

Basics

Center & Bounds

Layers & Styles

Behaviors

Displays

Configure interactive map behaviors. Behaviors are general interactions for the map, they can be anything from popups or keyboard handling. Enable the ones you want and their respective options. Note that some behaviors do not work with each other or one may encompass another.

BEHAVIORS

☐ Argument Parser

Parses Permalink-formatted arguments without adding a Permalink link to the map. Permalink is usually similar to: ?zoom=1&lat=11&lon=11&layers=B0F

☐ Cluster Features

Provides vector layer features clustering by proximity. This will not always respect the styles that assigned to the layer.

☐ Draw Features

Provides functionality for adding features to a map.

☐ Fullscreen

Provides a button that expands maps to the size of the page.

☐ Geolocate Client

Provides the geolcoation control that simply zooms to users location on map load. Based on HTML5 geolocation, so this will not be supported in all browsers.

☒ Keyboard Controls

Provides keyboard shortcuts to pan and zoom the map, such as the up, down, left, and right arrows. This is included with the Navigation control. This should not be enabled unless you want to have finer control on how the user interacts with the map.

☒ Layer Attribution

Allows layers to provide attribution to the map if it exists. Most third-party layer will have some sort of attribution, but this may come with the actual tiles as well.

Seperator

For multiple layers that need attribution, provide a separation string