Package 'rosm'

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Type Package

Title Plot Raster Map Tiles from Open Street Map and Other Sources

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Description Download and plot Open Street Map <https://www.openstreetmap.org/>, Bing Maps <https://www.bing.com/maps> and other tiled map sources. Use to create basemaps quickly and add hillshade to vector-based maps.

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Imports curl, abind, jpeg, png, sp, rgdal, rjson, methods, plyr, prettymapr, tools

Suggests cartography, raster, testthat, covr, withr

URL https://github.com/paleolimbot/rosm

BugReports https://github.com/paleolimbot/rosm/issues

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R topics documented:

`as.tile_source` *Tile Sources*

Description

Tile sources define where rosm looks for map tiles. There are a number of built-in types (osm.types), or they can be created using `as.tile_source()`, registered using register_tile_source for easy access, or passed directly to the osm.plot family of methods.

Usage

```
as.tile_source(x, ...)

is.tile_source(x)

source_from_url_format(
  url_format,
  max_zoom = tile.maxzoom.default(),
  min_zoom = 0,
  attribution = NULL,
  extension = tools::file_ext(url_format[1]),
  ...
)
```

Arguments

`x`	An object (usually a name or string format) with which to create a tile source
`...`	Arguments passed to other methods
`url_format`	A string in the form `https://tiles.wmflabs.org/bw-mapnik/${z}/${x}/${y}.png`, where z, x, and y are the zoom, xtile, and ytile, respectively. Also valid is $q, which will be passed a quadkey.
`max_zoom`	An integer specifying the maximum zoom to use (default is 19)
`min_zoom`	An integer specifying the minimum zoom to use (default is 1)
`attribution`	An attribution string, required by some tile providers.
`extension`	An extension string, used to generate the cache file name and determine whether to use png or jpeg to read the cached file.

Details

Passing a name from osm.types will return that tile source; passing a name from register_tile_source will return that tile source, and passing a URL format in the form `https://tiles.wmflabs.org/bw-mapnik/${z}/${x}/${` will create a new tile source. Old style function names in the form tile.url.TYPE are still supported but are deprecated.

Value

An object of class 'tile_source'

Examples

```
# get builtin tile sources
as.tile_source("osm")

# get custom tile sources
as.tile_source("http://a.basemaps.cartocdn.com/dark_all/${z}/${x}/${y}.png")

# get registered tile sources
register_tile_source(dark = "http://a.basemaps.cartocdn.com/dark_all/${z}/${x}/${y}.png")
as.tile_source("dark")

# create more complex tile sources using source_from_url_format
source_from_url_format("http://a.basemaps.cartocdn.com/dark_all/${z}/${x}/${y}.png",
                       attribution = "Tiles by CartoDB")

# test for tile sources
is.tile_source(as.tile_source("osm"))
```

---

bmaps.plot *Plot Bing Maps*

Description

Identical syntax to osm.plot, but using Bing maps (https://www.bing.com/maps/) instead of Open Street Map.

Usage

```
bmaps.plot(bbox, type = "Aerial", key = NULL, ...)
```

Arguments

bbox	A bounding box as generated by `sp::bbox()` or `prettymapr::searchbbox()`
type	Use `Aerial`, `AerialWithLabels`, or `Road`.
key	If plotting a large number of images, consider getting your own (free) key at the Microsoft Website.
...	Arguments passed on to osm.plot.

Examples

```
library(prettymapr)
bmaps.plot(makebbox(47.2, -59.7, 43.3, -66.4))
bmaps.plot(makebbox(47.2, -59.7, 43.3, -66.4), type="Road")
```

`bmaps.types` *List types of Bing Maps*

Description

List types of Bing Maps

Usage

```
bmaps.types()
```

Value

A list of valid bing map types

Examples

```
bmaps.types()
```

`extract_bbox` *Extract a bounding box from an object*

Description

This function is used internally by osm.plot, bmaps.plot, and osm.raster to extract a bounding box from their first argument. This allows considerable flexibility when specifying a location to map, in particular with character input (a place name that will be geocoded), and other Spatial*/Raster* objects.

