

FOSSGIS

UPDATE **2021**

Neues von OpenLayers

Demosession

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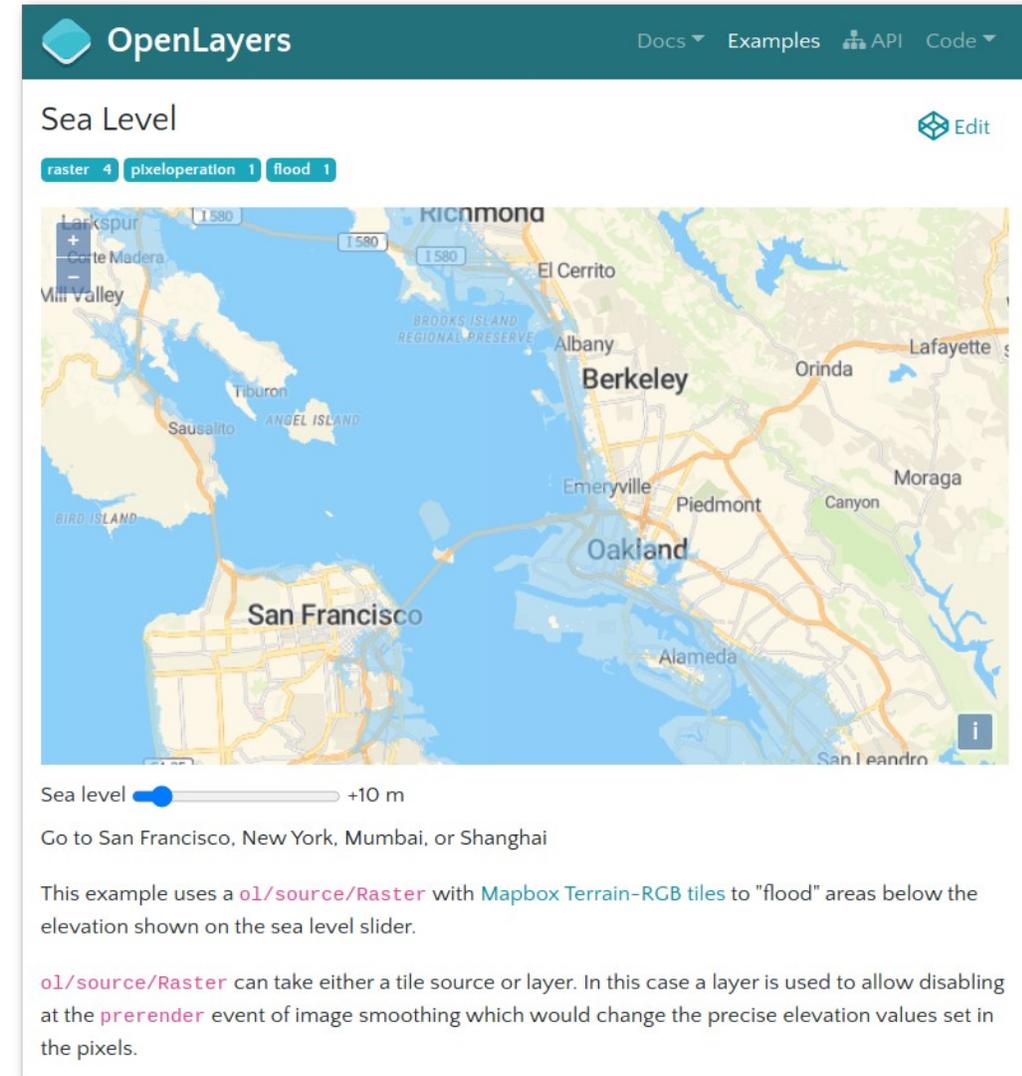
Andreas Hocevar, ahocevar geospatial

FOSSGIS Update, 28. Januar 2021



Fahrplan für die Demosession

- (sehr kurze)
Metainformationen
- (kurz)
OpenLayers? Was ist das?!?
- (hoffentlich lange und fehlerfreie)
Demonstration der Software



