SuperMap

Web Development Training

Lecture: Amber Li

Content

- iServer Introduction
- iPortal Introduction
- iClient for JavaScript Introduction
- iClient 3D For WebGL Introduction

SuperMap

PART 01

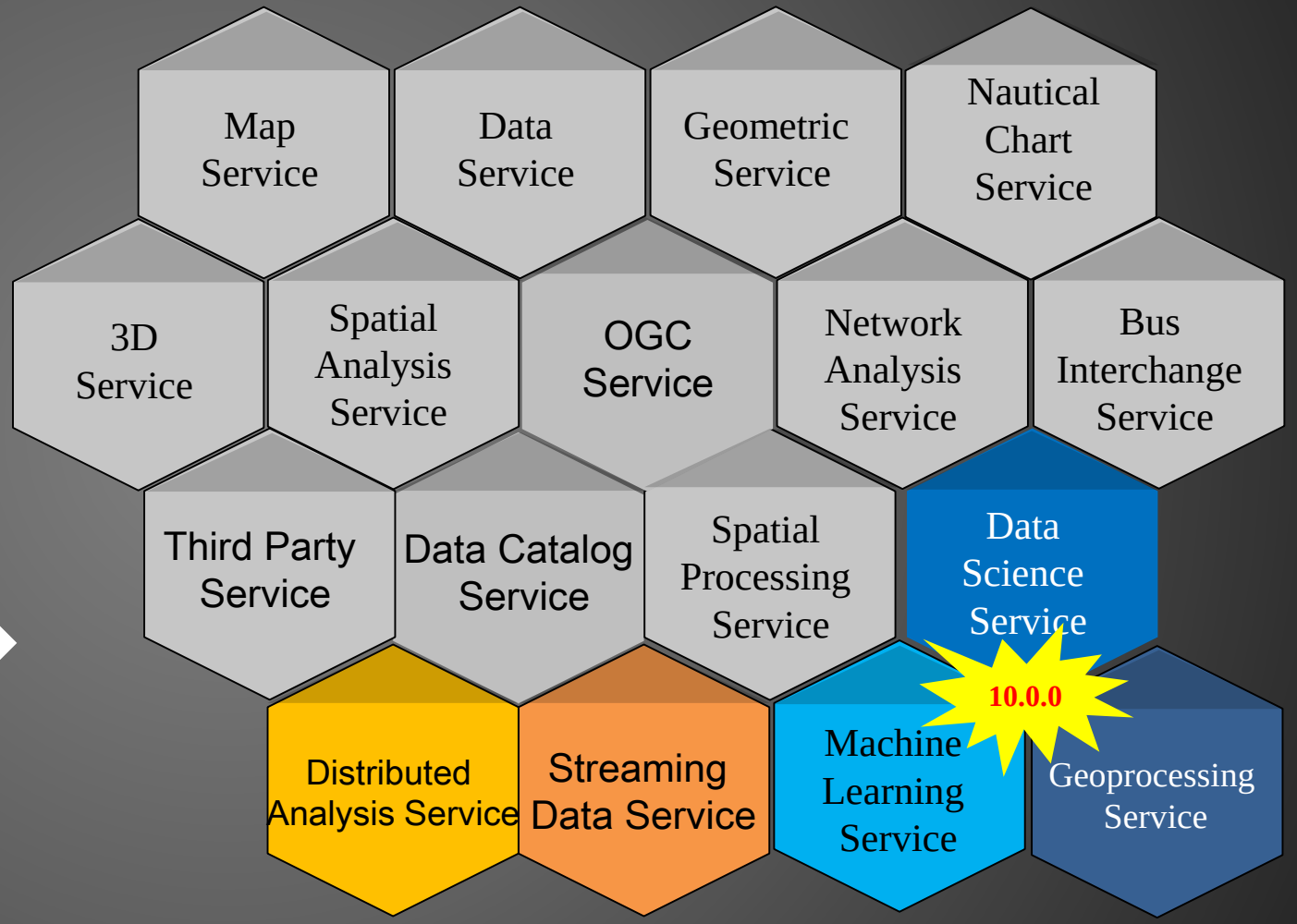
➢iServer Introduction

SuperMap iServer

SuperMap

SuperMap iServer

Strong Functions
High-performance
Distributed
Stable and Reliable



GIS Services

Map Services

Map browsing, zooming, panning
Map measurement, map query
Thematic mapping

Data Services

Query on datasources and datasets
Online editing (addition, deletion and modification) on datasets

Spatial Analysis Services

Clip, erase, delete, identity, intersect, union, update, XOR for geometric objects and datasets
Buffer analysis, spatial relation, linear referencing
Extract contour lines

Network analysis services

Optimal path analysis, travelling salesman analysis, multiple travelling salesmen analysis
Service area analysis, location-allocation analysis
Closest facility analysis

GIS Services

Traffic Transfer Analysis

Traffic transfer scheme analysis

Bus stop query

Address Matching Services

Query places with address keywords, query places with position information

3D/Network Analysis Services

3D data publishing

3D data query

Network analysis

Geometry Services

With no need of map/data services

Measure area, distance, and transform coordinates

GIS Services +

Distributed Analysis Services

Distributed map visualization

Distributed cluster based on Spark

Real-time Data Services

Real time data analysis and processing

Data Catalogue Services

Indexing data

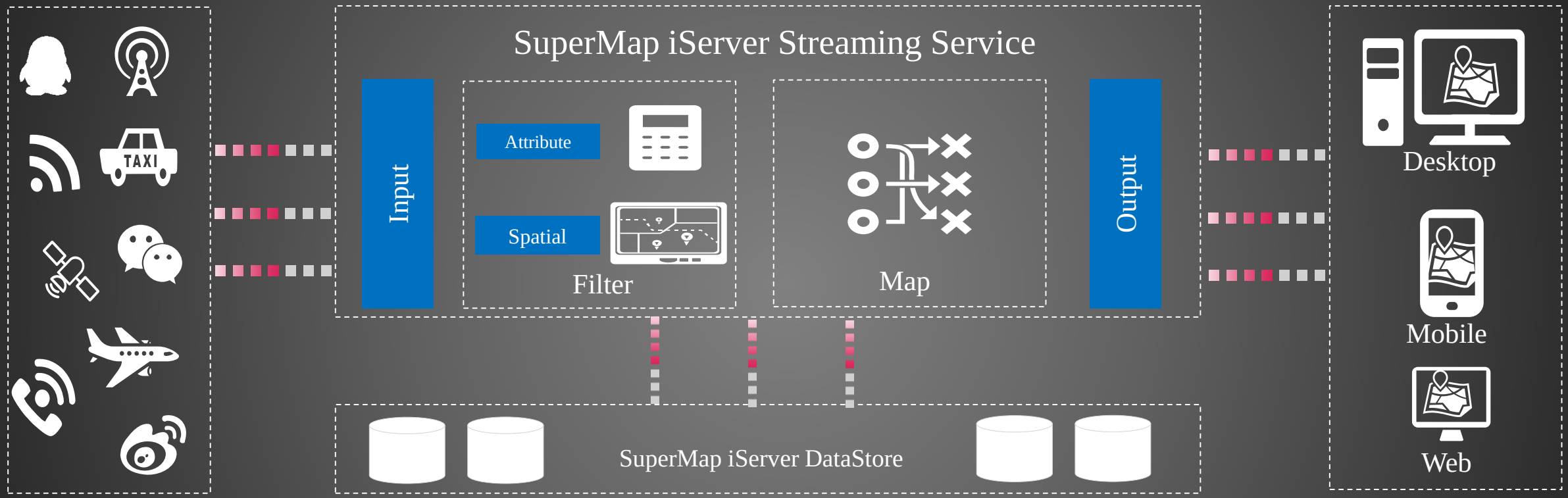
Managing data

Data Stream Services

Real time data transfer

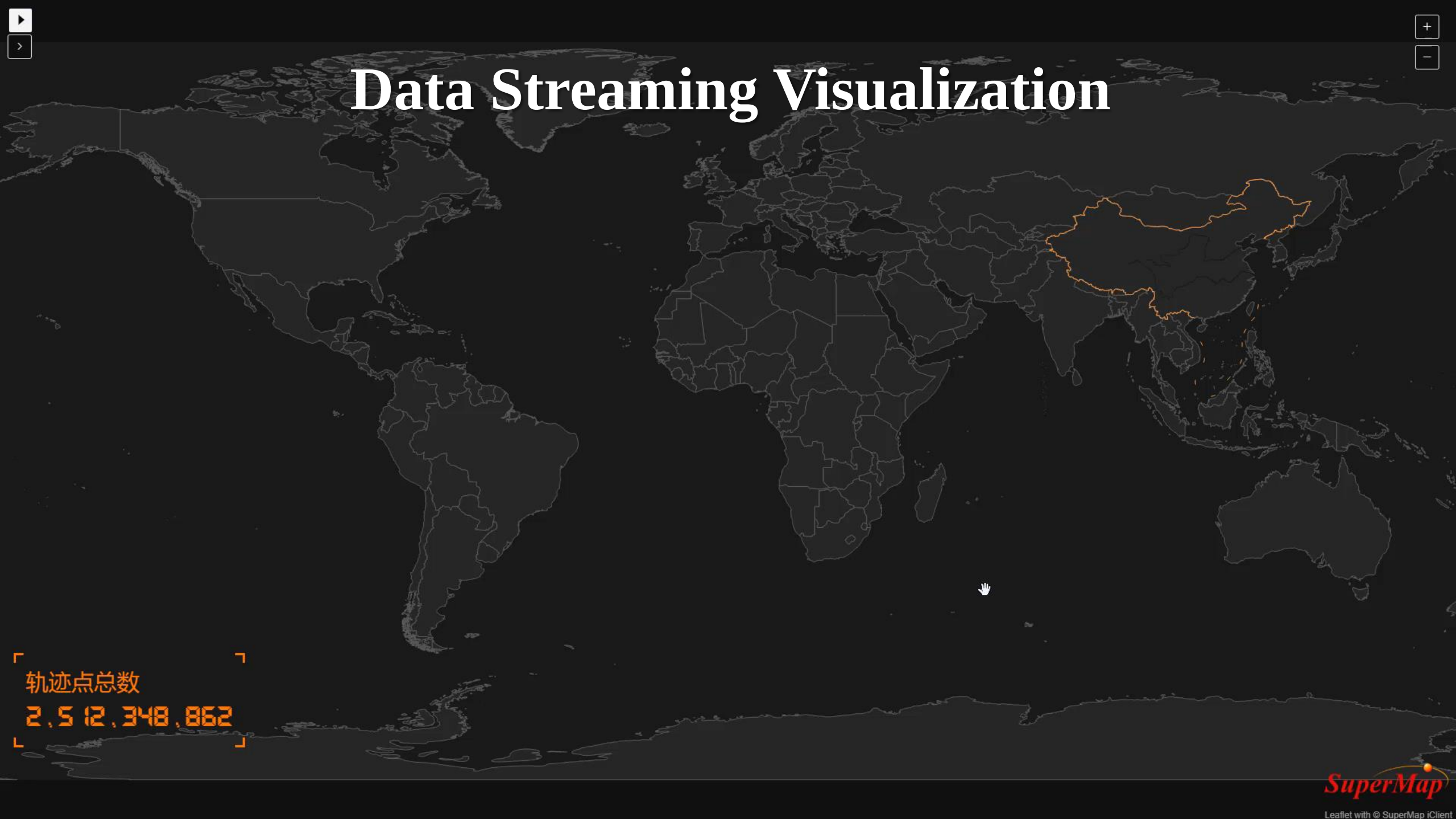
Provide server propagation and client subscription function based on WebSocket protocol

SuperMap iServer Streaming Data Service



SuperMap GIS 10i + Spark Streaming + elasticsearch

Data Streaming Visualization



SuperMap Big Data GIS + IoT

SuperMap

IoT perception layer

Sensor
RFID
Camera
Card Reader
GPS

Device gateway

Network Layer

Application Display

iObjects
iDesktop
iMobile
iClient
Online

iPortal

Data Analysis

Steaming Data Service

iDataStore

iServer

Distributed Analysis Service

SuperMap iServer Machine Learning Service

10.0.0

Model Training

SuperMap iDesktopX

Multiple Iteration

Data Science Service

Sample Data

SuperMap iServer

Successful Release

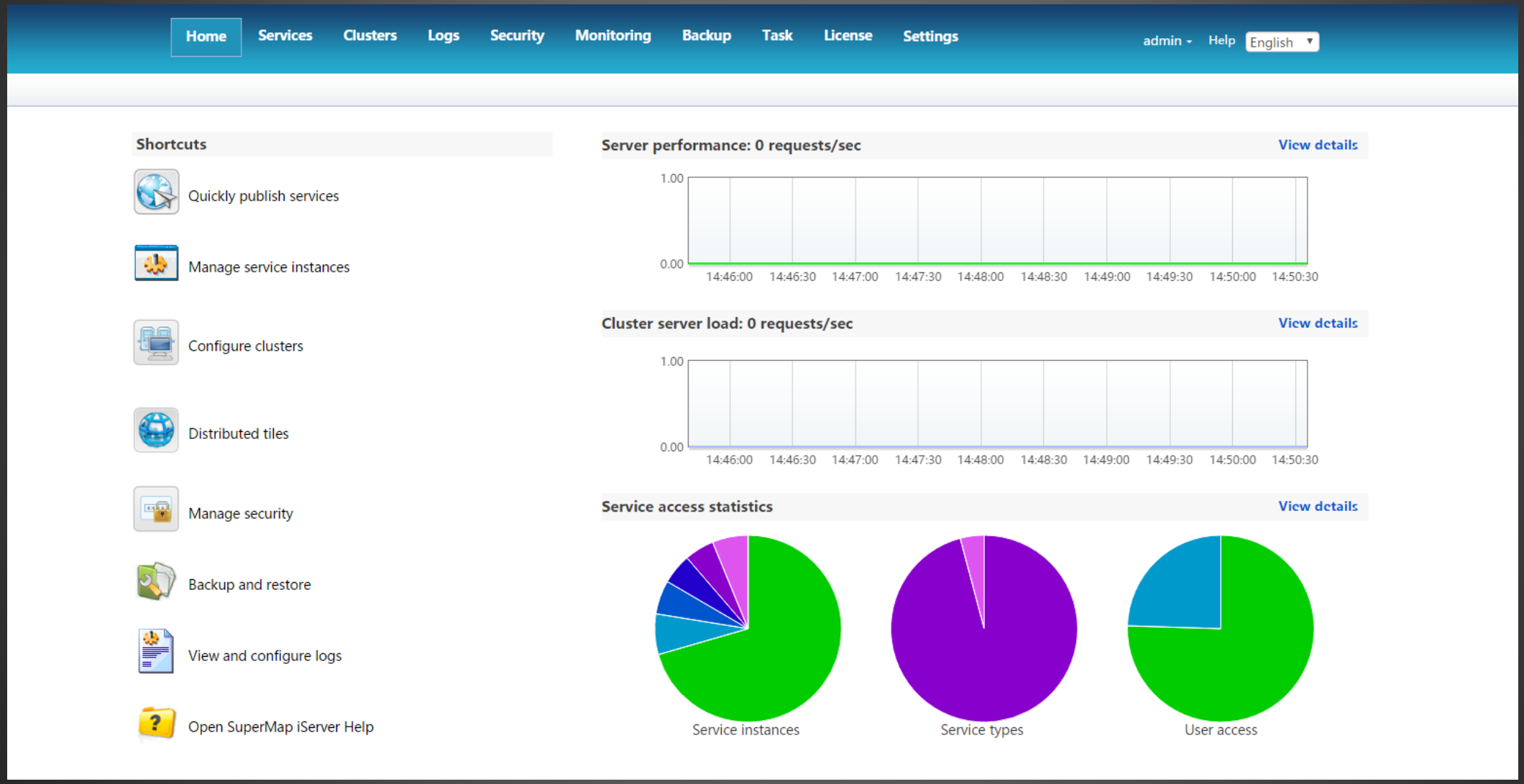
Model Application

User Data

Reasoning/Predicting


AI GIS 流程工具
目标检测
二元分类
地物分类
场景分类
Machine learning service
Binary Classification
Land Classification
Object Detection
Scene Classification
Spatial Density Clustering
影像数据源: binary_infer
影像数据集: building_infer
模型文件: bin_cls_building
二元分类
SuperMap iServer Machine Learning Service
10.0.0

Service Management Capabilities



Support Personalized GIS Services - Extension Development

SuperMap

Loosely-coupled service components

- Allow to construct industrial service components for all service layers

Development Kit

- Construct custom business components quickly
- Realize dynamic linkage, integration of services layers

Microkernel technology

- Manage custom services easily

Product Packages

- SuperMap official website
  - https://www.supermap.com/en/html/SuperMap_GIS_ProductPackages.html
- Product Packages
  - Install packages：
    - SuperMap iServer 10i for Windows (64 bit) (Setup package)
    - SuperMap iServer 10i for Windows (32 bit) (Setup package)
  - Zip packages：
    - SuperMap iServer 10i for Windows (32 bit) (ZIP package)
    - SuperMap iServer 10i for Windows (64 bit) (ZIP package)
    - SuperMap iServer 10i for Linux (64 bit)
  - WAR package：
    - SuperMap iServer 10i (war package)
  - Deploy packages:
    - SuperMap iServer 10i for Windows (64 bit) (deploy package)
    - SuperMap iServer 10i or Linux (64 bit) (deploy package)

SuperMap

PART 02

➢iPortal Introduction


Data Viz


Data Insights


Dashboard


Earth

Application Center

Resource Portal Based on SuperMap iPortal

Resource Center

Searching	Integration	Management
Sharing	Application	Checking
Sorting	Developer License	GIS Management

User Center

User Management	Role Management	Sign In
User Authentication	Organizational structure	Log Management
User Joint	Auth2.0	Authority Management



SuperMap iServer

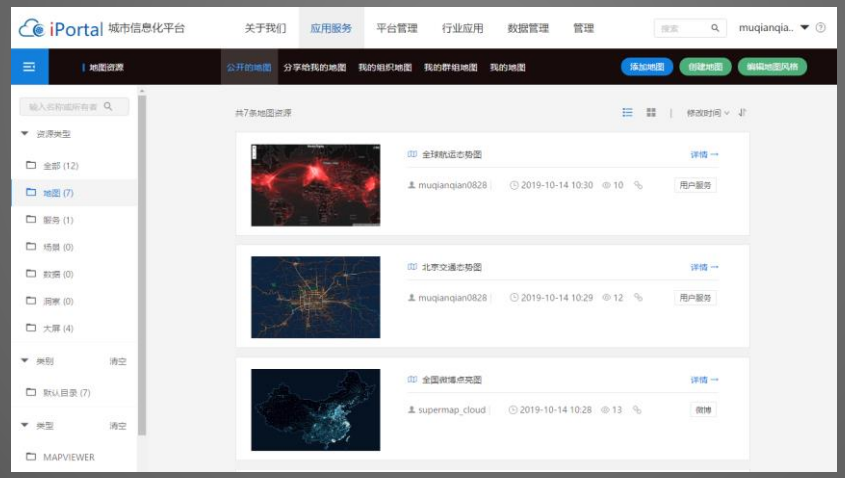

Portal Statistics

SuperMap iPortal

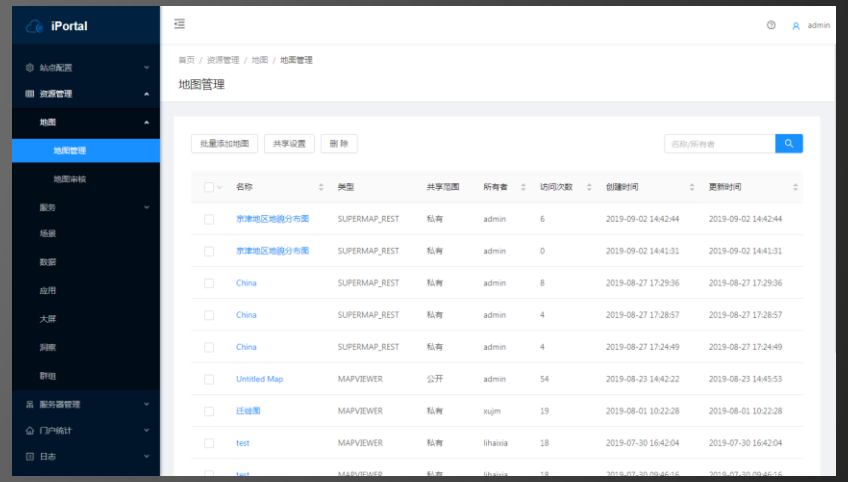
10.0.0

New Design Based on Modern WebUI

New Portal Homepage



New Resource Center



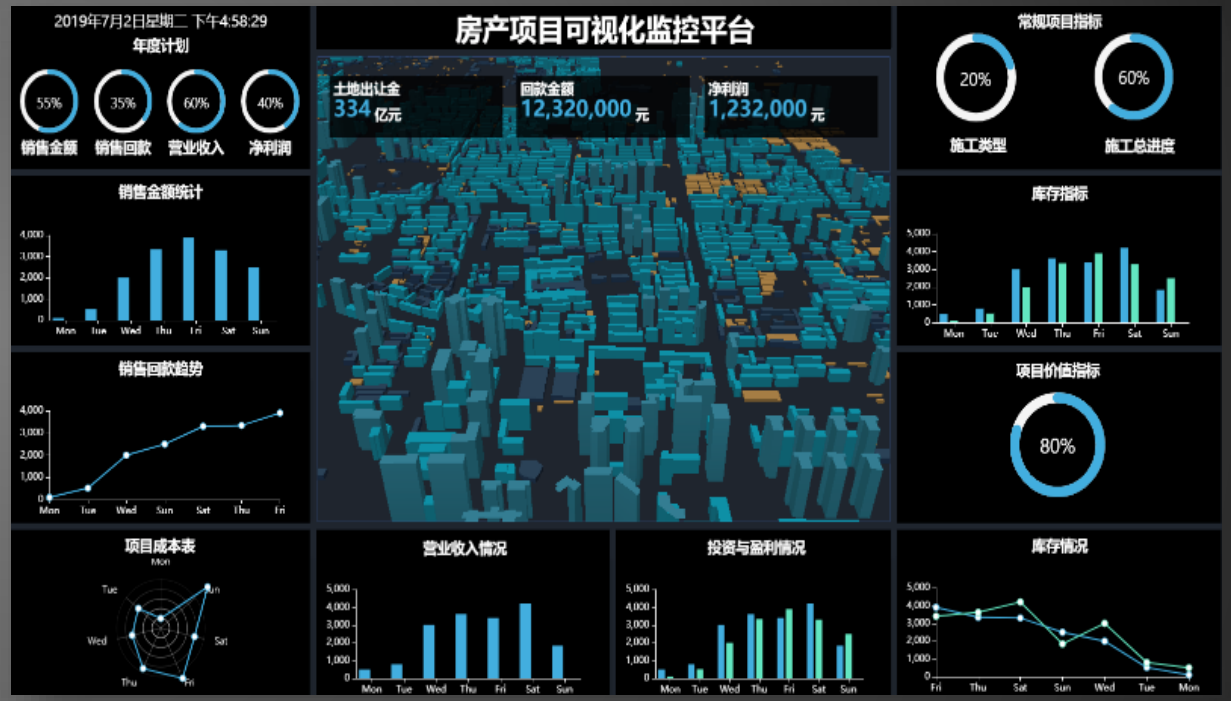
New management page

Adaptive UI for Multi-terminal

- Page layout adaptation for mobile device
- Interactive adaption for mobile devices
- Touch screen operation
- *No code*

