



Terra Draw: what's new for 2026?

James Milner

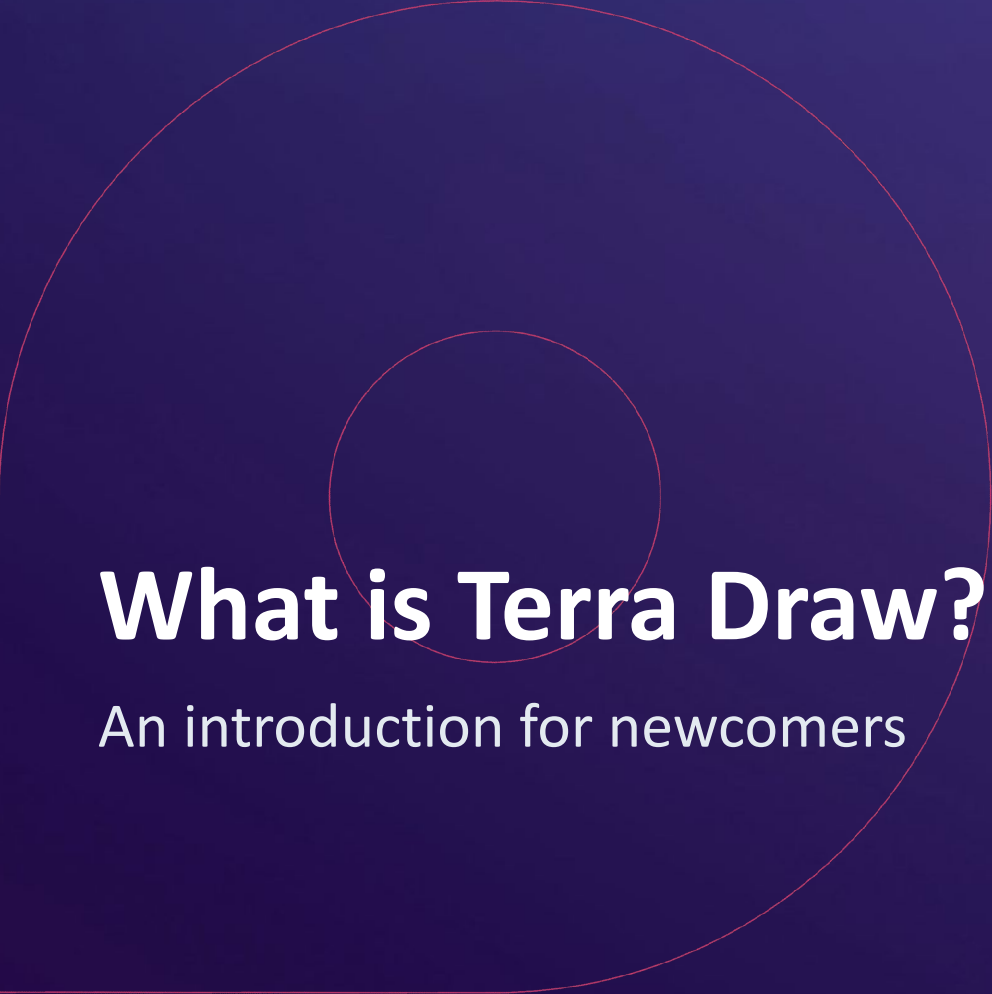
FOSS4G EU 2026

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What is Terra Draw?

An introduction for newcomers



An open source JavaScript library for
drawing on web maps

Draw A Search

Save Area

My drawn areas



Create your custom search areas

Add, move or delete points to edit a current area or clear to plot a new area from scratch.

Access your previously saved areas by [Signing In](#)



