



## **GeoPAD** - Mobile GIS/GPS SDK

**GeoPAD** Version 2.1

### **System requirements**

#### **Operating**

**System:** Windows Mobile 2003,  
Windows Mobile 2003 Second edition,  
Windows Mobile 5.0

**Hardware:** Pocket PC

**Processor:** ARM-based processors

**Free Space:** Minimum 2 MB

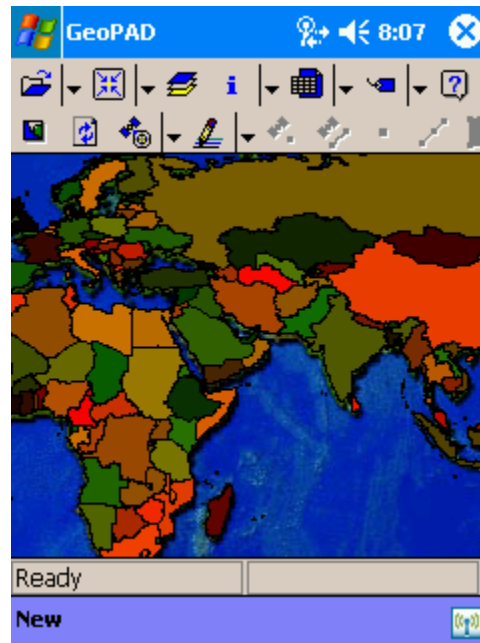
#### **Synchronization**

**Software:** Microsoft ActiveSync 3.8 or higher

GeoPAD SDK supports the following data formats:

- ESRI shape files (shp, shx, dbf)
- Windows® bit map
- JPEG

GeoPAD Version 2.1 SDK is useful in mobile mapping and GIS application. GeoPAD provides database access, mapping, GIS, and global positioning system (GPS) integration to users out in the field via mobile devices. GeoPAD supports a multi layer environment with vector map and raster image display that includes aerial photographs and satellite imagery. Images are stored as raster data, where each cell in the image has a row and column number. Shape files are stored in real-world coordinates. In order to display images with shape files, it is necessary to establish an image-to-world transformation that converts the image coordinates to real-world coordinates. Jpeg Image formats store this information in a separate ASCII file. This file is generally referred to as the world file, since it contains the real-world transformation information used by the image.



GeoPAD has a number of map navigation display and query tools, including

- o Window zoom in
- o Window zoom out
- o Fixed zoom in
- o Fixed zoom out
- o Zoom active layer
- o Zoom selected
- o Pan
- o Center Point (x, y)
- o Measure distance
- o Point selection
- o Identify features by tapping on entity
- o Edit shape object
- o Delete shape object
- o Create new shape object
- o Find entity by keyword using match case and match whole word
- o Label, arrow label
- o Display Active layer table
- o Query on Active layer

**Development Requirement:**

Pentium-III, 800 MHz or faster, 256 MB (512 MB recommended), 1 GB HDD, CD-ROM drive, Windows 2000; Windows XP, Microsoft eMbedded Visual C++ 4.0 Service Pack 4, Windows Mobile Pocket PC 2003 SDK, Visual C++. NET 2005, Visual Basic.NET 2005, Visual C#. NET 2005.

**Mobile GIS/GPS SDK includes:**

- o Sample.exe- eMbedded Visual C++ 4.0 Sample Source code
- o GeoPAD.h (For eMbedded Visual C++ 4.0 and Visual C++. NET 2005 application)
- o GeoPAD.dll (For eMbedded Visual C++ 4.0 & Visual C++. NET 2005)
- o GeoPADVC.NET.dll & GeoPADVB.NET.dll (For Visual Basic.NET & C#. NET 2005) (**UNDER TESTING**)

**Supports:** eMbedded Visual C++ 4.0, Visual Basic .NET, Visual C++. NET, C# .NET 2005(Mobile Device).

**Operating Systems:** Microsoft Windows Mobile 2003, 2003 Second Edition, Mobile window 5.0

**Example: (eMbedded Visual C++ 4.0)**

Start eMbedded Visual C++ 4.0.

Create new Project

Insert **GeoPAD.h** file in your eMbedded Visual C++ 4.0 application.