Portal Platform - Out of Box

NO code - Portal Construction

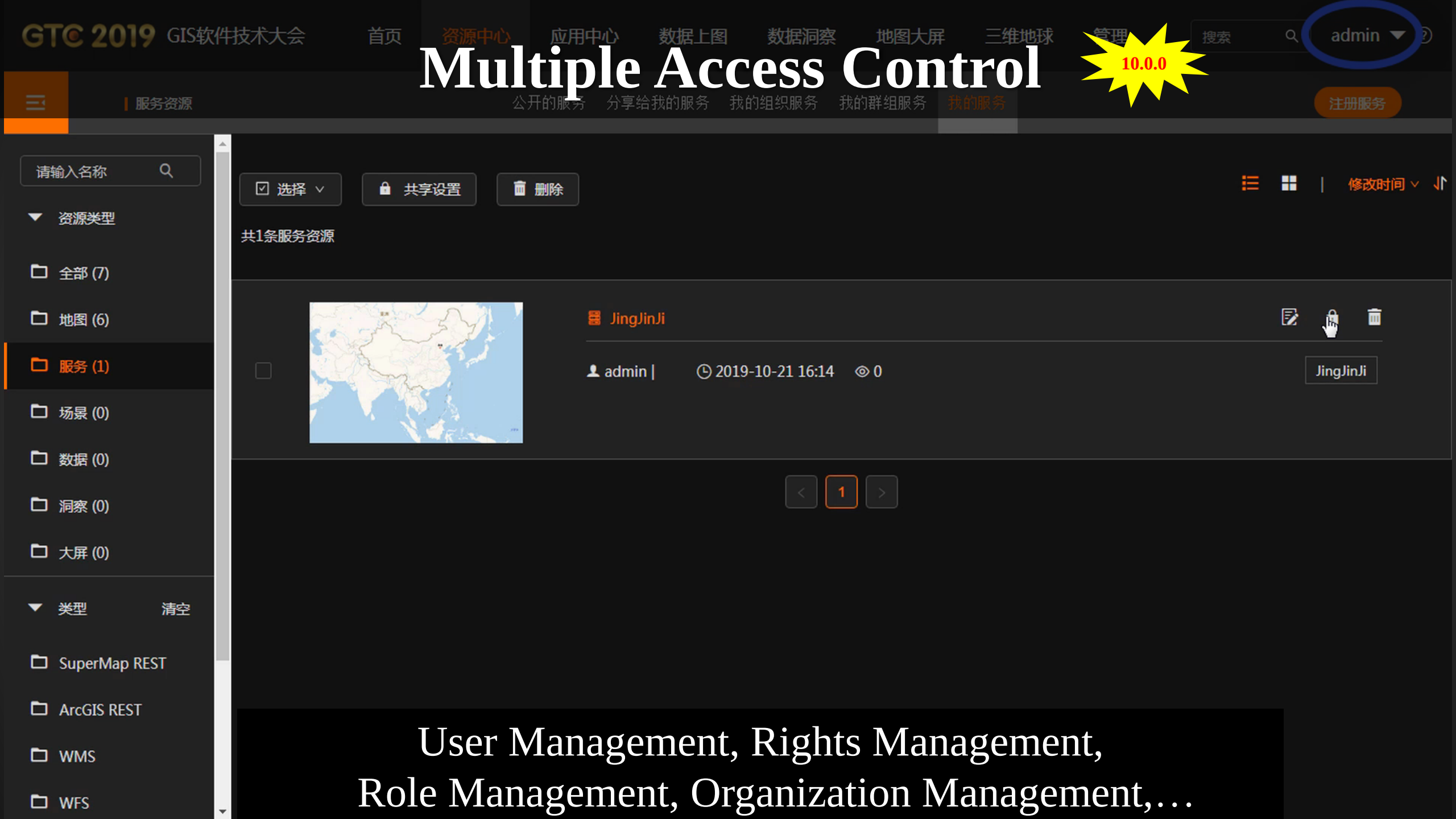


NO code - WebApp Construction


SuperMap
NO Code
Customization
XXX省地理信息公共服务平台
XXX Provincial Platform for Common Geo Spatial Information Services
首页
资源中心
应用中心
数据上图
数据洞察
地图上屋
全国航班信息实时监控预警系统
2019年10月24日星期四 上午11:34:14
起飞时间
里程（公里）
1000以下
1000-2000
2000以上
22%
57%
21%
到达省份
航空公司（前五）
中国国航
南方航空
海南航空
东方航空
深圳航空
准点率
95%以上
90%-95%
80%-90%
80%以下
15%
32%
37%
16%
专题频道
城市出行监控大
地铁出行人数
123,456 人次
道路汽车总量
12,452 辆
汽车类型占比
车流量趋势
汽车A
汽车B
汽车C
汽车D
汽车E

Multiple Access Control

10.0.0



User Management, Rights Management,
Role Management, Organization Management,…

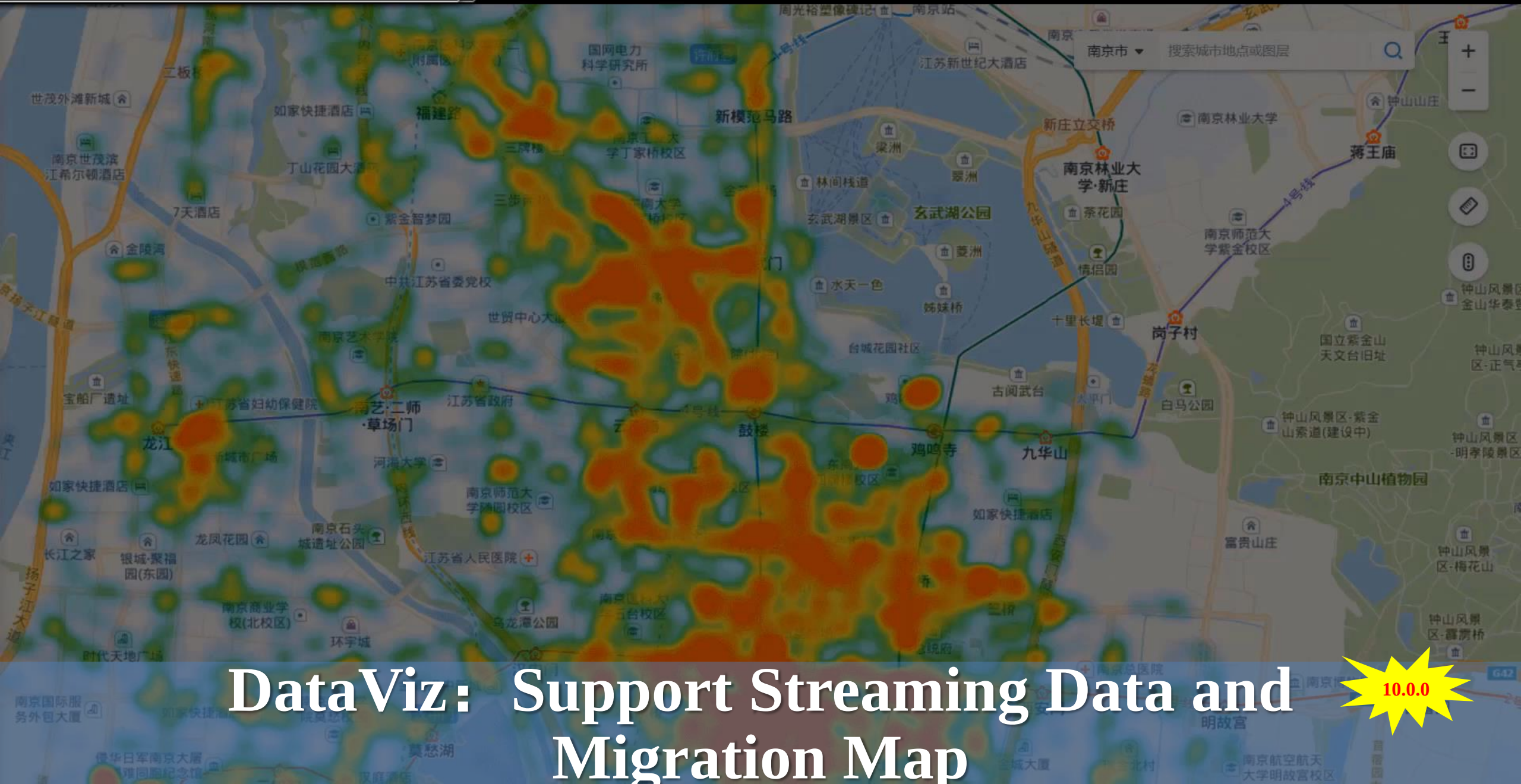
WebAPP - *Out of Box*

DataViz

DataInsights

3D Earth

MapDashboard



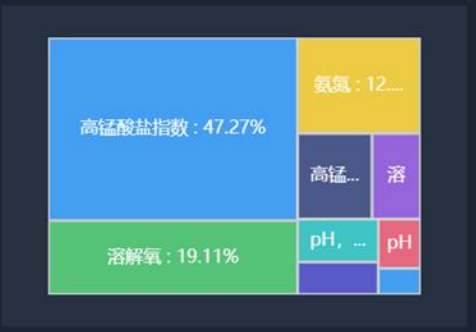
DataViz： Support Streaming Data and Migration Map

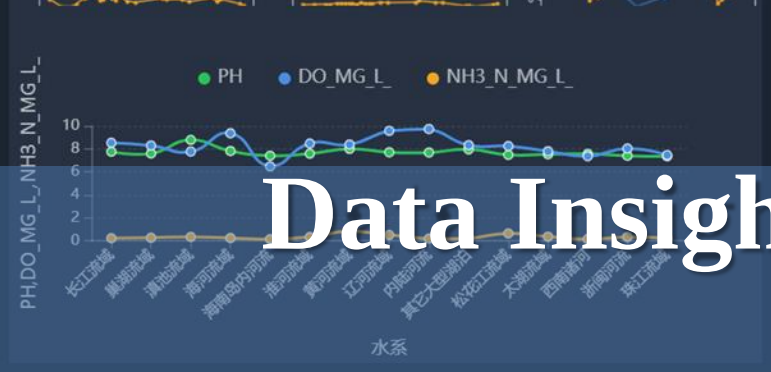
10.0.0

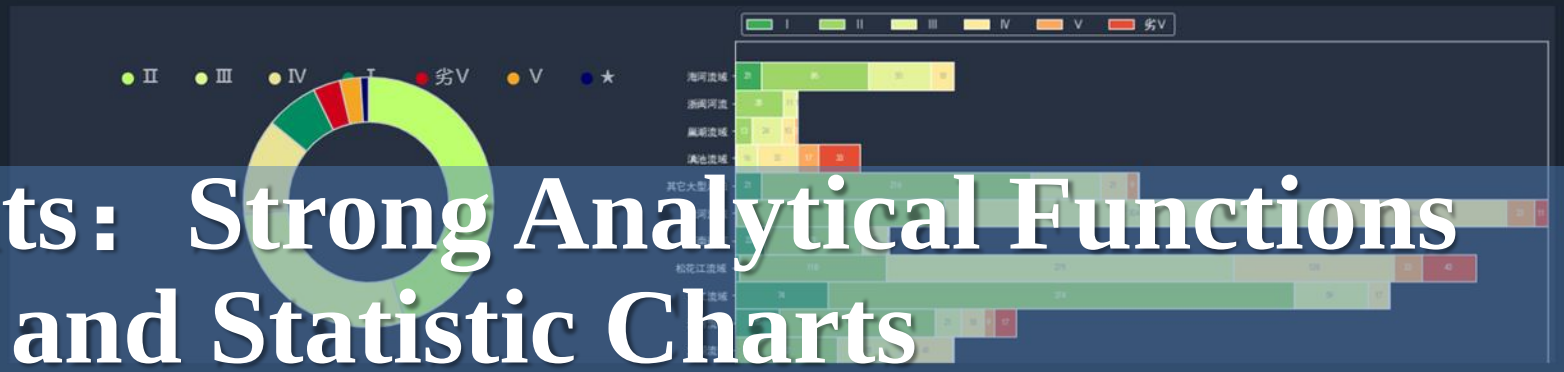
示例项目：某年全国主要流域重点断面水质状况分析

数据来源：中华人民共和国生态环境部

水质类别说明：*pH无量纲，-表示仪器故障，★表示该断面因仪器故障、河流等原因未监测或无数据。

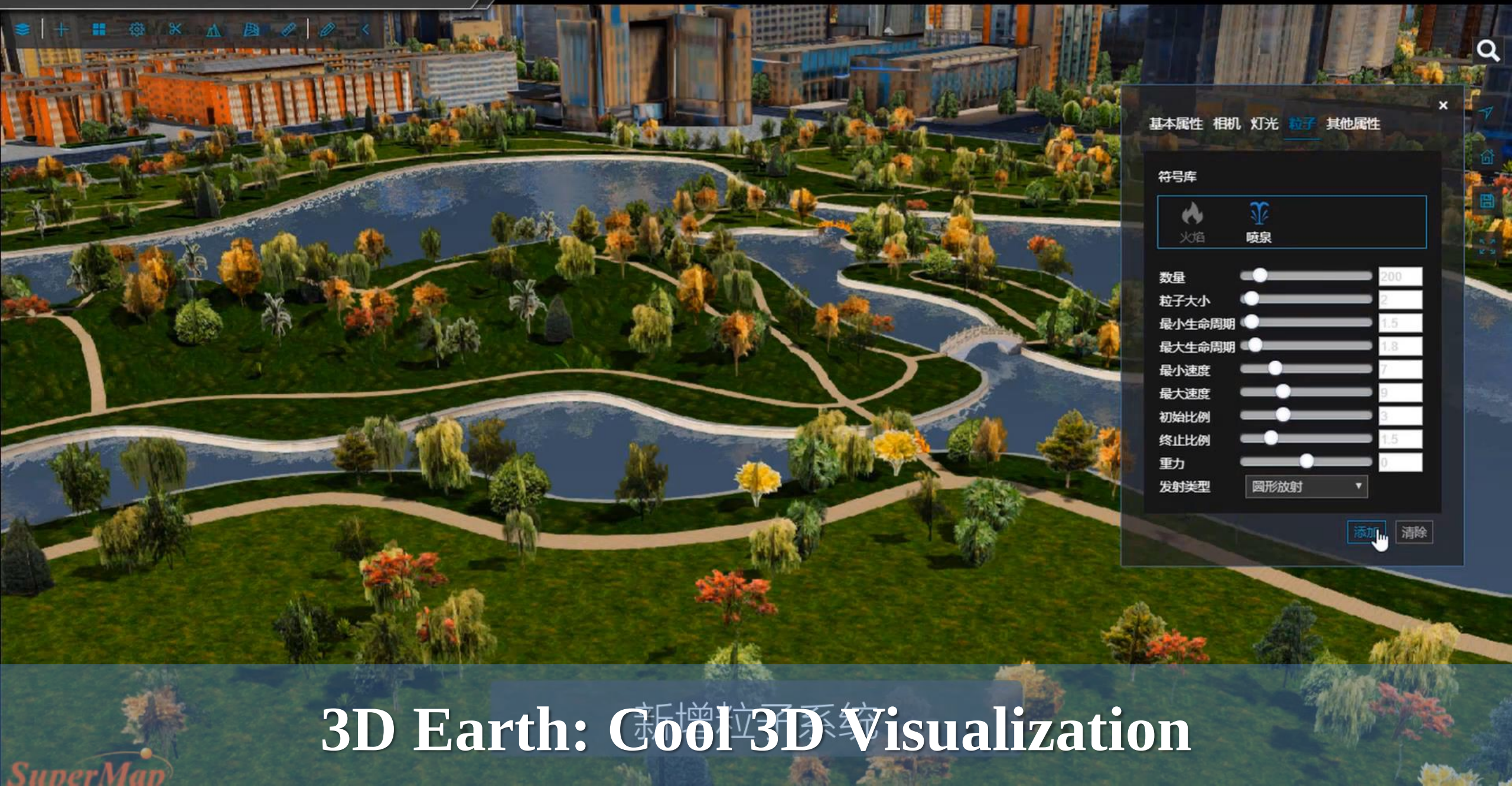




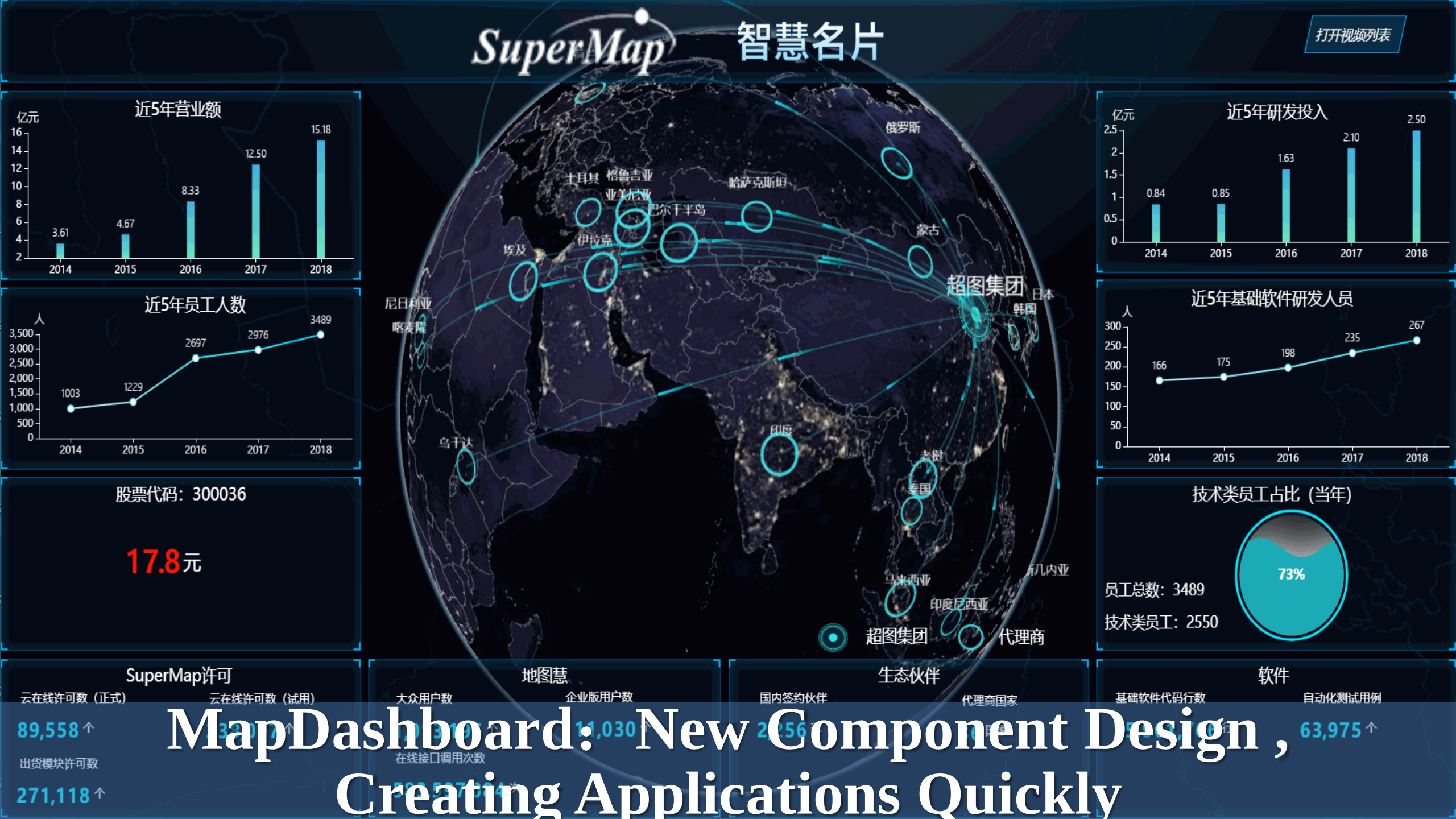


Data Insights： Strong Analytical Functions and Statistic Charts

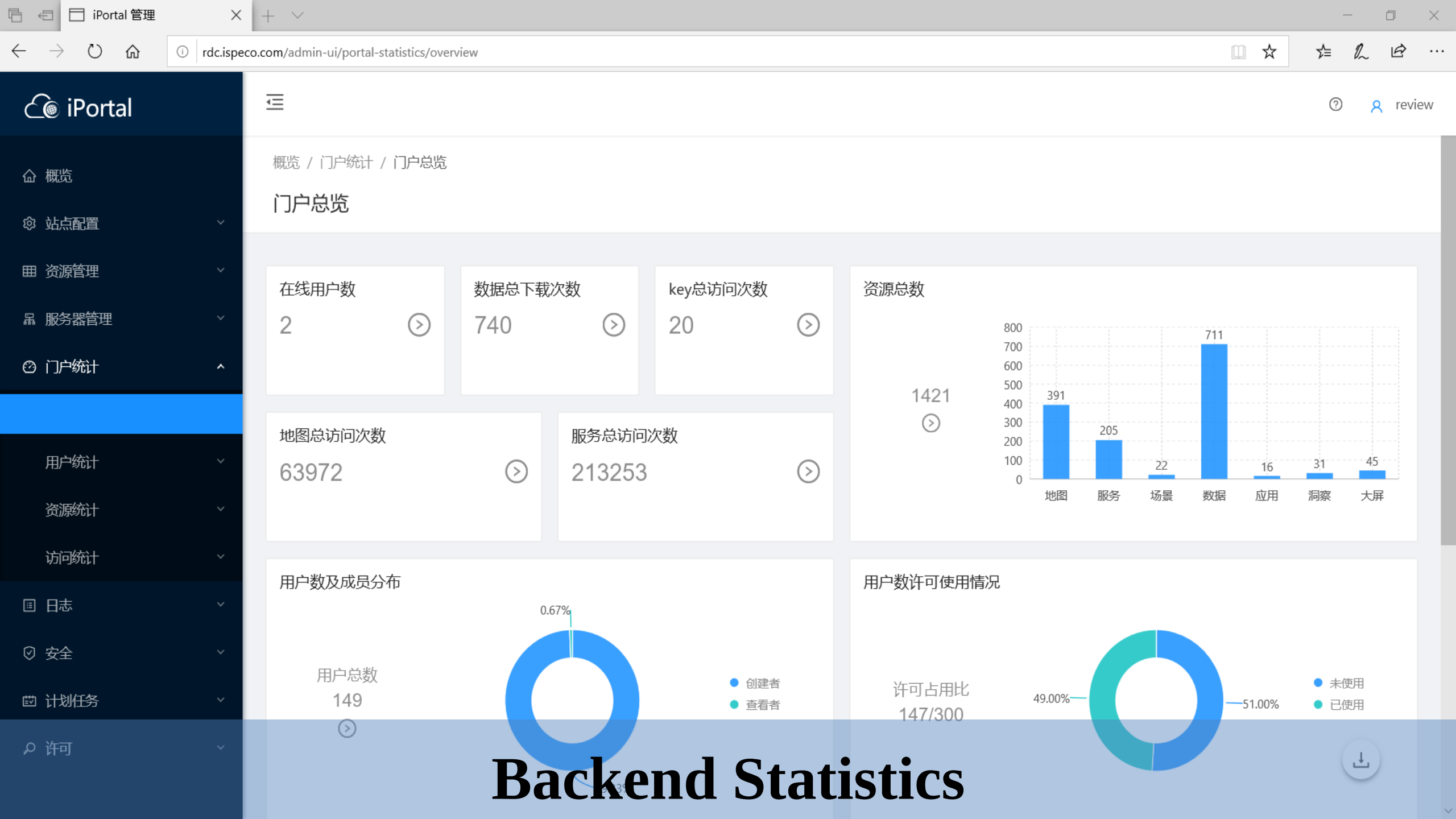
Earth 三维地球



3D Earth: Cool 3D Visualization



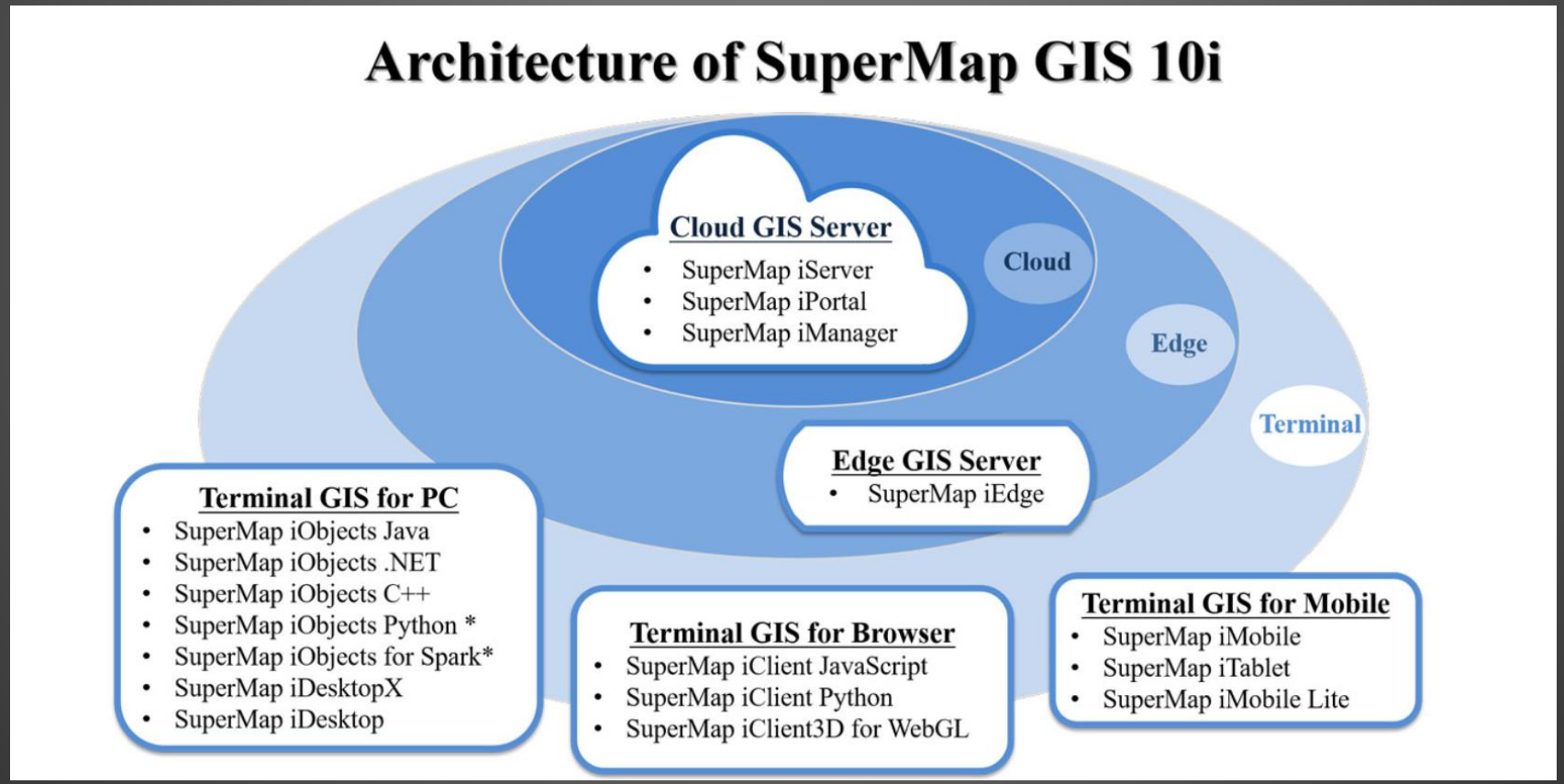
MapDashboard: New Component Design , Creating Applications Quickly


