

Getting Started with SuperMap iServer

SuperMap Software Co., Ltd.

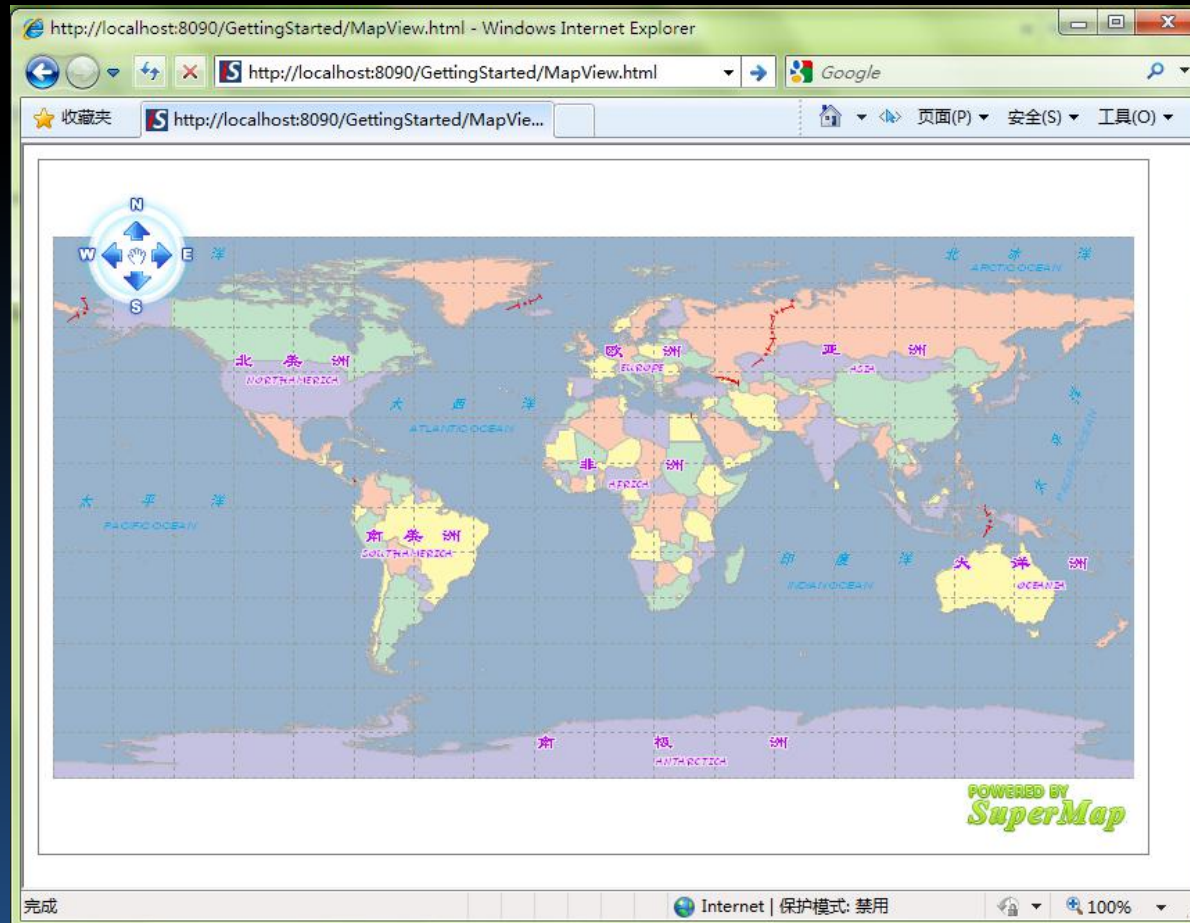


Main Contents

