

SuperMap iObjects .NET Development Basics

SuperMap Software Co., Ltd.

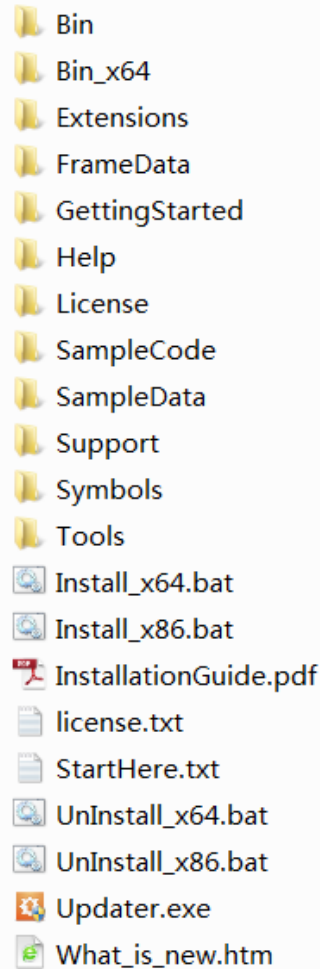
Main Contents

- Use of Help Resources
- Review of Concepts of SuperMap GIS
- Object Structure Overview

Use of Help Resources

- Installation Directory
- Help Document
- Sample Code

Installation Directory



A screenshot of a file explorer window showing the contents of an installation directory. The files and folders are listed in a single column. Folders are represented by yellow folder icons, and files by their respective icons (e.g., .bat files have a blue icon, .pdf has a red icon, .txt has a white icon, .exe has a red icon, and .htm has a green icon).

- Bin
- Bin_x64
- Extensions
- FrameData
- GettingStarted
- Help
- License
- SampleCode
- SampleData
- Support
- Symbols
- Tools
- Install_x64.bat
- Install_x86.bat
- InstallationGuide.pdf
- license.txt
- StartHere.txt
- UnInstall_x64.bat
- UnInstall_x86.bat
- Updater.exe
- What_is_new.htm

- Bin/Bin_x64: SuperMap iObjects .NET system, various dynamic libraries and language packs.
- FrameData : 3D framework data offered by the product.
- GettingStarted: Code for the Getting Started program.
- Help: Online help, and documents of Hxs and other formats.
- License: License declaration files for dependent third party libraries.
- SampleCode: Sample code programs.
- SampleData: Sample data served as the operation data for sample programs and the Getting Started program.
- Support: Visual C++ 2008 redistributable package, .NET Framework 4.0.
- Tools: Auxiliary tools, such as DEPENDS.EXE used to view dependencies between dynamic link libraries, the integration tools for development environments, the registration tool for the help document, and so on.

Help Document

SuperMap iObjects .NET Online Help

Hide Locate Back Forward Stop Refresh Home Print Options

Contents Index Search Favorites

- Welcome to SuperMap iObjects .Net
- Reading Guide
- Legal Statement
- What's new
- Technical Support
- Install Guide
- Getting Started
- Product Introduction
- Developer Guide
- Control Introduction
- Sample Code Introduction
- FAQ
- SuperMap iObjects .NET Programming Reference

SuperMap iObjects .NET 9D

Ordinary Rendering

Hill Shadow

New Hill shadow function

Make ordinary rendering more stereoscopic and terrain features more forward.

New Features

Getting Started

You can quickly master the basic principle of developing based on SuperMap iObjects .NET components, and use the SuperMap iObjects .NET components to develop applications.

Details

Developer Guide

The developer guide includes information on the developing environment, integration of product and Visual Studio of SuperMap iObject .NET, and the object model diagrams. Some distribution and deployment for the developing is also provided.

