
NPMapLib

Table of Contents

1. NPMMapLib Namespace.....	9
1.1 GisObject Class	9
1.1.1 GisObject Members.....	11
1.1.2 GisObject Constructor	12
1.1.3 GisObject Fields	13
1.1.4 GisObject Methods.....	15
1.2 IMap Interface	18
1.2.1 IMap Members	18
1.2.2 IMap Methods	23
1.2.3 IMap Events	68
1.3 IMapServer Interface	73
1.3.1 IMapServer Members.....	73
1.3.2 IMapServer Methods.....	74
1.4 Map Class.....	78
1.4.1 Map Members	80
1.4.2 Map Constructor.....	131
1.4.3 Map Methods	132
1.4.4 Map Properties	218
1.4.5 Map Events	230
1.5 Offset Class	238
1.5.1 Offset Members.....	239
1.5.2 Offset Constructor	241
1.5.3 Offset Methods.....	241
1.5.4 Offset Properties.....	242
1.6 Overlay Class.....	244
1.6.1 Overlay Members	246
1.6.2 Overlay Constructor	249
1.6.3 Overlay Fields.....	249
1.6.4 Overlay Methods	251
1.6.5 Overlay Properties	259
1.6.6 Overlay Events	260
2. NPMapLib.Configure Namespace	266
2.1 MapServerInfo Class	267
2.1.1 MapServerInfo Members.....	268
2.1.2 MapServerInfo Constructor	269
2.1.3 MapServerInfo Methods.....	272
2.1.4 MapServerInfo Properties	272
2.2 MarkerClusterInfo Class.....	276
2.2.1 MarkerClusterInfo Members	277
2.2.2 MarkerClusterInfo Constructor.....	278
2.2.3 MarkerClusterInfo Methods	278

2.2.4 MarkerClusterInfo Properties	279
3. NPMapLib.Controls Namespace	281
3.1 ControlBase Class.....	282
3.1.1 ControlBase Members	283
3.1.2 ControlBase Constructor.....	286
3.1.3 ControlBase Fields	286
3.1.4 ControlBase Methods	288
3.1.5 ControlBase Properties.....	295
3.1.6 ControlBase Events	298
3.2 CopyRight Class.....	304
3.2.1 CopyRight Members	305
3.2.2 CopyRight Constructor.....	308
3.2.3 CopyRight Fields	309
3.2.4 CopyRight Methods	309
3.2.5 CopyRight Properties	311
3.2.6 CopyRight Events	311
3.3 Navigation Class	312
3.3.1 Navigation Members	313
3.3.2 Navigation Constructor.....	317
3.3.3 Navigation Fields.....	317
3.3.4 Navigation Methods	318
3.3.5 Navigation Properties	319
3.3.6 Navigation Events	320
3.4 Overview Class.....	321
3.4.1 Overview Members	322
3.4.2 Overview Constructor.....	325
3.4.3 Overview Fields.....	326
3.4.4 Overview Methods	327
3.4.5 Overview Properties	328
3.4.6 Overview Events	329
3.5 Scale Class.....	329
3.5.1 Scale Members	331
3.5.2 Scale Constructor.....	334
3.5.3 Scale Fields.....	335
3.5.4 Scale Methods	335
3.5.5 Scale Properties	337
3.5.6 Scale Events	337
4. NPMapLib.Enums Namespace.....	338
4.1 AdapterType Enumeration.....	339
4.2 ArrowStyle Enumeration	340
4.3 ControlType Enumeration.....	341
4.4 DrawType Enumeration	342
4.5 LayerType Enumeration	343
4.6 LineStyle Enumeration.....	345

4.7 MapStatus Enumeration	346
4.8 MapType Enumeration	347
4.9 MeasureType Enumeration	348
4.10 MouseKey Enumeration	349
4.11 OverlayType Enumeration	350
4.12 Position Enumeration	351
5. NPMMapLib.EventArgs Namespace.....	352
5.1 DrawResultEventArgs Class.....	353
5.1.1 DrawResultEventArgs Members	354
5.1.2 DrawResultEventArgs Constructor.....	355
5.1.3 DrawResultEventArgs Methods	357
5.1.4 DrawResultEventArgs Properties	357
5.2 MapStatusEventArgs Class.....	359
5.2.1 MapStatusEventArgs Members	360
5.2.2 MapStatusEventArgs Constructor.....	361
5.2.3 MapStatusEventArgs Methods	362
5.2.4 MapStatusEventArgs Properties	363
5.3 MouseEventArgs Class	364
5.3.1 MouseEventArgs Members.....	365
5.3.2 MouseEventArgs Constructor	366
5.3.3 MouseEventArgs Methods.....	368
5.3.4 MouseEventArgs Properties	368
5.4 OverlayEventArgs Class.....	371
5.4.1 OverlayEventArgs Members	372
5.4.2 OverlayEventArgs Constructor	374
5.4.3 OverlayEventArgs Methods	376
5.4.4 OverlayEventArgs Properties	376
5.5 SelectResultEventArgs Class	381
5.5.1 SelectResultEventArgs Members	382
5.5.2 SelectResultEventArgs Constructor	383
5.5.3 SelectResultEventArgs Methods	384
5.5.4 SelectResultEventArgs Properties	385
6. NPMapLib.Geometry Namespace	387
6.1 Circle Class	387
6.1.1 Circle Members.....	388
6.1.2 Circle Constructor	393
6.1.3 Circle Fields	396
6.1.4 Circle Methods.....	397
6.1.5 Circle Properties.....	416
6.1.6 Circle Events.....	417
6.2 CircleOption Class	418
6.2.1 CircleOption Members.....	419
6.2.2 CircleOption Constructor	420
6.2.3 CircleOption Methods.....	421

6.2.4 CircleOption Properties	422
6.3 Extent Class.....	429
6.3.1 Extent Members	430
6.3.2 Extent Constructor.....	431
6.3.3 Extent Methods	435
6.3.4 Extent Properties	443
6.4 Pixel Class.....	445
6.4.1 Pixel Members	446
6.4.2 Pixel Constructor.....	448
6.4.3 Pixel Methods	449
6.4.4 Pixel Properties	451
6.5 Point Class.....	453
6.5.1 Point Members	454
6.5.2 Point Constructor.....	455
6.5.3 Point Methods	457
6.5.4 Point Properties	459
6.6 Polygon Class	461
6.6.1 Polygon Members	462
6.6.2 Polygon Constructor	467
6.6.3 Polygon Fields	470
6.6.4 Polygon Methods.....	471
6.6.5 Polygon Properties.....	489
6.6.6 Polygon Events.....	490
6.7 PolygonOption Class	490
6.7.1 PolygonOption Members.....	491
6.7.2 PolygonOption Constructor	493
6.7.3 PolygonOption Methods.....	494
6.7.4 PolygonOption Properties.....	494
6.8 Polyline Class	501
6.8.1 Polyline Members	502
6.8.2 Polyline Constructor	507
6.8.3 Polyline Fields	510
6.8.4 Polyline Methods.....	510
6.8.5 Polyline Properties.....	526
6.8.6 Polyline Events.....	526
6.9 PolylinOption Class	527
6.9.1 PolylinOption Members.....	528
6.9.2 PolylinOption Constructor	529
6.9.3 PolylinOption Methods.....	530
6.9.4 PolylinOption Properties.....	531
6.10 Size Class.....	536
6.10.1 Size Members	537
6.10.2 Size Constructor	538
6.10.3 Size Fields.....	540

6.10.4 Size Methods	540
6.10.5 Size Properties	543
7. NPMMapLib.Layers Namespace	545
7.1 ArcgisTileLayer Class	546
7.1.1 ArcgisTileLayer Members.....	547
7.1.2 ArcgisTileLayer Constructor	551
7.1.3 ArcgisTileLayer Fields.....	552
7.1.4 ArcgisTileLayer Methods.....	553
7.1.5 ArcgisTileLayer Properties	555
7.2 ArcgisTileLayerOptions Class	556
7.2.1 ArcgisTileLayerOptions Members.....	557
7.2.2 ArcgisTileLayerOptions Constructor	559
7.2.3 ArcgisTileLayerOptions Methods.....	559
7.2.4 ArcgisTileLayerOptions Properties.....	560
7.3 EzMapLayerOptions Class	572
7.3.1 EzMapLayerOptions Members	573
7.3.2 EzMapLayerOptions Constructor	575
7.3.3 EzMapLayerOptions Methods	575
7.3.4 EzMapLayerOptions Properties	576
7.4 EzMapOffLineLayer Class	583
7.4.1 EzMapOffLineLayer Members	584
7.4.2 EzMapOffLineLayer Constructor	588
7.4.3 EzMapOffLineLayer Fields.....	589
7.4.4 EzMapOffLineLayer Methods	590
7.4.5 EzMapOffLineLayer Properties	593
7.5 EzMapTileLayer Class.....	594
7.5.1 EzMapTileLayer Members	595
7.5.2 EzMapTileLayer Constructor	599
7.5.3 EzMapTileLayer Fields.....	599
7.5.4 EzMapTileLayer Methods	600
7.5.5 EzMapTileLayer Properties	602
7.6 GoogleMapTileLayer Class	607
7.6.1 GoogleMapTileLayer Members	608
7.6.2 GoogleMapTileLayer Constructor	612
7.6.3 GoogleMapTileLayer Fields.....	613
7.6.4 GoogleMapTileLayer Methods	614
7.6.5 GoogleMapTileLayer Properties	616
7.7 GoogleOffLineLayer Class	621
7.7.1 GoogleOffLineLayer Members.....	622
7.7.2 GoogleOffLineLayer Constructor	626
7.7.3 GoogleOffLineLayer Fields	626
7.7.4 GoogleOffLineLayer Methods	627
7.7.5 GoogleOffLineLayer Properties.....	629
7.8 Layer Class	634

7.8.1 Layer Members	636
7.8.2 Layer Constructor	639
7.8.3 Layer Fields	641
7.8.4 Layer Methods	646
7.8.5 Layer Properties	658
7.9 OpenLayerOptions Class	661
7.9.1 OpenLayerOptions Members	662
7.9.2 OpenLayerOptions Constructor	664
7.9.3 OpenLayerOptions Methods	664
7.9.4 OpenLayerOptions Properties	665
7.10 OverlayLayer Class	676
7.10.1 OverlayLayer Members	677
7.10.2 OverlayLayer Constructor	681
7.10.3 OverlayLayer Fields	682
7.10.4 OverlayLayer Methods	683
7.10.5 OverlayLayer Properties	691
7.11 VectorGMLLayerOptions Class	691
7.11.1 VectorGMLLayerOptions Members	692
7.11.2 VectorGMLLayerOptions Constructor	694
7.11.3 VectorGMLLayerOptions Methods	694
7.11.4 VectorGMLLayerOptions Properties	695
7.12 WMSLayer Class	700
7.12.1 WMSLayer Members	701
7.12.2 WMSLayer Constructor	705
7.12.3 WMSLayer Fields	706
7.12.4 WMSLayer Methods	707
7.12.5 WMSLayer Properties	709
8. NPMapLib.Symbols Namespace	714
8.1 Animation Class	715
8.1.1 Animation Members	716
8.1.2 Animation Constructor	718
8.1.3 Animation Fields	721
8.1.4 Animation Methods	721
8.2 AnimationOption Class	731
8.2.1 AnimationOption Members	732
8.2.2 AnimationOption Constructor	734
8.2.3 AnimationOption Methods	734
8.2.4 AnimationOption Properties	735
8.3 Icon Class	738
8.3.1 Icon Members	739
8.3.2 Icon Constructor	741
8.3.3 Icon Fields	744
8.3.4 Icon Methods	745
8.4 IconOptions Class	751

8.4.1 IconOptions Members	752
8.4.2 IconOptions Constructor.....	753
8.4.3 IconOptions Methods	753
8.4.4 IconOptions Properties.....	754
8.5 InfoWindow Class	755
8.5.1 InfoWindow Members.....	756
8.5.2 InfoWindow Constructor	758
8.5.3 InfoWindow Fields	762
8.5.4 InfoWindow Methods.....	762
8.6 InfoWindowOption Class	772
8.6.1 InfoWindowOption Members.....	773
8.6.2 InfoWindowOption Constructor	774
8.6.3 InfoWindowOption Methods.....	775
8.6.4 InfoWindowOption Properties	776
8.7 Label Class.....	781
8.7.1 Label Members	782
8.7.2 Label Constructor.....	786
8.7.3 Label Fields	789
8.7.4 Label Methods	789
8.7.5 Label Properties	800
8.7.6 Label Events	801
8.8 LabelOptions Class	802
8.8.1 LabelOptions Members	803
8.8.2 LabelOptions Constructor	804
8.8.3 LabelOptions Methods	804
8.8.4 LabelOptions Properties	805
8.9 LabelStyle Class.....	808
8.9.1 LabelStyle Members	809
8.9.2 LabelStyle Constructor.....	811
8.9.3 LabelStyle Methods	811
8.9.4 LabelStyle Properties	812
8.10 Marker Class	821
8.10.1 Marker Members.....	822
8.10.2 Marker Constructor	827
8.10.3 Marker Fields	829
8.10.4 Marker Methods	830
8.10.5 Marker Properties.....	842
8.10.6 Marker Events	847
9. NPMapLib.Tools Namespace.....	848
9.1 DrawingTool Class	848
9.1.1 DrawingTool Members.....	849
9.1.2 DrawingTool Constructor	851
9.1.3 DrawingTool Fields.....	851
9.1.4 DrawingTool Methods.....	852

9.2 MeasureTool Class	857
9.2.1 MeasureTool Members.....	858
9.2.2 MeasureTool Constructor	860
9.2.3 MeasureTool Fields.....	861
9.2.4 MeasureTool Methods.....	861

1. NPMapLib Namespace

▪ Classes

Class	Description
◆ GisObject	Gis 对象的基类
◆ Map	地图
◆ Offset	位置
◆ Overlay	叠加对象， Element 对象和 Geometry 对象的基类

▪ Interfaces

Interface	Description
→ IMap	地图控件
→ IMapServer	地图服务接口[管理相关配置信息]

1.1 GisObject Class

Gis 对象的基类

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataContractAttribute> _
```

Public MustInherit Class GisObject

C#

```
[DataContractAttribute]
public abstract class GisObject
```

Visual C++

```
[DataContractAttribute]
public ref class GisObject abstract
```

JavaScript

```
NPMapLib.GisObject = function() {
    Type.createClass(
        'NPMapLib.GisObject');
```

■ Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.....GisObject

[NPMapLib.Controls.....ControlBase](#)

[NPMapLib.Geometry.....Size](#)

[NPMapLib.Layers.....Layer](#)

[NPMapLib.....Overlay](#)

[NPMapLib.Symbols.....Animation](#)

[NPMapLib.Symbols.....Icon](#)

[NPMapLib.Symbols.....InfoWindow](#)

[NPMapLib.Tools.....DrawingTool](#)

[NPMapLib.Tools.....MeasureTool](#)

■ See Also

[GisObject Members](#)

1.1.1 GisObject Members

[GisObject Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [GisObject](#) type exposes the following members.

Constructors

	Name	Description
≡	GisObject	构造 gis 基类对象

Methods

	Name	Description
≡	CallScriptMethod	
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetId	获取当前类型的标识
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

Fields

	Name	Description
💡	id	
💡	mapId	

See Also

[GisObject Class](#)

1.1.2 GisObject Constructor

构造 gis 基类对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public GisObject()
```

Visual C++

```
public:  
GisObject()
```

JavaScript

```
NPMapLib.GisObject = function();
```

See Also

[GisObject Class](#)

1.1.3 GisObject Fields

The [GisObject](#) type exposes the following members.

Fields

Name Description

💡 [id](#)

💡 [mapId](#)

See Also

[GisObject Class](#)

1.1.3.1 id Field

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute> _
Protected id As Long
```

C#

```
[DataMemberAttribute]
protected long id
```

Visual C++

```
[DataMemberAttribute]
```

```
protected:
```

```
long long id
```

JavaScript

```
id
```

See Also

[GisObject Class](#)

1.1.3.2 mapId Field

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
<DataMemberAttribute> _
Protected mapId As Integer
```

C#

```
[DataMemberAttribute]
protected int mapId
```

Visual C++

```
[DataMemberAttribute]
```

```
protected:
```

```
int mapId
```

JavaScript

```
mapId
```

▀ See Also

[GisObject Class](#)

1.1.4 GisObject Methods

The [GisObject](#) type exposes the following members.

▀ Methods

Name	Description
💡 CallScriptMethod	
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识
💡 GetType	(Inherited from Object .)
💡 MemberwiseClone	(Inherited from Object .)
💡 ToString	(Inherited from Object .)

▀ See Also

[GisObject Class](#)

1.1.4.1 CallScriptMethod Method

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Protected Function CallScriptMethod ( _
    proxy As String, _
    proxyMethod As String, _
    methodName As String, _
    ParamArray param As Object() _)
) As Object
```

C#

```
protected Object CallScriptMethod(
    string proxy,
    string proxyMethod,
    string methodName,
    params Object[] param
)
```

Visual C++

```
protected:
Object^ CallScriptMethod(
    String^ proxy,
    String^ proxyMethod,
    String^ methodName,
    ... array<Object^>^ param
)
```

JavaScript

```
function callScriptMethod(proxy, proxyMethod,
methodName, ... param);
```

Parameters

proxy

Type: [System...:::String](#)

proxyMethod

Type: [System...:::String](#)

methodName

Type: [System..::..String](#)

param

Type: array<[System..::..Object](#)>[][]()

See Also

[GisObject Class](#)

1.1.4.2 GetId Method

获取当前类型的标识

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Overridable Function GetById As Long
```

C#

```
public virtual long GetById()
```

Visual C++

```
public:  
virtual long long GetById()
```

JavaScript

```
function getId();
```

Return Value

See Also

[GisObject Class](#)

1.2 IMap Interface

地图控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Interface IMap
    Inherits IMapServer
```

C#