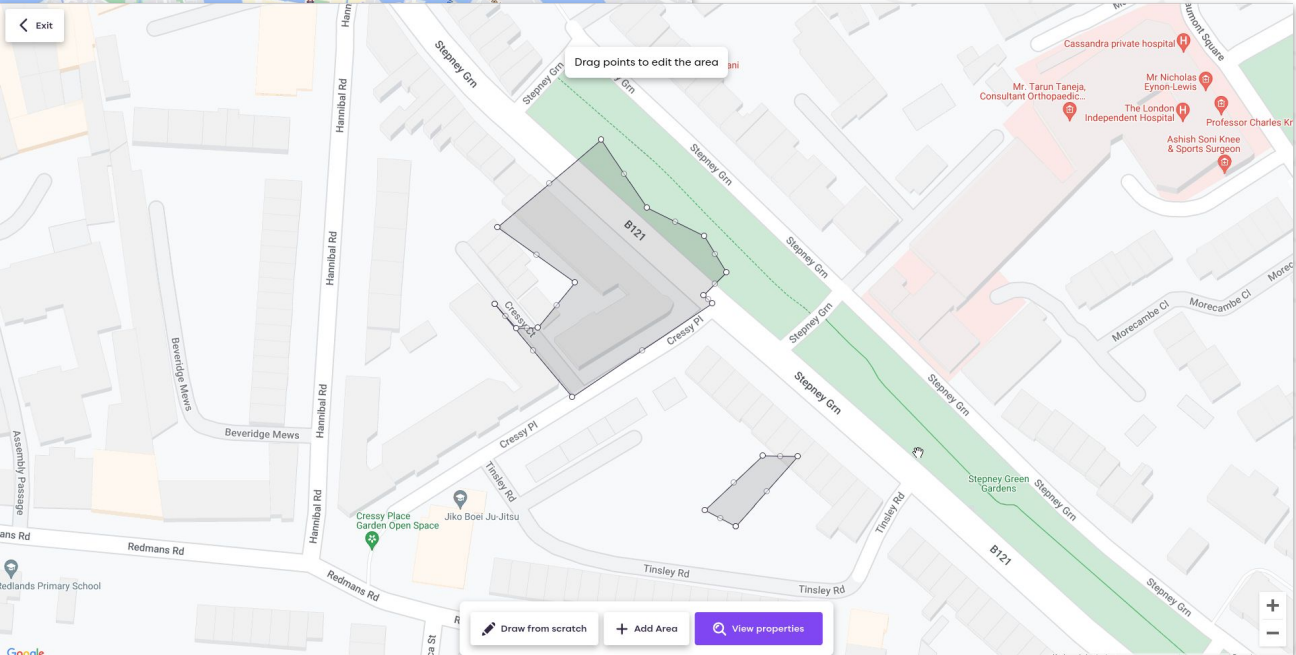
Exit

Drag points to edit the area

 Draw from scratch

 Add Area

 View properties



Keyboard shortcuts

Map data ©2022

Terms of Use

Report a map error





FreeDraw allows the free-hand drawing of shapes on your Leaflet map. It has a familiar UX for creating geospatial boundaries similar to [Zoopla](#) and [conceiving of polygons](#), polygon merging and simplifying, as well as deleting shapes. **Note:** For drawing polylines instead, try [L.Pather](#).

build failing npm v2.13.3 bower no releases license MIT

- **npm:** `npm i leaflet-freedraw`
- **Bower:** `bower i leaflet-freedraw`
- **JSFiddle:** <https://jsfiddle.net/>

version 1.0.4 npm package 1.0.4 downloads 4.8M bower package 1.0.4 build fail
forks 984 stars 1.8k license MIT

Leaflet.draw

Adds support for drawing and editing vectors and markers on [Leaflet maps](#).

Supports [Leaflet 0.7.x](#) and 1.0.0+ branches.

Please check out our [Api Documentation](#)

@mapbox/mapbox-gl-draw

build passing

Adds support for drawing and editing features on [mapbox-gl.js](#) maps. [See a live demo](#)

Requires [mapbox-gl-js](#).

Installing

```
npm install @mapbox/mapbox-gl-draw
```

Draw ships with CSS, make sure you include it in your build.

Google Maps API pricing changes: what do they mean?

v2.0 changes merged with updated TOS and license #10162



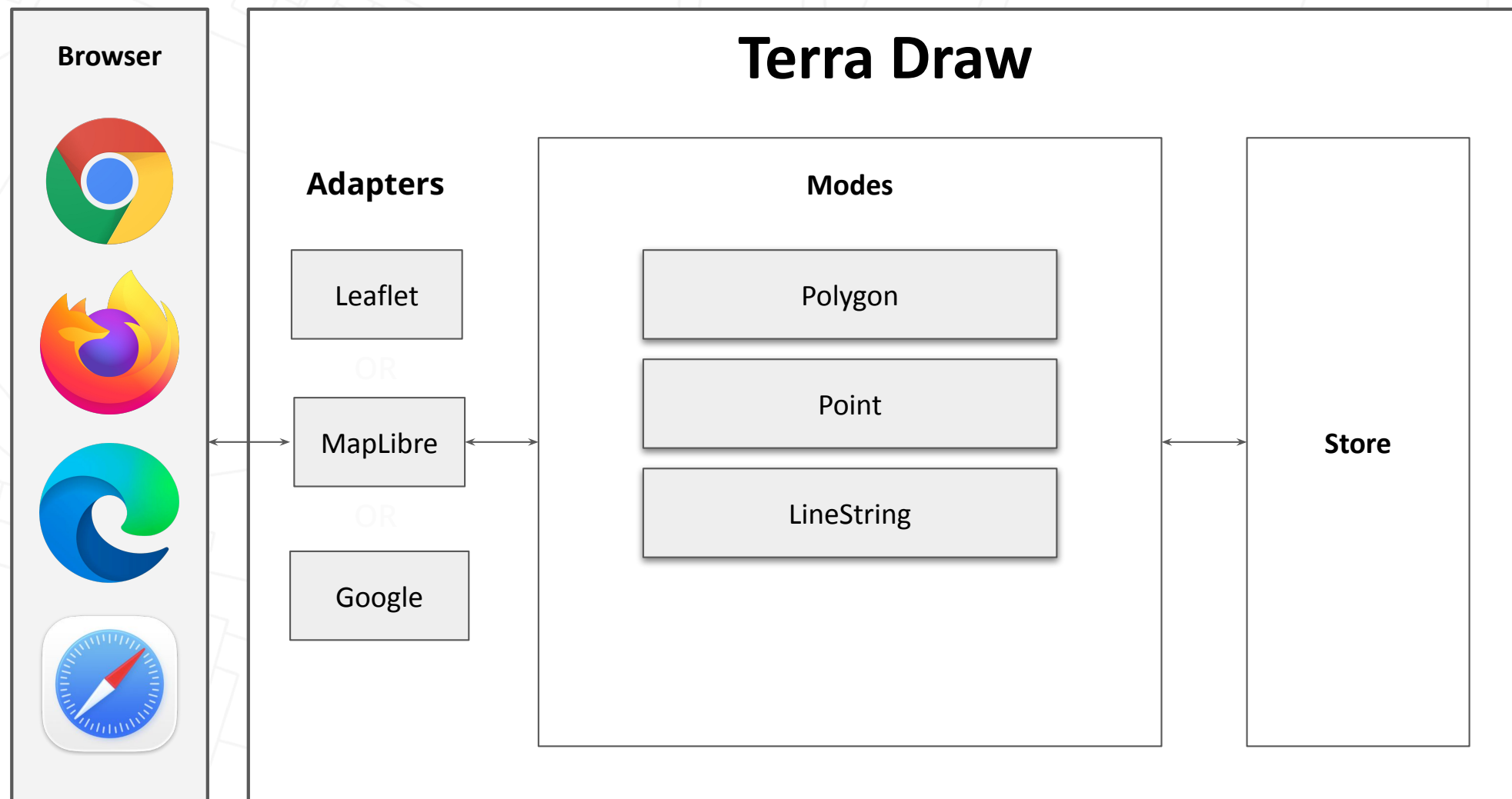
asheemmamoowala opened this issue on Dec 8, 2020 · 67 comments

Getting Started

What does Terra Draw help you achieve?

