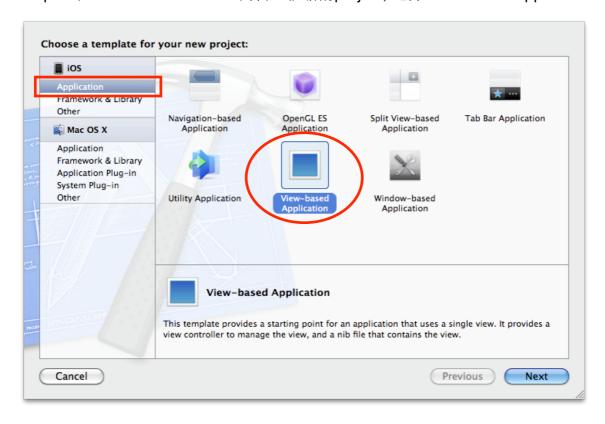
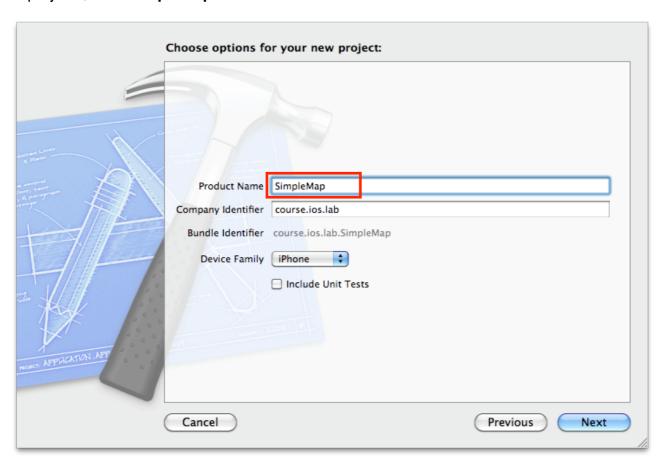
Lab SimpleMap

Step 1. 在 File>New>New File 開啓一個新的project, 選擇 View-based application



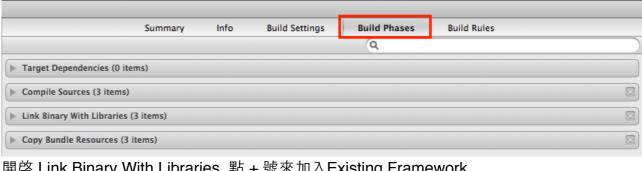
將project命名為 SimpleMap



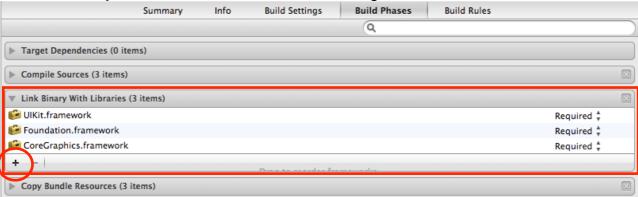
Step 2. 在Xcode左邊視窗Project Navigator裡點選Project SimpleMap



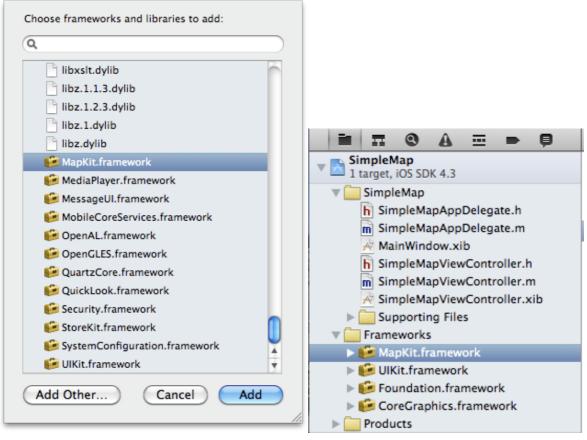
點選 Build Phases這個Tab



開啓 Link Binary With Libraries, 點 + 號來加入Existing Framework

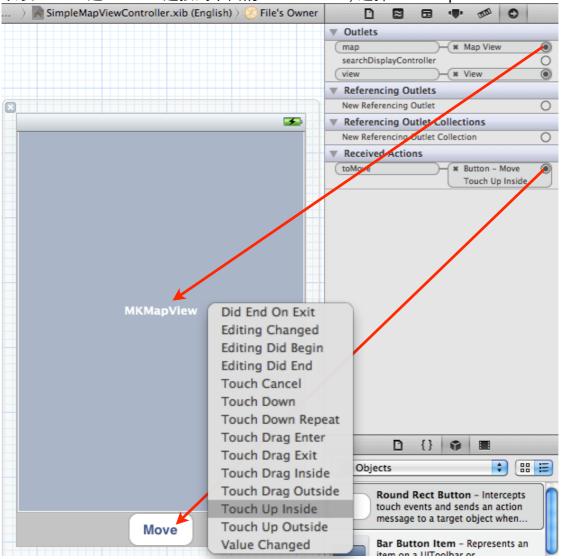


選擇 MapKit.framework, 然後 Add, 就加入到我們的Project裡了



Step 3. 在 SimpleMapViewController.h裡,import <mapkit/mapkit.h>, 並加入 <MKMapViewDelegate> 使SimpleMapViewController可實作MKMapView的protocol,並加入 一個有MKMapView和其他的相關的設定struct,

Step 4. 開啓 SimpleMapViewController.xib,在View裡面加入一個MKMapView(拖拉調整到適合大小)和一個Button,將Button的Title命名為Move 點選File's Owner的Connections Inspector連接我們code裡的map到View裡的MKMapView,以及toMove這IBAction連接到下面的Move Button,選擇Touch Up Inside



Step 5. 在 SimpleMapViewController.m 裡將ViewDidLoad的mark去掉, 加入我們對region的 center和span的設定值, 然後在將map的region設定為我們的region

```
- (void)viewDidLoad {
    [super viewDidLoad];
    [map setDelegate: self];
    [map setMapType: MKMapTypeStandard];
    map.scrollEnabled = YES;
    map.zoomEnabled = YES;

    myCenter.latitude = 25.039938;
    myCenter.longitude = 121.512810;
    myRegion.center = myCenter;

    mySpan.latitudeDelta = 0.003;
    mySpan.longitudeDelta = 0.003;
    myRegion.span = mySpan;

    [map setRegion:myRegion];
    [map regionThatFits:myRegion];
}
```

Step 6. 同樣在 SimpleMapViewController.m 裡實作toMove這個IBAction, 將我們center設定值更改,在一樣更改region並最後更改map這個view到我們新的region

```
- (IBAction) toMove{
   myCenter.latitude = 25.033646;
   myCenter.longitude = 121.564026;
   myRegion.center = myCenter;

[map setRegion:myRegion animated:YES];
   [map regionThatFits:myRegion];
}
```

Step 7. Run (第+R) 一開始的定位點在總統府,按下Move後更改新的定位點到TAIPEI101