```
public interface IMap : IMapServer
```

Visual C++

```
public interface class IMap : IMapServer
```

JavaScript

```
NPMapLib.IMap = function();
NPMapLib.IMap.createInterface('NPMapLib.IMap');
```

■ See Also

[IMap Members](#)

1.2.1 IMap Members

[IMap Interface](#) [Methods](#) [Events](#) [See Also](#) [Send Feedback](#)

The [IMap](#) type exposes the following members.

Methods

	Name	Description
☰	<u>AddControl</u>	添加控件
☰	<u>AddLayer</u>	添加图层
☰	<u>AddLayers</u>	添加多个图层
☰	<u>AddOverlay</u>	添加叠加对象
☰	<u>AddOverlays</u>	添加叠加对象集合
☰	<u>CenterAndZoom</u>	居中到点 P 并缩放到指定级别
☰	<u>ClearOverlays</u>	清除地图上所有叠加对象
☰	<u>DisableDoubleClickZoom</u>	禁用双击缩放
☰	<u>DisableInertialDragging</u>	禁用地图惯性拖拽
☰	<u>DisableKeyboard</u>	禁用键盘操作
☰	<u>DisableScrollWheelZoom</u>	禁用滚轮
☰	<u>EnableDoubleClickZoom</u>	启用双击缩放
☰	<u>EnableInertialDragging</u>	启用地图惯性拖拽， 默认禁用
☰	<u>EnableKeyboard</u>	启用键盘操作

	<u>EnableScrollWheelZoom</u>	启用滚轮
	<u>FullExtent</u>	全图
	<u>GetCenter</u>	返回地图当前中心点
	<u>GetCursor</u>	返回地图鼠标指针样式
	<u>GetDistance</u>	返回两点之间的距离，单位是米
	<u>GetExtent</u>	返回地图可视区域
	<u>GetLayer</u>	获取指定标识的图层
	<u>GetMapControl</u>	获取地图控件
	<u>GetMapServerInfo</u>	获取地图服务配置信息 (Inherited from <u>IMapServer.</u>)
	<u>GetMarkerClusterInfo</u>	获取聚合信息 (Inherited from <u>IMapServer.</u>)
	<u>GetOverlays</u>	获取叠加对象
	<u>GetSize</u>	返回地图视图的大小，以像素表示
	<u>GetZoom</u>	返回地图当前缩放级别
	<u>Pan</u>	平移

	<u>PanByPix</u>	将地图在水平位置上移动 x 像素，垂直位置上移动 y 像素
	<u>PanTo</u>	将地图的中心点更改为给定的点
	<u>PixelToPoint</u>	像素坐标转换为经纬度坐标
	<u>PointToPixel</u>	经纬度坐标转换为像素坐标
	<u>RefreshMap</u>	刷新地图
	<u>RemoveControl</u>	移除控件
	<u>RemoveLayer</u>	删除图层
	<u>RemoveOverlay</u>	移除叠加对象
	<u>RemoveOverlays</u>	移除多个叠加物
	<u>Reset</u>	重新设置地图，恢复地图初始化时的中心点和级别
	<u>SetCenter</u>	居中
	<u>SetCursor</u>	设置地图鼠标指针样式
	<u>SetMapServerInfo</u>	设置地图服务信息 (Inherited from <u>IMapServer</u> .)

	SetMarkerClusterInfo	设置聚合信息 (Inherited from IMapServer .)
	SetMaxZoom	设置地图允许的最大级别
	SetMinZoom	设置地图允许的最小级别
	SetZoom	将地图缩放到指定的缩放等级
	SwitchLayer	切换图层
	ZoomIn	拉框放大
	ZoomInFixed	固定放大
	ZoomOut	拉框缩小
	ZoomOutFixed	固定缩小
	ZoomToExtent	地图缩放到指定范围

Events

Name	Description
	MapClick 地图单击事件
	MapDBClick 地图双击事件
	MapSelectCompleted 选择完成事件(框选、圈选、多边形选择)

 MapStatusChanged	地图状态改变事件
--	----------

See Also

[IMap Interface](#)

1.2.2 IMap Methods

The [IMap](#) type exposes the following members.

Methods

Name	Description
 AddControl	添加控件
 AddLayer	添加图层
 AddLayers	添加多个图层
 AddOverlay	添加叠加对象
 AddOverlays	添加叠加对象集合
 CenterAndZoom	居中到点 P 并缩放到指定级别
 ClearOverlays	清除地图上所有叠加对象
 DisableDoubleClickZoom	禁用双击缩放
 DisableInertialDragging	禁用地图惯性拖拽
 DisableKeyboard	禁用键盘操作
 DisableScrollWheelZoom	禁用滚轮
 EnableDoubleClickZoom	启用双击缩放

≡◊ EnableInertialDragging	启用地图惯性拖拽， 默认禁用
≡◊ EnableKeyboard	启用键盘操作
≡◊ EnableScrollWheelZoom	启用滚轮
≡◊ FullExtent	全图
≡◊ GetCenter	返回地图当前中心点
≡◊ GetCursor	返回地图鼠标指针样式
≡◊ GetDistance	返回两点之间的距离， 单位是米
≡◊ GetExtent	返回地图可视区域
≡◊ GetLayer	获取指定标识的图层
≡◊ GetMapControl	获取地图控件
≡◊ GetMapServerInfo	获取地图服务配置信息 (Inherited from IMapServer .)
≡◊ GetMarkerClusterInfo	获取聚合信息 (Inherited from IMapServer .)
≡◊ GetOverlays	获取叠加对象
≡◊ GetSize	返回地图视图的大小， 以像素表示
≡◊ GetZoom	返回地图当前缩放级别
≡◊ Pan	平移
≡◊ PanByPix	将地图在水平位置上移动 x 像素， 垂直

	位置上移动 y 像素
■ PanTo	将地图的中心点更改为给定的点
■ PixelToPoint	像素坐标转换为经纬度坐标
■ PointToPoint	经纬度坐标转换为像素坐标
■ RefreshMap	刷新地图
■ RemoveControl	移除控件
■ RemoveLayer	删除图层
■ RemoveOverlay	移除叠加对象
■ RemoveOverlays	移除多个叠加物
■ Reset	重新设置地图，恢复地图初始化时的中心点和级别
■ SetCenter	居中
■ SetCursor	设置地图鼠标指针样式
■ SetMapServerInfo	设置地图服务信息 (Inherited from IMapServer .)
■ SetMarkerClusterInfo	设置聚合信息 (Inherited from IMapServer .)
■ SetMaxZoom	设置地图允许的最大级别
■ SetMinZoom	设置地图允许的最小级别

≡ SetZoom	将地图缩放到指定的缩放等级
≡ SwitchLayer	切换图层
≡ ZoomIn	拉框放大
≡ ZoomInFixed	固定放大
≡ ZoomOut	拉框缩小
≡ ZoomOutFixed	固定缩小
≡ ZoomToExtent	地图缩放到指定范围

See Also

[IMap Interface](#)

1.2.2.1 AddControl Method

添加控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub AddControl ( _  
    control As ControlBase _  
)
```

C#

```
void AddControl(  
    ControlBase control  
)
```

Visual C++

```
void AddControl(
    ControlBase^ control
)
```

JavaScript

```
function addControl(control);
```

Parameters

control

Type: [NPMapLib.Controls.....ControlBase](#)

要添加的控件

See Also

[IMap Interface](#)

1.2.2.2 AddLayer Method

添加图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Sub AddLayer (
    layer As Layer
)
```

C#

```
void AddLayer(
    Layer layer
```

)

Visual C++

```
void AddLayer(
    Layer^ layer
)
```

JavaScript

```
function addLayer(layer);
```

Parameters

layer

Type: [NPMapLib.Layers...:::Layer](#)

图层对象

See Also

[IMap Interface](#)

1.2.2.3 AddLayers Method

添加多个图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Sub AddLayers (
    layers As IEnumerable(Of Layer) _
)
```

C#

```
void AddLayers(  
    IEnumerable<Layer> layers  
)
```

Visual C++

```
void AddLayers(  
    IEnumerable<Layer^>^ layers  
)
```

JavaScript

```
function addLayers(layers);
```

Parameters

layers

Type: [System.Collections.Generic...:::IEnumerable<\(Of<\(<'Layer>\)>\)>](#)

图层集合

See Also

[IMap Interface](#)

1.2.2.4 AddOverlay Method

添加叠加对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub AddOverlay (  
    overlay As Overlay _
```

)

C#

```
void AddOverlay(  
    Overlay overlay  
)
```

Visual C++

```
void AddOverlay(  
    Overlay^ overlay  
)
```

JavaScript

```
function addOverlay(overlay);
```

Parameters

overlay

Type: [NPMapLib...:::Overlay](#)

叠加对象

See Also

[IMap Interface](#)

1.2.2.5 AddOverlays Method

添加叠加对象集合

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub AddOverlays (
    overlays As IEnumerable(Of Overlay) _
)
```

C#

```
void AddOverlays(
    IEnumerable<Overlay> overlays
)
```

Visual C++

```
void AddOverlays(
    IEnumerable<Overlay^>^ overlays
)
```

JavaScript

```
function addOverlays(overlays);
```

Parameters

overlays

Type: System.Collections.Generic...:::IEnumerable<(Of<(<'Overlay>)>>

See Also

[IMap Interface](#)

1.2.2.6 CenterAndZoom Method

居中到点 P 并缩放到指定级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub CenterAndZoom ( _  
    p As Point, _  
    zoom As Integer _  
)
```

C#

```
void CenterAndZoom(  
    Point p,  
    int zoom  
)
```

Visual C++

```
void CenterAndZoom(  
    Point^ p,  
    int zoom  
)
```

JavaScript

```
function centerAndZoom(p, zoom);
```

Parameters

p

Type: [NPMapLib.Geometry...:::Point](#)

zoom

Type: [System...:::Int32](#)

See Also

[IMap Interface](#)

1.2.2.7 ClearOverlays Method

清除地图上所有叠加对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub ClearOverlays
```

C#

```
void ClearOverlays()
```

Visual C++

```
void ClearOverlays()
```

JavaScript

```
function clearOverlays();
```

▪ See Also

[IMap Interface](#)

1.2.2.8 DisableDoubleClickZoom Method

禁用双击缩放

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub DisableDoubleClickZoom
```

C#

```
void DisableDoubleClickZoom()
```

Visual C++

```
void DisableDoubleClickZoom()
```

JavaScript

```
function disableDoubleClickZoom();
```

See Also

[IMap Interface](#)

1.2.2.9 DisableInertialDragging Method

禁用地图惯性拖拽

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Sub DisableInertialDragging
```

C#

```
void DisableInertialDragging()
```

Visual C++

```
void DisableInertialDragging()
```

JavaScript

```
function disableInertialDragging();
```

See Also

[IMap Interface](#)

1.2.2.10 DisableKeyboard Method

禁用键盘操作

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub DisableKeyboard
```

C#

```
void DisableKeyboard()
```

Visual C++

```
void DisableKeyboard()
```

JavaScript

```
function disableKeyboard();
```

See Also

[IMap Interface](#)

1.2.2.11 DisableScrollWheelZoom Method

禁用滚轮

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub DisableScrollWheelZoom
```

C#

```
void DisableScrollWheelZoom()
```

Visual C++

```
void DisableScrollWheelZoom()
```

JavaScript

```
function disableScrollWheelZoom();
```

▪ See Also

[IMap Interface](#)

1.2.2.12 EnableDoubleClickZoom Method

启用双击缩放

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub EnableDoubleClickZoom
```

C#

```
void EnableDoubleClickZoom()
```

Visual C++

```
void EnableDoubleClickZoom()
```

JavaScript

```
function enableDoubleClickZoom();
```

See Also

[IMap Interface](#)

1.2.2.13 EnableInertialDragging Method

启用地图惯性拖拽， 默认禁用

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Sub EnableInertialDragging
```

C#

```
void EnableInertialDragging()
```

Visual C++

```
void EnableInertialDragging()
```

JavaScript

```
function enableInertialDragging();
```

See Also

[IMap Interface](#)

1.2.2.14 EnableKeyboard Method

启用键盘操作

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub EnableKeyboard
```

C#

```
void EnableKeyboard()
```

Visual C++

```
void EnableKeyboard()
```

JavaScript

```
function enableKeyboard();
```

▪ See Also

[IMap Interface](#)

1.2.2.15 EnableScrollWheelZoom Method

启用滚轮

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub EnableScrollWheelZoom
```

C#

```
void EnableScrollWheelZoom()
```

Visual C++

```
void EnableScrollWheelZoom()
```

JavaScript

```
function enableScrollWheelZoom();
```

□ **See Also**

[IMap Interface](#)

1.2.2.16 FullExtent Method

全图

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Sub FullExtent
```

C#

```
void FullExtent()
```

Visual C++

```
void FullExtent()
```

JavaScript

```
function fullExtent();
```

See Also

[IMap Interface](#)

1.2.2.17 GetCenter Method

返回地图当前中心点

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Function GetCenter As Point
```

C#

```
Point GetCenter()
```

Visual C++

```
Point^ GetCenter()
```

JavaScript

```
function getCenter();
```

Return Value

当前中心点

See Also

[IMap Interface](#)

1.2.2.18 GetCursor Method

返回地图鼠标指针样式

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Function GetCursor As String
```

C#

```
string GetCursor()
```

Visual C++

```
String^ GetCursor()
```

JavaScript

```
function getCursor();
```

Return Value

▪ See Also

[IMap Interface](#)

1.2.2.19 GetDistance Method

返回两点之间的距离，单位是米

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Function GetDistance ( _
    start As Point, _
    end As Point _
) As Double
```

C#

```
double GetDistance(
    Point start,
    Point end
)
```

Visual C++

```
double GetDistance(
    Point^ start,
    Point^ end
)
```

JavaScript

```
function getDistance(start, end);
```

Parameters

start

Type: [NPMapLib.Geometry...:::Point](#)

起始点

end

Type: [NPMapLib.Geometry...:::Point](#)

终点

Return Value

点距

See Also

[IMap Interface](#)

1.2.2.20 GetExtent Method

返回地图可视区域

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

Function GetExtent **As** [Extent](#)

C#

[Extent](#) GetExtent ()

Visual C++

[Extent](#)^ GetExtent ()

JavaScript

function getExtent();

Return Value

地理坐标

See Also

[IMap Interface](#)

1.2.2.21 GetLayer Method

获取指定标识的图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Function GetLayer ( _  
    id As Long _  
) As Layer
```

C#

```
Layer GetLayer(  
    long id  
)
```

Visual C++

```
Layer^ GetLayer(  
    long long id  
)
```

JavaScript

```
function getLayer(id);
```

Parameters

id

Type: [System...:::Int64](#)

图层标识

Return Value

指定图层

See Also

[IMap Interface](#)

1.2.2.22 GetMapControl Method

获取地图控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Function GetMapControl As Control
```

C#

```
Control GetMapControl()
```

Visual C++

```
Control^ GetMapControl()
```

JavaScript

```
function getMapControl();
```

Return Value

See Also

[IMap Interface](#)

1.2.2.23 GetOverlays Method

获取叠加对象

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)**See Also****Visual Basic****Function** GetOverlays **As** [IEnumerable\(Of Overlay\)](#)**C#**[IEnumerable<Overlay>](#) GetOverlays()**Visual C++**[IEnumerable<Overlay^>^](#) GetOverlays()**JavaScript****function** getOverlays();

Return Value

See Also[IMap Interface](#)**1.2.2.24 GetSize Method**

返回地图视图的大小，以像素表示

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)**See Also****Visual Basic****Function** GetSize **As** [Size](#)

C#Size GetSize()**Visual C++**Size^ GetSize()**JavaScript****function** getSize();

Return Value

□ See Also

[IMap Interface](#)**1.2.2.25 GetZoom Method**

返回地图当前缩放级别

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic**Function** GetZoom **As** [Integer](#)**C#**int GetZoom()**Visual C++**int GetZoom()**JavaScript**

```
function getZoom();
```

Return Value

缩放级别

See Also

[IMap Interface](#)

1.2.2.26 Pan Method

平移

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub Pan
```

C#

```
void Pan()
```

Visual C++

```
void Pan()
```

JavaScript

```
function pan();
```

See Also

[IMap Interface](#)

1.2.2.27 PanByPix Method

将地图在水平位置上移动 x 像素，垂直位置上移动 y 像素

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub PanByPix ( _  
    x As Integer, _  
    y As Integer _  
)
```

C#

```
void PanByPix(  
    int x,  
    int y  
)
```

Visual C++

```
void PanByPix(  
    int x,  
    int y  
)
```

JavaScript

```
function panByPix(x, y);
```

Parameters

x

Type: [System...:::Int32](#)

y

Type: [System...:::Int32](#)

See Also

[IMap Interface](#)

1.2.2.28 PanTo Method

将地图的中心点更改为给定的点

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub PanTo (
    p As Point _
)
```

C#

```
void PanTo(
    Point p
)
```

Visual C++

```
void PanTo(
    Point^ p
)
```

JavaScript

```
function panTo(p);
```

Parameters

p

Type: [NPMapLib.Geometry...:::Point](#)

中心点

See Also

[IMap Interface](#)

1.2.2.29 PixelToPoint Method

像素坐标转换为经纬度坐标

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Function PixelToPoint ( _
    pixel As Pixel _
) As Point
```

C#

```
Point PixelToPoint(
    Pixel pixel
)
```

Visual C++

```
Point^ PixelToPoint(
    Pixel^ pixel
)
```

JavaScript

```
function pixelToPoint(pixel);
```

Parameters

pixel

Type: [NPMapLib.Geometry...:::Pixel](#)

Return Value

See Also

[IMap Interface](#)

1.2.2.30 PointToPixel Method

经纬度坐标转换为像素坐标

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Function PointToPixel ( _
    point As Point _
) As Pixel
```

C#

```
Pixel PointToPixel(
    Point point
)
```

Visual C++

```
Pixel^ PointToPixel(
    Point^ point
)
```

JavaScript

```
function pointToPixel(point);
```

Parameters

point

Type: [NPMapLib.Geometry...:::Point](#)

Return Value

See Also

[IMap Interface](#)

1.2.2.31 RefreshMap Method

刷新地图

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub RefreshMap
```

C#

```
void RefreshMap()
```

Visual C++

```
void RefreshMap()
```

JavaScript

```
function refreshMap();
```

See Also

[IMap Interface](#)

1.2.2.32 RemoveControl Method

移除控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub RemoveControl ( _  
    control As ControlBase _  
)
```

C#

```
void RemoveControl (  
    ControlBase control  
)
```

Visual C++

```
void RemoveControl (  
    ControlBase^ control  
)
```

JavaScript

```
function removeControl(control);
```

Parameters

control

Type: [NPMapLib.Controls...:...ControlBase](#)

要移除的控件

▪ See Also

[IMap Interface](#)

1.2.2.33 RemoveLayer Method

删除图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub RemoveLayer ( _  
    id As Long _  
)
```

C#

```
void RemoveLayer(  
    long id  
)
```

Visual C++

```
void RemoveLayer(  
    long long id  
)
```

JavaScript

```
function removeLayer(id);
```

Parameters

id

Type: [System..:::Int64](#)

▪ See Also

[IMap Interface](#)

1.2.2.34 RemoveOverlay Method

移除叠加对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub RemoveOverlay ( _  
    overlay As Overlay _  
)
```

C#

```
void RemoveOverlay(  
    Overlay overlay  
)
```

Visual C++

```
void RemoveOverlay(  
    Overlay^ overlay  
)
```

JavaScript

```
function removeOverlay(overlay);
```

Parameters

overlay

Type: [NPMapLib..:::Overlay](#)

叠加对象

▪ See Also

[IMap Interface](#)

1.2.2.35 RemoveOverlays Method

移除多个叠加物

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub RemoveOverlays ( _
    overlays As IEnumerable(Of Overlay) _
)
```

C#

```
void RemoveOverlays(
    IEnumerable<Overlay> overlays
)
```

Visual C++

```
void RemoveOverlays(
    IEnumerable<Overlay^>^ overlays
)
```

JavaScript

```
function removeOverlays(overlays);
```

Parameters

overlays

Type: [System.Collections.Generic...:...IEnumerable](#)<(Of
<(<'Overlay>)>)>

叠加对象集合

▪ See Also

[IMap Interface](#)

1.2.2.36 Reset Method

重新设置地图，恢复地图初始化时的中心点和级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub Reset
```

C#

```
void Reset()
```

Visual C++

```
void Reset()
```

JavaScript

```
function reset();
```

▪ See Also

[IMap Interface](#)

1.2.2.37 SetCenter Method

居中

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub SetCenter ( _  
    p As Point _  
)
```

C#

```
void SetCenter (  
    Point p  
)
```

Visual C++

```
void SetCenter (  
    Point^ p  
)
```

JavaScript

```
function setCenter(p);
```

Parameters

p

Type: [NPMapLib.Geometry...:::Point](#)

中心点

▪ See Also

[IMap Interface](#)

1.2.2.38 SetCursor Method

设置地图鼠标指针样式

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Sub SetCursor (
    cursor As String _
)
```

C#

```
void SetCursor(
    string cursor
)
```

Visual C++

```
void SetCursor(
    String^ cursor
)
```

JavaScript

```
function setCursor(cursor);
```

Parameters

cursor

Type: [System...:::String](#)

■ See Also

[IMap Interface](#)

1.2.2.39 SetMaxZoom Method

设置地图允许的最大级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Sub SetMaxZoom ( _  
    zoom As Integer _  
)
```

C#

```
void SetMaxZoom (  
    int zoom  
)
```

Visual C++

```
void SetMaxZoom (  
    int zoom  
)
```

JavaScript

```
function setMaxZoom(zoom);
```

Parameters

zoom

Type: [System...:::Int32](#)

■ See Also

[IMap Interface](#)

1.2.2.40 SetMinZoom Method

设置地图允许的最小级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Sub SetMinZoom ( _  
    zoom As Integer _  
)
```

C#

```
void SetMinZoom(  
    int zoom  
)
```

Visual C++

```
void SetMinZoom(  
    int zoom  
)
```

JavaScript

```
function setMinZoom(zoom);
```

Parameters

zoom

Type: [System...:::Int32](#)

■ See Also

[IMap Interface](#)

1.2.2.41 SetZoom Method

将地图缩放到指定的缩放等级

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Sub SetZoom (
    zoom As Integer _
)
```

C#

```
void SetZoom(
    int zoom
)
```

Visual C++

```
void SetZoom(
    int zoom
)
```

JavaScript

```
function setZoom(zoom);
```

Parameters

zoom

Type: [System...:::Int32](#)

缩放等级

■ See Also

[IMap Interface](#)

1.2.2.42 SwitchLayer Method

切换图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub SwitchLayer ( _  
    index As Integer _  
)
```

C#

```
void SwitchLayer(  
    int index  
)
```

Visual C++

```
void SwitchLayer(  
    int index  
)
```

JavaScript

```
function switchLayer(index);
```

Parameters

index

Type: [System..:::Int32](#)

添加到地图时的顺序

▪ See Also

[IMap Interface](#)

1.2.2.43 ZoomIn Method

拉框放大

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub ZoomIn
```

C#

```
void ZoomIn()
```

Visual C++

```
void ZoomIn()
```

JavaScript

```
function zoomIn();
```

▪ See Also

[IMap Interface](#)

1.2.2.44 ZoomInFixed Method

固定放大

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Sub ZoomInFixed
```

C#

```
void ZoomInFixed()
```

Visual C++

```
void ZoomInFixed()
```

JavaScript

```
function zoomInFixed();
```

□ See Also

[IMap Interface](#)

1.2.2.45 ZoomOut Method

拉框缩小

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Sub ZoomOut
```

C#

```
void ZoomOut()
```

Visual C++

```
void ZoomOut()
```

JavaScript

```
function zoomOut();
```

See Also

[IMap Interface](#)

1.2.2.46 ZoomOutFixed Method

固定缩小

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Sub ZoomOutFixed
```

C#

```
void ZoomOutFixed()
```

Visual C++

```
void ZoomOutFixed()
```

JavaScript

```
function zoomOutFixed();
```

See Also

[IMap Interface](#)

1.2.2.47 ZoomToExtent Method

地图缩放到指定范围

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Sub ZoomToExtent ( _  
    extent As Extent _  
)
```

C#

```
void ZoomToExtent (  
    Extent extent  
)
```

Visual C++

```
void ZoomToExtent (  
    Extent^ extent  
)
```

JavaScript

```
function zoomToExtent(extent);
```

Parameters

extent

Type: [NPMapLib.Geometry...:...Extent](#)

范围

■ See Also

[IMap Interface](#)

1.2.3 IMap Events

The [IMap](#) type exposes the following members.

