QField

$QGIS^{\ensuremath{\mathbb{R}}}$ on the field

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C++, Python, Web, QGIS, Android, ...

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Why QField?

- Millions of Tablets, Phablets an Smartphones
 - Request is big
 - Some countries "skipped" the desktop
- Geodata are "outside" , the desktop is "inside"
- QGIS for android is OK, but too cluttered for simple use
- Simplicity of use in the field
 - Specific UI needs
 - Offline capabilities
 - GPS

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Field work optimized

- Project preparation on desktop \checkmark
- GPS centric $(\sqrt{})$
- Fully working when offline
- Synchronization capabilities
- Few and large buttons \checkmark
- Modal pardigm \checkmark

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Modal paradigm

- Switchable working mode
 - Display, Inspection $\sqrt{}$
 - Digitizing, Measuring
- Cross mode tools
 - Pan, zoom, identify $\sqrt{}$
 - GPS coordinates \checkmark
 - Scalebar

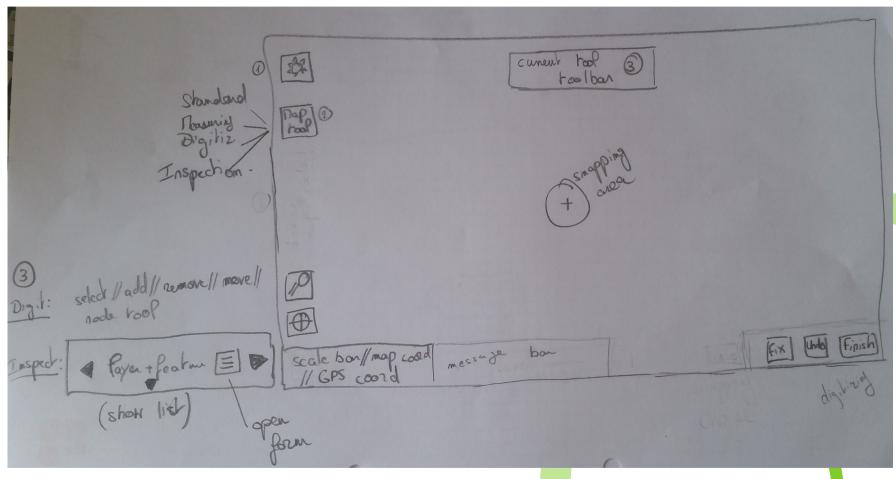
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- Central crosshair with snapping



Modal paradigm



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Touch optimized UI

- Build from ground <u>for</u> Touch devices
- Stripped to the minimal needs
- Large buttons
- Few buttons

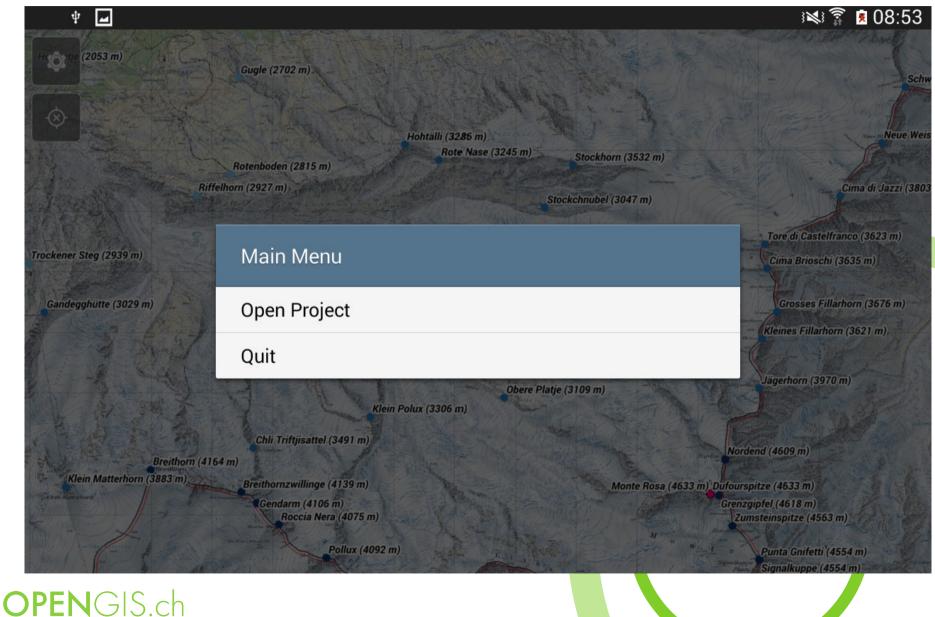
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Modal paradigm