Goals

- Cross map library support
- Custom modes
- Deep styling control
- Zero dependency





ArcGIS Maps SDK for JavaScript



Google Maps Platform

Mapbox GL JS



MapLibre GL JS



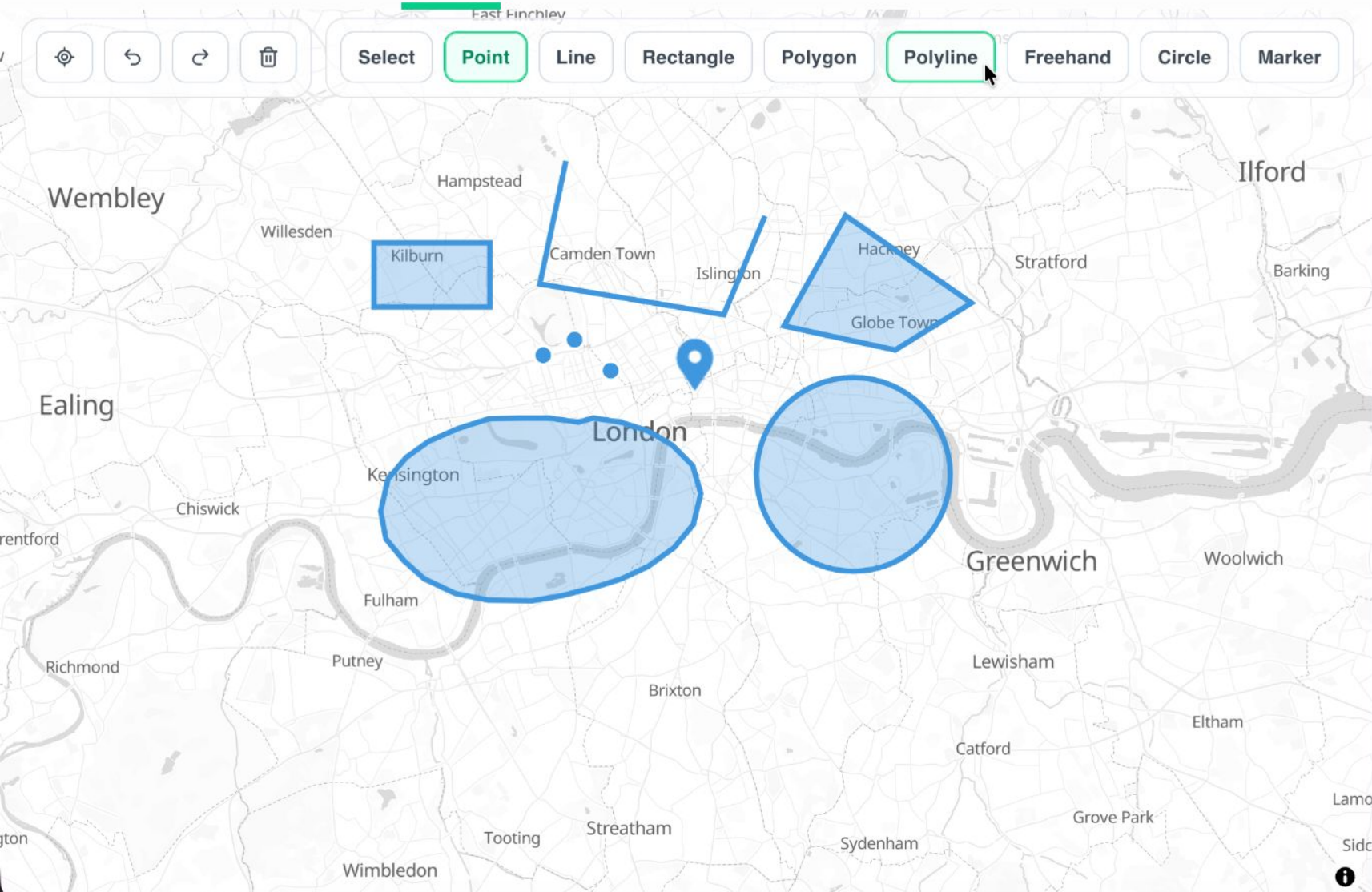
terradraw.io



JamesLMilner/terra-draw



npm install terra-draw



Info

GeoJSON

```
{
  "type": "FeatureCollection",
  "features": [
    {
      "id": "3650eee0-ceff-461e-8e26-
ba149c71dbd9",
      "type": "Feature",
      "geometry": {
        "type": "Polygon",
        "coordinates": [
          [
            [
              -0.211448132,
              51.544461077
            ],
            [
              -0.211448132,
              51.531933007
            ],
            [
              -0.175010407,
              51.531933007
            ]
          ]
        ]
      }
    }
  ]
}
```