Details

Quick Links

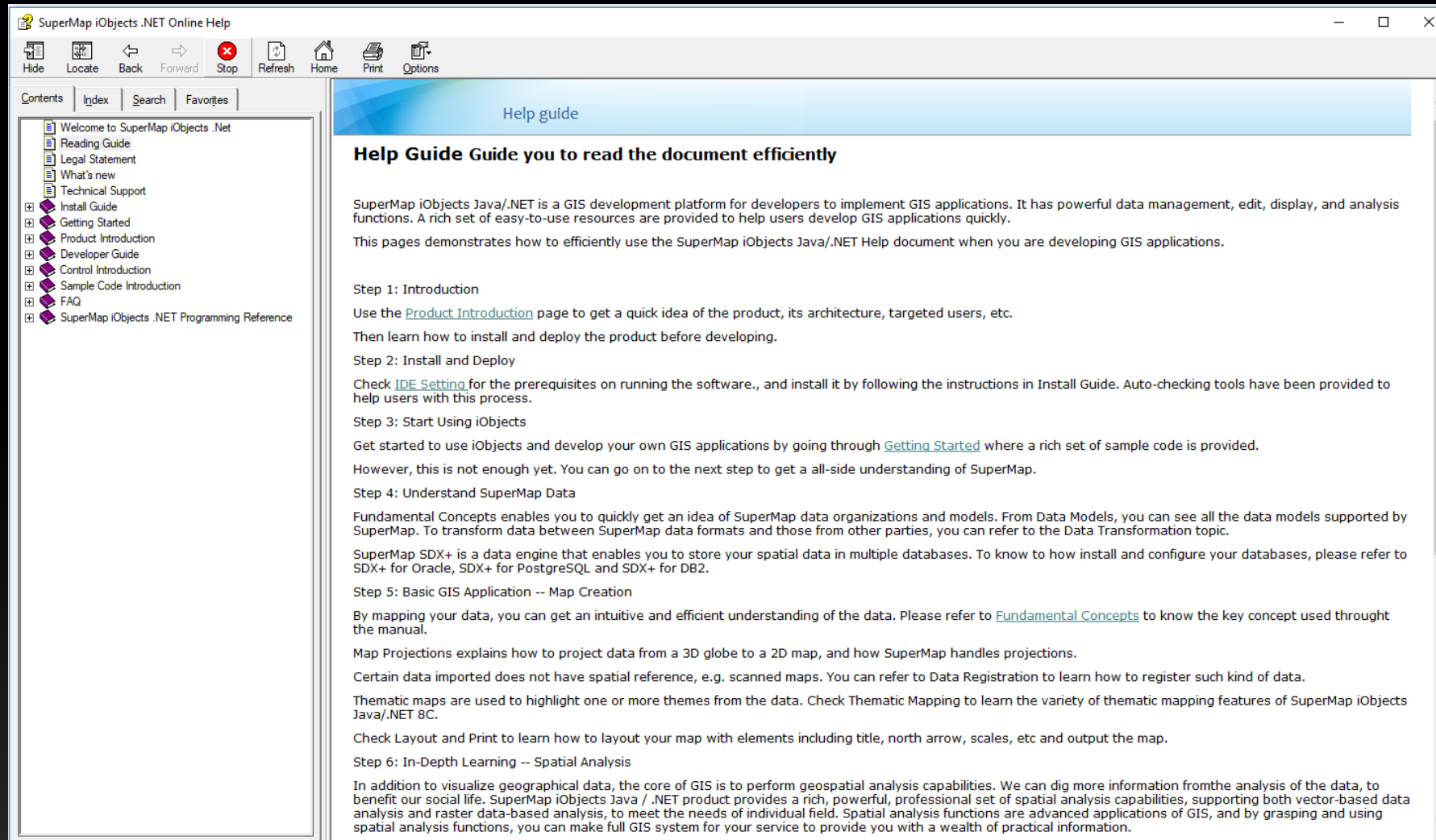
Introduction

Sample Code

FAQ

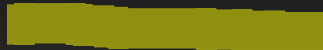
Download Center

Guide of Help Document



Replacements for Obsolete APIs

	Name	Description
	Build	Builds the vector cache.
	BuildTexture	Obsolete. Create texture image according to the index path and the hierarchy.
	BuildToFile	Generates OSGB format based on point-cloud data.
	BuildWithoutConfigFile	Builds vector cache for vector data. The vector cache setting file will not be built by this method.
	ComputeFileName	Obsolete. Gets the file list specified by the Bounds, Level and OutputFolder of this instance. The filename is absolute path.
	ComputeLevel	Obsolete. Computes the appropriate count of the cache level for the dataset.
	Dispose	Releases all resources that the object occupies.
	FromConfigFile	Imports the cache file and specify the properties according to the configuration file.
	GetIntensionFieldName	Gets the field name to generate cache.
	SetIntensionFieldName	Sets the field and field type of the point-cloud cache.
	ToConfigFile	Outputs the properties of the object to the specified file. The suffix the file is .scv.

