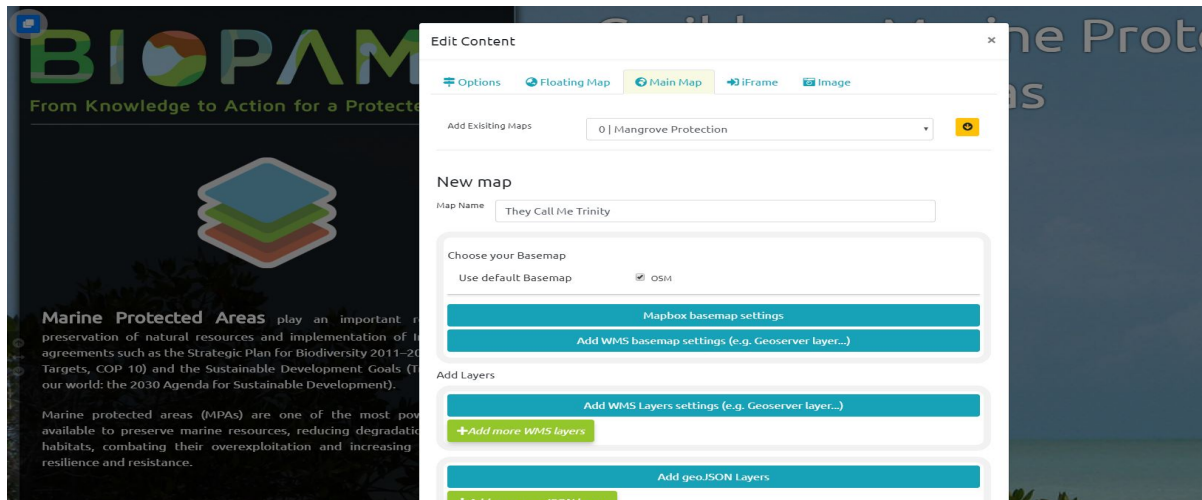


TalkingMaps

Oct 03, 2018

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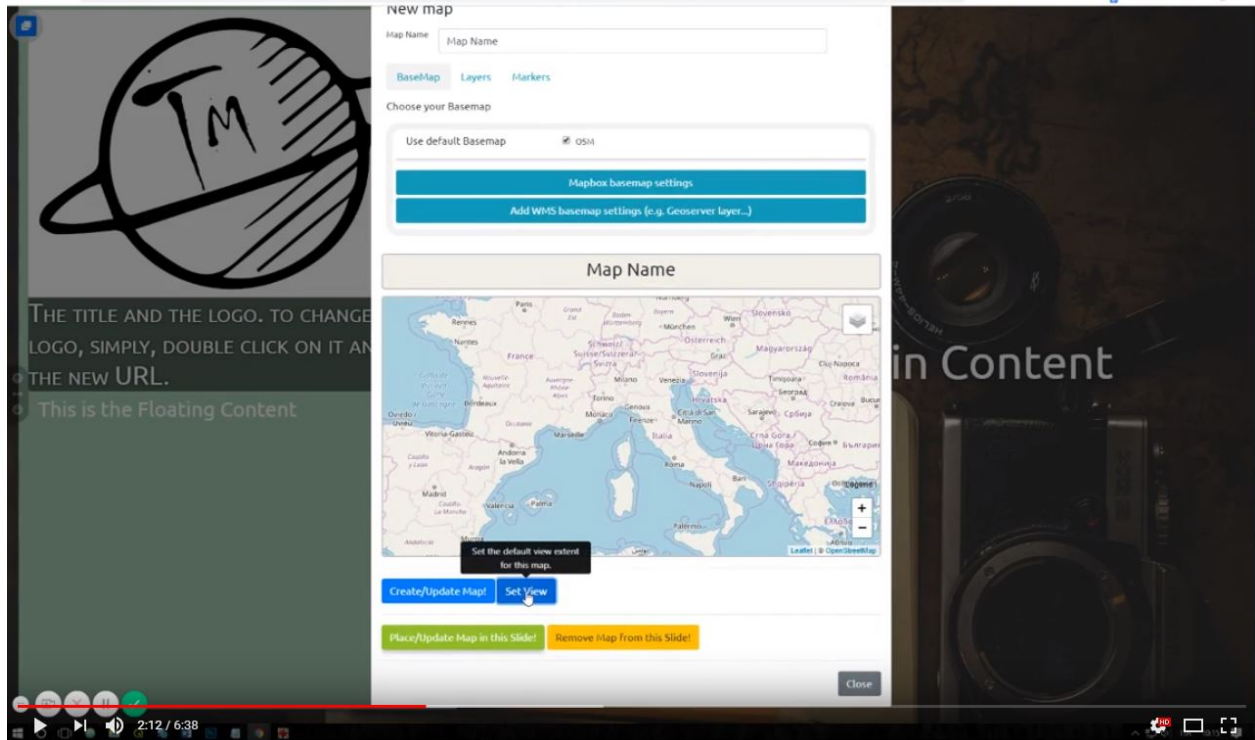
Do you want to tell a story with your maps, or are you simply looking for a new way to present your studies? TalkingMaps is the service that you need.



