

# Getting Started with SuperMap iServer

SuperMap Software Co., Ltd.

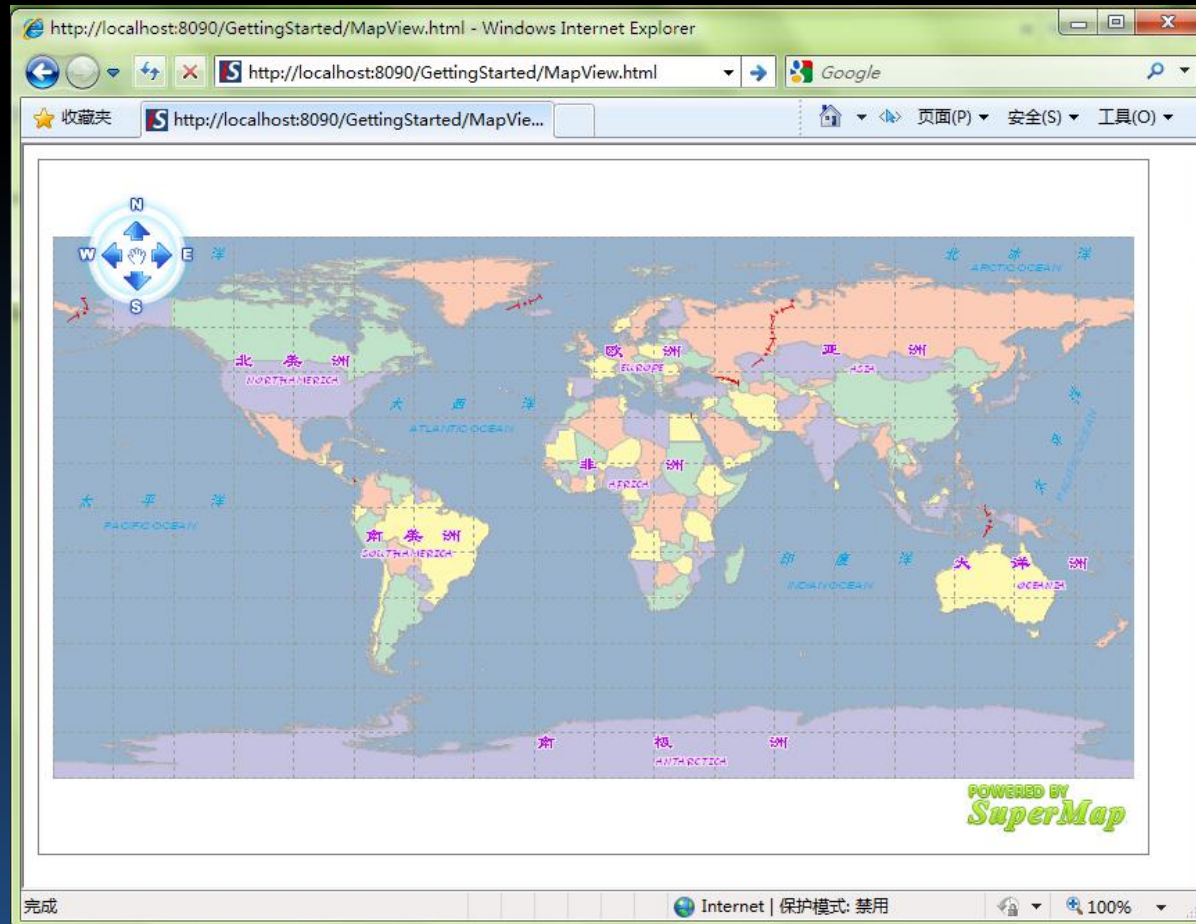


