



## MyOverviewMap——多屏比对



### Class: onemap/widgets/MyOverviewMap

#### AMD Module Require

```
require([ "onemap/widgets/MyOverviewMap" ], function(MyOverviewMap) { / code goes here / });
```

#### 描述

这个模块是通过在网页的根部创建一个容器来展示多屏比对。

#### html

```
<div class="MyOverviewMap">
  <div class="ovwContainer" dojoattachpoint="_body">
    <div class="tabbable tabs-left ovwbar" >
      <ul class="nav nav-tabs">
        <li dojoattachpoint="_doubleScreen" >
          <a data-toggle="tab" class="nav_a" title="两屏"><i class="fa fa-columns"></i><span>两屏</span>
        </a>
        </li>
        <li dojoattachpoint="_tripleScreen" >
          <a data-toggle="tab" class="nav_a" title="三屏"><i class="fa fa-th-list"></i><span>三屏</span>
        </a>
      </ul>
    </div>
  </div>
</div>
```



```

        </li>
        <li dojoattachpoint="_EscScreen">
            <a data-toggle="tab" class="nav_a" title="退出多屏"><i class="fa fa-power-off"></i><span>退出多
屏</span></a>
        </li>
    </ul>
</div>
<div class="ovwMapcontainer" dojoattachpoint="_ovwMapContainer">

    </div>
</div>
<div class="ovwButton ovwController" style="display:none" title="隐藏分屏" dojoattachpoint="_controllerDiv"
dojoattachevent="onclick: _visibilityHandler">
    </div>
</div>

```



## CSS

```

.MyOverviewMap
.MyOverviewMap .ovwContainer
.MyOverviewMap .map
.MyOverviewMap .ovwHighlight
.MyOverviewMap .ovwButton
.MyOverviewMap .ovwMaximizer {
.MyOverviewMap .ovwDisabledButton
.MyOverviewMap .ovwMaximize
.MyOverviewMap .ovwRestore
.MyOverviewMap.ovwTL
.MyOverviewMap.ovwTR
.MyOverviewMap.ovwBL
.MyOverviewMap.ovwBR

```



```
.MyOverviewMap.ovwTL .ovwContainer
.MyOverviewMap.ovwTR .ovwContainer
.MyOverviewMap.ovwBL .ovwContainer
.MyOverviewMap.ovwBR .ovwContainer
.MyOverviewMap.ovwTL .ovwShow, .MyOverviewMap.ovwBR .ovwHide
.MyOverviewMap.ovwTR .ovwShow, .MyOverviewMap.ovwBL .ovwHide
.MyOverviewMap.ovwBL .ovwShow, .MyOverviewMap.ovwTR .ovwHide
.MyOverviewMap.ovwBR .ovwShow, .MyOverviewMap.ovwTL .ovwHide
.MyOverviewMap .bingLogo-lg
.ovwbar
.ovwMapcontainer
.ovwbar ul
.ovwbar li
.ovwbar li a
.ovwbar li span
```



## Constructor

```
1.      var json = this.appConfig.overviewMap;
2.      json.map = this.map;
3.      json.projectOpt=this.opt;
4.      console.log(this.map);
5.      if(visible !== undefined){
6.          json.visible = visible;
7.      }
8.
9.      if(this.position){
10.         if(this.position.top !== undefined && this.position.left !== undefined){
11.             json.attachTo = "top-left";
12.         }else if(this.position.top !== undefined && this.position.right !== undefined){
13.             json.attachTo = "top-right";
14.         }else if(this.position.bottom !== undefined && this.position.left !== undefined){
```



```
15.         json.attachTo = "bottom-left";
16.     }else if(this.position.bottom !== undefined && this.position.right !== undefined){
17.         json.attachTo = "bottom-right";
18.     }
19. }
20.
21. this.overviewMapDijit = new MyOverviewMap(json);
22. this.overviewMapDijit.startup();
```



## Properties

模块绑定事件

监听拖动事件和缩放事件改变图幅范围

```
1.     on(a, "zoom-end", lang.hitch(this, this._mapZoomsync));
2.     this._soeConnect = on(a, "extent-change", lang.hitch(this, this._syncOvwMap));
3.     this._ufoConnect = on(a, "mouse-drag-end", lang.hitch(this, this._updatesync));
4.     if(b){
5.         this._oneConnect = on(b, "extent-change", lang.hitch(this, this._ovwExtentChangeHandler));
6.         this._onedrConnect = on(b, "mouse-drag-end", lang.hitch(this, this._ovwPanHandler));
7.         on(b, "zoom-end", lang.hitch(this, this._ovwZoomHandler));
8.     }
9.     if(c){
10.        this._twoConnect = on(c, "extent-change", lang.hitch(this, this._ovwExtentChangeHandler));
11.        this._twodrConnect = on(c, "mouse-drag-end", lang.hitch(this, this._ovwPanHandler));
12.        on(c, "zoom-end", lang.hitch(this, this._ovwZoomHandler));
13.    }
```

## Methods