

SuperMap Earth Functionality

Log in SuperMap Account

Click the icon  on the top right to log in. You can use your existing SuperMap Online or Dituhui account or **register an account**.



The login dialog box is titled "登录超图账号" (Login SuperMap Account) with a close button (X) in the top right corner. It contains two input fields: the first is for "邮箱或昵称" (Email or Nickname) with a user icon, and the second is for the password with a lock icon. Below the password field, there is a link "忘记密码" (Forgot Password) and a note "地图慧账户可直接登录" (MapHui account can log in directly). A large green button labeled "登录" (Login) is positioned below the input fields. At the bottom left, there are icons for WeChat and QQ. At the bottom right, there is a link "没有账号?马上注册" (No account? Register now) with a right-pointing arrow.

Figure 1 Login Dialog Box

After you log in, you can click the icon  to display the account information. Functions including Save and Upload Data have been added.



Figure 2 User Info



Tips:

- If you log in an anonymous way, the functions including Save and Upload Data will not be available. You can register to experience more features.

Saving a Workspace

Click the Save button to save the current scene and layers so that SuperMap Earth will load them next time when you log in.

Upload Data

Click the Upload Data button and go to the My Data page of

SuperMap Online. Click  to upload data.

Figure 3 Upload Data Dialog Box

Click the button to navigate to your computer and select any zipped workspace file. You must check to agree the **SuperMap Online GIS User Agreement** before clicking OK to upload your data.



Tips:

- Only data in .zip format is supported. So you must zip your file before uploading.
- You can save a thumbnail image for the scene to the folder. SuperMap Online will show the thumbnail images for scenes and it will help you distinguish between different scenes.

Add Layers

Click the  icon to add layers. You can add layers in any of the following ways:

- SuperMap Cloud
- Service Address
- Local KML File

SuperMap Cloud

Click the SuperMap Cloud tab and you can select any 3D scene from SuperMap Online and display it in SuperMap Earth.

Click the thumbnail of any scene and fly to the layers and display the scene. Also layer services will be added to the layer list.



Figure 4 Add Layer from SuperMap Cloud



Tips:

- If you log in an anonymous way, you can only access the Public Service layers from SuperMap Cloud.
- If you log in using your SuperMap account, besides the public services, you will also be able to select private layer services from My Contents drop-down list. You can [Upload Data](#) to your contents.

Service Address

Click the tab to input the URL address to add a 3D scene published by your SuperMap iServer. SuperMap Earth supports layers of the following types:

- S3M Layer
- Image Layer
- SCT Terrain Layer

An S3M layer is a SuperMap 3D Model layer. SuperMap Earth uses the S3M layer service to load oblique imagery, BIM, fine models, LIDAR data, etc.

Click to select any layer service type and input the URL address and layer name. Click OK. Then you will fly to that layer and display the scene. Also that layer service will be added to the layer list.



Figure 5 Input URL

Local KML File

Click the tab to add a KML file by navigating to your local drive. SuperMap Earth will display the KML file and it will be added to the layer list.



Figure 6 Load Local KML File

Online Basemap Service

Click the  icon on the toolbar and show the list of online base maps. The following base maps are supported by SuperMap Earth:

- Bing Maps
- Tianditu
- OpenStreetMap
- STK Terrain

Click to add any base map to your SuperMap Earth.

Add Marker

Click the  icon on the toolbar to add a marker at a certain location. A dialog box will be displayed for you to add a marker.



Figure 7 Add Marker

Input the marker name and description; click the  icon and the marker will be displayed in the scene, also the marker will be added to the list of layers. You can click the  icon not to add any marker.



Tips:

- Adding markers will help you view the scenes at certain locations quickly.
- Method: Double click the marker in the list and the camera will quickly move to the marker place.

Search

Move your cursor to the  icon on the top right and input the place name in the box. Click the  icon to search and once the result is found, the camera will move to that place.

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