Alternative Mapping On iOS

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Development Seed

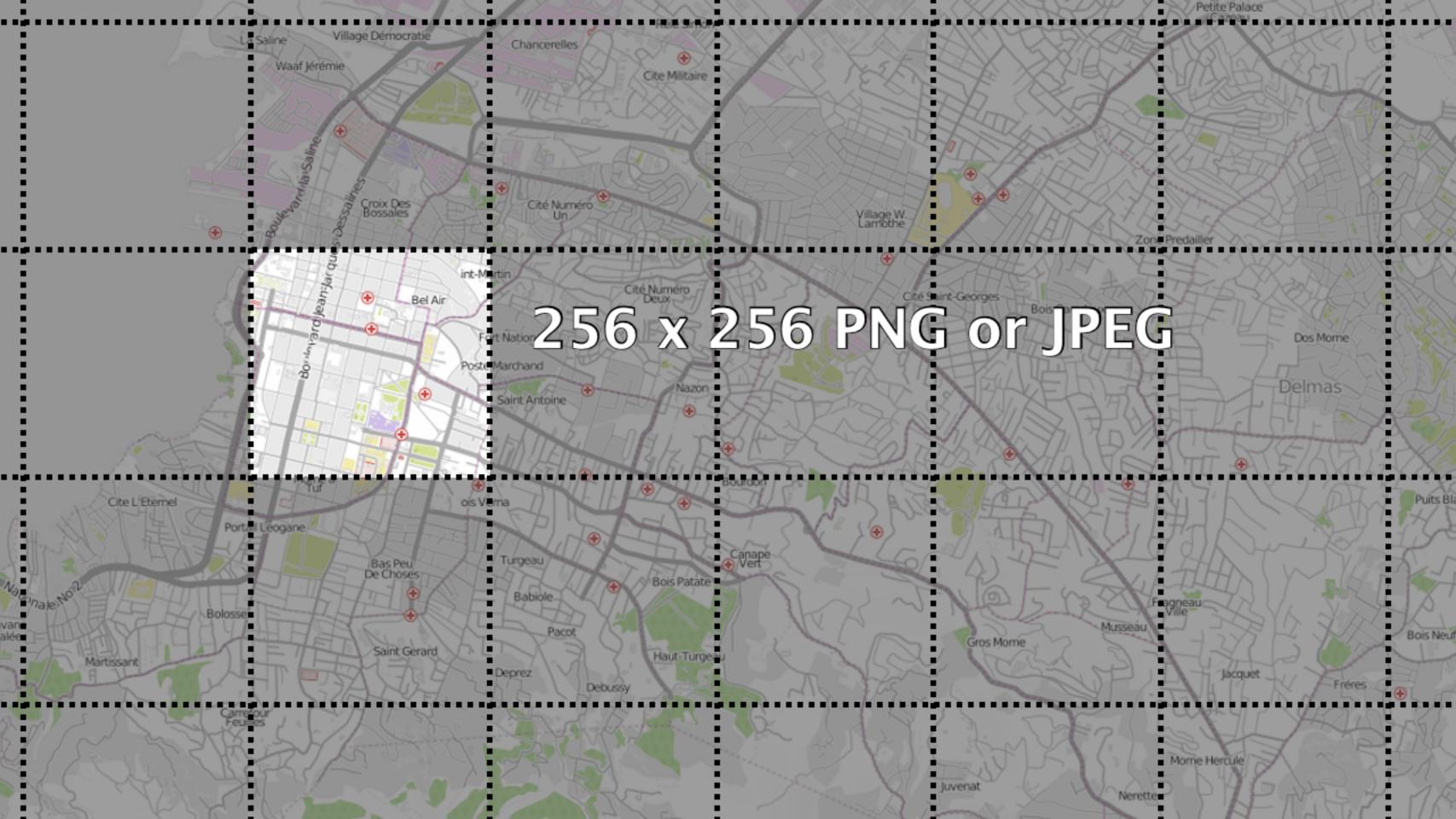


"MapKit? Where we're going, we don't need MapKit..."

Alternative?

