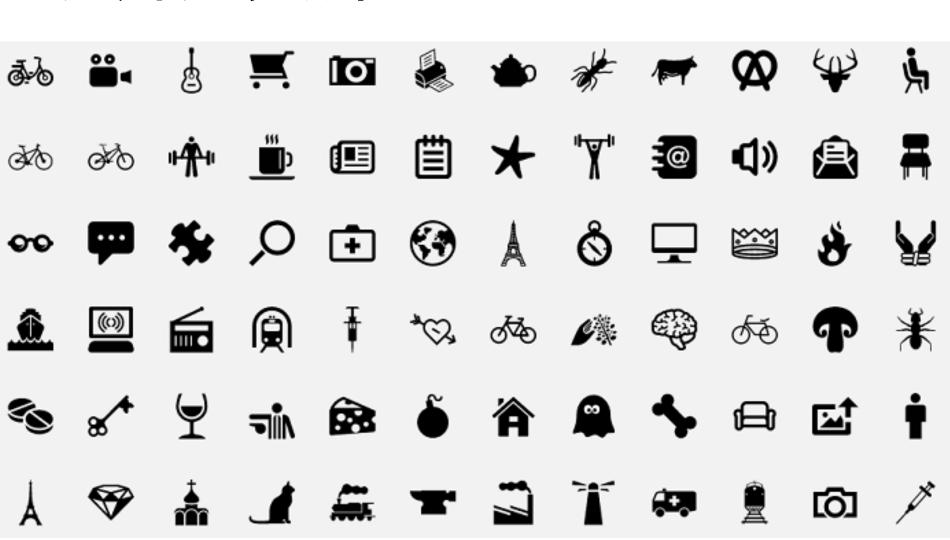


第三课 自定义AnnotationView

## 抛弃大头针



## 目录

- 了解AnnotationView
- 自定义AnnotationView
- 自定义弹出气泡

## 了解AnnotationView

#### **MAAnnotationView**

#### 用于在地图上显示标记

#### 重要属性

```
/*!
@brief 关联的annotation
@property (nonatomic, strong) id <MAAnnotation> annotation;
/*!
@brief 显示的image
@property (nonatomic, strong) UIImage *image;
/*!
@brief 默认情况下, annotation view的中心位于annotation的坐标位置, 可以设置
centerOffset改变view的位置,正的偏移使view朝右下方移动,负的朝左上方,单位是像素
@property (nonatomic) CGPoint centerOffset;
/*!
@brief 默认情况下, 弹出的气泡位于view正中上方, 可以设置calloutOffset改变view的位置, 正
的偏移使view朝右下方移动,负的朝左上方,单位是像素
@property (nonatomic) CGPoint calloutOffset;
大头针标记
@interface MAPinAnnotationView : MAAnnotationView
```

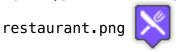
#### ##十八年四日

带大头针图片

下落动画

#### 自定义标记样式

#### 导入标记图片文件



#### 在MAMapView的回调中修改MAAnnotationView对应的标记图片

```
- (MAAnnotationView *)mapView:(MAMapView *)mapView viewForAnnotation:(id<MAAnnotation>)annotation {
    if ([annotation isKindOfClass:[MAPointAnnotation class]])
    {
        static NSString *reuseIndetifier = @"annotationReuseIndetifier";
        MAAnnotationView *annotationView = (MAAnnotationView *)[mapView
dequeueReusableAnnotationViewWithIdentifier:reuseIndetifier];
        if (annotationView == nil)
        {
            annotationView = [[MAAnnotationView alloc] initWithAnnotation:annotation
reuseIdentifier:reuseIndetifier];
        }
        annotationView.image = [UIImage imageNamed:@"restaurant"];

        // 设置中心点偏移,使得标注底部中间点成为经纬度对应点
        annotationView.centerOffset = CGPointMake(0, -18);
        return annotationView;
}

return nil;
```

## 自定义标记样式



#### 自定义弹出气泡



#### 自定义AnnotationView

#### 继承MAAnnotationView

商户名及地址使用UILabel添加商户图片使用UIImageView添加

```
@interface CustomAnnotationView : MAAnnotationView
@property (nonatomic, readonly) CustomCalloutView *calloutView;
@end
```

