



CityMaker SDK

7



符号化

查询

创建渲染对象



❖ **JS**文件引用

❖ **cm7.js**

❖ **cm7_sample_util.js**

❖ **cm7_sample_util_globe.js**

❖ 三维控件引用

```
<object id="__g" type="application/x-cm-3d"  
style="height: 600px; width: 800px"></object>
```

❖ JS接口调用

```
//GviCommon  
var binaryBuffer = __g.new_BinaryBuffer;  
var floatArray = __g.new_FloatArray;  
var doubleArray = __g.new_DoubleArray;  
var uint16Array = __g.new_UInt16Array;  
var uint32Array = __g.new_UInt32Array;  
var propertySet = __g.new_PropertySet;  
var licenseServer = __g.new_LicenseServer;
```


❖ JS接口调用

```
//GviMath  
var matrix = __g.new_Matrix;  
var vector3 = __g.new_Vector3;  
var eulerAngle = __g.new_EulerAngle;
```

❖ JS接口调用

```
//GviResource  
var envelope = __g.new_Envelope;  
var drawMaterial = __g.new_DrawMaterial;  
var drawPrimitive = __g.new_DrawPrimitive;  
var drawGroup = __g.new_DrawGroup;
```

❖ JS接口调用

```
//GviFdeGeometry  
var geographicCRS = __g.new_GeographicCRS;  
var unknownCRS = __g.new_UnknownCRS;  
var projectedCRS = __g.new_ProjectedCRS;
```

❖ JS接口调用

```
//GviRenderControl
var rangeRenderRule = __g.new_RangeRenderRule;
var uniqueValuesRenderRule = __g.new_UniqueValuesRenderRule;
var simpleGeometryRender = __g.new_SimpleGeometryRender;
var geometryRenderScheme = __g.new_GeometryRenderScheme;
var curveSymbol = __g.new_CurveSymbol;
var surfaceSymbol = __g.new_SurfaceSymbol;
var polygon3DSymbol = __g.new_Polygon3DSymbol;
var solidSymbol = __g.new_SolidSymbol;
var modelPointSymbol = __g.new_ModelPointSymbol;
var simplePointSymbol = __g.new_SimplePointSymbol;
var imagePointSymbol = __g.new_ImagePointSymbol;
var rasterSymbol = __g.new_RasterSymbol;
var pointCloudSymbol = __g.new_PointCloudSymbol;
var valueMapGeometryRender = __g.new_ValueMapGeometryRender;
var simpleTextRender = __g.new_SimpleTextRender;
var valueMapTextRender = __g.new_ValueMapTextRender;
var textRenderScheme = __g.new_TextRenderScheme;
var textSymbol = __g.new_TextSymbol;
var textAttribute = __g.new_TextAttribute;
```


❖ JS接口调用

```
//GviFdeCore  
var connectionInfo = __g.new_ConnectionInfo;  
var queryFilter = __g.new_QueryFilter;  
var spatialFilter = __g.new_SpatialFilter;  
var fieldInfo = __g.new_FieldInfo;  
var fieldInfoCollection = __g.new_FieldInfoCollection;  
var rowBufferCollection = __g.new_RowBufferCollection;  
var attachment = __g.new_Attachment;  
var geometryDef = __g.new_GeometryDef;  
var temporalFilter = __g.new_TemporalFilter;  
var renderIndexInfo = __g.new_RenderIndexInfo;
```

❖ JS接口调用

❖ 不需要多个实例的,

❖ 直接用.的方式获取控件自带对象

```
__g.dataSourceFactory;  
__g.featureManager;  
__g.camera;  
__g.transformHelper;  
__g.objectEditor;  
__g.coordSysDialog;  
__g.objectManager;  
__g.cacheManager;  
__g.terrain;  
__g.crsFactory;  
__g.geometryFactory;  
__g.terrainAnalyse;  
__g.resourceFactory;  
__g.viewport;  
__g.rowBufferFactory;  
__g.geometryConvertor;  
__g.parametricModelling;  
__g.highlightHelper;  
__g.visualAnalysis;  
__g.exportManager;  
__g.runtimeInfo;  
__g.htmlWindow;  
__g.sunConfig;  
__g.dataSourcePluginManager;  
__g.dataInteropFactory;  
__g.geoTransformer;  
__g.polynomialTransformer;  
__g.webocx;
```

❖ JS事件调用

```
// RenderControl的事件
__g.onlbuttondown = fnonlbuttondown;
__g.onlbuttonup = fnonlbuttonup;
__g.onlbuttondblclk = fnonlbuttondblclk;
__g.onmbuttondown = fnonmbuttondown;
__g.onmbuttonup = fnonmbuttonup;
__g.onmbuttondblclk = fnonmbuttondblclk;
__g.onrbuttondown = fnonrbuttondown;
__g.onrbuttonup = fnonrbuttonup;
__g.onrbuttondblclk = fnonrbuttondblclk;
__g.on_mousemove = fnon_mousemove;
__g.on_mousehover = fnon_mousehover;
__g.on_mousewheel = fnon_mousewheel;
__g.onchar = fnonchar;
__g.on_keydown = fnon_keydown;
__g.on_keyup = fnon_keyup;
__g.onmouseclickselect = fnonmouseclickselect;
__g.onmousedragselect = fnonmousedragselect;
__g.onexportbegin = fnonexportbegin;
__g.onexporting = fnonexporting;
__g.onexportend = fnonexportend;
__g.onvideoexportbegin = fnonvideoexportbegin;
__g.onvideoexportend = fnonvideoexportend;
__g.onvideoexporting = fnonvideoexporting;
__g.oncameralflyfinished = fnoncameralflyfinished;
__g.oncameratourwaypointchanged = fnoncameratourwaypointchanged;
__g.ondatasourcedisconnected = fnondatasourcedisconnected;

// ObjectEditor的事件
__g.onobjectediting = fnonobjectediting;
__g.onobjecteditfinish = fnonobjecteditfinish;

// TransformHelper的事件
__g.ontransformhelperbegin = fnontransformhelperbegin;
__g.ontransformhelperend = fnontransformhelperend;
__g.ontransformhelpermoving = fnontransformhelpermoving;
__g.ontransformhelperrotating = fnontransformhelperrotating;
__g.ontransformhelperscaling = fnontransformhelperscaling;
```

入门使用

插件判断

安装部署



- 判断客户端是否安装**CityMaker7**插件

- **if(document.getElementById("_g").object==null)**
{

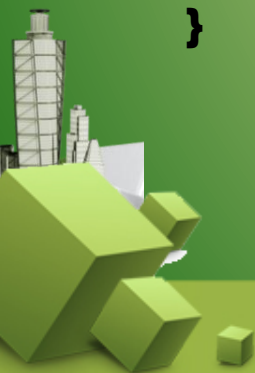
 //弹出下载安装页面等

}

else

{

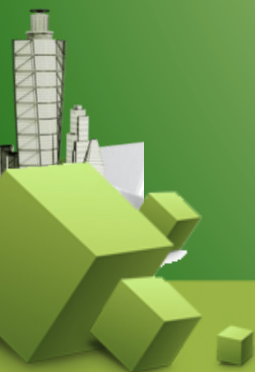
}



入门使用

插件判断

安装部署



1，服务器端：

部署网站，部署数据服务，部署缓存

2，客户端：

安装**CityMaker Runtime**



Thanks!

