

## Multiple waypoint routing

Written by Administrator

Wednesday, 13 April 2011 19:05 - Last Updated Friday, 09 November 2012 11:26


---

WISroGIS Webris 3.0 features a **new routing extension** (based on [OpenStreetMap Routing Service](#)). Sample map shows routing interface below a multiple base layer map - Google Streets, Bing Aerial and OpenStreetMaps

**Notice: OpenStreetMap routing backend is currently not very stable due to hosting problems, see [here](#) for more info. Sorry for any inconvenience.**

```
{WISroGIS map_id='7' ~}
```

A route is created by placing at least one **Start** and one **Finish** points on the map. Placing a marker on the map is easy. Open the 'Route' interface and either:

- **Click** on a green 
- , red 
- or waypoint marker 

and then click on the map. You should see that a marker is placed where you click on the map. Click the map again to move the marker to a different position, or **drag** the marker on the map.

- **Type a name** in the searchbox and hit the Enter key. For better results you can add the place- or country-name as well to narrow the search results. The marker will be placed on the map when the search is completed successfully.

Both methods can be used in combination.

You can create a more advanced route by adding one or more Waypoints. Click the '**Add Waypoint**' button and you will see a new entry in the waypoint list.

## Multiple waypoint routing

Written by Administrator

Wednesday, 13 April 2011 19:05 - Last Updated Friday, 09 November 2012 11:26

---

Add the new Waypoint to the map just like the Start and Finish waypoint as described above. Waypoints can be **reordered** by dragging the balloon up and down in the list. Click '**Find route**' when you've added the Start and Finish markers (and maybe even some Waypoint markers too) on the map.

The Routing Service will now try to calculate a route. The route is automatically plotted on the map when the calculation has finished.

The route result may be saved and used on maps as **GPX** overlay.