

1. Record Nr.	UNINA9910974405403321
Autore	Hazzard Erik
Titolo	OpenLayers 2.10 beginner's guide : create, optimize, and deploy stunning cross-browser web maps with the OpenLayers JavaScript web-mapping library // Erik Hazzard
Pubbl/distr/stampa	Birmingham, U.K. : , : Packt Open Source, , 2011 ©2011
ISBN	9786613376763 9781283376761 1283376768 9781849514132 1849514135
Edizione	[1st ed.]
Descrizione fisica	1 online resource (828 pages) : illustrations
Disciplina	005.2 005.2762 006.7
Soggetti	JavaScript (Computer program language) Digital mapping Web site development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Learn by doing: less theory, more results"--Cover. Includes index.
Nota di contenuto	Table of Contents; OpenLayers 2.10; OpenLayers 2.10; Credits; About the Author; About the Reviewers; www.PacktPub.com; Support files, eBooks, discount offers, and more; Why Subscribe?; Free Access for Packt account holders; Preface; What you need for this book; What this book covers; Who this book is for; How to read this book; Conventions; Time for action - heading; What just happened?; Pop quiz - heading; Have a go hero - heading; Reader feedback; Customer support; Downloading the example code for this book; Errata; Piracy; Questions; 1. Getting Started with OpenLayers; What is OpenLayers? Why use OpenLayers? What, technically, is OpenLayers?; Client side; Library; Anatomy of a web-mapping application; Web map client; Web

map server; Relation to Google / Yahoo! / and other mapping APIs; Layers in OpenLayers; What is a Layer?; The OpenLayers website; Time for action - downloading OpenLayers; What just happened?; Making our first map; Time for action - creating your first map; What just happened?; How the code works; Understanding the code-Line by line; JavaScript object notation; Behind the scenes-Object Oriented Programming (OOP); Interaction happens with objects; MadLibs Time for Action - play MadLibs What Just Happened?; Programming with OOP; Subclasses; Now what?; API docs; Where to go for help; This book's website; Mailing lists; IRC; OpenLayers source code repository; Summary; 2. Squashing Bugs With Firebug; What is Firebug?; Setting up Firebug; Time for Action - downloading Firebug; What Just Happened?; Firebug controls; Panels; Console panel; HTML panel; How it works; HTML panel contents; CSS panel; Script panel; DOM panel; Net panel; Request list; Parameters; BBOX parameter; Pop Quiz- panel; Panel conclusion; Using the Console panel  
Time for Action - executing code in the Console What Just Happened?; Time for Action - creating object literals; What Just Happened?; Object literals; Time for Action - interacting with a map; What Just Happened?; Have a Go Hero - experiment with functions; API documentation; Summary; 3. The 'Layers' in OpenLayers; What's a layer?; Layers in OpenLayers; Base layer; Overlay layers; Time for Action - creating a map with multiple layers; What Just Happened?; Creating layer objects; Layer.WMS class; WMS layer parameters:: Name; URL; Params; Possible params keys and values; Options  
Parameters versus arguments Time for Action - configuring the options parameter; What Just Happened?; Configuring layer options; wms\_state\_lines layer options; Scale dependency; wms\_layer\_labels layer options; The visibility property; The opacity property; Map tiles; Many images make up a map; Available layer properties; Data types; OpenLayers.Layer class properties; Modifying layer properties; The OpenLayers.Layer class; Subclasses; Layer Class-Sub and super classes; Other layer types; Layer.ArcGIS93Rest; Layer.ArcIMS; Layer.Google; Time for Action - creating a Google Maps layer; What Just Happened?

---

## Sommario/riassunto

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.

---