Usage

```
extract_bbox(x, tolatlon = TRUE, ...)
```

Arguments

x	A Spatial* object, a Raster* object, an sp bounding box, an sf bounding box, or a character string that will be passed to searchbbox() (prettymapr package). Multiple strings will result in a bounding box that contains all of the geocoded bounding boxes. The last resort is calling sp::bbox() on the x.
tolatlon	Should the bounding box be un-projected to lat/lon coordinates? Only applied to Spatial and Raster objects.
...	Passed to searchbbox() if applicable

Value

A bounding box in the form of sp::bbox()

Examples

```
library(prettymapr)
ns <- makebbox(47.2, -59.7, 43.3, -66.4)
stopifnot(identical(ns, extract_bbox(ns)))
```

---

has_internet *Check for Internet*

Description

Check for Internet

Usage

```
has_internet()
```

Value

TRUE if the internet is available, false otherwise

Examples

```
has_internet()
```

`osm.image` *Get Open Street Map Tiles As A RasterStack*

Description

Get Open Street Map tiles as RasterStack object (requires package `raster` to be installed).

Usage

```
osm.image(
  x,
  zoomin = 0,
  zoom = NULL,
  type = NULL,
  forcedownload = FALSE,
  cachedir = NULL,
  progress = c("text", "none"),
  quiet = TRUE
)

osm.raster(
  x,
  zoomin = 0,
  zoom = NULL,
  type = "osm",
  forcedownload = FALSE,
  cachedir = NULL,
  progress = c("text", "none"),
  quiet = TRUE,
  projection = NULL,
  crop = FALSE,
  filename = NULL,
  resample = "bilinear",
  ...
)
```

Arguments

`x`	A bounding box as generated by `sp::bbox()` or `prettymapr::searchbbox()`. Must be in lon/lat (epsg:4326)! Alternatively, pass a `Spatial*` object to use the bounding box of that
`zoomin`	The amount by which to adjust the automatically calculated zoom (or manually specified if the `zoom` parameter is passed). Use +1 to zoom in, or -1 to zoom out.
`zoom`	Manually specify the zoom level (not recommended; adjust `zoomin` instead.
`type`	A map type; one of that returned by osm.types. User defined types are possible by defining `tile.url.TYPENAME <-function(xtile, ytile, zoom){}` and passing TYPENAME as the `type` argument.

forcedownload	TRUE if cached tiles should be re-downloaded. Useful if some tiles are corrupted.
cachedir	The directory in which tiles should be cached. Defaults to getwd()/rosm.cache.
progress	A progress bar to use, or "none" to suppress progress updates
quiet	Pass FALSE to see more error messages, particularly if your tiles do not download/load properly.
projection	A map projection in which to reproject the RasterStack as generated by CRS() or Spatial*@proj4string. If a Spatial* object is passed as the first argument, this argument will be ignored.
crop	TRUE if results should be cropped to the specified bounding box (see x), FALSE otherwise.
filename	A filename to which the raster should be written (see raster::writeRaster()). Use a ".tif" extension to write as a GeoTIFF.
resample	One of "ngb" (nearest neighbour) or "bilinear". Passed to projectRaster.
...	Arguments passed on to raster::writeRaster() if filename is specified.

Value

A projected RasterStack of the fused tiles.

Examples

```
library(cartography)
library(raster)
library(prettymapr)

ns <- makebbox(47.2, -59.7, 43.3, -66.4)
x <- osm.raster(ns, projection=CRS("+init=epsg:26920"), crop=TRUE)
# plot using plotRGB (from the raster package)
plotRGB(x)

# use a Spatial* object as the first argument to automatically set the bounding
# box and projection
data(nuts2006)
spdf <- nuts0.spdf[nuts0.spdf$id=="DE",]
x <- osm.raster(spdf, type="thunderforestlandscape")
plotRGB(x)

# write to disk by passing a filename argument (use .tif extension to write GeoTIFF)
osm.raster(ns, projection=CRS("+init=epsg:26920"), crop=TRUE, filename="ns.tif")

# can also write Raster* objects using osm.raster
tf <- tempfile(fileext = ".tif")
osm.raster(x, filename=tf)
unlink(tf)
```

osm.lines *Overlay lines on an OSM plot*

Description

Plot lines on a plot created by osm.plot. This is a simple wrapper around `points()`.

Usage

```
osm.lines(x, y = NULL, epsg = 4326, toepsg = 3857, ...)
```

Arguments

`x`	X coordinate vector or object as parsed by `xy.coords`
`y`	Y coordinate vector
`epsg`	EPSG code of the supplied coordinates
`toepsg`	EPSG code of the projected coordinates to be ploted
`...`	Args passed on to `lines`

Examples

```
library(rosm)
library(prettymapr)
locs <- geocode(c("wolfville, ns", "kentville, ns", "halifax, ns"))
prettymap({
  osm.plot(searchbbox("nova scotia"))
  osm.lines(locs$lon, locs$lat, lwd=2)
})
```

osm.plot *Plot Open Street Map Tiles*

Description

Plot Open Street Map tiles using `rasterImage` and `sp::plot`. Define your own tile sources by creating a tile url function in the global environment, although most OSM listed servers are included. See osm.types for types options. By default tiles are plotted in the Spherical Mercator projection (epsg:3857); pass `project=FALSE` to keep lat/lon coordinates.