- Alternative to Apple's MapKit.framework
 - Custom aesthetic colors, level of detail
 - Custom behaviors offline use, layering
 - Custom sources boundaries, languages

Map Tiles



Tile-Based Map Images

- Can easily number in the millions
 - Zoom level 0
 - One 256x256 tile
 - Zoom level 18
 - 68,719,476,736 tiles



• This is a PITA for USB or network transfer en masse

Solution?

- SQLite: self-contained, cross-platform, serverless
 - "Small. Fast. Reliable. Choose any three."
- MBTiles: a simple schema
 - Name, zoom levels, attribution, version, etc.
 - Store tile images as binary data





Added Bonuses (Bonusi?)

- Can weed out duplicate tiles (i.e., oceans)
- Generally zip down pretty well
 - 3GB on disk
 - IGB in SQLite
 - 200MB in .ipa
- Easy on the user

Ok, So Now What?

- Needed a framework
- Evaluated; found route-me
 - Google Code at the time; now GitHub
 - Reasonably active (GitHub has helped)
 - Open source (BSD license)

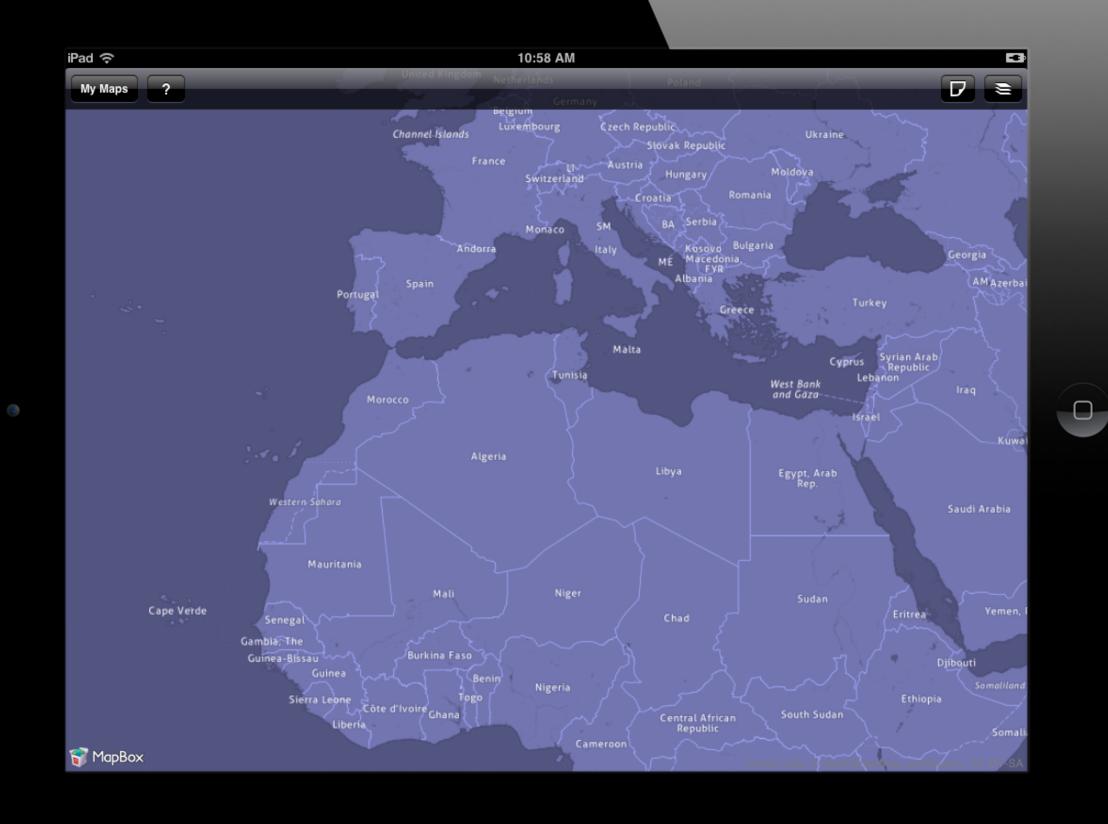
route-me

- NOT a MapKit drop-in replacement
 - It's got its own funky conventions
 - It could probably use some refactoring
- Does a lot with CALayer directly
- Not as finely-tuned as MapKit

