Fly Manager Introduction

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1. Overview

SuperMap iClient3D for WebGL provides a module for flying management which is used to manage flying operations in the 3D scene.

- Description: The Fly Manager Module reads the file fpf which is generated by SuperMap iDesktop for defining flying routes and stops.
- User Scenario: Fly Manager is applicable for viewing 3D scene and browsing related introduction of the POIs. The visibility is impressive, and user experience is smooth.

2. How to Use

a. Generate a fpf file

You should use SuperMap iDesktop to generate the fpf file by editing each stop (including latitude and longitude, elevation, camera heading pitch roll, waiting time of stop, speed, etc.).

b. Create a route collection object

```
var routes = new Cesium.RouteCollection();
```

c. Load the fpf file

```
routes.fromFile(url);
```

d. Create a FlyManager object

```
var flyManager = new Cesium.FlyManager(scene,routes);
```

e. Add an EventListener for monitoring the arrival to the stop if necessary

```
flyManager.stopArrived.addEventListener(function(routeStop){
                        //to do
                    //Note: routeStop.promise is used to process it if the activation of the arrival to the stop adopts asynchronous mechanism. e.g., play music:
                    audio.play();
                    var defer = Cesium.when.defer();
                    routeStop.promise = defer;
                    audio.onended = function(){
                        defer.resolve(true);
                        routeStop.promise = undefined;
                    };
                    //Execute in order if it is a synchronous event
            });
```

f. Start flying

The camera starts flying in accordance with the preset parameters of each stop. Every stop can have different speeds

and camera parameters. There are two modes of flying: constant time fly and constant speed fly. Constant time mode: the flying time interval between the neighboring two stops is the same, 10 seconds by default. Constant speed mode: the camera flies at a constant speed during the whole route. The speed can be either set by the fpf file or adjusted timely on the way.

```
flyManager.play();
```

g. Pause

The camera can pause at any time during the fly. Execute flyManager.play() to start flying again at the place where the camera stops.

```
flyManager.pause();
```

h. Stop

The camera can stop at any time during the fly. Execute flyManager.stop() to start flying again at the place where the camera stops.

```
flyManager.stop();
```

The effect of the fly is shown as follows: