

OpenLayers 3.x Cookbook - Second Edition

Peter J. Langley, Antonio Santiago Perez



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Over 50 comprehensive recipes to help you create spectacular maps with OpenLayers 3

About This Book

- Create highly customized mapping apps for the web with rich interactivity and diverse content using JavaScript
- See how successful mapping apps work and how they integrate with third-party services
- Packed full of code examples, screenshots, and explanations from professionals in the industry

Who This Book Is For

If you are a GIS-related professional with basic knowledge of web technologies and want to gain in-depth knowledge of creating web mapping applications, then this book is for you. The recipes will be appropriately mixed to suit JavaScript beginners or experts and cover basic to advanced topics on OpenLayers.

What You Will Learn

- Create stunning maps, and understand projection
- Add customized raster and vector layers
- Work with important tile providers
- Work with OGC, WMS, and WFS compliant servers
- Read/write features from/to different data sources
- Style features to improve their visualization
- Understand events and work with the main controls
- Enhance maps with HTML5 technologies such as Geolocation

In Detail

OpenLayers 3 is one of the most important and complete open source JavaScript mapping libraries today.

Throughout this book, you will go through recipes that expose various features of OpenLayers 3, allowing you to gain an insight into building complex GIS web applications.

You will get to grips with the basics of creating a map with common functionality and quickly advance to more complicated solutions that address modern challenges. You will explore into maps, raster and vector layers, and styling in depth. This book also includes problem solving and how-to recipes for the most common and important tasks.

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Charles Myers:

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Harold Phillips:

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Paul Herbert:

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