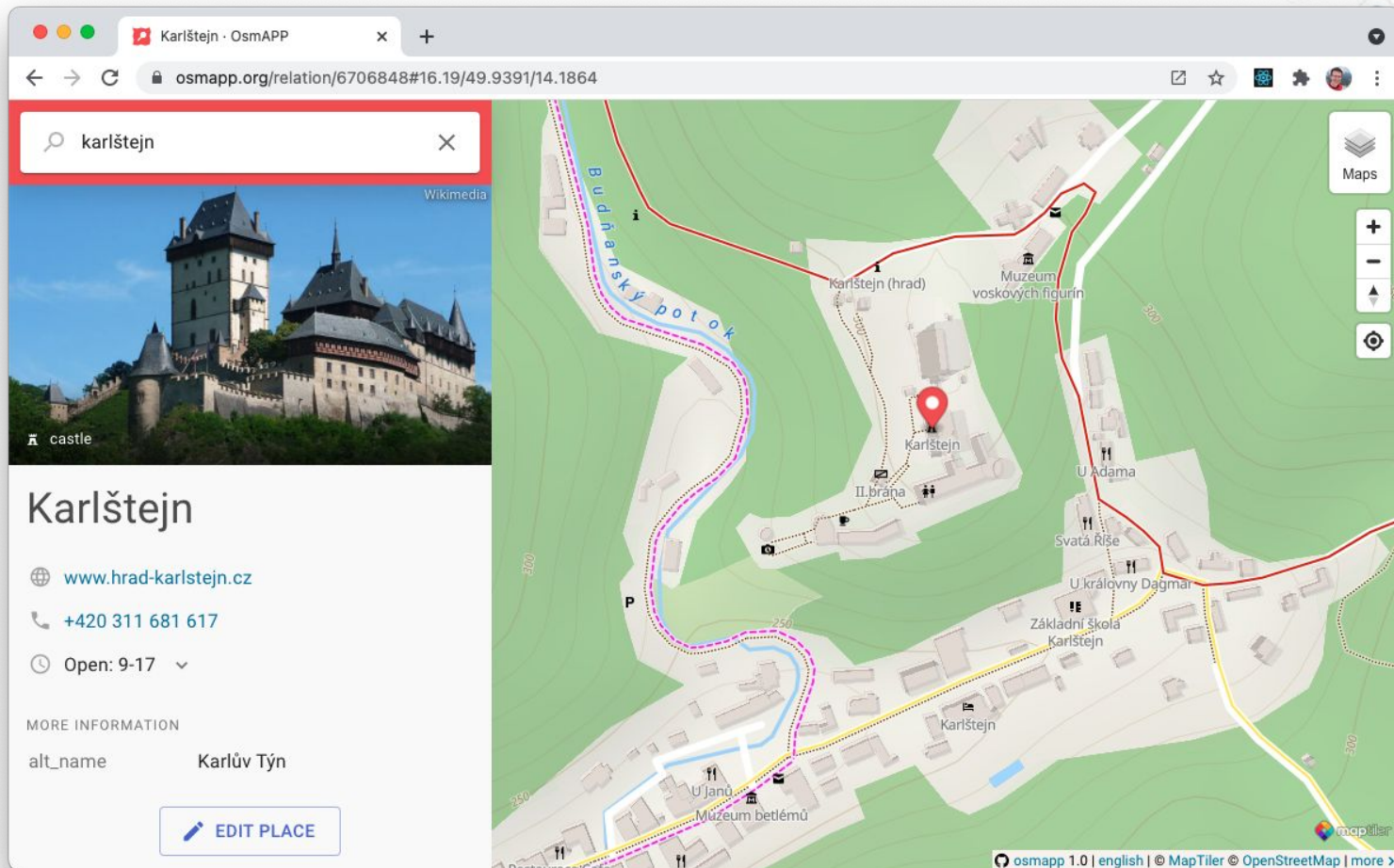


# 2020 – not all worked





# 2021 – public release v1.0



The background of the slide is a light gray network pattern. It consists of numerous small circles, some of which are solid gray and others are hollow with a gray outline. These circles are interconnected by a web of thin, light gray lines, creating a complex, organic structure that resembles a molecular or digital network.

# 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](https://osmapp.org/install)
- ◎ permanent URLs – eg. [osmapp.org/way/123557148](https://osmapp.org/way/123557148)
- ◎ creating POIs – after clicking the coordinates (see eg. [osmapp.org/50.1,14.39](https://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](https://github.com/zbycz/osmapp)



# Q&A



# Thanks!

## Pavel Zbytovský



- ◎ frontend dev
- ◎ OpenStreetMap enthusiast

*react, react native  
graphql, relay*

[osmapp.org](https://osmapp.org)

[openstreetmap.cz](https://openstreetmap.cz)

[indoor](#) + [proposal](#)

 [twitter.com/zbycz](https://twitter.com/zbycz)

 [github.com/zbycz](https://github.com/zbycz)

 [zby.cz](https://zby.cz)