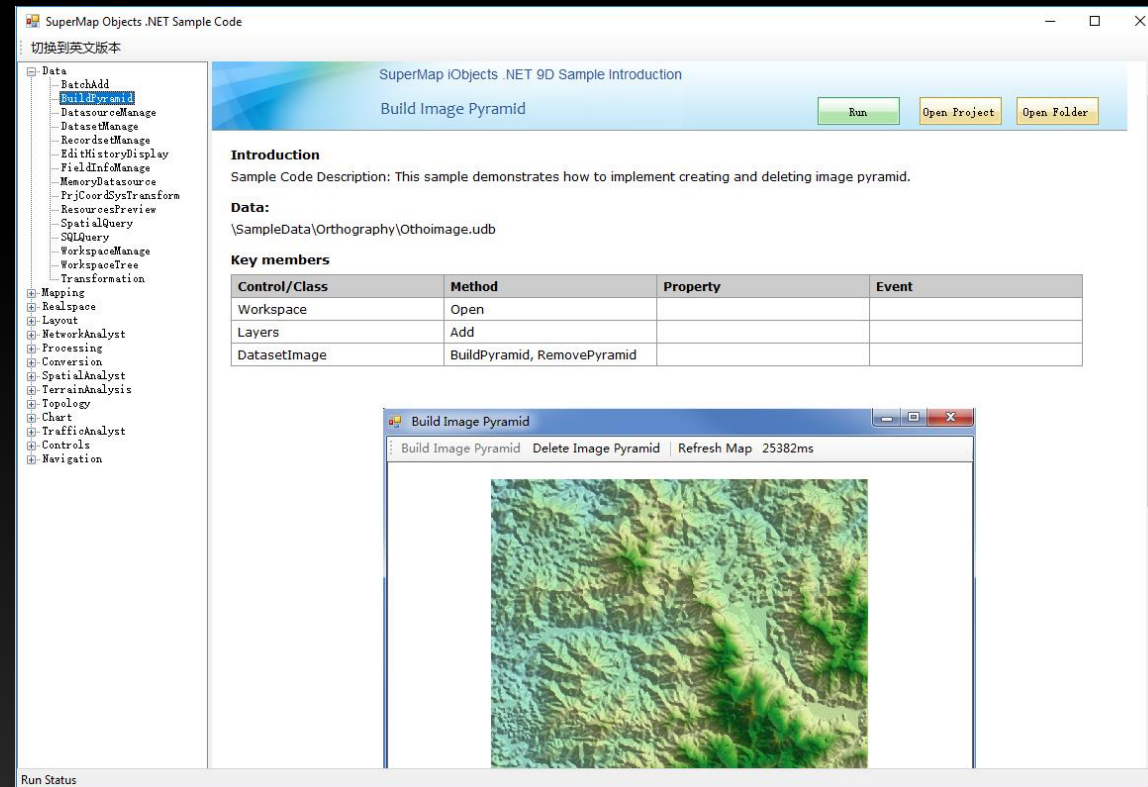


Units for All Numeric Values

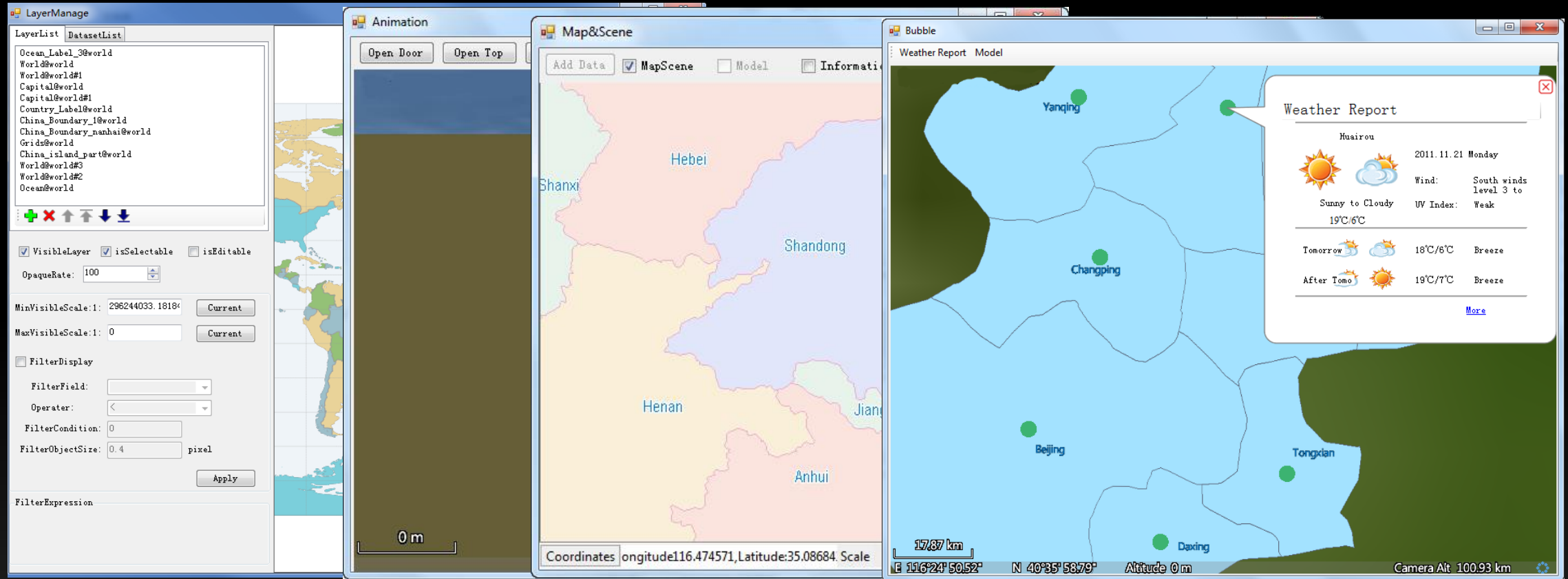
	FillOpaqueRate	The fill opacity. The value ranges from 0 to 100, with 0 indicating fully transparent and 100 indicating fully opaque. Values less than 0 and greater than 100 will be taken as 0 and 100 respectively.
	FillSymbolID	The ID of the fill symbol. It is used to uniquely identify the fill symbol.
	LineColor	The color of the line symbol or marker symbol.
	LineSymbolID	The ID of the line symbol. It is used to uniquely identify the line symbol.
	LineWidth	Gets or sets the width of the line symbol, and the unit is millimeter and accurate to 0.1 millimeter.