Make GeoPAD Control variable as below

**CGeoPADCtrl geoPAD;**

```
GeoPAD. AddLayer(_T“My Documents\\test.shp”);
```

```
GeoPAD.ZoomExt(0,0,240,320);
```

```
GeoPAD. DrawLayer(pDC->m_hDC);
```

**Example: (Visual Basic.NET 2005)**

Start Visual C++.NET 2005

File -> New Project -> Visual C++-> Smart Device -> Device Application -> Click OK.

Insert **GeoPAD.h** file in your Visual C++.NET 2005 application.

Make GeoPAD Control variable as below

**CGeoPADCtrl geoPAD;**

```
GeoPAD. AddLayer(_T“My Documents\\test.shp”);
```

```
GeoPAD.ZoomExt(0,0,240,320);
```

```
GeoPAD. DrawLayer(pDC->m_hDC);
```

**Example: (Visual Basic.NET 2005)**

Start Visual Basic.NET 2005

File -> New Project -> Visual Basic -> Smart Device -> Device Application -> Click OK.

Project -> Add Reference -> Browse -> **GeoPADVB.NET.dll** -> Click OK

Insert button on form from Toolbox

Open Form1.vb source code

```
Public Class Form1
```

```
    Dim geoPAD As New GeoPADVB.NET.GeoPADCtrl
```

```
    Private Sub Button1_Click(.....
```

```
        geoPAD.AddLayer("My Documents\\Sample.shp")
```

```
        geoPAD.ZoomExt(0,0,240,320)
```

```
    End Sub
```

```
    Private Sub Form1_Paint(.....
```

```
        Dim hdc As Long
```

```
        hdc = e.Graphics.GetHdc
```

```
        geoPAD.DrawLayer(hdc)
```

```
        e.Graphics.ReleaseHdc(hdc)
    End Sub
```

End Class

Connect Pocket PC and Desktop PC with Microsoft ActiveSync

Build - > Build Application

Build - > Deploy Application

### Example: (Visual C#.NET 2005)

Start Visual C#.NET 2005

File -> New Project -> Visual C# -> Smart Device -> Device Application -> Click OK.

Project -> Add Reference -> Browse - > **GeoPADVB.NET.dll** -> Click OK

Insert button on form from Toolbox

Open Form1.cs source code

```
public partial class Form1 : Form
{
    GeoPADVB.NET.GeoPADCtrl geo = new GeoPADVB.NET.GeoPADCtrl();

    private void button1_Click( .....
    {
        Graphics xGraph;
        Long hdc = (long)xGraph.GetHdc();
        geo.AddLayer("\\My Documents\\sample.shp");
        geo.ZoomExt(0,0,200,200);
        geo.DrawLayer(hdc);
        xGraph.ReleaseHdc(hdc); End Sub
    }
}
```

Connect Pocket PC and Desktop PC with Microsoft ActiveSync

Build - > Build Application

Build - > Deploy Application

### For Visual Basic.NET and C#.NET 2005

Copy GeoPAD.dll, GeoPADVC.NET.dll, GeoPADVB.NET.dll and Sample.exe are in same folder. Install CompactFramework 2.0 in Pocket PC.

Download CompactFramework 2.0 <http://www.geopad.net/info.htm>

## GeoPAD SDK Functions

### License

Function (Syntax): `bool License(char *key)`

Parameters: `key` – License key for GeoPAD SDK

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

`ret = geoPAD.License (" XYZ ");`      XYZ = License key (will be provided when you purchase SDK )

---

### Add Layer

Function (Syntax): `bool AddLayer (char *LayerPath)`

Parameters: `LayerPath` - Shape or Image Layer path

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

`ret = geoPAD.AddLayer (_T("\\My Document\\xyz.shp"));`

---

### Open Project File

Function (Syntax): `bool OpenProject(char *ProjectPath)`

Parameters: `ProjectPath` - A string that is the path of project file(.gsp)

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

`ret = geoPAD.OpenProject (_T("\\My Document\\abc.gsp"));`

---

### Save Layers in Project File

Function (Syntax): `bool SaveProject(char *ProjectPath)`

Parameters: `ProjectPath` - A string that is the path of project file(.gsp)

