Towards Marble 2.0
The Journey around a virtual globe

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basysKom

Desktop
summit
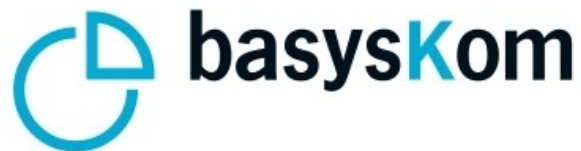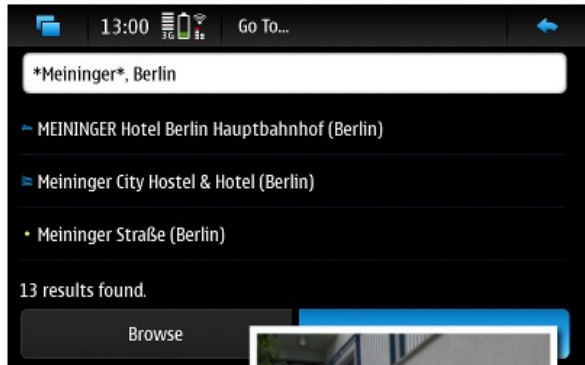
Towards Marble 2.0

Install the
Marble Desktop Summit 2011
package for Nokia N900

http://marble.garage.maemo.org/ds/

- get offline OSM maps
- offline routing
- and offline search data for Berlin

in a single package

Torsten Rahn <torsten.rahn@basyskom.de>

MARBLE   Towards Marble 2.0

2004-2005: Prototype „Globepedia"

Sept. 29, 2006: Marble enters KDE SVN

2007: Marble wins Qt Center contest, participates in GSoC

|	
Jan. 2008	0.5 ships with KDE 4.0
Jul. 2008	0.6 with OpenStreetMap
Jan. 2009	KML support in 0.7
Aug. 2010	Marble goes Mobile (0.10) Navigation, Routing
Oct. 2010	First Marble Sprint
Jan. 2011	Marble 1.0 (KDE 4.6)

MARBLE Towards Marble 2.0

Jul. 2011 **Marble 1.2** („McDouble")

http://edu.kde.org/marble/current_1.2.php

- Bookmark Manager
- **Marble Voice Samples**
  for Voice Navigation
  CC BY-SA 3.0
  in several languages

http://edu.kde.org/marble/speakers.php
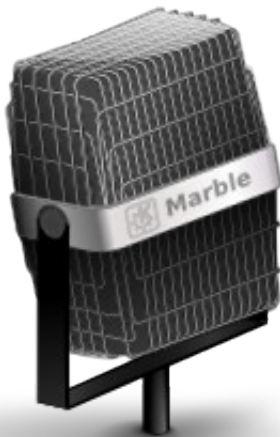
Towards Marble 2.0

We need your help to provide more voice samples!

http://community.kde.org/Marble/VoiceOfMarble

- We need Spanish, French, Chinese and more

Anonymous
Marblehead

|	Speaker	Preview
	Abby American English (en_US) Robert's four years old daughter Abby guides you the way. Download for Marble or for TomTom	0:00 ▶ 0:03
	Epicanis American English (en_US) Download for Marble or for TomTom	0:00 ▶ 0:03
	Intrepid American English (en_US) Calm and relaxed deep male voice. Download for Marble or for TomTom	0:00 ▶ 0:03

Towards Marble 2.0

New **Marble** 1.2 features:

