❗ deprecated and last code finally killed in Tiki15

Maps have been supported in Tiki since 2003 (which is why some call it a GeoCMS). There is geo-related info in various places (users, trackers, image galleries, articles, blog posts, etc.). This was originally done using MapServer, an active and powerful FLOSS mapping solution. However, it requires a dedicated server and more importantly, access to map data (which is not easy). MapServer in Tiki was not maintained since 2004. This likely was influenced by the fact, that Maps integration in Tiki over times moved to GoogleMaps (GMap) in favor to MapServer. Further on we moved from GMap to OpenLayers / OpenStreetMap, which is the base for Map integration in Tiki ever since.

Please visit the following pages, if you want to use Maps in Tiki:

OpenLayers, Maps, PluginMaps

Please mind: This page stays here only for historic reasons and to guide to Tiki's OpenLayers page

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Working with Views

Please read the documentation of the Mapserver and read the Maps Mapfile Tutorial if you need to learn the basics of a Mapfile.

CREATING VIEWS

SPECIFING THE VIEW

The VIEW must be used as VIEW1,VIEW2,VIEW(n)...VIEW30. Followed by a location id/location name and the extents in double qoutes.

```
VIEW1 "location id,   "
VIEW2 "location id,   "
VIEW3 "location id,   "
...
...
VIEW30 "location id,   "
```

SET VIEW EXTENTS

Get the map extents for the view you want to display and set the minx, miny, maxx, maxy values inside the double qoutes " " separated by coma ','.

```
VIEW1 "location id,minx,miny,maxx,maxy"
```

ADDING IN THE VIEWS

A Mapfile contains a WEB object. Inside the WEB object the METADATA keyword can be used to store your views and close it with a END. You can have up to a maximum of 30 views.

```
#
# Start of web interface definition
#
WEB
  ...
  ....
  .....
  METADATA
    VIEW1 "location id,minx,miny,maxx,maxy"
    VIEW2 "location id,minx,miny,maxx,maxy"
    VIEW3 "location id,minx,miny,maxx,maxy"
    ....
    ...
    VIEW30 "location id,minx,miny,maxx,maxy"
  END
  ....
  ...
```

END