Copy GeoJSON

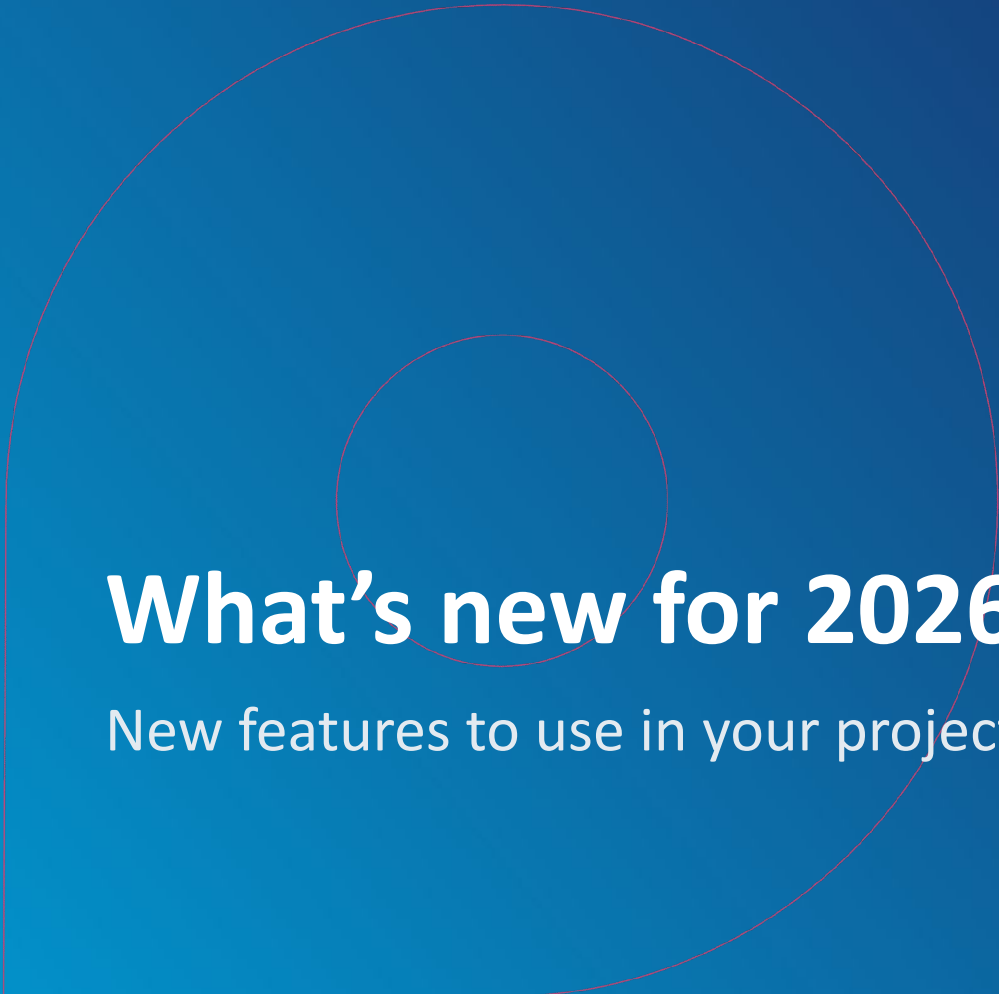
EXPORT

Format

GeoJSON

Download

```
1  const map = new maplibregl.Map({
2    container: id,
3    style: OSMStyle as maplibregl.StyleSpecification,
4    center: [0, 0],
5    zoom: 4,
6  });
7
8  map.once("style.load", () => {
9    const draw = new TerraDraw({
10      adapter: new TerraDrawMapLibreGLAdapter({ map }),
11      modes: [new TerraDrawPolygonMode({
12        snapping: true
13      })]
14    });
15
16    draw.start();
17  });
```



What's new for 2026?

New features to use in your project



Undo/Redo

- Common in many applications
- Popular feature request
- Hard to implement!