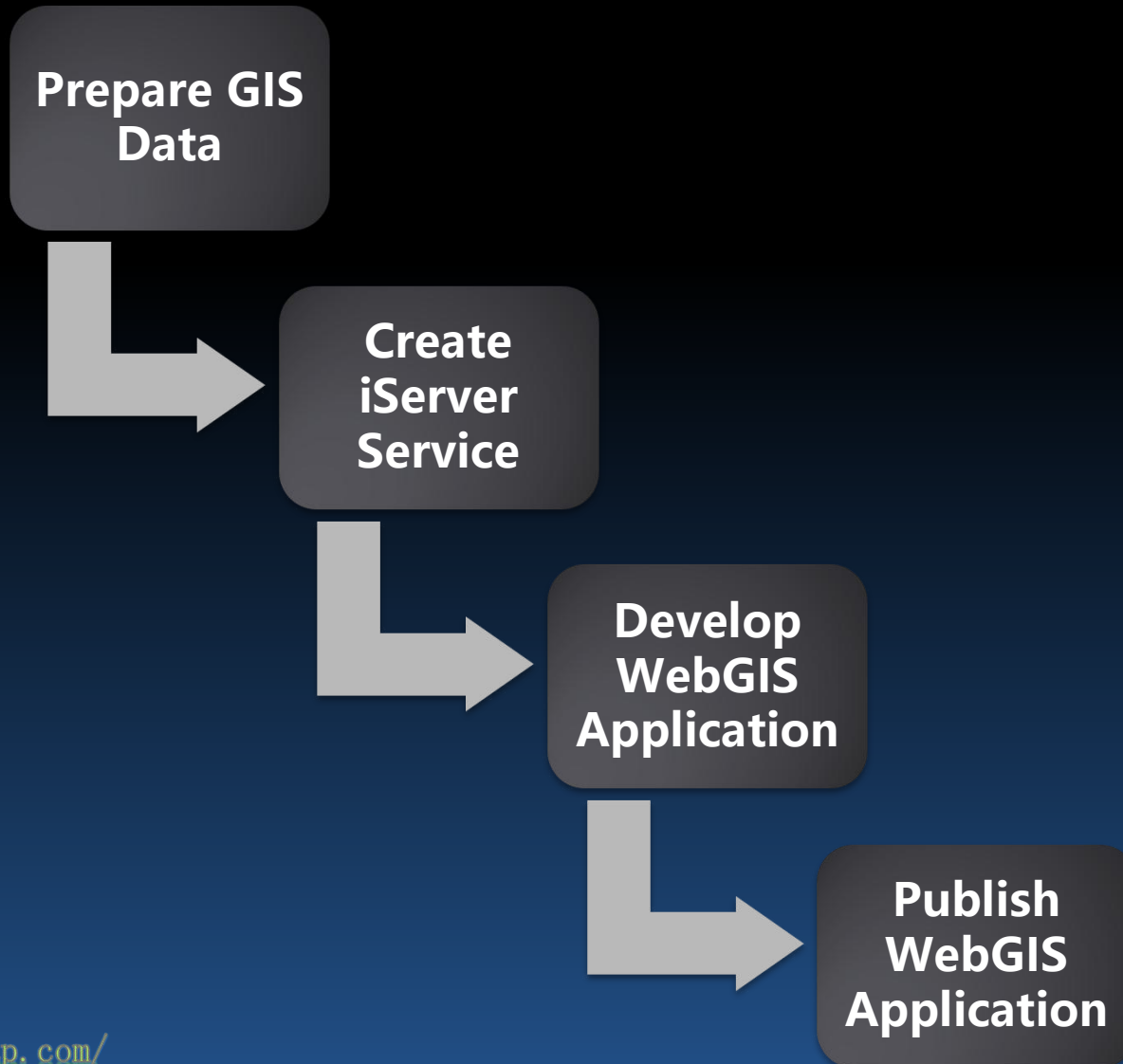
- **Publish GIS data through the internet and browse the published data from the client side**

Target

- Publish a web system for map browsing

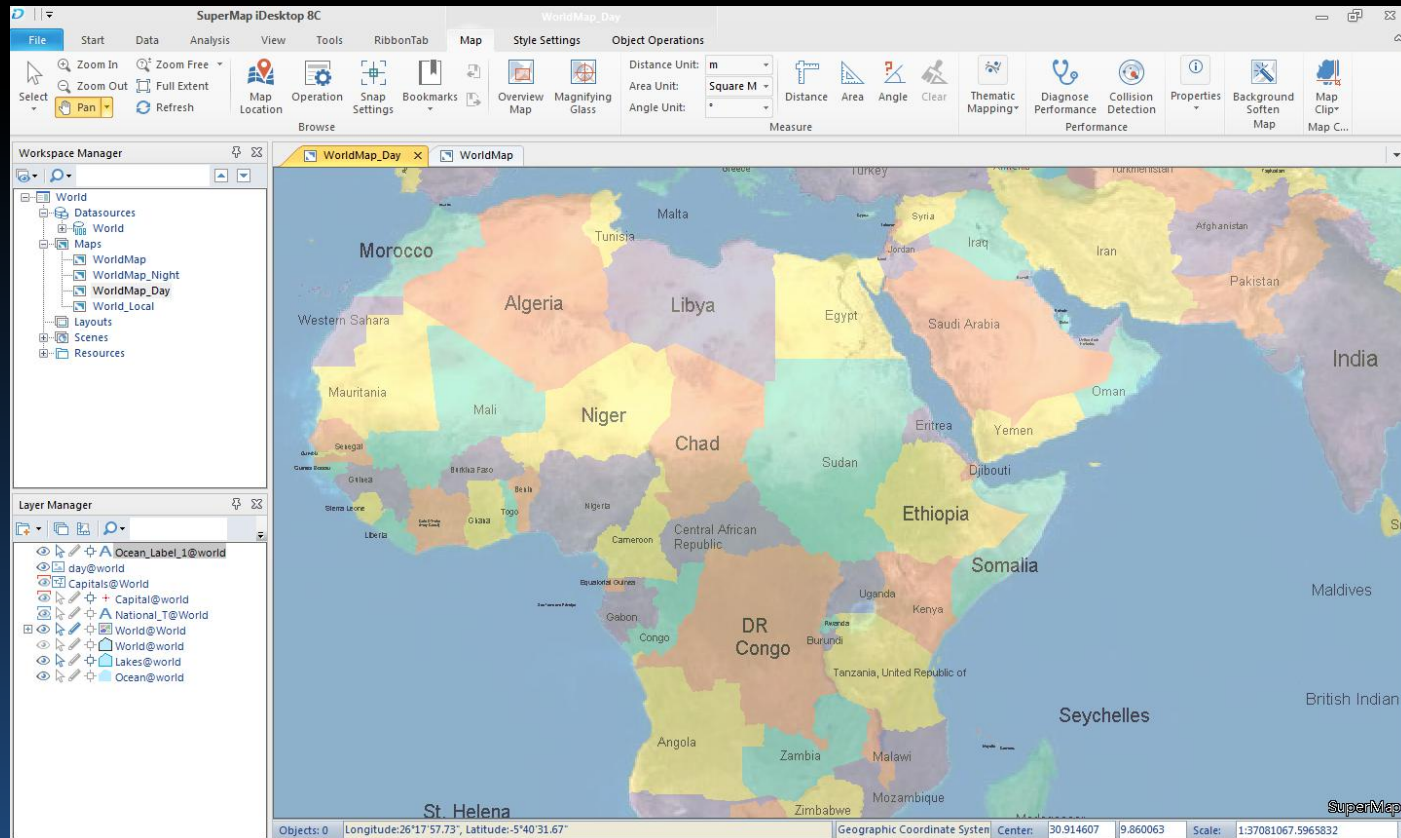


Steps



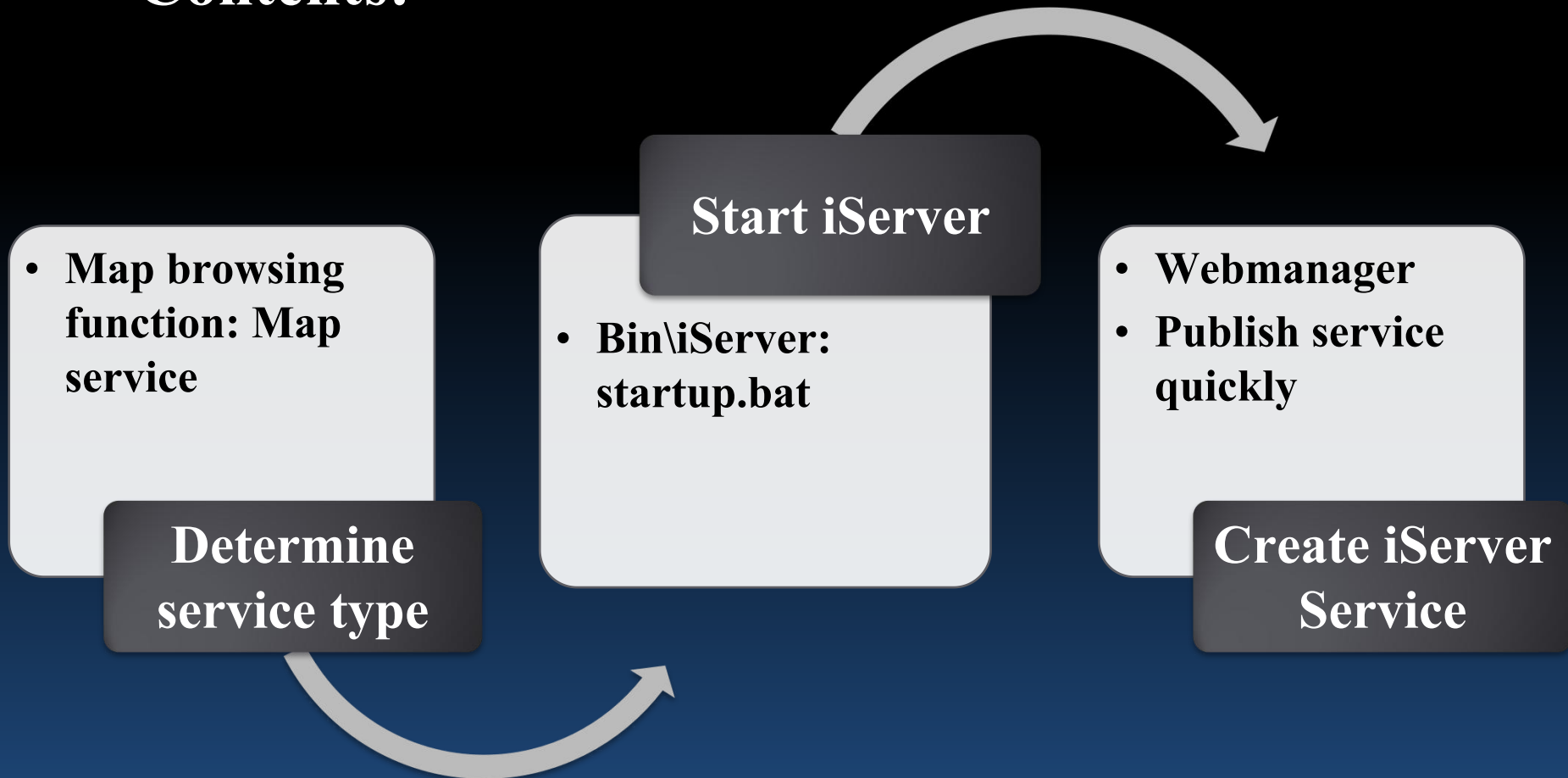
Step 1: Prepare Data

- Prepare Data with SuperMap iDesktop



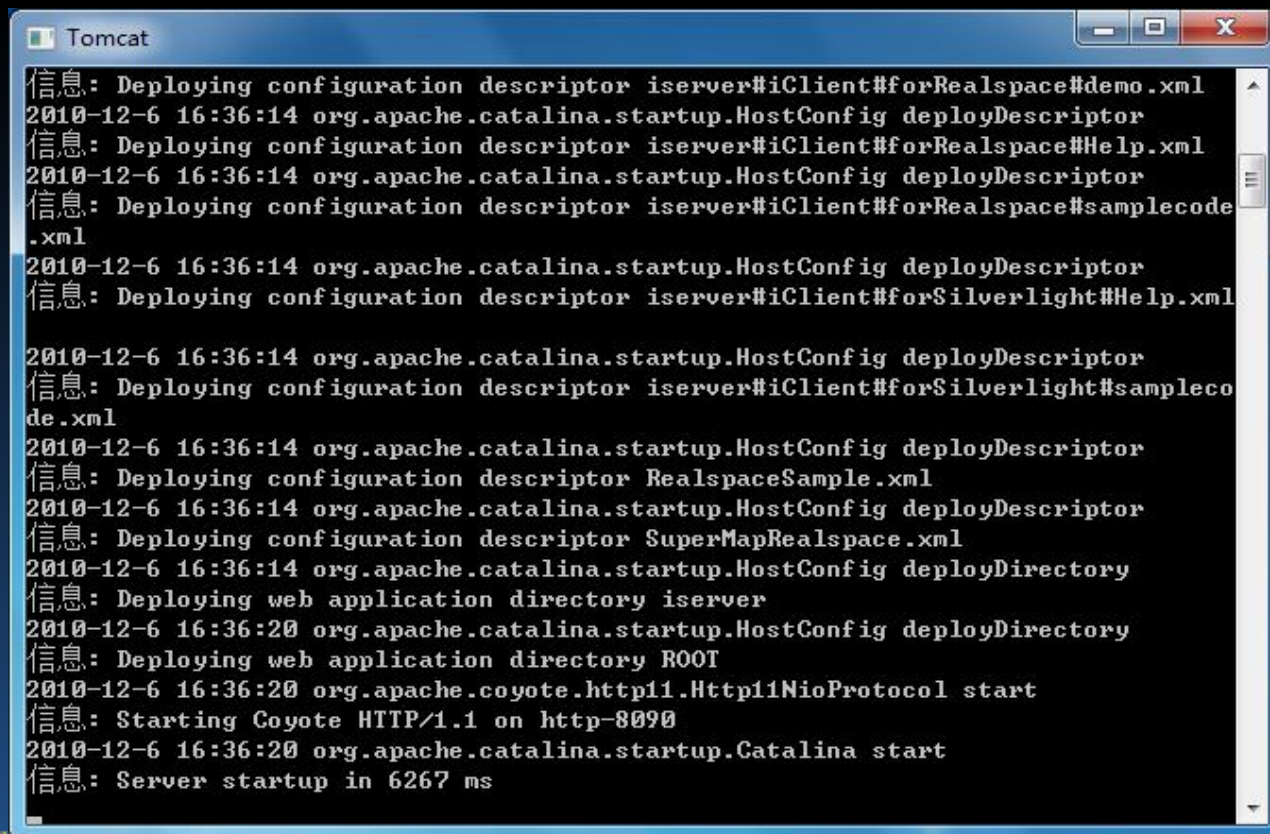
Step 2: Create iServer Service

- **Contents:**



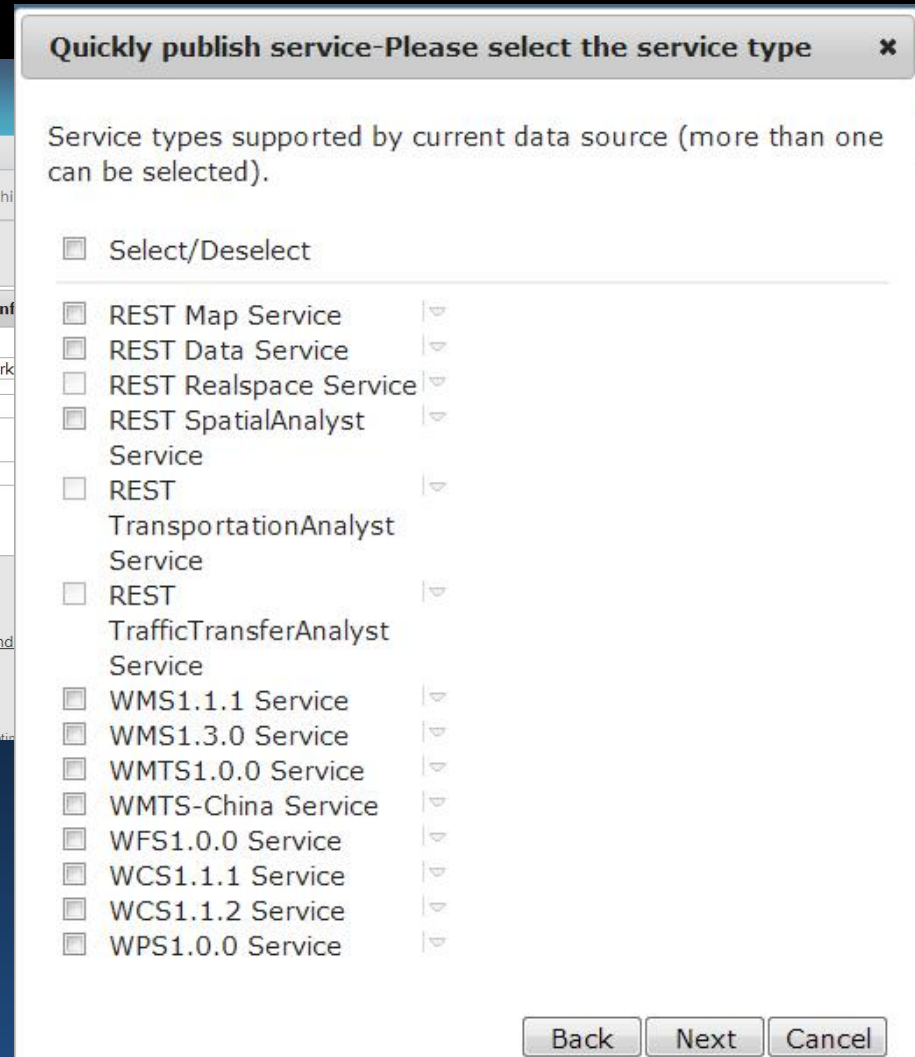
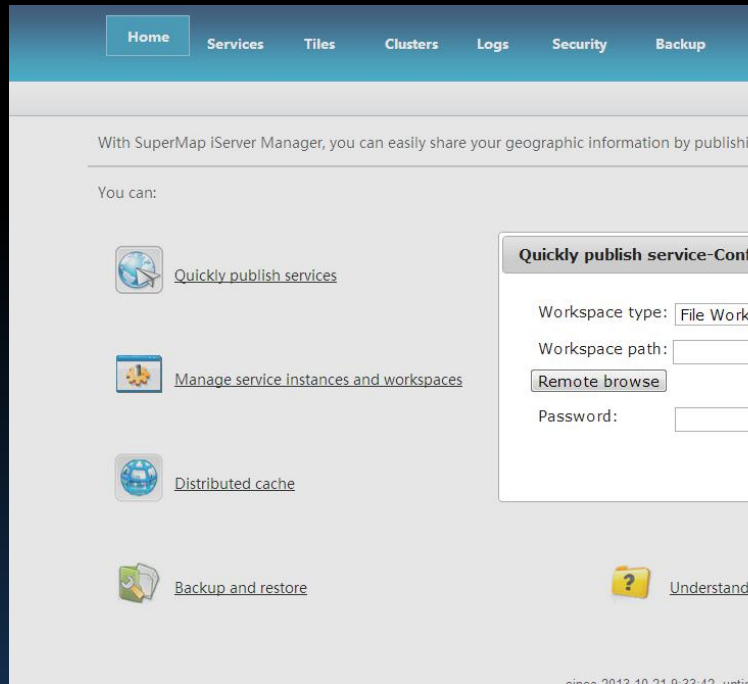
Step 2: Create iServer Service

- Start iServer
 - Bin\startup.bat



```
Tomcat
信息: Deploying configuration descriptor iserver#iClient#forRealspace#demo.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDescriptor
信息: Deploying configuration descriptor iserver#iClient#forRealspace#Help.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDescriptor
信息: Deploying configuration descriptor iserver#iClient#forRealspace#samplecode.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDescriptor
信息: Deploying configuration descriptor iserver#iClient#forSilverlight#Help.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDescriptor
信息: Deploying configuration descriptor iserver#iClient#forSilverlight#samplecode.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDescriptor
信息: Deploying configuration descriptor RealspaceSample.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDescriptor
信息: Deploying configuration descriptor SuperMapRealspace.xml
2010-12-6 16:36:14 org.apache.catalina.startup.HostConfig deployDirectory
信息: Deploying web application directory iserver
2010-12-6 16:36:20 org.apache.catalina.startup.HostConfig deployDirectory
信息: Deploying web application directory ROOT
2010-12-6 16:36:20 org.apache.coyote.http11.Http11NioProtocol start
信息: Starting Coyote HTTP/1.1 on http-8090
2010-12-6 16:36:20 org.apache.catalina.startup.Catalina start
信息: Server startup in 6267 ms
```