iPortal 管理
rdc.ispeco.com/admin-ui/portal-statistics/overview
iPortal
review
概览
站点配置
资源管理
服务器管理
门户统计
用户统计
资源统计
访问统计
日志
安全
计划任务
许可
概览 / 门户统计 / 门户总览
门户总览
在线用户数
2
数据总下载次数
740
key总访问次数
20
资源总数
1421
800
700
600
500
400
300
200
100
0
391
205
22
711
16
31
45
地图
服务
场景
数据
应用
洞察
大屏
地图总访问次数
63972
服务总访问次数
213253
用户数及成员分布
用户总数
149
0.67%
创建者
查看者
用户数许可使用情况
许可占用比
147/300
49.00%
51.00%
未使用
已使用
Backend Statistics

Dashboard Practice

System Requirements

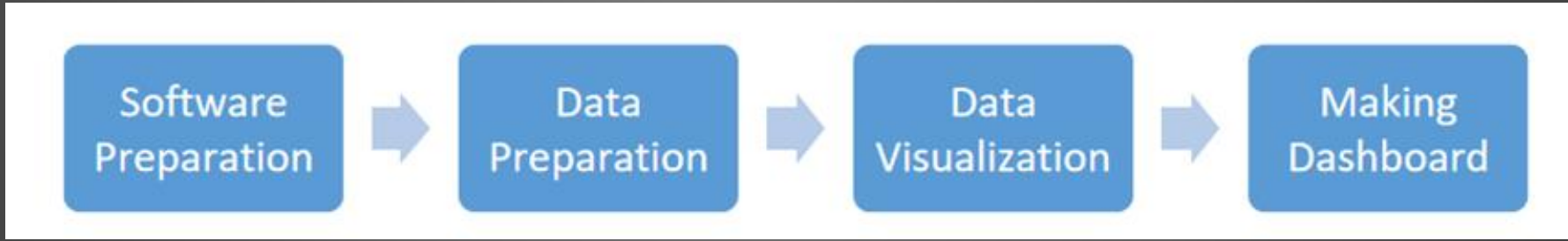
- Server: Windows/ Windows Server/ Linux SuperMap iPortal & SuperMap iServer
- PC: Data processing SuperMap iDesktop



SuperMap

Data Requirements & Data Preparation

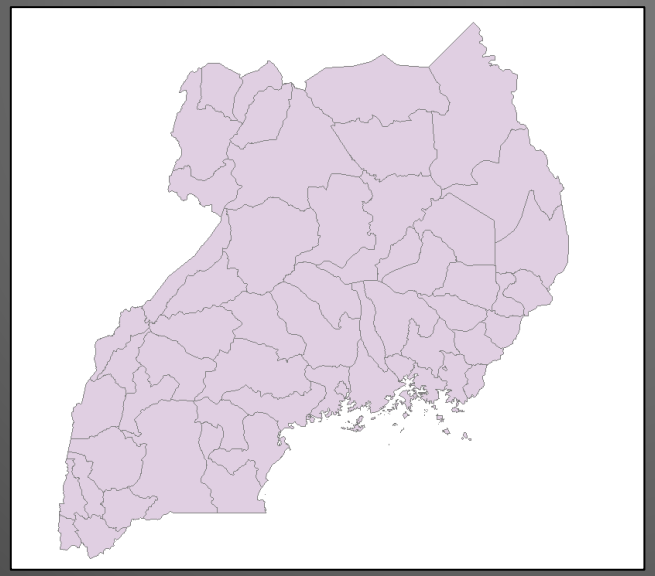
- Daily update of virus in each area
- Administrative Boundary Data (District/ Neighbors)



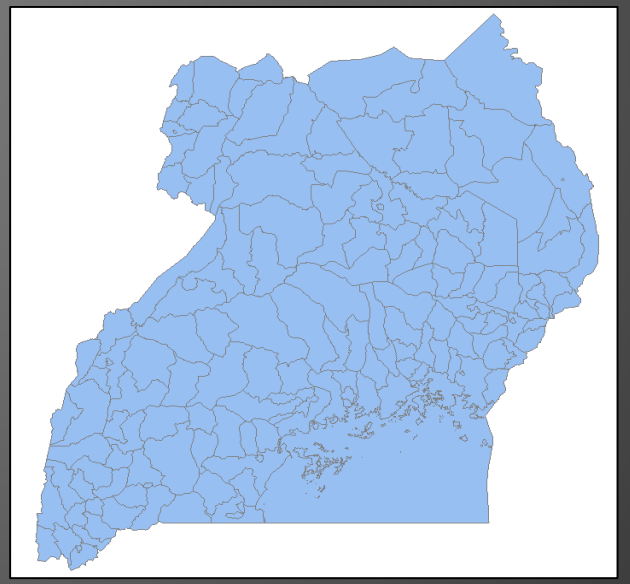
- Daily update of virus in each area

序号	ID_0	ISO	NAME_0	ID_1	NAME_1	TYPE_1	ENGTYPE_1	Cases_Monday	Recovery	Cases_Tuesday
1	239	UGA	Uganda	1	Adjumani	District	District	1	1	1
2	239	UGA	Uganda	2	Apac	District	District	1	1	1
3	239	UGA	Uganda	3	Arua	District	District	2	1	2
4	239	UGA	Uganda	4	Bugiri	District	District	2	1	2
5	239	UGA	Uganda	5	Bundibugyo	District	District	2	1	2
6	239	UGA	Uganda	6	Bushenyi	District	District	2	1	2
7	239	UGA	Uganda	7	Busia	District	District	2	1	2
8	239	UGA	Uganda	8	Gulu	District	District	2	1	2
9	239	UGA	Uganda	9	Hoima	District	District	2	1	2
10	239	UGA	Uganda	10	Iganga	District	District	5	1	5
11	239	UGA	Uganda	11	Jinja	District	District	3	1	3
12	239	UGA	Uganda	12	Kabale	District	District	1	1	1
13	239	UGA	Uganda	13	Kabarole	District	District	1	1	1
14	239	UGA	Uganda	14	Kaberamaido	District	District	1	1	1
15	239	UGA	Uganda	15	Kalangala	District	District	1	1	1
16	239	UGA	Uganda	16	Kampala	District	District	50	30	60
17	239	UGA	Uganda	17	Kamuli	District	District	1	1	1
18	239	UGA	Uganda	18	Kamwenge	District	District	1	1	1
19	239	UGA	Uganda	19	Kanungu	District	District	1	1	1
20	239	UGA	Uganda	20	Kapchorwa	District	District	10	2	20
21	239	UGA	Uganda	21	Kasese	District	District	1	1	1
22	239	UGA	Uganda	22	Katakwi	District	District	1	1	1
23	239	UGA	Uganda	23	Kayunga	District	District	9	1	9

- Boundary data

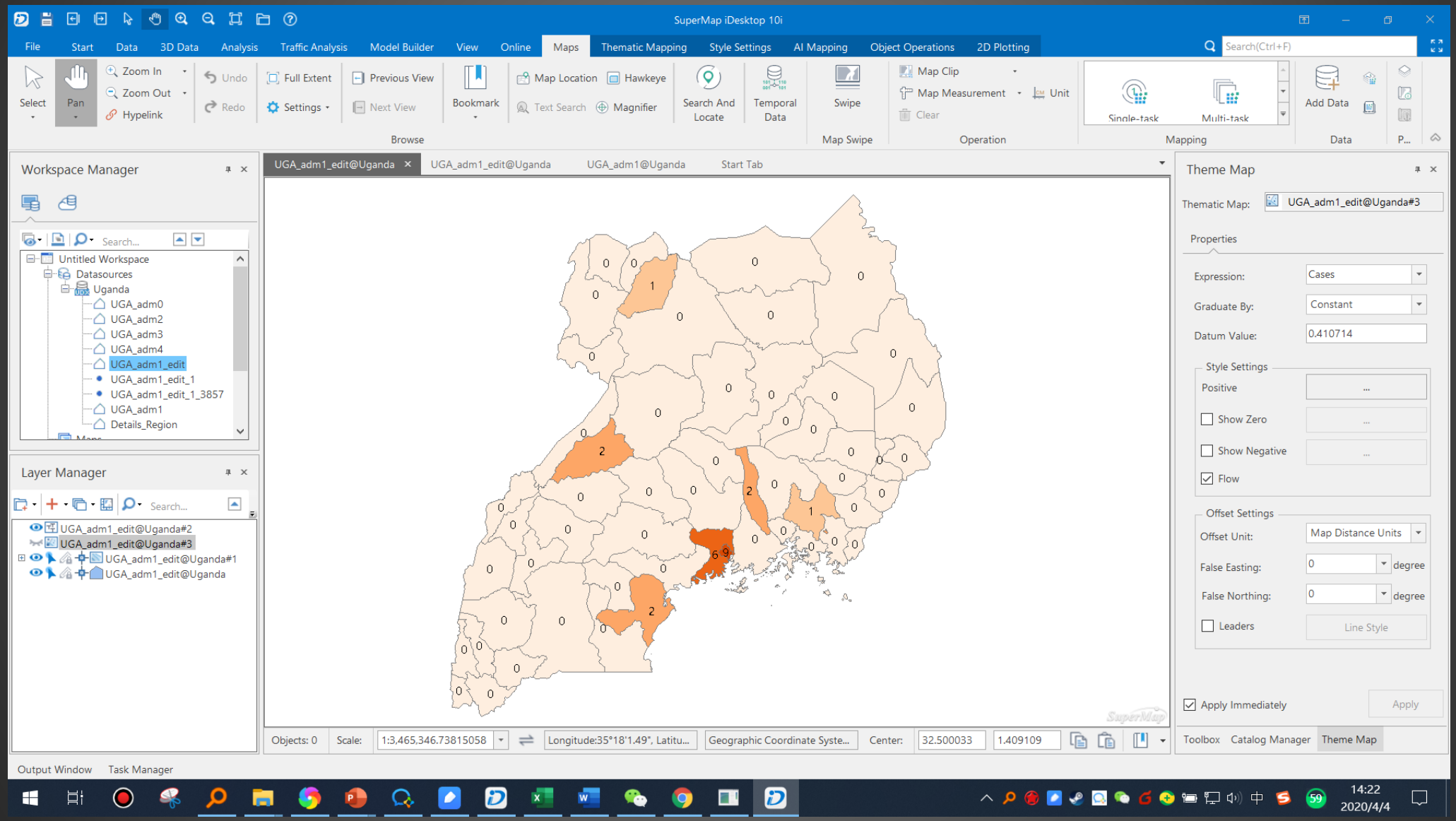


District

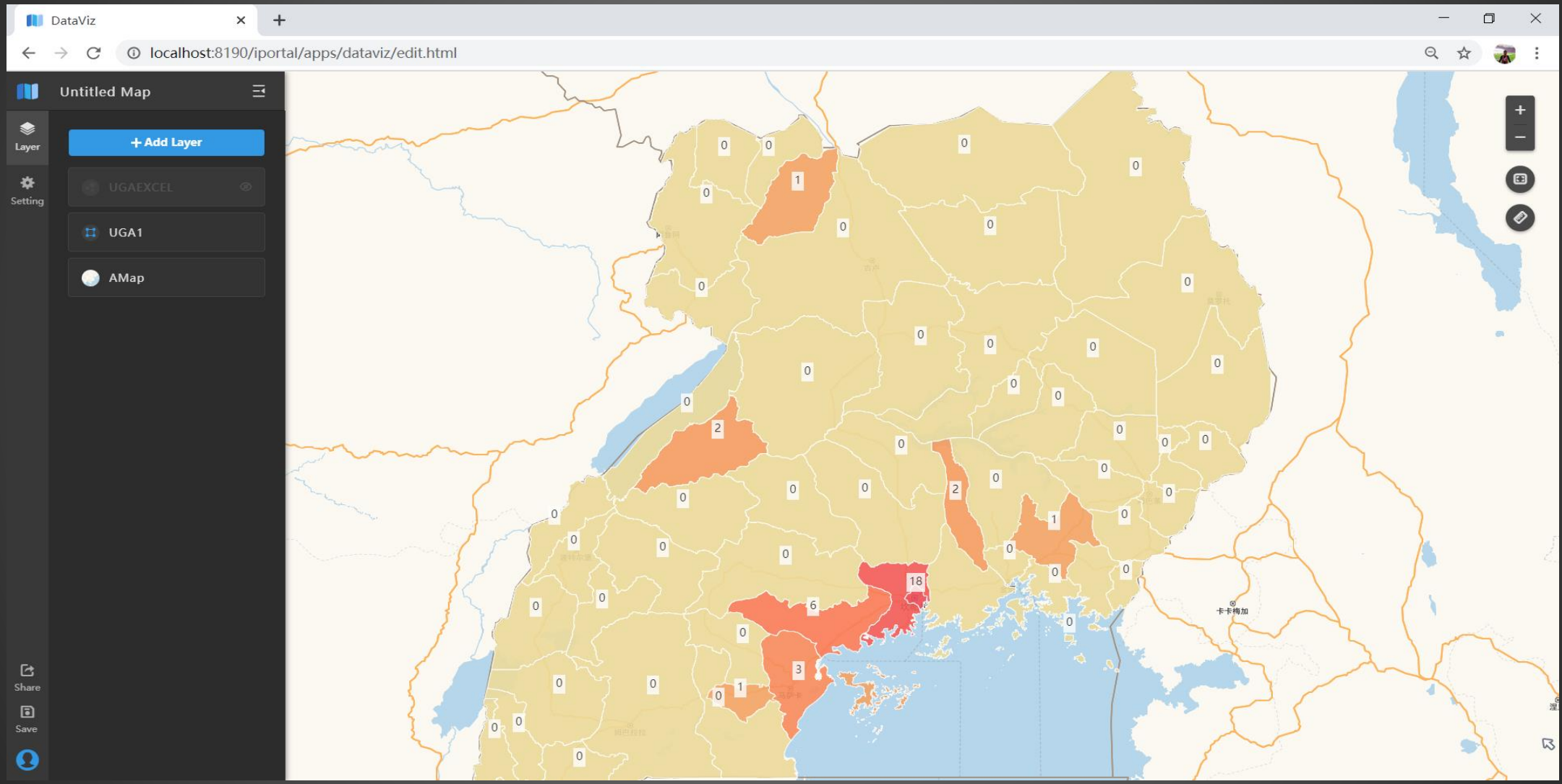


Neighbors

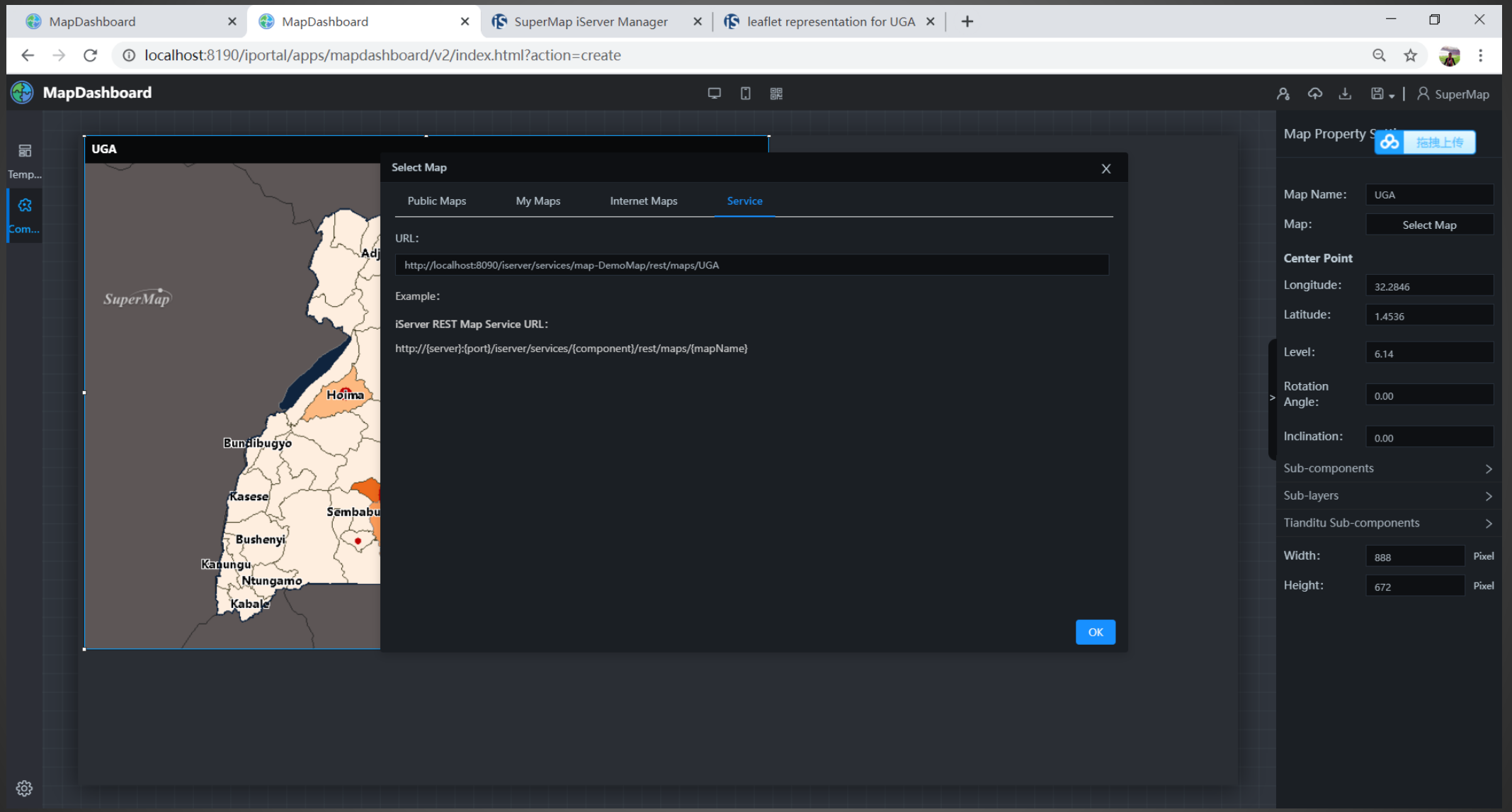
Data Visualization - iDesktop



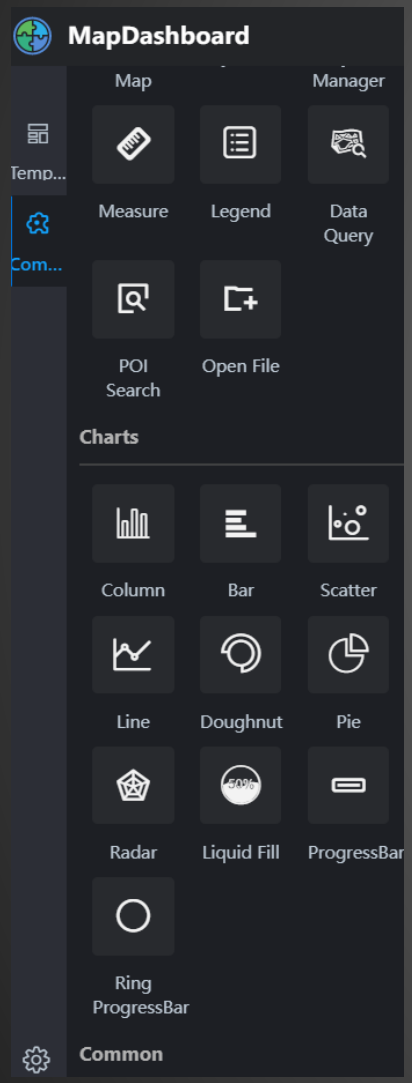
Data Visualization – iPortal Online Mapping