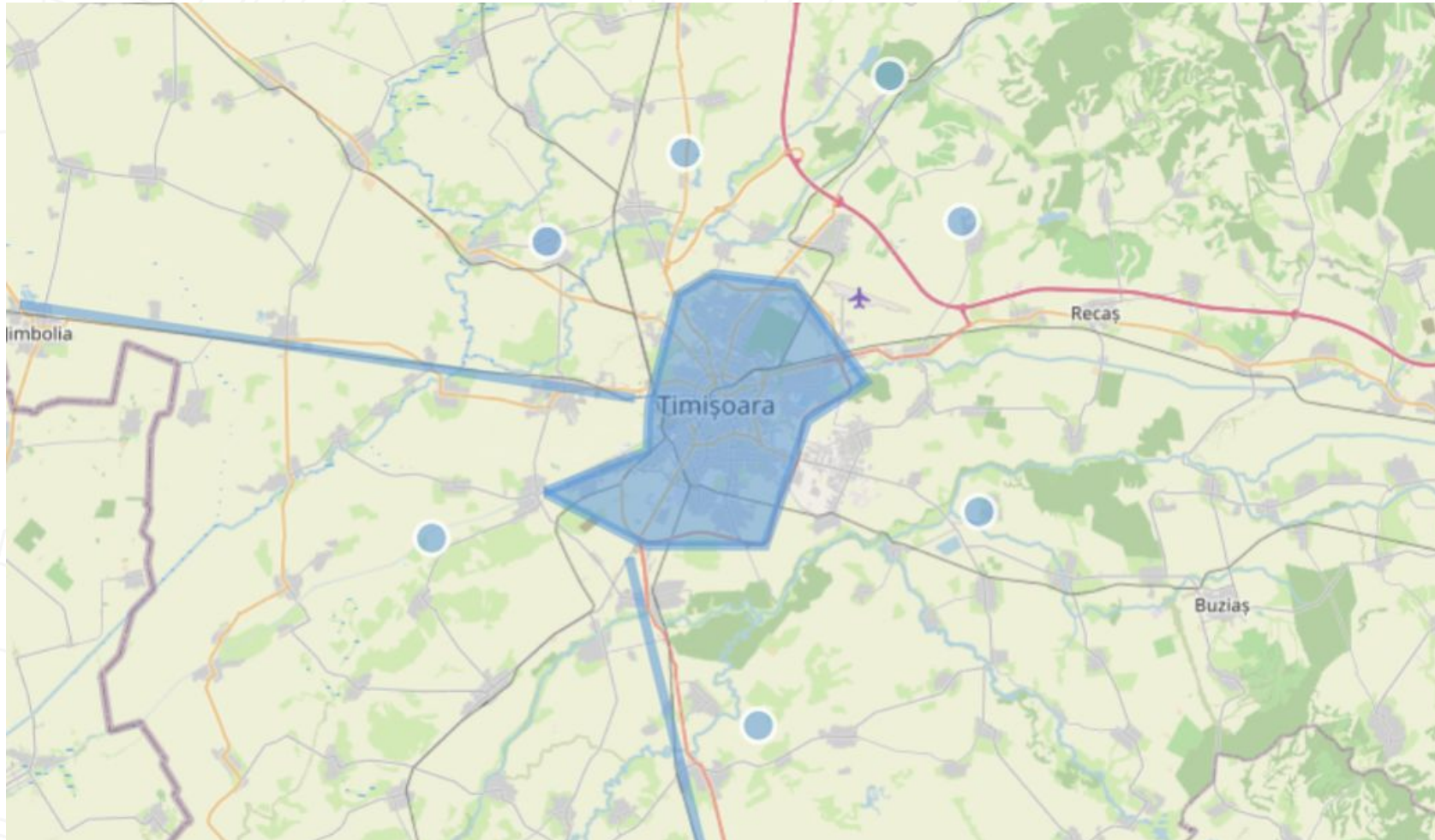
2 Part System

- Drawing undo/redo which works at a mode level
- Session undo/redo which works across modes
- Can be used together or independently



