

QGIS Application - Feature request #3221

Fast, easy and beautiful on the fly rule-based rendering of OSM maps

2010-11-16 02:14 PM - Mayeul Kauffmann

Status: Closed	
Priority: Low	
Assignee: nobody -	
Category: Symbology	
Pull Request or Patch supplied:	Resolution: duplicate
Easy fix?: No	Copied to github as #: 13281
Description	
<p>Currently, rule-based rendering of openstreetmap.org-based maps is pretty slow, not easy to achieve (many data-management operation, need to apply patch manually and recompile...) and sometimes give ugly results. It should be fast, easy and beautiful.</p> <p>Fast: to make navigation a fun experience; to allow doing this on old computers/computers without internet access (for users not having access to the slippy map).</p> <p>Easy: because everybody can create new tags of tags, there are thousands of different tags. They will never be displayed all on online-rendered map. There are as many different needs as users. Each user should be able to define what he/she wants to render, and how, based on personal needs and tastes.</p> <p>Beautiful: artefacts, unwanted graphic features and semantic needs that are impossible to meet make ugly maps; a beautiful map is easy to read for the ordinary user, rich and precise for the advanced user.</p> <p>Below are links to related discussion and tickets related to achieving this more global need.</p> <p>#3039 ticket:2832</p>	

History

#1 - 2010-11-16 03:11 PM - Jürgen Fischer

- Resolution set to duplicate
- Status changed from Open to Closed

duplicate of #3222