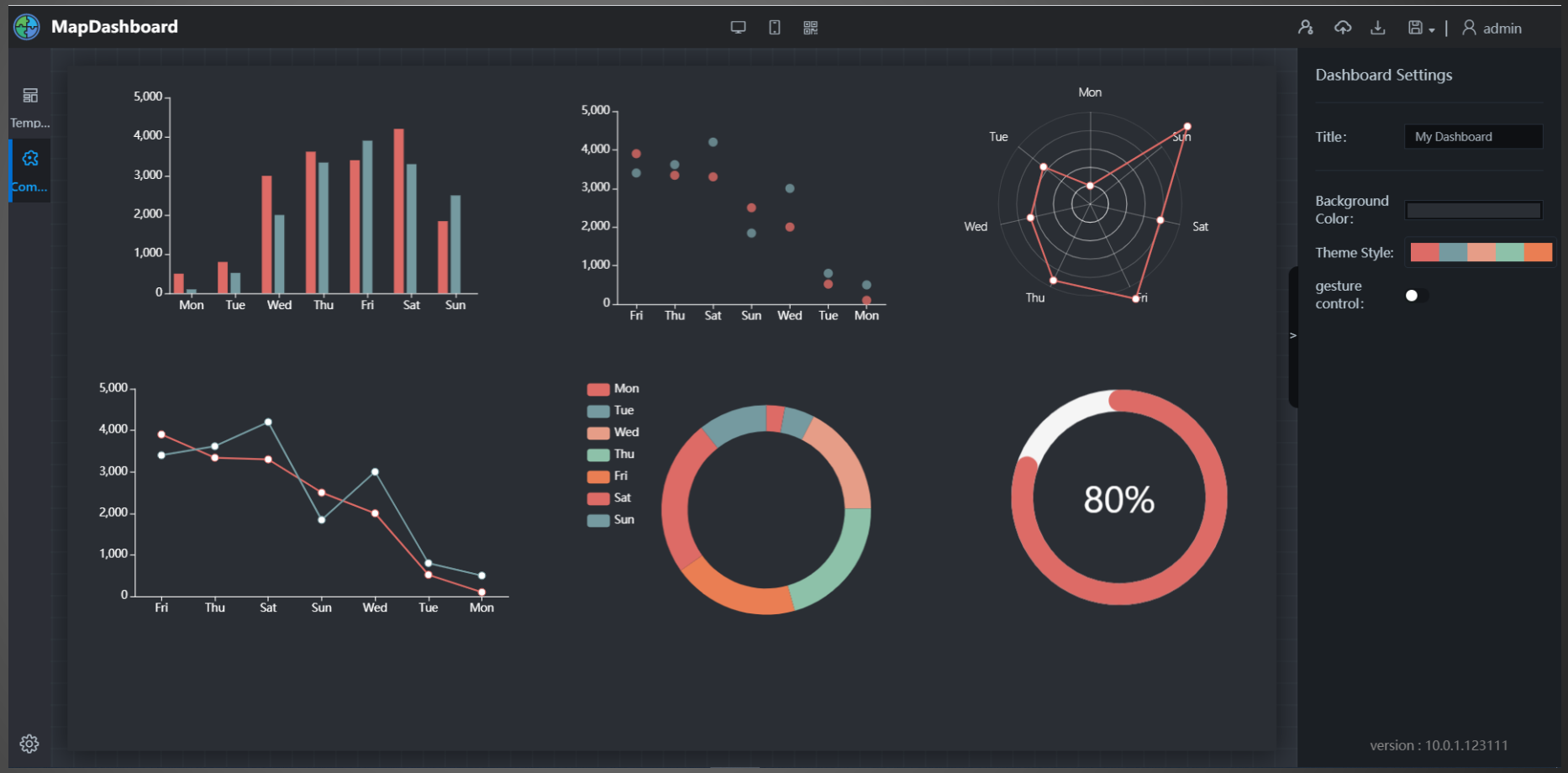


Customized Dashbord - Decison Support

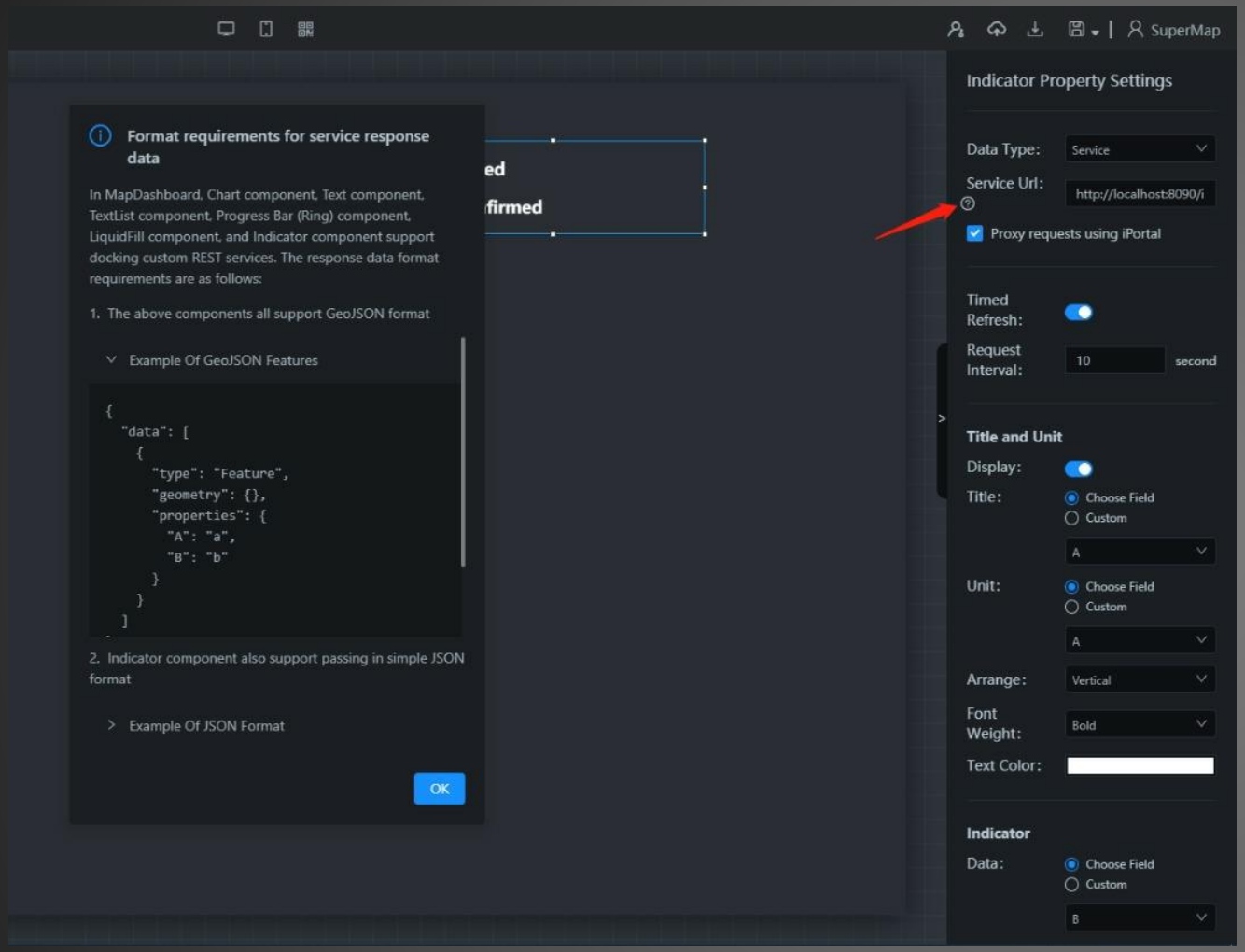


Customized Dashbord - Various of Charts





Customized Dashbord – Connect to Web Service



1. Put Test.Json file in iserver-webapps-iserver
2. Start iServer, go to http://localhost:8090/iserver/test.json to check the web service.
3. Strat iPortal, go to dashbord, put the url in the box.

Uganda Coronavirus Status Da

localhost:8190/iportal/apps/mapdashboard/v2/index.html?id=341468902&action=view&mode=pc

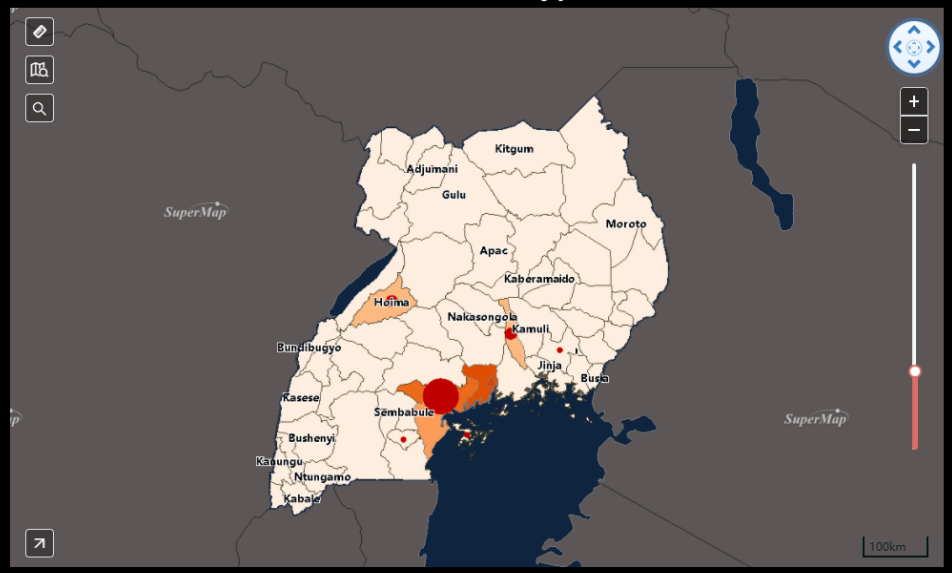
MINISTRY OF HEALTH

Uganda COVID-19 Coronavirus Status Dashboard

Thursday, Apr 9, 2020, 4:36:27 PM

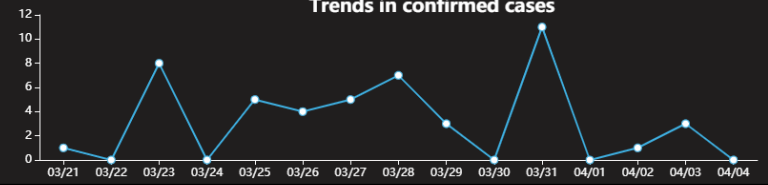
拖拽上传

Distribution of confirmed cases by place of residence

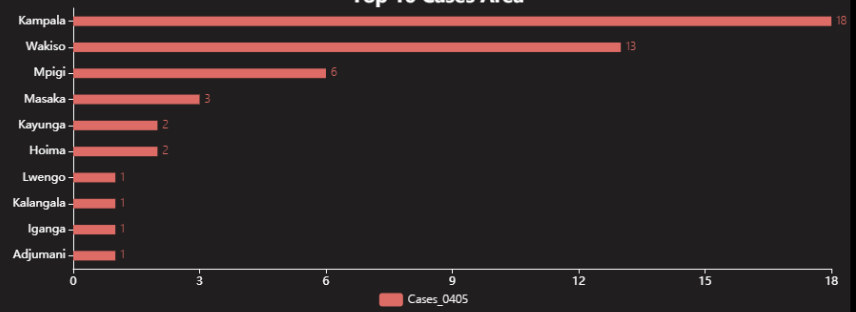


CONFIRMED	FOLLOW UPS	INDIVIDUALS TESTED	Deaths
48	695	1,271	0
TRAVELLERS IDENTIFIED	**COMPLETED 14 DAYS FOLLOW UP**	**UNDER INSTITUTIONAL QUARANTINE**	**UNDER SELF QUARANTINE**
2,661	2,661	1,026	141

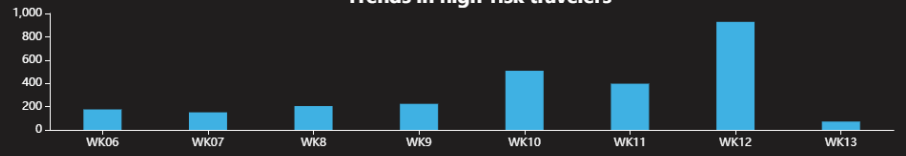
Trends in confirmed cases

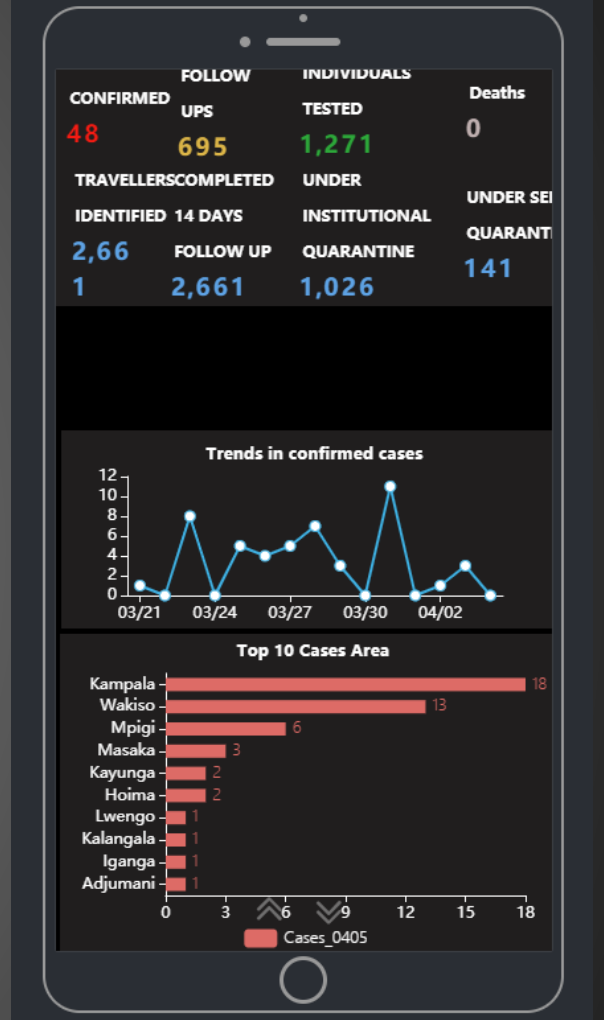


Top 10 Cases Area



Trends in high-risk travelers



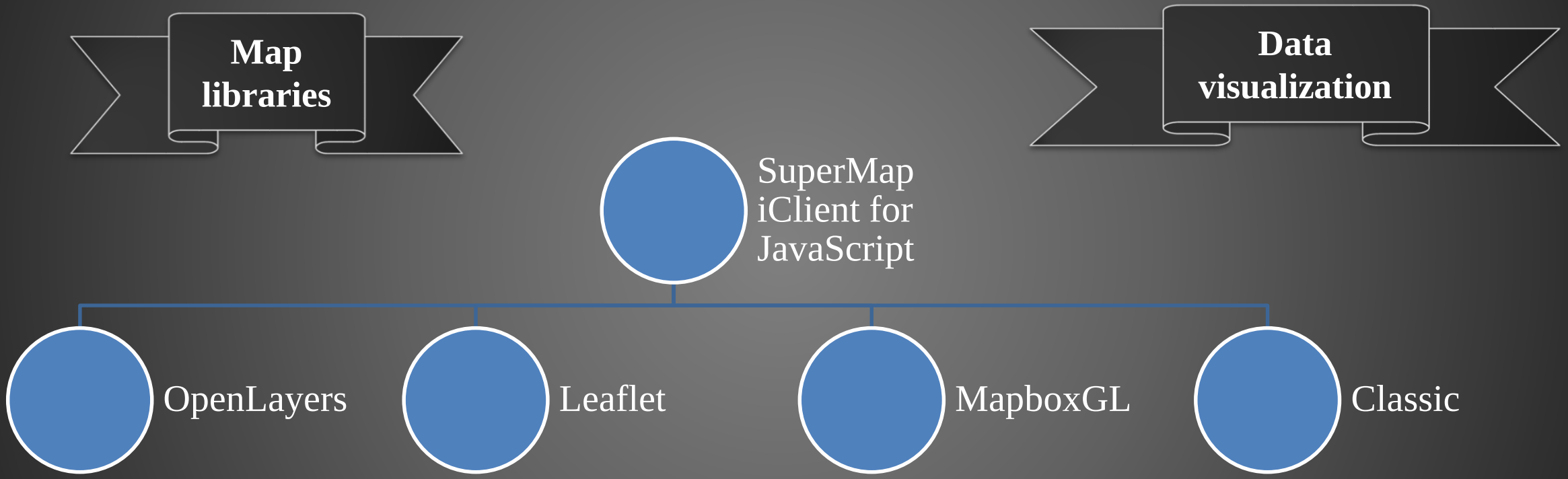


SuperMap

PART 03

➢iClient For Javascript Introduction

SuperMap iClient for JavaScript Introduction



SuperMap iClient for JavaScript Introduction

Map JS map libraries

OpenLayers3/4

- H5 - WebGL
- Vector Layers

Leaflet

- Lightweight & mobile-friendly
- practical examples are abundant, and application experience in the community is rich

MapBox GL JS

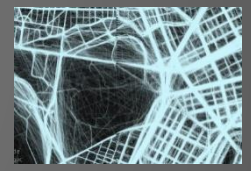
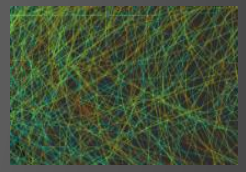
- WebGL
- Vector Tiles
- MapBox Styles

OpenLayers2

Viz JS visualization libraries

D3

- Data driven visualization library
- High community activity
- MapBox GL JS already has example cases

ECHARTS

- Intuitive, vivid, interactive chart library
- Many simple but cool map visualization examples are provided in the version 3.0

MapV

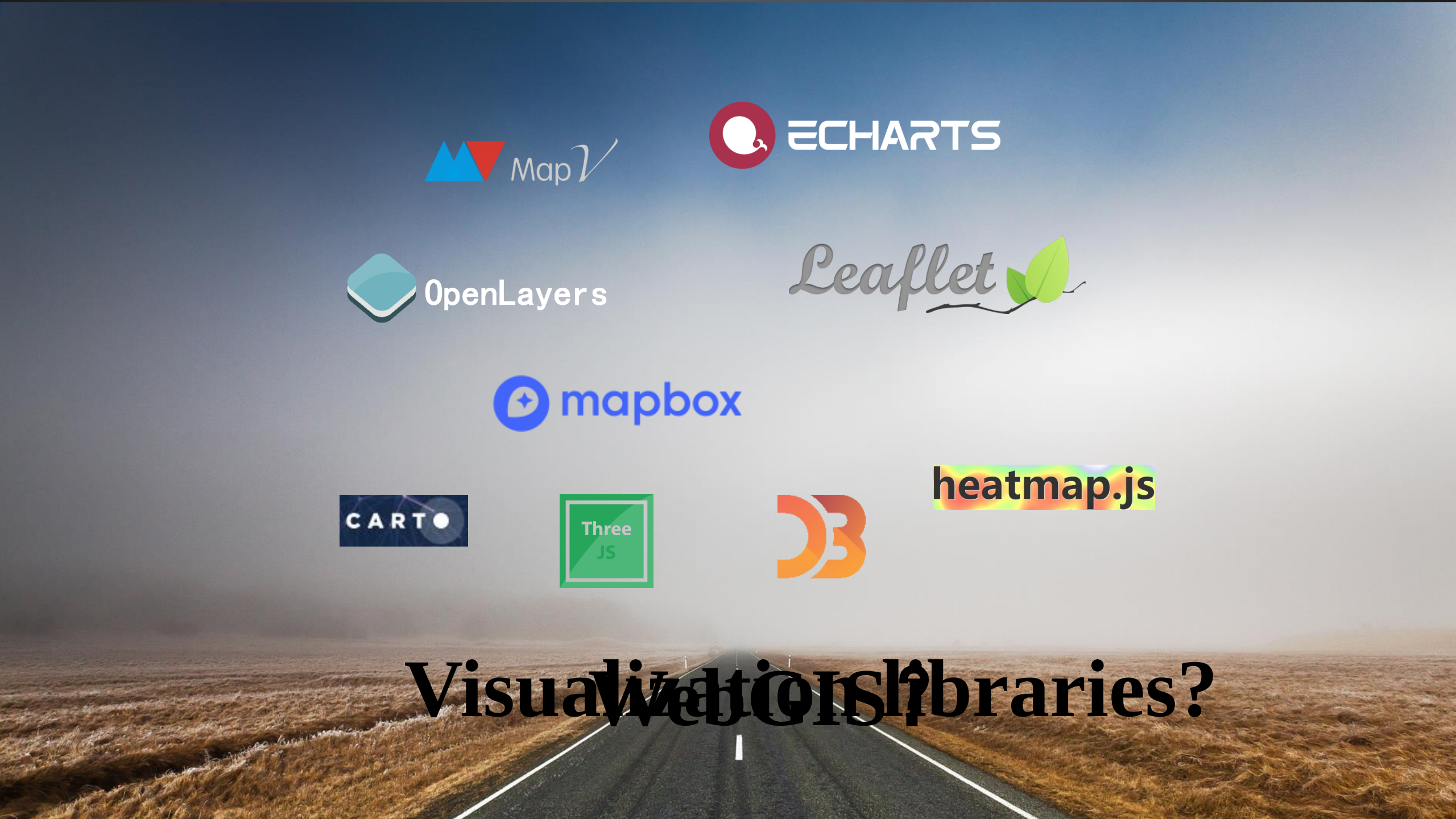
- An opensource library for big data visualization based on Baidu Map


MapV
ECHARTS
OpenLayers
Leaflet
mapbox
Polymaps
CARTO
Three JS
heatmap.js

WebGIS？

How to select map libraries

Indicator		Map base libraries and corresponding open source libraries			
		for Leaflet	for OpenLayers	for MapBoxGL	iClient Classic
		Leaflet	OpenLayers 3/4	MapBoxGL	OpenLayers 2
Whether closed-source risk exists		No	No	No	No
Advantages		Abundant lightweight plugins	HTML5OL-Cesium	Display effects of MVT vector tiles	Large user base, high stability
Disadvantages		Plugin stability	Less heavy plugin	3857 coordinate system supported only	Framework out of date
Performance		High	Medium	High	Low
Stability		High	Medium	Medium	High
Extensibility		Perfect	Good	Bad	Good
Community activity	Stars	19,763	2,988	2,275	1,487
Software maturity		High	Medium	Medium	General
Community ecological chain		Perfect	Good	Starting stage	Good
Learning cost		Medium	High	Medium	High



Visualization libraries?