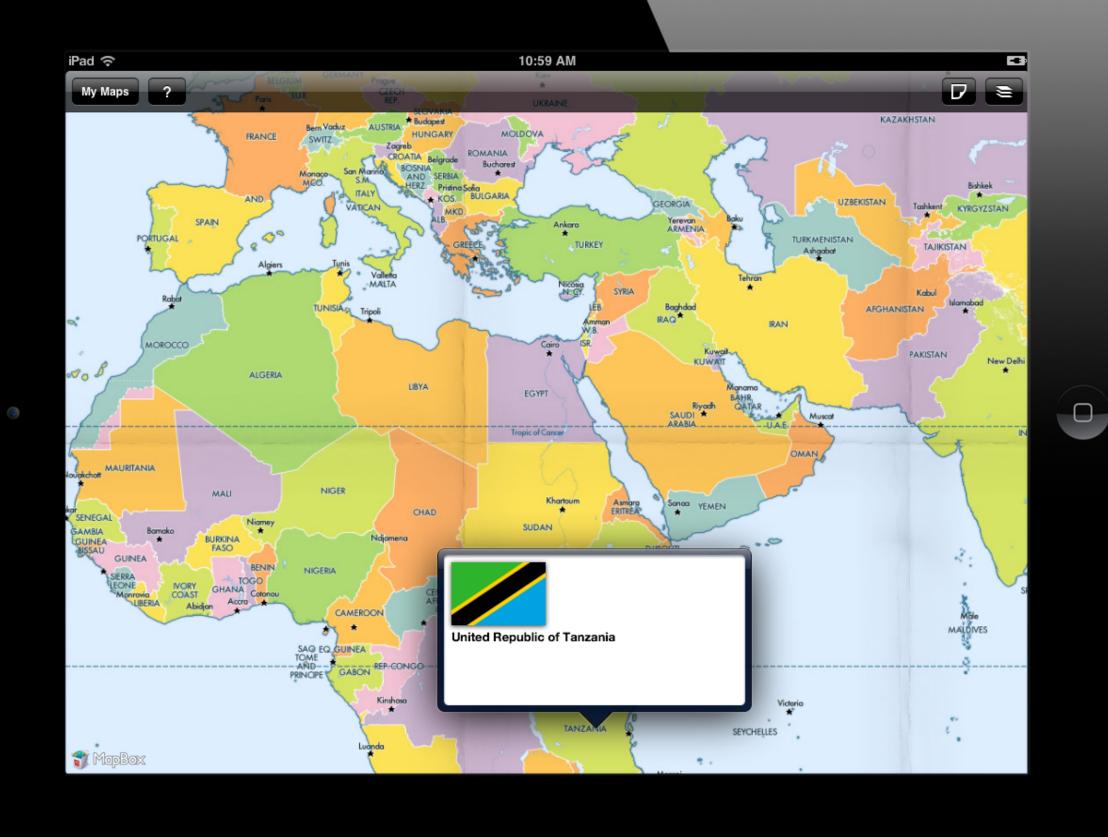


