hack4glarus-2019-summer - Task #6747

Vector tiles for OpenStreetMap

05/31/2019 10:59 PM - Manfred Stock

Status:	Closed	**Start date:**	05/31/2019
Priority:	Normal	**Due date:**	06/02/2019
Assignee:	Manfred Stock	**% Done:**	0%
Category:		**Estimated time:**	42.00 hours
Target version:			
PM Check date:			

Description

Standard rendering of OpenStreetMap is still as images. There is quite a bit of open source software for vector tile rendering, but nothing is yet comparable to the rich map generated by the openstreetmap-carto style available for image generation server side. Also, some vector tile software is needlessly complicated and unmaintainable for a community (currently maintained by corporations, but who knows for how long). We would like to find some solution for community provided vector tiles. Putting existing software together, or creating missing pieces.

History

#1 - 06/02/2019 08:43 PM - Nico Schottelius

- Status changed from New to Resolved

Thanks everyone for participating! It was great seeing all of you!

#2 - 06/02/2019 08:47 PM - Nico Schottelius

Hey Manfred & Michael,

can you also upload your presentation into this ticket?

#3 - 06/02/2019 09:27 PM - michael spreng

- File vtile.pdf added

Abschlusspräsentation

#4 - 06/04/2019 09:53 AM - Nico Schottelius

- Status changed from Resolved to Closed

#5 - 06/09/2019 03:47 PM - Manfred Stock

In the meantime, the proof-of-concept styles and a Tegola configuration with openstreetmap-carto layers have been pushed to GitHub, and the script for converting a CartoCSS project file to a Tegola configuration as well.

Files

vtile.pdf	602 KB	06/02/2019	michael spreng