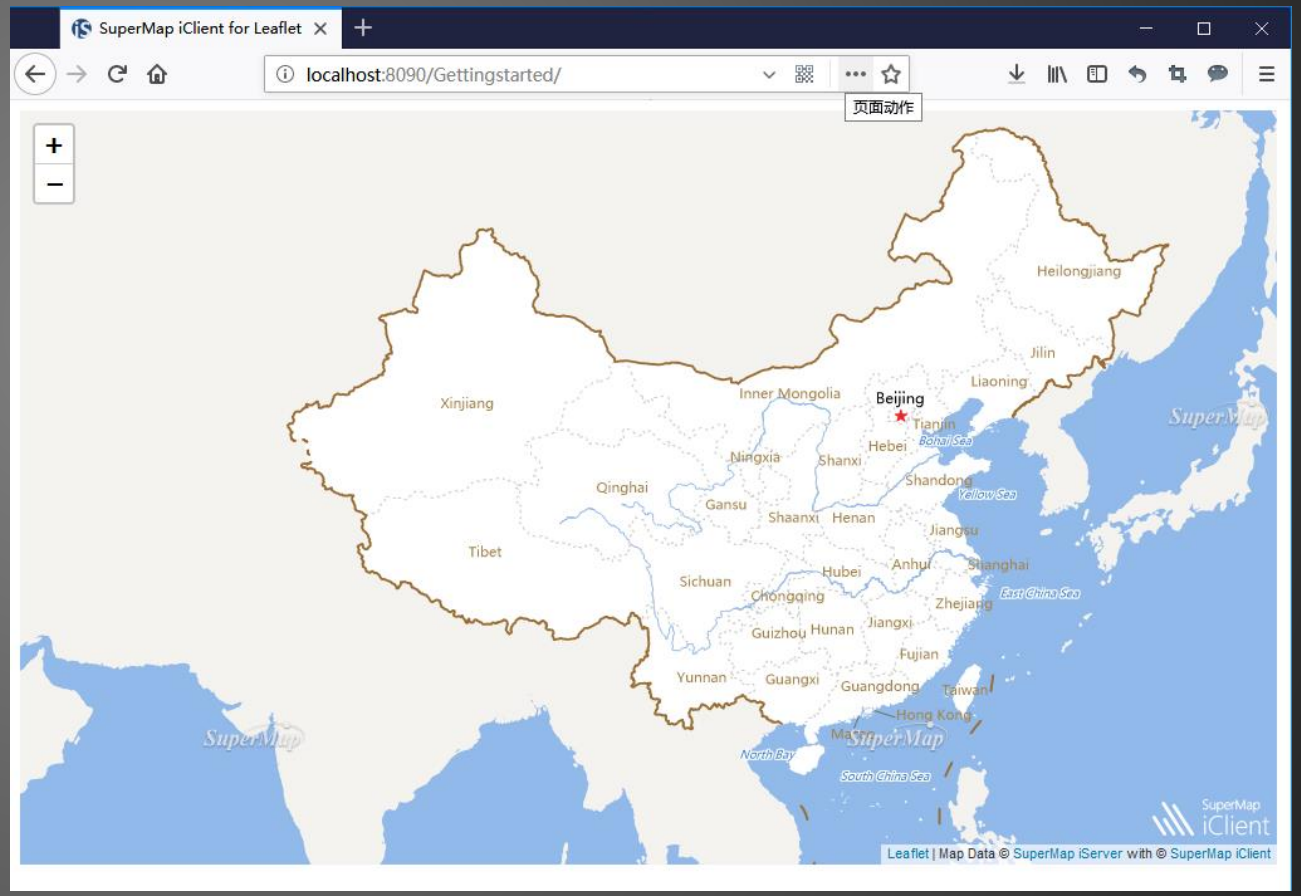
iClient For JavaScript Getting Started —Leaflet

- Publish GIS data through the internet as a service and browse the service at the client side

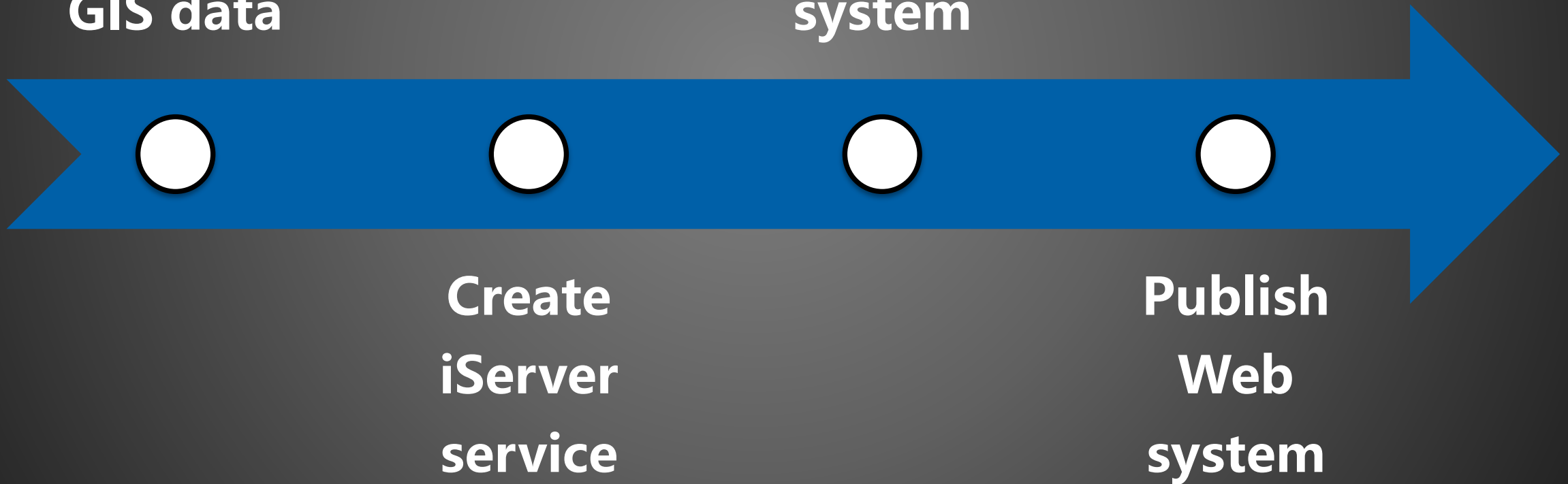
Note: “SuperMap iClient for JavaScript” is abbreviated as “JS” in the course

System Target

- Publish a web system
  - Functions: Browse a map

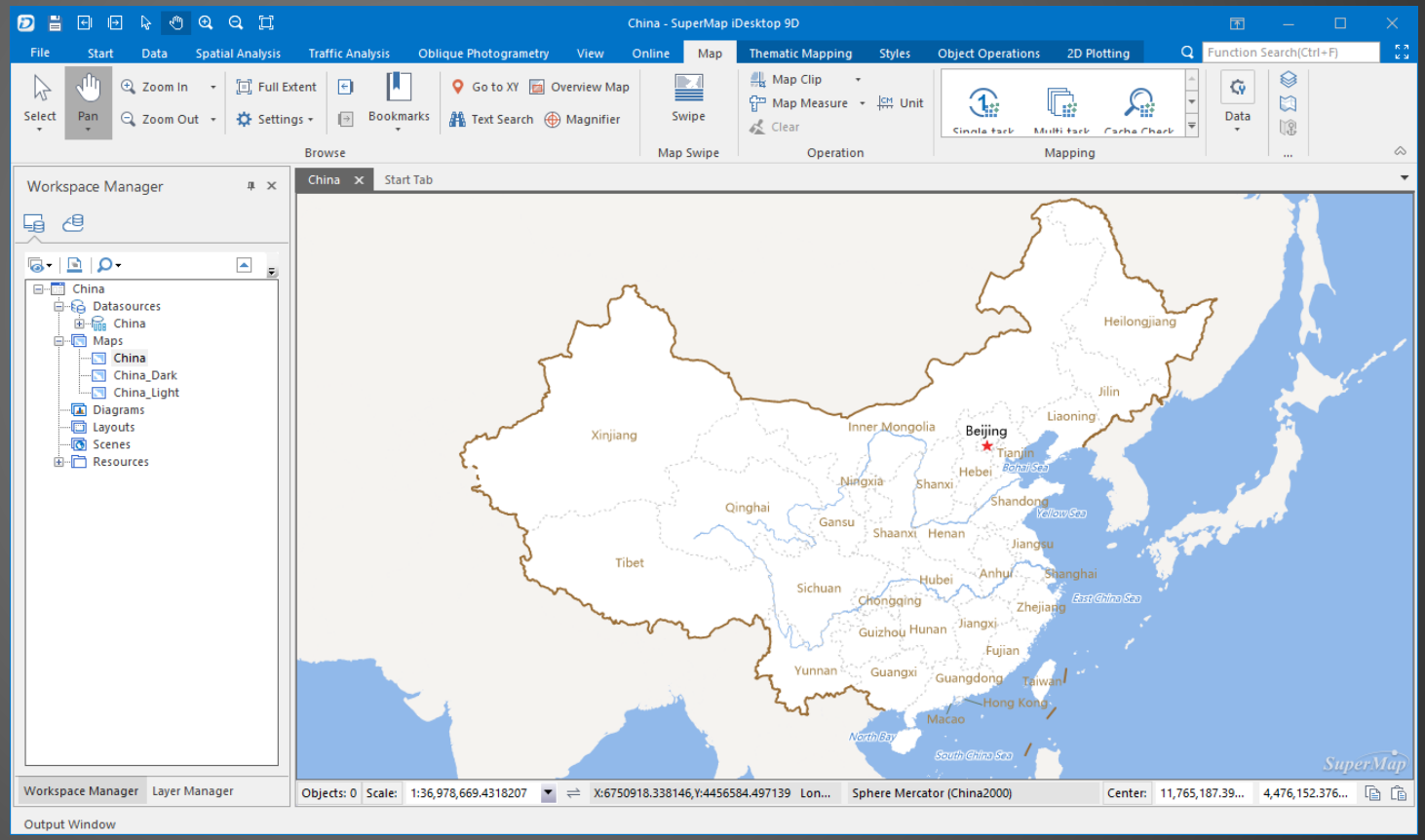


Steps


Prepare GIS data
Create iServer service
Develop Web system
Publish Web system

Step 1: Prepare GIS Data

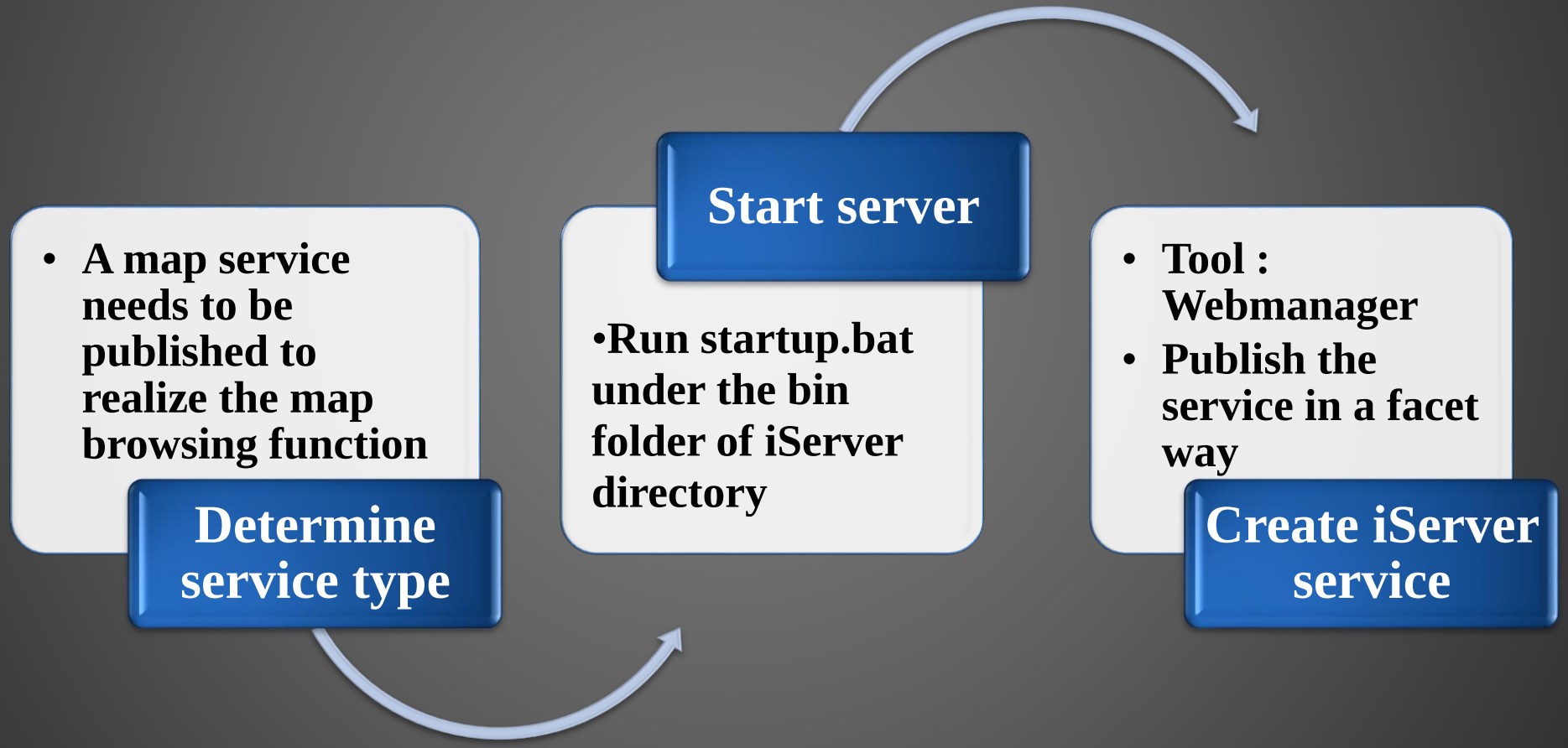
- Prepare GIS data with SuperMap iDesktop
  - Map: World



Note: Sample data of iServer-- China.smwu is used in this course

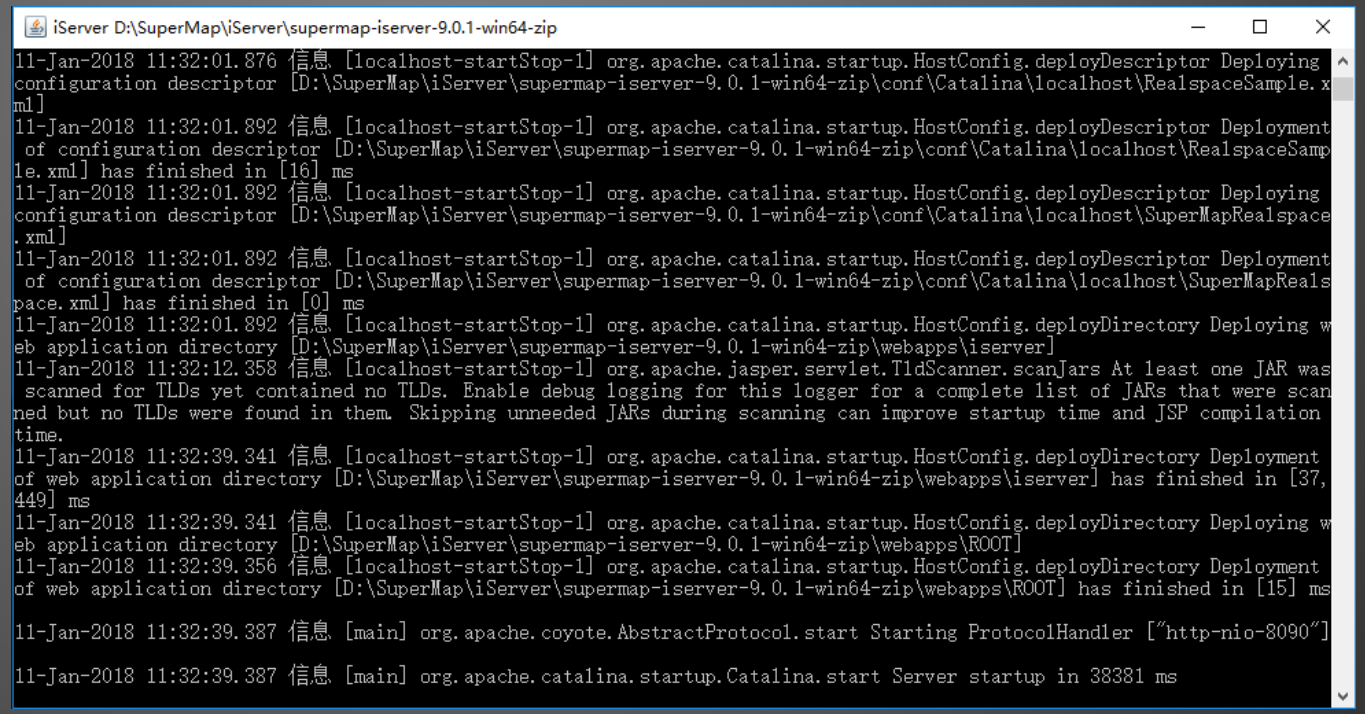
Step 2: Create iServer Service

- Contents



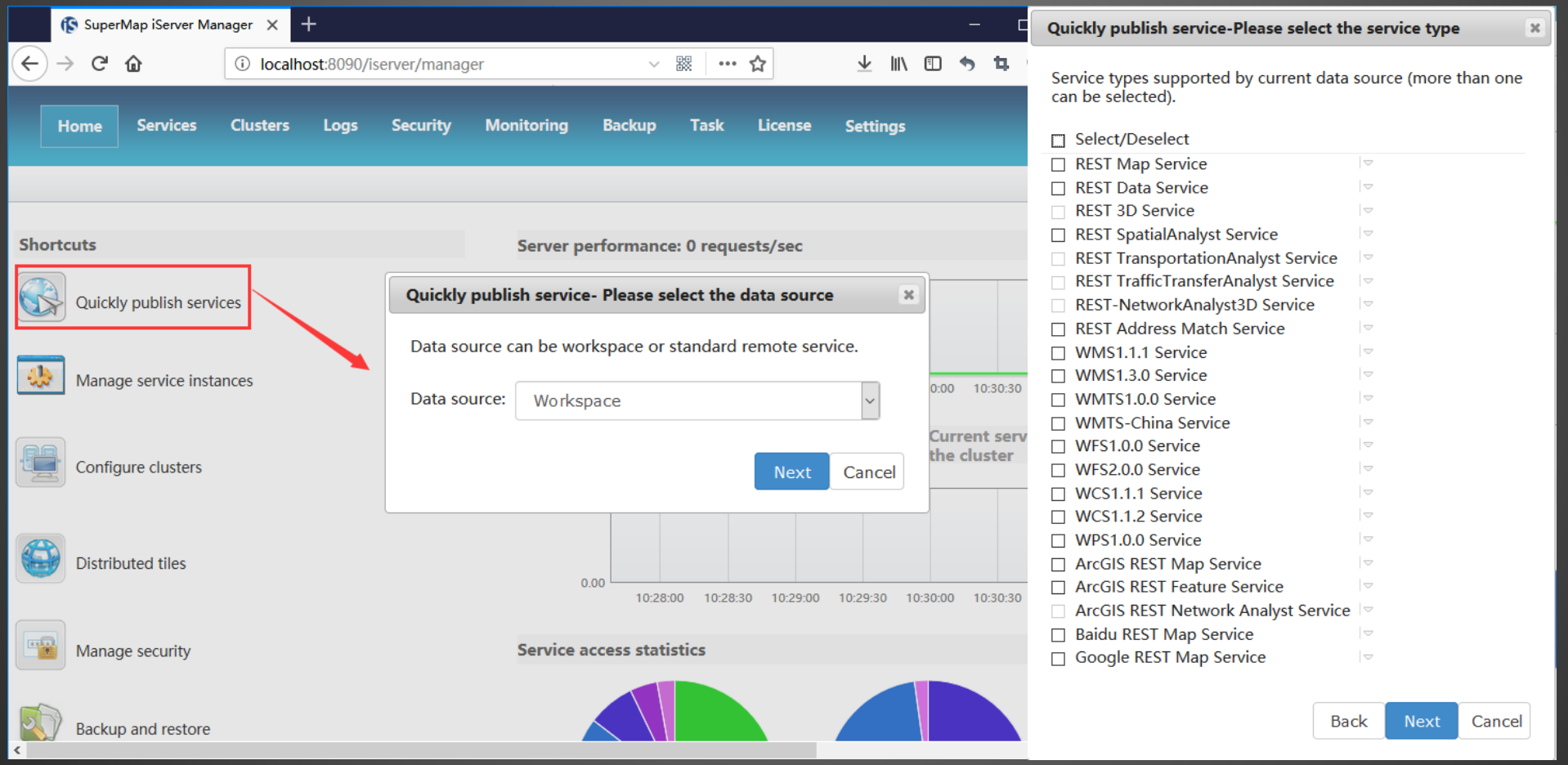
Step 2: Create iServer Service

- Start iServer
  - Method 1: Run startup.bat under the bin folder
  - Method 2: Start > Programs > SuperMap > SuperMap iServer > Start iServer Service



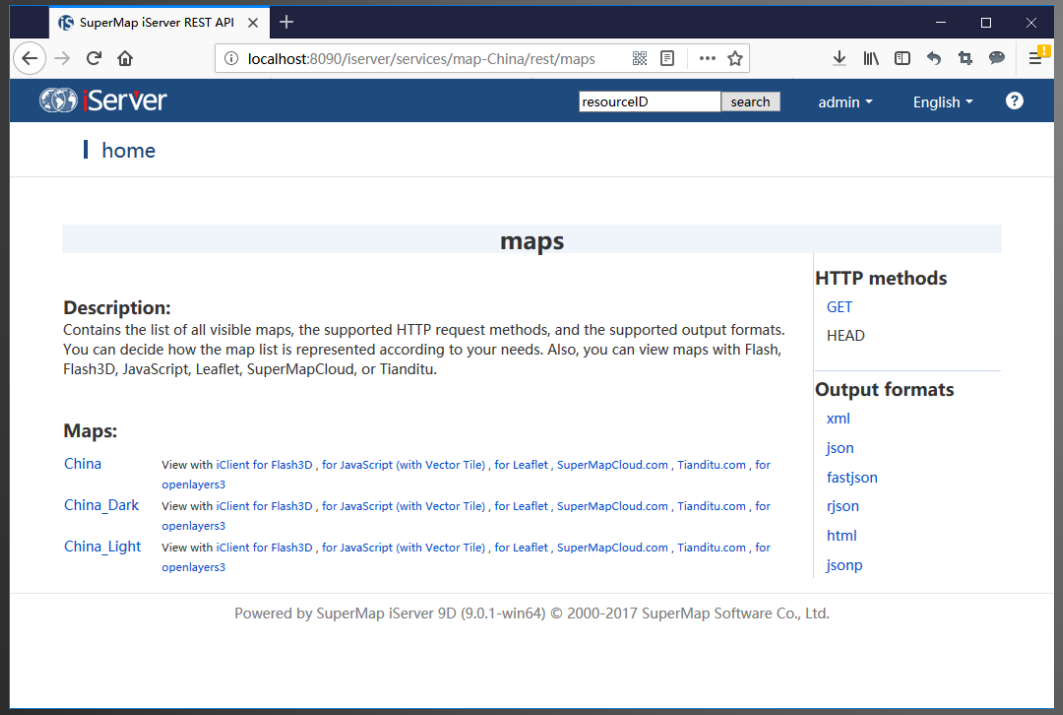
Step 2: Create iServer Service

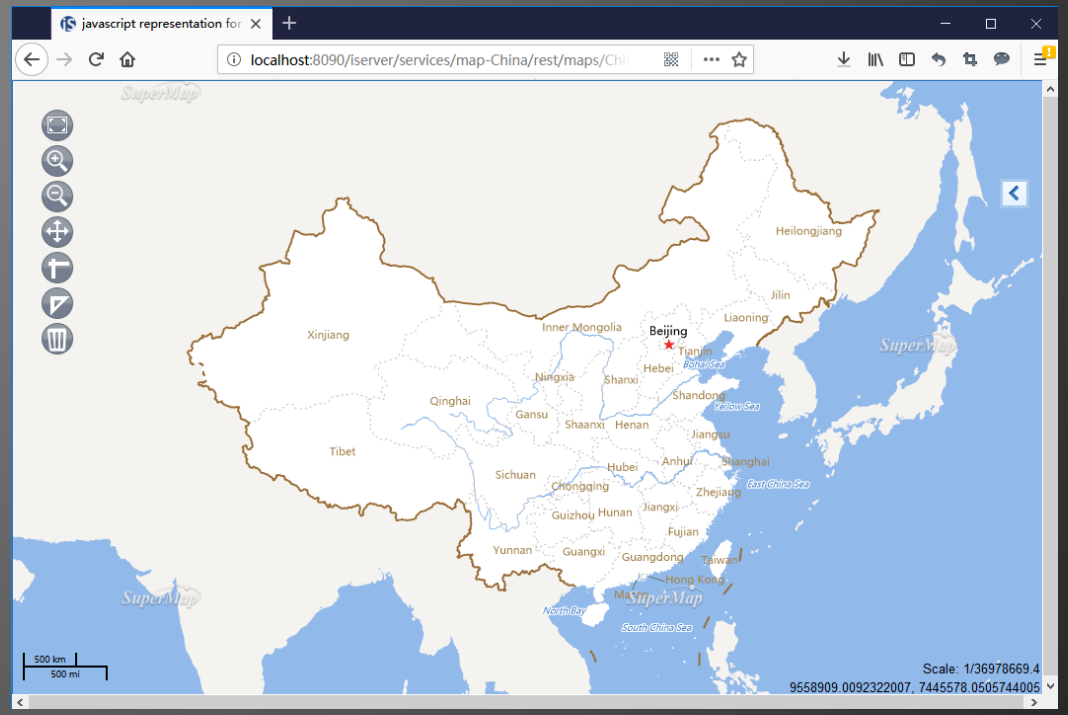
- http://localhost:8090/iserver/manager/



Step 2: Test iServer Service

- Open Web browser
  - Map service address: http://localhost:8090/iserver/services/map-China/rest/maps/China



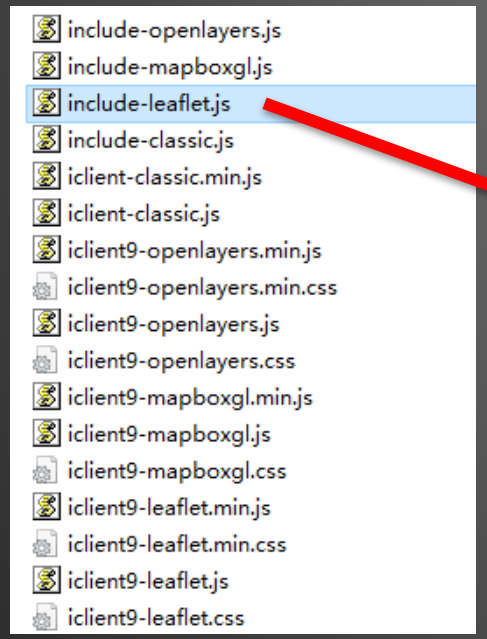


Step 3: Develop Web System

- Development Tool—SuperMap iClient
  - Libraries for the client GIS development tool
  - Acquire iServer services
  - Development tool for Web systems
- SuperMap iClient Location
  - [iServer installation directory]/iClient directory
- This example employes SuperMap iClient for JavaScript
  - SuperMap iClient for JavaScript product package
  - [iServer installation directory]/iclient/forJavaScript

Step 3: Copy Script Library Files

- Create the GettingStarted folder
- Copy script library files to the new folder
  - dist folder – Core library files for development frameworks
  - libs folder – Third-party technology libraries (under web folder)



include-leaflet.js

```
35  function load() {
36      var includes = (targetScript.getAttribute('include'
        ) || "").split(",");
37      var excludes = (targetScript.getAttribute('exclude'
        ) || "").split(",");
38      if (!inArray(excludes, 'leaflet')) {
39          inputCSS("../../web/libs/leaflet/leaflet.css");
40          inputScript("../../web/libs/leaflet/leaflet.js"
            );
41      }
42      if (inArray(includes, 'mapv')) {
43          inputScript("../../web/libs/mapv/mapv.min.js");
44      }
45      if (inArray(includes, 'turf')) {
46          inputScript("../../web/libs/turf/turf.min.js");
47      }
```

JavaScript file | length : 4,484 lines : 105 | Ln : 34 Col : 40 Sel : 0 | 0 | Windows (CR LF) | UTF-8 | INS

Step 3: Create an HMTL Page

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

        <body >

        </body>
</html>
```

Step 3: Add Script Library Reference

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

Step 3: Add DIV for Map Control

```
<html>
……
<body onload=onPageLoad()>
        <div id="map" style="width:800px;height:500px;">
    </div>
</body>
</html>
```

Step 3: Create map object and set properties such as center, scale, etc.

