OpenStreetMap vector tiles

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Start

OSM Vector Tile Rendering

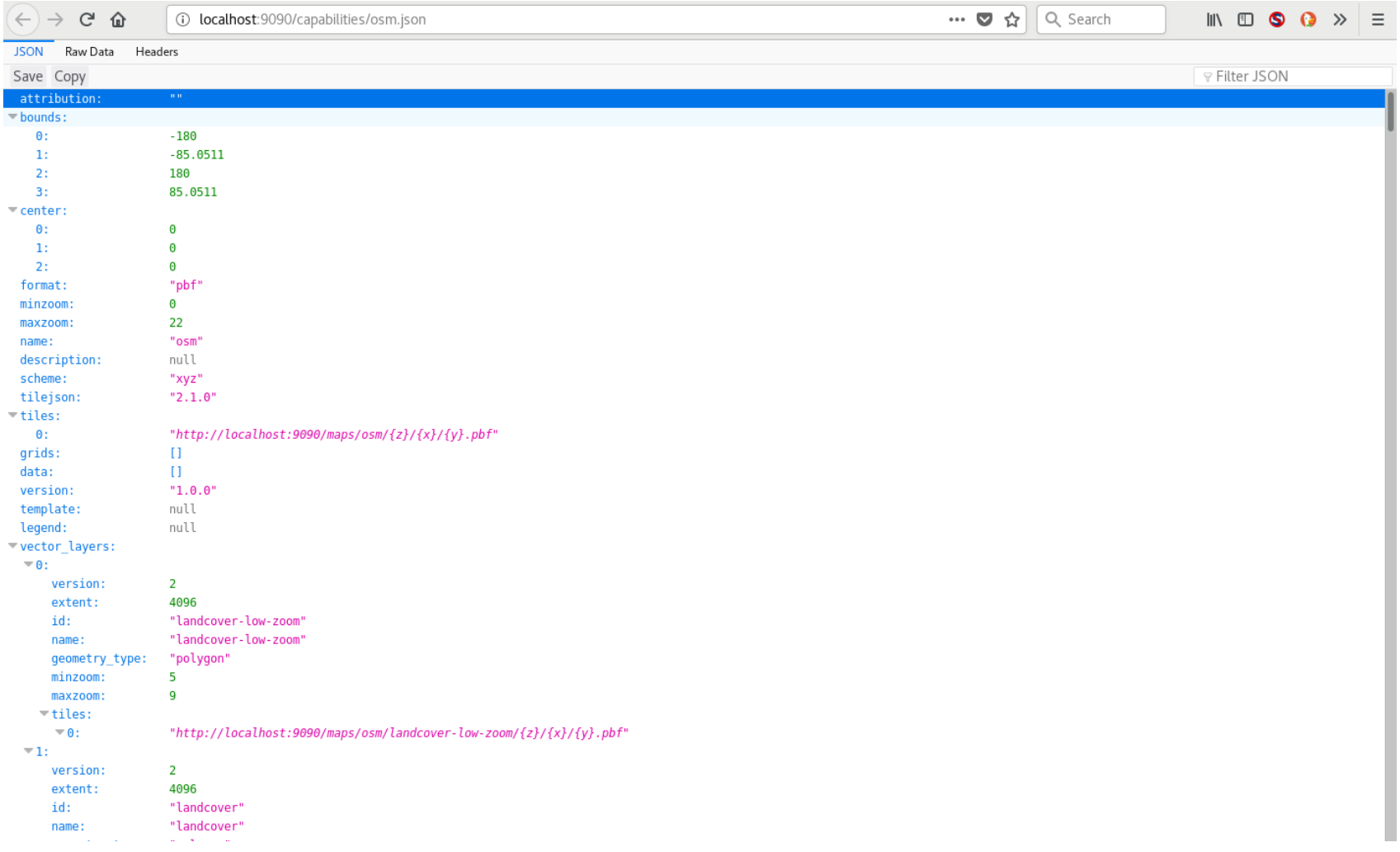
General information sources/overviews

- http://www.paulnorman.ca/blog/2016/11/serving-vector-tiles/
- https://wiki.openstreetmap.org/wiki/Vector_tiles
- https://github.com/mapbox/awesome-vector-tiles