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

`ret = geoPAD. SaveProject (_T("\\My Document\\abc.gsp"));`

---

### Save Legend

Function (Syntax): `bool SaveLegend ()`

Parameters: none

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

`ret = geoPAD. SaveLegend ();`

---

### Close All Layers

Function (Syntax): `bool RemoveAll()`

Parameters: none

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

`ret = geoPAD. RemoveAll ();`

---

### Close Active layer

Function (Syntax): `bool RemoveLayer()`

Parameters: none

Returns: `bool` - Return true if successful else false

Example:

`bool ret;`

```
ret = geoPAD. RemoveLayer ();
```

---

#### Get Total layers

Function (Syntax): **int** GetTotalLayer()

Parameters: none

Returns: int - Return total layer if successful else zero.

Example:

```
int noLayer
```

```
noLayer = geoPAD. GetTotalLayer ();
```

---

#### Get total object in Active Layer

Function (Syntax): **int** GetTotalObj()

Parameters: none

Returns: int - Return total object in active layer if successful else zero.

Example:

```
int noObj;
```

```
noObj = geoPAD. GetTotalObj ();
```

---

#### Get Shape(Polygon) Object color(Active Layer)

Function (Syntax): **long** GetObjFillColor(**int** ShapeIndex)

Parameters: ShapeIndex – Shape index to get Object color

Returns: long - Return object color if successful else -1.

Example:

```
long shpIndexColor;
```

```
shpIndexColor = geoPAD. GetObjFillColor (5);
```

---

#### Set Shape(Polygon) Object color(Active Layer)

Function (Syntax): **bool** SetObjFillColor(**int** ShapeIndex,**long** fColor)

Parameters: ShapeIndex – Shape index to set Object color

fColor – Object Color

Returns: long - Return object color if successful else -1.

Example:

```
bool ret;
```

```
ret = geoPAD. SetObjFillColor(5, RGB(255,0,0));
```

---

#### Get Shape(Point and Line) Object color(Active Layer)

Function (Syntax): **long** GetObjLineColor (**int** ShapeIndex)

Parameters: ShapeIndex – Shape index to get Object color

Returns: long - Return object color if successful else -1.

Example:

```
long shpIndexColor;
```

```
shpIndexColor = geoPAD. GetObjLineColor (5);
```

---

#### Set Shape(Point and Line) Object color(Active Layer)

Function (Syntax): **bool** SetObjLineColor (**int** ShapeIndex,**long** fColor)

Parameters: ShapeIndex – Shape index to set Object color

fColor – Object Color

Returns: long - Return object color if successful else -1.

Example:

```
bool ret;
```

```
ret = geoPAD. SetObjLineColor (5, RGB(255,0,0));
```

---

#### Delete selected Shape index

Function (Syntax): **bool** DeleteShpIndex()

Parameters: none

Returns: bool – return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. DeleteShpIndex ();  
Set layer Order (Sequence)
```

---

Function (Syntax): **bool** SetLayerOrder(**int** num,**int** seq)  
Parameters: num – layer number  
              seq – layer sequence  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. SetLayerOrder (2,1);

---

**Get layer Order (Sequence)**

---

Function (Syntax): **int** GetLayerOrder(**int** num)  
Parameters: num – layer number  
Returns: long - Return layer sequence if successful else -1.  
Example:  
int lseq;  
lseq = geoPAD. GetLayerOrder (0);

---

**Get Active layer Path**

---

Function (Syntax): **char \*** GetLayerPath()  
Parameters: none  
Returns: char \* - Return layer path if successful else NULL.  
Example:  
Char \*IPath;  
IPath = geoPAD. GetLayerPath ();

---

**Get Active layer Type(Image, Point, Line, Polygon)**

---

Function (Syntax): **int** GetLayerType()  
Parameters: none  
Returns: int - Return layer type if successful else -1  
Example:  
int lType;  
lType = geoPAD. GetLayerType ();

---

**Get Active Polygon layer Fill Type**

---

Function (Syntax): **bool** GetLayerFill()  
Parameters: none  
Returns: bool - Return true if Polygon layer is filled else false  
Example:  
bool lFill;  
lFill = geoPAD. GetLayerFill ();

---

**Set Active Polygon layer Fill Type**

---

Function (Syntax): **bool** SetLayerFill(**bool** onoff)  
Parameters: bool – true for Active polygon layer fill on and false for fill off  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. SetLayerFill (true);

---

**Get Layer On-Off**

---

Function (Syntax): **bool** GetLayerOnOff()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:

```
bool ret;  
ret = geoPAD. GetLayerOnOff ();
```

---

#### Set Layer On-Off

Function (Syntax): **bool** SetLayerOnOff(**bool** onoff)  
Parameters: onoff- true for Active Layer on and false for off  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. SetLayerOnOff (false);

---

#### Draw Layers

Function (Syntax): **bool** DrawLayer(**HDC** hDC)  
Parameters: hDC - Handle of the device context  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. DrawLayer (hDC);

---

#### Auto Redraw Layers

Function (Syntax): **bool** AutoRedraw (**HDC** hDC)  
Parameters: hDC - Handle of the device context  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. AutoRedraw (hDC);

---

#### GeoPAD Tools

Function (Syntax): **bool** GSTools(**HDC** hDC,**int** buttonNum,**int** type,**int** x,**int** y)  
Parameters: hDC - Handle of the device context  
buttonNum and type \*  
x -Specifies the x-coordinate of window.  
y - Specifies the y-coordinate of window  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. GSTools (hDC, 1, 1, x, y);

---

#### \* buttonNum

- 1: Mouse(style) down
- 2: Mouse(style) move (Is not required in pocket PC)
- 3: Mouse(style) down+move
- 4: Mouse(style) up

#### type

- 1: Pan
  - 2: Zoom window in
  - 3: Zoom window out
  - 4: Center x, y
  - 5: Entity data
  - 6: Shape properties
  - 7: Enter Text - will be available next version
  - 8: Arrow Text
  - 9: Arrow Label
  - 10: Edit Text and Label
  - 11: Select Text and Label
  - 12: Select by point
  - 13: Length
  - 14: Freehand Distance
-



15: Select object for edit  
16: Edit vertex by manual, GPS or Delete vertex - popup menu  
17: Move Shape Object  
18: Move Vertex

---

#### Zoom Layers to Screen Extent

Function (Syntax): **bool** ZoomExt(**int** xMin,**int** yMin,**int** xMax,**int** yMax)

Parameters: xMin - Specifies the x-coordinate of the upper-left corner of the destination window.  
yMin - Specifies the y-coordinate of the upper-left corner of the destination window  
xMax - Specifies the width of the destination window.  
yMax - Specifies the height of the destination window.

Returns: bool - Return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. ZoomExt (10,10,200,300);
```

---

#### Zoom Layers

Function (Syntax): **bool** ZoomDraw(**float** zoom)

Parameters: zoom – 0.5 for zoom out by half & 2 for zoom in by double

Returns: bool - Return true if successful else false

Example:

```
bool ret;  
ret = GeoPAD. ZoomDraw (2); //- zoom in by 2(double)  
ret = GeoPAD. ZoomDraw (0.5); //- zoom out by 0.5(half)
```

---

#### Zoom Layers In

Function (Syntax): **bool** ZoomWindowIn(**int** xMin,**int** yMin,**int** xMax,**int** yMax)

Parameters: xMin - Specifies the x-coordinate of the upper-left corner of the destination window.  
yMin - Specifies the y-coordinate of the upper-left corner of the destination window  
xMax - Specifies the width of the destination window.  
yMax - Specifies the height of the destination window.

Returns: bool - Return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. ZoomWindowIn (100,100,150,200);
```

---

#### Zoom Layers Out

Function (Syntax): **bool** ZoomWindowOut (**int** xMin,**int** yMin,**int** xMax,**int** yMax)

Parameters: xMin - Specifies the x-coordinate of the upper-left corner of the destination window.  
yMin - Specifies the y-coordinate of the upper-left corner of the destination window  
xMax - Specifies the width of the destination window.  
yMax - Specifies the height of the destination window.

Returns: bool - Return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. ZoomWindowOut (5,10,100,150);
```

---

#### Zoom Active Layer

Function (Syntax): **bool** ZoomCurrentLayer()