```
<head>
……
<script type="text/javascript">
        var map,layer,
        // Set GIS service address for browsing
        url = "http://localhost:8090/iserver/services/map-China/rest/maps/China";
        function onPageLoad() {
            // Cerate map object
      map=L.map("mapDiv",{center:[0,0],maxZoom:18,zoom:2,crs:L.CRS.EPSG3857}
        }
</script>
</head>
```

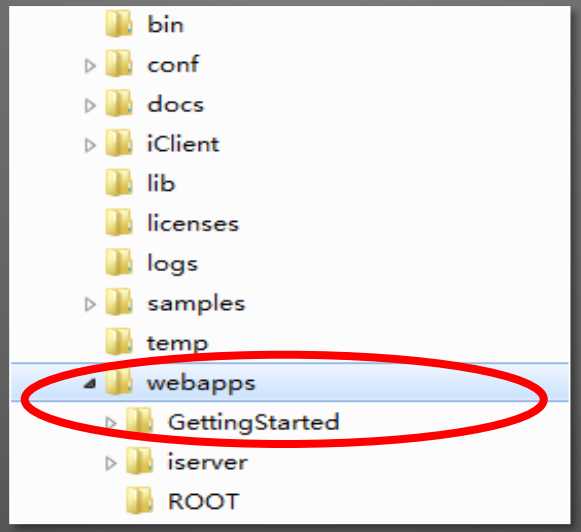
Step 3: Add iServer layer to Map

```
<head>
.....
<script type="text/javascript">
        var map,layer,
        // Set GIS service address for browsing
        url = "http://localhost:8090/iserver/services/map-China/rest/maps/China";
        function onPageLoad() {
            // Create map object