- **Offline Search**
- Better Performance
- Sharp Texture Mode
- Position Detection
  via **Qt Mobility**
- **Map Creation Wizard**
- Earthquakes & OpenDesktop
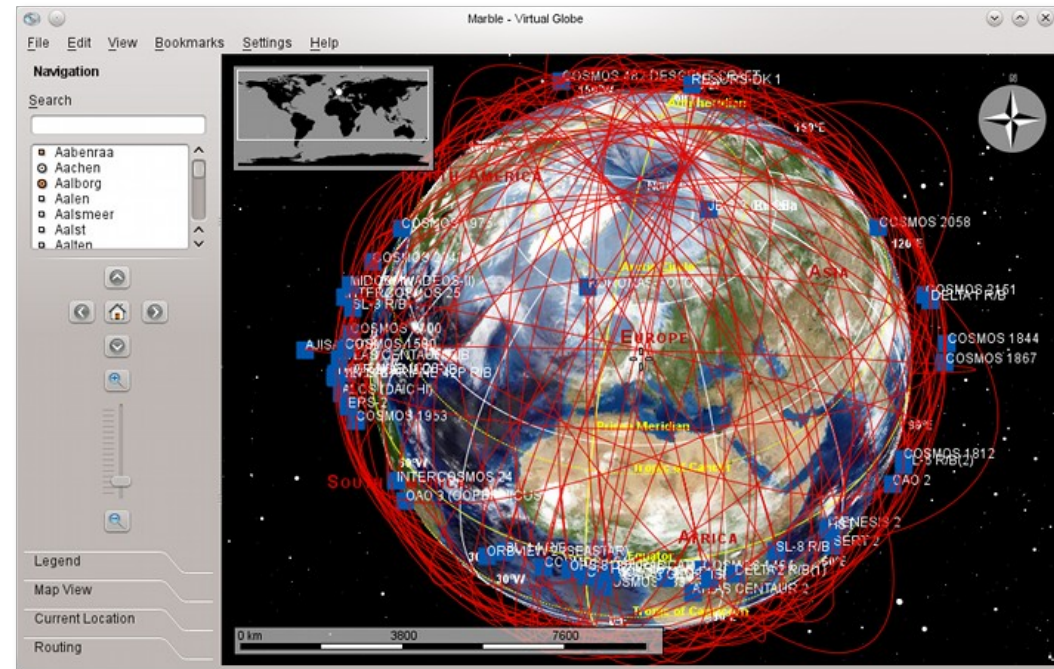- Map Editing and more ...
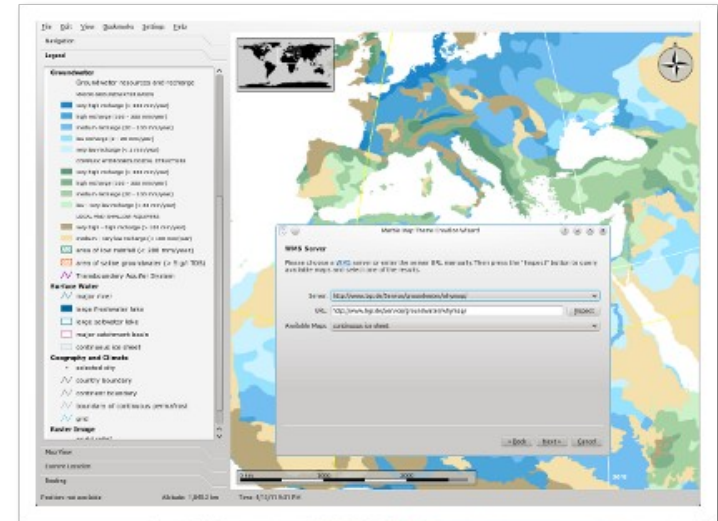
MARBLE   Towards Marble 2.0

And we have more in the pipeline for Marble 1.3:

- .osm **Vector rendering**
- **Marble Touch**

Marble participates in
ESA Summer of Code in Space

- **Displaying Satellite Orbits**
  Guillaume Martres

MARBLE Towards Marble 2.0

... still we need to reinvent ourselves
to stay in the game!

Towards Marble 2.0

MARBLE - MANIFESTO

Principles and intentions of the Marble Project

v.0.3.2, April 12th, 2007

Virtual Globes have existed since decades already and have been subject of numerous papers in scientific research. Although many of them had been available for personal computers they only recently gained the awareness of public interest: Google Earth suddenly allowed people to spot their houses' roofs free of charge from high above and enabled them in combination with Google Maps to show their Google Search Queries referenced on a geographical map. Almost instantly Google Earth had become the "industry leader" among virtual globes that others had to measure up to [1].

Why Marble?
===========

Today there exist numerous virtual globes and the market has embraced strong contenders such as Google Earth/Maps, MS Virtual Earth 3D and NASA WorldWind [2]. A new virtual globe project must be able to offer strong selling points and has got to focus on those without compromises. Otherwise it simply won't gain public relevance.