Events

Name	Description
 MapClick	地图单击事件
 MapDBClick	地图双击事件
 MapSelectCompleted	选择完成事件(框选、圈选、多边形选择)
 MapStatusChanged	地图状态改变事件

See Also

[IMap Interface](#)

1.2.3.1 MapClick Event

地图单击事件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Event MapClick As EventHandler(Of MouseEventArgs)
```

C#

```
event EventHandler<MouseEventArgs> MapClick
```

Visual C++

```
event EventHandler<MouseEventArgs>^ MapClick {
    void add (EventHandler<MouseEventArgs>^ value);
    void remove (EventHandler<MouseEventArgs>^
```

```
    value) ;
}
```

JavaScript

```
function add_mapClick(value);
function remove_mapClick(value);
```

See Also

[IMap Interface](#)

1.2.3.2 MapDBClick Event

地图双击事件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Event MapDBClick As EventHandler\(Of MouseEventArgs\)
```

C#

```
event EventHandler<MouseEventArgs> MapDBClick
```

Visual C++

```
event EventHandler<MouseEventArgs^>^ MapDBClick {
    void add (EventHandler<MouseEventArgs^>^ value);
    void remove (EventHandler<MouseEventArgs^>^
value);
}
```

JavaScript

```
function add_mapDBClick(value);
```

```
function remove_mapDBClick(value);
```

See Also

[IMap Interface](#)

1.2.3.3 MapSelectCompleted Event

选择完成事件(框选、圈选、多边形选择)

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Event MapSelectCompleted As EventHandler(Of
SelectResultEventArgs)
```

C#

```
event EventHandler<SelectResultEventArgs>
MapSelectCompleted
```

Visual C++

```
event EventHandler<SelectResultEventArgs>^
MapSelectCompleted {
    void add (EventHandler<SelectResultEventArgs>^
value);
    void remove
(EventHandler<SelectResultEventArgs>^ value);
}
```

JavaScript

```
function add_mapSelectCompleted(value);
function remove_mapSelectCompleted(value);
```

See Also

[IMap Interface](#)

1.2.3.4 MapStatusChanged Event

地图状态改变事件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Event      MapStatusChanged      As      EventHandler\(Of MapStatusEventArgs\)
```

C#

```
event      EventHandler<MapStatusEventArgs> MapStatusChanged
```

Visual C++

```
event      EventHandler<MapStatusEventArgs^>^ MapStatusChanged {
    void add (EventHandler<MapStatusEventArgs^>^ value);
    void remove (EventHandler<MapStatusEventArgs^>^ value);
}
```

JavaScript

```
function add_mapStatusChanged(value);
function remove_mapStatusChanged(value);
```

See Also

[IMap Interface](#)

1.3 IMapServer Interface

地图服务接口[管理相关配置信息]

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Interface IMapServer
```

C#

```
public interface IMapServer
```

Visual C++

```
public interface class IMapServer
```

JavaScript

```
NPMapLib.IMapServer = function();
NPMapLib.IMapServer.createInterface('NPMapLib.IMapServer');
```

▪ See Also

[IMapServer Members](#)

1.3.1 IMapServer Members

[IMapServer Interface](#) [Methods](#) [See Also](#) [Send Feedback](#)

The [IMapServer](#) type exposes the following members.

Methods

	Name	Description
≡	GetMapServerInfo	获取地图服务配置信息
≡	GetMarkerClusterInfo	获取聚合信息
≡	SetMapServerInfo	设置地图服务信息
≡	SetMarkerClusterInfo	设置聚合信息

See Also

[IMapServer Interface](#)

1.3.2 IMapServer Methods

The [IMapServer](#) type exposes the following members.

Methods

Name	Description
≡ GetMapServerInfo	获取地图服务配置信息
≡ GetMarkerClusterInfo	获取聚合信息
≡ SetMapServerInfo	设置地图服务信息
≡ SetMarkerClusterInfo	设置聚合信息

See Also

[IMapServer Interface](#)

1.3.2.1 GetMapServerInfo Method

获取地图服务配置信息

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Function GetMapServerInfo As MapServerInfo
```

C#

```
MapServerInfo GetMapServerInfo()
```

Visual C++

```
MapServerInfo^ GetMapServerInfo()
```

JavaScript

```
function getMapServerInfo();
```

▪ See Also

[IMapServer Interface](#)

1.3.2.2 GetMarkerClusterInfo Method

获取聚合信息

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Function GetMarkerClusterInfo As MarkerClusterInfo
```

C#

```
MarkerClusterInfo GetMarkerClusterInfo()
```

Visual C++

```
MarkerClusterInfo^ GetMarkerClusterInfo()
```

JavaScript

```
function getMarkerClusterInfo();
```

See Also

[IMapServer Interface](#)

1.3.2.3 SetMapServerInfo Method

设置地图服务信息

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Sub SetMapServerInfo (
    mapServerInfo As MapServerInfo
)
```

C#

```
void SetMapServerInfo (
    MapServerInfo mapServerInfo
)
```

Visual C++

```
void SetMapServerInfo(
    MapServerInfo^ mapServerInfo
)
```

JavaScript

```
function setMapServerInfo (mapServerInfo) ;
```

Parameters

mapServerInfo

Type: [NPMapLib.Configure...:MapServerInfo](#)

地图服务信息

See Also

[IMapServer Interface](#)

1.3.2.4 SetMarkerClusterInfo Method

设置聚合信息

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Sub SetMarkerClusterInfo (
    markerClusterInfo As MarkerClusterInfo _
)
```

C#

```
void SetMarkerClusterInfo(
    MarkerClusterInfo markerClusterInfo
```

)

Visual C++

```
void SetMarkerClusterInfo(
    MarkerClusterInfo^ markerClusterInfo
)
```

JavaScript

```
function setMarkerClusterInfo(markerClusterInfo);
```

Parameters

markerClusterInfo

Type: [NPMapLib.Configure...:::MarkerClusterInfo](#)

聚合信息

See Also

[IMapServer Interface](#)

1.4 Map Class

地图

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
<ComVisibleAttribute(True)> _
<DataContractAttribute> _
Public MustInherit Class Map _
    Inherits UserControl _
    Implements IMap, IMapServer
```

C#

```
[ComVisibleAttribute(true)]
[DataContractAttribute]
public abstract class Map : UserControl,
    IMap, IMapServer
```

Visual C++

```
[ComVisibleAttribute(true)]
[DataContractAttribute]
public ref class Map abstract : public UserControl,
    IMap, IMapServer
```

JavaScript

```
NPMapLib.Map = function();
Type.createClass(
    'NPMapLib.Map',
    UserControl,
    NPMapLib.IMap,
    NPMapLib.IMapServer);
```

Inheritance Hierarchy[System...:::Object](#)[System...:::MarshalByRefObject](#)[System.ComponentModel...:::Component](#)[System.Windows.Forms...:::Control](#)[System.Windows.Forms...:::ScrollableControl](#)[System.Windows.Forms...:::ContainerControl](#)[System.Windows.Forms...:::UserControl](#)**[NPMapLib...:::Map](#)****See Also**

[Map Members](#)

1.4.1 Map Members

[Map](#)

[Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#) [Explicit Interface Implementations](#)
[See Also](#) [Send Feedback](#)

The [Map](#) type exposes the following members.

Constructors

	Name	Description
💡	Map	

Methods

	Name	Description
💡	AccessibilityNotifyClients(AccessibleEvents, Int32)	(Inherited from Control .)
💡	AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	(Inherited from Control .)
💡	AddControl	添加控件
💡	AddLayer	添加图层
💡	AddLayers	添加多个图层

 AddOverlay	添加叠加对象
 AddOverlays	添加叠加对象集合
 AdjustFormScrollbars	(Inherited from ContainerControl .)
 BeginInvoke(Delegate)	(Inherited from Control .)
 BeginInvoke(Delegate, array<Object>[]()[][])	(Inherited from Control .)
 BringToFront	(Inherited from Control .)
 CenterAndZoom	居中到点 P 并缩放到 指定级别
 ClearOverlays	清除地图上所有叠加 对象
 Contains	(Inherited from Control .)
 CreateAccessibilityInstance	(Inherited from Control .)

 CreateControl	(Inherited from Control .)
 CreateControlsInstance	(Inherited from Control .)
 CreateGraphics	(Inherited from Control .)
 CreateHandle	(Inherited from Control .)
 SCreateInstance	构建地图实例
 CreateObjRef	(Inherited from MarshalByRefObject)
 DefWndProc	(Inherited from Control .)
 DestroyHandle	(Inherited from Control .)
 DisableDoubleClickZoom	禁用双击缩放
 DisableInertialDragging	禁用地图惯性拖拽

 DisableKeyboard	禁用键盘操作
 DisableScrollWheelZoom	禁用滚轮
 Dispose()()()	(Inherited from Component .)
 Dispose(Boolean)	(Inherited from ContainerControl .)
 DoDragDrop	(Inherited from Control .)
 DrawToBitmap	(Inherited from Control .)
 EnableDoubleClickZoom	启用双击缩放
 EnableInertialDragging	启用地图惯性拖拽, 默认禁用
 EnableKeyboard	启用键盘操作
 EnableScrollWheelZoom	启用滚轮
 EndInvoke	(Inherited from Control .)

 Equals	(Inherited from Object .)
 Finalize	(Inherited from Component .)
 FindForm	(Inherited from Control .)
 Focus	(Inherited from Control .)
 FullExtent	全图
 GetAccessibilityObjectById	(Inherited from Control .)
 GetAutoSizeMode	(Inherited from Control .)
 GetCenter	返回地图当前中心点
 GetChildAtPoint(Point)	(Inherited from Control .)
 GetChildAtPoint(Point, GetChildAtPointSkip)	(Inherited from Control .)

 GetContainerControl	(Inherited from Control .)
 GetCursor	返回地图鼠标指针样式
 GetDistance	返回两点之间的距离，单位是米
 GetExtent	返回地图可视区域
 GetHashCode	(Inherited from Object .)
 GetLayer	获取指定标识的图层
 GetLifetimeService	(Inherited from MarshalByRefObject)
 GetMapControl	获取地图控件
 GetMapServerInfo	
 GetMarkerClusterInfo	
 GetNextControl	(Inherited from

	<u>Control.</u>)
�能力	<u>GetOverlays</u> 获取叠加对象
能力建议	<u>GetPreferredSize</u> (Inherited from <u>Control.</u>)
能力建议	<u>GetScaledBounds</u> (Inherited from <u>Control.</u>)
能力建议	<u>GetScrollState</u> (Inherited from <u>ScrollableControl.</u>)
能力建议	<u>GetService</u> (Inherited from <u>Component.</u>)
能力建议	<u>GetSize</u> 返回地图视图的大小，以像素表示
能力建议	<u>GetStyle</u> (Inherited from <u>Control.</u>)
能力建议	<u>GetTopLevel</u> (Inherited from <u>Control.</u>)
能力建议	<u>GetType</u> (Inherited from <u>Object.</u>)

 GetZoom	返回地图当前缩放级别
 Hide	(Inherited from Control .)
 InitializeLifetimeService	(Inherited from MarshalByRefObject)
 InitLayout	(Inherited from Control .)
 Invalidate()()()()	(Inherited from Control .)
 Invalidate(Region)	(Inherited from Control .)
 Invalidate(Boolean)	(Inherited from Control .)
 Invalidate(Rectangle)	(Inherited from Control .)
 Invalidate(Region, Boolean)	(Inherited from Control .)

	<u>Control.</u>)	
≡	<u>Invalidate(Rectangle, Boolean)</u>	(Inherited from <u>Control.</u>)
≡	<u>Invoke(Delegate)</u>	(Inherited from <u>Control.</u>)
≡	<u>Invoke(Delegate, array<Object>[]()[][])</u>	(Inherited from <u>Control.</u>)
💡	<u>InvokeGotFocus</u>	(Inherited from <u>Control.</u>)
💡	<u>InvokeLostFocus</u>	(Inherited from <u>Control.</u>)
💡	<u>InvokeOnClick</u>	(Inherited from <u>Control.</u>)
💡	<u>InvokePaint</u>	(Inherited from <u>Control.</u>)
💡	<u>InvokePaintBackground</u>	(Inherited from <u>Control.</u>)
💡	<u>IsInputChar</u>	(Inherited from

	<u>Control.</u>)
💡 <u>IsInputKey</u>	(Inherited from <u>Control.</u>)
💡 <u>MemberwiseClone()()()()</u>	(Inherited from <u>Object.</u>)
💡 <u>MemberwiseClone(Boolean)</u>	(Inherited from <u>MarshalByRefObj</u> ct.)
💡 <u>NotifyInvalidate</u>	(Inherited from <u>Control.</u>)
💡 <u>OnAutoSizeChanged</u>	(Inherited from <u>Control.</u>)
💡 <u>OnAutoValidateChanged</u>	(Inherited from <u>ContainerControl.</u>)
💡 <u>OnBackColorChanged</u>	(Inherited from <u>Control.</u>)
💡 <u>OnBackgroundImageChanged</u>	(Inherited from <u>Control.</u>)

💡 OnBackgroundImageLayoutChanged	(Inherited from Control .)
💡 OnBindingContextChanged	(Inherited from Control .)
💡 OnCausesValidationChanged	(Inherited from Control .)
💡 OnChangeUICues	(Inherited from Control .)
💡 OnClick	(Inherited from Control .)
💡 OnClientSizeChanged	(Inherited from Control .)
💡 OnContextMenuChanged	(Inherited from Control .)
💡 OnContextMenuStripChanged	(Inherited from Control .)
💡 OnControlAdded	(Inherited from Control .)

💡 OnControlRemoved	(Inherited from Control .)
💡 OnCreateControl	(Inherited from UserControl .)
💡 OnCursorChanged	(Inherited from Control .)
💡 OnDockChanged	(Inherited from Control .)
💡 OnDoubleClick	(Inherited from Control .)
💡 OnDragDrop	(Inherited from Control .)
💡 OnDragEnter	(Inherited from Control .)
💡 OnDragLeave	(Inherited from Control .)
💡 OnDragOver	(Inherited from Control .)

💡 OnEnabledChanged	(Inherited from Control .)
💡 OnEnter	(Inherited from Control .)
💡 OnFontChanged	(Inherited from ContainerControl .)
💡 OnForeColorChanged	(Inherited from Control .)
💡 OnGiveFeedback	(Inherited from Control .)
💡 OnGotFocus	(Inherited from Control .)
💡 OnHandleCreated	(Inherited from Control .)
💡 OnHandleDestroyed	(Inherited from Control .)
💡 OnHelpRequested	(Inherited from Control .)

💡 OnImeModeChanged	(Inherited from Control .)
💡 OnInvalidated	(Inherited from Control .)
💡 OnKeyDown	(Inherited from Control .)
💡 OnKeyPress	(Inherited from Control .)
💡 OnKeyUp	(Inherited from Control .)
💡 OnLayout	(Inherited from ContainerControl .)
💡 OnLeave	(Inherited from Control .)
💡 OnLoad	(Inherited from UserControl .)
💡 OnLocationChanged	(Inherited from Control .)

💡 OnLostFocus	(Inherited from Control.)
💡 OnMarginChanged	(Inherited from Control.)
💡 OnMouseCaptureChanged	(Inherited from Control.)
💡 OnMouseClick	(Inherited from Control.)
💡 OnMouseDoubleClick	(Inherited from Control.)
💡 OnMouseDown	(Inherited from UserControl.)
💡 OnMouseEnter	(Inherited from Control.)
💡 OnMouseHover	(Inherited from Control.)
💡 OnMouseLeave	(Inherited from Control.)

💡 OnMouseMove	(Inherited from Control .)
💡 OnMouseUp	(Inherited from Control .)
💡 OnMouseWheel	(Inherited from ScrollableControl .)
💡 OnMove	(Inherited from Control .)
💡 OnNotifyMessage	(Inherited from Control .)
💡 OnPaddingChanged	(Inherited from ScrollableControl .)
💡 OnPaint	(Inherited from Control .)
💡 OnPaintBackground	(Inherited from ScrollableControl .)
💡 OnParentBackColorChanged	(Inherited from Control .)

💡 OnParentBackgroundImageChanged	(Inherited from Control .)
💡 OnParentBindingContextChanged	(Inherited from Control .)
💡 OnParentChanged	(Inherited from ContainerControl .)
💡 OnParentCursorChanged	(Inherited from Control .)
💡 OnParentEnabledChanged	(Inherited from Control .)
💡 OnParentFontChanged	(Inherited from Control .)
💡 OnParentForeColorChanged	(Inherited from Control .)
💡 OnParentRightToLeftChanged	(Inherited from Control .)
💡 OnParentVisibleChanged	(Inherited from Control .)

💡 OnPreviewKeyDown	(Inherited from Control .)
💡 OnPrint	(Inherited from Control .)
💡 OnQueryContinueDrag	(Inherited from Control .)
💡 OnRegionChanged	(Inherited from Control .)
💡 OnResize	(Inherited from UserControl .)
💡 OnRightToLeftChanged	(Inherited from ScrollableControl .)
💡 OnScroll	(Inherited from ScrollableControl .)
💡 OnSizeChanged	(Inherited from Control .)
💡 OnStyleChanged	(Inherited from Control .)

💡 OnSystemColorsChanged	(Inherited from Control .)
💡 OnTabIndexChanged	(Inherited from Control .)
💡 OnTabStopChanged	(Inherited from Control .)
💡 OnTextChanged	(Inherited from Control .)
💡 OnValidated	(Inherited from Control .)
💡 OnValidating	(Inherited from Control .)
💡 OnVisibleChanged	(Inherited from ScrollableControl .)
gMaps Pan	平移
gMaps PanByPix	将地图在水平位置上 移动 x 像素, 垂直位置 上移动 y 像素

 PanTo	将地图的中心点更改 为给定的点
 PerformAutoSize	(Inherited from ContainerControl .)
 PerformLayout()()()	(Inherited from Control .)
 PerformLayout(Control, String)	(Inherited from Control .)
 PixelToPoint	像素坐标转换为经 纬度坐标
 PointToClient	(Inherited from Control .)
 PointToPixel	经 纬度坐标转换为像 素坐标
 PointToScreen	(Inherited from Control .)
 PreProcessControlMessage	(Inherited from Control .)

 PreProcessMessage	(Inherited from Control .)
 ProcessCmdKey	(Inherited from ContainerControl .)
 ProcessDialogChar	(Inherited from ContainerControl .)
 ProcessDialogKey	(Inherited from ContainerControl .)
 ProcessKeyEventArgs	(Inherited from Control .)
 ProcessKeyMessage	(Inherited from Control .)
 ProcessKeyPreview	(Inherited from Control .)
 ProcessMnemonic	(Inherited from ContainerControl .)
 ProcessTabKey	(Inherited from ContainerControl .)

	RaiseDragEvent	(Inherited from Control .)
	RaiseKeyEvent	(Inherited from Control .)
	RaiseMouseEvent	(Inherited from Control .)
	RaisePaintEvent	(Inherited from Control .)
	RecreateHandle	(Inherited from Control .)
	RectangleToClient	(Inherited from Control .)
	RectangleToScreen	(Inherited from Control .)
	Refresh	(Inherited from Control .)
	RefreshMap	刷新地图
	RemoveControl	移除控件

	<u>RemoveLayer</u>	删除图层
	<u>RemoveOverlay</u>	移除叠加对象
	<u>RemoveOverlays</u>	移除多个叠加物
	<u>Reset</u>	重新设置地图，恢复地图初始化时的中心点和级别
	<u>ResetBackColor</u>	(Inherited from <u>Control</u> .)
	<u>ResetBindings</u>	(Inherited from <u>Control</u> .)
	<u>ResetCursor</u>	(Inherited from <u>Control</u> .)
	<u>ResetFont</u>	(Inherited from <u>Control</u> .)
	<u>ResetForeColor</u>	(Inherited from <u>Control</u> .)
	<u>ResetImeMode</u>	(Inherited from <u>Control</u> .)

 ResetMouseEventArgs	(Inherited from Control .)
 ResetRightToLeft	(Inherited from Control .)
 ResetText	(Inherited from Control .)
 ResumeLayout()()()()	(Inherited from Control .)
 ResumeLayout(Boolean)	(Inherited from Control .)
 RtlTranslateAlignment(HorizontalAlign ment)	(Inherited from Control .)
 RtlTranslateAlignment(LeftRightAlignm ent)	(Inherited from Control .)
 RtlTranslateAlignment(ContentAlignme nt)	(Inherited from Control .)
 RtlTranslateContent	(Inherited from Control .)

 RtlTranslateHorizontal	(Inherited from Control .)
 RtlTranslateLeftRight	(Inherited from Control .)
 Scale(Single)	Obsolete. (Inherited from Control .)
 Scale(SizeF)	(Inherited from Control .)
 Scale(Single, Single)	Obsolete. (Inherited from Control .)
 ScaleControl	(Inherited from ScrollableControl .)
 ScaleCore	(Inherited from ScrollableControl .)
 ScrollControlIntoView	(Inherited from ScrollableControl .)

 ScrollToControl	(Inherited from ScrollableControl .)
 Select()()()	(Inherited from Control .)
 Select(Boolean, Boolean)	(Inherited from ContainerControl .)
 SelectNextControl	(Inherited from Control .)
 SendToBack	(Inherited from Control .)
 SetAutoScrollMargin	(Inherited from ScrollableControl .)
 SetAutoSizeMode	(Inherited from Control .)
 SetBounds(Int32, Int32, Int32, Int32)	(Inherited from Control .)
 SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	(Inherited from Control .)

 SetBoundsCore	(Inherited from Control.)
 SetCenter	居中
 SetClientSizeCore	(Inherited from Control.)
 SetCursor	设置地图鼠标指针样式
 SetDisplayRectLocation	(Inherited from ScrollableControl.)
 SetMapServerInfo	
 SetMarkerClusterInfo	
 SetMaxZoom	设置地图允许的最大级别
 SetMinZoom	设置地图允许的最小级别
 SetScrollState	(Inherited from ScrollableControl.)

 SetStyle	(Inherited from Control .)
 SetTopLevel	(Inherited from Control .)
 SetVisibleCore	(Inherited from Control .)
 SetZoom	将地图缩放到指定的 缩放等级
 Show	(Inherited from Control .)
 SizeFromClientSize	(Inherited from Control .)
 SuspendLayout	(Inherited from Control .)
 SwitchLayer	切换图层
 ToString	(Inherited from Component .)
 Update	(Inherited from

	Control.)
💡 UpdateBounds()()()()	(Inherited from Control.)
💡 UpdateBounds(Int32, Int32, Int32, Int32)	(Inherited from Control.)
💡 UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	(Inherited from Control.)
💡 UpdateDefaultButton	(Inherited from ContainerControl.)
💡 UpdateStyles	(Inherited from Control.)
💡 UpdateZOrder	(Inherited from Control.)
💡 Validate()()()()	(Inherited from ContainerControl.)
💡 Validate(Boolean)	(Inherited from ContainerControl.)
💡 ValidateChildren()()()()	(Inherited from

		UserControl.)
≡	ValidateChildren(ValidationConstraints)	(Inherited from UserControl.)
≡	WndProc	(Inherited from UserControl.)
≡	ZoomIn	拉框放大
≡	ZoomInFixed	固定放大
≡	ZoomOut	拉框缩小
≡	ZoomOutFixed	固定缩小
≡	ZoomToExtent	地图缩放到指定范围

Properties

	Name	Description
!	AccessibilityObject	(Inherited from Control.)
!	AccessibleDefaultActionDescription	(Inherited from Control.)
!	AccessibleDescription	(Inherited from

		<u>Control.</u>)
	<u>AccessibleName</u>	(Inherited from <u>Control.</u>)
	<u>AccessibleRole</u>	(Inherited from <u>Control.</u>)
	<u>ActiveControl</u>	(Inherited from <u>ContainerControl.</u>)
	<u>AllowDrop</u>	(Inherited from <u>Control.</u>)
	<u>Anchor</u>	(Inherited from <u>Control.</u>)
	<u>AutoScaleDimensions</u>	(Inherited from <u>ContainerControl.</u>)
	<u>AutoScaleFactor</u>	(Inherited from <u>ContainerControl.</u>)
	<u>AutoSizeMode</u>	(Inherited from <u>ContainerControl.</u>)
	<u>AutoScroll</u>	(Inherited from

		ScrollableControl.)
	AutoScrollMargin	(Inherited from ScrollableControl.)
	AutoScrollMinSize	(Inherited from ScrollableControl.)
	AutoScrollOffset	(Inherited from Control.)
	AutoScrollPosition	(Inherited from ScrollableControl.)
	AutoSize	(Inherited from UserControl.)
	AutoSizeMode	(Inherited from UserControl.)
	AutoValidate	(Inherited from UserControl.)
	BackColor	(Inherited from Control.)
	BackgroundImage	(Inherited from

		Control.)
	BackgroundImageLayout	(Inherited from Control.)
	BindingContext	(Inherited from ContainerControl.)
	BorderStyle	(Inherited from UserControl.)
	Bottom	(Inherited from Control.)
	Bounds	(Inherited from Control.)
	CanEnableIme	(Inherited from ContainerControl.)
	CanFocus	(Inherited from Control.)
	CanRaiseEvents	(Inherited from Control.)
	CanSelect	(Inherited from

		<u>Control.</u>)
	<u>Capture</u>	(Inherited from <u>Control.</u>)
	<u>CausesValidation</u>	(Inherited from <u>Control.</u>)
	<u>ClientRectangle</u>	(Inherited from <u>Control.</u>)
	<u>ClientSize</u>	(Inherited from <u>Control.</u>)
	<u>CompanyName</u>	(Inherited from <u>Control.</u>)
	<u>Container</u>	(Inherited from <u>Component.</u>)
	<u>ContainsFocus</u>	(Inherited from <u>Control.</u>)
	<u>ContextMenu</u>	(Inherited from <u>Control.</u>)
	<u>ContextMenuStrip</u>	(Inherited from

	Control.)
 Controls	(Inherited from Control.)
 Created	(Inherited from Control.)
 CreateParams	(Inherited from UserControl.)
 CurrentAutoScaleDimensions	(Inherited from ContainerControl.)
 Cursor	(Inherited from Control.)
 DataBindings	(Inherited from Control.)
 DefaultCursor	(Inherited from Control.)
 DefaultImeMode	(Inherited from Control.)
 DefaultMargin	(Inherited from

		<u>Control.</u>)
	<u>DefaultMaximumSize</u>	(Inherited from <u>Control.</u>)
	<u>DefaultMinimumSize</u>	(Inherited from <u>Control.</u>)
	<u>DefaultPadding</u>	(Inherited from <u>Control.</u>)
	<u>DefaultSize</u>	(Inherited from <u>UserControl.</u>)
	<u>DesignMode</u>	(Inherited from <u>Component.</u>)
	<u>DisplayRectangle</u>	(Inherited from <u>ScrollableControl.</u>)
	<u>Disposing</u>	(Inherited from <u>Control.</u>)
	<u>Dock</u>	(Inherited from <u>Control.</u>)
	<u>DockPadding</u>	(Inherited from

		ScrollableControl.)
	DoubleBuffered	(Inherited from Control.)
	Enabled	(Inherited from Control.)
	Events	(Inherited from Component.)
	Focused	(Inherited from Control.)
	Font	(Inherited from Control.)
	FontHeight	(Inherited from Control.)
	ForeColor	(Inherited from Control.)
	Handle	(Inherited from Control.)
	HasChildren	(Inherited from

		<u>Control.</u>)
	<u>Height</u>	(Inherited from <u>Control.</u>)
	<u>HorizontalScroll</u>	(Inherited from <u>ScrollableControl.</u>)
	<u>HScroll</u>	(Inherited from <u>ScrollableControl.</u>)
	<u>ImeMode</u>	(Inherited from <u>Control.</u>)
	<u>ImeModeBase</u>	(Inherited from <u>Control.</u>)
	<u>InvokeRequired</u>	(Inherited from <u>Control.</u>)
	<u>IsAccessible</u>	(Inherited from <u>Control.</u>)
	<u>IsDisposed</u>	(Inherited from <u>Control.</u>)
	<u>IsHandleCreated</u>	(Inherited from

		Control.)
	IsMirrored	(Inherited from Control.)
	LayoutEngine	(Inherited from Control.)
	Left	(Inherited from Control.)
	Location	(Inherited from Control.)
	Margin	(Inherited from Control.)
	MaximumSize	(Inherited from Control.)
	MinimumSize	(Inherited from Control.)
	Name	(Inherited from Control.)
	Padding	(Inherited from

		<u>Control.</u>)
	<u>Parent</u>	(Inherited from <u>Control.</u>)
	<u>ParentForm</u>	(Inherited from <u>ContainerControl.</u>)
	<u>PreferredSize</u>	(Inherited from <u>Control.</u>)
	<u>ProductName</u>	(Inherited from <u>Control.</u>)
	<u>ProductVersion</u>	(Inherited from <u>Control.</u>)
	<u>RecreatingHandle</u>	(Inherited from <u>Control.</u>)
	<u>Region</u>	(Inherited from <u>Control.</u>)
	<u>RenderRightToLeft</u>	Obsolete. (Inherited from <u>Control.</u>)
	<u>ResizeRedraw</u>	(Inherited from

		<u>Control.</u>)
	<u>Right</u>	(Inherited from <u>Control.</u>)
	<u>RightToLeft</u>	(Inherited from <u>Control.</u>)
	<u>ScaleChildren</u>	(Inherited from <u>Control.</u>)
	<u>ShowFocusCues</u>	(Inherited from <u>Control.</u>)
	<u>ShowKeyboardCues</u>	(Inherited from <u>Control.</u>)
	<u>Site</u>	(Inherited from <u>Control.</u>)
	<u>Size</u>	(Inherited from <u>Control.</u>)
	<u>TabIndex</u>	(Inherited from <u>Control.</u>)
	<u>TabStop</u>	(Inherited from

		<u>Control.</u>)
	<u>Tag</u>	(Inherited from <u>Control.</u>)
	<u>Text</u>	(Inherited from <u>UserControl.</u>)
	<u>Top</u>	(Inherited from <u>Control.</u>)
	<u>TopLevelControl</u>	(Inherited from <u>Control.</u>)
	<u>UseWaitCursor</u>	(Inherited from <u>Control.</u>)
	<u>VerticalScroll</u>	(Inherited from <u>ScrollableControl.</u>)
	<u>Visible</u>	(Inherited from <u>Control.</u>)
	<u>VScroll</u>	(Inherited from <u>ScrollableControl.</u>)
	<u>Width</u>	(Inherited from

		Control.)
 WindowTarget	(Inherited from	Control.)

Events

Name	Description
 AutoSizeChanged	(Inherited from UserControl.)
 AutoValidateChanged	(Inherited from UserControl.)
 BackColorChanged	(Inherited from Control.)
 BackgroundImageChanged	(Inherited from Control.)
 BackgroundImageLayoutChanged	(Inherited from Control.)
 BindingContextChanged	(Inherited from Control.)
 CausesValidationChanged	(Inherited from

	<u>Control.</u>)
⚡ <u>ChangeUICues</u>	(Inherited from <u>Control.</u>)
⚡ <u>Click</u>	(Inherited from <u>Control.</u>)
⚡ <u>ClientSizeChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>ContextMenuChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>ContextMenuStripChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>ControlAdded</u>	(Inherited from <u>Control.</u>)
⚡ <u>ControlRemoved</u>	(Inherited from <u>Control.</u>)
⚡ <u>CursorChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>Disposed</u>	(Inherited from

	<u>Component.</u>)
⚡ <u>DockChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>DoubleClick</u>	(Inherited from <u>Control.</u>)
⚡ <u>DragDrop</u>	(Inherited from <u>Control.</u>)
⚡ <u>DragEnter</u>	(Inherited from <u>Control.</u>)
⚡ <u>DragLeave</u>	(Inherited from <u>Control.</u>)
⚡ <u>DragOver</u>	(Inherited from <u>Control.</u>)
⚡ <u>EnabledChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>Enter</u>	(Inherited from <u>Control.</u>)
⚡ <u>FontChanged</u>	(Inherited from

	Control.)
⚡ ForeColorChanged	(Inherited from Control.)
⚡ GiveFeedback	(Inherited from Control.)
⚡ GotFocus	(Inherited from Control.)
⚡ HandleCreated	(Inherited from Control.)
⚡ HandleDestroyed	(Inherited from Control.)
⚡ HelpRequested	(Inherited from Control.)
⚡ ImeModeChanged	(Inherited from Control.)
⚡ Invalidated	(Inherited from Control.)
⚡ KeyDown	(Inherited from

	<u>Control.</u>)
⚡ <u>KeyPress</u>	(Inherited from <u>Control.</u>)
⚡ <u>KeyUp</u>	(Inherited from <u>Control.</u>)
⚡ <u>Layout</u>	(Inherited from <u>Control.</u>)
⚡ <u>Leave</u>	(Inherited from <u>Control.</u>)
⚡ <u>Load</u>	(Inherited from <u>UserControl.</u>)
⚡ <u>LocationChanged</u>	(Inherited from <u>Control.</u>)
⚡ <u>LostFocus</u>	(Inherited from <u>Control.</u>)
⚡ <u>MapClick</u>	地图单击事件
⚡ <u>MapDBClick</u>	地图双击事件
⚡ <u>MapSelectCompleted</u>	选择完成事件(框选、圈选、

		多边形选择)
⚡	MapStatusChanged	地图状态改变事件
⚡	MarginChanged	(Inherited from Control.)
⚡	MouseCaptureChanged	(Inherited from Control.)
⚡	MouseClick	(Inherited from Control.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from Control.)
⚡	MouseEnter	(Inherited from Control.)
⚡	MouseHover	(Inherited from Control.)
⚡	MouseLeave	(Inherited from Control.)

⚡ MouseMove	(Inherited from Control .)
⚡ MouseUp	(Inherited from Control .)
⚡ MouseWheel	(Inherited from Control .)
⚡ Move	(Inherited from Control .)
⚡ PaddingChanged	(Inherited from Control .)
⚡ Paint	(Inherited from Control .)
⚡ ParentChanged	(Inherited from Control .)
⚡ PreviewKeyDown	(Inherited from Control .)
⚡ QueryAccessibilityHelp	(Inherited from Control .)

⚡ QueryContinueDrag	(Inherited from Control .)
⚡ RegionChanged	(Inherited from Control .)
⚡ Resize	(Inherited from Control .)
⚡ RightToLeftChanged	(Inherited from Control .)
⚡ Scroll	(Inherited from ScrollableControl .)
⚡ SizeChanged	(Inherited from Control .)
⚡ StyleChanged	(Inherited from Control .)
⚡ SystemColorsChanged	(Inherited from Control .)
⚡ TabIndexChanged	(Inherited from Control .)

 TabStopChanged	(Inherited from Control .)
 TextChanged	(Inherited from UserControl .)
 Validated	(Inherited from Control .)
 Validating	(Inherited from Control .)
 VisibleChanged	(Inherited from Control .)

Explicit Interface Implementation

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Name	Description
 IContainerControl...::...ActivateControl	(Inherited from ContainerControl .)
 IDropTarget...::...OnDragDrop	(Inherited from Control .)
 IDropTarget...::...OnDragEnter	(Inherited from

		Control.)
↳  IDropTarget...:::OnDragLeave	(Inherited from	Control.)
↳  IDropTarget...:::OnDragOver	(Inherited from	Control.)

See Also

[Map Class](#)

1.4.2 Map Constructor

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

Protected Sub New

C#

protected Map ()

Visual C++

protected:

Map ()

JavaScript

NPMapLib.Map = **function**() ;

See Also

Map Class

1.4.3 Map Methods

The [Map](#) type exposes the following members.

Methods

Name	Description
 AccessibilityNotifyClients(AccessibleEvents, Int32)	(Inherited from Control .)
 AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	(Inherited from Control .)
 AddControl	添加控件
 AddLayer	添加图层
 AddLayers	添加多个图层
 AddOverlay	添加叠加对象
 AddOverlays	添加叠加对象集合
 AdjustFormScrollbars	(Inherited from ContainerControl .)
 BeginInvoke(Delegate)	(Inherited from Control .)
 BeginInvoke(Delegate,	(Inherited from

array<Object>[]()	Control.)
◆ BringToFront	(Inherited from Control.)
◆ CenterAndZoom	居中到点 P 并缩放到 指定级别
◆ ClearOverlays	清除地图上所有叠加 对象
◆ Contains	(Inherited from Control.)
◆ CreateAccessibilityInstance	(Inherited from Control.)
◆ CreateControl	(Inherited from Control.)
◆ CreateControlsInstance	(Inherited from Control.)
◆ CreateGraphics	(Inherited from Control.)
◆ CreateHandle	(Inherited from Control.)
◆ CreateInstance	构建地图实例

≡ethyst CreateObjRef	(Inherited from MarshalByRefObject)
≡ethyst DefWndProc	(Inherited from Control .)
≡ethyst DestroyHandle	(Inherited from Control .)
≡ethyst DisableDoubleClickZoom	禁用双击缩放
≡ethyst DisableInertialDragging	禁用地图惯性拖拽
≡ethyst DisableKeyboard	禁用键盘操作
≡ethyst DisableScrollWheelZoom	禁用滚轮
≡ethyst Dispose()()()	(Inherited from Component .)
≡ethyst Dispose(Boolean)	(Inherited from ContainerControl .)
≡ethyst DoDragDrop	(Inherited from Control .)
≡ethyst DrawToBitmap	(Inherited from Control .)
≡ethyst EnableDoubleClickZoom	启用双击缩放

启用地图惯性拖拽，默 认禁用	@EnableInertialDragging
启用键盘操作	EnableKeyboard
启用滚轮	EnableScrollWheelZoom
(Inherited from Control .)	EndInvoke
(Inherited from Object .)	Equals
(Inherited from Component .)	Finalize
(Inherited from Control .)	FindForm
(Inherited from Control .)	Focus
全图	FullExtent
(Inherited from Control .)	GetAccessibilityObjectById
(Inherited from Control .)	GetAutoSizeMode
返回地图当前中心点	GetCenter

≡◊ GetChildAtPoint(Point)	(Inherited from Control .)
≡◊ GetChildAtPoint(Point, GetChildAtPointSkip)	(Inherited from Control .)
≡◊ GetContainerControl	(Inherited from Control .)
≡◊ GetCursor	返回地图鼠标指针样式
≡◊ GetDistance	返回两点之间的距离，单位是米
≡◊ GetExtent	返回地图可视区域
≡◊ GetHashCode	(Inherited from Object .)
≡◊ GetLayer	获取指定标识的图层
≡◊ GetLifetimeService	(Inherited from MarshalByRefObject)
≡◊ GetMapControl	获取地图控件
≡◊ GetMapServerInfo	
≡◊ GetMarkerClusterInfo	

≡ethyst ♀ GetNextControl	(Inherited from Control .)
≡ethyst ♀ GetOverlays	获取叠加对象
≡ethyst ♀ GetPreferredSize	(Inherited from Control .)
≡ethyst ♀ GetScaledBounds	(Inherited from Control .)
≡ethyst ♀ GetScrollState	(Inherited from ScrollableControl .)
≡ethyst ♀ GetService	(Inherited from Component .)
≡ethyst ♀ GetSize	返回地图视图的大小， 以像素表示
≡ethyst ♀ GetStyle	(Inherited from Control .)
≡ethyst ♀ GetTopLevel	(Inherited from Control .)
≡ethyst ♀ GetType	(Inherited from Object .)
≡ethyst ♀ GetZoom	返回地图当前缩放级

別

- ≡ [Hide](#) (Inherited from [Control](#).)
- ≡ [InitializeLifetimeService](#) (Inherited from [MarshalByRefObject](#))
- ≡ [InitLayout](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(\)\(\)\(\)\(\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Region\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Boolean\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Rectangle\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Region, Boolean\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Rectangle, Boolean\)](#) (Inherited from [Control](#).)