map=L.map("mapDiv",{center:[0,0],maxZoom:18,zoom:2,crs:L.CRS.EPSG3857});
            L.supermap.tiledMapLayer(url).addTo(map);
        }
</script>
</head>
```

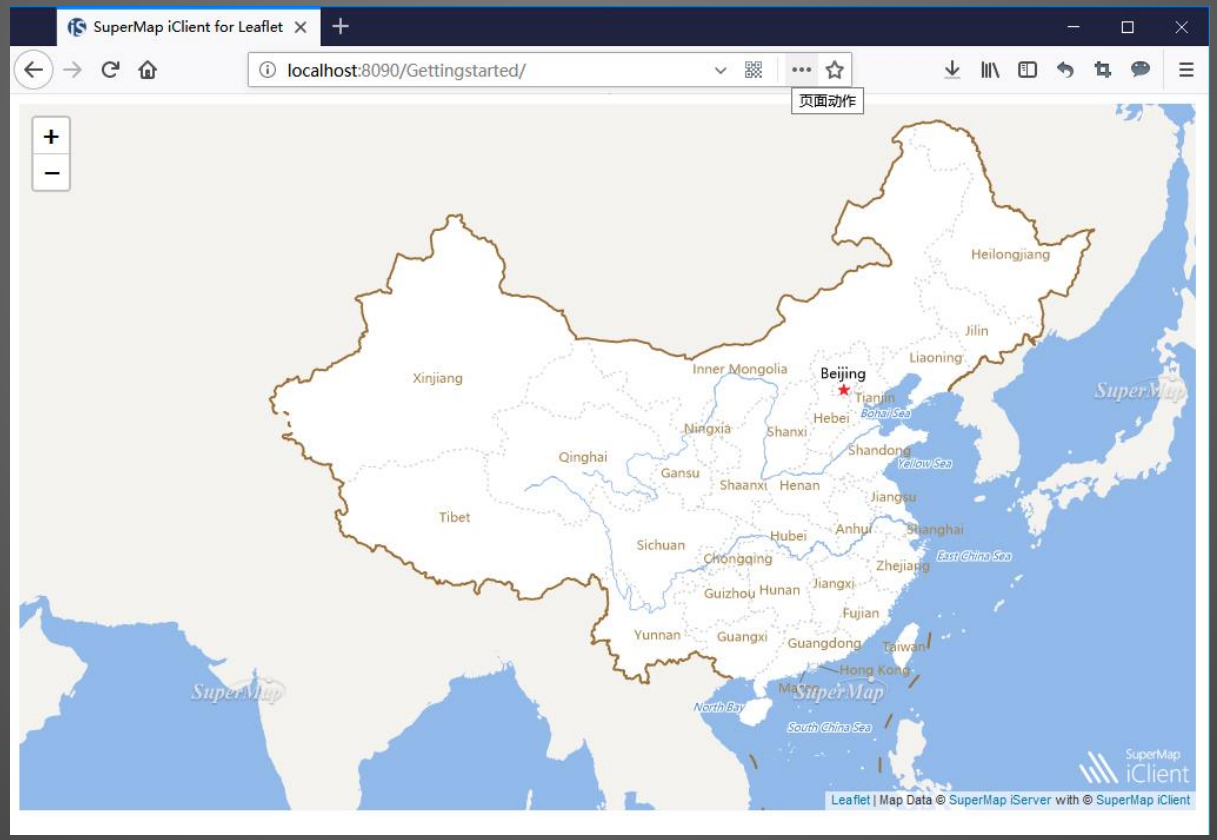
Step 4: Publish Web System

- System deployment and debugging (Tomcat)
  - Copy the GettingStarted folder to the webapps directory of Tomcat
    - Tomcat in SuperMap iServer is employed in this example
    - Copy the GettingStarted folder to [SuperMap iServer root directory]/webapps



Step 4: Publish Web System

- Browse for debugging http://localhost:8090/GettingStarted/



SuperMap

PART 04

➢iClient 3D For WebGL Introduction

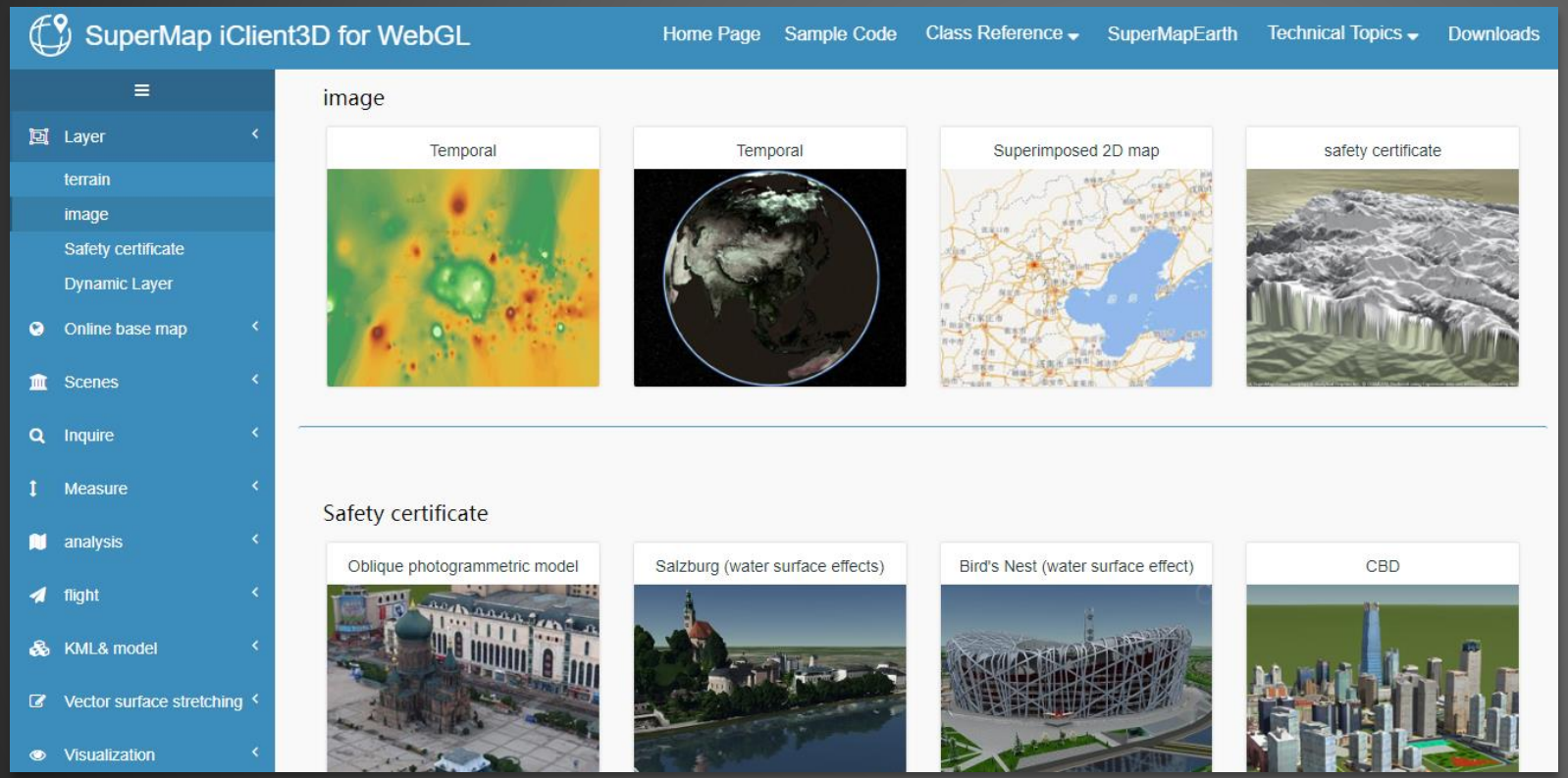
Plugin-free 3D Client: iClient3D for WebGL

SuperMap iClient3D for WebGL

CESIUM

- Lightweight
- Plugin free
- Easy for development
- Easy for extension

SuperMap iClient WebGL
Cloud GIS network client development platform for 3D



- Platform Independent Cloud GIS Network Client for 3 Dimensional data visualization and analysis
- Based on Modern Web Technology
- Integrate Leading Map Library and Visual Library
- A Superior Practice of Open Source Products

iClient for WebGL And Relevant Products

Product Features

Support multi-source GIS spatial data

Capability of massive data

Overall 3D GIS function

Multi-source GIS spatial data

2D Data

- Topography, image, map
- Vector (parameterization, symbolization

Manual Modelling

- Max
- BIM

Use the devices

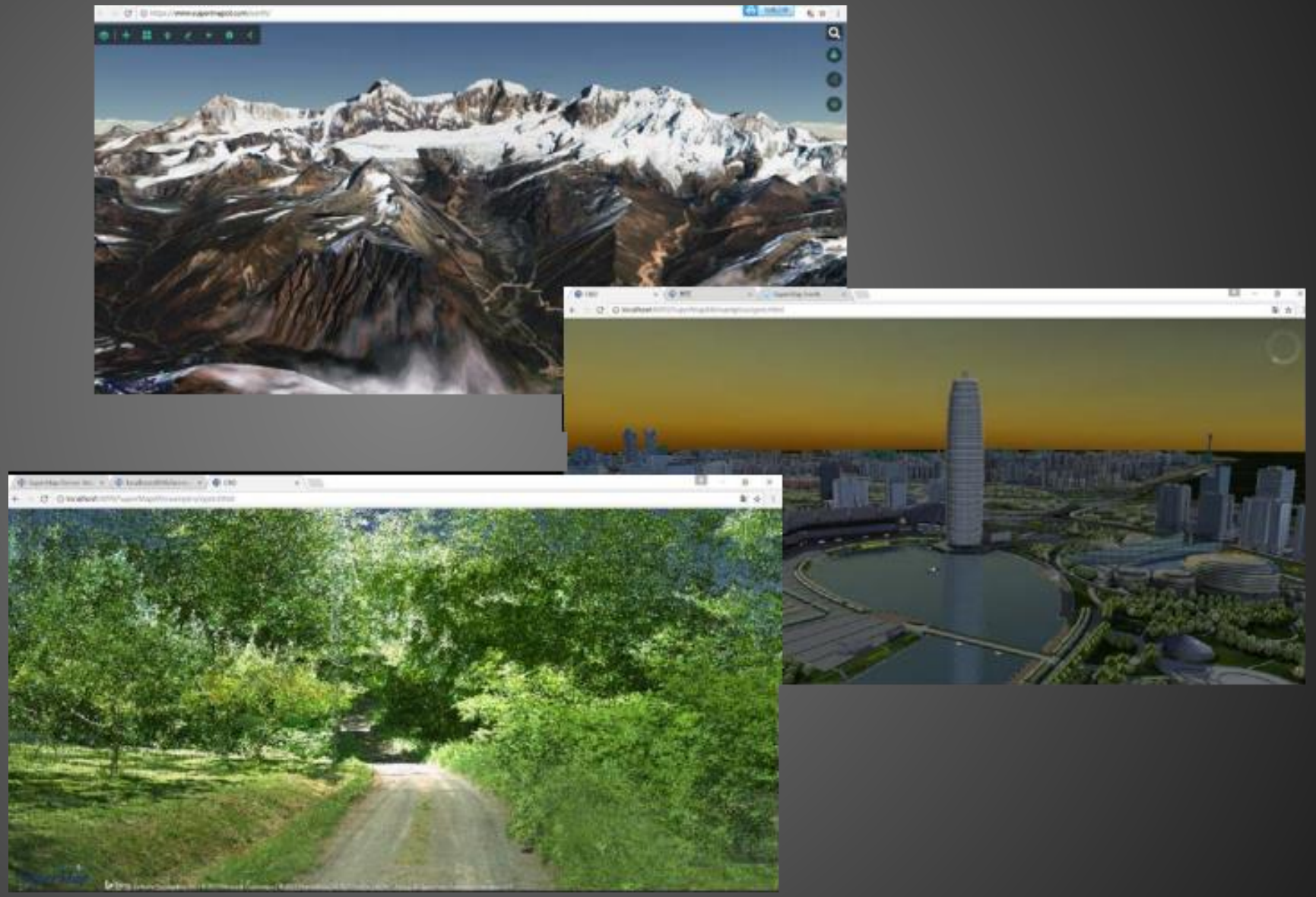
- Oblique photography
- Point Cloud
- Street view, panorama, video
- Location & Internet of things

Others

- Effects Data
- Volume Data

Type Of Layer

- Topography
- Image
- S3M layer
- KML layer
- Dynamic layer



Product Features

Support multi-source GIS spatial data

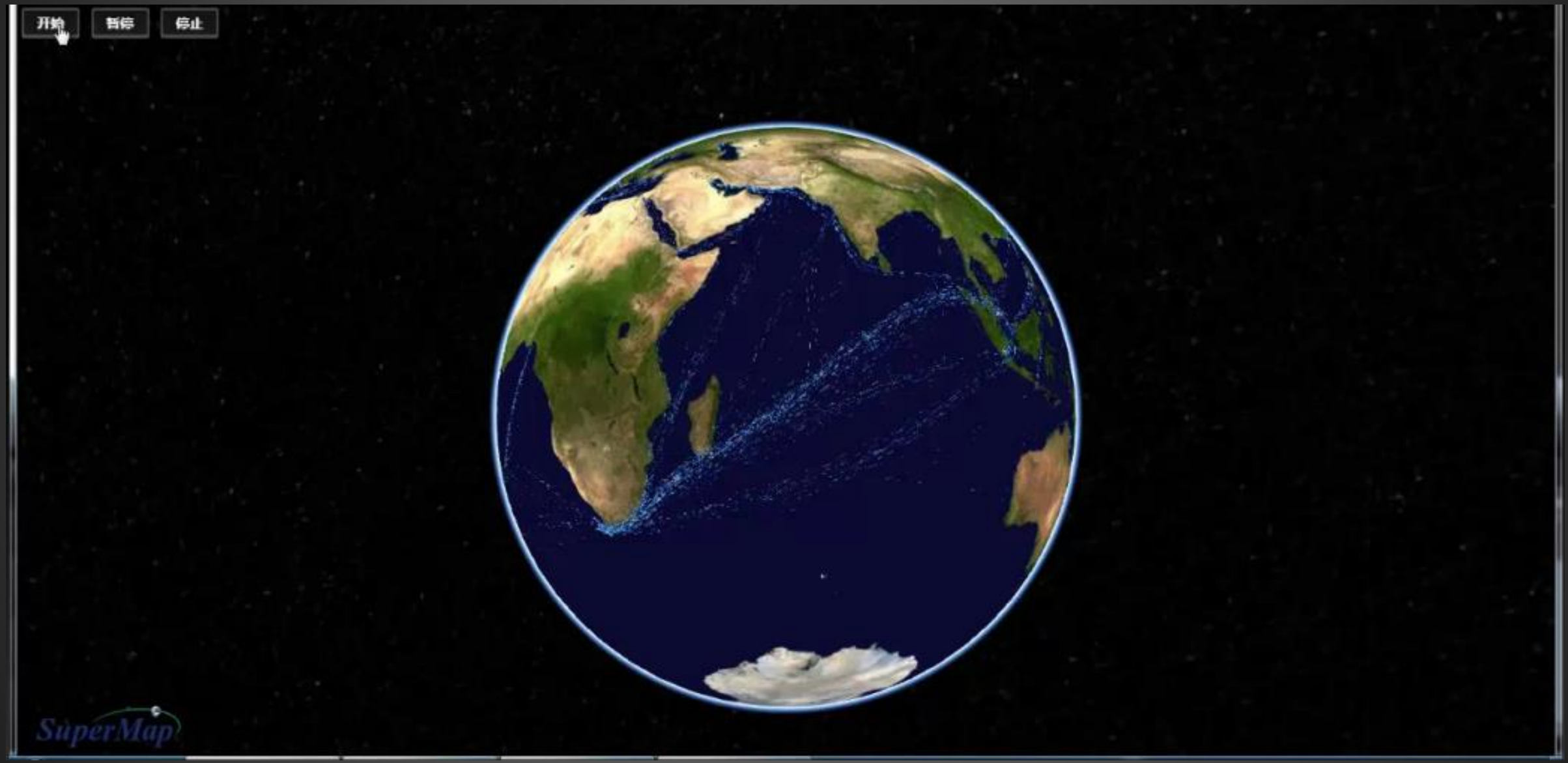
Capability of massive data

Overall 3D GIS function

Capability of Massive Data

- Support topography and image data at TB level
- Support vector ground features and text label of over 10 million objects
- Support fine city-level models (over 400 sq.km.)
- Support oblique photography data at TB level
- Support loading and display of millions of pipelines
- Support smooth browsing of various scenes in scales of globe, urban area, neighborhood and indoor area

Dynamic Layer Efficient and real-time dynamic data



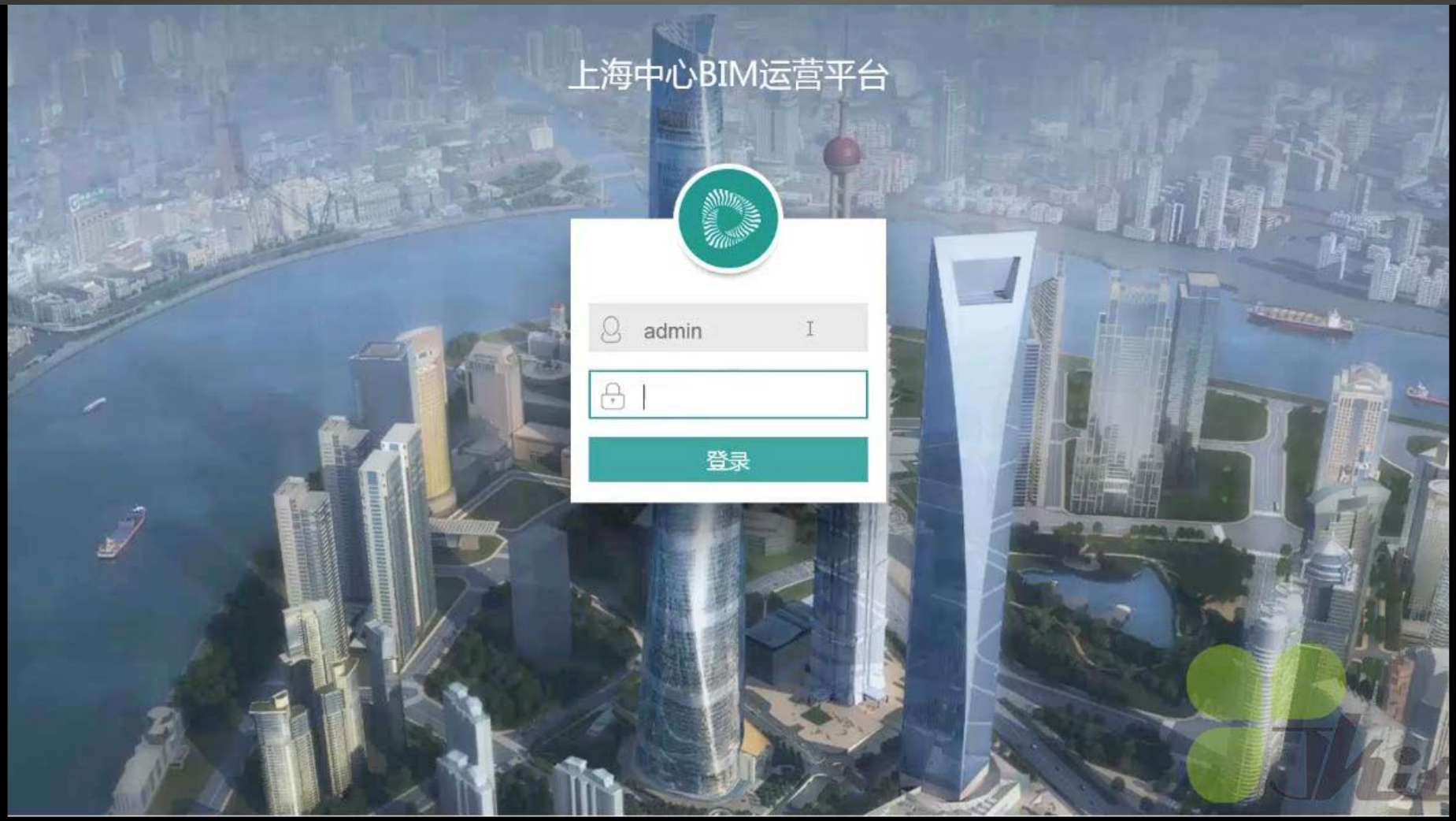
Dynamic layer： 8000+ dynamic objects real-time render

Global topography and image data

Oblique photography model

Flooding Simulation in Oblique Photogrammetry

BIM (building information modelling data)



登录平台

Point Cloud Data

Key technologies of WebGL Client performance experience

Spatial 3D Model (S3M) 3D spatial data specification

- Provide data specification of massive 3D data in Webapplication
- Realize massive online data high-efficiency in transmission, render and analysis
- Forming comprehensive application solution

Current 3D data standard

OSGB

Advantages

- standard data format
- support efficient browsing experience of massive models

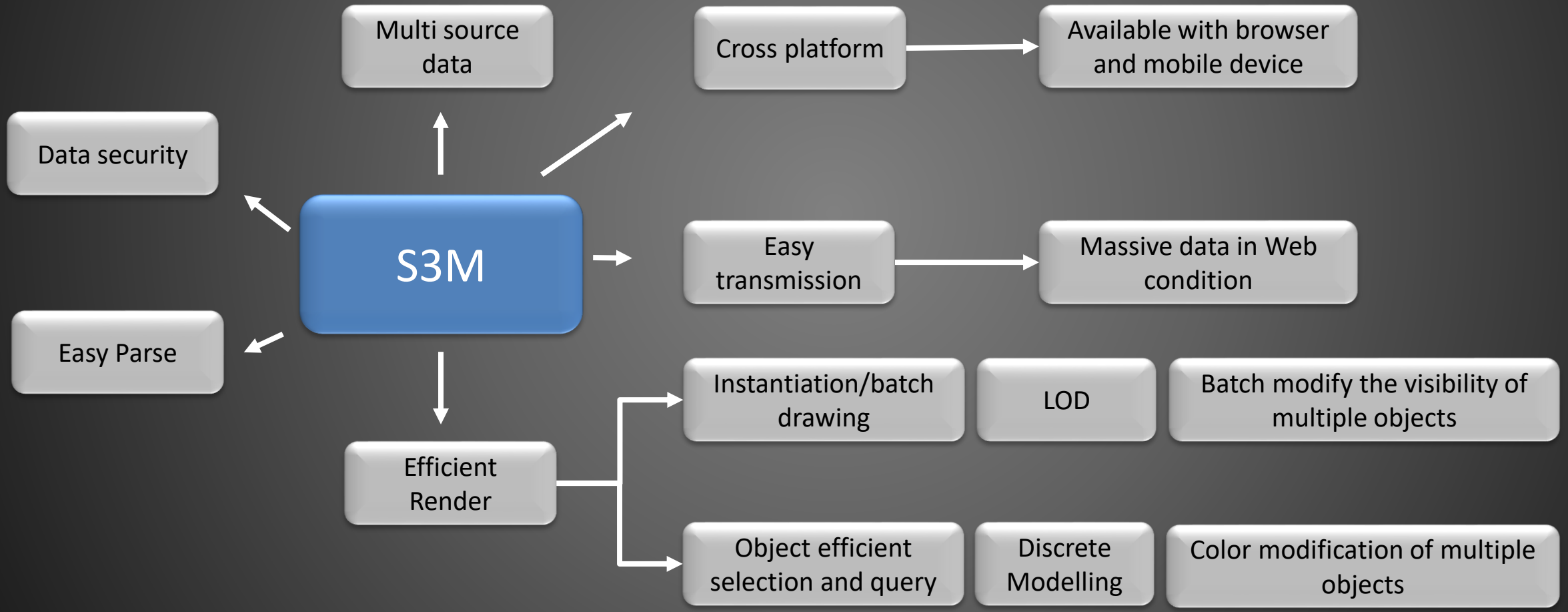
Disadvantages

- large data redundancy
- big performance costs, long parse time
- weak in Web support capability

CESIUM

3D Tiles

S3M Advantages



S3M Data Supports

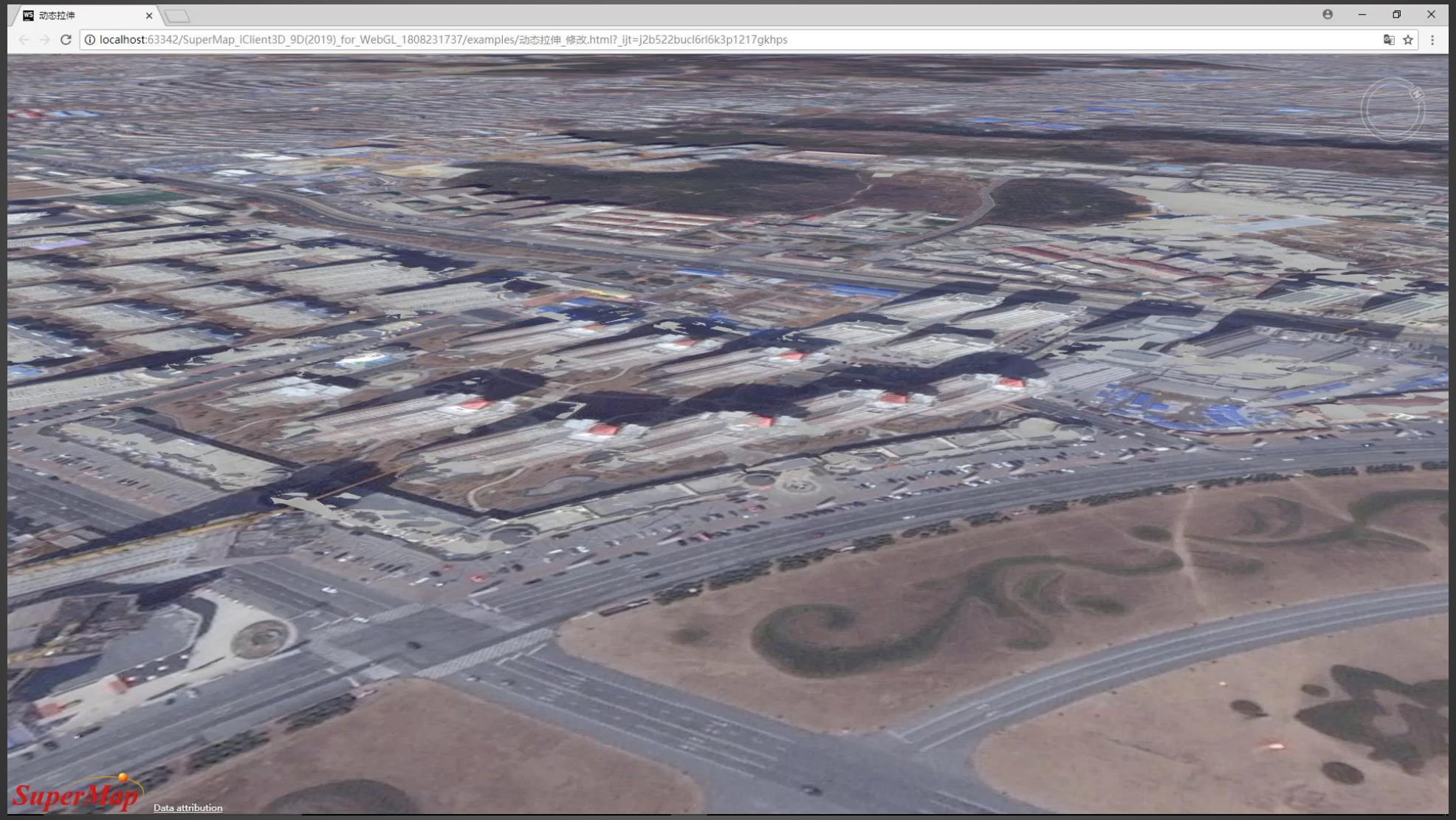
- Oblique Photography
- BIM
- Point Cloud
- Fine Model
- Underground Pipeline
- Point , Line and Polygon
- 3D Field
- Water Surface

Promote the interaction between 3D data

Memory optimization of S3M Layer

- Memory Usage is Reduced by 30%
- Memory Footprint is Reduced by 20%

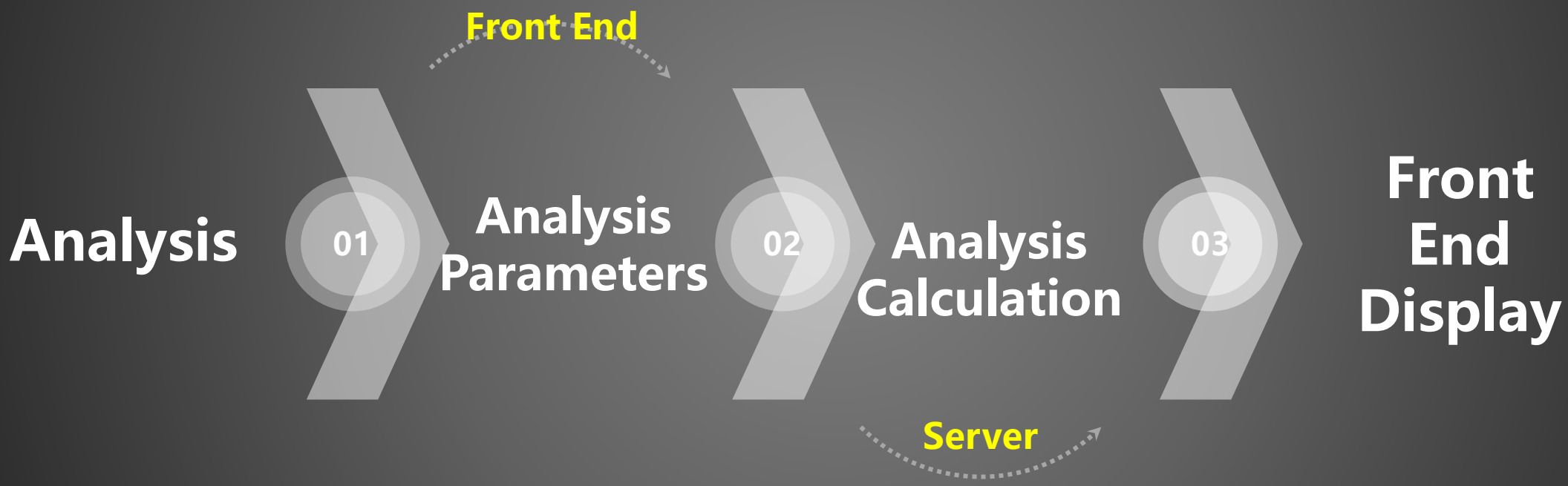
Dynamic


动态拉伸
localhost:63342/SuperMap_iClient3D_9D(2019)_for_WebGL_1808231737/examples/动态拉伸_修改.html?_ijt=j2b522bucl6rl6k3p1217gkhps
SuperMap
Data attribution

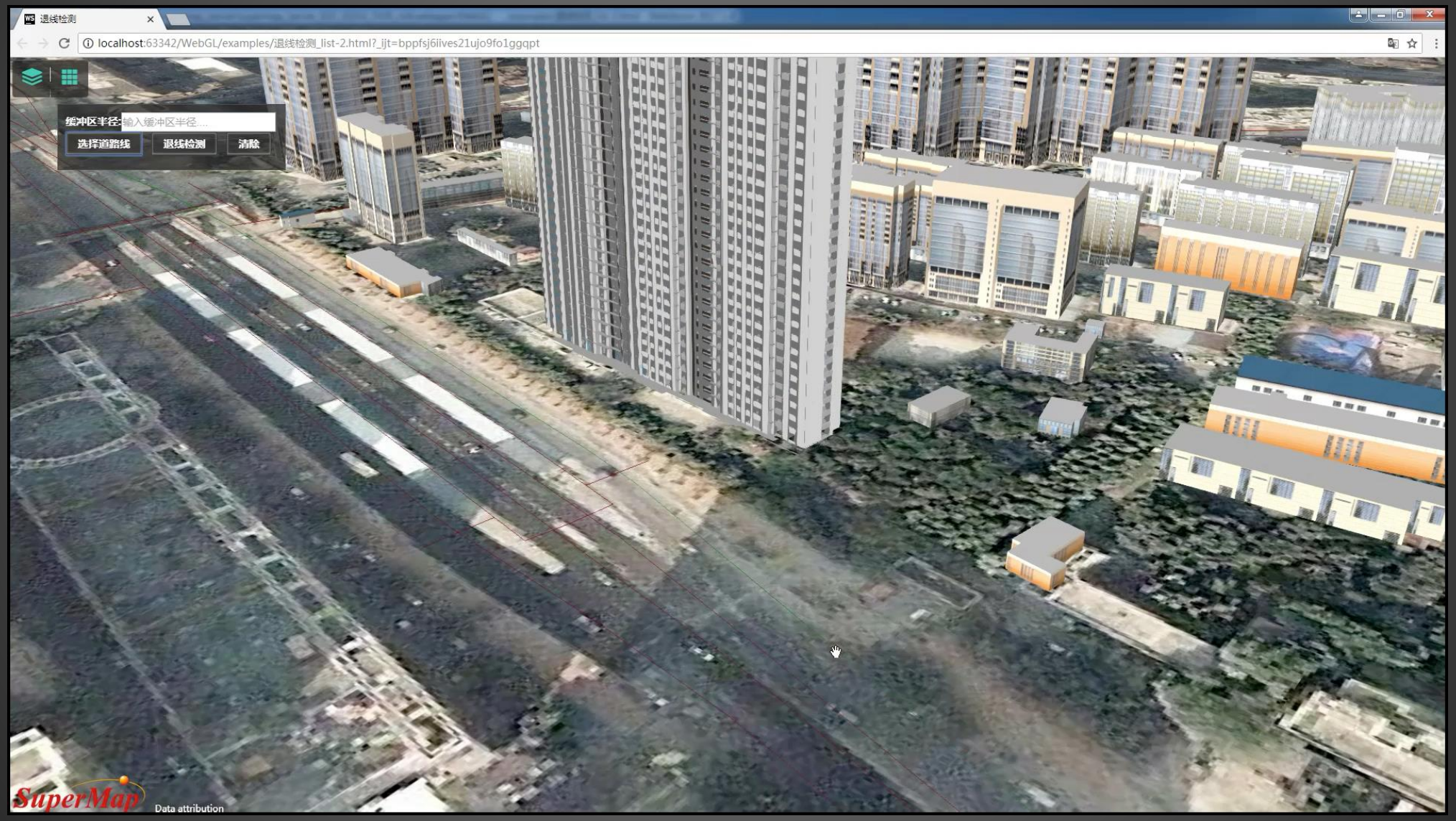
Dynamic


风车特效
localhost:63342/SuperMap_iClient3D_9D(2019)_for_WebGL_1808151649/examples/fan.html?_ijt=pqo7dh4n3ogujmkjc57kmo84nv
SuperMap
Data attribution

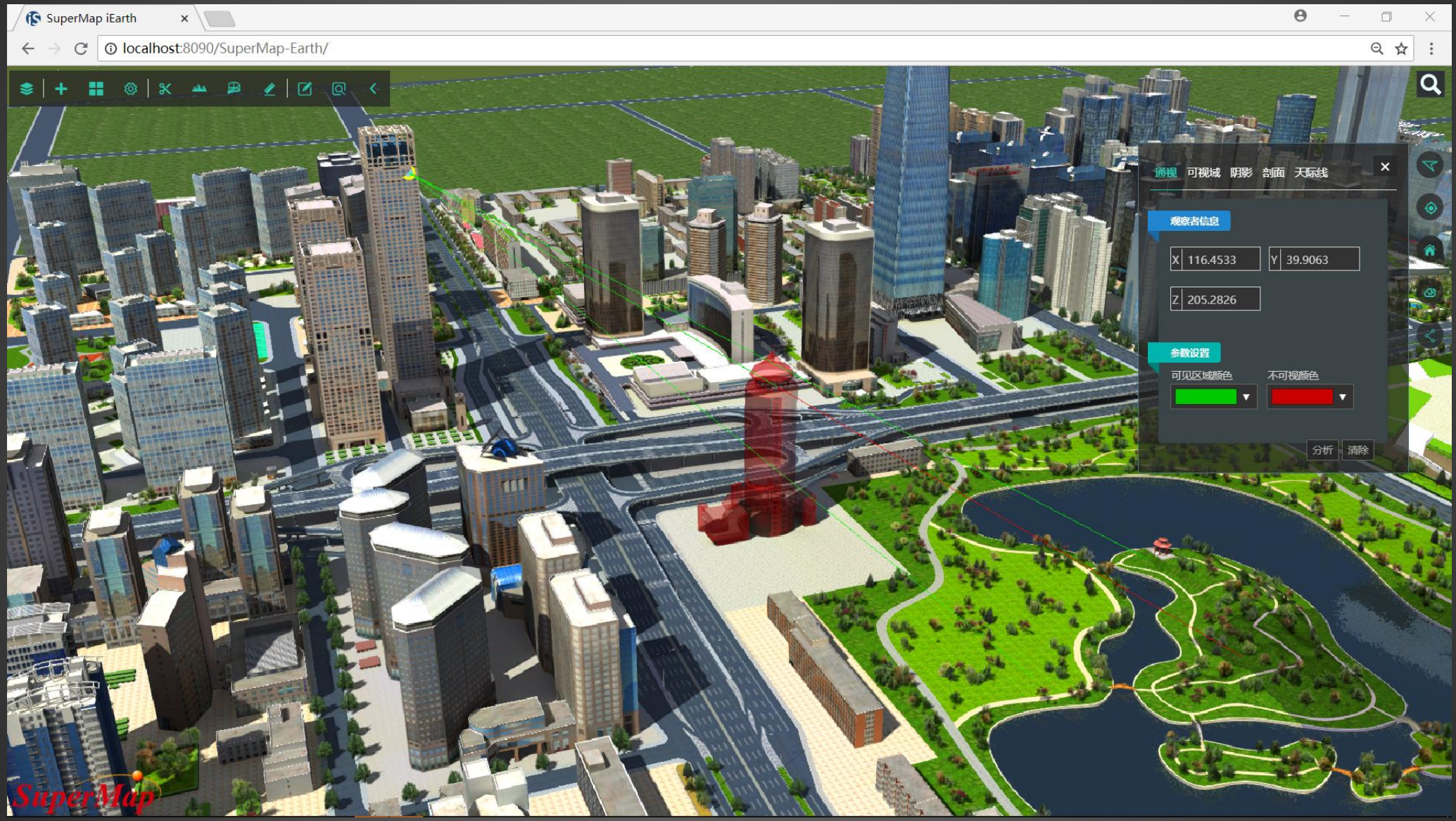
Full-featured: Interaction with Server



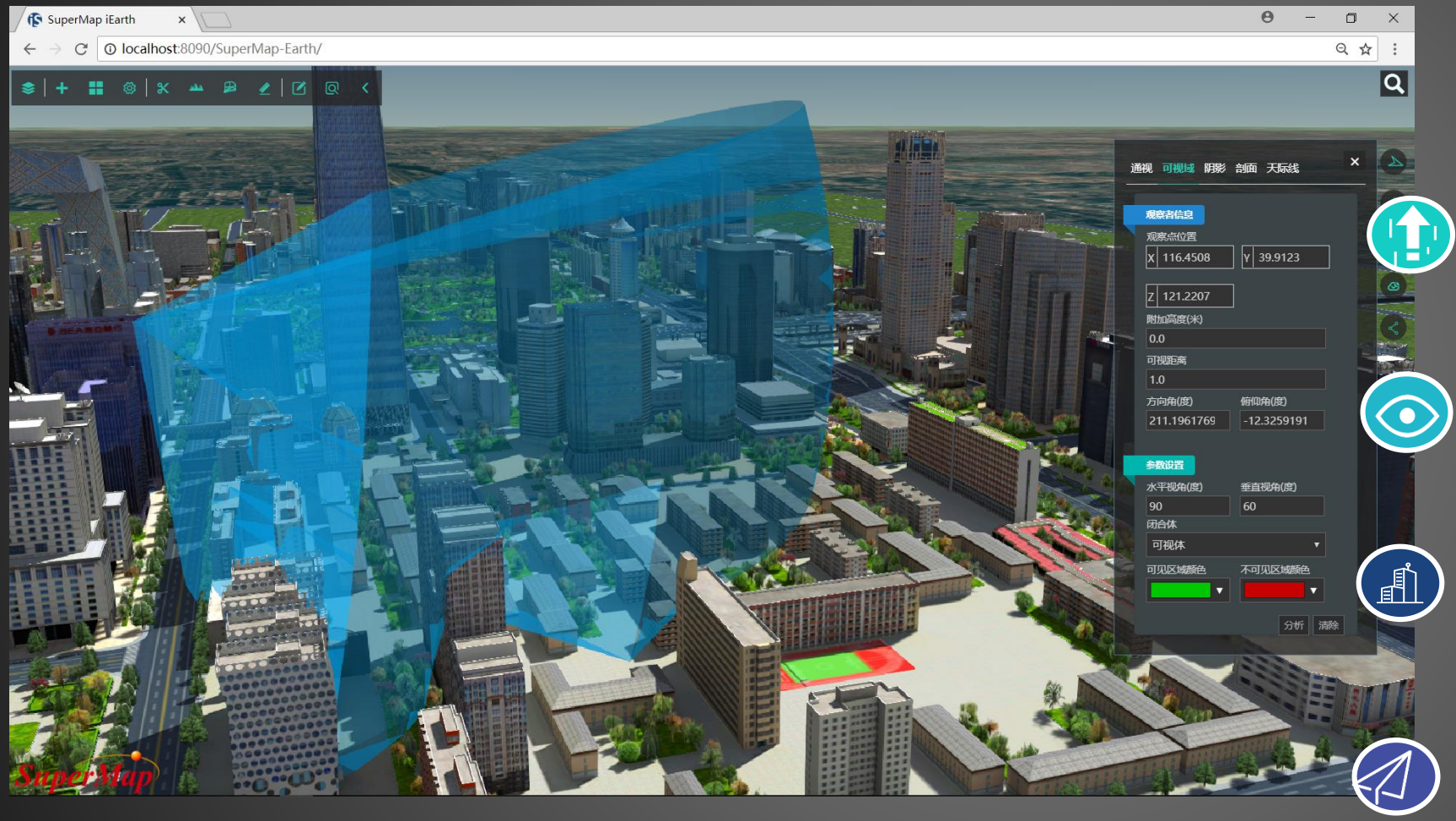
Spatial Query: Three Dimensional Buffer



Three Dimensional Spatial Analysis



Viewshed Analysis



- Three Dimensional Object(solid)
- Generate Viewshed Object
- Generate Non Viewshed Object
- Return Obstacle Point Object

Other functions

- Connect to iServer to get model volume and surface area
- Connect to iServer to get model plane projection
- Connect to iServer to do cut fill
- Connected with RTSP video streaming criterion
- S3M layer supports excavation
- S3M layer supports overlaying images within the specified range
- S3M layer supports setting maximum(minimum) visible height and distance of layers
- Camera supports rotation around points
- Military Standard

Abundant Online Resources Accumulation of Product

- Official Website Address:
- http://iclient.supermapol.com/introduction/3dwebgl.html

- Product introduction:
- http://iclient.supermapol.com/en/web/introduction/3dwebgl.html

- Online Example:
- http://iclient.supermapol.com/en/examples/3dwebgl/examples.html

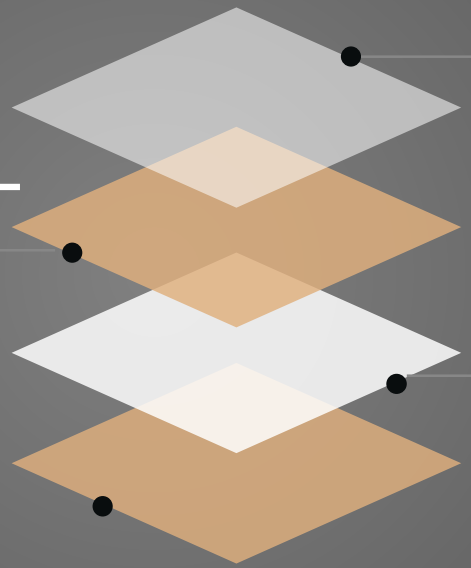
- API Documentation:
- http://support.supermap.com.cn:8090/webgl/Build/Documentation/index.html

SuperMap iEarth

SuperMap iEarth

Experience 3D GIS application on browser or mobile phone without any development

SuperMap iClient3D for WebGL

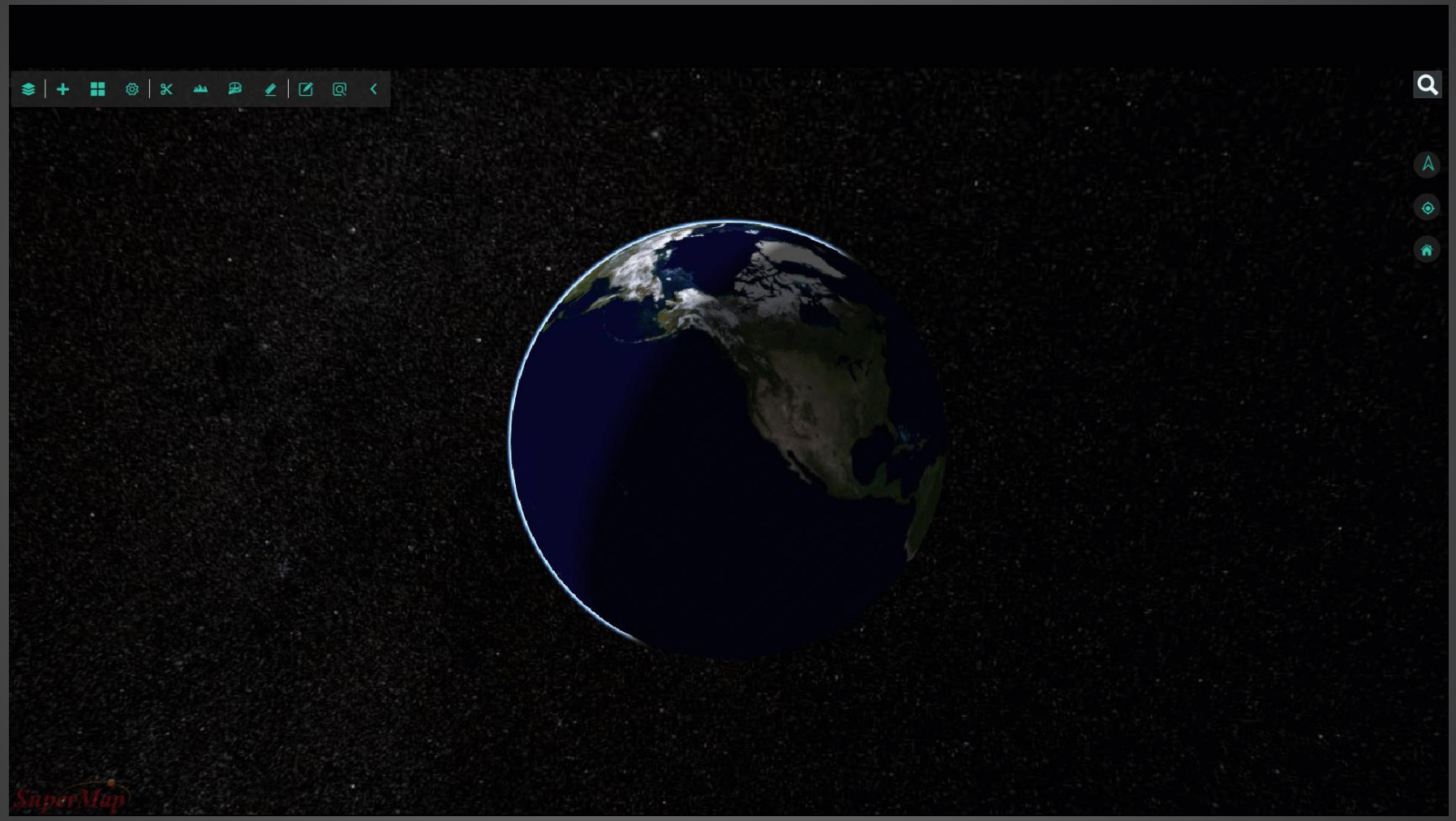


CESIUM

iOS

Mac OS

SuperMap iEarth



http://supermapol.com/earth

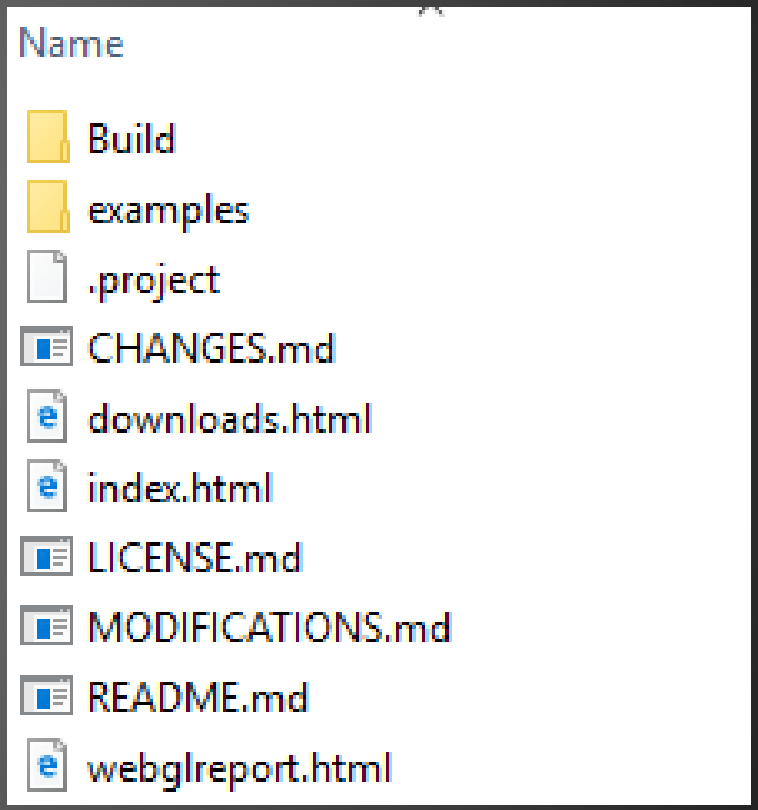
Download Address

https://www.supermap.com/en/html/SuperMap_GIS_ProductPackages.html

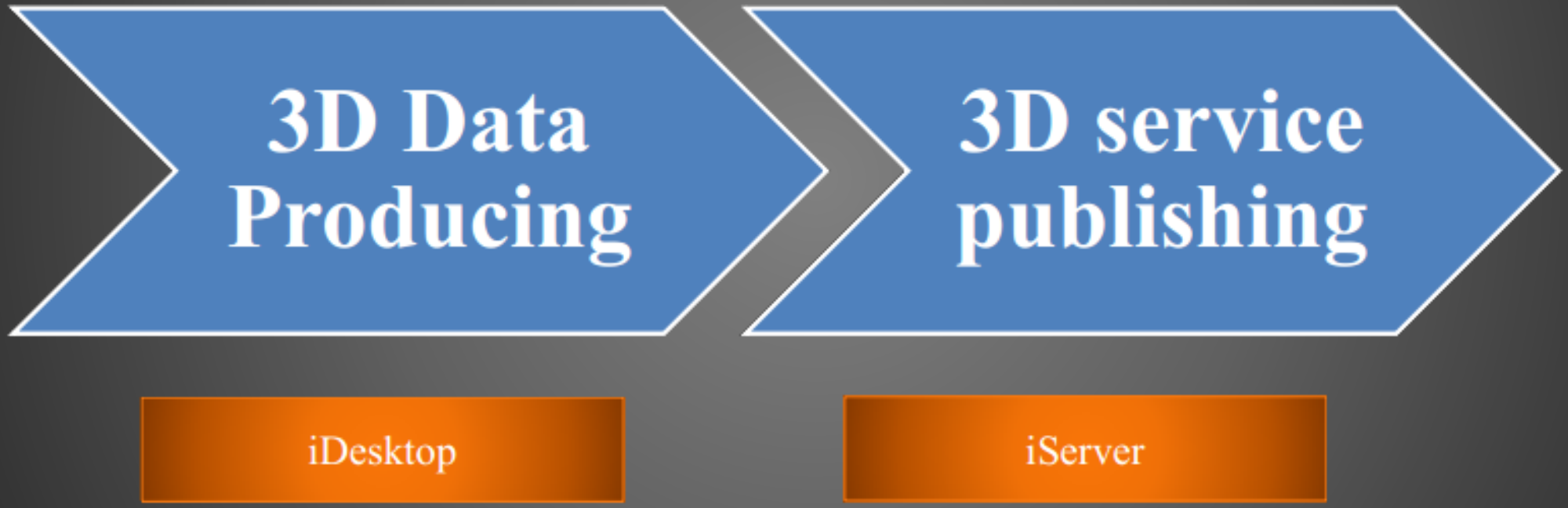
SuperMap iClient 9D(2019) SP1	Online Help WebGL	Online Help Javascript
SuperMap iClient3D 9D(2019) SP1 for WebGL	66M	Download
SuperMap iClient JavaScript 9D(2019) SP1	75M	Download

Installation Directory

- Sample Code
  - The sources code assists developers to quickly build applications
- Script Libraries for Development
  - Build\Cesium directory
- Index.html
  - Home page , which integrates the sample code, class reference instructions, and technical documents
  - Non-plugin WebGL client development kit introduction

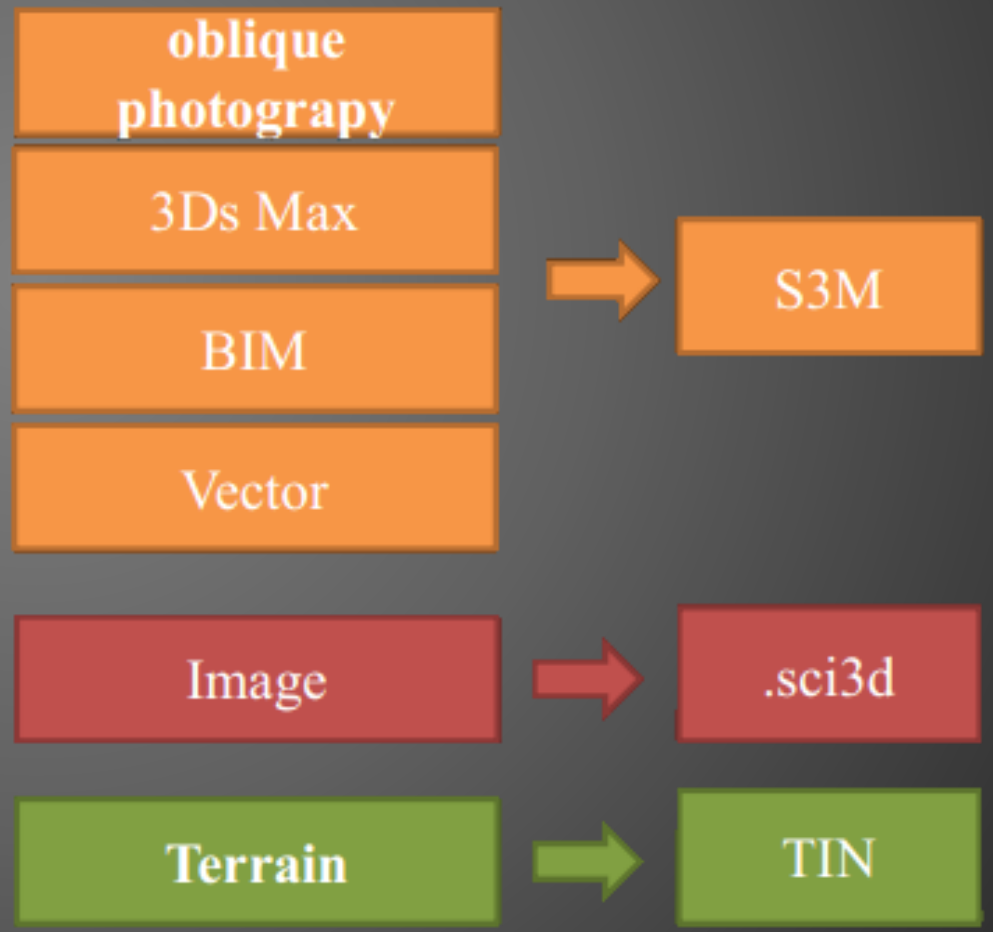


Preparation before development



3D Data producing

- Configure appropriate workspace
  - Generate cache
  - Save workspace



3D service publishing

- 3D service resolution：
  – Service type： REST
  – Service address: for example http://servername:8090/iserver/services/3D-beijing/rest/realspace
  – 3D resources included：
    - datas – acquires 3D data information and 3D data cache
    - scenes –acquires information for all scenes, including the information for layers in the scene
  - symbols – acquires 3D symbol resources

3D servcie publishing

- url addresses required for non-plugin webGL client development kit：

Realization of 3D data loading function

Steps：

1） Includeing a script library
2） Adding container for 3D scene
3） Obtaining 3D scene objects
4） Adding the 3D data to the layer of the scene

Realization of 3D data loading function

1） Include a script library

– Create a project directory-helloWorld

– Copy Build, examples\js folders of SuperMap iClient 3D for WebGL to the project directory

– Open the js\main.js file to modify the reference path for Cesium