Touch optimized UI – Open Project



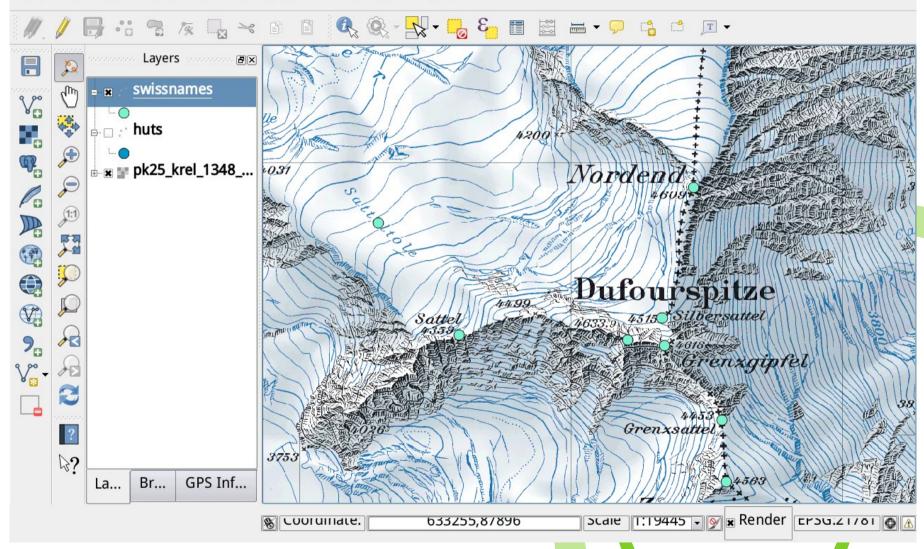
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Touch optimized UI – File dialog

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QGIS for Android – Many buttons

Project Edit View Layer Settings Plugins Vector Raster Help

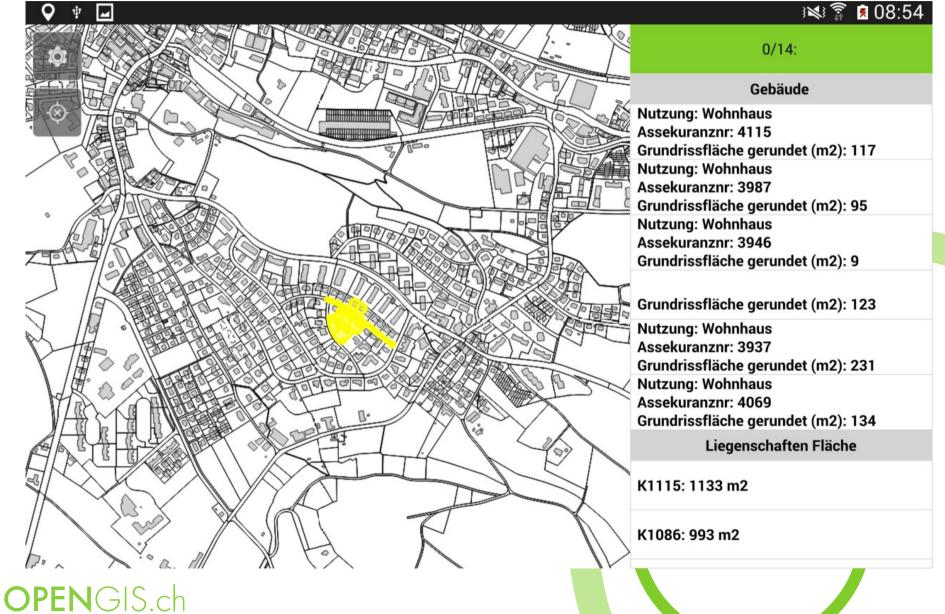


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Touch optimized UI – Few buttons