Usage

```
osm.plot(
  bbox,
  zoomin = 0,
  zoom = NULL,
  type = NULL,
  forcedownload = FALSE,
  stoponlargerequest = TRUE,
  fusetiles = TRUE,
  cachedir = NULL,
  res = 150,
  project = TRUE,
  progress = c("text", "none"),
  quiet = TRUE,
  ...
)
```

Arguments

bbox	A bounding box as generated by `sp::bbox()` or `prettymapr::searchbbox()`
zoomin	The amount by which to adjust the automatically calculated zoom (or manually specified if the `zoom` parameter is passed). Use +1 to zoom in, or -1 to zoom out.
zoom	Manually specify the zoom level (not reccomended; adjust `zoomin` or `res` instead.
type	A map type; one of that returned by osm.types. User defined types are possible by defining `tile.url.TYPENAME <- function(xtile, ytile, zoom){}` and passing TYPENAME as the `type` argument.
forcedownload	`TRUE` if cached tiles should be re-downloaded. Useful if some tiles are corrupted.
stoponlargerequest	By default `osm.plot` will only load 32 tiles at a time. If plotting at a higher resolution it may be necessary to pass `true` here.
fusetiles	`TRUE` if tiles should be fused into a single image. This is the default because white lines appear between tiles if it is set to `FALSE`. PDFs appear not to have this problem, so when plotting large, high resolution PDFs it may be faster (and more memory efficient) to use `fusetiles=FALSE`.
cachedir	The directory in which tiles should be cached. Defaults to `getwd()/rosm.cache`.
res	The resolution used to calculate scale.
project	`TRUE` if tiles should be projected to a pseudo-mercator projection, `FALSE` if lat/lon should be maintained. Becuase `sp::plot` adjusts the aspect according to latitude for lat/lon coordinates, this makes little difference at high zoom and may make plotting overlays more convenient. Defaults to `TRUE`.
progress	A progress bar to use, or "none" to suppress progress updates
quiet	Pass `FALSE` to see more error messages, particularly if your tiles do not download/load properly.
...	Additional parameters to be passed on to the first call to `sp::plot`

Examples

```
library(prettymapr)
ns <- makebbox(47.2, -59.7, 43.3, -66.4)
osm.plot(ns)
osm.plot(ns, type="stamenbw")
prettymap(osm.plot(ns), scale.style="ticks", scale.tick.cex=0)
```

`osm.points` *Overlay points on an OSM plot*

Description

Plot points on a plot created by osm.plot. This is a simple wrapper around `points()`.

Usage

```
osm.points(x, y = NULL, epsg = 4326, toepsg = 3857, ...)
```

Arguments

`x`	X coordinate vector or object as parsed by `xy.coords`
`y`	Y coordinate vector
`epsg`	EPSG code of the supplied coordinates
`toepsg`	EPSG code of the projected coordinates to be ploted
`...`	Args passed on to `points`

Examples

```
library(rosm)
library(prettymapr)
locs <- geocode(c("wolfville, ns", "kentville, ns", "halifax, ns"))
prettymap({
  osm.plot(searchbbox("nova scotia"))
  osm.points(locs$lon, locs$lat, pch=18, cex=0.7)
})
```

osm.polygon *Overlay a polygon on an OSM plot*

Description

Plot a polygon on a plot created by osm.plot. This is a simple wrapper around `polygon()`.

Usage

```
osm.polygon(x, y = NULL, epsg = 4326, toepsg = 3857, ...)
```

Arguments

`x`	X coordinate vector or object as parsed by `xy.coords`
`y`	Y coordinate vector
`epsg`	EPSG code of the supplied coordinates
`toepsg`	EPSG code of the projected coordinates to be ploted
`...`	Args passed on to `polygon`

Examples

```
library(rosm)
library(prettymapr)
locs <- geocode(c("wolfville, ns", "kentville, ns", "halifax, ns"))
prettymap({
  osm.plot(searchbbox("nova scotia"))
  osm.polygon(locs$lon, locs$lat)
})
```

osm.segments *Overlay segments on an OSM plot*

Description

Plot segments on a plot created by osm.plot. This is a simple wrapper around `segments()`.

