

Maps

Since the removal of all MapServer-specific code in Tiki 15, there is no longer a Map feature that can be set on or off as such, but there are a number of map-specific configurations that can be set on the Maps administration page.

With the use of the Map wiki plugin and other associated tools you can display interactive maps of any area in the world than can be panned and zoomed, as well as having editable objects placed on top of the map layer using complex programmable logic.

With these tools activated, Tiki can be considered a **Geospatial Content Management System (GeoCMS)**. The following sections provide further details about the historical evolution of the map capabilities with PluginMap providing more detailed information on usage methods. To repeat, MapServer was completely removed in Tiki15.

Historical overview of Maps integration in Tiki

Maps have been supported in Tiki since 2003 (which is why some call it a GeoCMS). There is geo-related info in various places (users, trackers, image galleries, articles, blog posts, etc.). This was originally done using MapServer, an active and powerful FLOSS mapping solution. However, it requires a dedicated server and more importantly, access to map data (which is not easy).

Later on, Google Maps arrived, providing an easy to use map integration to regular web sites, even without having to manage mapping data. Thus, Google Maps specific code was added to Tiki, which was convenient for a lot of people.

Then, after a community discussion, starting in Tiki7, OpenLayers (another option was Mapstraction) was added as a native way to handle maps, which permits the use of tiles from Google Maps, Bing Maps, OpenStreetMap (which is like Wikipedia but for maps), MapQuest (which serves OpenStreetMap maps), etc.


The Cartograf project further improved maps in Tiki8, Tiki9, Tiki10 and Tiki11. Many features were added, including Street View support.

In Tiki12, all Google Maps specific code was removed in favor of using OpenLayers, so Google Maps is accessible via the OpenLayers Google Layer. In addition the Natural Access project (no longer active) added further new capabilities to upload any existing line and polygon data as files and to be able to further customise how data objects were shown on the underlying map layer.

In Tiki15 all MapServer-specific code has been removed. Also OpenLayers 2.x continues to be used for the map layer and integration with Tiki to allow editable map objects to be overlaid on the map layer but experimentation has started with the integration of OpenLayers 3.x.

In Tiki20 integration with OpenLayers 3.x and higher was improved, and more features were exposed through the corresponding PluginMap parameters, as well as adding new tilesets, some of them using vector tiles instead of just the usual raster tiles.

Map-related documentation, as of summer of 2019, still makes reference to the different historical approaches but as it continues to be improved the older methods that are no longer used will be deprecated/removed. Volunteers to help with documentation improvement : please contact marclaporte at tiki dot org

To access: Click the **Maps** icon  on the Admin Panel
or Access **<http://example.org/tiki-admin.php?page=maps>**
alias

• Map