```
} else{
        require.config({
                paths: {
                        'Cesium': '../Build/Cesium/Cesium',
                        'Zlib': '../Build/Cesium/Workers/zlib.min'
                },
                shim: {
                        Cesium: {
                                exports: 'Cesium'
                        },
                        Zlib : {
                                exports : 'Zlib'
                        }
                }
        });
```

Realization of 3D data loading function

- 1） Includeing a script library
  - Create HTML file
    - Create a HTML file—helloWorld.html in the project directory
  - The code is as follows:

```
<!DOCTYPE html>
<html>
<head lang= “en” >
   <meta charset= “UTF-8” >
   <meta http-equiv= “x-ua-compatible”  content= “IE=Edge,chrome=1” >
   <title>hello,  world</title>
</head>
<body>
</body>
</html>
```

Realization of 3D data loading function

1） Include a script library

– Add references to script libraries

```
<!DOCTYPE html>
<html>
<head lang= “en” >
   <meta charset= “UTF-8” >
   <meta http-equiv= “x-ua-compatible”  content= “IE=Edge,chrome=1” >
   <title>hello,  world</title>
    <link href="./Build/Cesium/Widgets/widgets.css" rel="stylesheet"/>
    <script type="text/javascript" src="./js/require.min.js" data-main="js/main"></script>
</head>
<body>
</body>
</html>
```

Realization of 3D data loading function

2） Adding container for 3D scene

– Add DIV element

– Instance a Viewer object

```
<!DOCTYPE html>
<html>
<head lang= “en” >
   <meta charset= “UTF-8” >
   <meta http-equiv= “x-ua-compatible”  content= “IE=Edge,chrome=1” >
   <title>hello,  world</title>
   <link href= “./Build/Cesium/Widgets/widgets.css”  rel= “stylesheet” />
   <script type= “text/javascript”  src= “./js/require.min.js”  data-main= “js/main” ></script>
    <script type= “text/javascript” >
       function onload(Cesium){
           var viewer = new Cesium.Viewer(  ‘sceneContainer’  );
       }
    </script>
</head>
<body>
    <div id= “sceneContainer “ style=“width:100%;height:100%”></div>
</body>
</html>
```

Realization of 3D data loading function

3） Obtaining 3D scene objects

```
<!DOCTYPE html>
<html >
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>getting started</title>
<link href="css/widgets.css" rel="stylesheet">
<script type="text/javascript" src="js/require.min.js" data-main="js/main"></script>
<script type="text/javascript">
        var viewer,url;
        function onload(Cesium) {
                viewer = new Cesium.Viewer('cesiumContainer');
                var scene = viewer.scene;
            }
</script>
</head>
<body>
        <div id="cesiumContainer" style="width:100%; height:100%"></div>
</body>
</html>
```

Realization of 3D data loading function

4） Adding the 3D data to the layer of the scene

– Interface: scene --3D scene object

```
scene.addS3MTilesLayerByScp(url, options)
```

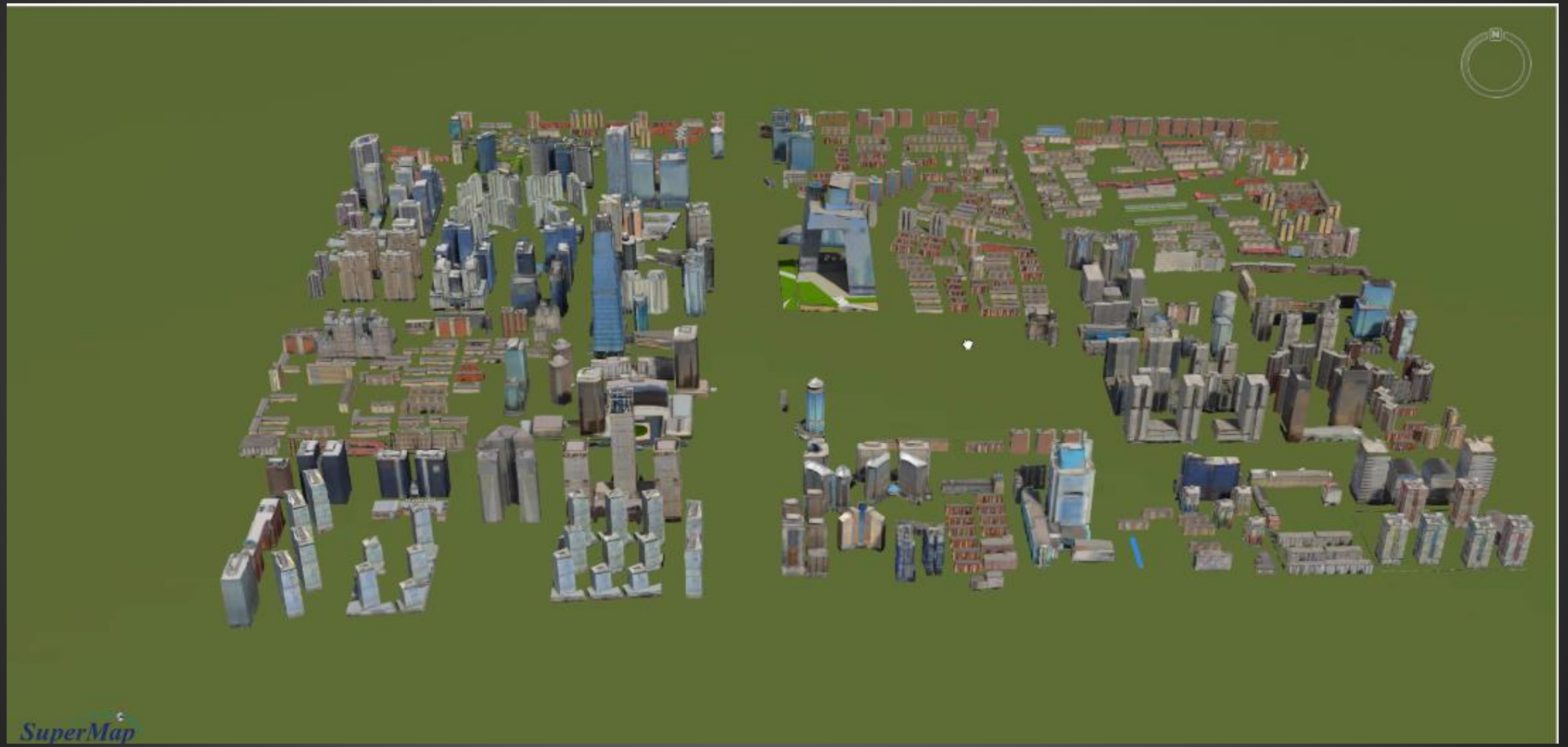
url : http://localhost:8090/iserver/services/3D-CBD/rest/realspace/datas/Building@CBD/config

Realization of 3D data loading function

4） Adding the 3D data to the layer of the scene

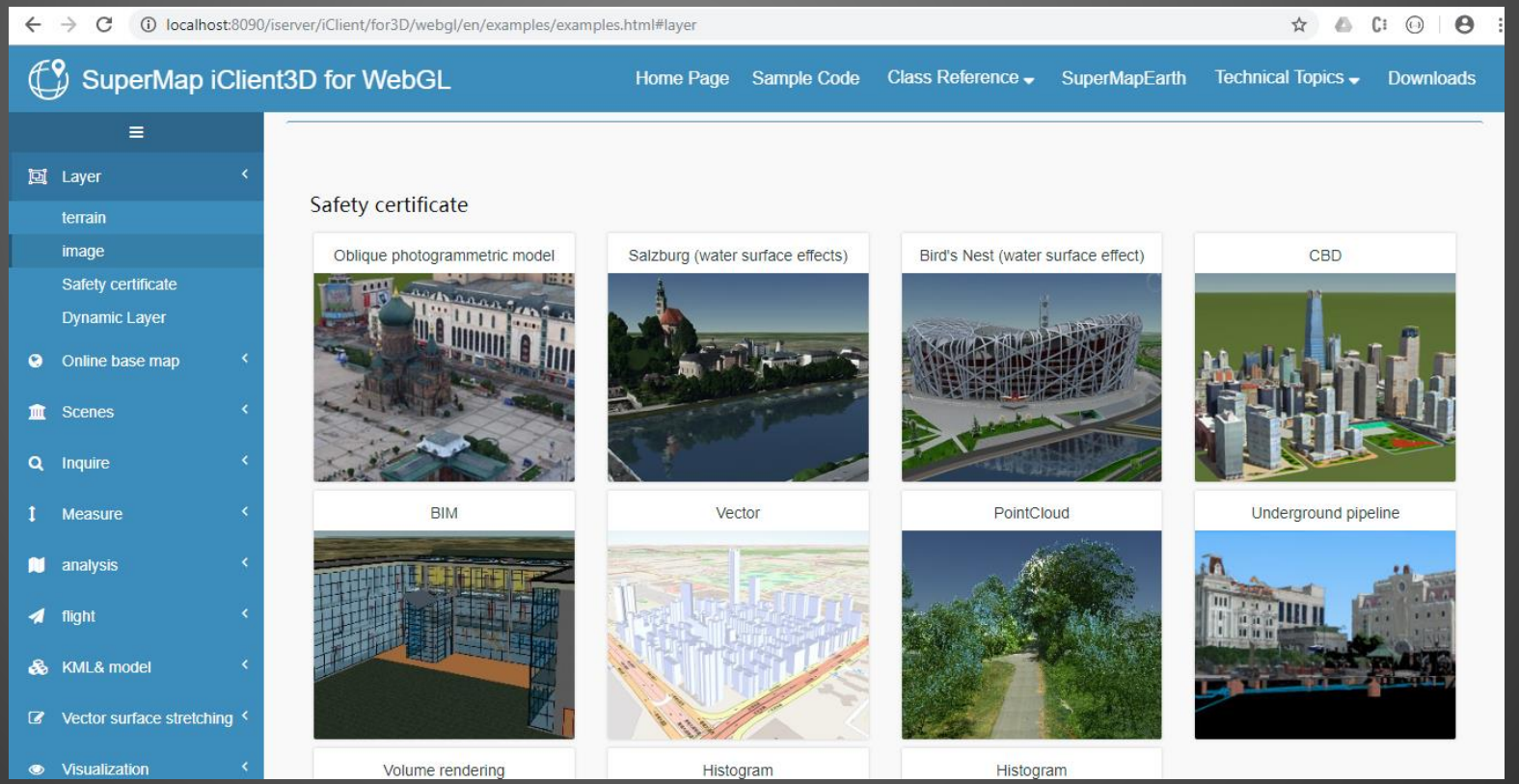
– Interface: scene --3D scene object

```
var viewer,url;
url = "http://localhost:8090/iserver/services/3D-
osgb/rest/realspace/datas/jinjiang/config";
function onload(Cesium) {
        viewer = new Cesium.Viewer('cesiumContainer');
        var scene = viewer.scene;
        var widget = viewer.cesiumWidget;
        try{
              var promise = scene.addS3MTilesLayerByScp(url,{
              name : 'jinjiang'});
              Cesium.when(promise,function(layer){
                scene.camera.setView({
                 destination : Cesium.Cartesian3.fromDegrees(118.548,24.803, 600)
                  });
            },function(e){
                if (widget._showRenderLoopErrors) {
                    var title = 'An error occurred while rendering.  Rendering has stopped.';
                    widget.showErrorPanel(title, undefined, e);
                }
            });
        }
```


SuperMap

Explore Local iCLient for WebGL Samples

1. Start iServer
2. Open url http://localhost:8090/SuperMap_iClient3D_10i_for_WebGL_EN/index.html



SuperMap

Thank you