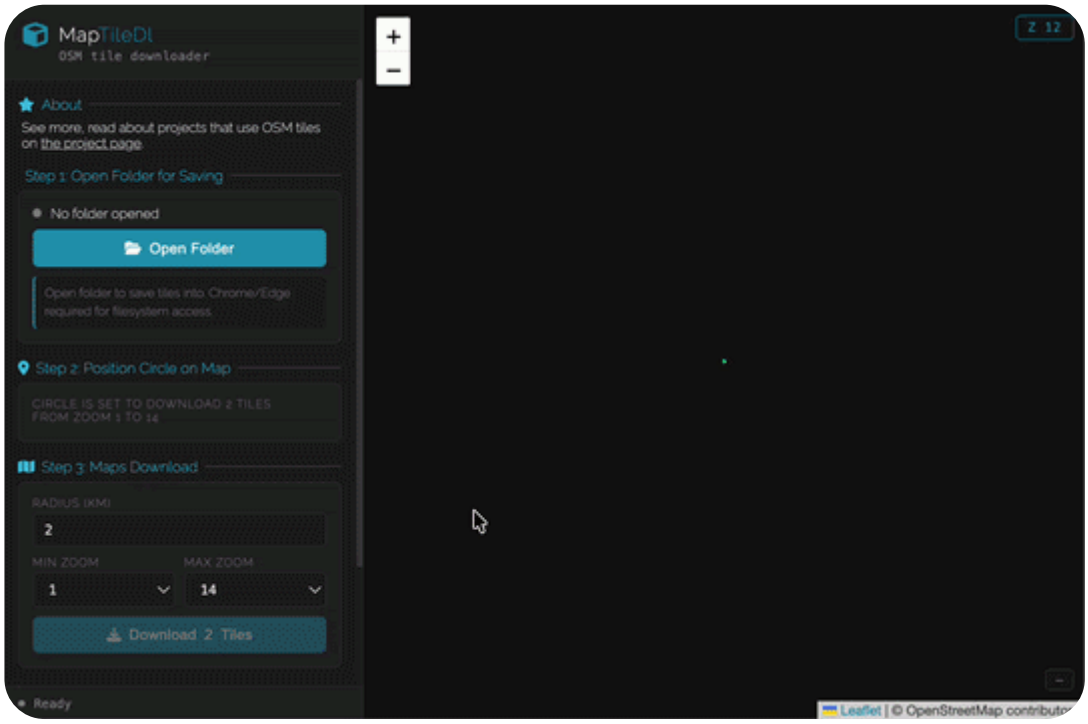
Modified 2026-09-22 00:40:58.588291+00:00

Map Tile Download and Visualizer

My web app for bulk-downloading Open Street Map tiles for offline use and visualizing what you've downloaded.

-> Go there now! <-



Download a whole town, country, even continent of OSM tiles.

Visualize what's been downloaded, add more at any time super easily. Perfect for

- Meshcore ESP32 Firmware projects
  - Wadamesh firmware project is my personal favorite so far
  - MCLite is perfect for simple deployments
  - SigurdOS-tdeck is promising
  - Trail Mate is map-focused and is trying to work with MC and Mt, both

    - Saitama is up and coming
- Meshtastic UI firmware
- My OpenTx mapping widget, AlphaMaps
- Any firmware using my NavBoxLib library
    - Like my NavBoxESP firmware for M5 Cardputer and Lilygo T-Deck

Check out those projects, give my downloader a try!

