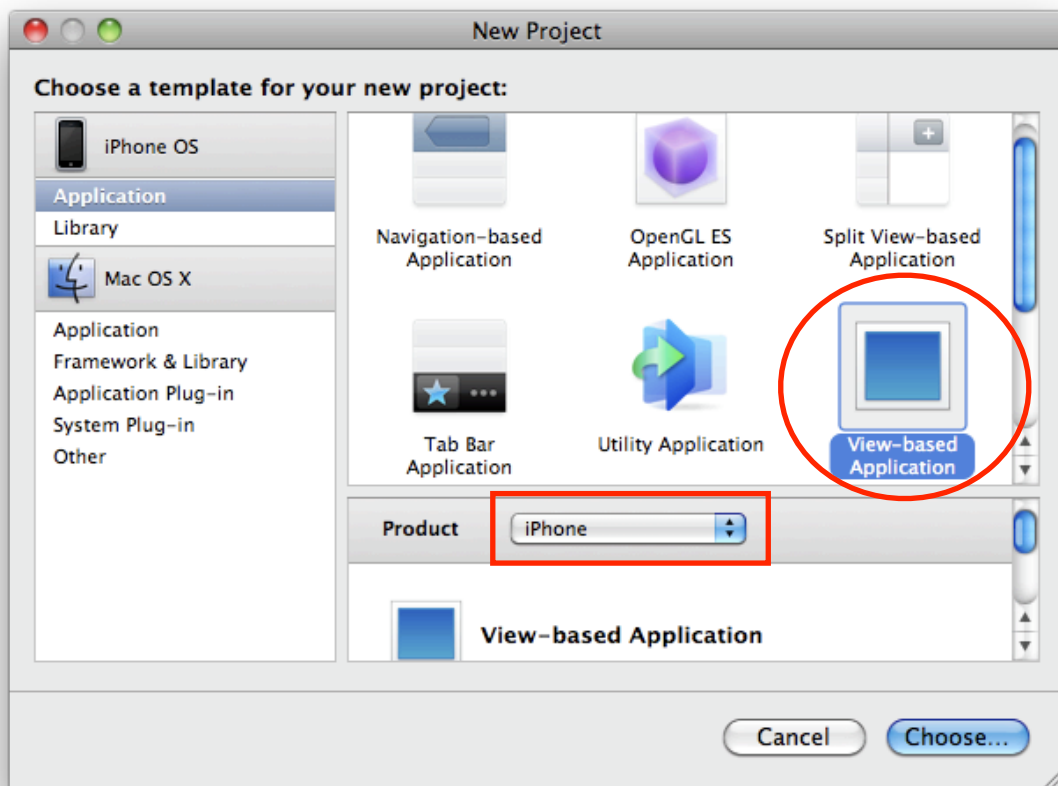
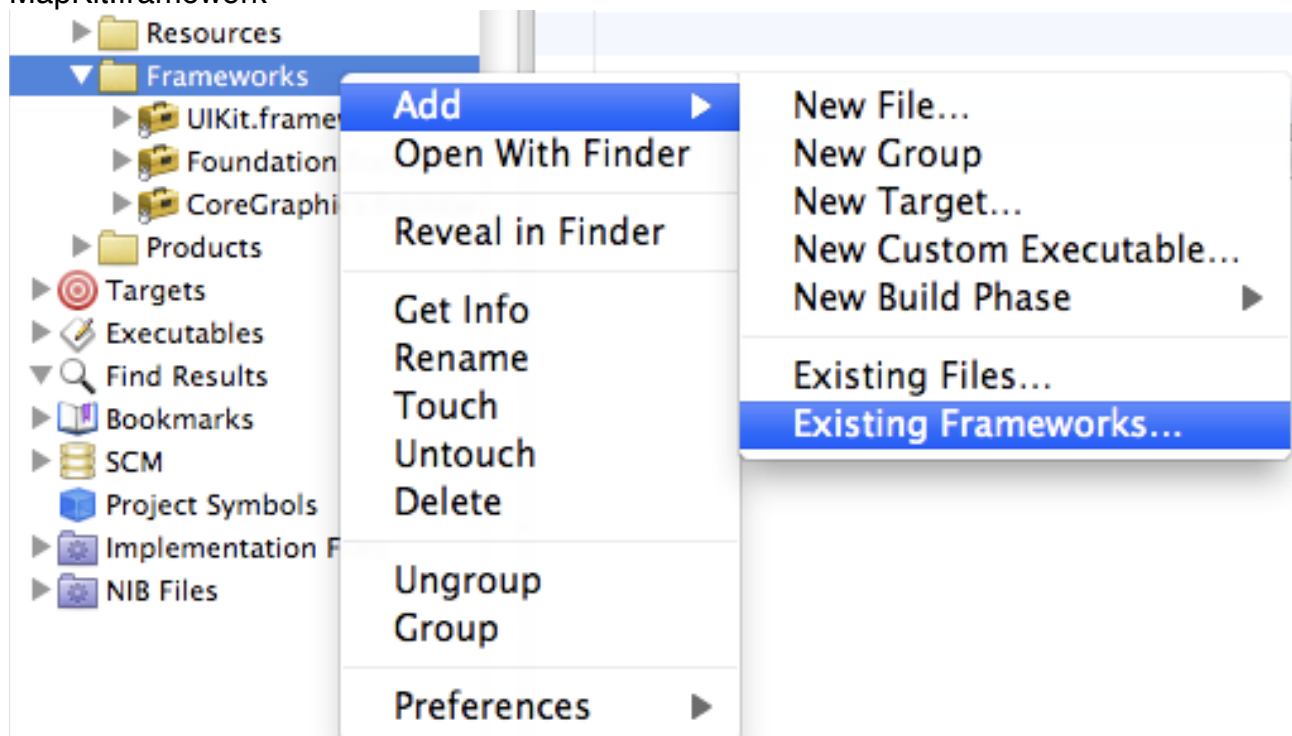


# Lab SimpleMap

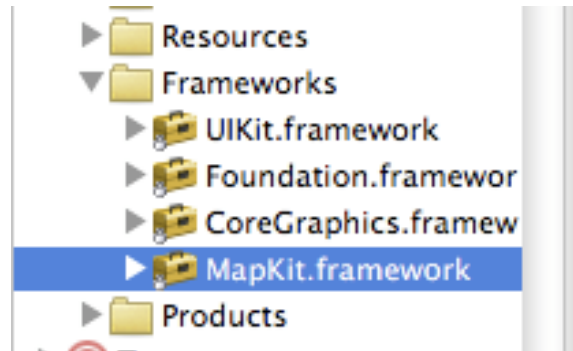
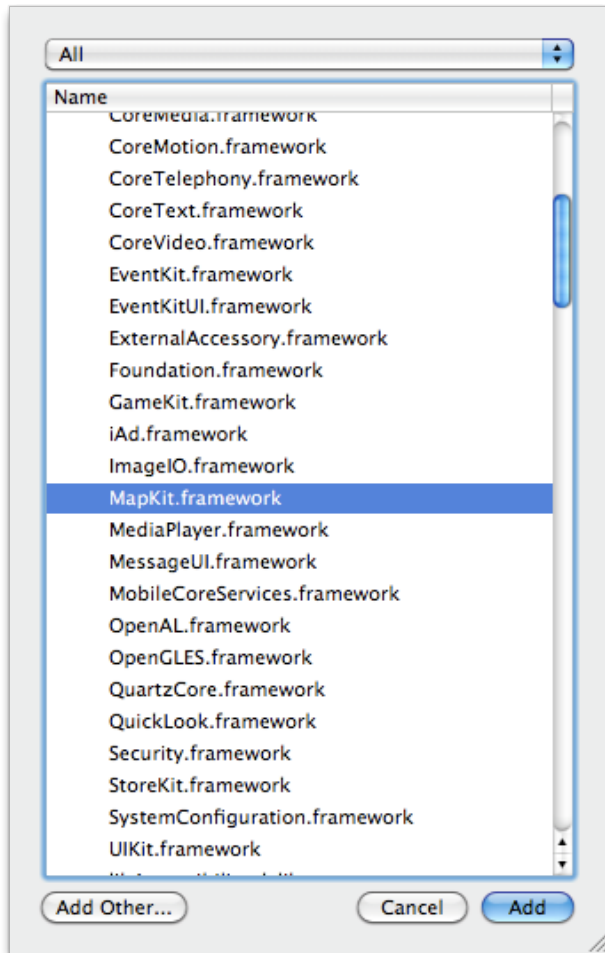
Step1. 在File開啓一個新的project, 選擇 view based application, Product選擇iPhone, 將project取名為 SimpleMap