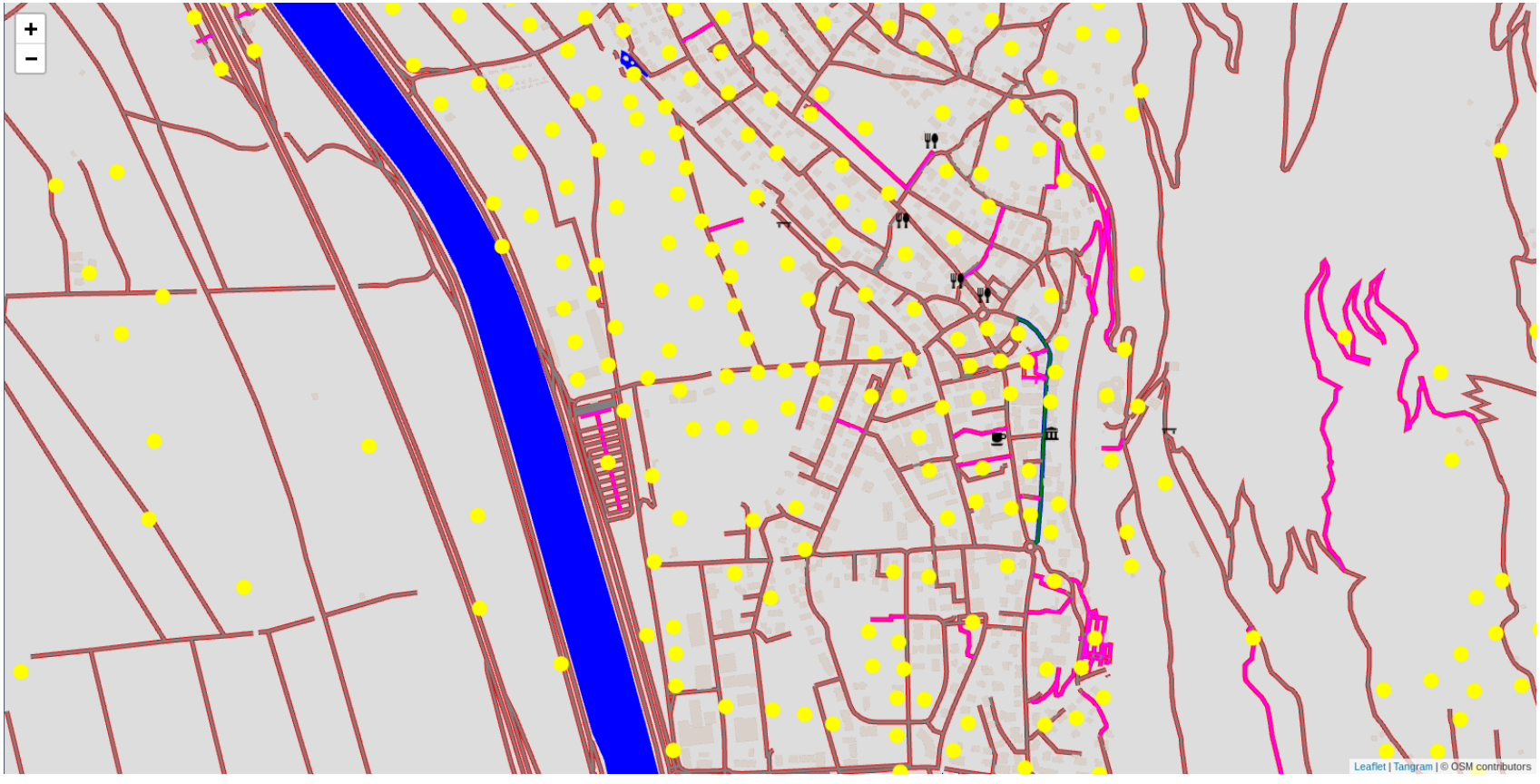
"Stacks"

- Kartotherian
  - https://github.com/kartotherian/kartotherian
  - iirc, failed to build/install when I tried it, did not even work with one of the supported NodeJS versions
- Tilezen
  - https://github.com/tilezen (Tile server)
  - https://github.com/tangrams (Styles, Map rendering)
  - https://github.com/tangrams/cartography-docs/blob/master/styles.md (list of basemap styles)
  - https://github.com/tilezen/vector-datasource/wiki/Mapzen-Vector-Tile-Service (setup and data import)
  - Got something working
  - Requires several Python modules not available in Debian
  - At least seemed to work with normal osm2pgsql (instead of using the tilezen fork)
  - Tangram styles must be modified to use your own render server
- OpenStreetMap Carto Vector Tiles
  - https://github.com/geofabrik/openstreetmap-carto-vector-tiles
  - Not tried, not sure this is still maintained
  - Uses tessera/tilelive
- OpenMapTiles
  - https://openmaptiles.org/docs/
  - set QUICKSTART_MAX_ZOOM=14 in .env to be able to zoom in
  - iirc, failed to build/install when I tried it, at least the part that renders raster tiles
- Tilemaker
  - https://github.com/systemed/tilemaker
  - Seemed to have problems with the padded SOSM Switzerland extract
  - The provided OpenMapTiles config/processor worked with Lichtenstein, but did not seem to terminate with the Geofabrik Switzerland e
  - Haven't found a good way to actually render the vector tiles in the browser
  - https://github.com/SpatialServer/Leaflet.MapboxVectorTile was usable to render some data, but is probably only suitable to render eg.

Vector tiles in Tegola from osm2pgsql database



Rendering in browser with Tangram



Rendering in browser with Mapbox-GL

More work

- Use openstreetmap-carto style with the vector tiles
- Means writing some conversion from carto-css to mapbox-gl or tangram style language, which turns out to be not so straight forward.
- The style is huge, so conversion by hand is also a huge effort.