



무료 전자 책

배우기

openlayers-3

Free unaffiliated eBook created from
Stack Overflow contributors.

#openlayers

-3

	1
1: openlayers -3.....	2
.....	2
Examples.....	2
.....	2
OL-3	2
.....	2
Bing Maps	3
2:	4
Examples.....	4
.....	4
.....	4
vectorSource	4
.....	4
ol.geom.MultiLineString ([])	4
.....	4
.....	5
.....	6

You can share this PDF with anyone you feel could benefit from it, download the latest version from: [openlayers-3](#)

It is an unofficial and free openlayers-3 ebook created for educational purposes. All the content is extracted from [Stack Overflow Documentation](#), which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official openlayers-3.

The content is released under Creative Commons BY-SA, and the list of contributors to each chapter are provided in the credits section at the end of this book. Images may be copyright of their respective owners unless otherwise specified. All trademarks and registered trademarks are the property of their respective company owners.

Use the content presented in this book at your own risk; it is not guaranteed to be correct nor accurate, please send your feedback and corrections to info@zzzprojects.com

1: openlayers -3

openlayers-3 .

openlayers-3 . openlayers-3 .

Examples

OpenLayers 3 OL-3 Javascript html .

- ol.css OL-3 .
- ol.js .

www.openlayers.org OL-3 src href html

OL-3

```
<link rel="stylesheet" href="http://openlayers.org/en/v3.17.1/css/ol.css" type="text/css">
<script src="http://openlayers.org/en/v3.17.1/build/ol.js"></script>
```

```
<html>
  <head>
    <title>Getting started</title>
    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/ol3/3.17.1/ol.css"
type="text/css">
    <script src="https://cdnjs.cloudflare.com/ajax/libs/ol3/3.17.1/ol.js"></script>
  </head>
  <body>
    <div id="map" class="map"></div>
    <script>
      var baseLayer= new ol.layer.Tile({ //a Tile layer is a the background layer for the map
        // here we choose an OpenStreetMap base layer
        source: new ol.source.OSM({
          url: 'https://a.tile.openstreetmap.org/{z}/{x}/{y}.png'
        })
      };

      var map = new ol.Map({ // we create our map
        layers: [baseLayer], // and add the layers to it ( in our case we only have one)
        target: 'map', // the div element that will serve as a map
        controls: ol.control.defaults({ // we leave the map controls to default
          attributionOptions: /** @type {olx.control.AttributionOptions} */ ({
            collapsible: false
          })
        }),
        view: new ol.View({ // we define the initial view of the map
          center: ol.proj.fromLonLat([0, 0]), //the default projection is the spherical
          mercator (meter units) so we get coordinates of the center by degrees
          zoom: 2 // the initial zoom level
        })
      });
    </script>
  </body>
</html>
```

```
</script>
</body>
</html>
```

Bing Maps

```
var baseLayer = new ol.layer.Tile({
  visible: true,
  preload: Infinity,
  source: new ol.source.BingMaps({
    // We need a key to get the layer from the provider.
    // Sign in with Bing Maps and you will get your key (for free)
    key: 'Ap9VqFbJYRNkatdxt3KyzfJxXN_9GlfABRyX3k_JsQTkMQLfK_-AzDyJHI5nojyP',
    imagerySet: 'Aerial', // or 'Road', 'AerialWithLabels', etc.
    // use maxZoom 19 to see stretched tiles instead of the Bing Maps
    // "no photos at this zoom level" tiles
    maxZoom: 19
  })
});

var map = new ol.Map({
  layers: [baseLayer],
  target: 'map',
  controls: ol.control.defaults({
    attributionOptions: /** @type {olx.control.AttributionOptions} */ ({
      collapsible: false
    })
  }),
  view: new ol.View({
    center: ol.proj.fromLonLat([0, 0]),
    zoom: 2
  })
});
```

openlayers -3 : <https://riptutorial.com/ko/openlayers-3/topic/5203/openlayers---3>

Examples

```
var vectorSource = new ol.source.Vector({});
```

vectorSource .

```
var map = new ol.Map({
  layers: [
    new ol.layer.Tile({
      source: new ol.source.OSM()
    }),
    new ol.layer.Vector({
      source: vectorSource
    })
  ],
  target: 'map',
  view: new ol.View({
    center: [45, 5],
    zoom: 5
  })
});
```

```
var points=[];
for (i = 0; i < 10; i++) {
  var xx = Math.random() * (xmax - xmin) + xmin;
  var yy = Math.random() * (ymax - ymin) + ymin;
  points.push(ol.proj.transform([xx,yy], 'EPSG:4326', 'EPSG:3857'));
}
```

ol.geom.MultiLineString ([])

```
var thing = new ol.geom.MultiLineString([points1]);
```

```
var featurething = new ol.Feature({
  name: "Thing",
  geometry: thing,
  style : new ol.style.Style({
    stroke : new ol.style.Stroke({
      color : 'red'
    })
  })
})
```

```
});
```

```
vectorSource.addFeature( featurething );
```

: <https://riptutorial.com/ko/openlayers-3/topic/8004/>--

S. No		Contributors
1	openlayers -3	chrki, Community, Hicham Zouarhi, unibasil
2		Nagaveer Gowda