	(Inherited from Control .)
⌚ Invoke(Delegate)	
⌚ Invoke(Delegate, array<Object>[]()[][])	(Inherited from Control .)
⌚ InvokeGotFocus	(Inherited from Control .)
⌚ InvokeLostFocus	(Inherited from Control .)
⌚ InvokeOnClick	(Inherited from Control .)
⌚ InvokePaint	(Inherited from Control .)
⌚ InvokePaintBackground	(Inherited from Control .)
⌚ IsInputChar	(Inherited from Control .)
⌚ IsInputKey	(Inherited from Control .)
⌚ MemberwiseClone()()()	(Inherited from Object .)

	(Inherited from MarshalByRefObject)
💡 MemberwiseClone(Boolean)	
	(Inherited from Control)
💡 NotifyInvalidation	
	(Inherited from Control)
💡 OnAutoSizeChanged	
	(Inherited from ContainerControl)
💡 OnAutoValidateChanged	
	(Inherited from Control)
💡 OnBackColorChanged	
	(Inherited from Control)
💡 OnBackgroundImageChanged	
	(Inherited from Control)
💡 OnBackgroundImageLayoutChanged	
	(Inherited from Control)
💡 OnBindingContextChanged	
	(Inherited from Control)
💡 OnCausesValidationChanged	
	(Inherited from Control)
💡 OnChangeUICues	

	Control.)	
💡 OnClick	(Inherited from Control.)	
💡 OnClientSizeChanged	(Inherited from Control.)	
💡 OnContextMenuChanged	(Inherited from Control.)	
💡 OnContextMenuStripChanged	(Inherited from Control.)	
💡 OnControlAdded	(Inherited from Control.)	
💡 OnControlRemoved	(Inherited from Control.)	
💡 OnCreateControl	(Inherited from UserControl.)	
💡 OnCursorChanged	(Inherited from Control.)	
💡 OnDockChanged	(Inherited from Control.)	
💡 OnDoubleClick	(Inherited from	

[Control](#).)

💡 [OnDragDrop](#) (Inherited from [Control](#).)

💡 [OnDragEnter](#) (Inherited from [Control](#).)

💡 [OnDragLeave](#) (Inherited from [Control](#).)

💡 [OnDragOver](#) (Inherited from [Control](#).)

💡 [OnEnabledChanged](#) (Inherited from [Control](#).)

💡 [OnEnter](#) (Inherited from [Control](#).)

💡 [OnFontChanged](#) (Inherited from [ContainerControl](#).)

💡 [OnForeColorChanged](#) (Inherited from [Control](#).)

💡 [OnGiveFeedback](#) (Inherited from [Control](#).)

💡 [OnGotFocus](#) (Inherited from

[Control](#).)

💡 [OnHandleCreated](#) (Inherited from [Control](#).)

💡 [OnHandleDestroyed](#) (Inherited from [Control](#).)

💡 [OnHelpRequested](#) (Inherited from [Control](#).)

💡 [OnImeModeChanged](#) (Inherited from [Control](#).)

💡 [OnInvalidated](#) (Inherited from [Control](#).)

💡 [OnKeyDown](#) (Inherited from [Control](#).)

💡 [OnKeyPress](#) (Inherited from [Control](#).)

💡 [OnKeyUp](#) (Inherited from [Control](#).)

💡 [OnLayout](#) (Inherited from [ContainerControl](#).)

💡 [OnLeave](#) (Inherited from

[Control](#).)

💡 [OnLoad](#) (Inherited from

[UserControl](#).)

💡 [OnLocationChanged](#) (Inherited from

[Control](#).)

💡 [OnLostFocus](#) (Inherited from

[Control](#).)

💡 [OnMarginChanged](#) (Inherited from

[Control](#).)

💡 [OnMouseCaptureChanged](#) (Inherited from

[Control](#).)

💡 [OnMouseClicked](#) (Inherited from

[Control](#).)

💡 [OnMouseDoubleClick](#) (Inherited from

[Control](#).)

💡 [OnMouseDown](#) (Inherited from

[UserControl](#).)

💡 [OnMouseEnter](#) (Inherited from

[Control](#).)

💡 [OnMouseHover](#) (Inherited from

[Control.](#))

💡 [OnMouseLeave](#) (Inherited from [Control.](#))

💡 [OnMouseMove](#) (Inherited from [Control.](#))

💡 [OnMouseUp](#) (Inherited from [Control.](#))

💡 [OnMouseWheel](#) (Inherited from [ScrollableControl.](#))

💡 [OnMove](#) (Inherited from [Control.](#))

💡 [OnNotifyMessage](#) (Inherited from [Control.](#))

💡 [OnPaddingChanged](#) (Inherited from [ScrollableControl.](#))

💡 [OnPaint](#) (Inherited from [Control.](#))

💡 [OnPaintBackground](#) (Inherited from [ScrollableControl.](#))

💡 [OnParentBackColorChanged](#) (Inherited from

	(Inherited from Control .)
💡 OnParentBackgroundImageChanged	(Inherited from Control .)
💡 OnParentBindingContextChanged	(Inherited from Control .)
💡 OnParentChanged	(Inherited from ContainerControl .)
💡 OnParentCursorChanged	(Inherited from Control .)
💡 OnParentEnabledChanged	(Inherited from Control .)
💡 OnParentFontChanged	(Inherited from Control .)
💡 OnParentForeColorChanged	(Inherited from Control .)
💡 OnParentRightToLeftChanged	(Inherited from Control .)
💡 OnParentVisibleChanged	(Inherited from Control .)
💡 OnPreviewKeyDown	(Inherited from

[Control](#).)

💡 [OnPrint](#)

(Inherited from [Control](#).)

💡 [OnQueryContinueDrag](#)

(Inherited from [Control](#).)

💡 [OnRegionChanged](#)

(Inherited from [Control](#).)

💡 [OnResize](#)

(Inherited from [UserControl](#).)

💡 [OnRightToLeftChanged](#)

(Inherited from [ScrollableControl](#).)

💡 [OnScroll](#)

(Inherited from [ScrollableControl](#).)

💡 [OnSizeChanged](#)

(Inherited from [Control](#).)

💡 [OnStyleChanged](#)

(Inherited from [Control](#).)

💡 [OnSystemColorsChanged](#)

(Inherited from [Control](#).)

💡 [OnTabIndexChanged](#)

(Inherited from

(Inherited from [Control](#).)

💡 [OnTabStopChanged](#)

(Inherited from [Control](#).)

💡 [OnTextChanged](#)

(Inherited from [Control](#).)

💡 [OnValidated](#)

(Inherited from [Control](#).)

💡 [OnValidating](#)

(Inherited from [Control](#).)

💡 [OnVisibleChanged](#)

(Inherited from [ScrollableControl](#).)

💡 [Pan](#)

平移

💡 [PanByPix](#)

将地图在水平位置上
移动 x 像素，垂直位置
上移动 y 像素

💡 [PanTo](#)

将地图的中心点更改
为给定的点

💡 [PerformAutoSize](#)

(Inherited from [ContainerControl](#).)

💡 [PerformLayout\(\)\(\)\(\)\(\)](#)

(Inherited from

	<u>Control</u> .)
≡◊ <u>PerformLayout(Control, String)</u>	(Inherited from <u>Control</u> .)
≡◊ <u>PixelToPoint</u>	像素坐标转换为经纬度坐标
≡◊ <u>PointToClient</u>	(Inherited from <u>Control</u> .)
≡◊ <u>PointToPixel</u>	经纬度坐标转换为像素坐标
≡◊ <u>PointToScreen</u>	(Inherited from <u>Control</u> .)
≡◊ <u>PreProcessControlMessage</u>	(Inherited from <u>Control</u> .)
≡◊ <u>PreProcessMessage</u>	(Inherited from <u>Control</u> .)
≡◊ <u>ProcessCmdKey</u>	(Inherited from <u>ContainerControl</u> .)
≡◊ <u>ProcessDialogChar</u>	(Inherited from <u>ContainerControl</u> .)
≡◊ <u>ProcessDialogKey</u>	(Inherited from

	ContainerControl.)
💡 ProcessKeyEventArgs	(Inherited from Control.)
💡 ProcessKeyMessage	(Inherited from Control.)
💡 ProcessKeyPreview	(Inherited from Control.)
💡 ProcessMnemonic	(Inherited from ContainerControl.)
💡 ProcessTabKey	(Inherited from ContainerControl.)
💡 RaiseDragEvent	(Inherited from Control.)
💡 RaiseKeyEvent	(Inherited from Control.)
💡 RaiseMouseEvent	(Inherited from Control.)
💡 RaisePaintEvent	(Inherited from Control.)
💡 RecreateHandle	(Inherited from

	<u>Control</u>.)
≡◊ <u>RectangleToClient</u>	(Inherited from <u>Control</u>.)
≡◊ <u>RectangleToScreen</u>	(Inherited from <u>Control</u>.)
≡◊ <u>Refresh</u>	(Inherited from <u>Control</u>.)
≡◊ <u>RefreshMap</u>	刷新地图
≡◊ <u>RemoveControl</u>	移除控件
≡◊ <u>RemoveLayer</u>	删除图层
≡◊ <u>RemoveOverlay</u>	移除叠加对象
≡◊ <u>RemoveOverlays</u>	移除多个叠加物
≡◊ <u>Reset</u>	重新设置地图，恢复地图初始化时的中心点和级别
≡◊ <u>ResetBackColor</u>	(Inherited from <u>Control</u>.)
≡◊ <u>ResetBindings</u>	(Inherited from <u>Control</u>.)
≡◊ <u>ResetCursor</u>	(Inherited from

[Control.](#))

≡ [ResetFont](#) (Inherited from [Control.](#))

≡ [ResetForeColor](#) (Inherited from [Control.](#))

≡ [ResetImeMode](#) (Inherited from [Control.](#))

≡ [ResetMouseEventArgs](#) (Inherited from [Control.](#))

≡ [ResetRightToLeft](#) (Inherited from [Control.](#))

≡ [ResetText](#) (Inherited from [Control.](#))

≡ [ResumeLayout\(\)\(\)\(\)](#) (Inherited from [Control.](#))

≡ [ResumeLayout\(Boolean\)](#) (Inherited from [Control.](#))

≡ [RtlTranslateAlignment\(HorizontalAlign
ment\)](#) (Inherited from [Control.](#))

≡ [RtlTranslateAlignment\(LeftRightAlignm](#) (Inherited from

ent)	Control.)
 RtlTranslateAlignment(ContentAlignme nt)	(Inherited from Control.)
 RtlTranslateContent	(Inherited from Control.)
 RtlTranslateHorizontal	(Inherited from Control.)
 RtlTranslateLeftRight	(Inherited from Control.)
	Obsolete.
 Scale(Single)	(Inherited from Control.)
 Scale(SizeF)	(Inherited from Control.)
	Obsolete.
 Scale(Single, Single)	(Inherited from Control.)
 ScaleControl	(Inherited from ScrollableControl.)
 ScaleCore	(Inherited from

	ScrollControl.)
≡ethyst ♡ ScrollControlIntoView	(Inherited from ScrollControl.)
≡ethyst ♡ ScrollToControl	(Inherited from ScrollControl.)
≡ethyst ♡ Select()()()	(Inherited from Control.)
≡ethyst ♡ Select(Boolean, Boolean)	(Inherited from ContainerControl.)
≡ethyst ♡ SelectNextControl	(Inherited from Control.)
≡ethyst ♡ SendToBack	(Inherited from Control.)
≡ethyst ♡ SetAutoScrollMargin	(Inherited from ScrollControl.)
≡ethyst ♡ SetAutoSizeMode	(Inherited from Control.)
≡ethyst ♡ SetBounds(Int32, Int32, Int32, Int32)	(Inherited from Control.)
≡ethyst ♡ SetBounds(Int32, Int32, Int32, Int32)	(Inherited from

<u>BoundsSpecified)</u>	<u>Control.)</u>
 <u>SetBoundsCore</u>	(Inherited from <u>Control.</u>)
 <u>SetCenter</u>	居中
 <u>SetClientSizeCore</u>	(Inherited from <u>Control.</u>)
 <u>SetCursor</u>	设置地图鼠标指针样式
 <u>SetDisplayRectLocation</u>	(Inherited from <u>ScrollableControl.</u>)
 <u>SetMapServerInfo</u>	
 <u>SetMarkerClusterInfo</u>	
 <u>SetMaxZoom</u>	设置地图允许的最大级别
 <u>SetMinZoom</u>	设置地图允许的最小级别
 <u>SetScrollState</u>	(Inherited from <u>ScrollableControl.</u>)
 <u>SetStyle</u>	(Inherited from <u>Control.</u>)

💡 SetTopLevel	(Inherited from Control .)
💡 SetVisibleCore	(Inherited from Control .)
💡 SetZoom	将地图缩放到指定的缩放等级
💡 Show	(Inherited from Control .)
💡 SizeFromClientSize	(Inherited from Control .)
💡 SuspendLayout	(Inherited from Control .)
💡 SwitchLayer	切换图层
💡 ToString	(Inherited from Component .)
💡 Update	(Inherited from Control .)
💡 UpdateBounds()()()()	(Inherited from Control .)
💡 UpdateBounds(Int32, Int32, Int32)	(Inherited from

- [Int32\)](#) [Control.\)](#)
- 💡 [UpdateBounds\(Int32, Int32, Int32, \(Inherited from Int32, Int32, Int32\) Control.\)](#)
- 💡 [UpdateDefaultButton \(Inherited from ContainerControl.\)](#)
- 💡 [UpdateStyles \(Inherited from Control.\)](#)
- 💡 [UpdateZOrder \(Inherited from Control.\)](#)
- 💡 [Validate\(\)\(\)\(\) \(Inherited from ContainerControl.\)](#)
- 💡 [Validate\(Boolean\) \(Inherited from ContainerControl.\)](#)
- 💡 [ValidateChildren\(\)\(\)\(\) \(Inherited from UserControl.\)](#)
- 💡 [ValidateChildren\(ValidationConstraints\) \(Inherited from UserControl.\)](#)
- 💡 [WndProc \(Inherited from UserControl.\)](#)
- 💡 [ZoomIn 拉框放大](#)

» ZoomInFixed	固定放大
» ZoomOut	拉框缩小
» ZoomOutFixed	固定缩小
» ZoomToExtent	地图缩放到指定范围

■

Explicit Interface Implementation

S

Name	Description
» IContainerControl...:::ActivateControl	(Inherited from ContainerControl .)
» IDropTarget...:::OnDragDrop	(Inherited from Control .)
» IDropTarget...:::OnDragEnter	(Inherited from Control .)
» IDropTarget...:::OnDragLeave	(Inherited from Control .)
» IDropTarget...:::OnDragOver	(Inherited from Control .)

See Also

[Map Class](#)

1.4.3.1 AccessibilityNotifyClients Method

Overload List

Name	Description
AccessibilityNotifyClients(AccessibleEvents, Int32)	(Inherited from Control .)
AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	(Inherited from Control .)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.2 AddControl Method

添加控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub AddControl ( _
    control As ControlBase _
)
```

C#

```
public abstract void AddControl (
```

```
        ControlBase control
)
```

Visual C++

```
public:
virtual void AddControl(
    ControlBase^ control
) abstract
```

JavaScript

```
function addControl(control);
```

Parameters

control

Type: [NPMapLib.Controls...:::ControlBase](#)

要添加的控件

Implements

[IMap...:::AddControl\(ControlBase\)](#)

See Also

[Map Class](#)

1.4.3.3 AddLayer Method

添加图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub AddLayer ( _
```

```
        layer As Layer _  
)
```

C#

```
public abstract void AddLayer(  
    Layer layer  
)
```

Visual C++

```
public:  
virtual void AddLayer(  
    Layer^ layer  
) abstract
```

JavaScript

```
function addLayer(layer);  
Parameters  
layer  
Type: NPMapLib.Layers...:::Layer
```

图层对象

Implements

[IMap...:::AddLayer\(Layer\)](#)

See Also

[Map Class](#)

1.4.3.4 AddLayers Method

添加多个图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub AddLayers ( _
    layers As IEnumerable(Of Layer) )
```

C#

```
public abstract void AddLayers( _
    IEnumerable<Layer> layers )
```

Visual C++

```
public:
virtual void AddLayers(
    IEnumerable<Layer^>^ layers
) abstract
```

JavaScript

```
function addLayers(layers);
```

Parameters

layers

Type: [System.Collections.Generic.ICollection<\(Of <<'Layer'>>\)>](#)

图层集合

Implements

[IMap.AddLayers\(IEnumerable<\(Of <<'Layer'>>\)>\)](#)

▪ See Also

[Map Class](#)

1.4.3.5 AddOverlay Method

添加叠加对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub AddOverlay ( _
    overlay As Overlay _
)
```

C#

```
public abstract void AddOverlay(
    Overlay overlay
)
```

Visual C++

```
public:
virtual void AddOverlay(
    Overlay^ overlay
) abstract
```

JavaScript

```
function addOverlay(overlay);
```

Parameters

overlay

Type: [NPMapLib..:::Overlay](#)

叠加对象

Implements

[IMap..:::AddOverlay\(Overlay\)](#)

See Also

[Map Class](#)

1.4.3.6 AddOverlays Method

添加叠加对象集合

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub AddOverlays ( _
    overlays As IEnumerable(Of Overlay) _
)
```

C#

```
public abstract void AddOverlays(
    IEnumerable<Overlay> overlays
)
```

Visual C++

```
public:
virtual void AddOverlays(
    IEnumerable<Overlay^>^ overlays
) abstract
```

JavaScript

```
function addOverlays(overlays);
```

Parameters

overlays

Type: [System.Collections.Generic...:...IEnumerable<\(Of](#)

<(<'[Overlay](#)>)>)

Implements

[IMap...:::AddOverlays\(IEnumerable<\(Of <<'\(Overlay\)>>\)\)](#)

See Also

[Map Class](#)

1.4.3.7 BeginInvoke Method

Overload List

Name	Description
shima BeginInvoke(Delegate)	(Inherited from Control)
shima BeginInvoke(Delegate, array<Object>[]()[][])	(Inherited from Control)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.8 CenterAndZoom Method

居中到点 P 并缩放到指定级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub CenterAndZoom ( _
    p As Point, _
    zoom As Integer _
)
```

C#

```
public abstract void CenterAndZoom(
    Point p,
    int zoom
)
```

Visual C++

```
public:
virtual void CenterAndZoom(
    Point^ p,
    int zoom
) abstract
```

JavaScript

```
function centerAndZoom(p, zoom);
```

Parameters

p

Type: [NPMapLib.Geometry...:::Point](#)

zoom

Type: [System...:::Int32](#)

Implements

[IMap...:::CenterAndZoom\(Point, Int32\)](#)

See Also

[Map Class](#)

1.4.3.9 ClearOverlays Method

清除地图上所有叠加对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub ClearOverlays
```

C#

```
public abstract void ClearOverlays()
```

Visual C++

```
public:  
virtual void ClearOverlays() abstract
```

JavaScript

```
function clearOverlays();
```

Implements

[IMap...:::ClearOverlays\(\)\(\)\(\)](#)

▪ See Also

[Map Class](#)

1.4.3.10 CreateInstance Method

构建地图实例

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Shared Function CreateInstance ( _
    info As MapServerInfo _ 
) As Map
```

C#

```
public static Map CreateInstance(
    MapServerInfo info
)
```

Visual C++

```
public:
static Map^ CreateInstance(
    MapServerInfo^ info
)
```

JavaScript

```
NPMapLib.Map.createInstance = function(info);
```

Parameters

info

Type: [NPMapLib.Configure...:MapServerInfo](#)

Return Value

■ See Also

[Map Class](#)

1.4.3.11 DisableDoubleClickZoom Method

禁用双击缩放

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub DisableDoubleClickZoom
```

C#

```
public abstract void DisableDoubleClickZoom()
```

Visual C++

```
public:  
virtual void DisableDoubleClickZoom() abstract
```

JavaScript

```
function disableDoubleClickZoom();
```

Implements

[IMap...:::DisableDoubleClickZoom\(\)\(\)\(\)](#)

▪ See Also

[Map Class](#)

1.4.3.12 DisableInertialDragging Method

禁用地图惯性拖拽

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub DisableInertialDragging
```

C#

```
public abstract void DisableInertialDragging()
```

Visual C++

```
public:  
virtual void DisableInertialDragging() abstract
```

JavaScript

```
function disableInertialDragging();
```

Implements

[IMap...:::DisableInertialDragging\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.13 DisableKeyboard Method

禁用键盘操作

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub DisableKeyboard
```

C#

```
public abstract void DisableKeyboard()
```

Visual C++

```
public:
virtual void DisableKeyboard() abstract
```

JavaScript

```
function disableKeyboard();
Implements
IMap...:::DisableKeyboard\(\)\(\)
```

□ See Also

[Map Class](#)

1.4.3.14 DisableScrollWheelZoom Method

禁用滚轮

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public MustOverride Sub DisableScrollWheelZoom
```

C#

```
public abstract void DisableScrollWheelZoom()
```

Visual C++

```
public:
virtual void DisableScrollWheelZoom() abstract
```

JavaScript

```
function disableScrollWheelZoom();
```

Implements

[IMap....DisableScrollWheelZoom\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.15 Dispose Method

Overload List

Name	Description
------	-------------

◆ [Dispose\(\)\(\)\(\)](#) (Inherited from [Component](#).)

