

SuperMap Software Co., Ltd.

SuperMap iObjects .NET Getting Started

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Sample Data and Sample Code Description

 Sample Data: SuperMap iObjects .NET 9D Installation Directory\SampleData\World\World.smwu

• Sample Code: Refer to the Getting Started section of the Help document

Main Contents

- Create a new project
- Load workspace and the map control
- Open WorldMap in World.smwu
- Basic operations of map window

Create a New Project

- Step1: Start Visual Studio and create a new project (File >> New >> Project)
- Step2: Find the sample data in the installation directory – World.smwu/udb/udd
- Step3: Load Workspace and MapControl controls to the form

Create a New Project

New Project					? ×
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SuperMap Test			Empty Project	Visual C#	
WCF Workflow		3	Windows Service	Visual C#	
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Solution name:	GettingStarted				✓ Create <u>directory</u> for solution ☐ Add to so <u>u</u> rce control
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Load Controls

- Step1: Find the SuperMap tab in the ToolBox
 - Manually add controls to the ToolBox
 - Automatically register controls to the ToolBox
- Step2: Add Workspace and MapControl components to the form
- Step3: Simply design the interface of the form

Load Controls

- Add controls to ToolBox
 - While installing the product, the system will register components to the development environment. You can directly find the components when you open the ToolBox

- Manually add components to the ToolBox

Toolbox 🔹 🗝 🗙		×	Choose Toolbox Items							?	×
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6	Workspace			Name	Namespa	ce 🔺		Assembly Nam	ne		^
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Load Controls

mainForm		×
Open Map	■ apControl	

Open the Frist Map in World.smw

- Step4: Add the button controlButton1, set the Name property to btnOpenMap, and set the Text property to "Open Map"
- Step5: Enter the code page and add SuperMap references

using System; using System.Collections.Generic; using System.ComponentModel; using System.Data; using System.Drawing; using System.Linq; using System.Text; using System.Text; using System.Windows.Forms; //Add the following code using SuperMap.Data; using SuperMap.Data; using SuperMap.Mapping; using SuperMap.UI;

Open the Frist Map in World.smwd.smw

• Step6: Add the mainForm_Load event, and add code for the mainForm_Load event

private void mainForm_Load(object sender, EventArgs e)
{

//Associate the map and the workspace
mapControl.Map.Workspace = workspace;

}



Open the Frist Map in World.smw

• Step7: Add the mainForm_FormClosing event (refer to the open method of the mainForm_Load event), and add code for the mainForm_FormClosing event

private void mainForm_FormClosing(object sender,
FormClosingEventArgs e)

{

}

//Add the following code to disconnect the controls
mapControl.Dispose();
workspace.Dispose();

Properties • 4 × mainForm System.Windows.Forms.Form

FormClosing mainForm_FormClosing

GiveFeedback
HelpButtonClicked
HelpRequested
ImeModeChanged
ImputLanguageChanged
InputLanguageChanged
InputLanguageChanging
KeyDown

FormClosing
Occurs whenever the user closes the form, before the form has
been closed and specifies the close reason.

Open the Frist Map in World.smw

• Step8: Add code for the click event of the "Open Map" button

```
private void btnOpenMap_Click(object sender, EventArgs e)
```

//Set properties for Workspace

workspaceConnectionInfo.Server = @ "D: \Program Files\SuperMap\iObjects .NET 9D
\SampleData\World\World.smwu";

workspaceConnectionInfo.Type = WorkspaceType.SMWU;

//Open the workspace

workspace.Open(workspaceConnectionInfo);

//Open the map

{

mapControl.Map.Open("WorldMap");

//Map display control

mapControl.Map.ViewEntire();

Result



Basic Operations of Map Window

• Step9: Add 5 button controls, and set the Name properties of the controls to btnZoomIn, btnZoomOut, btnZoomFree, btnPan, btnViewEntire; Correspondingly set the Text properties of the controls to "Zoom In", "Zoom Out", "Zoom Free", "Pan", "Full Extent".

Basic Operations of Map Window

• Step10: Add the following code for the double click event for the buttons.

```
private void btnZoomIn_Click(object sender, EventArgs e)
{
    //-----Add the following code to zoom in the map-----//
    mapControl.Action = SuperMap.UI.Action.ZoomIn;
}
private void btnZoomOut_Click(object sender, EventArgs e)
{
    //-----Add the following code to zoom out the map-----//
    mapControl.Action = SuperMap.UI.Action.ZoomOut;
}
```

Basic Operations of Map Window

• Step10: Add the following code for the double click event for the buttons.

```
private void btnZoomFree_Click(object sender, EventArgs e)
 //----Add the following code to freely zoom the map---//
  mapControl.Action = SuperMap.UI.Action.ZoomFree;
}
private void btnPan_Click(object sender, EventArgs e)
 //----Add the following code to pan the map---//
  mapControl.Action = SuperMap.UI.Action.Pan;
private void btnFullExtent_Click(object sender, EventArgs e)
 //--Add the following code to display the full extent of the map---//
  mapControl.Map.ViewEntire();
}
```

Result



Summary

- Associate controls
- Disconnect controls
- Open the workspace
- Display the map
- Basic map operations

mapControl.Map.Workspace = workspace;

mapControl.Dispose();
workspace.Dispose();

workspace.Open();

mapControl.Map.Open();

mapControl.Action



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Thanks

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