

## AndNav<sup>1</sup> and AndNav2 are [Android](#) Navigation-Systems.

The main difference between AndNav<sup>1</sup> and AndNav2 is that they are not based on the same map-data. AndNav

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is based on GoogleMaps and had to fight with licensing issues, that are caused by the variety of different map-providers behind the GoogleMaps. The major drawback of that is that so AndNav

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is not allowed to have realtime-navigation, what makes out a common navigationsystem. So in the end AndNav

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is allowed to provide only 'static navigation', which is based on user but

not

on GPS-sensor input.

**But**, this is where AndNav2 comes into play, as it is based on free mapdata by [OpenStreetMap.org](http://OpenStreetMap.org) . **AndNav2 will**

**provide full audible turn-by-turn realtime route-guidance**

. AndNav2 has unique features, like Text-2-Speech, an accessibility-study (aka '

*Where can I get in 30 minutes*

) or avoiding customizable areas, i.e. a traffic-jam or a broken bridge on natural disasters. AndNav2 will also contribute back GPS-Traces to the OSM-Project, so when you have driven an unknown route, expect it to be no more unknown from a day to

a week later.

AndNav<sup>1</sup> and AndNav2 fully interact with all possibilities the Android-Platform provides, like Text-2-Speech, accessing your contacts, high-quality graphics and fast internet-access all combined in an easy to use user interface.

AndNav<sup>1</sup> is developed by Nicolas Gramlich

AndNav2 ... in cooperation with Pascal Neis from [openrouteser  
vice.org](http://openrouteser.vice.org) .{jco  
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