Step 2: Create iServer Service



Step 3: Test iServer Service

The screenshot shows a web browser window with the URL `http://localhost:8090/iserver/services/map-world/rest/maps`. The page title is "maps" and it features the SuperMap iServer logo. The interface includes a search bar with "resourceID" and a "Search" button, along with navigation links for "supermap", "Token", "Help", and a language dropdown set to "English".

home

maps

Description:
Contains the list of all visible maps, the supported HTTP request methods, and the supported output formats. You can decide how the map list is represented according to your needs. Also, you can view maps with Flash, Flash3D, Javascript, Silverlight, SuperMapCloud, or Tianditu.

Maps:

WorldMap_Day	View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com
WorldMap	View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com
WorldMap_Night	View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com
World Map	View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com
World	View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com

HTTP methods

- GET
- HEAD

Output formats

- xml
- json
- fastjson
- rjson
- html
- jsonp

Powered by SuperMap iServer 8C (8.0.0-win64) © 2000-2015 SuperMap Software Co., Ltd.

Step 4: Build Web System

- **Development tool -- SuperMap iClient**
 - Libraries for Client GIS development tools
 - Acquire iServer services
 - Web system development tools
- **SuperMap iClient location**
 - [iServer installation directory]/iClient folder
- **SuperMap iClient for JavaScript employed**
 - product package: [iServer installation directory]/iClient/forJavaScript

Step 4: Copy Script Files

- **Create GettingStarted folder**
- **Copy script library files**
 - **Libs folder – files for controls and fundamental classes**
 - **Resource folder - files for control resources and**

Source location: [iServer installation directory]\iClient\forJavaScript\libs

Step 4: Create HTML Page

```
<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type"
content="text/html; charset=utf-8" >
    <title>SuperMap iClient for JavaScript</title>
  </head>
  <body >
    </body>
</html>
```

Step 4: Add Reference to Script Files

```
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html;
charset=utf-8" >
    <title>SuperMap iClient for JavaScript </title>
    <script src="libs/SuperMap.Include.js"></script>
  </head>
  <body>

  </body>
</html>
```

Step 4: Add DIV to Load Map Control

```
<body onload=onPageLoad(>  
    <div id="map"  
style="position:relative;left:0px;right:0px;width:800px;h  
eight:500px;">  
    </div>  
</body>
```


Step 4: Create Map Object

```
<head>
<meta http-equiv="Content-Type" content="text/html;
charset=utf-8" >
<title>SuperMap iClient for JavaScript </title>
<script src="libs/SuperMap.Include.js"></script>
<script type="text/javascript">
    var map, layer;
    // Specify URL of GIS service to access
    var url = "http://localhost:8090/iserver/services/map-
world/rest/maps/world Map";

    function onPageLoad()
    {
        //Create Map object
        map = new SuperMap.Map("map");
    }
</script>
</head>
```