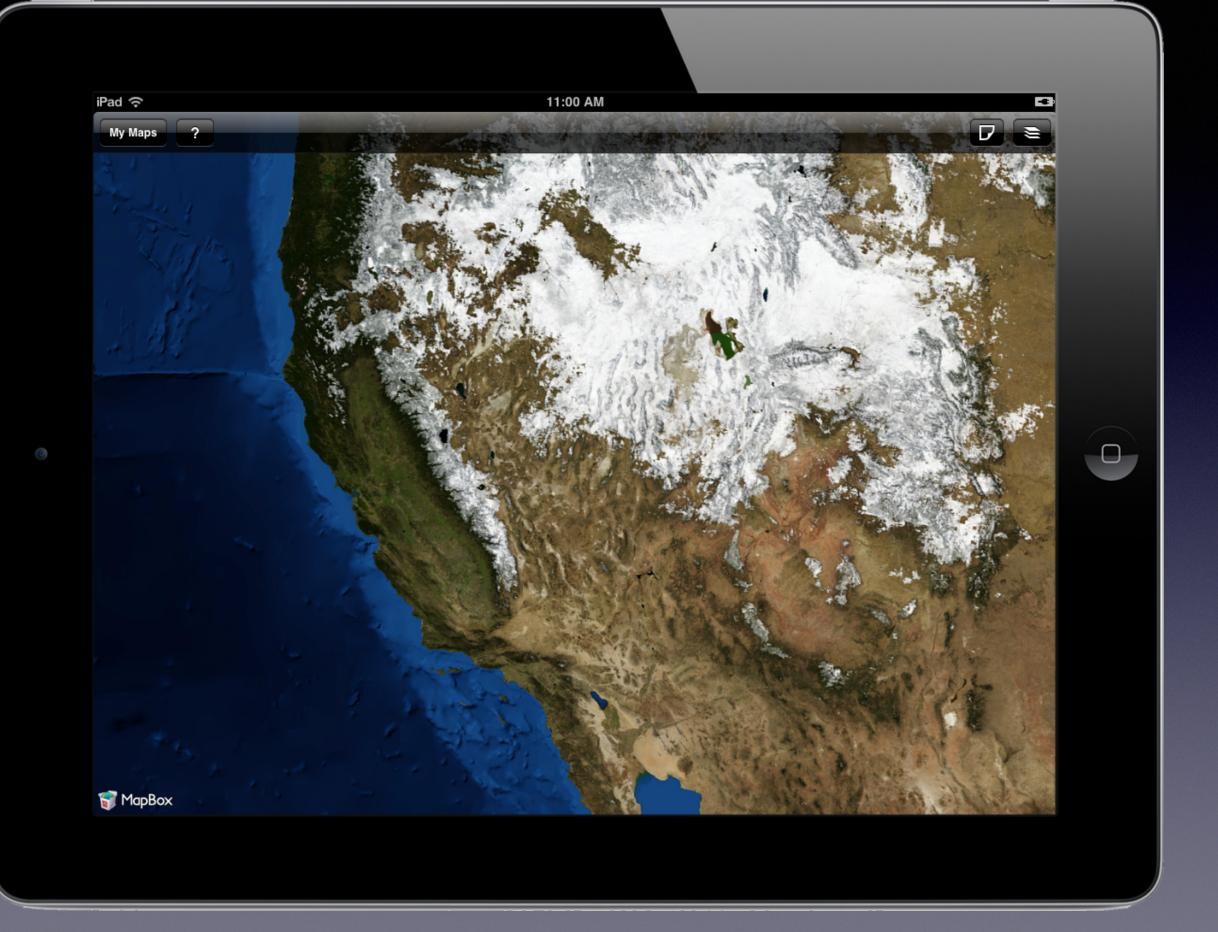
"I've got my own customs!"

