

# Terra Draw

London Geo Meetup -  
11th of March 2026

# James Milner



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**An open source  
JavaScript library for  
drawing on web maps**

### Draw A Search

Drawn area name

Save Area

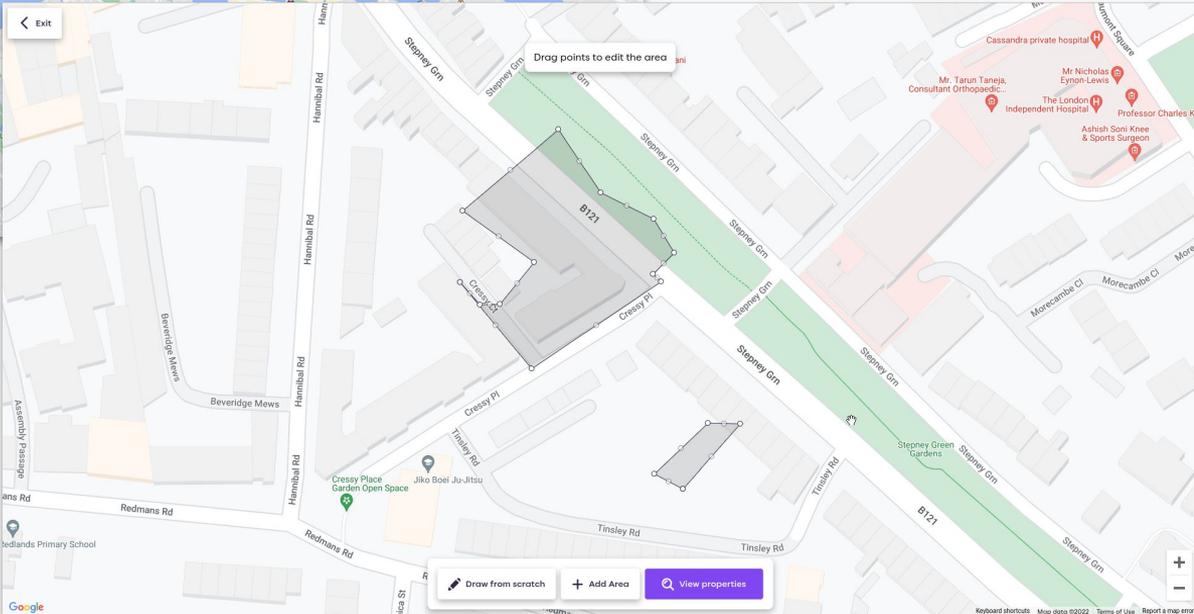
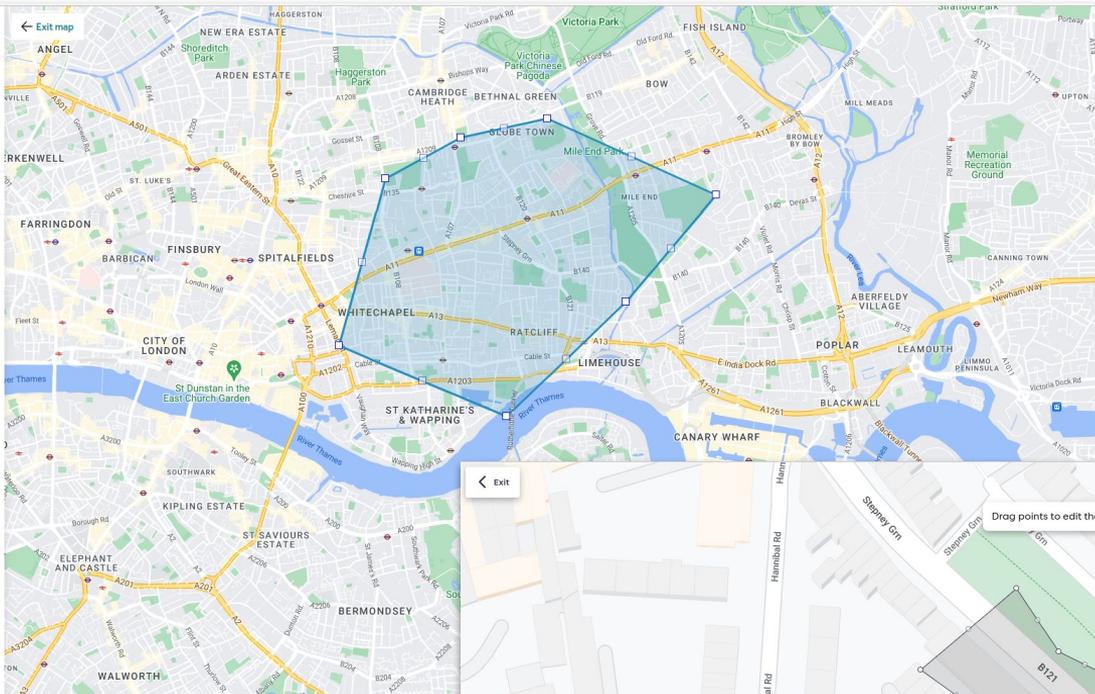
### My drawn areas