# Main Contents

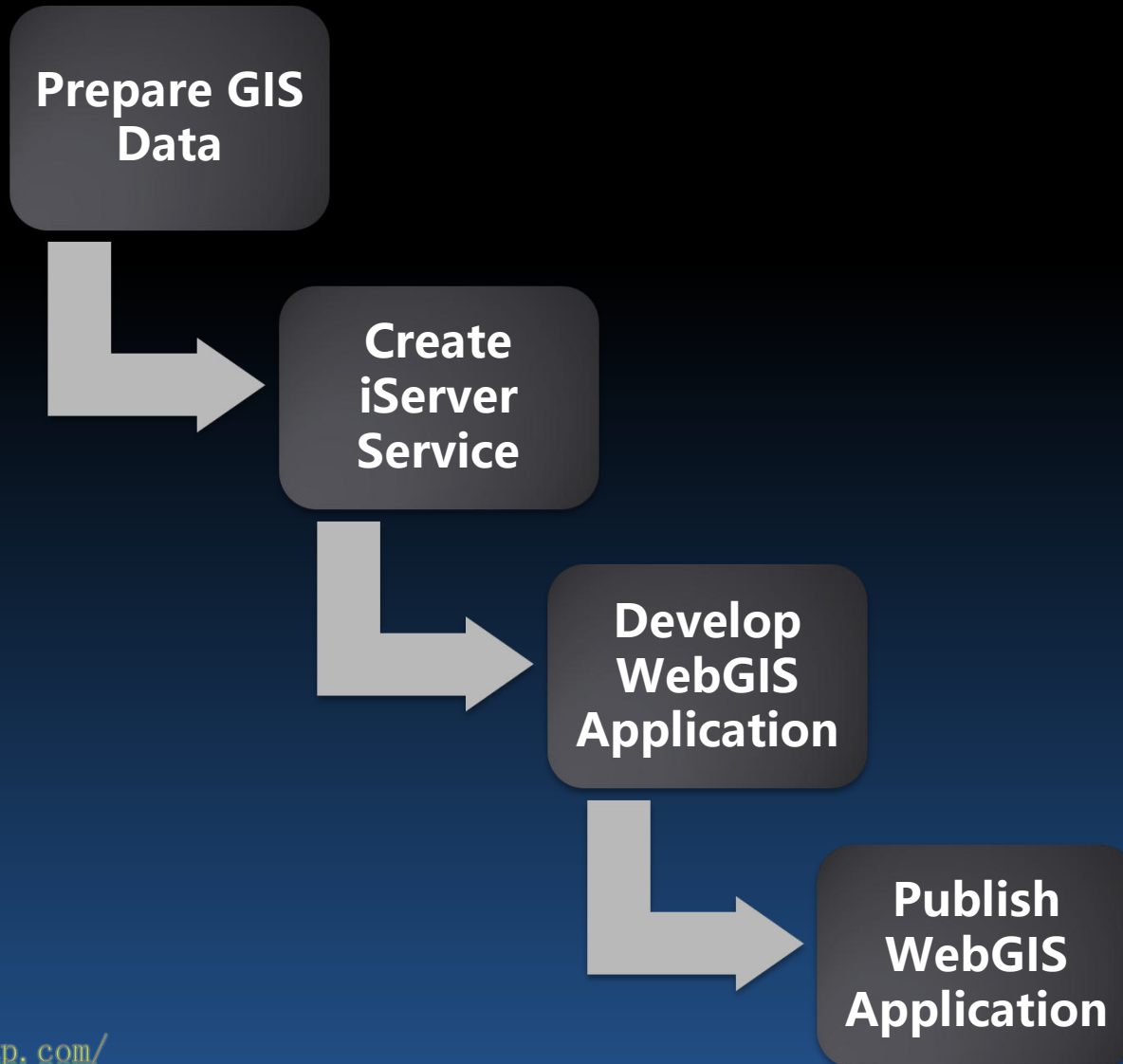
- **Publish GIS data through the internet and browse the published data from the client side**