The screenshot shows the OpenLayers website interface. At the top, there's a navigation bar with the OpenLayers logo, 'Docs', 'Examples', 'API', and 'Code' links. Below this, the title 'Sea Level' is displayed with an 'Edit' button. A layer control bar shows 'raster' (selected), 'pixeloperation', and 'flood'. The main map area displays a topographic map of the San Francisco Bay Area, with a blue overlay indicating areas below the current sea level. A slider below the map is set to '+10 m'. Below the slider, there's a text prompt: 'Go to San Francisco, New York, Mumbai, or Shanghai'. A descriptive paragraph explains that the example uses an `ol/source/Raster` layer with `Mapbox Terrain-RGB` tiles to simulate flooding. A final paragraph notes that `ol/source/Raster` can take either a tile source or a layer, and that in this case, a layer is used to allow disabling the `prerender` event of image smoothing, which would otherwise change the precise elevation values in the pixels.



Metainformationen





- Marc Jansen
- Kernentwickler
- PSC OpenLayers
- OSGeo Charter Member
- jansen@terrestris.de
@selectoid
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- terrestris GmbH & Co. KG
- OpenSource GIS aus Bonn
- Unterstützt, entwickelt & nutzt FOSS4G
- OpenLayers Teil des klassischen Stacks
- Entwicklung, Projekte & Support / Schulung
- Beratung, Planung, Implementierung & Wartung
- info@terrestris.de
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- Andreas Hocevar
- Kernentwickler OpenLayers
- PSC OpenLayers
- OSGeo Charter Member
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- ahocevar geospatial
- Open Source geospatial
- Web-basierte Kartenlösungen
- Consulting und Entwicklung
- Standort Graz/Wien



Demosession: Ziele für die nächsten ~20 Minuten

- Ein wenig Theorie entlang des Weges
- Viel Code
- Beispiele und Konzepte in Aktion
- “Ein Gefühl für OpenLayers bekommen”

```
1 import 'ol/ol.css';
2 import Feature from 'ol/Feature';
3 import Map from 'ol/Map';
4 import Point from 'ol/geom/Point';
5 import View from 'ol/View';
6 import {Icon, Style} from 'ol/style';
7 import {Stamen, Vector as VectorSource} from 'ol/source';
8 import {Tile as TileLayer, Vector as VectorLayer} from 'ol/layer';
9
10 var iconFeature = new Feature({
11   geometry: new Point([0, 0]),
12 });
13
14 var vectorSource = new VectorSource({
15   features: [iconFeature],
16 });
```



OpenLayers? Was ist das?!?



A high-performance, feature-packed library for all your mapping needs.

- OpenSource (BSD)
- JavaScript
- OSGeo Projekt
- Beinahe 15 Jahre jung
- Viele Daten- & Layerquellen
- Interaktionen & Steuerelemente
- Aktiv entwickelt & große Community
- Gut dokumentiert & viele Beispiele
- Universal einsetzbar



Shaded Relief

Edit

raster 4 shadedrelief 1



vertical exaggeration: 3 x
sun elevation: 45 °
sun azimuth: 21 °



ol ^{DT}

6.5.0 • Public • Published a month ago

[Readme](#)

[Explore](#) BETA

[3 Dependencies](#)

[415 Dependents](#)

[1.101 Versions](#)

OpenLayers

OpenLayers is a high-performance, feature-packed library for creating interactive maps on the web. It can display map tiles, vector data and markers loaded from any source on any web page. OpenLayers has been developed to further the use of geographic information of all kinds. It is completely free, Open Source JavaScript, released under the **BSD 2-Clause License**.

Getting Started

Install the **ol** package:

```
npm install ol
```

Install

```
> npm i ol
```

[Fund this package](#)

Weekly Downloads

85.657

Version

6.5.0

License

BSD-2-Clause

Unpacked Size

Total Files



Demo-Time



Danke!

Fragen?



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