	MarkerAngle	Gets or sets the rotation angle of the marker symbol. The rotation direction is anticlockwise and the unit is degree. The rotation angle is accurate to 0.1 degrees. This angle can be used as fill symbol rotation in common fill style.
	MarkerSize	Gets or sets the size of the marker symbol. The unit is millimeters and the accuracy is 0.1 millimeters.
	MarkerSymbolID	The ID of the marker symbol. It is used to uniquely identify the marker symbol.

Sample Code

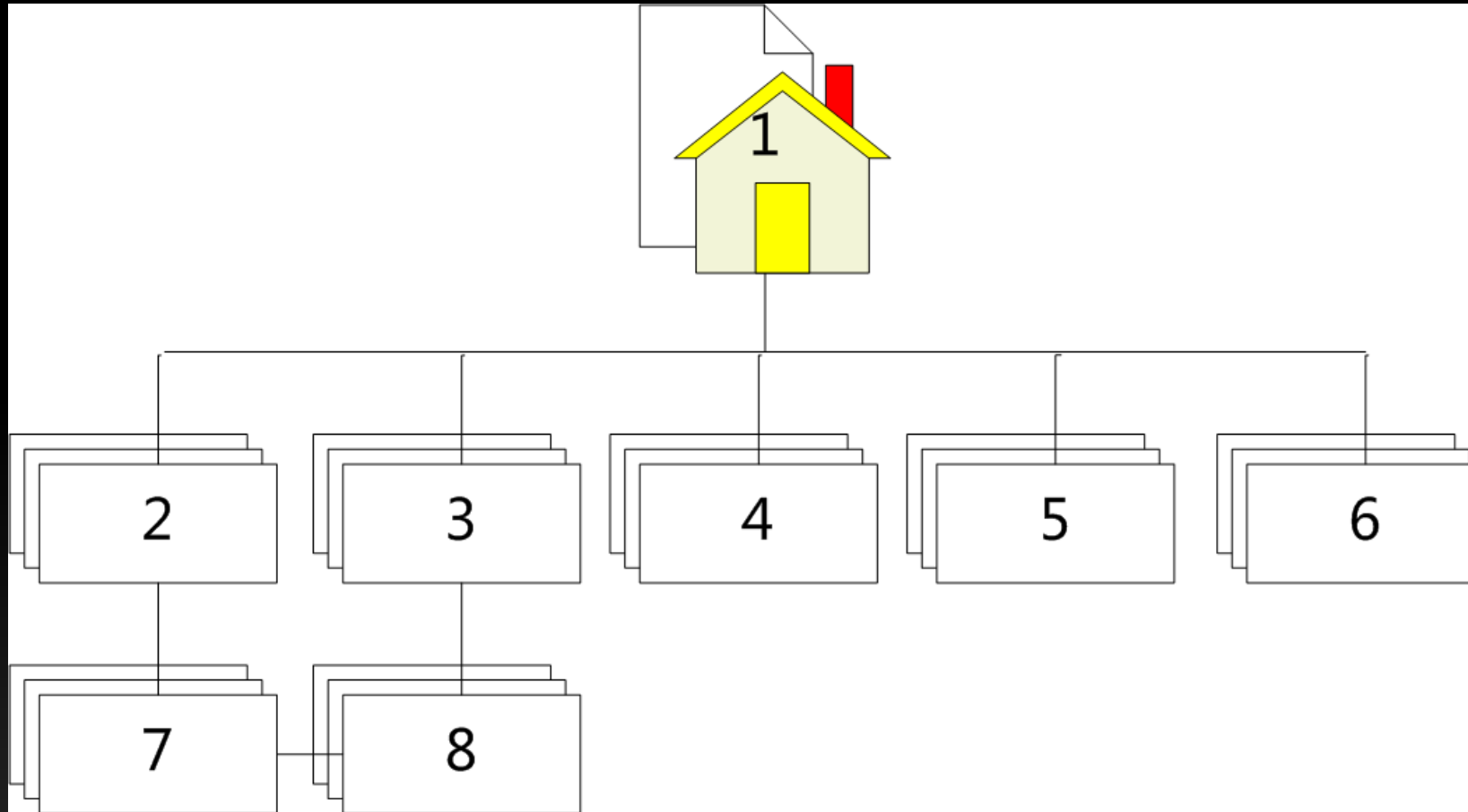
- The SampleCode folder under the product installation directory
 - SuperMap\iObjects .NET 9D\SampleCode\ Startup.exe