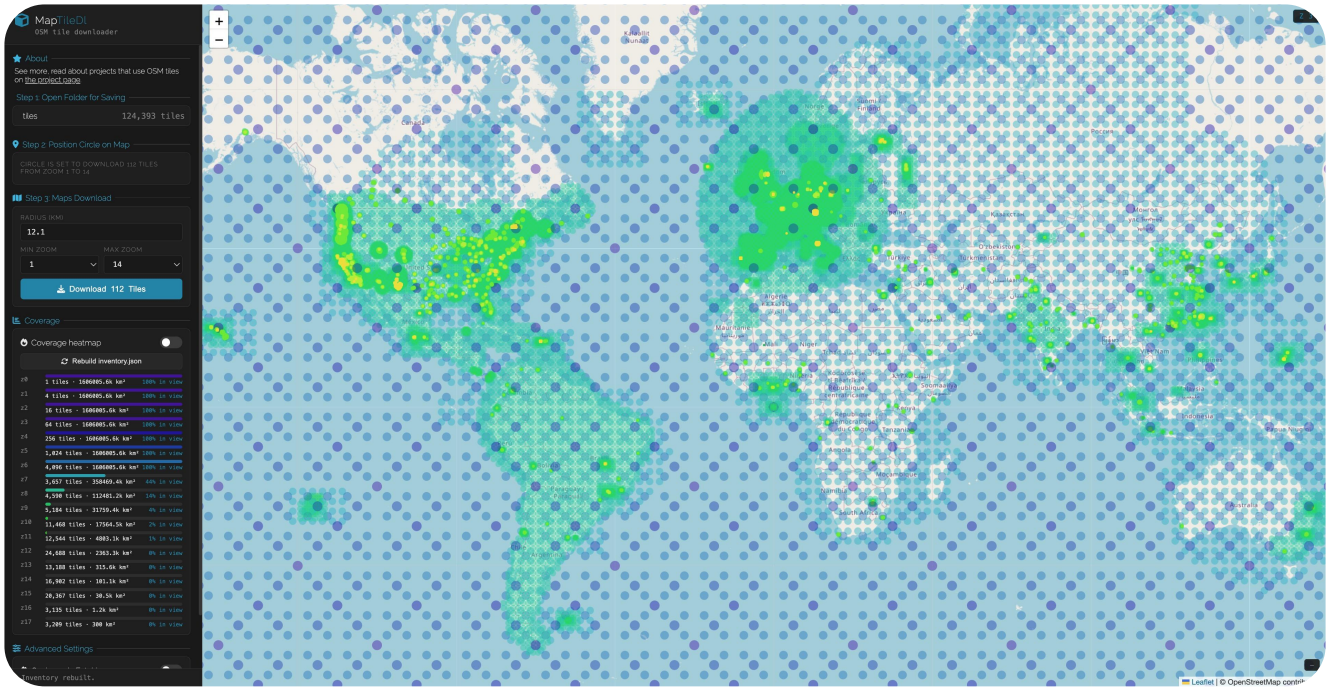
File Sizes

How big is it, downloading tons of tiles?

- As of 2026-06-28 there were 73,650 tiles, totaling 1.2GB.
- Now as of 2026-07-09 there are 238,487 tiles, making the cache 4.0GB total

Seeing as most SD-Cards are 16 or 32 GB– might as well download it all. Use the cache-only mode to quickly download enormous areas.


Coverage
Coverage heatmap
Rebuild inventory.json
z0 1 tiles · 1606005.6k km² 100% in view
z1 4 tiles · 1606005.6k km² 100% in view
z2 16 tiles · 1606005.6k km² 100% in view
z3 64 tiles · 1606005.6k km² 100% in view
z4 256 tiles · 1606005.6k km² 100% in view
z5 1,024 tiles · 1606005.6k km² 100% in view
z6 4,096 tiles · 1606005.6k km² 100% in view
z7 3,657 tiles · 358469.4k km² 100% in view
z8 4,590 tiles · 112481.2k km² 100% in view
z9 5,184 tiles · 31759.4k km² 100% in view
z10 11,468 tiles · 17564.5k km² 100% in view
z11 12,544 tiles · 4803.1k km² 100% in view
z12 24,688 tiles · 2363.3k km² 100% in view
z13 13,188 tiles · 315.6k km² 100% in view
z14 16,902 tiles · 101.1k km² 100% in view
z15 20,367 tiles · 30.5k km² 100% in view
z16 3,135 tiles · 1.2k km² 72% in view
z17 3,209 tiles · 300 km² 19% in view



If you download just your local area it can be 1-100 MB.

Limits:

- There are no limits on cache-only tile downloading.
- New, missing tiles of high zoom levels are limited:
  - The limits are shown as a percentage progress bar.
  - They're per-user, per-tile-region, and globally tile server API restriction limited. All reduced to a nice simple percentage bar for you.
  - New tiles come from different OSM providers to lessen the load and stay within API restrictions.
- So if you start getting errors then zoom out a little, download a base map, and try again later.
- Try the new "Cache-only Fetching" option!
- The app is Chrome / Edge only. I use other browsers too, but they've got the ability to sync to a folder which is essential.

Issues? Concerns?

- Reach out on the Wadamesh discord in the #mapping channel.
- Post a github issue on my mapping library, NavBoxLib
- Reach out on my discord

Helpful?

- All coded from scratch, for fun, and self-hosted with off-grid solar power. See my about page
- Support my work!
- Donate!

all hosting powered by my Open Solar Project ☀
see my realtime solar status here
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