#### 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](#)





FreeDraw allows the free-hand drawing of shapes on your Leaflet. It has a familiar UX for creating geospatial boundaries similar to [Zoopla](#) and [conceiving of polygons](#), polygon merging and simplifying, as well as drawing 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 failing

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

 Open

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

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# Overview

# Goals

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

## Browser



# Terra Draw

## Adapters

Mapbox

OR

Leaflet

OR

Google

## Modes

Polygon

Point

LineString

Select

Store



ArcGIS Maps SDK for JavaScript



Google Maps Platform

Mapbox GL JS



MapLibre GL JS



[terradraw.io](https://terradraw.io)

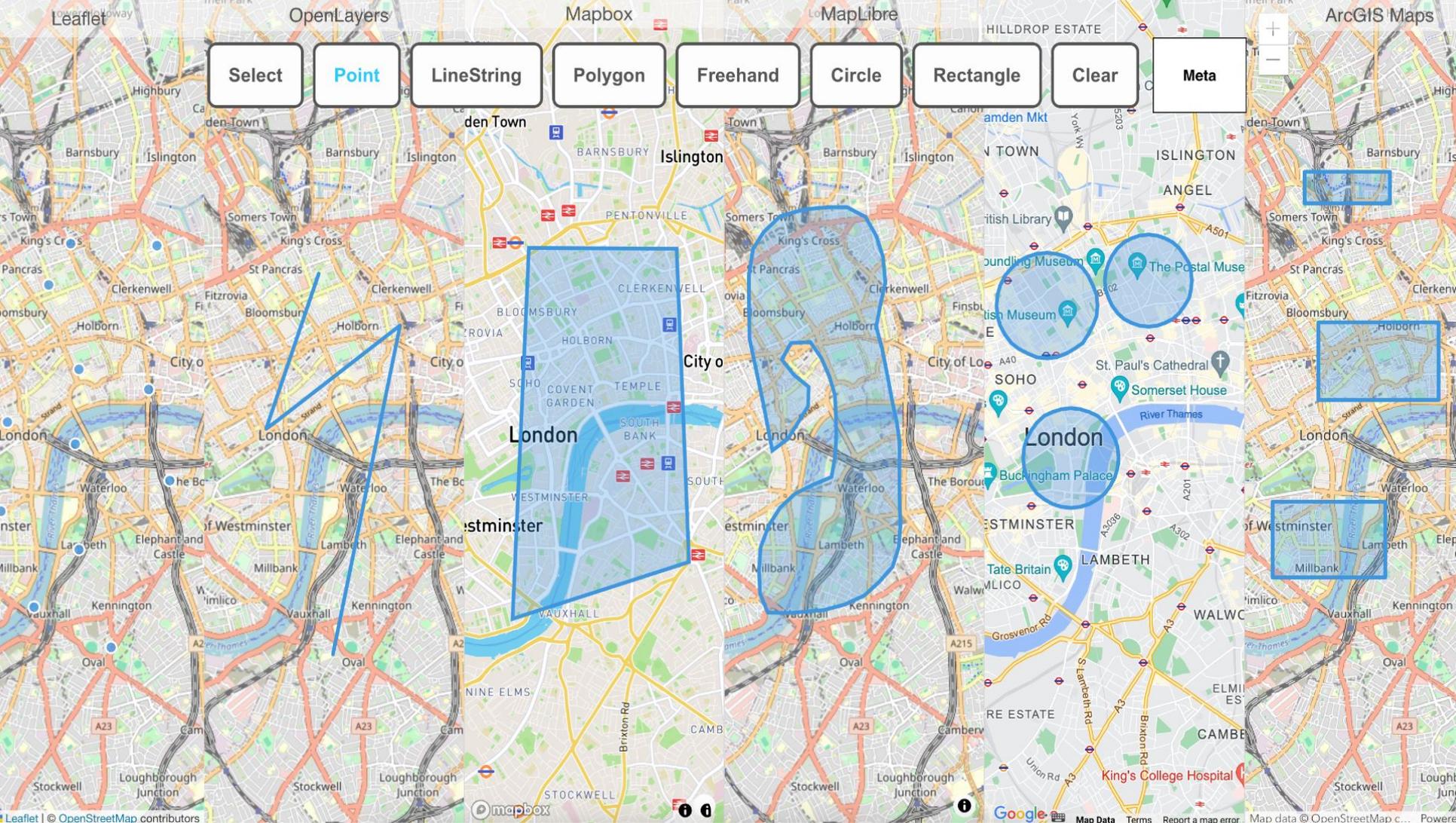


[JamesLMilner/terra-draw](https://github.com/JamesLMilner/terra-draw)



```
npm install terra-draw
```

```
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 });
```