1.1 Why?

We are the TenOli team (Martino & Federico), we love maps and web programming and we are OpenSource enthusiastic. We wanted to create an editor for storymaps that was easy to customize, easy to share and easily integrated with QGIS maps and other web resources, and, obviously, totally Open Source. All this in order to be free to tell our stories without any limitations.

1.2 Quick Overview



<https://www.youtube.com/embed/yVUNINAnIYI>

[![Overview](http://img.youtube.com/vi/yVUNINAnIYI/0.jpg)](http://www.youtube.com/watch?v=yVUNINAnIYI "TalkingMaps Overview")

1.3 Online DEMO

It is possible to view the online demo at <http://www.talkingmaps.eu>

In order to create a new TalkingMap follow the instruction.

Note: The TalkingMap is still an alpha version, we are developing the platform. If you have any suggestion or do you want to help us, please contact us.

TalkingMaps is developed entirely in Javascript and does not require special installations, simply copy the project folder within your website and everything will work.

2.1 Project Folder

The project folder is composed by the following subfolders:

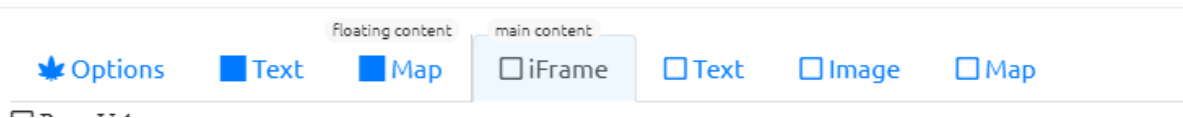
-css -db -iframe -js -libs -templates

```
git clone git@gitlab.com:fritz4/talkingmaps.git
```

Step 1

Step2

Step3



How to create your first TalkingMap

First of all you need a story to tell.

Tip: If your story develops in a clear and linear geospatial context it would be better

Once decided your story, you should give it a name (an ID). The ID is very important for TalkingMaps. Assigning an ID will make you able to export correctly the Talking Map.

If you are using our online editor, to add an ID you can simply enter the name in the form and press on Create! button.



DO YOU WANT TO TELL A STORY WITH YOUR MAPS, OR ARE YOU SIMPLY LOOKING FOR A NEW WAY TO PRESENT YOUR STUDIES? TALKINGMAPS IS THE SERVICE THAT YOU NEED.

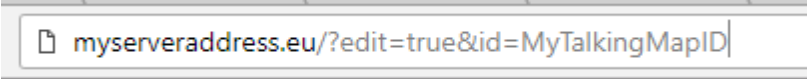
TELL YOUR FIRST STORY

Story List ▾

Note: The TalkingMapID should follows the Snake_case convention: avoid spaces or special characters.

If you are not using our online editor, to assign an id you can just add, at the end of the address of your server: `?edit=true` this command allow you to enter in the edit mode

`&id=MyTalkingMapID` this command allow you to concatenate the commands and start editing a new TalkingMap.



```
myserveraddress.eu/?edit=true&id=MyTalkingMapID
```

3.1 The layout: Floating content and main content

The main template is divided in two parts:

- Floating Content
- Main Content

The floating content is the left-side bar on your map. On the floating content you can add your personal logo, a title and a description for your TalkingMap and you can add images, and all

3.2 How to add and customize a new slide

3.3 Edit slide content

3.4 Floating content:

General options

Text

Map

Main content

iframe

Text

Image

Map

4.1 To do list

1. iframe x qgisweb
2. write/read talkingstory objects to/from db
3. Save Button triggers both save to local storage and db
3. **TABS will be:**
 - Options [general + text(main) + text(floating) + ...]
 - Map (floating) TODO!!!
 - Map (main)
 - iFrame
 - Qgis2Web iFrame
 - Image / video (+ image animation/transitions)
- ...

4.2 How to contribute

feel free to contribute to the project

4.3 Done

- Logo/Title option Display/hide for each slide >> all options should refers to each single slide
- CKEDITOR inline editor only! >> remove textareas and f(x)

- add story_id in the url
- on create map >> select an existing map i.e. clone parameters (same fx)
- remove maps etc.. content on deleting slide (remove also from floating content to do later)
- populate map parameters when open slide with existing map (same fx)
- Add - remove - clean layers (wms geojson)
- ...

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above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest

possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest

to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the “copyright” line and a pointer to where the full notice is found.

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Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short

notice like this when it starts in an interactive mode:

```
TalkingMaps Copyright (C) 2018 Federico Gianoli This program comes with ABSOLUTELY NO WARRANTY; for details type 'show w'. This is free software, and you are welcome to redistribute it under certain conditions; type 'show c' for details.
```

The hypothetical commands ‘show w’ and ‘show c’ should show the appropriate parts of the General Public License. Of course, your program’s commands might be different; for a GUI interface, you would use an “about box”.

You should also get your employer (if you work as a programmer) or school,

if any, to sign a “copyright disclaimer” for the program, if necessary. For more information on this, and how to apply and follow the GNU GPL, see <http://www.gnu.org/licenses/>.

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Welcome to the documentation of Talking Maps project. This project was developed by Martino Boni and Federico Gianoli