Styling Improvements

New ways to style your geometries

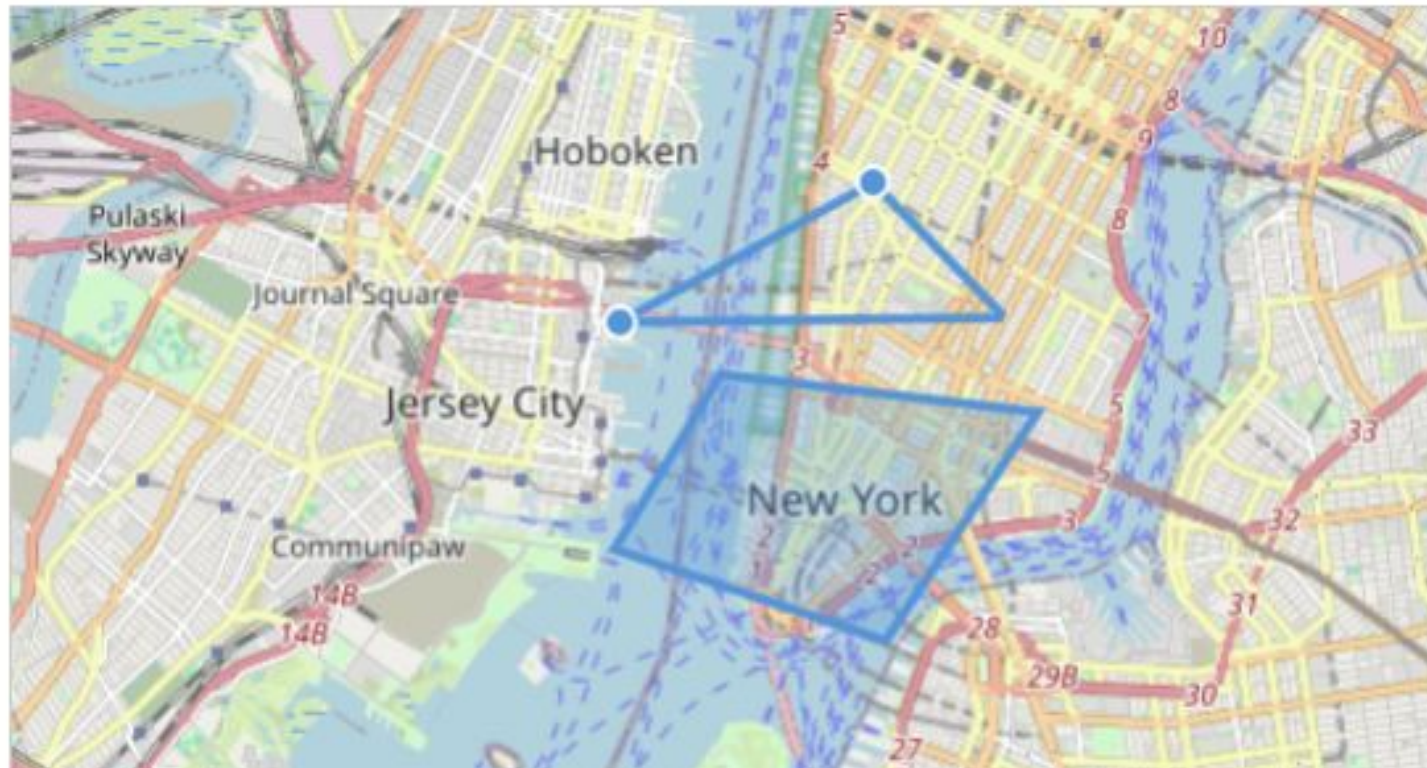






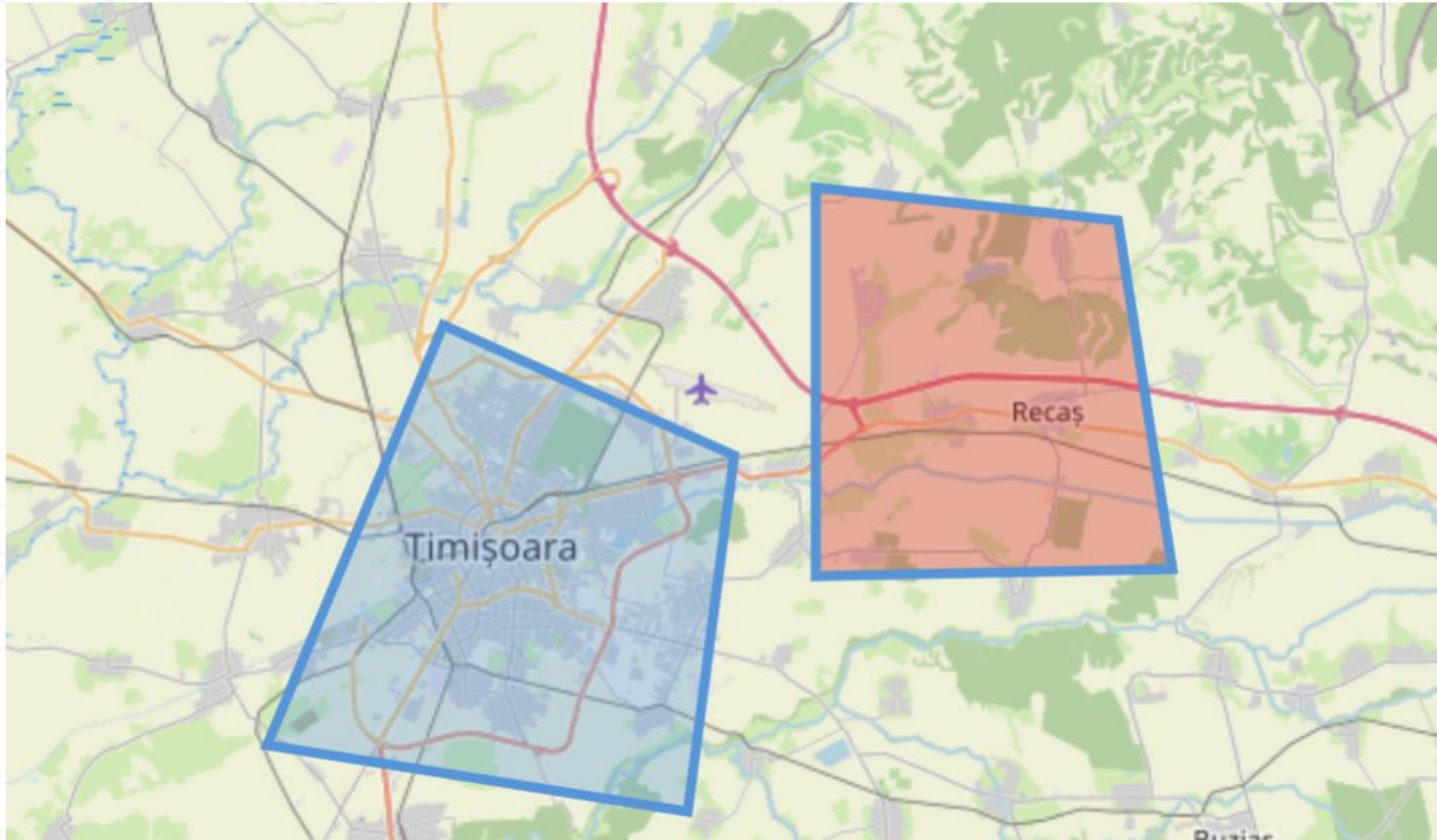
Polyline mode

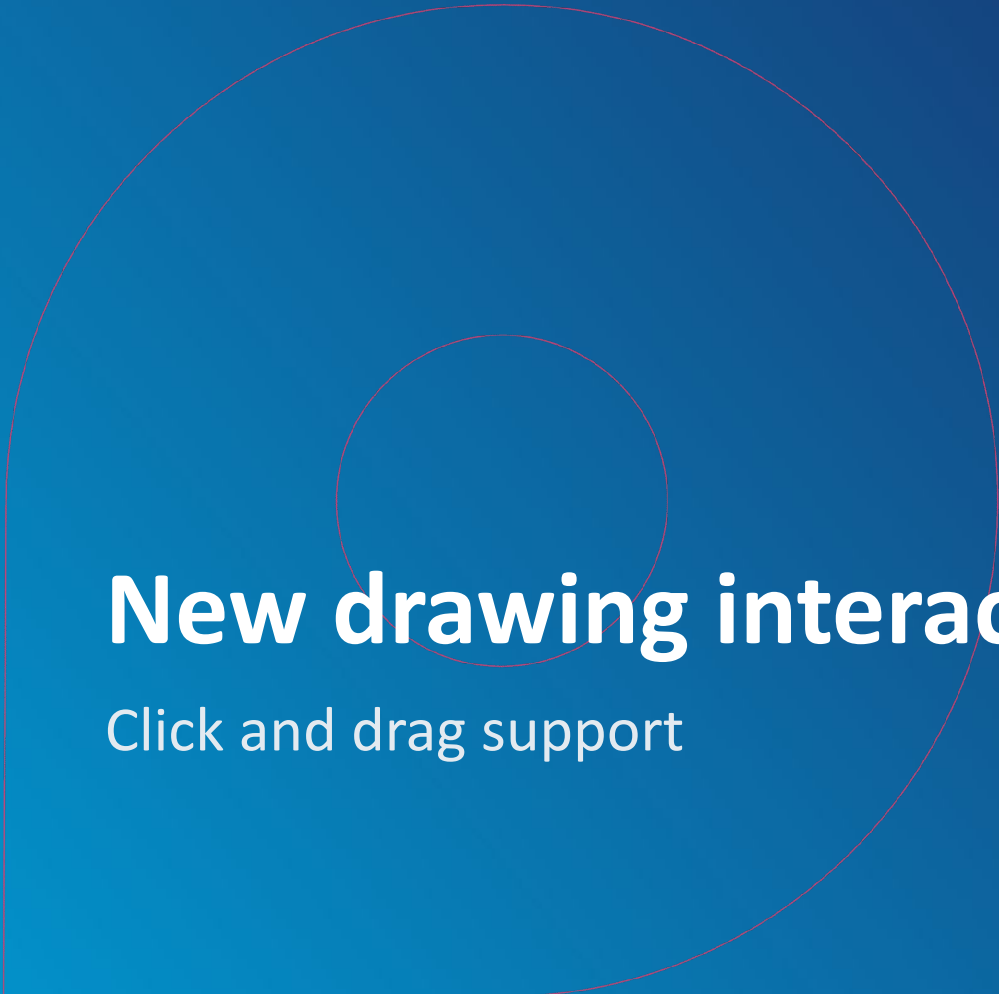