"Where?" is a pretty basic question that computer users have got to ask and answer quite often - no matter what they are working on. The free desktop has been advancing since years already. And while

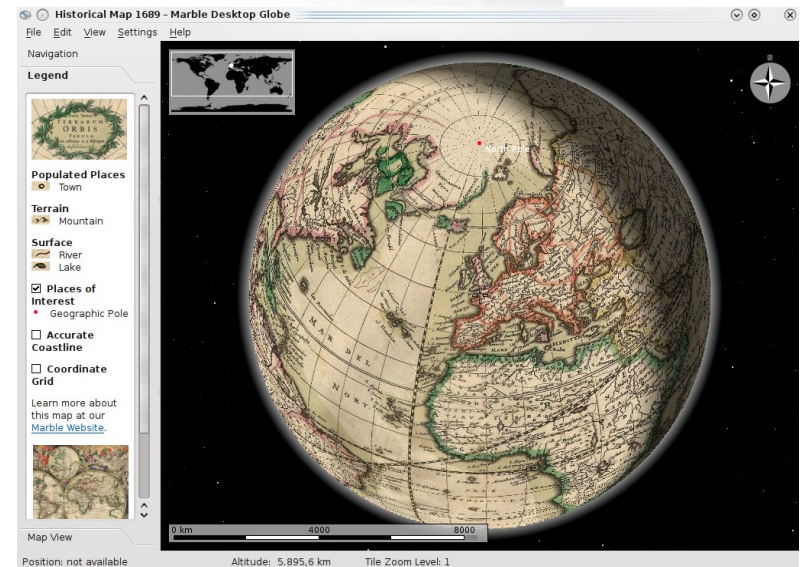Q: How do you keep an OSS project on track?
A: You write a Manifesto …

- See MANIFESTO.txt in Marble's source code
- Has worked well so far
- But is it future-proof?

Towards Marble 2.0

What is Marble about?

- For users:
an **easy to use** map application

- For developers:
a map widget and
a **software library**

Towards Marble 2.0

- **Free Software** (LGPL 2+)
- Promotes **Free Maps** OpenStreetMap
- Qt / C++
- **OS**: Windows, Linux, Mac OS X, MeeGo
- Version 1.2 (KDE 4.7)

http://www.marble-globe.com

MARBLE Towards Marble 2.0

We need to improve Marble's user interface:

- new search query
- more task driven UI
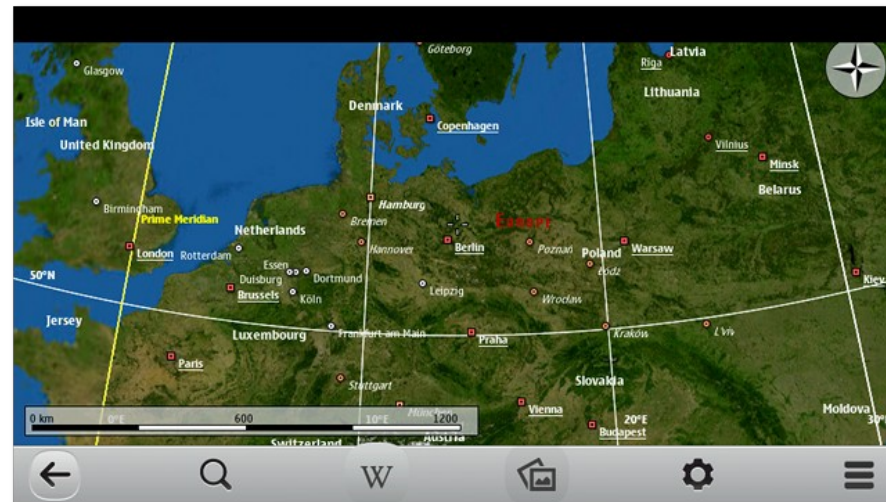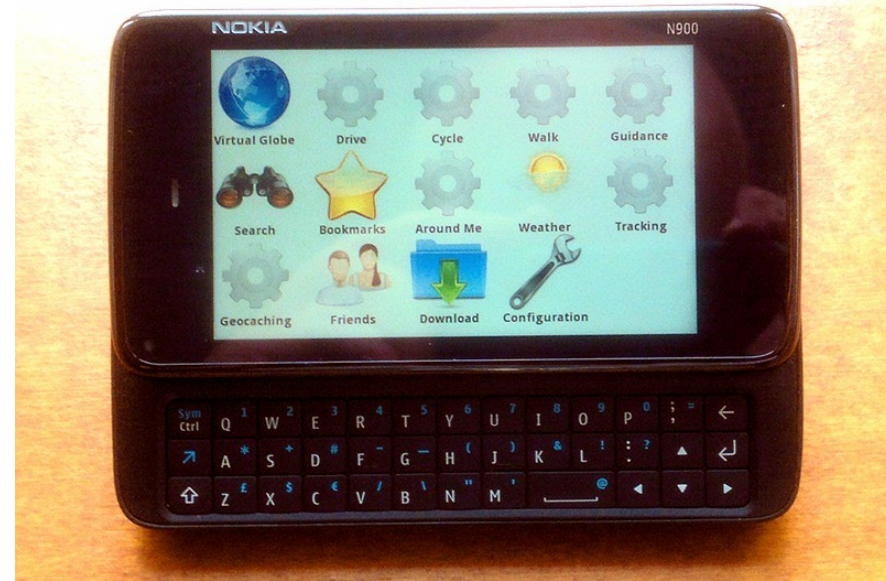- better integration with smartphones and tablets