# Target

- Publish a web system for map browsing

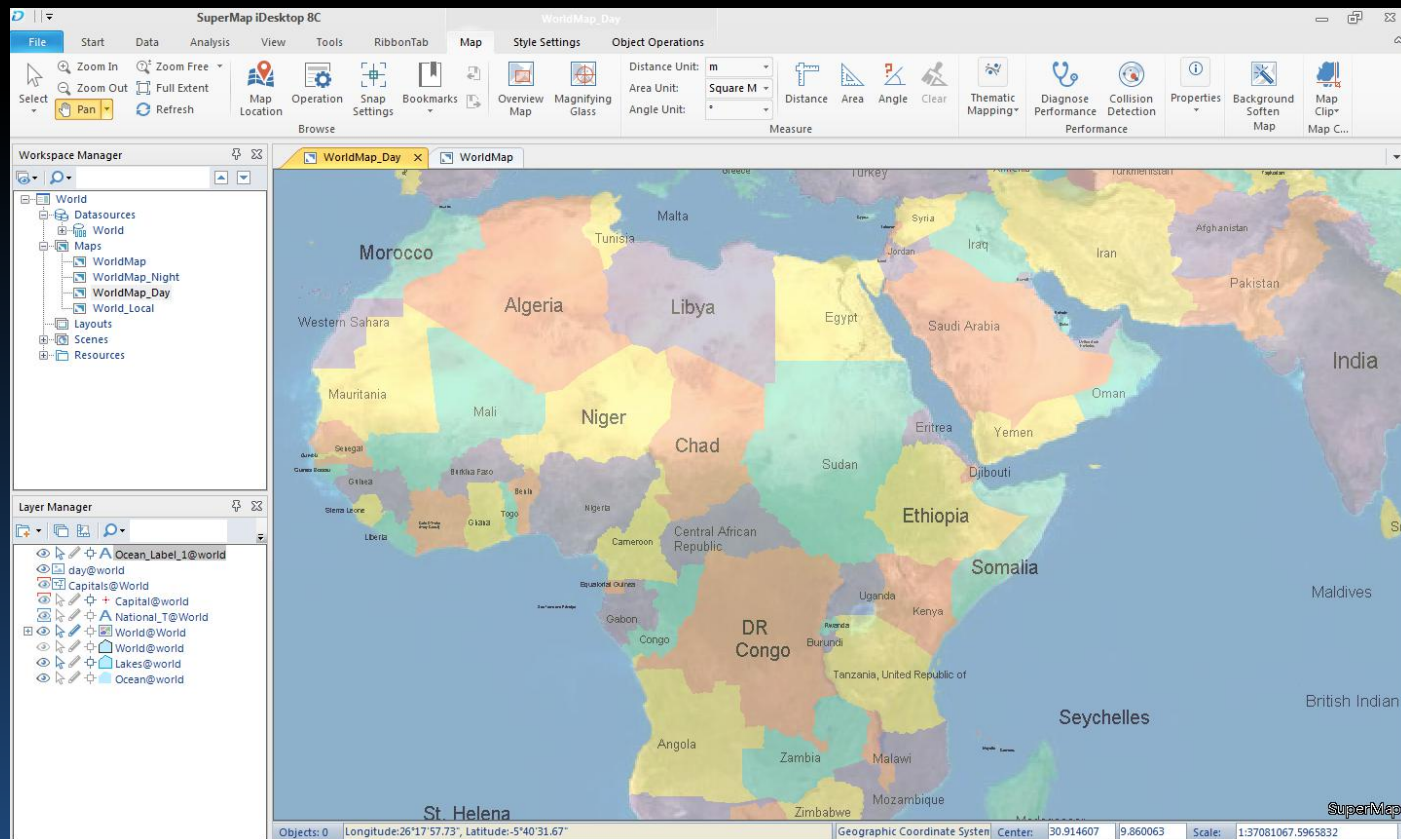