Parameters: none

Returns: bool - Return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. ZoomCurrentLayer ();
```

---

#### Zoom layer

Function (Syntax): **bool** ZoomLayer(**int** layerNo)

Parameters: layerNo – layer number  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = GeoPAD. ZoomLayer (1); // – zoom layer 1 to fit to screen

---

#### Zoom Shape Object (Index)

Function (Syntax): **bool** ZoomShapeId(**int** shpId)  
Parameters: shpId – zoom index fit to screen  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. ZoomShapeId (16);

---

#### Zoom selected

Function (Syntax): **bool** ZoomSelected()  
Parameters: none  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. ZoomSelected ();

---

#### Remove Selection

Function (Syntax): **bool** RemoveSelection()  
Parameters: none  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. RemoveSelection ();

---

#### Move Selected Feature to Center

Function (Syntax): **bool** CenterSelected ()  
Parameters: none  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. CenterSelected ();

---

#### Move (Pan) Layer to X and Y

Function (Syntax): **bool** Pan(**int** x,**int** y)  
Parameters: x – pan in horizontal direction  
              Y - pan in vertical direction  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. Pan (25,64);

---

#### Move X and Y to Center of screen

Function (Syntax): **bool** Recenter(**int** x,**int** y)  
Parameters: x –horizontal value  
              Y - vertical value  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. Recenter (25,64);

---

#### Move GPS to Center of screen

Function (Syntax): **bool** RecenterGPS(**double** x,**double** y)

Parameters: x –horizontal value  
Y - Vertical value

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. Recenter (74.354,25.623);

---

Get screen X co-ordinate from Map X co-ordinate

Function (Syntax): **int** GetX(**double** x)

Parameters: x –horizontal Map value

Returns: int - Return screen X Value if successful else 0

Example:

int xSc;

xSc = geoPAD. GetX (0.23354);

---

Get screen Y co-ordinate from Map Y co-ordinate

Function (Syntax): **int** GetY(**double** y)

Parameters: y –horizontal Map value

Returns: int - Return screen Y Value if successful else 0

Example:

int ySc;

ySc = geoPAD. GetY (2.37567);

---

Get Map X co-ordinate from Screen X co-ordinate

Function (Syntax): **double** GetMapX(**int** x)

Parameters: x –horizontal Screen value

Returns: double - Return Map X Value if successful else screen x value

Example:

double xMap;

xMap = geoPAD. GetMapX (23);

---

Get Map Y co-ordinate from Screen Y co-ordinate

Function (Syntax): **double** GetMapY(**int** y)

Parameters: y –horizontal Screen value

Returns: double - Return Map Y Value if successful else screen y value

Example:

int ySc;

ySc = geoPAD. GetMapY (37);

---

Get Latitude

Function (Syntax): **char\*** GetLatitude(**int** x)

Parameters: x - x-coordinate of window

Returns: char \* - Return latitude of map if successful else null

Example:

Char \* lat;

lat = geoPAD. GetLatitude (26);

---

Get Longitude

Function (Syntax): **char\*** GetLongitude(**int** y)

Parameters: y - y-coordinate of window

Returns: char \* - Return longitude of map if successful else null

Example:

char \* lon;

lon = geoPAD. GetLongitude (21);

---

Set Layer as Active(Current) Layer

Function (Syntax): `int SetCurrentLayer(int curLayer)`  
Parameters: `curLayer` –layer number to set active (current)  
Returns: `bool` - Return true if successful else false  
Example:  
`bool ret;`  
`ret = geoPAD. SetCurrentLayer (1);`

---

#### Get Active(Current) Layer

Function (Syntax): `int GetCurrentLayer()`  
Parameters: none  
Returns: `int` - Return Active (Current) layer if successful else -1  
Example:  
`int curLayer;`  
`curLayer = geoPAD. GetCurrentLayer ();`

---

#### Get Shape Index

Function (Syntax): `int GetShpldx(int x,int y)`  
Parameters: `x` – x coordinate of window  
`y` – y coordinate of window  
Returns: `int` - Return shape index if successful else -1  
Example:  
`int shpIndex;`  
`shpIndex = geoPAD. GetShpldx (12,43);`

---

#### Get Distance

Function (Syntax): `double GetDistance(int x1, int y1, int x2, int y2)`  
Parameters: `x1` - x1-coordinate of the window  
`y1` – y1-coordinate of the window  
`x2` – x2-coordinate of the window  
`y2` – y2-coordinate of the window  
Returns: `double` - Return Distance if successful else 0.0  
Example:  
`double dist;`  
`dist = geoPAD. GetDistance (5,10,100,150);`

---

## Database Functions

#### Get Total Field in Active Layer

Function (Syntax): `int GetFieldCount()`  
Parameters: None  
Returns: `int` – return number of fields in active layer  
Example:  
`int no;`  
`no = geoPAD. GetFieldCount ();`

---

#### Get Field Name

Function (Syntax): `char* GetFieldName(int field)`  
Parameters: `field` – Field number (index)  
Returns: `char *` – return field name  
Example:  
`char * fName;`  
`fName = geoPAD. GetFieldName (0);`

---

#### Get Field Type

Function (Syntax): `int GetFieldType(int field)`  
Parameters: `field` – Field number (index)

Returns: char \* – return field type

Example:

```
int fType;
```

```
fType = geoPAD. GetFieldType (0);
```

---

Get Total Records in Active Layer

Function (Syntax): **int** GetRecordCount()

Parameters: None

Returns: int – return number of records in active layer

Example:

```
int no;
```

```
no = geoPAD. GetRecordCount ();
```

---

Get Field Value using field name

Function (Syntax): **char\*** GetFieldValue(**char\*** field)

Parameters: field – Field name

Returns: char \* – return field Value

Example:

```
char * fVal;
```

```
fVal = geoPAD. GetFieldValue ("CITY_NAME");
```

---

Get Field Value using field number

Function (Syntax): **char\*** GetFieldNoValue(**int** field)

Parameters: field – Field number

Returns: char \* – Return field Value

Example:

```
char * fVal;
```

```
fVal = geoPAD. GetFieldNoValue (0);
```

---

Move Record Cursor to given number

Function (Syntax): **bool** Move(**int** rec)

Parameters: int rec – record number

Returns: bool – return true if successful else false

Example:

```
bool ret;
```

```
ret = GeoPAD. Move (5);
```

---

Move Record cursor to First record

Function (Syntax): **bool** MoveFirst()

Parameters: none

Returns: bool – return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. MoveFirst ();
```

---

Move Record cursor to Next record

Function (Syntax): **bool** MoveNext ()

Parameters: none

Returns: bool – return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. MoveNext ();
```

---

Move Record cursor to Previous record

Function (Syntax): **bool** MovePrev ()

Parameters: none

Returns: bool – return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. MovePrev ();
```

---

Move Record cursor to Last record

Function (Syntax): **bool** MoveLast ()

Parameters: none

Returns: bool – return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. MoveLast ();
```

---

Query on Active Layer

Function (Syntax): **bool** Query(**char\*** Qstr)

Parameters: Qstr – Query string *\*for detail*

Returns: bool – return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. Query ("HOUSE_TYPE='RESIDENTIAL' AND TAX = 'PAID'");
```

---

*\*User can make query on active layer*

- o =
- o <>
- o >
- o >=
- o <
- o <=
- o AND
- o OR
- o AREA < 12635667 AND POPULATION > 35477
- o POPULATION < 3506 AND DIST\_NAME <> 'XYZ'
- o DIST\_NAME = 'XYZ'

---

Get Total Query Records

Function (Syntax): **int** GetQRecordCount()

Parameters: None

Returns: int – return number of query records

Example:

```
int no;  
no = geoPAD. GetQRecordCount ();
```

---

Get Query Field Value using field name

Function (Syntax): **char\*** GetQFieldValue(**char\*** field)

Parameters: field – Field name

Returns: char \* – return query field Value

Example:

```
char * fVal;
```

```
fVal = geoPAD. GetFieldValue ("CITY_NAME");
```

---

#### Get Query Field Value using field number

Function (Syntax): **char\*** GetQFieldNoValue(**int** field)

Parameters: field – Field number

Returns: char \* – Return query field Value

Example:

```
char * fVal;
```

```
fVal = geoPAD. GetQFieldNoValue (0);
```

---

#### Move Query Record cursor to First record

Function (Syntax): **int** QMoveFirst()

