

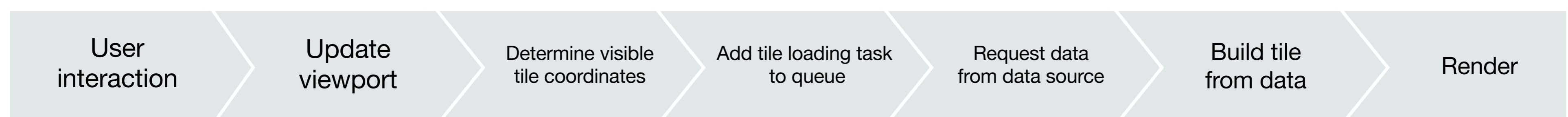
Library for OSM Rendering on Smartphones

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tile loading

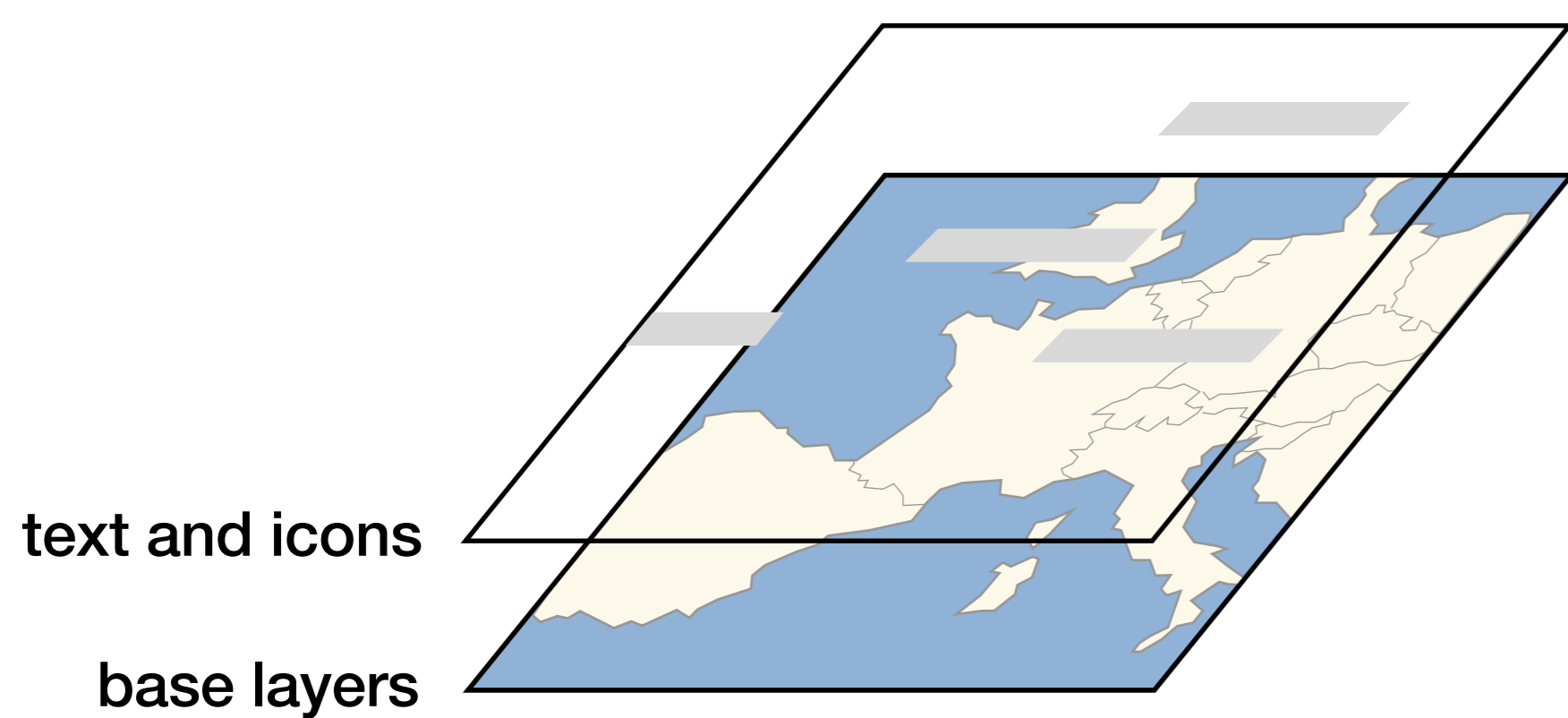
The following graph illustrates the steps of loading a tile. It begins when the user interacts with the map, and ends with a tile that is ready to appear on the screen.



Map data source  or HTTP
Database

hybrid rendering

Base layers containing polygons and triangles are prerendered to a texture. Labels and icons are rendered in realtime above the base layers.



style definition

Style of the map, as well as its content, can be set in a JSON file.

```
{  
  "source-layer": "transportation",  
  "type": "line",  
  "line-width": 4.0,  
  "line-color": "rgb(255, 255, 255)",  
  "line-outline-width": 1.0,  
  "line-outline-color": "rgb(0, 0, 0)"  
}
```

used technologies



results

The library runs on both iOS and Android. The performance on a Samsung Galaxy S4 is 60fps most of the time.