# Steps



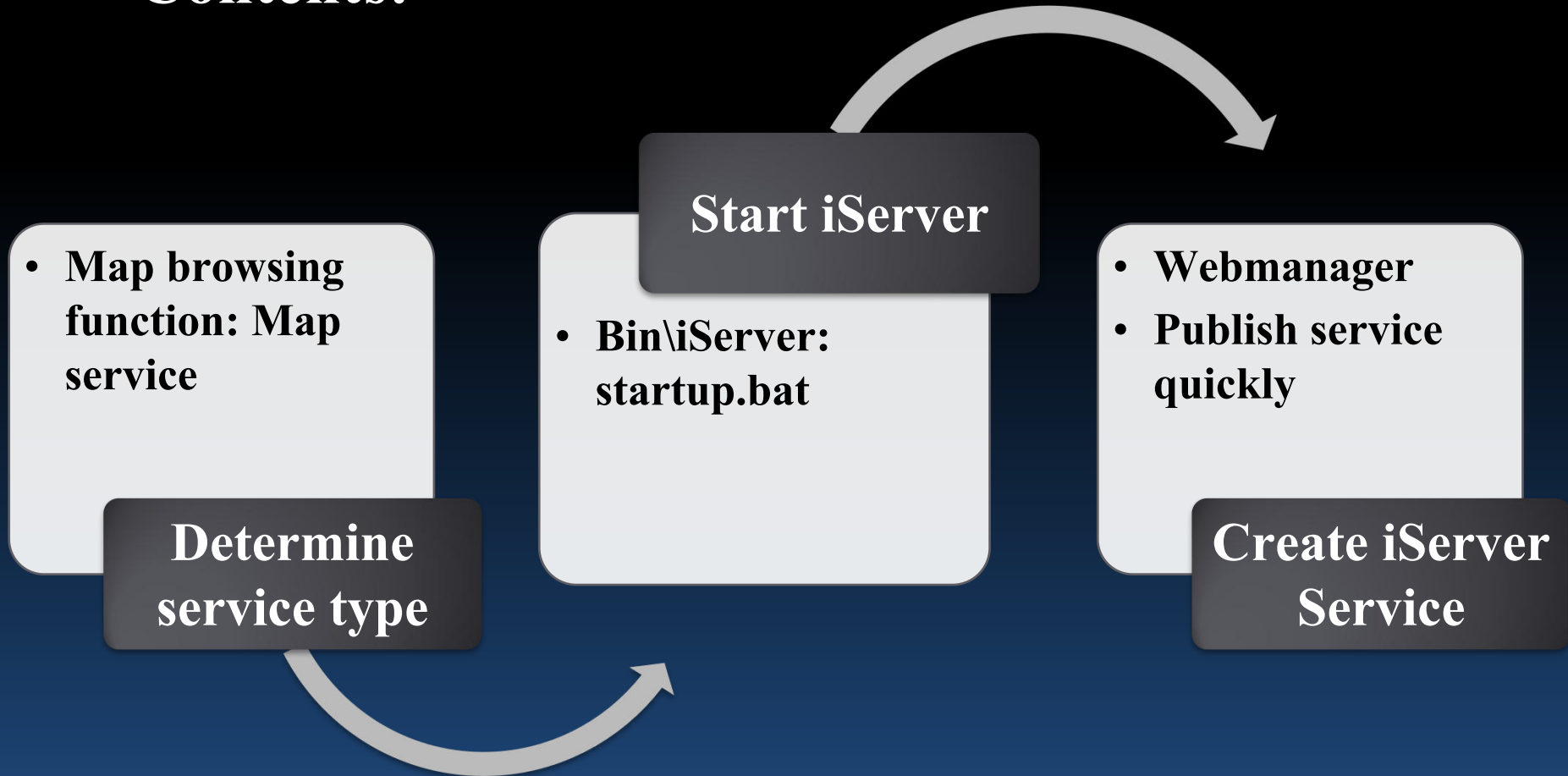
# Step 1: Prepare Data

- Prepare Data with SuperMap iDesktop