Sample Code



Review of Concepts of SuperMap GIS



Workspace

Datasource

Map

Layout

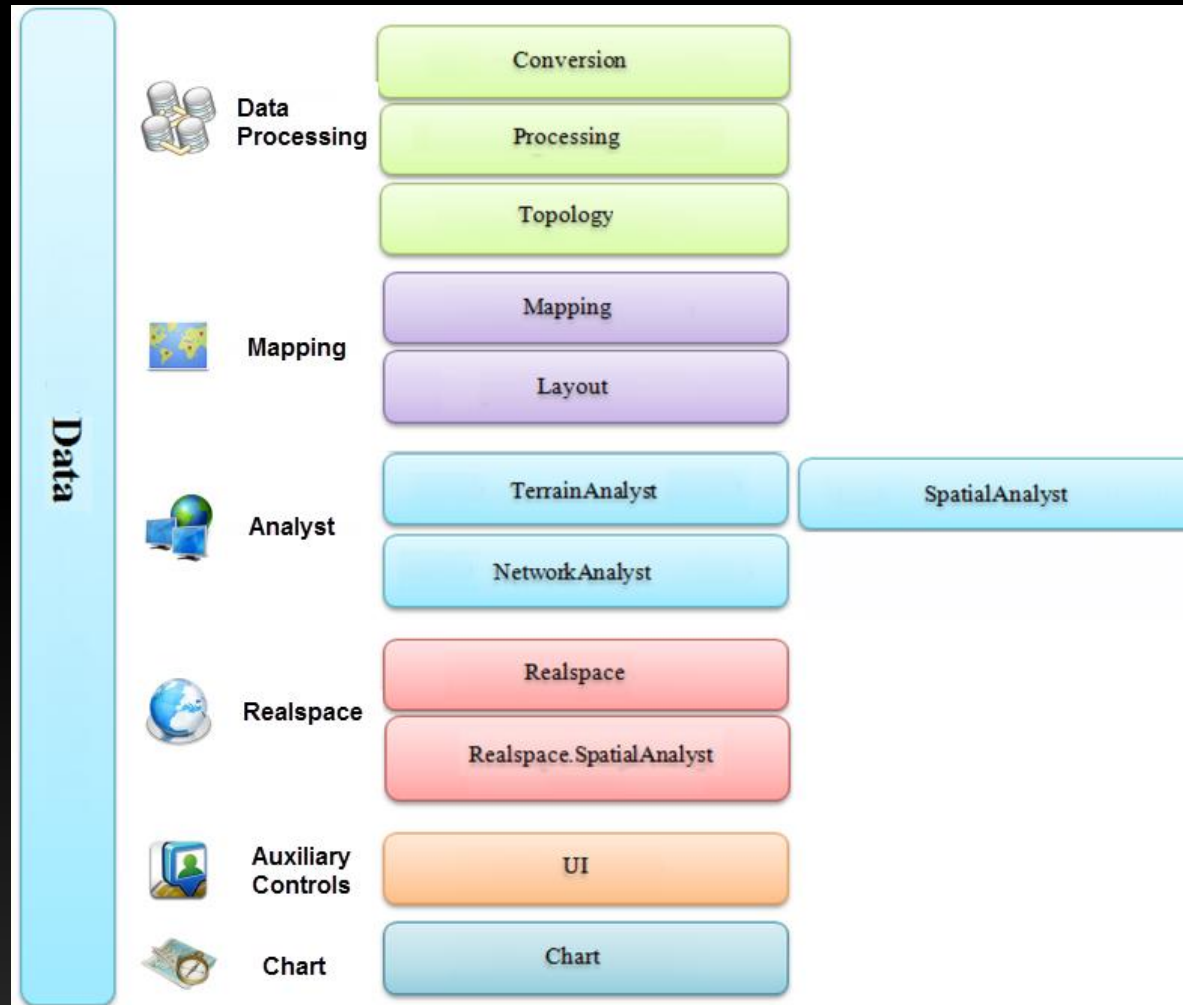
Resources

