Towards Marble 2.0
The Journey around a virtual globe

- Torsten Rahn <torsten.rahn@basyskom.de>

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>
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)
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

Torsten Rahn <torsten.rahn@basyskom.de>
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
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 ...
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
Towards Marble 2.0

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

Torsten Rahn <torsten.rahn@basyskom.de>
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?
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
We need to improve Marble's user interface:

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

Torsten Rahn <torsten.rahn@basyskom.de>
Towards Marble 2.0

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

Torsten Rahn <torsten.rahn@basyskom.de>
Qt 5 integration

- QML2
- Scene graph
- Qt Location
- Qt Components (desktop)
Join Us!
Join the Marble Team!

- http://edu.kde.org/marble
- marble-devel@kde.org
- IRC (#marble on Freenode)