Usage

```
osm.segments(x0, y0, x1 = x0, y1 = y0, epsg = 4326, toepsg = 3857, ...)
```

Arguments

x0	X1 coordinate vector
y0	Y1 coordinate vector
x1	X2 coordinate vector
y1	Y2 coordinate vector
epsg	EPSG code of the supplied coordinates
toepsg	EPSG code of the projected coordinates to be ploted
...	Args passed on to points

Examples

```
library(rosm)
library(prettymapr)
locs <- geocode(c("wolfville, ns", "kentville, ns", "halifax, ns"))
prettymap({
  osm.plot(searchbbox("nova scotia"))
  osm.segments(locs$lon[1:2], locs$lat[1:2], locs$lon[2:3], locs$lat[2:3])
})
```

---

osm.text *Overlay text on an OSM plot*

Description

Plot text on a plot created by osm.plot.

Usage

```
osm.text(x, y = NULL, labels = seq_along(x), epsg = 4326, toepsg = 3857, ...)
```

Arguments

x	X coordinate vector or object as parsed by xy.coords
y	Y coordinate vector
labels	A character vector or expression specifying the text to be written.
epsg	EPSG code of the supplied coordinates
toepsg	EPSG code of the projected coordinates to be ploted
...	Args passed on to text()

osm.types *Get List of Valid Tile Sources*

Description

Get List of Valid Tile Sources

Usage

```
osm.types()
```

Value

A character vector of valid `type` parameters.

Examples

```
osm.types()
```

register_tile_source *Register Tile Sources*

Description

Use this function to register tile sources so they can be referred to by name in osm.plot. Tile sources will be registered for as long as the namespace is loaded. Use `set_default_tile_source()` to set the default source.

Usage

```
register_tile_source(...)

set_default_tile_source(x, ...)

get_default_tile_source()
```

Arguments

`...`	Passed to as.tile_source for set_default_tile_source, or a named list of tile sources for register_tile_source
`x`	The tile source (or coercible string) to use as the default tile source

Examples

```
# set the default tile source
set_default_tile_source("stamenbw")

# register a custom tile source
register_tile_source(dark = "http://a.basemaps.cartocdn.com/dark_all/${z}/${x}/${y}.png")


library(prettymapr)
ns <- makebbox(47.2, -59.7, 43.3, -66.4)
prettymap(osm.plot(ns, "dark"))
```

---

rosm *Plot Raster Map Tiles From Open Street Map and Other Sources*

Description

This package provides access and plots Open Street Map and Bing Maps tiles to create high-resolution basemaps and use hillshade tiles to add texture to other maps. Uses the 'sp' package to plot using base graphics. Plot Open Street Map derivative tiles using osm.plot, and plot Bing maps (Aerial, Labeled Aerial, Road) using bmaps.plot. 16 OSM and 3 Bing sources are included, with the ability to define custom tile sources based on OSM tilex, tiley, and zoom. Use osm.raster to get tiles in a `RasterStack` or write to disk (requires the 'raster' package.)

Author(s)

Dewey Dunnington <dewey@fishandwhistle.net>

References

Open Street Map tile servers, Bing Maps API documentation

Examples

```
library(prettymapr)

# basic ploting
nsbox <- searchbbox("nova scotia")
osm.plot(nsbox)
osm.plot(nsbox, type="stamenbw")
bmaps.plot(nsbox)
bmaps.plot(nsbox, type="Road")
```

```
# use prettymapr to add scalebar and north arrow
prettymap(osm.plot(nsbox))
prettymap(bmaps.plot(nsbox, type="Road"))

# define custom tile types in several ways

# using string formats
ts <- as.tile_source("http://a.basemaps.cartocdn.com/dark_all/${z}/${x}/${y}.png")
osm.plot(nsbox, type=ts)

# using string formats and register_tile_source
register_tile_source(dark = "http://a.basemaps.cartocdn.com/dark_all/${z}/${x}/${y}.png")
osm.plot(nsbox, type="dark")

# set default plot type to something other than 'osm'
set_default_tile_source("stamenbw")
osm.plot(nsbox)
```

`set_default_cachedir` *Set/Get the Default Tile Cache Location*

Description

The default tile cache location is the "rosm.cache" folder in the current working directory, but for a variety of reasons it may be desirable to use one cache directory for all calls in a script. This must be called every time the namespace is loaded.

Usage

```
set_default_cachedir(cachedir)

get_default_cachedir()
```

Arguments

`cachedir`	A path to use as the cache directory (relative to the working directory). Use NULL to reset to the default.

Value

The previous cache directory, invisibly.

Examples

```
set_default_cachedir(tempfile())
get_default_cachedir()
(set_default_cachedir(NULL))
```

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