Parameters: none

Returns: bool – return record number if successful else -1

Example:

```
int rNo;
```

```
rNo = geoPAD. QMoveFirst ();
```

---

#### Move Query Record cursor to Next record

Function (Syntax): **bool** QMoveNext ()

Parameters: none

Returns: bool – return record number if successful else -1

Example:

```
int rNo;
```

```
rNo = geoPAD. QMoveNext ();
```

---

#### Move Query Record cursor to Previous record

Function (Syntax): **bool** QMovePrev ()

Parameters: none

Returns: bool – return record number if successful else -1

Example:

```
int rNo;
```

```
rNo = geoPAD. QMovePrev ();
```

---

#### Move Query Record cursor to Last record

Function (Syntax): **bool** QMoveLast ()

Parameters: none

Returns: bool – return record number if successful else -1

Example:

```
int rNo;
```

```
rNo = geoPAD. QMoveLast ();
```

---

#### Find Object by database field value

Function (Syntax): **bool** Find(**char\*** findStr,**bool** mw,**bool** mc)

Parameters: none

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. Find ("TORONTO",false,false);
```

---

### Label Functions

#### Set Label Properties

Function (Syntax): **bool** LabelProp(**char\*** fontType,**long** color,**int** size,**int** bold,**bool** ul,**bool** italic,**bool** scale)

Parameters: fontType – Label Font Type

Color – Label color  
size – Label size  
bold – Label bold  
ul – Label underline  
italic – Label italic  
scale – Label scale

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. LabelProp ("Arial",RGB(255,0,0),15,false,false,false,false);

---

#### Remove Label

Function (Syntax): **bool** RemoveLabel()

Parameters: None

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. RemoveLabel ();

---

#### Scale Label

Function (Syntax): **bool** SetLabelScale(**bool** scaleLabel)

Parameters: scaleLabel – true to scale label with Layer zoom in-out

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. SetLabelScale ();

---

#### Remove All Label

Function (Syntax): **bool** RemoveAllLabel()

Parameters: None

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. RemoveAllLabel ();

---

#### Set All Label on off

Function (Syntax): **bool** SetAllLabelOnOff(**bool** onoff)

Parameters: onoff- true for label on and false for label off

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. SetAllLabelOnOff (true);

---

#### Get All Label on off

Function (Syntax): **bool** GetAllLabelOnOff()

Parameters: None

Returns: bool - Return true if successful else false

Example:

bool ret;

ret = geoPAD. GetAllLabelOnOff ();

---

#### Set Label on off

Function (Syntax): **bool** SetLabelOnOff(**bool** onoff)

Parameters: onoff – true to set label on and false to set label off

Returns: bool - Return true if successful else false

Example:

bool ret;



```
ret = geoPAD. SetLabelOnOff (true);
```

---

#### Get Label on off

Function (Syntax): **bool** GetLabelOnOff()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. GetLabelOnOff ();
```

---

#### Set Arrow Label on off

Function (Syntax): **bool** SetArrLabelOnOff(**bool** onoff)

Parameters: onoff – true to set Arrow label on and false to set Arrow label off

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. SetArrLabelOnOff (true);
```

---

#### Get Arrow Label on off

Function (Syntax): **bool** GetArrLabelOnOff()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. GetArrLabelOnOff ();
```

---

#### Delete Label

Function (Syntax): **bool** DeleteTextLabel()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. DeleteTextLabel ();
```

---

#### Remove Selected Text and Label

Function (Syntax): **bool** RemoveSelTextLabel()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. RemoveSelTextLabel ();
```

---

## GPS functions

#### GPS Setting Dialog

Function (Syntax): **bool** SettingGPS()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. SettingGPS ();
```

---

#### Active GPS Device for data collection

Function (Syntax): **bool** ActiveGPS()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. ActiveGPS ();
```

---

Active GPS Device (Open GPS communication port)

Function (Syntax): **bool** DeActiveGPS()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. DeActiveGPS ();
```

---

Read GPS Data

Function (Syntax): **int** ReadGPSData()

Parameters: None

Returns: int – if 2 then Fix GPS position is available

Example:

```
bool ret;
```

```
ret = geoPAD. ReadGPSData ();
```

---

Draw GPS data String

Function (Syntax): **bool** DrawGPSSString(HDC hDC)

Parameters: hDC – Handle of device context

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. DrawGPSSString (hDC);
```