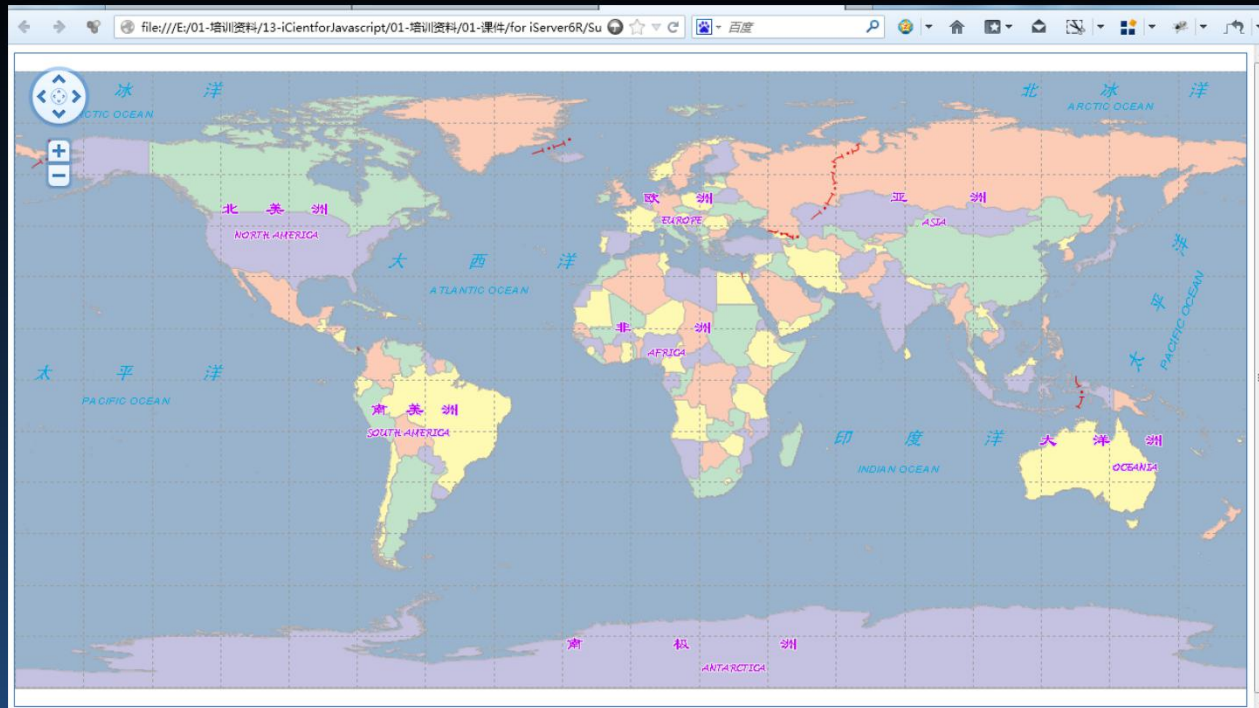
Step 4: Add Layer to Map

```
<head>
.....
function onPageLoad()
{
    //Create Map object
    map = new SuperMap.Map("map");

    // Create Layer object
    layer = new SuperMap.Layer.TiledDynamicRESTLayer("world",
url, {transparent: true, cacheEnabled: true},
{maxResolution:"auto"});
    layer.events.on({"layerInitialized": addLayer});
}
function addLayer()
{
    // Add Layer to Map
    map.addLayer(layer);
    map.setCenter(new OpenLayers.LonLat(0, 0), 0);
}
</head>
```

Step 5: Publish Web System

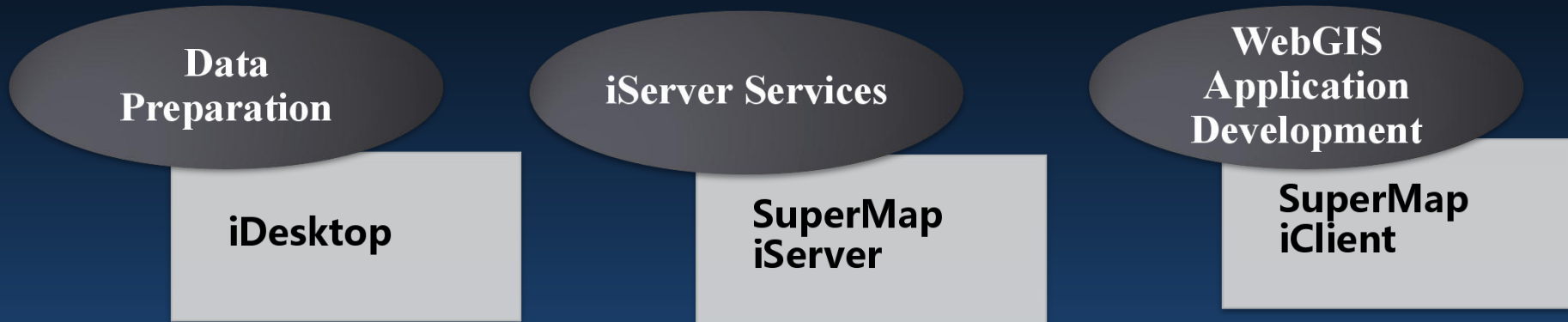
- **Browse the map**
 - <http://localhost:8090/GettingStarted/GettingStarted.html>



- **3 Elements for WebGIS Application Development**



- **Software Involved**



Thank You!

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