◆ [Dispose\(Boolean\)](#) (Inherited from [ContainerControl](#).)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.16 EnableDoubleClickZoom Method

启用双击缩放

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub EnableDoubleClickZoom
```

C#

```
public abstract void EnableDoubleClickZoom()
```

Visual C++

```
public:
virtual void EnableDoubleClickZoom() abstract
```

JavaScript

```
function enableDoubleClickZoom();
```

Implements

[IMap...::::EnableDoubleClickZoom\(\)\(\)\(\)](#)

□ **See Also**

[Map Class](#)

1.4.3.17 EnableInertialDragging Method

启用地图惯性拖拽， 默认禁用

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public MustOverride Sub EnableInertialDragging
```

C#

```
public abstract void EnableInertialDragging()
```

Visual C++

```
public:
```

```
virtual void EnableInertialDragging() abstract
```

JavaScript

```
function enableInertialDragging();
```

Implements

[IMap...:::EnableInertialDragging\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.18 EnableKeyboard Method

启用键盘操作

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub EnableKeyboard
```

C#

```
public abstract void EnableKeyboard()
```

Visual C++

```
public:  
virtual void EnableKeyboard() abstract
```

JavaScript

```
function enableKeyboard();
```

Implements

[IMap...:::EnableKeyboard\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.19 EnableScrollWheelZoom Method

启用滚轮

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub EnableScrollWheelZoom
```

C#

```
public abstract void EnableScrollWheelZoom()
```

Visual C++

```
public:  
virtual void EnableScrollWheelZoom() abstract
```

JavaScript

```
function enableScrollWheelZoom();
```

Implements

[IMap...::EnableScrollWheelZoom\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.20 FullExtent Method

全图

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub FullExtent
```

C#

```
public abstract void FullExtent()
```

Visual C++

```
public:  
virtual void FullExtent() abstract
```

JavaScript

```
function fullExtent();
```

Implements

[IMap...:::FullExtent\(\)\(\)\(\)\(\)](#)

▪ See Also

[Map Class](#)

1.4.3.21 GetCenter Method

返回地图当前中心点

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Function GetCenter As Point
```

C#

```
public abstract Point GetCenter()
```

Visual C++

```
public:  
virtual Point^ GetCenter() abstract
```

JavaScript

```
function getCenter();
```

Return Value

当前中心点

Implements

[IMap...:::GetCenter\(\)\(\)\(\)\(\)](#)

■ See Also

[Map Class](#)

1.4.3.22 GetChildAtPoint Method

■ Overload List

Name	Description
GetChildAtPoint(Point)	(Inherited from Control .)

 [GetChildAtPoint\(Point,](#) (Inherited from [Control](#).)
[GetChildAtPointSkip\)](#)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.23 GetCursor Method

返回地图鼠标指针样式

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Function GetCursor As String
```

C#

```
public abstract string GetCursor()
```

Visual C++

```
public:  
virtual String^ GetCursor() abstract
```

JavaScript

```
function getCursor();
```

Return Value

Implements

[IMap...:::GetCursor\(\)\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.24 GetDistance Method

返回两点之间的距离，单位是米

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Function GetDistance ( _
    start As Point, _
    end As Point) _
) As Double
```

C#

```
public abstract double GetDistance(
    Point start,
    Point end
)
```

Visual C++

```
public:
virtual double GetDistance(
    Point^ start,
    Point^ end
) abstract
```

JavaScript

```
function getDistance(start, end);
```

Parameters

*start*Type: [NPMapLib.Geometry...:::Point](#)

起始点

*end*Type: [NPMapLib.Geometry...:::Point](#)

终点

Return Value

点距

Implements

[IMap...:::GetDistance\(Point, Point\)](#)

See Also

[Map Class](#)

1.4.3.25 GetExtent Method

返回地图可视区域

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Function GetExtent As Extent
```

C#

```
public abstract Extent GetExtent()
```

Visual C++

```
public:
virtual Extent^ GetExtent() abstract
```

JavaScript

```
function getExtent();
```

Return Value

地理坐标

Implements

[IMap...:::GetExtent\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.26 GetLayer Method

获取指定标识的图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public MustOverride Function GetLayer ( _
    id As Long _
) As Layer
```

C#

```
public abstract Layer GetLayer(
    long id
)
```

Visual C++

```
public:
virtual Layer^ GetLayer(
    long long id
) abstract
```

JavaScript

```
function getLayer(id);
```

Parameters

id

Type: [System...:::Int64](#)

图层标识

Return Value

指定图层

Implements

[IMap...:::GetLayer\(Int64\)](#)

See Also

[Map Class](#)

1.4.3.27 GetMapControl Method

获取地图控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public MustOverride Function GetMapControl As Control
```

C#

```
public abstract Control GetMapControl()
```

Visual C++

```
public:
virtual Control^ GetMapControl() abstract
```

JavaScript

```
function getMapControl();
```

Return Value

Implements

[IMap....GetMapControl\(\)\(\)\(\)](#)

▪ See Also

[Map Class](#)

1.4.3.28 GetMapServerInfo Method

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Function GetMapServerInfo As
MapServerInfo
```

C#

```
public abstract MapServerInfo GetMapServerInfo()
```

Visual C++

```
public:
```

```
virtual MapServerInfo^ GetMapServerInfo() abstract
```

JavaScript

```
function getMapServerInfo();
```

Implements

```
IMapServer....GetMapServerInfo\(\)\(\)\(\)
```

See Also

[Map Class](#)

1.4.3.29 GetMarkerClusterInfo Method

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Function GetMarkerClusterInfo As
MarkerClusterInfo
```

C#

```
public abstract MarkerClusterInfo
GetMarkerClusterInfo()
```

Visual C++

```
public:
virtual MarkerClusterInfo^ GetMarkerClusterInfo()
abstract
```

JavaScript

```
function getMarkerClusterInfo();
```

Implements

[IMapServer....GetMarkerClusterInfo\(\)\(\)\(\)\(\)](#)**See Also**[Map Class](#)**1.4.3.30 GetOverlays Method**

获取叠加对象

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)**Syntax****Visual Basic**

```
Public MustOverride Function GetOverlays As
IEnumerable(Of Overlay)
```

C#

```
public abstract IEnumerable<Overlay> GetOverlays()
```

Visual C++

```
public:
virtual IEnumerable<Overlay^>^ GetOverlays() abstract
```

JavaScript

```
function getOverlays();
```

Return Value

Implements

[IMap....GetOverlays\(\)\(\)\(\)\(\)](#)**See Also**[Map Class](#)

1.4.3.31 GetSize Method

返回地图视图的大小，以像素表示

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Function GetSize As Size
```

C#

```
public abstract Size GetSize()
```

Visual C++

```
public:  
virtual Size^ GetSize() abstract
```

JavaScript

```
function getSize();
```

Return Value

Implements

[IMap...::GetSize\(\)\(\)\(\)\(\)](#)

▪ See Also

[Map Class](#)

1.4.3.32 GetZoom Method

返回地图当前缩放级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Function GetZoom As Integer
```

C#

```
public abstract int GetZoom()
```

Visual C++

```
public:  
virtual int GetZoom() abstract
```

JavaScript

```
function getZoom();
```

Return Value

缩放级别

Implements

[IMap...:::GetZoom\(\)\(\)\(\)\(\)](#)

■ See Also

[Map Class](#)

1.4.3.33 Invalidate Method

■ Overload List

Name	Description
≡ Invalidate()()()()	(Inherited from Control .)
≡ Invalidate(Region)	(Inherited from Control .)

- ≡ [Invalidate\(Boolean\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Rectangle\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Region, Boolean\)](#) (Inherited from [Control](#).)
- ≡ [Invalidate\(Rectangle, Boolean\)](#) (Inherited from [Control](#).)

▀ See Also

[Map Class](#)

[Map Members](#)

1.4.3.34 Invoke Method

▀ Overload List

Name	Description
≡ Invoke(Delegate)	(Inherited from Control .)
≡ Invoke(Delegate, array<Object>[]()[][])	(Inherited from Control .)

▀ See Also

[Map Class](#)

[Map Members](#)

1.4.3.35 MemberwiseClone Method

▀ Overload List

Name	Description
💡 MemberwiseClone()() ()()	(Inherited from Object .)
💡 MemberwiseClone(Boolean)	(Inherited from MarshalByRefObject .)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.36 Pan Method

平移

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub Pan
```

C#

```
public abstract void Pan()
```

Visual C++

```
public:  
virtual void Pan() abstract
```

JavaScript

```
function pan();
```

Implements

[IMap...:::Pan\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.37 PanByPix Method

将地图在水平位置上移动 x 像素，垂直位置上移动 y 像素

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub PanByPix ( _
    x As Integer, _
    y As Integer _
)
```

C#

```
public abstract void PanByPix(
    int x,
    int y
)
```

Visual C++

```
public:
virtual void PanByPix(
    int x,
    int y
) abstract
```

JavaScript

```
function panByPix(x, y);
```

Parameters

x

Type: [System..:::Int32](#)

y

Type: [System..:::Int32](#)

Implements

[IMap..:::PanByPix\(Int32, Int32\)](#)

See Also

[Map Class](#)

1.4.3.38 PanTo Method

将地图的中心点更改为给定的点

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub PanTo ( _  
    p As Point _  
)
```

C#

```
public abstract void PanTo (  
    Point p  
)
```

Visual C++

```
public:
virtual void PanTo(
    Point^ p
) abstract
```

JavaScript

```
function panTo(p);
```

Parameters

p

Type: [NPMapLib.Geometry...:::Point](#)

中心点

Implements

[IMap...:::PanTo\(Point\)](#)

See Also

[Map Class](#)

1.4.3.39 PerformLayout Method

Overload List

Name	Description
 PerformLayout()()()	(Inherited from Control .)
 PerformLayout(Control, String)	(Inherited from Control .)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.40 PixelToPoint Method

像素坐标转换为经纬度坐标

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Function PixelToPoint ( _
    pixel As Pixel _
) As Point
```

C#

```
public abstract Point PixelToPoint(
    Pixel pixel
)
```

Visual C++

```
public:
virtual Point^ PixelToPoint(
    Pixel^ pixel
) abstract
```

JavaScript

```
function pixelToPoint(pixel);
```

Parameters

pixel

Type: [NPMapLib.Geometry.....Pixel](#)

Return Value

Implements

[IMap.....PixelToPoint\(Pixel\)](#)

See Also

[Map Class](#)

1.4.3.41 PointToPixel Method

经纬度坐标转换为像素坐标

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Function PointToPixel ( _
    point As Point _
) As Pixel
```

C#

```
public abstract Pixel PointToPixel(
    Point point
)
```

Visual C++

```
public:
virtual Pixel^ PointToPixel(
    Point^ point
) abstract
```

JavaScript

```
function pointToPixel(point);
```

Parameters

point

Type: [NPMapLib.Geometry...:::Point](#)

Return Value

Implements

[**IMap...:::PointToPixel\(Point\)**](#)

See Also

[Map Class](#)

1.4.3.42 RefreshMap Method

刷新地图

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub RefreshMap
```

C#

```
public abstract void RefreshMap()
```

Visual C++

```
public:  
virtual void RefreshMap() abstract
```

JavaScript

```
function refreshMap();
```

Implements

[**IMap...:::RefreshMap\(\)\(\)\(\)**](#)

See Also

[Map Class](#)

1.4.3.43 RemoveControl Method

移除控件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub RemoveControl ( _  
    control As ControlBase _  
)
```

C#

```
public abstract void RemoveControl(  
    ControlBase control  
)
```

Visual C++

```
public:  
virtual void RemoveControl(  
    ControlBase^ control  
) abstract
```

JavaScript

```
function removeControl(control);
```

Parameters

control

Type: [NPMapLib.Controls...:::ControlBase](#)

要移除的控件

Implements

[IMap...:::RemoveControl\(ControlBase\)](#)

See Also

[Map Class](#)

1.4.3.44 RemoveLayer Method

删除图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub RemoveLayer ( _
    id As Long _
)
```

C#

```
public abstract void RemoveLayer(
    long id
)
```

Visual C++

```
public:
virtual void RemoveLayer(
    long long id
) abstract
```

JavaScript

```
function removeLayer(id);
```

Parameters

id

Type: [System...:::Int64](#)

Implements

[IMap...:::RemoveLayer\(Int64\)](#)

See Also

[Map Class](#)

1.4.3.45 RemoveOverlay Method

移除叠加对象

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub RemoveOverlay ( _
    overlay As Overlay _
)
```

C#

```
public abstract void RemoveOverlay(
    Overlay overlay
)
```

Visual C++

```
public:
virtual void RemoveOverlay(
    Overlay^ overlay
) abstract
```

JavaScript

```
function removeOverlay(overlay);
```

Parameters

overlay

Type: [NPMapLib...:::Overlay](#)

叠加对象

Implements

[IMap...:::RemoveOverlay\(Overlay\)](#)

See Also

[Map Class](#)

1.4.3.46 RemoveOverlays Method

移除多个叠加物

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub RemoveOverlays ( _  
    overlays As IEnumerable(Of Overlay) _  
)
```

C#

```
public abstract void RemoveOverlays(  
    IEnumerable<Overlay> overlays  
)
```

Visual C++

```
public:  
virtual void RemoveOverlays(  
    IEnumerable<Overlay^>^ overlays  
) abstract
```

JavaScript

```
function removeOverlays (overlays) ;
```

Parameters

overlays

Type: [System.Collections.Generic...:...IEnumerable<\(Of<\(<'Overlay>\)>\)>](#)

叠加对象集合

Implements

[IMap...:...RemoveOverlays\(IEnumerable<\(Of<<'\(Overlay\)>\)>>\)\)](#)

See Also

[Map Class](#)

1.4.3.47 Reset Method

重新设置地图，恢复地图初始化时的中心点和级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub Reset
```

C#

```
public abstract void Reset ()
```

Visual C++

```
public:
virtual void Reset() abstract
```

JavaScript

```
function reset();  
Implements  
IMap...:::Reset\(\)\(\)\(\)
```

□ See Also

[Map Class](#)**1.4.3.48 ResumeLayout Method**

□ Overload List

Name	Description
⌚ ResumeLayout()()()	(Inherited from Control .)
⌚ ResumeLayout(Boolean)	(Inherited from Control .)

□ See Also

[Map Class](#)[Map Members](#)**1.4.3.49 RtlTranslateAlignment Method**

□ Overload List

Name	Description
------	-------------

- 💡 [RtlTranslateAlignment\(HorizontalAlignment\)](#) (Inherited from [Control](#).)
- 💡 [RtlTranslateAlignment\(LeftRightAlignment\)](#) (Inherited from [Control](#).)
- 💡 [RtlTranslateAlignment\(ContentAlignment\)](#) (Inherited from [Control](#).)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.50 Scale Method

Overload List

Name	Description
💡 Scale(Single)	Obsolete. (Inherited from Control .)
💡 Scale(SizeF)	(Inherited from Control .)
💡 Scale(Single, Single)	Obsolete. (Inherited from Control .)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.51 Select Method

Overload List

Name	Description
≡ Select()()()()	(Inherited from Control .)
≡ Select(Boolean, Boolean)	(Inherited from ContainerControl .)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.52 SetBounds Method

Overload List

Name	Description
≡ SetBounds(Int32, Int32, Int32, Int32)	(Inherited from Control .)
≡ SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	(Inherited from Control .)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.53 SetCenter Method

居中

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub SetCenter ( _  
    p As Point _  
)
```

C#

```
public abstract void SetCenter(  
    Point p  
)
```

Visual C++

```
public:  
virtual void SetCenter(  
    Point^ p  
) abstract
```

JavaScript

```
function setCenter(p);
```

Parameters

p

Type: [NPMapLib.Geometry.....Point](#)

中心点

Implements

[IMap.....SetCenter\(Point\)](#)

See Also

[Map Class](#)

1.4.3.54 SetCursor Method

设置地图鼠标指针样式

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SetCursor ( _
    cursor As String _
)
```

C#

```
public abstract void SetCursor(
    string cursor
)
```

Visual C++

```
public:
virtual void SetCursor(
    String^ cursor
) abstract
```

JavaScript

```
function setCursor(cursor);
```

Parameters

cursor

Type: [System...:::String](#)

Implements

[IMap...:::SetCursor\(String\)](#)

See Also

[Map Class](#)

1.4.3.55 SetMapServerInfo Method

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SetMapServerInfo ( _  
    mapServerInfo As MapServerInfo _  
)
```

C#

```
public abstract void SetMapServerInfo(  
    MapServerInfo mapServerInfo  
)
```

Visual C++

```
public:  
virtual void SetMapServerInfo(  
    MapServerInfo^ mapServerInfo  
) abstract
```

JavaScript

```
function setMapServerInfo(mapServerInfo);
```

Parameters

mapServerInfo

Type: [NPMapLib.Configure...:::MapServerInfo](#)

Implements

[IMapServer...:::SetMapServerInfo\(MapServerInfo\)](#)

See Also

[Map Class](#)

1.4.3.56 SetMarkerClusterInfo Method

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SetMarkerClusterInfo ( _
    markerClusterInfo As MarkerClusterInfo _
)
```

C#

```
public abstract void SetMarkerClusterInfo(
    MarkerClusterInfo markerClusterInfo
)
```

Visual C++

```
public:
virtual void SetMarkerClusterInfo(
    MarkerClusterInfo^ markerClusterInfo
) abstract
```

JavaScript

```
function setMarkerClusterInfo(markerClusterInfo);
```

Parameters

markerClusterInfo

Type: [NPMapLib.Configure...:::MarkerClusterInfo](#)

Implements

[IMapServer...:::SetMarkerClusterInfo\(MarkerClusterInfo\)](#)

See Also

[Map Class](#)

1.4.3.57 SetMaxZoom Method

设置地图允许的最大级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SetMaxZoom ( _
    zoom As Integer _
)
```

C#

```
public abstract void SetMaxZoom (
    int zoom
)
```

Visual C++

```
public:
virtual void SetMaxZoom(
    int zoom
) abstract
```

JavaScript

```
function setMaxZoom(zoom);
```

Parameters

zoom

Type: [System...:::Int32](#)

Implements

[IMap...:::SetMaxZoom\(Int32\)](#)

See Also

[Map Class](#)

1.4.3.58 SetMinZoom Method

设置地图允许的最小级别

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SetMinZoom ( _  
    zoom As Integer _  
)
```

C#

```
public abstract void SetMinZoom(  
    int zoom  
)
```

Visual C++

```
public:  
virtual void SetMinZoom(  
    int zoom  
) abstract
```

JavaScript

```
function setMinZoom(zoom);
```

Parameters

zoom

Type: [System...:::Int32](#)

Implements

[IMap...:::SetMinZoom\(Int32\)](#)

See Also

[Map Class](#)

1.4.3.59 SetZoom Method

将地图缩放到指定的缩放等级

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SetZoom ( _  
    zoom As Integer _  
)
```

C#

```
public abstract void SetZoom(  
    int zoom  
)
```

Visual C++

```
public:
```

```
virtual void SetZoom(
    int zoom
) abstract
```

JavaScript

```
function setZoom(zoom);
```

Parameters

zoom

Type: [System.....Int32](#)

缩放等级

Implements

[IMap.....SetZoom\(Int32\)](#)

See Also

[Map Class](#)

1.4.3.60 SwitchLayer Method

切换图层

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub SwitchLayer ( _
    index As Integer _
)
```

C#

```
public abstract void SwitchLayer(
```

```
        int index  
)
```

Visual C++

```
public:  
virtual void SwitchLayer(  
    int index  
) abstract
```

JavaScript

```
function switchLayer(index);
```

Parameters

index

Type: [System...:::Int32](#)

添加到地图时的顺序

Implements

[IMap...:::SwitchLayer\(Int32\)](#)

See Also

[Map Class](#)

1.4.3.61 UpdateBounds Method

Overload List

Name	Description
 UpdateBounds()()()()	(Inherited from Control .)
 UpdateBounds(Int32, Int32, Int32, Int32)	(Inherited from Control .)