---

Return GPS X Value

Function (Syntax): **double** GetGpsX()

Parameters: none

Returns: double - Return GPS x if successful else 0

Example:

```
double x;
```

```
x = geoPAD. GetGpsX ();
```

---

Return GPS Y Value

Function (Syntax): **double** GetGpsY()

Parameters: none

Returns: double - Return GPS y if successful else 0

Example:

```
double y;
```

```
y = geoPAD. GetGpsY ();
```

---

Select Object at GPS position from Active Layer

Function (Syntax): **bool** SelectAtGPS()

Parameters: none

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. SelectAtGPS ();
```

---

Edit vertex for selected Object

Function (Syntax): **bool** SelectVertex(bool edit)

Parameters: edit – true for edit vertex else false

Returns: bool - Return true if successful else false

Example:

```
bool ret;  
ret = geoPAD. SelectVertex (true);
```

---

Check point on Vertex for selected Object

Function (Syntax): **bool** PointInVertex()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. PointInVertex ();

---

Move Vertex to GPS point for selected Object

Function (Syntax): **bool** MoveVertexToGPS()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. MoveVertexToGPS ();

---

Move Vertex to GPS point for selected Object

Function (Syntax): **bool** MoveVertexToGPS()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. MoveVertexToGPS ();

---

Move Vertex to X Y point for selected Object

Function (Syntax): **bool** MoveVertexTo()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. MoveVertexTo ();

---

Delete selected Vertex from selected Object

Function (Syntax): **bool** DeleteVertex()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. DeleteVertex ();

---

Start Vertex capturing

Function (Syntax): **bool** GPSCaptureStart()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. GPSCaptureStart ();

---

End Vertex capturing

Function (Syntax): **bool** GPSCaptureEnd()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;

```
ret = geoPAD. GPSCaptureEnd ();
```

---

#### Capturing GPS Point

Function (Syntax): **bool** GPSPoint(HDC hDC)

Parameters: hDC – Handle of device context

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. GPSPoint (hDC);
```

---

#### Capturing Point

Function (Syntax): **bool** Point(HDC hDC,int x,int y)

Parameters: hDC – Handle of device context

X - x co-ordinate

Y – y co-ordinate

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. Point (hDC, 10, 20);
```

---

## Dialog Functions

#### About Dialog Box

Function (Syntax): **bool** AboutDialog()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. AboutDialog ();
```

---

#### Layer Dialog Box

Function (Syntax): **bool** LayerDialog()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. LayerDialog ();
```

---

#### Edit Database field Dialog Box

Function (Syntax): **bool** EditFieldDialog()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. EditFieldDialog ();
```

---

#### Shape Index Dialog Box

Function (Syntax): **bool** ShpIndexDialog(int x,int y)

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. ShpIndexDialog ();
```

---

#### Shape Index Dialog Box for Editing

Function (Syntax): **bool** FetureIndexDialog()

Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. FetureIndexDialog ();

---

#### Query Dialog Box

Function (Syntax): [bool](#) QueryDialog()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. QueryDialog ();

---

#### New Layer Dialog Box

Function (Syntax): [bool](#) NewLayerDialog()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. NewLayerDialog ();

---

#### Distance Dialog Box

Function (Syntax): [bool](#) DistDialog()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. DistDialog ();

---

#### Label Dialog Box

Function (Syntax): [bool](#) LabelDialog()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. LabelDialog ();

---

#### Arrow Label Dialog Box

Function (Syntax): [bool](#) GeoLabelDlg([bool](#) arr)  
Parameters: arr - true for arrow label doalog  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. GeoLabelDlg ();

---

#### Find Dialog Box

Function (Syntax): [bool](#) FindDialog()  
Parameters: None  
Returns: bool - Return true if successful else false  
Example:  
bool ret;  
ret = geoPAD. FindDialog ();

---

#### Active Layer database (DBF) Dialog Box

Function (Syntax): [bool](#) TableDialog()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. TableDialog ();
```

---

#### Query result Dialog Box

Function (Syntax): **bool** QueryresultDialog()

Parameters: None

Returns: bool - Return true if successful else false

Example:

```
bool ret;
```

```
ret = geoPAD. QueryresultDialog ();
```

---



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