
invar

Release 0.1.0

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Installation

invar only works with Mapnik2. Instructions for installing Mapnik2 can be found [here](#). Once you have Mapnik2 installed you can install invar using pip:

```
pip install invar
```

It can be quite tricky to get Mapnik2 working within virtualenv, so it may be simpler/better to install invar in the global site-packages.

Usage

3.1 ivtile

ivtile renders continuous tiles of the map, such as those used by Google Maps, Open Street Map, or any other “slippy” map provider.

invar tiler sample usage:

```
ivtile map.xml output_directory 32.4419 -95.393 32.2307 -95.301 10 16 --process_count 2
```

Details of each parameter are available via:

```
ivtile -h
```

3.2 ivframe

ivframe renders discontinuous frames of the map centered on locations, such as an individual map for the area around each of a hundred bus stops.

ivframe rendering a single large frame to the current directory:

```
ivframe map.xml . 32.351 -95.301 --name filename_without_extension -w 1024 -t 768
```

ivframe supports rendering a series frames from latitude/longitude pairs in a CSV file:

```
ivframe map.xml output_directory --csv data.csv --name name_column --process_count 2
```

Details of each parameter are available via:

```
ivframe -h
```

3.3 ivs3

ivs3 pushes a collection of tiles (or anything, really) into an Amazon S3 bucket using concurrent connections (so its super-fast).

Sample usage pushing a tiles directory into a bucket called “test_bucket”:

```
ivs3 tiles_directory test_bucket -P
```

You must have your Amazon Web Services access credentials defined in the `AWS_ACCESS_KEY_ID` and `AWS_SECRET_ACCESS_KEY` environment variables. The `-P` flag makes the uploaded files public. For a complete list of flags run:

```
ivs3 -h
```

3.4 Using with TileMill

In order to use invar with [TileMill](#) you need to convert TileMill's `.mml` configuration and `.mss` styles into a Mapnik `.xml` file. Here is an example of how to do this:

```
$TILEMILL_PATH/node_modules/carto/bin/carto map.mml > map.xml
```

Note: some versions of TileMill (0.10.1) print debug statements to `STDOUT` which can mess up the output of this conversion. If you see a line at the top of your output XML file like `[millstone] finished processing '/path/to/my/file'` then prefix your compile command with `NODE_ENV=foo` which will disable these statements.

Credits

4.1 Open Street Map

Much of this application is derived from selections of the Open Street Map project—notably [generate_tiles.py](#).

4.2 Projects

`invar` was developed to address the needs of both [@tribapps](#) and the [#hacktyler](#) project.

Authors

- Christopher Groskopf

License

The MIT License

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Release process

1. **Ensure these files all have the correct version number:**
 - CHANGELOG
 - setup.py
 - docs/conf.py
2. Tag the release: `git tag -a x.y.z; git push --tags`
3. Roll out to PyPI: `python setup.py sdist upload`
4. Iterate the version number in all files where it is specified. (see list above)
5. Flag the new version for building on [Read the Docs](#).
6. Wait for the documentation build to finish.
7. Flag the new release as the default documentation version.
8. Announce the release on Twitter, etc.

Changelog

8.1 0.1.0

- Add CHANGELOG.
- Add AUTHORS.
- Add docs.
- Fix several issues with broken tile queues. (#6)
- Add SVG output support. (#13)
- Update dependency version requirements. (#10)

Indices and tables

- *genindex*
- *modindex*
- *search*