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Solution: Qt Quick &
Qt Components

First prototype for
MeeGo/Harmattan as part of
GSoC 2011: **Marble Touch**
Daniel Marth

Uses MeeGo Qt Components
Will cover other platforms

MARBLE   Towards Marble 2.0

We need to enhance and refactor Marble's map rendering:

• Vector rendering
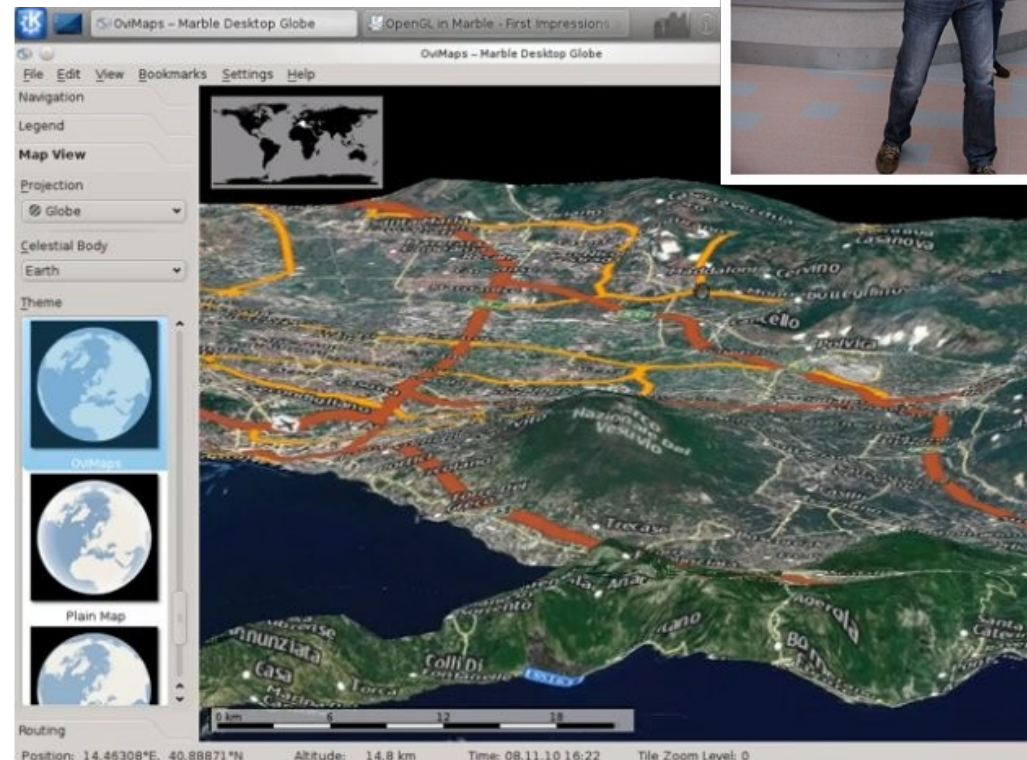• OpenGL ES mode
• Augmented Reality

Towards Marble 2.0

GSoC 2011: **OSM Vector rendering in Marble**
Konstantin Oblaukhov

MARBLE

Towards Marble 2.0

- OpenGL ES version in development
- Move to true 3D
- We need help!

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Qt 5 integration

- QML2
- Scene graph
- Qt Location
- Qt Components (desktop)

Towards Marble 2.0

Join Us!
  Join the
    Marble Team!

- http://edu.kde.org/marble

- marble-devel@kde.org
- IRC (#marble on Freenode)