

OpenLayers 2.10 Beginner's Guide



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Create, optimize, and deploy stunning cross-browser web maps with the OpenLayers JavaScript web mapping library

Learn how to use OpenLayers through explanation and example

Create dynamic web map mashups using Google Maps and other third-party APIs

Customize your map's functionality and appearance

Deploy your maps and improve page loading times

A practical beginner's guide, which also serves as a reference with the necessary screenshots and exhaustive code explanations

In Detail

Web mapping is the process of designing, implementing, generating, and delivering maps on the World Wide Web and its products. OpenLayers is a powerful, community driven, open source, pure JavaScript web mapping library. With it, you can easily create your own web map mashup using WMS, Google Maps, and a myriad of other map backends. Interested in knowing more about OpenLayers? This book is going to help you learn OpenLayers from scratch.

OpenLayers 2.10 Beginner's Guide will walk you through the OpenLayers library in the easiest and most efficient way possible. The core components of OpenLayers are covered in detail, with examples, structured so that you can easily refer back to them later.

The book starts off by introducing you to the OpenLayers library and ends with developing and deploying a full-fledged web map application, guiding you through every step of the way.

Throughout the book, you'll learn about each component of the OpenLayers library. You'll work with backend services like WMS, third-party APIs like Google Maps, and even create maps from static images. You'll load data from KML and GeoJSON files, create interactive vector layers, and customize the behavior and appearance of your maps.

There is a growing trend in mixing location data with web applications. OpenLayers 2.10 Beginner's Guide will show you how to create powerful web maps using the best web mapping library around.

This book will guide you to develop powerful web maps with ease using the open source JavaScript library OpenLayers.

What you will learn from this book

Learn how to set up OpenLayers and use it to create your own web maps

Debug your map to find out how it works and how to fix things that break

Investigate the multitude of different layer types OpenLayers supports out of the box

Customize your map's settings to support different projections, resolutions, controls, and more

Learn about what projections are and how to work with them

Use Google, Bing, Yahoo, and other third-party maps directly in your own map

Understand the numerous map controls provided out of the box and learn how to develop and customize your own

Add real-time, client-side interaction with the Vector layer and customize its appearance

Work with external data formats like KML, GeoJSON, and many others

Develop a complex web map application using external data sources from Flickr, Twitter, and more

Learn how to deploy and optimize your web map

Approach

This is a beginner's guide with the essential screenshots and clearly explained code, which also serves as a reference.

Who this book is written for

This book is for anyone who has any interest in using maps on their website, from hobbyists to professional web developers. OpenLayers provides a powerful, but easy-to-use, pure JavaScript and HTML (no third-party plug-ins involved) toolkit to quickly make cross-browser web maps. A basic understanding of JavaScript will be helpful, but there is no prior knowledge required to use this book. If you've never worked with maps before, this book will introduce you to some common mapping topics and gently guide you through the

作者介绍:

Erik Hazzard is a web developer - designer, Open Source advocate, and VI user. He loves to learn, teach, and occasionally blogs on his website at vasir.net. As a professional web developer of five years, Erik specializes in Python and Javascript, using open source software whenever possible. When he's not developing web applications, he's often developing or designing video games.

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标签

GIS

openlayers

opensource

mapping_api

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评论

OL的经典入门读物，书的内容比较基础，但是，讲解都非常的详尽，并提供了大量的参考源代码，最后，还讲解了一个综合的案例，对于OL开发应用有一定的帮助

很适合入门学习

真正的openlayers入门图书，花了几天时间读完，立刻能把里面的内容应用到项目中，非常适合初次接触openlayers的读者。

确实是很适合入门的 OpenLayers 教程，同时还顺便理清了一些 JavaScript 的特殊语法。看完就可以动手做项目了。

工作需要

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