

Development Environment

Development Environment Setup

Here we will guide you through the process of setting up a development environment so you can access our geoserver that is serving data.

OpenLayers

For development, get the latest version of OpenLayers [here](#). You will want to point at the *lib/OpenLayers.js* file so you can set breakpoints inside all .js files used by OpenLayers.

Apache Web Server

Before we can run any examples, we must set up a proxy so that requests from your domain match our WFS. Setting up a proxy is very simple and the details can be found [here](#).

Running Examples

Google Maps API

```
KeyABQIAAAA3sc1GimJDe4XWV2KhXgBERTAU3EnfWooxGToqZ5cP0B0YIIRiRSZxTprXfuC6Hq0EJ0f7Yfi3SGWbg
```

```
<script src="http://maps.google.com/maps?file=api&v=2&sensor=true_or_false&key=ABQIAAAA3sc1GimJDe4XWV2KhXgBERTAU3EnfWooxGToqZ5cP0B0YIIRiRSZxTprXfuC6Hq0EJ0f7Yfi3SGWbg" type="text/javascript"></script>
```

Running Jetty with Connection Pool

Add the following line at VM arguments under Run Configurations

```
-Djava.naming.factory.initial=org.mortbay.naming.InitialContextFactory
```

Projection in OpenLayers

In order to have projection transformation, the openlayers needs external js library called proj4js (<http://proj4js.org/>).