Lines that can be closed into polygons



Multiple instances of the same mode

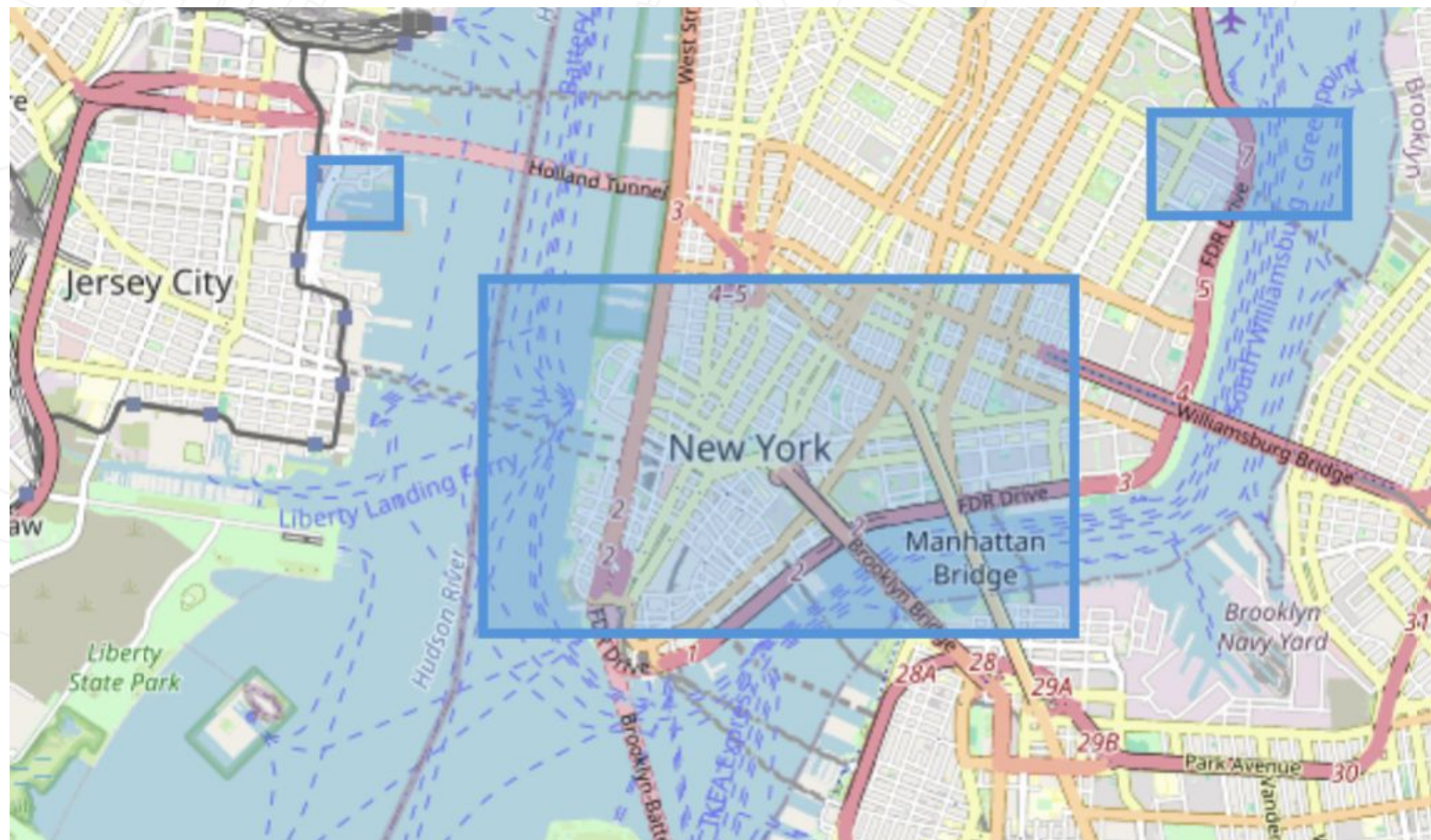
Support for different configurations of one mode

