
Mapguide Open Source Developer Guide

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MapGuide Open Source 3.1.1 released | MapGuide Open Source

MapGuide Open Source is a web-based platform that enables users to develop and deploy web mapping applications and geospatial web services.

MapGuide features an interactive viewer that includes support for feature selection, property inspection, map tips, and operations such as buffer, select within, and measure.

[MapGuide Open Source - GIS Wiki | The GIS Encyclopedia](#)

MapGuide Internals (or MapGuide Internals on Nabble) : This mailing list is specifically for core MapGuide software development. It is used by the Project Steering Committee and developers with commit

rights (and other interested parties) to discuss technical issues around the future development of MapGuide Open Source. [MapGuide Announce \(or ... MapGuide Open Source - OSGeo](#)
[Mapguide Open Source Developer Guide](#)

[MapGuide RFC 98 - EPSG Code Upgrade](#). This page contains an change request (RFC) for the MapGuide Open Source project. More [MapGuide RFCs](#) can be found on the [RFCs page](#).. [Status MapGuide Open Source - OSGeo](#)

MapGuide Open Source is a web-based map-making platform that enables users to quickly develop and deploy web mapping applications and geospatial web services. The application was introduced as open-source by Autodesk in November 2005, and the code was contributed

to the Open Source Geospatial Foundation in March 2006 under the GNU LGPL. MapGuide features an interactive viewer that includes support for feature selection, property inspection, map tips, and operations such as buffer, select within, [#1614 \(Updated MapGuide Developer's Guide\) - MapGuide Open ...](#) Autodesk is firmly committed to the MapGuide Open Source project and has no plans to return to a closed development model for this product. Like other developers working on the MapGuide Open Source project, Autodesk expects to contribute further enhancements to the code base that will be licensed under

the LGPL. 10. *Developer's Guide - Autodesk*
The original MapGuide Developer's Guide has several problems associated with it: It used PHP in all its code samples. The problem is if you didn't know PHP, but knew .net or Java then the actual document does not really help. The document is essentially a blob, making it unsuitable for storage under source control as changes cannot be tracked.

MapGuide - MapGuide Open Source

Then, you might try the Autodesk MapGuide Studio link. MapGuide Studio is the "authoring" application for MapGuide Enterprise. This has quite a bit of information as well. Finally, try the MapGuide Open Source link. This will take you to the OSGeo site. On the right, there is a link called

Documentation. *MapGuide Open Source 3.1 released | MapGuide Open Source*
Download MapGuide Maestro here. For more information about the various installation options available, [click here](#)

MapGuide Open Source - Wikipedia

MapGuide Maestro. MapGuide Maestro is an Open Source map authoring application for MapGuide Open Source and Autodesk Infrastructure Map Server. MapGuide Maestro is written in 100% managed C#, targeting the .net Framework. It consists of: The Maestro windows application. [GitHub - jumpinjackie/mapguide-maestro: MapGuide Maestro](#)
In spring 2004 a team of developers at Autodesk began work on what is now MapGuide Open Source. Their goals were to retain all of the best aspects of MapGuide 6.5 while also meeting the goals set out above. The project was then submitted to the Open Source Geospatial Foundation in March 2006 under the LGPL license. See also

[MapGuide Enterprise - Autodesk Community](#)
My company is looking to do some work using AutoDesk MapGuide and we are not sure whether to use the Enterprise package or the Open source one. We're not overly concerned about the costs of the Enterprise package but are about the functionality particularly at the nitty gritty developers level. [Release/3.1/Notes - MapGuide Open Source](#)

Developer's Guide distributed with AutoCAD Map 3D. Essential Concepts Refer to the MapGuide Getting Started guide for details about the MapGuide architecture and components. It is important to understand the relationship between a MapGuide Viewer, a MapGuide Web application, and the MapGuide site.

Licensing FAQ | MapGuide Open Source

There are three different levels of

involvement for developers interested in contributing to MapGuide Open Source. These levels of involvement are as follows: Project Contributor - A Project Contributor is a developer who contributes patches, code, and/or documentation indirectly through Trac or via existing project developers.

MapGuide Open Source - OSGeo

MapGuide 3.1 Release Notes. MapGuide Open Source 3.1 is now available ... (ie. Windows 8 on ARM devices) is not a supported platform for installing MapGuide Open Source Changes since Beta 2.

Installer: #2742: Fix: Cannot install on Windows 10 using IIS configuration ...

MapGuide Developer's Guide in HTML format with updated content

[Mapguide Open Source Developer Guide](#)

We are pleased to announce the the final release of

MapGuide Open Source 3.1 Release notes: <http://trac.osgeo.org/mapguide/wiki/Release/3.1/Notes>

Downloads: [http ... Getting Involved as a Contributor](http://trac.osgeo.org/mapguide/wiki/GettingInvolvedAsContributor) / *MapGuide Open Source*

MapGuide Open Source 3.1.1 released. Submitted by jng on Tue, 2018-04-03 00:00. ... Updated Developer's Guide, API reference and sample code are now included with the windows installer. The release notes contain information on API changes for MapGuide 3.1. administrator login ...

maestro/Downloads - MapGuide Open Source

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