# Step 2: Create iServer Service

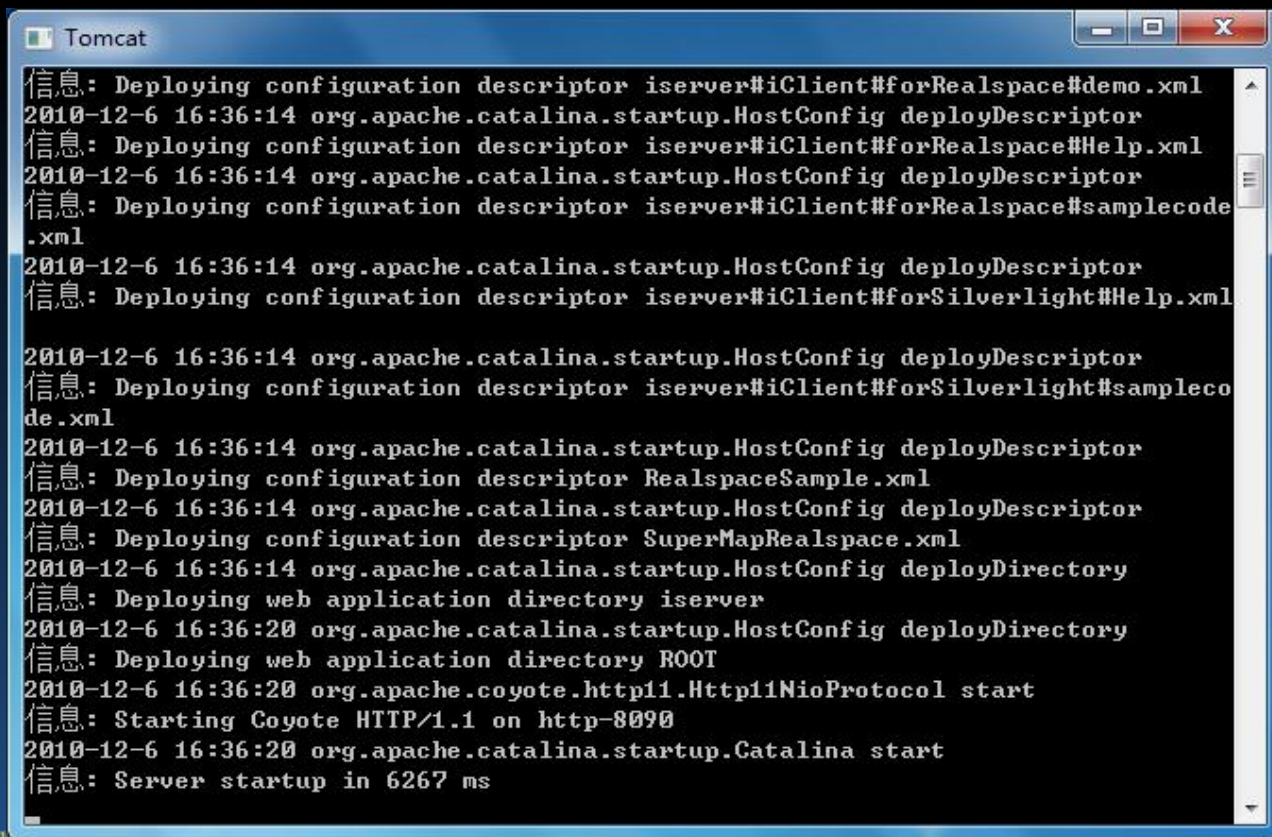
- **Contents:**