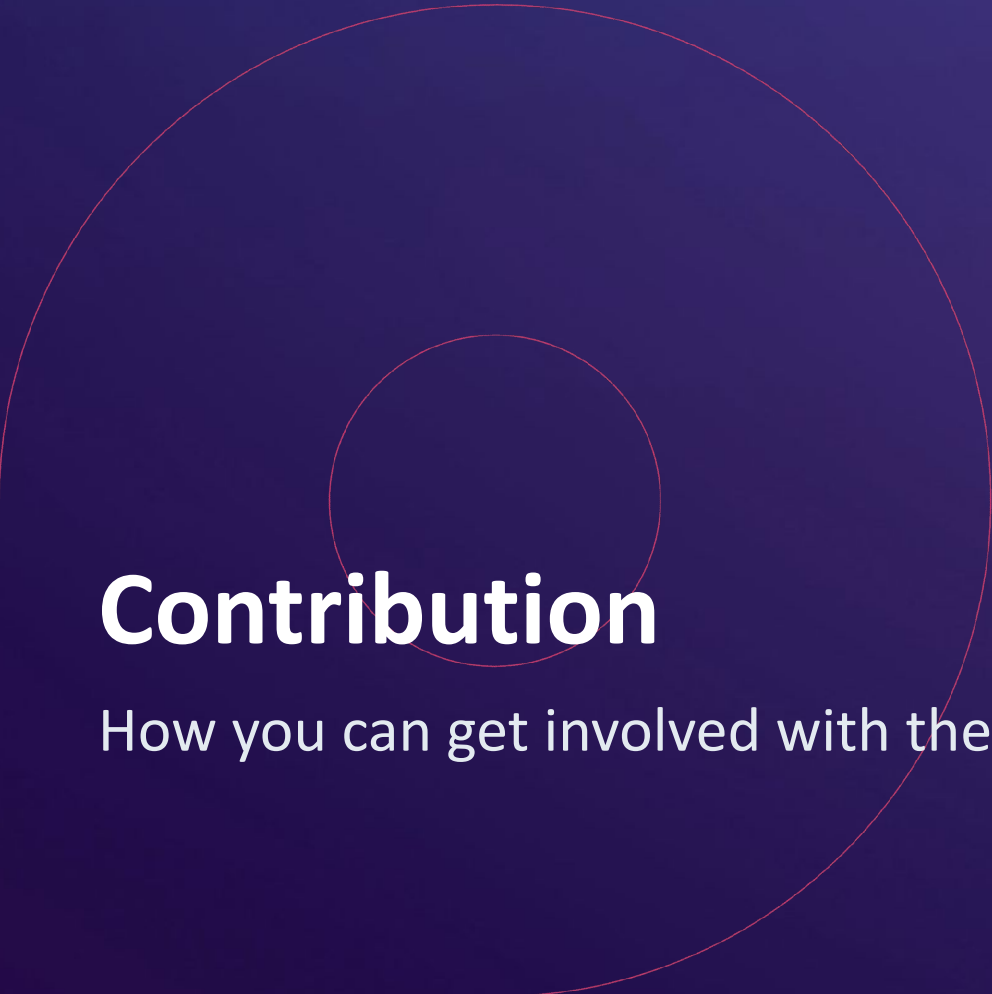




New drawing interactions

Click and drag support



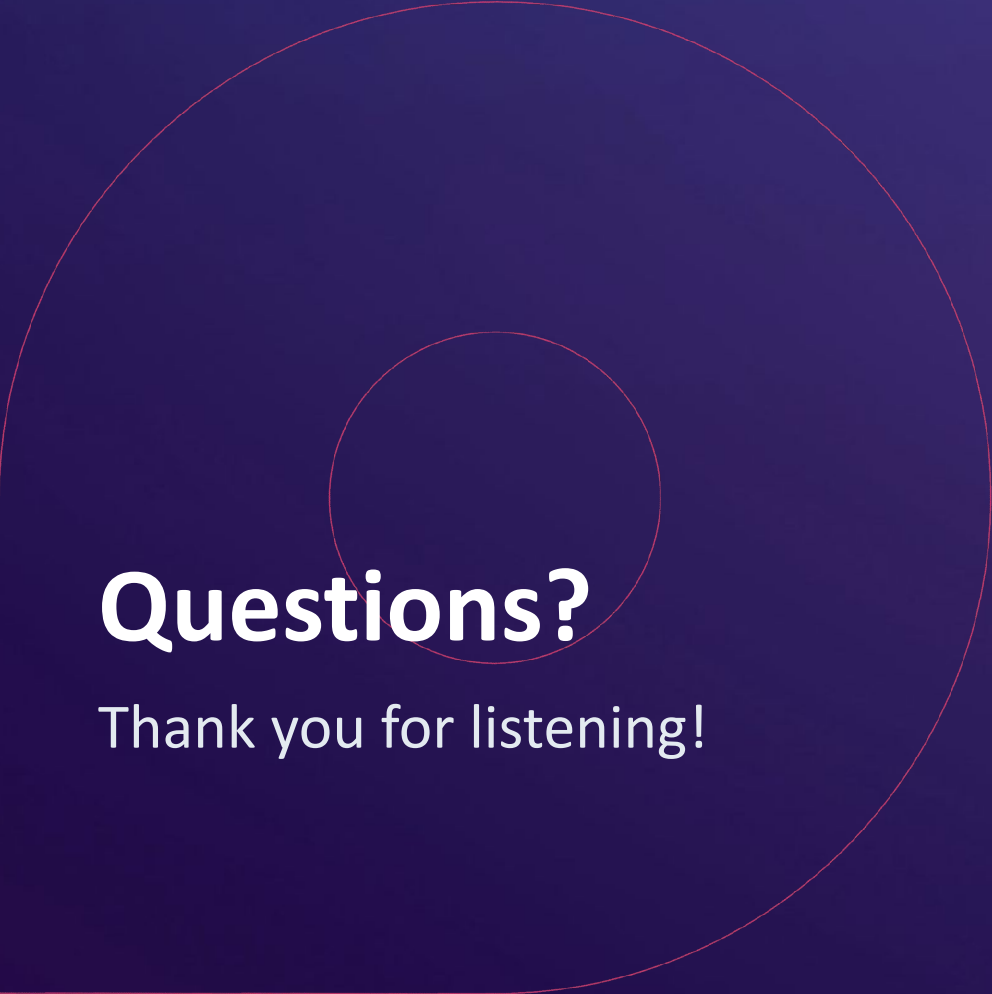


Contribution

How you can get involved with the Terra Draw project

Contributing

- Lend a star on GitHub
- If you find a bug, post a clear reproducible issue
- Discussing issues on the tracker and raising PRs
- Let's chat after if you're interested!



Questions?

Thank you for listening!

Map images use the OSM basemap:

© OpenStreetMap contributors, available under the Open Database License

Map images use MapLibre GL JS:

<https://github.com/maplibre/maplibre-gl-js>

<https://github.com/maplibre/maplibre-gl-js/blob/main/LICENSE.txt>