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DRAFT

9 Sep 2009

Tilesets

保存名: MergeTilesets

Merge Tilesets Process

cf. create Tilesets 段階目と同じ内容

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The Merge Tilesets process allows you to assemble many individual tilesets that you have prepared in the Create Tilesets process into a single larger tileset. You can merge Google Maps Tile Overlays, Google Earth Super-Overlays, Bing Maps Custom Tile Layers, and NASA World Wind Tile Layers. Merge Tilesets copies or moves the constituent tiles, merges tiles in any overlapping areas, and recomputes tiles for lower-resolution zoom levels as needed.

The Create Tilesets and Merge Tilesets processes are designed to work together to efficiently assemble very large tilesets. You can first prepare multiple smaller tilesets in the Create Tilesets process, where TNT Job Processing allows you to run concurrent tileset operations to exploit your system's multiple processor cores. You then use the Merge Tileset process to assemble these individual tilesets into a single larger tileset. See the Technical Guide entitled Tilesets: Assembling Very Large Tilesets.

To select a tileset for merging, select the *.tms file that accompanies the tileset. A TMS file is an XML-formatted text file created along with each tileset prepared in the Create Tilesets, Auto Mosaic, or Merge Tilesets processes in TNTmips. The TMS file provides information about the structure, tile formats, extents, reference system, and zoom levels in the tileset. All of the tilesets you select for a single merge operation must be the same tileset type.

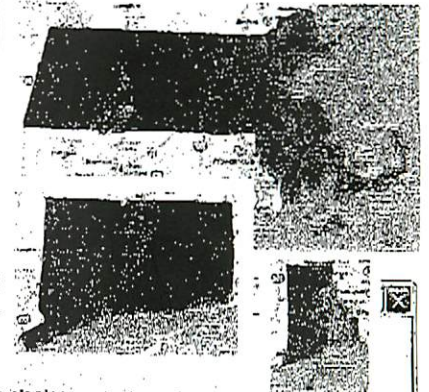
The Merge Tilesets window lists the name, tileset type, reference system, range of zoom levels, tile size, and bounding extents of each selected tileset.

Zoom Levels

Tilesets you select for merging do not have to have the same range of zoom levels (pre-computed layers with differing spatial resolution used for fast zooming). You can use the Minimum Zoom Level menu to choose the lowest spatial resolution at which the merged tileset will be displayed. The default value is the minimum among the selected tilesets.

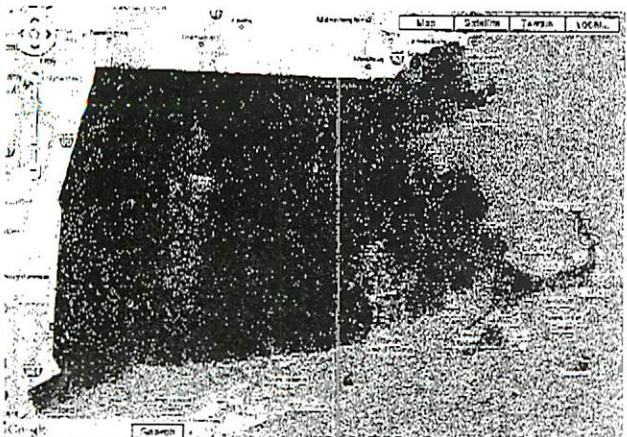
Low-resolution tiles are computed as needed to produce a consistent minimum zoom level across the entire merged tileset. Differences in maximum zoom level (highest spatial resolution) are handled automatically.

If, for example, input tilesets A and B have a maximum zoom level of 17, while tileset C has a maximum zoom level of 15, the merged tileset will have tiles at zoom levels 17 and 16 for the areas covered by A and B but not for the area covered by C, where level 15 will be the highest zoom level.



Name	Tileset	Reference System	Levels	Tile Size	West	East	South	North
MA_2008_NC_GM	Google Maps	Spherical / Web Mercator	6 - 17	256	W 73 30 29.75	W 69 55 40.43	N 41 14 17.59	N 42 53 12.61
CT_2006_NC_GM	Google Maps	Spherical / Web Mercator	7 - 17	256	W 73 43 40.12	W 71 47 13.95	N 40 58 49.71	N 42 03 02.23
RI_2006_NC_GM	Google Maps	Spherical / Web Mercator	0 - 17	256	W 71 53 45.15	W 71 07 13.66	N 41 08 46.11	N 42 01 00.01

Merge Tilesets process window set to merge individual Google Maps natural-color orthoimage tilesets for three states: Massachusetts, Connecticut, and Rhode Island. Thumbnail images of these tilesets in Google Maps are shown above the window.



Overlap Method

The Overlap Method menu sets the method used to merge tile images in any overlapping areas. The choices are First, Last, Minimum, Maximum, and Least Extreme. The first two options use the order in which the input tilesets were selected to determine the overlap output. The latter three options perform a cell-by-cell comparison of the cell values in the overlapping tiles to determine the output for each cell.

File Handling

Merging tilesets requires that all output tiles must be assembled in a single consistent directory structure. Therefore, full-resolution tiles from the input tilesets (and reduced-resolution tiles that can be reused) must be either copied or moved to the destination directory. Use the File Handling menu to choose between copying (which leaves the input tilesets in place) or moving (which deletes the input tilesets).

Single Google Maps orthoimage tileset for Massachusetts, Connecticut, and Rhode Island assembled in the Merge Tilesets process.

(over)

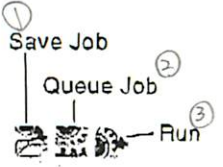
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A tileset can consist of hundreds of thousands of small individual tile files (organized in a series of subdirectories). Copying a large tileset to another drive location or medium can be time-consuming because of the large number of files and directories involved. Copying a large tileset is much faster if it has been archived in a single Zip file.

If you plan on moving or redistributing your merged tileset, turn on the *Zip output toggle* to copy the tileset and accompanying files to a single Zip file. Turn on the *Delete files after zipping toggle* if you also want the raw tileset files to be deleted after the Zip archive is created.

Job Processing

You can run tileset merge operations as jobs under the TNTmips Job Processing System. Use the *Queue Job icon button* to immediately queue the tileset merge job or the *Save Job icon button* to hold this job for later release. The TNTmips Job Manager allows you to set the number of jobs that can be run concurrently and to manually manage the job list or set up scheduling for job execution (such as overnight or weekend processing). See the TechGuide entitled *System: TNT Job Processing System* for an introduction to job processing.



Create Tilesets とほぼ同じ内容 . □ は完全一致 .



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