💡 [UpdateBounds\(Int32, Int32, Int32\)](#) (Inherited from [Control](#).)
Int32, Int32, Int32)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.62 Validate Method

Overload List

Name	Description
💡 Validate()()() (Inherited from ContainerControl .)	
💡 Validate(Boolean) (Inherited from ContainerControl .)	

See Also

[Map Class](#)

[Map Members](#)

1.4.3.63 ValidateChildren Method

Overload List

Name	Description
💡 ValidateChildren()()()	(Inherited from UserControl .)
💡 ValidateChildren(ValidationConstraints) (Inherited from	

[UserControl.\)](#)

See Also

[Map Class](#)

[Map Members](#)

1.4.3.64 ZoomIn Method

拉框放大

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public MustOverride Sub ZoomIn
```

C#

```
public abstract void ZoomIn()
```

Visual C++

```
public:  
virtual void ZoomIn() abstract
```

JavaScript

```
function zoomIn();
```

Implements

[IMap...:::ZoomIn\(\)\(\)\(\)\(\)](#)

See Also

[Map Class](#)

1.4.3.65 ZoomInFixed Method

固定放大

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Sub ZoomInFixed
```

C#

```
public abstract void ZoomInFixed()
```

Visual C++

```
public:  
virtual void ZoomInFixed() abstract
```

JavaScript

```
function zoomInFixed();  
Implements  
IMap...:::ZoomInFixed\(\)\(\)\(\)
```

▪ See Also

[Map Class](#)

1.4.3.66 ZoomOut Method

拉框缩小

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Sub ZoomOut
```

C#

```
public abstract void ZoomOut()
```

Visual C++

```
public:  
virtual void ZoomOut() abstract
```

JavaScript

```
function zoomOut();  
Implements  
IMap...:::ZoomOut\(\)\(\)\(\)\(\)
```

■ See Also

[Map Class](#)

1.4.3.67 ZoomOutFixed Method

固定缩小

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Sub ZoomOutFixed
```

C#

```
public abstract void ZoomOutFixed()
```

Visual C++

```
public:
virtual void ZoomOutFixed() abstract
```

JavaScript

```
function zoomOutFixed();
```

Implements

[IMap....ZoomOutFixed\(\)\(\)\(\)](#)

□ **See Also**

[Map Class](#)

1.4.3.68 ZoomToExtent Method

地图缩放到指定范围

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public MustOverride Sub ZoomToExtent ( _
    extent As Extent _
)
```

C#

```
public abstract void ZoomToExtent (
    Extent extent
)
```

Visual C++

```
public:
virtual void ZoomToExtent(
    Extent^ extent
) abstract
```

JavaScript

```
function zoomToExtent(extent);
```

Parameters

extent

Type: [NPMapLib.Geometry.....Extent](#)

范围

Implements

[IMap.....ZoomToExtent\(Extent\)](#)

See Also

[Map Class](#)

1.4.4 Map Properties

The [Map](#) type exposes the following members.

Properties

	Name	Description
 AccessibilityObject		(Inherited from Control .)
 AccessibleDefaultActionDescription		(Inherited from Control .)

 AccessibleDescription	(Inherited from Control .)
 AccessibleName	(Inherited from Control .)
 AccessibleRole	(Inherited from Control .)
 ActiveControl	(Inherited from ContainerControl .)
 AllowDrop	(Inherited from Control .)
 Anchor	(Inherited from Control .)
 AutoScaleDimensions	(Inherited from ContainerControl .)
 AutoScaleFactor	(Inherited from ContainerControl .)
 AutoSizeMode	(Inherited from ContainerControl .)
 AutoScroll	(Inherited from ScrollableControl .)

 AutoScrollMargin	(Inherited from ScrollableControl .)
 AutoScrollMinSize	(Inherited from ScrollableControl .)
 AutoScrollOffset	(Inherited from Control .)
 AutoSize	(Inherited from UserControl .)
 AutoSizeMode	(Inherited from UserControl .)
 AutoValidate	(Inherited from UserControl .)
 BackColor	(Inherited from Control .)
 BackgroundImage	(Inherited from Control .)
 BackgroundImageLayout	(Inherited from Control .)

 BindingContext	(Inherited from ContainerControl .)
 BorderStyle	(Inherited from UserControl .)
 Bottom	(Inherited from Control .)
 Bounds	(Inherited from Control .)
 CanEnableIme	(Inherited from ContainerControl .)
 CanFocus	(Inherited from Control .)
 CanRaiseEvents	(Inherited from Control .)
 CanSelect	(Inherited from Control .)
 Capture	(Inherited from Control .)
 CausesValidation	(Inherited from Control .)

	(Inherited from Control .)
 ClientSize	(Inherited from Control .)
 CompanyName	(Inherited from Control .)
 Container	(Inherited from Component .)
 ContainsFocus	(Inherited from Control .)
 ContextMenu	(Inherited from Control .)
 ContextMenuStrip	(Inherited from Control .)
 Controls	(Inherited from Control .)
 Created	(Inherited from Control .)
 CreateParams	(Inherited from UserControl .)

 CurrentAutoScaleDimensions	(Inherited from ContainerControl .)
 Cursor	(Inherited from Control .)
 DataBindings	(Inherited from Control .)
 DefaultCursor	(Inherited from Control .)
 DefaultImeMode	(Inherited from Control .)
 DefaultMargin	(Inherited from Control .)
 DefaultMaximumSize	(Inherited from Control .)
 DefaultMinimumSize	(Inherited from Control .)
 DefaultPadding	(Inherited from Control .)
 DefaultSize	(Inherited from UserControl .)

 DesignMode	(Inherited from Component .)
 DisplayRectangle	(Inherited from ScrollableControl .)
 Disposing	(Inherited from Control .)
 Dock	(Inherited from Control .)
 DockPadding	(Inherited from ScrollableControl .)
 DoubleBuffered	(Inherited from Control .)
 Enabled	(Inherited from Control .)
 Events	(Inherited from Component .)
 Focused	(Inherited from Control .)
 Font	(Inherited from Control .)

 FontHeight	(Inherited from Control .)
 ForeColor	(Inherited from Control .)
 Handle	(Inherited from Control .)
 HasChildren	(Inherited from Control .)
 Height	(Inherited from Control .)
 HorizontalScroll	(Inherited from ScrollableControl .)
 HScroll	(Inherited from ScrollableControl .)
 ImeMode	(Inherited from Control .)
 ImeModeBase	(Inherited from Control .)
 InvokeRequired	(Inherited from Control .)

IsAccessible	(Inherited from Control .)
IsDisposed	(Inherited from Control .)
IsHandleCreated	(Inherited from Control .)
IsMirrored	(Inherited from Control .)
LayoutEngine	(Inherited from Control .)
Left	(Inherited from Control .)
Location	(Inherited from Control .)
Margin	(Inherited from Control .)
MaximumSize	(Inherited from Control .)
MinimumSize	(Inherited from Control .)

 Name	(Inherited from Control .)
 Padding	(Inherited from Control .)
 Parent	(Inherited from Control .)
 ParentForm	(Inherited from ContainerControl .)
 PreferredSize	(Inherited from Control .)
 ProductName	(Inherited from Control .)
 ProductVersion	(Inherited from Control .)
 RecreatingHandle	(Inherited from Control .)
 Region	(Inherited from Control .)
 RenderRightToLeft	Obsolete. (Inherited from Control .)

 ResizeRedraw	(Inherited from Control .)
 Right	(Inherited from Control .)
 RightToLeft	(Inherited from Control .)
 ScaleChildren	(Inherited from Control .)
 ShowFocusCues	(Inherited from Control .)
 ShowKeyboardCues	(Inherited from Control .)
 Site	(Inherited from Control .)
 Size	(Inherited from Control .)
 TabIndex	(Inherited from Control .)
 TabStop	(Inherited from Control .)

 Tag	(Inherited from Control .)
 Text	(Inherited from UserControl .)
 Top	(Inherited from Control .)
 TopLevelControl	(Inherited from Control .)
 UseWaitCursor	(Inherited from Control .)
 VerticalScroll	(Inherited from ScrollableControl .)
 Visible	(Inherited from Control .)
 VScroll	(Inherited from ScrollableControl .)
 Width	(Inherited from Control .)
 WindowTarget	(Inherited from Control .)

See Also

[Map Class](#)

1.4.5 Map Events

The [Map](#) type exposes the following members.

Events

Name	Description
 AutoSizeChanged	(Inherited from UserControl .)
 AutoValidateChanged	(Inherited from UserControl .)
 BackColorChanged	(Inherited from Control .)
 BackgroundImageChanged	(Inherited from Control .)
 BackgroundImageLayoutChanged	(Inherited from Control .)
 BindingContextChanged	(Inherited from Control .)
 CausesValidationChanged	(Inherited from Control .)
 ChangeUICues	(Inherited from Control .)
 Click	(Inherited from Control .)
 ClientSizeChanged	(Inherited from Control .)
 ContextMenuChanged	(Inherited from Control .)

⚡ ContextMenuStripChanged	(Inherited from Control .)
⚡ ControlAdded	(Inherited from Control .)
⚡ ControlRemoved	(Inherited from Control .)
⚡ CursorChanged	(Inherited from Control .)
⚡ Disposed	(Inherited from Component .)
⚡ DockChanged	(Inherited from Control .)
⚡ DoubleClick	(Inherited from Control .)
⚡ DragDrop	(Inherited from Control .)
⚡ DragEnter	(Inherited from Control .)
⚡ DragLeave	(Inherited from Control .)
⚡ DragOver	(Inherited from Control .)
⚡ EnabledChanged	(Inherited from Control .)
⚡ Enter	(Inherited from Control .)
⚡ FontChanged	(Inherited from Control .)
⚡ ForeColorChanged	(Inherited from Control .)
⚡ GiveFeedback	(Inherited from Control .)
⚡ GotFocus	(Inherited from Control .)
⚡ HandleCreated	(Inherited from Control .)

⚡ HandleDestroyed	(Inherited from Control .)
⚡ HelpRequested	(Inherited from Control .)
⚡ ImeModeChanged	(Inherited from Control .)
⚡ Invalidated	(Inherited from Control .)
⚡ KeyDown	(Inherited from Control .)
⚡ KeyPress	(Inherited from Control .)
⚡ KeyUp	(Inherited from Control .)
⚡ Layout	(Inherited from Control .)
⚡ Leave	(Inherited from Control .)
⚡ Load	(Inherited from UserControl .)
⚡ LocationChanged	(Inherited from Control .)
⚡ LostFocus	(Inherited from Control .)
⚡ MapClick	地图单击事件
⚡ MapDBClick	地图双击事件
⚡ MapSelectCompleted	选择完成事件(框选、圈选、多边形选择)
⚡ MapStatusChanged	地图状态改变事件
⚡ MarginChanged	(Inherited from Control .)

⚡ MouseCaptureChanged	(Inherited from Control .)
⚡ MouseClick	(Inherited from Control .)
⚡ MouseDoubleClick	(Inherited from Control .)
⚡ MouseDown	(Inherited from Control .)
⚡ MouseEnter	(Inherited from Control .)
⚡ MouseHover	(Inherited from Control .)
⚡ MouseLeave	(Inherited from Control .)
⚡ MouseMove	(Inherited from Control .)
⚡ MouseUp	(Inherited from Control .)
⚡ MouseWheel	(Inherited from Control .)
⚡ Move	(Inherited from Control .)
⚡ PaddingChanged	(Inherited from Control .)
⚡ Paint	(Inherited from Control .)
⚡ ParentChanged	(Inherited from Control .)
⚡ PreviewKeyDown	(Inherited from Control .)
⚡ QueryAccessibilityHelp	(Inherited from Control .)
⚡ QueryContinueDrag	(Inherited from Control .)
⚡ RegionChanged	(Inherited from Control .)
⚡ Resize	(Inherited from Control .)

⚡ RightToLeftChanged	(Inherited from Control .)
⚡ Scroll	(Inherited from ScrollableControl .)
⚡ SizeChanged	(Inherited from Control .)
⚡ StyleChanged	(Inherited from Control .)
⚡ SystemColorsChanged	(Inherited from Control .)
⚡ TabIndexChanged	(Inherited from Control .)
⚡ TabStopChanged	(Inherited from Control .)
⚡ TextChanged	(Inherited from UserControl .)
⚡ Validated	(Inherited from Control .)
⚡ Validating	(Inherited from Control .)
⚡ VisibleChanged	(Inherited from Control .)

See Also

[Map Class](#)

1.4.5.1 MapClick Event

地图单击事件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Event MapClick As EventHandler(Of
MouseEventArgs)
```

C#

```
public abstract event EventHandler<MouseEventArgs>
MapClick
```

Visual C++

```
public:
virtual event EventHandler<MouseEventArgs^>^
MapClick {
    void add (EventHandler<MouseEventArgs^>^ value);
    void remove (EventHandler<MouseEventArgs^>^
value);
}
```

JavaScript

```
function add_mapClick(value);
function remove_mapClick(value);
```

Implements

[IMap...:...MapClick](#)

■ See Also

[Map Class](#)

1.4.5.2 MapDBClick Event

地图双击事件

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public MustOverride Event MapDBClick As EventHandler (Of  
MouseEventArgs)
```

C#

```
public abstract event EventHandler<MouseEventArgs>  
MapDBClick
```

Visual C++

```
public:  
virtual event EventHandler<MouseEventArgs^>^  
MapDBClick {  
    void add (EventHandler<MouseEventArgs^>^ value);  
    void remove (EventHandler<MouseEventArgs^>^  
value);  
}
```

JavaScript

```
function add_mapDBClick(value);  
function remove_mapDBClick(value);
```

Implements

[IMap...:::MapDBClick](#)

▪ See Also

[Map Class](#)

1.4.5.3 MapSelectCompleted Event

选择完成事件(框选、圈选、多边形选择)

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Event MapSelectCompleted As
EventHandler(Of SelectResultEventArgs)
```

C#

```
public abstract event
EventHandler<SelectResultEventArgs>
MapSelectCompleted
```

Visual C++

```
public:
virtual event EventHandler<SelectResultEventArgs^>^
MapSelectCompleted {
    void add (EventHandler<SelectResultEventArgs^>^
value);
    void remove
    (EventHandler<SelectResultEventArgs^>^ value);
}
```

JavaScript

```
function add_mapSelectCompleted(value);
function remove_mapSelectCompleted(value);
Implements
```

[IMap...:::MapSelectCompleted](#)

■ See Also

[Map Class](#)

1.4.5.4 MapStatusChanged Event

地图状态改变事件

Namespace: [NPMMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public MustOverride Event MapStatusChanged As
EventHandler(Of MapStatusEventArgs)
```

C#

```
public abstract event EventHandler<MapStatusEventArgs>
MapStatusChanged
```

Visual C++

```
public:
virtual event EventHandler<MapStatusEventArgs^>^
MapStatusChanged {
    void add (EventHandler<MapStatusEventArgs^>^
value);
    void remove (EventHandler<MapStatusEventArgs^>^
value);
}
```

JavaScript

```
function add_mapStatusChanged(value);
function remove_mapStatusChanged(value);
Implements
IMap...:::MapStatusChanged
```

■ See Also

[Map Class](#)

1.5 Offset Class

位置

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Offset
```

C#

```
[DataContractAttribute]
public class Offset
```

Visual C++

```
[DataContractAttribute]
public ref class Offset
```

JavaScript

```
NPMapLib.Offset = function() {
    Type.createClass(
        'NPMapLib.Offset');
```

▀ Inheritance Hierarchy

[System..:::Object](#)

NPMapLib..:::Offset

▀ See Also

[Offset Members](#)

1.5.1 Offset Members

[Offset Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Offset](#) type exposes the following members.

Constructors

	Name	Description
	Offset	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	X	水平方向偏移量
	Y	竖直方向偏移量

See Also

[Offset Class](#)

1.5.2 Offset Constructor

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Offset()
```

Visual C++

```
public:  
Offset()
```

JavaScript

```
NPMapLib.Offset = function();
```

▪ See Also

[Offset Class](#)

1.5.3 Offset Methods

The [Offset](#) type exposes the following members.

▪ Methods

Name	Description
_Equals	(Inherited from Object .)

- 💡 [Finalize](#) (Inherited from [Object](#).)
- 💡 [GetHashCode](#) (Inherited from [Object](#).)
- 💡 [GetType](#) (Inherited from [Object](#).)
- 💡 [MemberwiseClone](#) (Inherited from [Object](#).)
- 💡 [ToString](#) (Inherited from [Object](#).)

See Also

[Offset Class](#)

1.5.4 Offset Properties

The [Offset](#) type exposes the following members.

Properties

Name Description

 [X](#) 水平方向偏移量

 [Y](#) 垂直方向偏移量

See Also

[Offset Class](#)

1.5.4.1 X Property

水平方向偏移量

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property X As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double X { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double X {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_x();
function set_x(value);
```

▪ See Also

[Offset Class](#)

1.5.4.2 Y Property

竖直方向偏移量

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Y As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double Y { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double Y {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_y();
function set_y(value);
```

See Also

[Offset Class](#)

1.6 Overlay Class

叠加对象，Element 对象和 Geometry 对象的基类

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<KnownTypeAttribute(GetType(Label))>
<KnownTypeAttribute(GetType(Polyline))>
<DataContractAttribute>
<KnownTypeAttribute(GetType(Polygon))>
<KnownTypeAttribute(GetType(Circle))>
<KnownTypeAttribute(GetType(Marker))>
Public MustInherit Class Overlay
    Inherits GisObject
```

C#

```
[KnownTypeAttribute(typeof(Label))]
[KnownTypeAttribute(typeof(Polyline))]
[DataContractAttribute]
[KnownTypeAttribute(typeof(Polygon))]
[KnownTypeAttribute(typeof(Circle))]
[KnownTypeAttribute(typeof(Marker))]
public abstract class Overlay : GisObject
```

Visual C++

```
[KnownTypeAttribute(typeof(Label))]
[KnownTypeAttribute(typeof(Polyline))]
[DataContractAttribute]
[KnownTypeAttribute(typeof(Polygon))]
[KnownTypeAttribute(typeof(Circle))]
[KnownTypeAttribute(typeof(Marker))]
public ref class Overlay abstract : public GisObject
```

JavaScript

```
NPMMapLib.Overlay = function() {
    Type.createClass(
        'NPMMapLib.Overlay',
        NPMMapLib.GisObject);
```

Inheritance Hierarchy

[System..::..Object](#)

[NPMMapLib..::..GisObject](#)

NPMapLib...:::Overlay

[NPMapLib.Geometry...:::Circle](#)

[NPMapLib.Geometry...:::Polygon](#)

[NPMapLib.Geometry...:::Polyline](#)

[NPMapLib.Symbols...:::Label](#)

[NPMapLib.Symbols...:::Marker](#)

See Also

[Overlay Members](#)

1.6.1 Overlay Members

[Overlay Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Overlay](#) type exposes the following members.

Constructors

	Name	Description
	Overlay	构造函数

Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	Equals	(Inherited from Object .)

	Finalize	(Inherited from Object .)
	Flash	闪烁
	Flash2	闪烁
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetType	(Inherited from Object .)
	GetZIndex	获取当前对象在图层中的叠加次序
	Hide	隐藏
	IsVisible	是否显示
	MemberwiseClone	(Inherited from Object .)
	ScriptMethod	调用脚本方法
	SetZIndex	设置当前对象在图层中的叠加次序
	Show	显示
	ToString	(Inherited from Object .)

