An overview of uDig, an Eclipse-based open source desktop GIS platform. Basic features of the software, design philosophy, technology and case studies of organisations that have implemented open source solutions using uDig.

uDig is an open source desktop GIS platform, that combines broad support for OpenGIS and de facto industry standards with an interactive desktop paradigm. uDig ships with a standard "GIS application" user interface, but is also designed to be extremely extendable and customizable.

uDig is built in Java on top of the Eclipse Rich Client Platform using open source modelling and application frameworks from IBM and Sun Microsystems. As such, it is an excellent example of a real-life application framework built with the latest Java development tools and techniques.

The first half of this session will cover uDig basics. The design philosophy, standard user interface, connecting to data sources (PostGIS, WMS, WFS, Shape Files, Images, Catalogues), feature styling, printing, coordinate re-projection, data editing, customization examples, and more.

The second half of this session will examine the real-world implementation of open source solutions with uDig. Case studies will be examined, in government, the private sector and NGOs. How are people using uDig, and in what application categories? What have their development experiences been? What customisations have they created?

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