Step2. 在Xcode裡左邊視窗的Frameworks -> Add -> Existing Frameworks路徑加入 MapKit.framework



如下圖選擇MapKit.framework, 然後Add



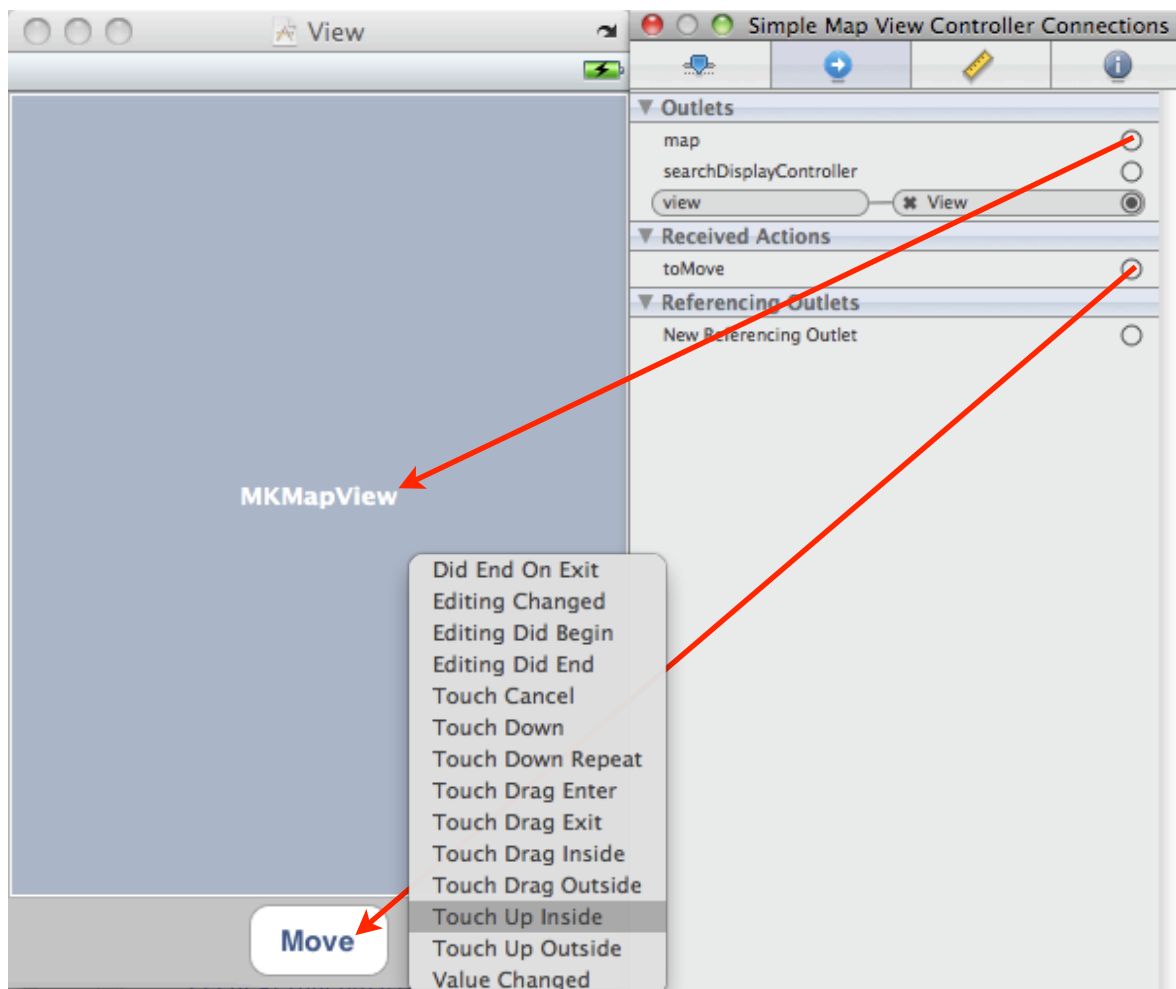
Step3. 在 SimpleMapViewController.h裡,import <mapkit/mapkit.h>, 並加入 <MKMapViewDelegate>使SimpleMapViewController可實作MKMapView的protocol,並加入一個有MKMapView和其他的相關的設定struct,

```
#import <UIKit/UIKit.h>
#import <mapkit/mapkit.h>
```

```
@interface SimpleMapViewController : UIViewController
<MKMapViewDelegate> {
    IBOutlet MKMapView *map;

    MKCoordinateRegion myRegion;
    CLLocationCoordinate2D myCenter;
    MKCoordinateSpan mySpan;
}
- (IBAction) toMove;
@end
```

Step4. 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,並連接我們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, 存檔



Step5. 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];
}
```

Step5. 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];
}
```

Step6. Build and Run

一開始的定位點在我們的總統府, 在按下Move後更改新的定位點到TAIPEI101