Scene

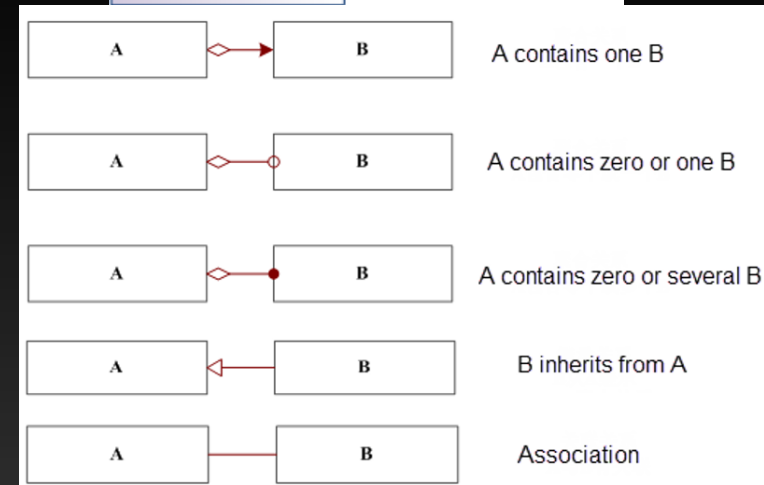
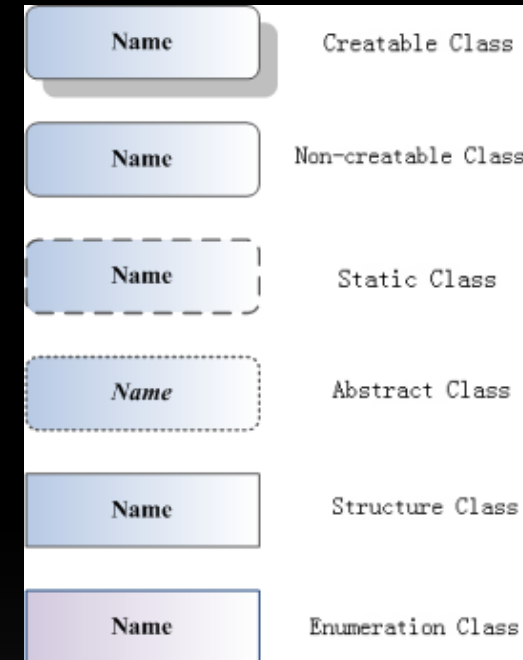
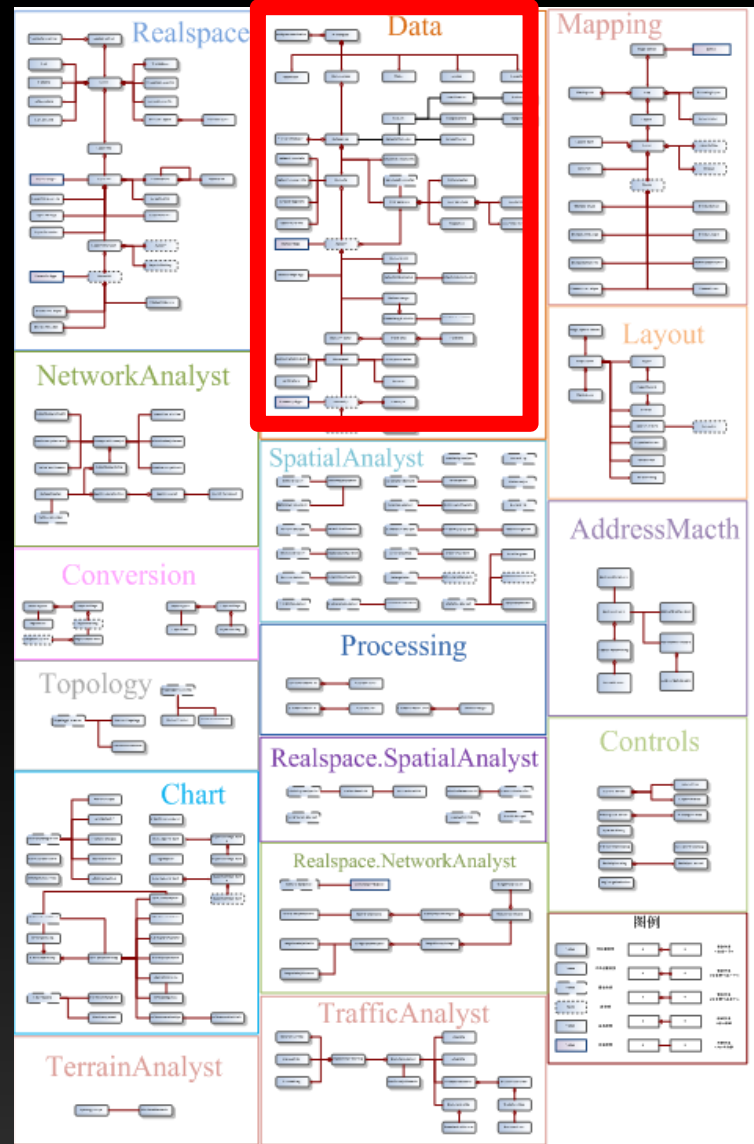
Dataset

