# RESTRICTIONS WITH IMPLEMENTATION OF GIT FOR CYCLING COMPETITIONS

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**Abstract**

This paper completely assesses problems and benefits of implementation geoinformation technologies for cycling competition. There are three different points of view from cyclists, because it is neccesary to separate amateur cycling or cycle turism, proffesional cycling and organizators of races. The article brings latest informations about modern geoinformation technologies in cycling from these three parts. Nowadays it is very popular to use GPS for navigation on the bike and then upload your track on the special servers on the Internet. Ussualy there are map and general informations about the track and altitude profile. But on the other side professional riders need complex evaluation of theirs races – they use GPS with cadence sensor, sportester (heart-rate sensor) and wattmeter (power sensor) for analysis and visualise their track. Using GIT in cycling is not very often today, but there is a great potential for the future. On the biggest world races like Tour de France or Giro d´Italia we can see monitoring riders in realtimem which is known like GPS tracking. Almost every examples of these servers are based on API, but actually are used Google Maps API, Open Street Maps API or Yahoo API. Use API and mashup technologies is easy and popular, but on the other side it brings many problems. One of the aim was to make an aplication for organizators of bike competition. It is made for “Kolo pro život“ serie and it contains interactive map with general information about these tracks and many special functions, like interactive profile and itinerary, animation, video, etc. It is made by Google Maps Mash-up technology. On this practical example are demostrated some restrictions and unsolvable problems with programing of application, especially cartography visualisation faults (narrow editation of polyline and polygon layers, random generalisation, different representation of one layer between GoogleEarth and Goolgle Maps, etc.) and also technical faults (using Flash, validation, combination of different API version, etc.) and of course other examples like OSM, Yahoo...

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