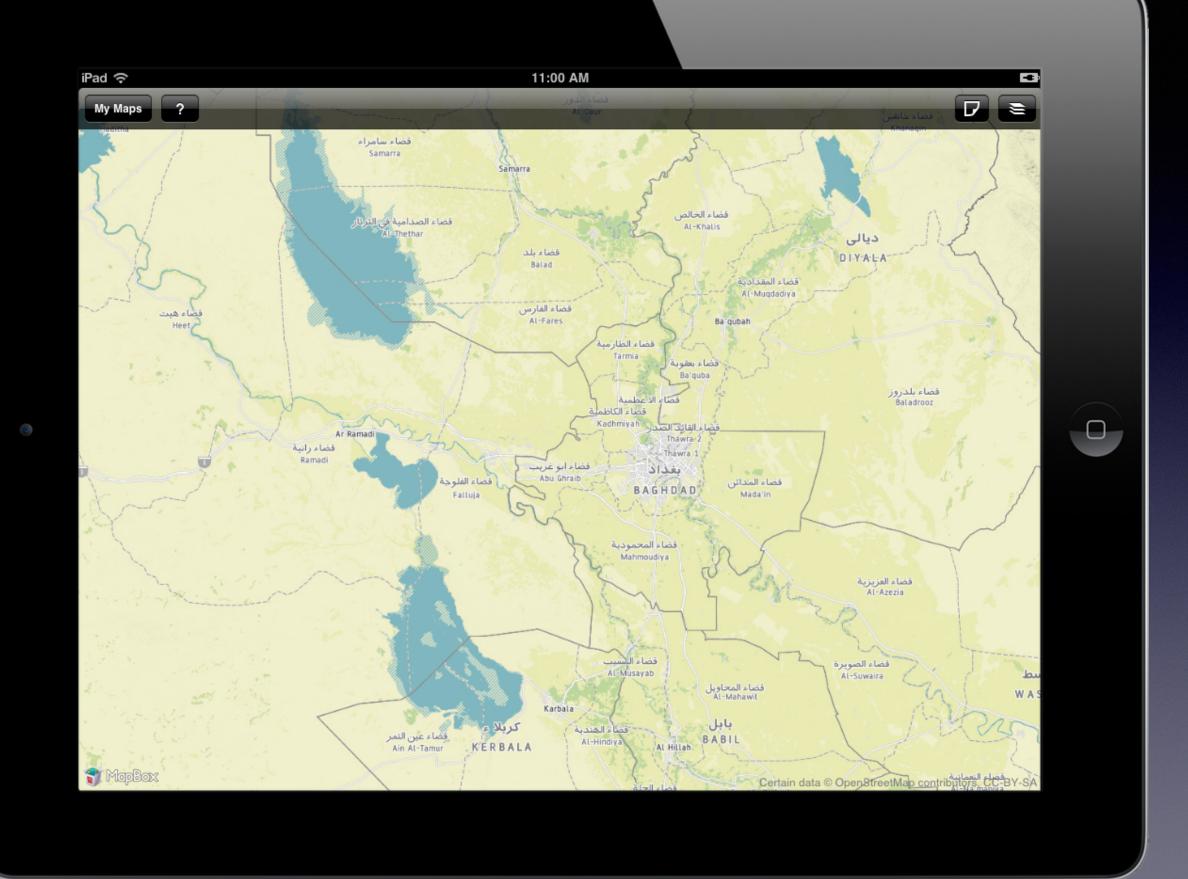
Examples

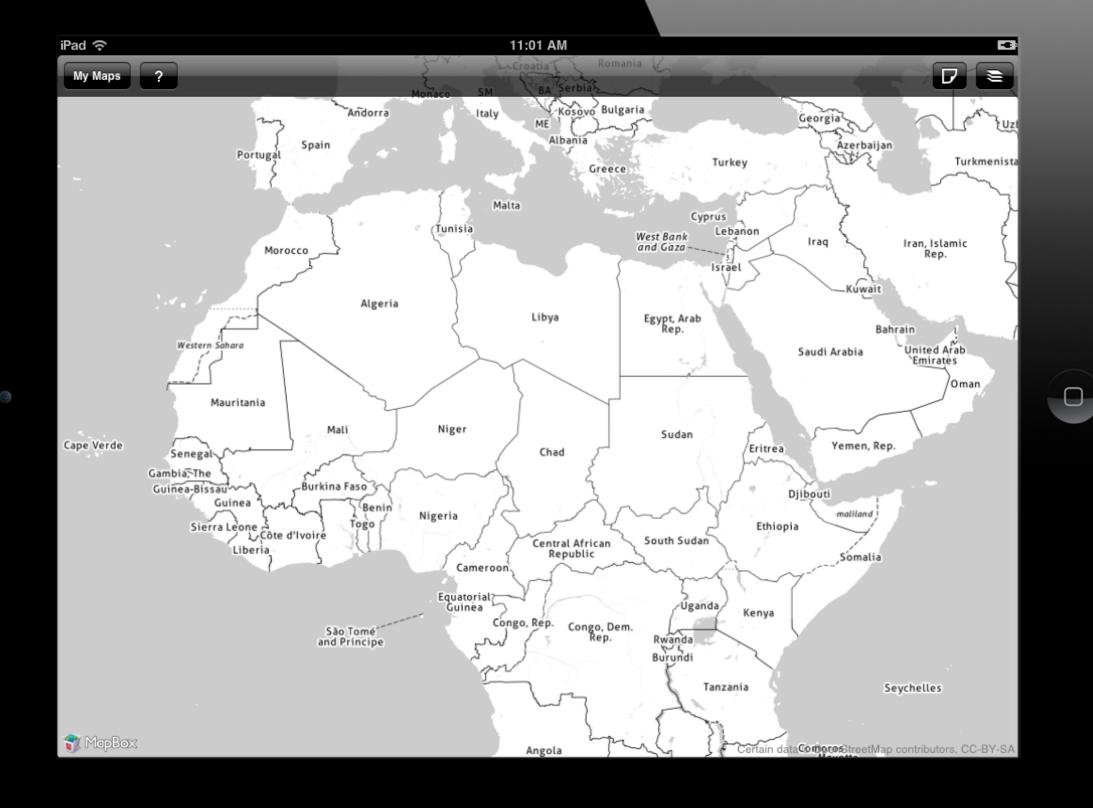


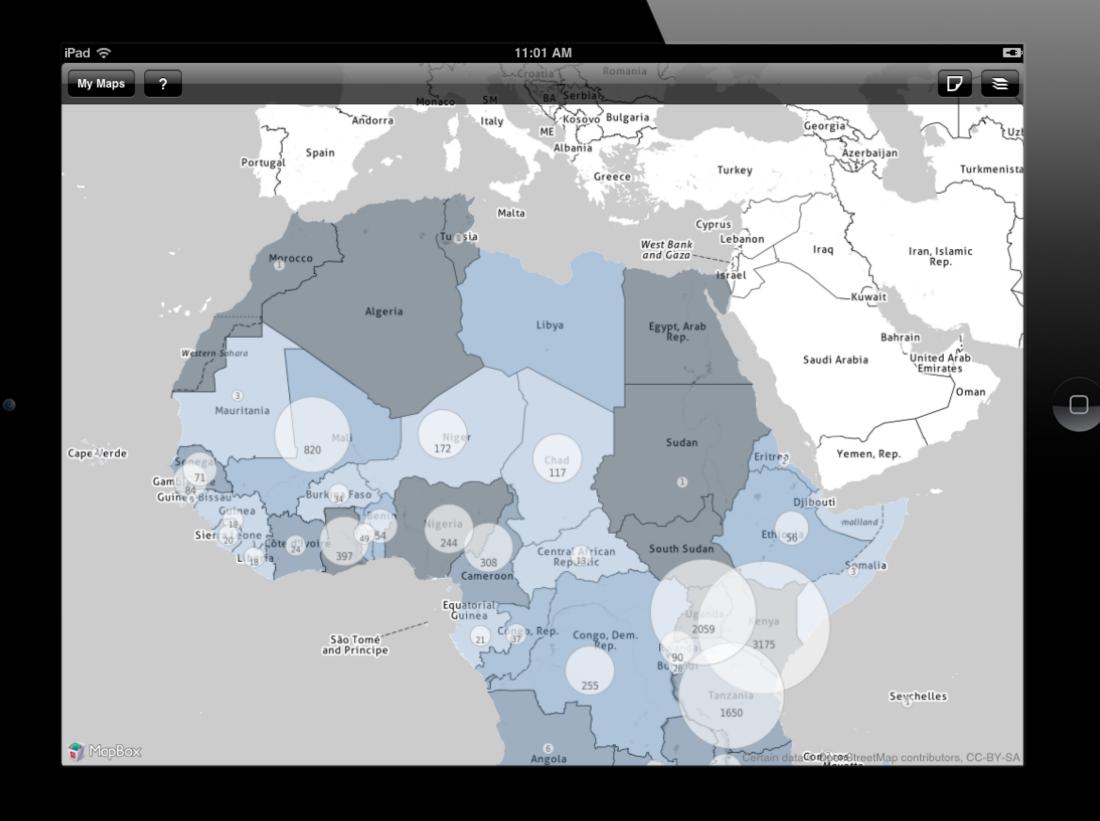