Layer

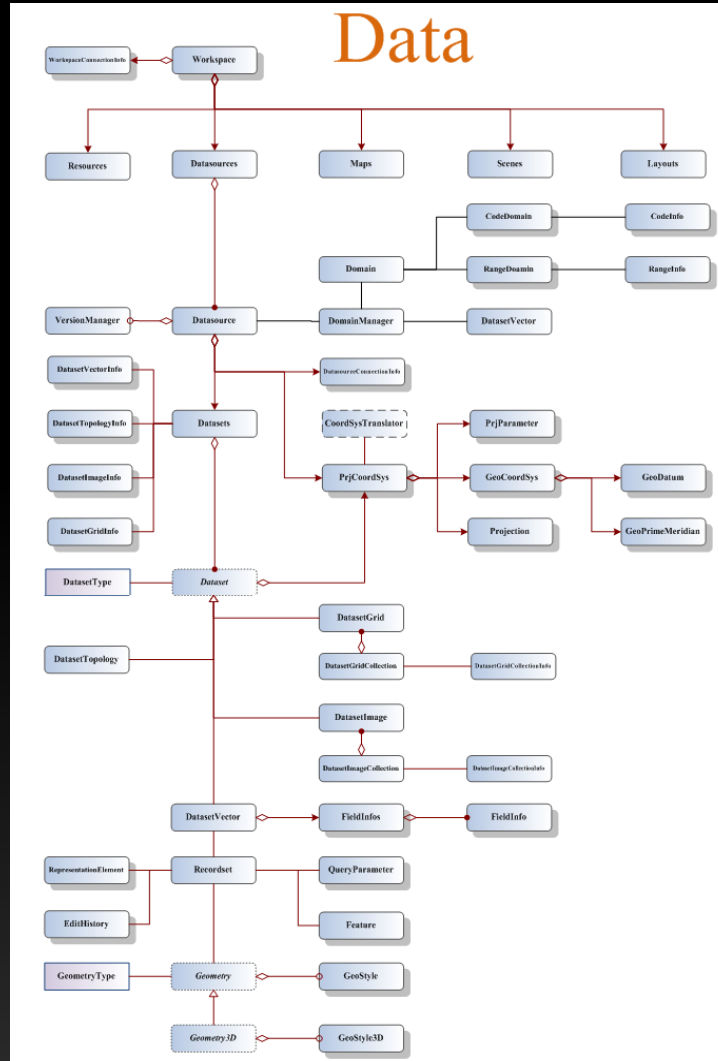
Object Structure Overview (1)



