Chapter 3 Eager Eye

1. Add a Windows Form named "EagleEyes", and then drag a MapControl into the form, set the Dock Property to "Fill". Then Implement EagleEyes class:

```
🗸 🍖 EagleEyes
      m_mapControl: IMapControl3
      🔩 m_map : IMap
      axMapControl1_OnMouseDown(object, IMapControlEvents2_OnMouseDownEvent): void
      © EagleEyes_Load(object, EventArgs) : void
      Φ axMapControl1_OnMouseMove(object, IMapControlEvents2_OnMouseMoveEvent) : void
      components: IContainer

♠ Dispose(bool): void

Θ<sub>α</sub> InitializeComponent(): void

      axMapControl1 : AxMapControl

    Class Member:

   IMapControl3 m_mapControl;
```

```
IMap m_map;
```

Construction Method:

```
public EagleEyes(IHookHelper hook)
   InitializeComponent();
   m_mapControl = (IMapControl3)hook.Hook;
    m_map = m_mapControl.Map;
}
```

EagleEyes Events:

```
private void EagleEyes_Load(object sender, EventArgs e)
    for (int i = 0; i <= m_map.LayerCount - 1; i++)</pre>
        axMapControl1.Map.AddLayer(m_map.get_Layer(i));
    axMapControl1.ActiveView.Extent = axMapControl1.ActiveView.FullExtent;
```

MapControl Events:

```
private void axMapControl1 OnMouseMove(object sender,
    IMapControlEvents2 OnMouseMoveEvent e)
{
    if (e.button != 1)
        return;
    IPoint pPoint = new ESRI.ArcGIS.Geometry.Point();
    pPoint.PutCoords(e.mapX, e.mapY);
    m_mapControl.CenterAt(pPoint);
    m mapControl.ActiveView.PartialRefresh(
        esriViewDrawPhase.esriViewGeography, null, null);
}
```

```
private void axMapControl1_OnMouseDown(object sender,
   IMapControlEvents2 OnMouseDownEvent e)
   //Left Click to Move the rectangle
   if (e.button == 1)
       IPoint point = new ESRI.ArcGIS.Geometry.Point();
       point.X = e.mapX;
       point.Y = e.mapY;
       axMapControl1.CenterAt(point);
       m_mapControl.CenterAt(point);
   //Right Click to Draw the rectangle
   else if (e.button == 2)
   {
       IEnvelope pEnvelop = axMapControl1.TrackRectangle();
       m_mapControl.Extent = pEnvelop;
       m_mapControl.ActiveView.PartialRefresh(
           esriViewDrawPhase.esriViewGeography, null, null);
    }
```

• In the EagleEyes.Designer.cs file, set the MapControl to public

public ESRI.ArcGIS.Controls.AxMapControl axMapControl1;

- 3. Implement Eagle Eye function:
 - In the MainForm Design View, add an Button:



- Add a class member "private EagleEyes poverView" to the MainForm.
- Add Click event for the button:

```
private void button1_Click(object sender, EventArgs e)
{
    IHookHelper hookHelper = new HookHelperClass();
    //hookHelper.Hook = axMapControl1.Object;
    hookHelper.Hook = m_controlsSynchronizer.MapControl.Object;
    poverView = new EagleEyes(hookHelper);
    poverView.Show();
}
```

• Add OnExtentUpdated Event to MapControl in MainForm:

```
private void axMapControl1_OnExtentUpdated(object sender,
    IMapControlEvents2 OnExtentUpdatedEvent e)
{
   IEnvelope pEnv = e.newEnvelope as IEnvelope;
   IGraphicsContainer pGraphicsContainer = poverView.axMapControl1.Map
       as IGraphicsContainer;
    IActiveView pActiveView = pGraphicsContainer as IActiveView;
    pGraphicsContainer.DeleteAllElements();
    IRectangleElement pRectangleEle = new RectangleElementClass();
    IElement pEle = pRectangleEle as IElement;
    pEle.Geometry = pEnv;
    IRgbColor pColor = new RgbColorClass();
    pColor.RGB = 255;
    pColor.Transparency = 255;
    ILineSymbol pOutline = new SimpleLineSymbolClass();
    pOutline.Width = 1;
    pOutline.Color = pColor;
    pColor = new RgbColorClass();
   pColor.RGB = 255;
   pColor.Transparency = 0;
    IFillSymbol pFillSymbol;
    pFillSymbol = new SimpleFillSymbolClass();
   pFillSymbol.Color = pColor;
    pFillSymbol.Outline = pOutline;
    IFillShapeElement pFillShapeEle = pEle as IFillShapeElement;
    pFillShapeEle.Symbol = pFillSymbol;
   pEle = pFillShapeEle as IElement;
    pGraphicsContainer.AddElement(pEle, 0);
   pActiveView.PartialRefresh(esriViewDrawPhase.esriViewGraphics, null, null);
}
```

• When Error shows that you need choose a reference for Path, choose System.IO:

```
menuSaveDoc.Enabled = true;
statusBarXY.Text = System.IO.Path.GetFileName(m_mapDocumentName);
```