#### 在选中时弹出自定义气泡

```
实现父类方法
- (void)setSelected:(BOOL)selected animated:(BOOL)animated
在选中状态时添加弹出气泡,非选中状态时删除弹出气泡
```

#### 绘制背景

```
使用drawRect方法
#pragma mark - draw rect
- (void)drawRect:(CGRect)rect
    [self drawInContext:UIGraphicsGetCurrentContext()];
    self.layer.shadowColor = [[UIColor blackColor] CGColor];
    self.layer.shadowOpacity = 1.0;
    self.layer.shadowOffset = CGSizeMake(0.0f, 0.0f);
}
- (void)drawInContext:(CGContextRef)context
    CGContextSetLineWidth(context, 2.0);
    CGContextSetFillColorWithColor(context, [UIColor colorWithRed: 0.3 green: 0.3 blue: 0.3 alpha: 0.8]. CGColor);
    [self getDrawPath:context];
    CGContextFillPath(context);
}
- (void)getDrawPath:(CGContextRef)context
#define kArrorHeight
                            10
    CGRect rrect = self.bounds;
    CGFloat radius = 6.0;
   CGFloat minx = CGRectGetMinX(rrect),
   midx = CGRectGetMidX(rrect),
   maxx = CGRectGetMaxX(rrect);
   CGFloat miny = CGRectGetMinY(rrect),
   maxy = CGRectGetMaxY(rrect)-kArrorHeight;
    CGContextMoveToPoint(context, midx+kArrorHeight, maxy);
   CGContextAddLineToPoint(context,midx, maxy+kArrorHeight);
    CGContextAddLineToPoint(context,midx-kArrorHeight, maxy);
    CGContextAddArcToPoint(context, minx, maxy, minx, miny, radius);
    CGContextAddArcToPoint(context, minx, minx, maxx, miny, radius);
    CGContextAddArcToPoint(context, maxx, miny, maxx, maxx, radius);
    CGContextAddArcToPoint(context, maxx, maxy, midx, maxy, radius);
    CGContextClosePath(context);
```

## 自定义annotationView

```
修改calloutView属性,重写选中方法
@interface CustomAnnotationView ()
@property (nonatomic, strong, readwrite) CustomCalloutView *calloutView;
@end
@implementation CustomAnnotationView
@synthesize calloutView = _calloutView;
                                                                修改calloutView属性
- (void)setSelected:(BOOL)selected animated:(BOOL)animated
    if (self.selected == selected)
        return;
                                                                            选中时
    if (selected)
                                                                   新建并添加calloutView
       if (self.calloutView == nil)
           self.calloutView = [[CustomCalloutView alloc] initWithFrame:CGRectMake(0, 0, kCalloutWidth, kCalloutHeight)];
           self.calloutView.center = CGPointMake(CGRectGetWidth(self.bounds) / 2.f + self.calloutOffset.x,
                                                 -CGRectGetHeight(self.calloutView.bounds) / 2.f + self.calloutOffset.y);
       }
        [self addSubview:self.calloutView]:
                                                       非选中状态
    else
                                                    删除calloutView
        [self.calloutView removeFromSuperview];
    [super setSelected:selected animated:animated]:
}
@end
修改MAMapView的回调方法中的annotationView类型
- (MAAnnotationView *)mapView:(MAMapView *)mapView viewForAnnotation:(id<MAAnnotation>)annotation
{
        CustomAnnotationView *annotationView = (CustomAnnotationView *)[mapView dequeueReusableAnnotationViewWithIdentifier:reuseIndetifier];
       if (annotationView == nil)
           annotationView = [[CustomAnnotationView alloc] initWithAnnotation:annotation reuseIdentifier:reuseIndetifier];
}
```