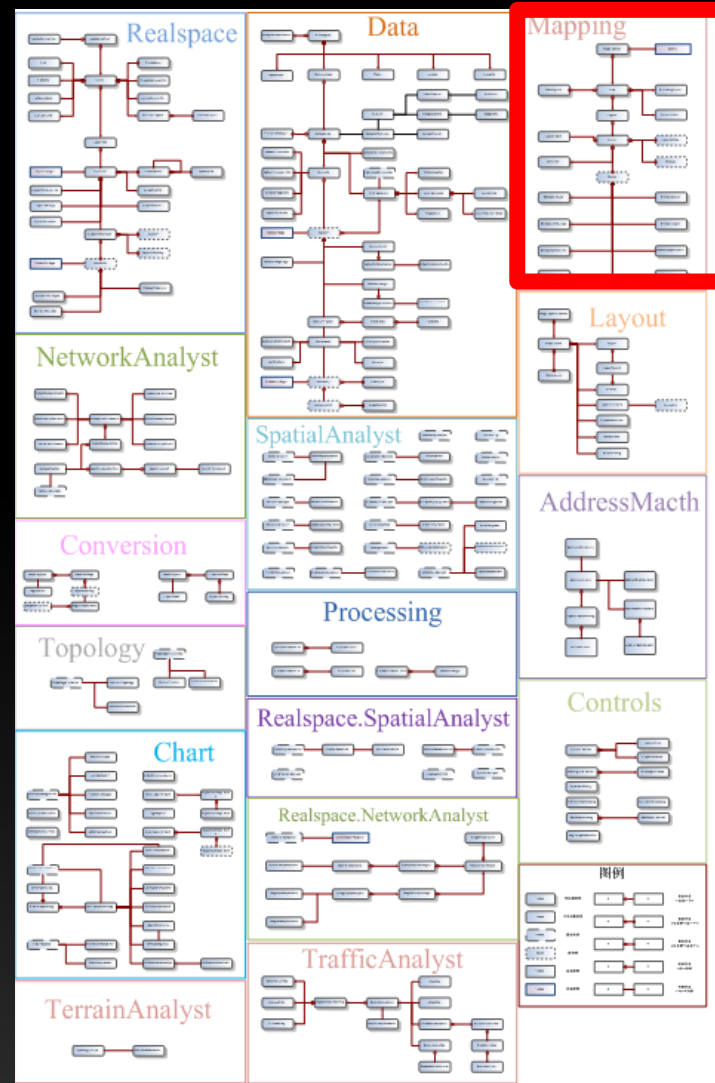
Object Structure Overview (2): OSD



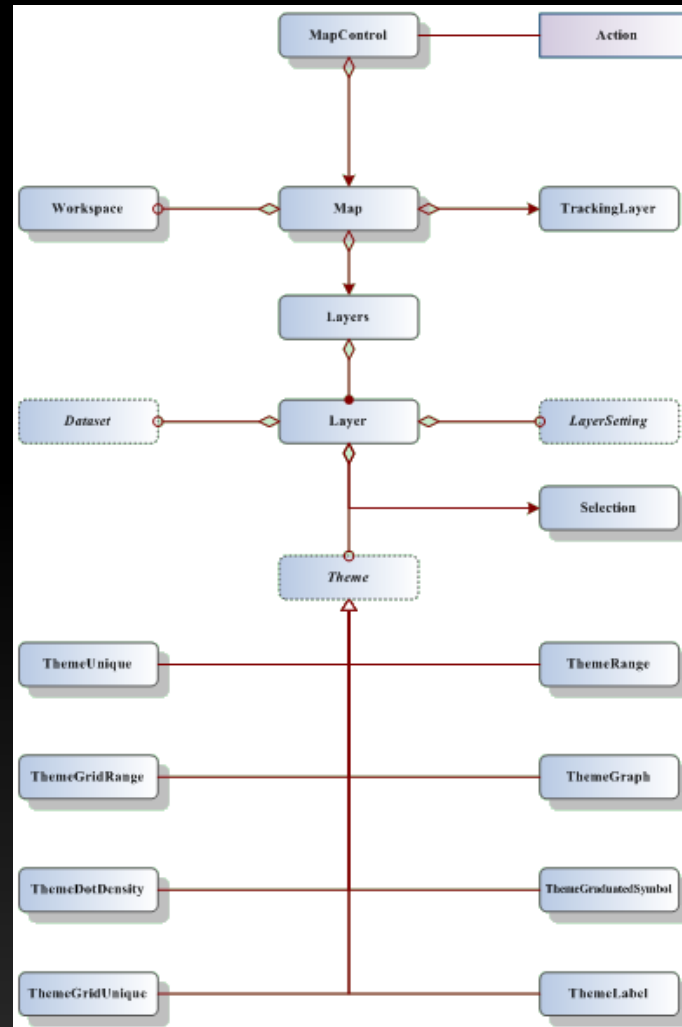
Data Module



Object Structure Overview (2): OSD



Mapping Module





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Thanks!

