

Halo



Challenges of building an user-friendly map client, case halo.met.no

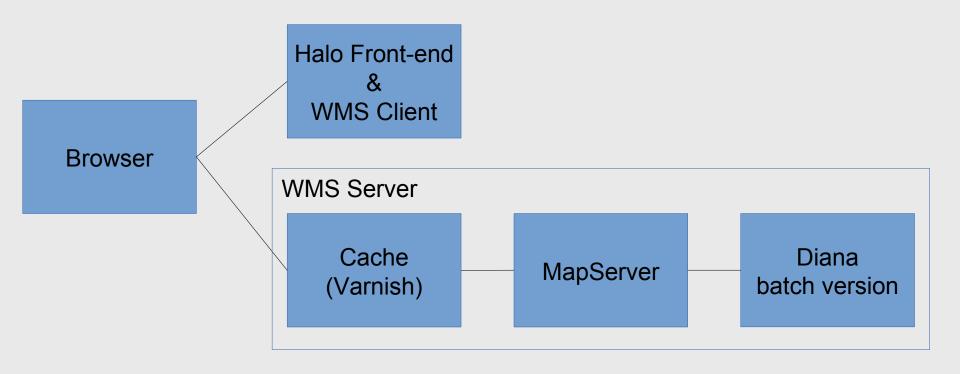
03.06.14

What is Halo

- Providing weather services for governmental agencies
 - Aviation
 - Defence (Air force, Marine, Army)
 - Railway and road services
 - Water Resources and Energy Directorate + +
- Product access restrictions depending on organization
- Interactive maps is an important part of this portal
- http://halo.met.no



Technical Overview (maps)



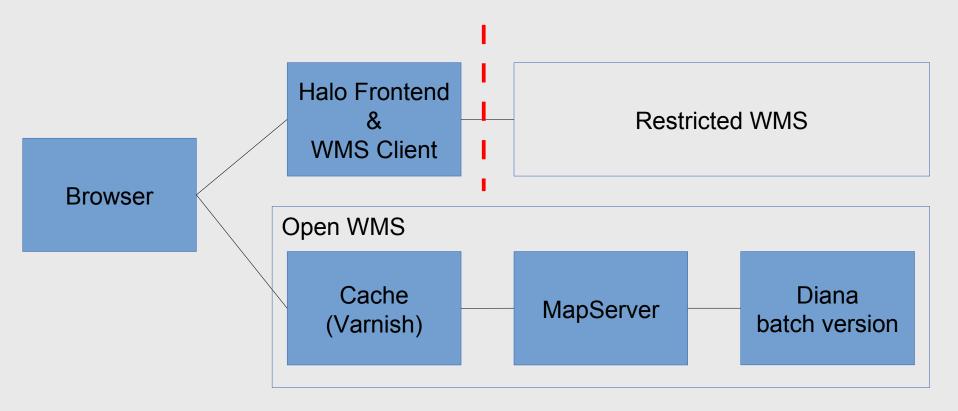


Availability

- General issues with WMS
 - Want to use their own client
 - Clients does not support access control (by default)
 - No easy way of dealing with this
 - Clients generate a lot of requests
 - Hard to cache (huge number of possible requests)
- Extreme weather, extreme load
- Plan to use WMTS
 - Predefined grid, limited number of tiles
 - Easier to cache



Current solution with AC



- Copying all images in Halo Frontend
- Other WMS-clients not supported (out of the box)



Defining "packages" with WMC

- Categorizing layers (folders)
- Eliminating the issue of non-matching layers
- Define default layers
- Define suitable background-layers
- Static packages and dynamic time dimension
 - Merging WMS.getCapabilities and WMC



Internationalization

- Not handled by WMS or WMC
- Layer title and description
 - Solution 1: Multiple sets of WMC
 - Hard to maintain
 - Solution 2: Replacing keys in WMC on server
 - Specify language in request
 - Solution 3: Replacing keys in WMC on client (not a generic solution)



Missing default functionality

- Legends
 - Implemented our own "controller"
 - Get legends in JSON from server
 - Images generated by portal due to html rendering issues
 - Multiple layers and priority of available space
- Timeslider
- Horizontal level selector



Thank you ...

Questions?