#### 添加subView

@end

```
@interface CustomCalloutView ()
@property (nonatomic, strong) UIImageView *portraitView;
@property (nonatomic, strong) UILabel *subtitleLabel;
@property (nonatomic, strong) UILabel *titleLabel;
@end
@implementation CustomCalloutView
- (id)initWithFrame:(CGRect)frame
    self = [super initWithFrame:frame];
   if (self)
        self.backgroundColor = [UIColor clearColor];
        [self initSubViews];
    return self:
(void)initSubViews
#define kPortraitMargin
#define kPortraitWidth
                              70
#define kPortraitHeight
                              50
#define kTitleWidth
                              120
#define kTitleHeight
                              20
   // 添加图片
   self.portraitView = [[UIImageView alloc] initWithFrame:CGRectMake(kPortraitMargin, kPortraitMargin, kPortraitWidth, kPortraitHeight)];
    self.portraitView.backgroundColor = [UIColor blackColor];
    [self addSubview:self.portraitView];
   // 添加标题
   self.titleLabel = [[UILabel alloc] initWithFrame:CGRectMake(kPortraitMargin * 2 + kPortraitWidth, kPortraitMargin, kTitleWidth, kTitleHeight)];
   self.titleLabel.font = [UIFont boldSystemFontOfSize:14];
   self.titleLabel.textColor = [UIColor whiteColor]:
   self.titleLabel.text = @"titletitletitletitle";
    [self addSubview:self.titleLabell:
   self.subtitleLabel = [[UILabel alloc] initWithFrame:CGRectMake(kPortraitMargin * 2 + kPortraitWidth, kPortraitMargin * 2 + kTitleHeight,
kTitleWidth. kTitleHeight)]:
   self.subtitleLabel.font = [UIFont systemFontOfSize:12];
   self.subtitleLabel.textColor = [UIColor lightGravColor];
   self.subtitleLabel.text = @"subtitleLabelsubtitleLabelsubtitleLabel";
    [self addSubview:self.subtitleLabel]:
}
```

#### 绑定数据和subView

```
#pragma mark - Override

- (void)setTitle:(NSString *)title
{
    self.titleLabel.text = title;
}

- (void)setSubtitle:(NSString *)subtitle
{
    self.subtitleLabel.text = subtitle;
}

- (void)setImage:(UIImage *)image
{
    self.portraitView.image = image;
}
```

#### 自定义annotationView

#### 选中时将数据传给calloutView

```
@implementation CustomAnnotationView
@synthesize calloutView = calloutView;
(void)setSelected:(B00L)selected animated:(B00L)animated
    if (selected)
        if (self.calloutView == nil)
            self.calloutView = [[CustomCalloutView alloc] initWithFrame:CGRectMake(0, 0,
kCalloutWidth, kCalloutHeight)];
            self.calloutView.center = CGPointMake(CGRectGetWidth(self.bounds) / 2.f +
self.calloutOffset.x.
CGRectGetHeight(self.calloutView.bounds) / 2.f + self.calloutOffset.y);
        self.calloutView.image = [UIImage imageNamed:@"building"];
        self.calloutView.title = self.annotation.title;
        self.calloutView.subtitle = self.annotation.subtitle;
        [self addSubview:self.calloutView];
    }
@end
```



阜通东大街6号院4号楼方恒购物中心B1层

林之雨日料自助(望京店)



鲜の日坊(望京店)

阜通东大街6号院4号楼方恒购物中心B1层

林之雨日料自助(望京店)

## 存在的问题





望京阜通东大街6号院3号楼北京方恒假日酒店6层

唐宫海鲜舫(方恒购物中心) 望京阜通东大街6号院4号楼F3层

火宴山(方恒购物中心) 望京阜通东大街6号院4号楼F4层

食尚坊美食汇 阜通东大街6号方恒购物中心负1层(物美生活超市望京方恒店)

鲜の日坊(望京店) 阜通东大街6号院4号楼方恒购物中心B1层

林之雨日料自助(望京店)

### 修复:选中气泡时认为选中annotation

#### 点击气泡时,认为是选中annotation操作

```
@implementation CustomAnnotationView
@synthesize calloutView = calloutView;
#pragma mark - Override
// 重写此函数,用以实现点击calloutView判断为点击该annotationView
- (BOOL)pointInside:(CGPoint)point withEvent:(UIEvent *)event
   BOOL inside = [super pointInside:point withEvent:event];
    if (!inside && self.selected)
       inside = [self.calloutView pointInside:[self convertPoint:point
toView:self.calloutView] withEvent:event];
    return inside;
}
```

@end

## 问题修复





## 作业

calloutView右侧添加按钮及按钮响应事件。

响应事件具体内容自定。

## coming soon...

路线规划





# Thanks!

高德LBS开发者论坛 http://lbsbbs.amap.com/

本课程源码下载 <a href="https://github.com/hadesh/HelloAmap/tree/lesson\_03">https://github.com/hadesh/HelloAmap/tree/lesson\_03</a>