Select

Point

LineString

Polygon

Freehand

Circle

Rectangle

Clear

Meta

London

London

London

London

Islington

City of

Westminster

Westminster

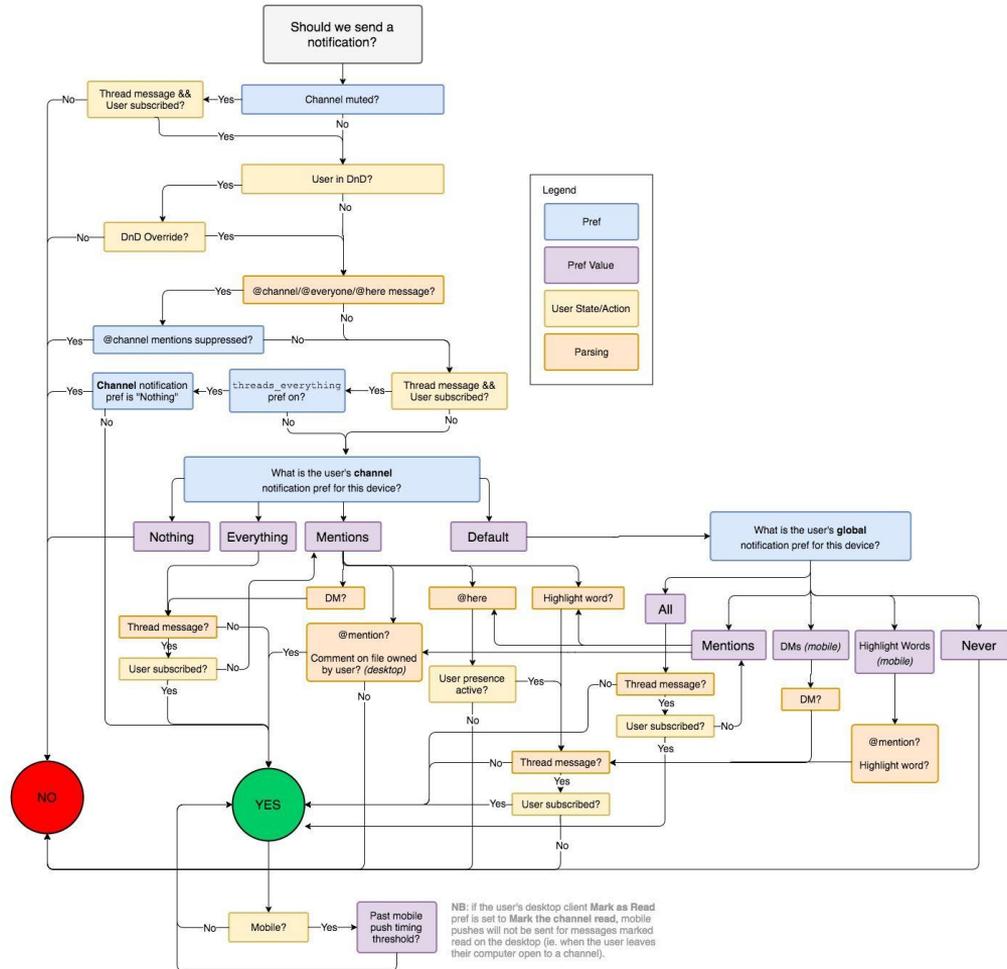
Lambeth

Lambeth

# Undo/Redo

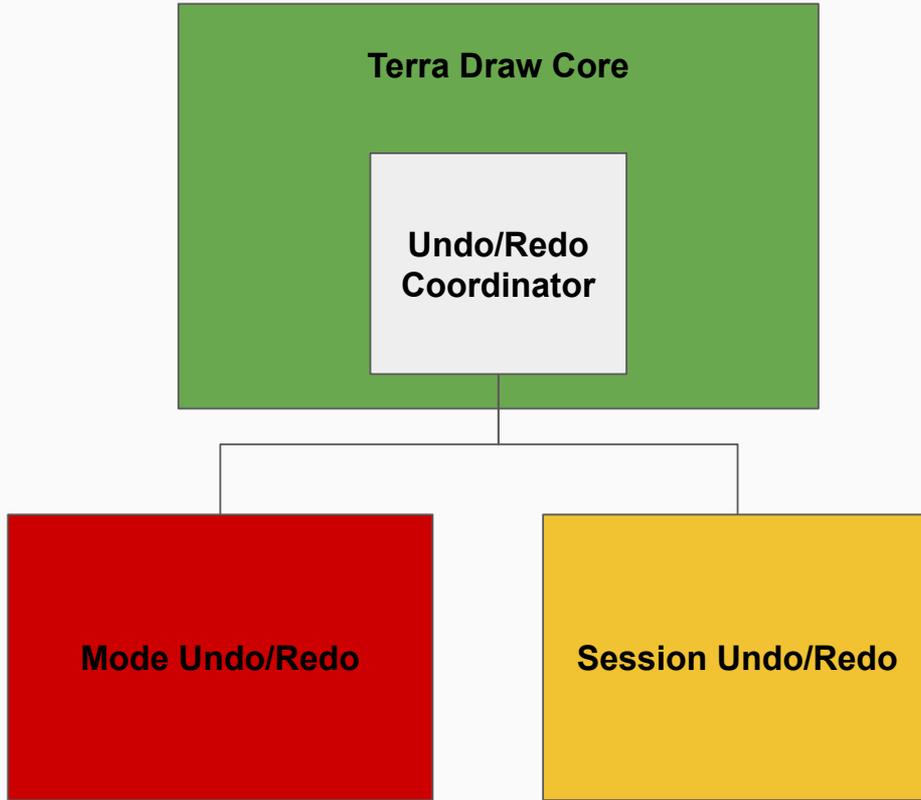
# Undo/Redo

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



# A 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



**Demo**

**Contributing**

# Contributing

There are many ways you can contribute to helping with Terra Draw:

- Lend a star on GitHub
- If you find a bug, post a clear reproducible issue
- Discussing issues on the tracker and raising PRs
- Sponsorship via GitHub Sponsors

# Contact

You can contact me via email or LinkedIn:

- [james@terralume.co](mailto:james@terralume.co)
- [linkedin.com/in/jameslmilner](https://www.linkedin.com/in/jameslmilner)