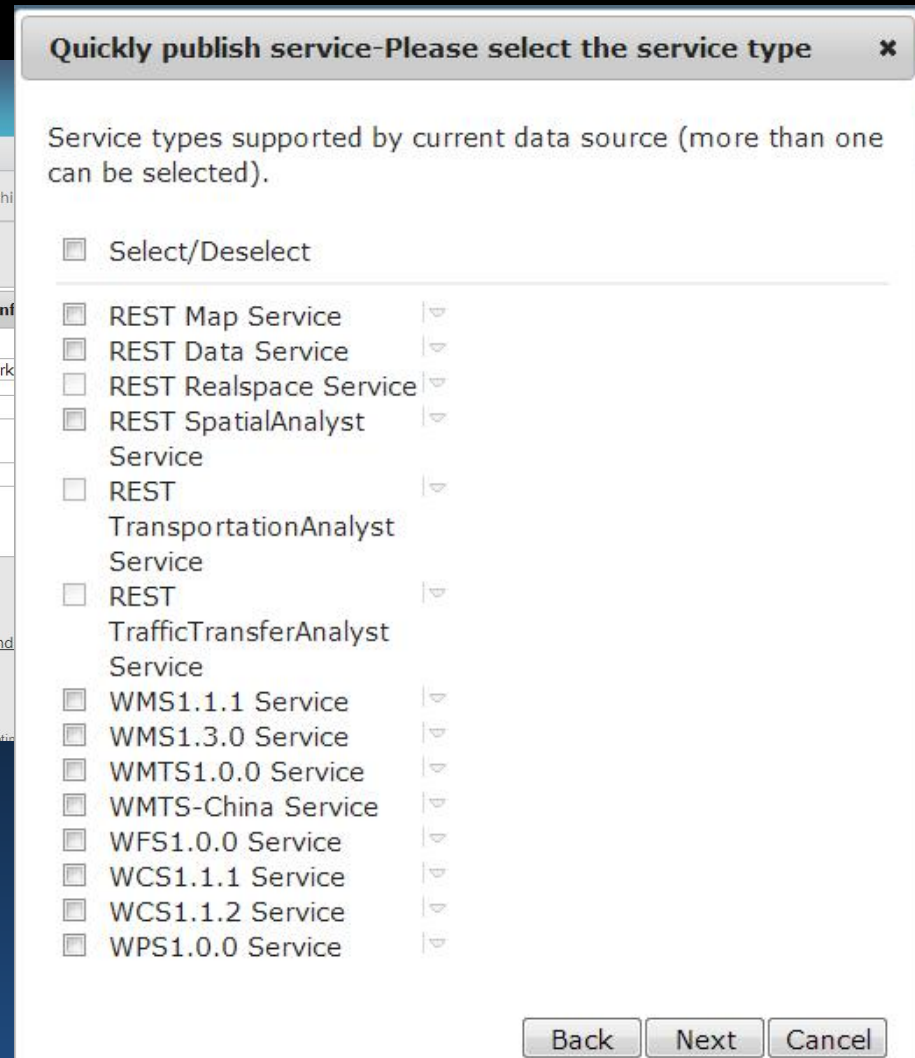
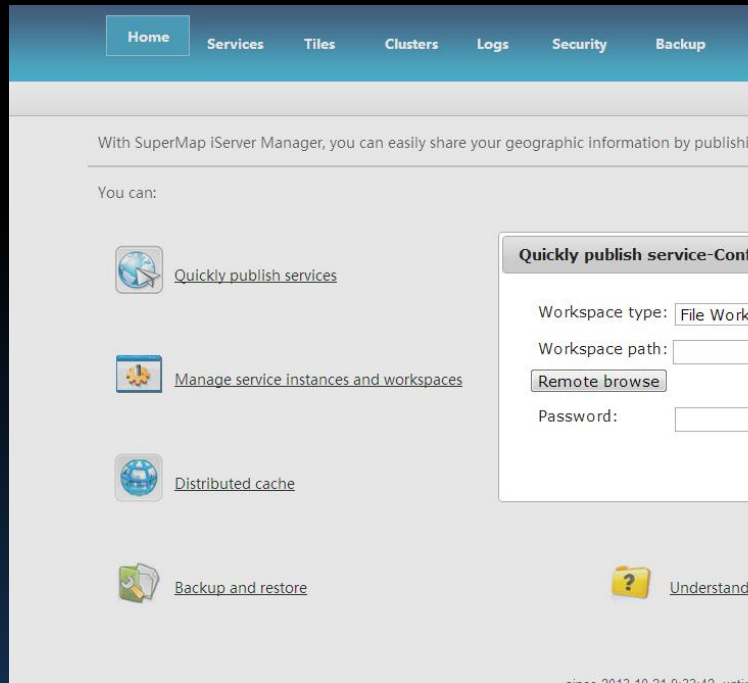
# Step 2: Create iServer Service

