TalkingMaps

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# Talking Maps

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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

![Overview](http://img.youtube.com/vi/yVUNINAnIYI/0.jpg)

1.3 Online DEMO

It is possible to view the online demo at [http://www.talkingmaps.eu](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.
Installing

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
CHAPTER 3

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.

**Note:** The TalkingMapID should follow 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
TalkingMaps

&\text{id=MyTalkingMapID} this command allow you to concatenate the commands and start editing a new TalkingMap.

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