Touch optimized UI – Identify

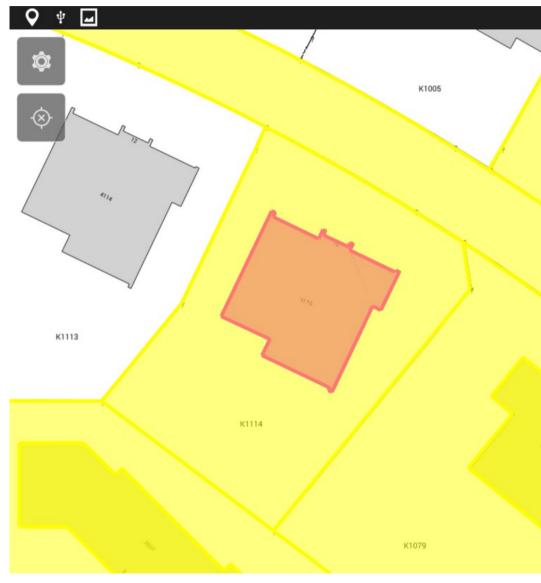


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QGIS for Android – Identify

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Touch optimized UI – Identify single



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Touch optimized UI – GPS location



The one tech slide :)

- Qt5, QML and QtQuick 2
 - future proof and supported by Digia native look an feel
 - Helping QGIS move to Qt5
- QtQuick 2 Controls UI
- One QWidget to allow use of QgsMapCanvas
- Crosspollination with QGIS for android (libraries and scripts)
- ArmV7a minimum



The other tech slide - QML

- Declarative approach (Like HTML As opposed to Python, C++ etc.)
 - Declare connections between things instead of "if this, do this, that and that..."
 - Requires a clean separation between representation and data (MVC)
- E.g. Feature identification
 - A model "offers" identified features and a current selection
 - Several views on top of this model:
 - Overlay for highlight on the map
 - List of identified features
 - Currently selected (edited) feature
 - Changes on the model are automatically reflected by all views! Win!

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The last tech slide - QtQuick

- Alternative to QWidgets
- QWidgets are always rasterized using QPainter \rightarrow Uses the CPU
- QtQuick uses a scene graph that works with vector data \rightarrow Uses the GPU
 - Snappy interface
 - Less battery usage
- QField currently uses a wrapper
 - Map rendering based on QPainter
 - For full potential

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- Geometry highlight are scene graph objects
 - Gradual upgrade for more QtQuick



Technical challenges

- ARM CPUs
- Type often default to float (vs double), Unaligned vs. Aligned access
- glibc
 - C library offering system calls
 - Minimized on Android
 - Possible cause of troubles
- OpenGL ES (for embedded systems)
 - Only offers a subset of OpenGL API
 - double vs float (precision may be crucial depending on scale and CRS)
 - Geometry Shader missing



Current status – Future focus

- Project preparation on desktop \checkmark
- Few and large buttons \checkmark
- GPS centric $(\sqrt{})$
- More Modi

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- Fully working when offline
- Synchronization capabilities



QField - Demo

Video Demo







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How to get QField

http://qfield.opengis.ch/get

- Currently private alpha testing
- Send us an email including:
 - Why you are interested
 - for what you would use it for
 - your playstore email address



Further financing

- AONiš
 - Payed features development
 - Donations
 - Qfield Karma Edition (http://qfield.opengis.ch/karma)
- Crowdfounding





Questions?

Thank you for your attention and support

http://qfield.opengis.ch

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