- Start iServer
  - Bin\startup.bat

A screenshot of a Windows command window titled "Tomcat". The window displays the output of the startup.bat script, showing the deployment of various configuration descriptors and the start of the web application directory. The text is in Chinese and English, with timestamps indicating the sequence of events.

```
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#sampleco
de.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 browser has three tabs: 'Welcome to SuperMap iServer ...', 'SuperMap iServer Manager', and 'SuperMap iServer REST API'. The page header features the 'iServer' logo, a search bar with 'resourceID' as the placeholder, and a navigation menu with 'supermap', 'Token', 'Help', and a language dropdown set to 'English'. Below the header is a 'home' link.

The main content area is titled 'maps'. It contains a 'Description:' section stating: '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.'

Below the description is a 'Maps:' section with a list of map types and their supported clients:

| Maps:                          |                                                                                                                                    |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">WorldMap_Day</a>   | View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com |
| <a href="#">WorldMap</a>       | View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com |
| <a href="#">WorldMap_Night</a> | View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com |
| <a href="#">World Map</a>      | View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com |
| <a href="#">World</a>          | View with iClient for Flash , for Flash3D , for JavaScript (with Vector Tile) , for Silverlight , SuperMapCloud.com , Tianditu.com |

To the right of the map list, there are two sections: 'HTTP methods' with links for 'GET' and 'HEAD', and 'Output formats' with links for 'xml', 'json', 'fastjson', 'rjson', 'html', and 'jsonp'.

At the bottom of the page, a footer states: '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

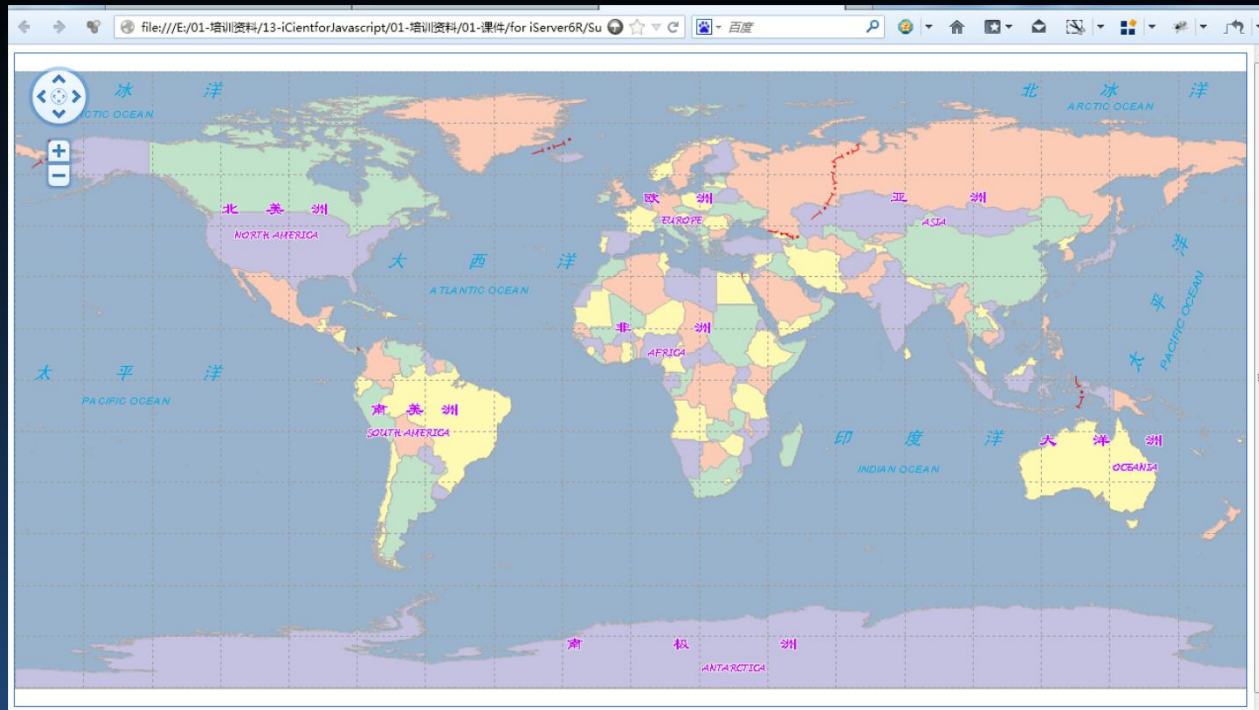
```
<head>

.....
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

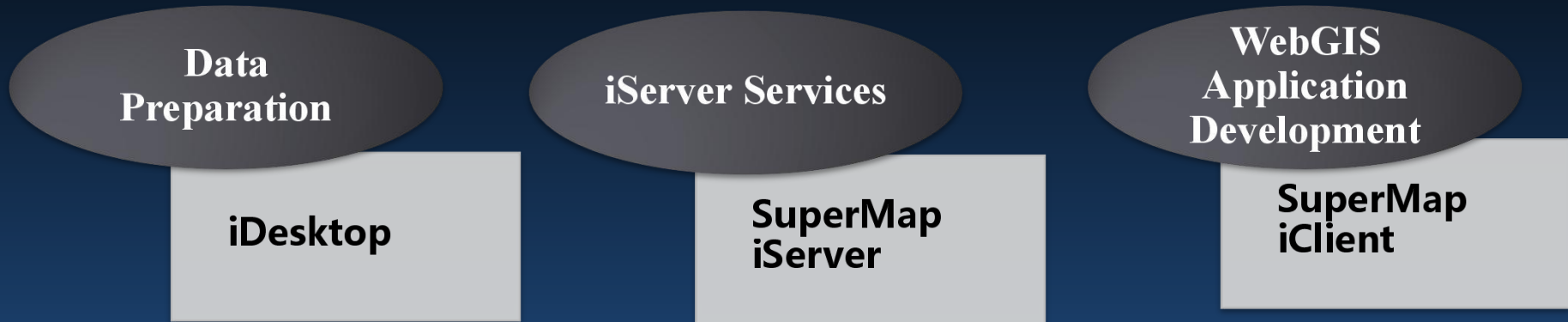
- **Browse the map**
  - <http://localhost:8090/GettingStarted/GettingStarted.html>



- **3 Elements for WebGIS Application Development**



- **Software Involved**



# Thank You!

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