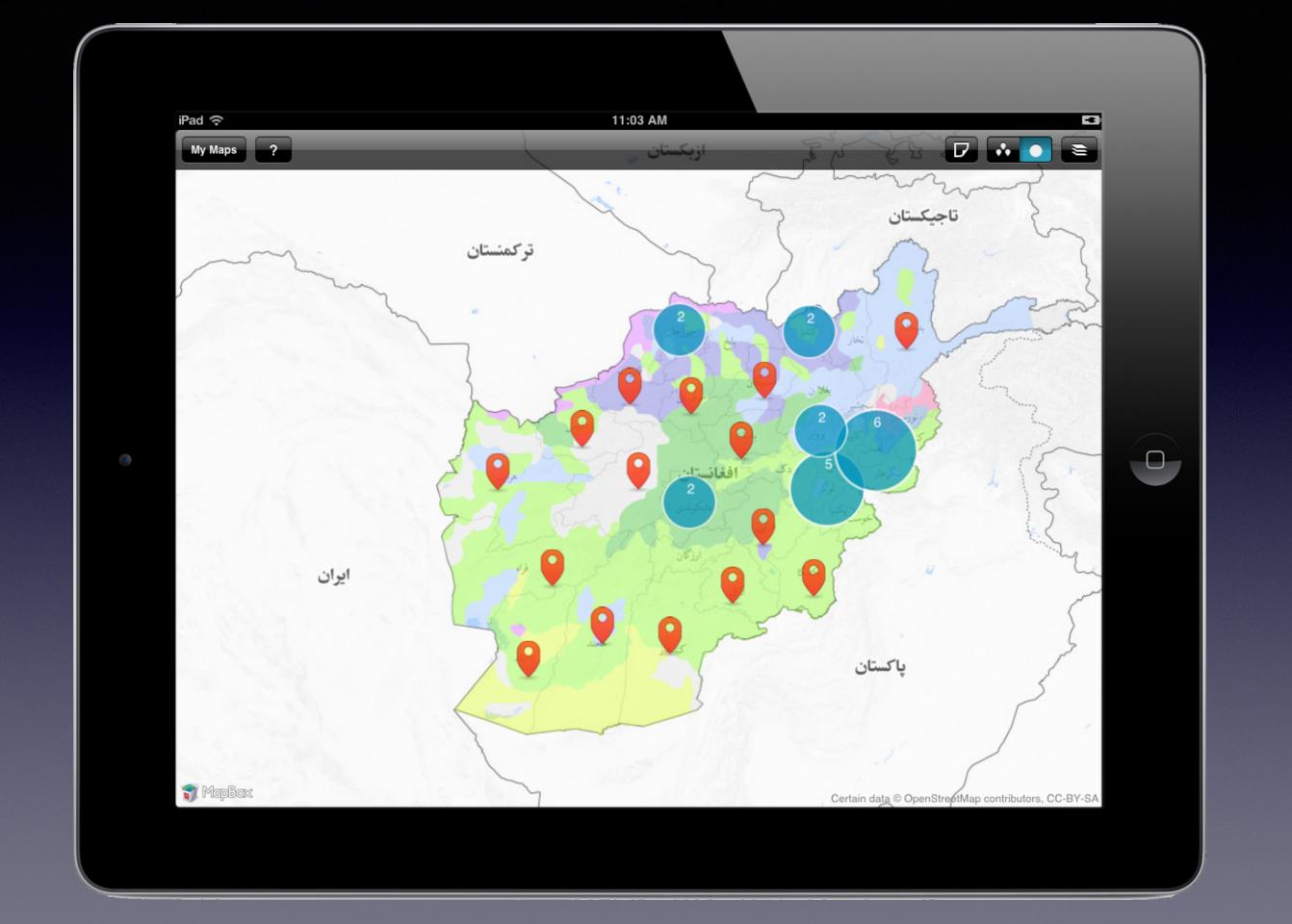














GitHubStuff

- tilemill
- tilestream
- mbtiles-spec
- mbutil
- carto

- wax
- tilelive.js
- Simple KML
- Fingertips
- route-me*

For More Info

- GitHub: github.com/mapbox
- Twitter: @incanus77, @mapbox, and @developmentseed
- App Store: MapBox (iPad only)
- Web: mapbox.com



Thanks!