



Mobile First Maps

- Mobile First means natively offline
- Raster and Vector Map Tiles are hand built & stored as local assets
- Since Map Tiles are local, there is no server, no analytics, no tracking
 - No server increases **security**
~~immensely exponentially~~ *a lot*
 - No **privacy** issues



FOSS4G Stack



For making Offline Maps for Mobile

Klokantech— tools

- Mobile SDK extension for MBTiles
- `tileserver-gl` — locally serve vector and raster tiles
- MapTiler — Soft proof tiles
- OpenMapTiles.org
- OpenMapTiles.com
- GDAL in Docker

OSGEO —

- GDAL — Raster & Vector conversions
- QGIS — Filter, sort, & viewing raw data

Mapbox — storage, tools and specs

- Mobile SDK for iOS & Android
- `mapbox.com/studio` — storing tiles and Styling
- `mason` — build tool chain for Mobile SDK
- `tippecanoe` — GeoJSON to Vector Tiles
- `tile-join` — Joining Vector MBTiles
- Command Line Cartography (GeoJSON merge, join)
- GL Style Specifications — GL Style, MBTiles, GeoJSON

Google — Encoding

- WebP Raster compression
- ProtoBuf for encoding Mapbox Vector Tiles

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