Becomap SDK Documentation

Overview

The Becomap SDK provides interactive indoor mapping capabilities for Android apps using a WebView. It supports map rendering, floor and location selection, route planning, and two-way JavaScript communication for a seamless indoor navigation experience.

Initialization

Becomap becomap = new Becomap(context);  
becomap.initializeMap(container, clientId, clientSecret, siteIdentifier);

Core Functions

Map Control

initializeMap(ViewGroup container, String clientId, String clientSecret, String siteIdentifier)

focusTo(LocationModel locationModel, int zoom, int bearing, int pitch)

clearSelection()

enableMultiSelection(boolean val)

updateZoom(int zoom)

updatePitch(int pitch)

updateBearing(int bearing)

Location and Floor Management

searchLocation(String value)

selectFloor(String floorId)

selectLocationWithId(String locationId)

getFloors()

getlocation()

Route Management

getroute(String startId, String toId, List<String> waypoints)

showroute()

clearallroutes()

showStep(int stepIndex)

Map Viewport Control

setBounds(double[] sw, double[] ne)

setViewport(ViewPort viewPort)

resetDefaultViewport(ViewPort viewPort)

JavaScript Integration

injectGetSiteIdFunction()

injectGetSiteNameFunction()

Information Retrieval

GetDefaultFloor()

GetCurrentFloor()

GetLanguages()

GetCategories()

GetAllAmenities()

GetAmenities()

GetSessionId()

GetQuestions()

GetHappenings(String type)

selectAmenities(String type)

Callback Registration

Register a callback listener to handle SDK events:

becomap.setCallback(new Becomap.BecomapCallback() {  
    @Override  
    public void onMapRenderComplete() { }  
  
    @Override  
    public void onLocationsReceived(List<LocationModel> locations) { }  
  
    // Additional callbacks  
});

Available Callback Methods

onMapRenderComplete()

onLocationsReceived(List<LocationModel>)

onSearchResultsReceived(List<SearchResult>)

onSiteIdAvailable(String siteId)

onSiteNameAvailable(String siteName)

onBuildingsReceived(List<BuildingModel>)

onDefaultFloorReceived(FloorModel)

onLanguagesReceived(List<LanguageModel>)

onCurrentFloorReceived(FloorModel)

onCategoriesReceived(List<Category>)

onAllAmenitiesReceived(List<LocationModel>)

onAmenityTypesReceived(List<String>)

onSurveyQuestionsReceived(List<BCQuestion>)

onSessionIdReceived(String sessionId)

onFloors\_Received(List<FloorModel>)

ongetroute(List<Route>)

WebView Lifecycle Handling

Ensure correct WebView lifecycle management:

@Override  
protected void onStart() {  
    super.onStart();  
    becomap.onStart();  
}  
  
@Override  
protected void onResume() {  
    super.onResume();  
    becomap.onResume();  
}  
  
@Override  
protected void onPause() {  
    super.onPause();  
    becomap.onPause();  
}  
  
@Override  
protected void onStop() {  
    super.onStop();  
    becomap.onStop();  
}  
  
@Override  
protected void onDestroy() {  
    super.onDestroy();  
    becomap.onDestroy();  
}

Conclusion

The Becomap SDK offers a full-featured toolkit to implement robust, interactive, and responsive indoor mapping in Android applications. With support for floor management, dynamic route planning, custom JavaScript integrations, and event-based callbacks, developers gain complete control over the map experience.