Fields

	Name	Description
💡	id	(Inherited from GisObject .)
💡	mapId	(Inherited from GisObject .)
💡	overlayType	

Properties

	Name	Description
gMaps	OverlayType	叠加物类型

Events

	Name	Description
⚡	Click	鼠标单击时触发
⚡	DbClick	鼠标双击时触发
⚡	MouseDown	鼠标键按下时触发
⚡	MouseOut	鼠标焦点移出外部时触发
⚡	MouseOver	鼠标焦点从外部移入时触发
⚡	MouseUp	鼠标键按下开始松开时触发

See Also

[Overlay Class](#)

1.6.2 Overlay Constructor

构造函数

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Overlay()
```

Visual C++

```
public:  
Overlay()
```

JavaScript

```
NPMapLib.Overlay = function();
```

▪ See Also

[Overlay Class](#)

1.6.3 Overlay Fields

The [Overlay](#) type exposes the following members.

▪ Fields

Name	Description
------	-------------

💡 [id](#) (Inherited from [GisObject](#).)

💡 [mapId](#) (Inherited from [GisObject](#).)

💡 [overlayType](#)

See Also

[Overlay Class](#)

1.6.3.1 overlayType Field

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Protected overlayType As OverlayType
```

C#

```
protected OverlayType overlayType
```

Visual C++

```
protected:  
OverlayType overlayType
```

JavaScript

```
overlayType
```

See Also

[Overlay Class](#)

1.6.4 Overlay Methods

The [Overlay](#) type exposes the following members.

Methods

Name	Description
 CallScriptMethod	(Inherited from GisObject .)
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 Flash	闪烁
 Flash2	闪烁
 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetType	(Inherited from Object .)
 GetZIndex	获取当前对象在图层中的叠加次序
 Hide	隐藏
 IsVisible	是否显示
 MemberwiseClone	(Inherited from Object .)
 ScriptMethod	调用脚本方法
 SetZIndex	设置当前对象在图层中的叠加次序

⌚ [Show](#) 显示

⌚ [ToString](#) (Inherited from [Object](#).)

▣ See Also

[Overlay Class](#)

1.6.4.1 Flash Method

闪烁

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▣ Syntax

Visual Basic

```
Public Sub Flash
```

C#

```
public void Flash()
```

Visual C++

```
public:  
void Flash()
```

JavaScript

```
function flash();
```

▣ See Also

[Overlay Class](#)

1.6.4.2 Flash2 Method

闪烁

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Flash2 ( _  
    times As Integer _  
)
```

C#

```
public void Flash2(  
    int times  
)
```

Visual C++

```
public:  
void Flash2(  
    int times  
)
```

JavaScript

```
function flash2(times);
```

Parameters

times

Type: [System..:::Int32](#)

闪烁次数

▪ See Also

Overlay Class

1.6.4.3 GetZIndex Method

获取当前对象在图层中的叠加次序

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetZIndex As Integer
```

C#

```
public int GetZIndex()
```

Visual C++

```
public:  
    int GetZIndex()
```

JavaScript

```
function getZIndex();
```

Return Value

叠加次序

▪ See Also

Overlay Class

1.6.4.4 Hide Method

隐藏

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Hide
```

C#

```
public void Hide()
```

Visual C++

```
public:  
void Hide();
```

JavaScript

```
function hide();
```

▪ See Also

[Overlay Class](#)

1.6.4.5 IsVisible Method

是否显示

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function IsVisible As Boolean
```

C#

```
public bool IsVisible()
```

Visual C++

```
public:
bool IsVisible()
```

JavaScript

```
function isVisible();
```

Return Value

See Also

[Overlay Class](#)

1.6.4.6 ScriptMethod Method

调用脚本方法

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Protected Overridable Function ScriptMethod ( _
    methodName As String, _
    ParamArray p As Object() _ 
) As Object
```

C#

```
protected virtual Object ScriptMethod(
    string methodName,
    params Object[] p
)
```

Visual C++

```
protected:
virtual Object^ ScriptMethod(
    String^ methodName,
    ... array<Object^>^ p
)
```

JavaScript

```
function scriptMethod(methodName, ... p);
```

Parameters

methodName

Type: [System..:::String](#)

p

Type: [array<System..:::Object>\[\]\(\)](#)[]()

See Also

[Overlay Class](#)

1.6.4.7 SetZIndex Method

设置当前对象在图层中的叠加次序

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub SetZIndex ( _  
    zIndex As Integer _  
)
```

C#

```
public void SetZIndex(
    int zIndex
)
```

Visual C++

```
public:
void SetZIndex(
    int zIndex
)
```

JavaScript

```
function setZIndex(zIndex);
```

Parameters

zIndex

Type: [System...:::Int32](#)

叠加次序

See Also

[Overlay Class](#)

1.6.4.8 Show Method

显示

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub Show
```

C#

```
public void Show()
```

Visual C++

```
public:  
void Show()
```

JavaScript

```
function show();
```

See Also

[Overlay Class](#)

1.6.5 Overlay Properties

The [Overlay](#) type exposes the following members.

Properties**Name Description**

 OverlayType	叠加物类型
---	-------

See Also

[Overlay Class](#)

1.6.5.1 OverlayType Property

叠加物类型

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property OverlayType As OverlayType
    Get
    Protected Set
```

C#

```
[DataMemberAttribute]
public OverlayType OverlayType { get; protected set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property OverlayType OverlayType {
    OverlayType get ();
    protected: void set (OverlayType value);
}
```

JavaScript

```
function get_overlayType();
function set_overlayType(value);
```

▪ See Also

[Overlay Class](#)

1.6.6 Overlay Events

The [Overlay](#) type exposes the following members.

▪ Events

Name	Description
⚡ Click	鼠标单击时触发

- ⚡ [DbClick](#) 鼠标双击时触发
- ⚡ [MouseDown](#) 鼠标键按下时触发
- ⚡ [MouseOut](#) 鼠标焦点移出外部时触发
- ⚡ [MouseOver](#) 鼠标焦点从外部移入时触发
- ⚡ [MouseUp](#) 鼠标键按下开始松开时触发

See Also

[Overlay Class](#)

1.6.6.1 Click Event

鼠标单击时触发

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event Click As EventHandler(Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> Click
```

Visual C++

```
public:
    event EventHandler<MouseEventArgs^>^ Click {
        void add (EventHandler<MouseEventArgs^>^ value);
        void remove (EventHandler<MouseEventArgs^>^
value);
```

```
}
```

JavaScript

```
function add_click(value);
function remove_click(value);
```

See Also

[Overlay Class](#)

1.6.6.2 DblClick Event

鼠标双击时触发

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event DblClick As EventHandler(Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> DblClick
```

Visual C++

```
public:
    event EventHandler<MouseEventArgs^>^ DblClick {
        void add (EventHandler<MouseEventArgs^>^ value);
        void remove (EventHandler<MouseEventArgs^>^
value);
    }
```

JavaScript

```
function add_dbClick(value);
```

```
function remove_dbClick(value);
```

See Also

[Overlay Class](#)

1.6.6.3 MouseDown Event

鼠标键按下时触发

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event MouseDown As EventHandler(Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> MouseDown
```

Visual C++

```
public:
    event EventHandler<MouseEventArgs^>^ MouseDown {
        void add (EventHandler<MouseEventArgs^>^ value);
        void remove (EventHandler<MouseEventArgs^>^ value);
    }
```

JavaScript

```
function add_mouseDown(value);
function remove_mouseDown(value);
```

See Also

[Overlay Class](#)

1.6.6.4 MouseOut Event

鼠标焦点移出外部时触发

Namespace: [NPMapLib](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Event MouseOut As EventHandler(Of  
MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> MouseOut
```

Visual C++

```
public:  
    event EventHandler<MouseEventArgs^>^ MouseOut {  
        void add (EventHandler<MouseEventArgs^>^ value);  
        void remove (EventHandler<MouseEventArgs^>^  
value);  
    }
```

JavaScript

```
function add_mouseOut(value);  
function remove_mouseOut(value);
```

▪ See Also

[Overlay Class](#)

1.6.6.5 MouseOver Event

鼠标焦点从外部移入时触发

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Event MouseOver As EventHandler (Of  

MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> MouseOver
```

Visual C++

```
public:  

event EventHandler<MouseEventArgs^>^ MouseOver {  

    void add (EventHandler<MouseEventArgs^>^ value);  

    void remove (EventHandler<MouseEventArgs^>^  

value);  

}
```

JavaScript

```
function add_mouseOver(value);  

function remove_mouseOver(value);
```

▪ See Also

[Overlay Class](#)

1.6.6 MouseUp Event

鼠标键按下开始松开时触发

Namespace: [NPMapLib](#)**Assembly:** NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Event MouseUp As EventHandler (Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> MouseUp
```

Visual C++

```
public:
event EventHandler<MouseEventArgs^>^ MouseUp {
    void add (EventHandler<MouseEventArgs^>^ value);
    void remove (EventHandler<MouseEventArgs^>^
value);
}
```

JavaScript

```
function add_mouseUp (value);
function remove_mouseUp (value);
```

■ See Also

[Overlay Class](#)

2. NPMMapLib.Configure Namespace

■ Classes

Class	Description
-------	-------------

 MapServerInfo	地图服务信息
---	--------

 MarkerClusterInfo	聚合信息
---	------

2.1 MapServerInfo Class

地图服务信息

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class MapServerInfo
```

C#

```
public class MapServerInfo
```

Visual C++

```
public ref class MapServerInfo
```

JavaScript

```
NPMapLib.Configure.MapServerInfo = function();
Type.createClass(
    'NPMapLib.Configure.MapServerInfo');
```

▪ Inheritance Hierarchy

[System..::..Object](#)

NPMapLib.Configure..::..MapServerInfo

▪ See Also

[MapServerInfo Members](#)

2.1.1 MapServerInfo Members

[MapServerInfo Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [MapServerInfo](#) type exposes the following members.

Constructors

Name	Description
MapServerInfo()()	构造函数
MapServerInfo(AdapterType, String, Int32)	构造函数

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description

	<u>ApiProduction</u>	地图 api 厂商 [EzMap-- 山海经纬 PGIS,GeoMap--吉奥 GIS]
	<u>ServerIp</u>	GIS 服务器地址 (必填) (即 PGIS 代理服务器)
	<u>ServerPort</u>	GIS 服务器端口 (必填)

See Also

[MapServerInfo Class](#)

2.1.2 MapServerInfo Constructor

Overload List

Name	Description
 <u>MapServerInfo()()()</u>	构造函数
 <u>MapServerInfo(AdapterType, String, Int32)</u>	构造函数

See Also

[MapServerInfo Class](#)

[MapServerInfo Members](#)

2.1.2.1 MapServerInfo Constructor

构造函数

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public MapServerInfo()
```

Visual C++

```
public:  
MapServerInfo()
```

JavaScript

```
NPMMapLib.Configure.MapServerInfo = function() ;
```

□ See Also

[MapServerInfo Class](#)

[MapServerInfo Overload](#)

2.1.2.2 MapServerInfo Constructor (AdapterType, String, Int32)

构造函数

Namespace: [NPMMapLib.Configure](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

□ Syntax

Visual Basic

```
Public Sub New ( _  
    apiProduction As AdapterType, _  
    proxyServerIp As String, _  
    proxyServerPort As Integer _  
)
```

C#

```
public MapServerInfo(
    AdapterType apiProduction,
    string proxyServerIp,
    int proxyServerPort
)
```

Visual C++

```
public:
MapServerInfo(
    AdapterType apiProduction,
    String^ proxyServerIp,
    int proxyServerPort
)
```

JavaScript

```
NPMapLib.Configure.MapServerInfo
function(apiProduction, proxyServerIp, proxyServerPort);
```

Parameters

apiProduction

Type: [NPMapLib.Enums..:::AdapterType](#)

地图 api 厂商

proxyServerIp

Type: [System..:::String](#)

GIS 服务器地址

proxyServerPort

Type: [System..:::Int32](#)

GIS 服务器端口

See Also

[MapServerInfo Class](#)[MapServerInfo Overload](#)**2.1.3 MapServerInfo Methods**

The [MapServerInfo](#) type exposes the following members.

Methods

Name	Description
Equals	(Inherited from Object .)
Finalize	(Inherited from Object .)
GetHashCode	(Inherited from Object .)
GetType	(Inherited from Object .)
MemberwiseClone	(Inherited from Object .)
ToString	(Inherited from Object .)

See Also[MapServerInfo Class](#)**2.1.4 MapServerInfo Properties**

The [MapServerInfo](#) type exposes the following members.

Properties

Name	Description
ApiProduction	地图 api 厂商[EzMap--山海经纬 PGIS,GeoMap--

吉奥 GIS]

 [ServerIp](#) GIS 服务器地址（必填）（即 PGIS 代理服务器）

 [ServerPort](#) GIS 服务器端口（必填）

See Also

[MapServerInfo Class](#)

2.1.4.1 ApiProduction Property

地图 api 厂商[EzMap--山海经纬 PGIS,GeoMap--吉奥 GIS]

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property ApiProduction As AdapterType
    Get
    Set
```

C#

```
public AdapterType ApiProduction { get; set; }
```

Visual C++

```
public:
property AdapterType ApiProduction {
    AdapterType get ();
    void set (AdapterType value);
}
```

JavaScript

```
function get_apiProduction();
function set_apiProduction(value);
```

See Also

[MapServerInfo Class](#)

2.1.4.2 ServerIp Property

GIS 服务器地址（必填）（即 PGIS 代理服务器）

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

See Also

Visual Basic

```
Public Property ServerIp As String
    Get
    Set
```

C#

```
public string ServerIp { get; set; }
```

Visual C++

```
public:
property String^ ServerIp {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_serverIp();
function set_serverIp(value);
```

See Also

[MapServerInfo Class](#)

2.1.4.3 ServerPort Property

GIS 服务器端口（必填）

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property ServerPort As Integer
    Get
    Set
```

C#

```
public int ServerPort { get; set; }
```

Visual C++

```
public:
property int ServerPort {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_serverPort();
function set_serverPort(value);
```

▪ See Also

[MapServerInfo Class](#)

2.2 MarkerClusterInfo Class

聚合信息

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class MarkerClusterInfo
```

C#

```
public class MarkerClusterInfo
```

Visual C++

```
public ref class MarkerClusterInfo
```

JavaScript

```
NPMapLib.Configure.MarkerClusterInfo = function() ;  
  
Type.createClass(  
    'NPMapLib.Configure.MarkerClusterInfo');
```

▪ Inheritance Hierarchy

[System..::..Object](#)

NPMapLib.Configure..::..MarkerClusterInfo

▪ See Also

[MarkerClusterInfo Members](#)

2.2.1 MarkerClusterInfo Members

[MarkerClusterInfo Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [MarkerClusterInfo](#) type exposes the following members.

Constructors

	Name	Description
	MarkerClusterInfo	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	DepartMarkerClusterCount	聚合分散临界值

	MinMarkerClusterCount	最小聚合个数
---	---------------------------------------	--------

See Also

[MarkerClusterInfo Class](#)

2.2.2 MarkerClusterInfo Constructor

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public MarkerClusterInfo()
```

Visual C++

```
public:
MarkerClusterInfo()
```

JavaScript

```
NPMapLib.Configure.MarkerClusterInfo = function() {
```

See Also

[MarkerClusterInfo Class](#)

2.2.3 MarkerClusterInfo Methods

The [MarkerClusterInfo](#) type exposes the following members.

Methods

Name	Description
≡ethyst Equals	(Inherited from Object .)
ϟethyst Finalize	(Inherited from Object .)
≡ethyst GetHashCode	(Inherited from Object .)
≡ethyst GetType	(Inherited from Object .)
ϟethyst MemberwiseClone	(Inherited from Object .)
≡ethyst ToString	(Inherited from Object .)

□ See Also

[MarkerClusterInfo Class](#)

2.2.4 MarkerClusterInfo Properties

The [MarkerClusterInfo](#) type exposes the following members.

□ Properties

Name	Description
PictureBox DepartMarkerClusterCount	聚合分散临界值
PictureBox MinMarkerClusterCount	最小聚合个数

□ See Also

[MarkerClusterInfo Class](#)

2.2.4.1 DepartMarkerClusterCount Property

聚合分散临界值

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property DepartMarkerClusterCount As Integer
    Get
    Set
```

C#

```
public int DepartMarkerClusterCount { get; set; }
```

Visual C++

```
public:
property int DepartMarkerClusterCount {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_departMarkerClusterCount();
function set_departMarkerClusterCount(value);
```

▪ See Also

[MarkerClusterInfo Class](#)

2.2.4.2 MinMarkerClusterCount Property

最小聚合个数

Namespace: [NPMapLib.Configure](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property MinMarkerClusterCount As Integer
    Get
    Set
```

C#

```
public int MinMarkerClusterCount { get; set; }
```

Visual C++

```
public:
property int MinMarkerClusterCount {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_minMarkerClusterCount();
function set_minMarkerClusterCount(value);
```

▪ See Also

[MarkerClusterInfo Class](#)

3. NPMapLib.Controls Namespace

▪ Classes

Class	Description
 ControlBase	控件
 CopyRight	版权
 Navigation	导航

 [Overview](#) 鷹眼

 [Scale](#) 比例尺

3.1 ControlBase Class

控件

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataContractAttribute>
Public MustInherit Class ControlBase
    Inherits GisObject
```

C#

```
[DataContractAttribute]
public abstract class ControlBase : GisObject
```

Visual C++

```
[DataContractAttribute]
public ref class ControlBase abstract : public GisObject
```

JavaScript

```
NPMapLib.Controls.ControlBase = function() {
    Type.createClass(
        'NPMapLib.Controls.ControlBase',
        NPMapLib.GisObject);
```

▪ Inheritance Hierarchy

[System...:::Object](#)[NPMapLib...:::GisObject](#)**NPMapLib.Controls...:::ControlBase**[NPMapLib.Controls...:::CopyRight](#)[NPMapLib.Controls...:::Navigation](#)[NPMapLib.Controls...:::Overview](#)[NPMapLib.Controls...:::Scale](#)**See Also**[ControlBase Members](#)**3.1.1 ControlBase Members**

[ControlBase Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [ControlBase](#) type exposes the following members.

 Constructors

	Name	Description
	ControlBase	构造函数

 Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	Equals	(Inherited from Object .)

 Finalize	(Inherited from Object .)
 GetAnchor	获取控件显示位置
 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetOffset	获取控件偏移
 GetType	(Inherited from Object .)
 Hide	隐藏控件
 MemberwiseClone	(Inherited from Object .)
 ScriptMethod	脚本方法
 SetAnchor	设置控件显示位置
 SetOffset	设置控件偏移
 Show	显示控件
 ToString	(Inherited from Object .)

Fields

	Name	Description

 id	(Inherited from GisObject .)
 isVisible	
 mapId	(Inherited from GisObject .)

Properties

	Name	Description
 ControlType		控件类型
 IsVisible		控件是否可见

Events

	Name	Description
 Click		鼠标单击时触发
 DbClick		鼠标双击时触发
 MouseDown		鼠标键按下时触发
 MouseOut		鼠标焦点移出外部时触发
 MouseOver		鼠标焦点从外部移入时触发
 MouseUp		鼠标键按下开始松开时触发

See Also

[ControlBase Class](#)

3.1.2 ControlBase Constructor

构造函数

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public ControlBase()
```

Visual C++

```
public:  
ControlBase()
```

JavaScript

```
NPMapLib.Controls.ControlBase = function();
```

▪ See Also

[ControlBase Class](#)

3.1.3 ControlBase Fields

The [ControlBase](#) type exposes the following members.

▪ Fields

Name	Description
------	-------------

💡 [**id**](#) (Inherited from [GisObject](#).)

💡 [**isVisible**](#)

💡 [**mapId**](#) (Inherited from [GisObject](#).)

See Also

[ControlBase Class](#)

3.1.3.1 isVisible Field

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Protected isVisible As Boolean
```

C#

```
protected bool isVisible
```

Visual C++

```
protected:  
bool isVisible
```

JavaScript

```
isVisible
```

See Also

[ControlBase Class](#)

3.1.4 ControlBase Methods

The [ControlBase](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetAnchor	获取控件显示位置
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetOffset	获取控件偏移
💡 GetType	(Inherited from Object .)
💡 Hide	隐藏控件
💡 MemberwiseClone	(Inherited from Object .)
💡 ScriptMethod	脚本方法
💡 SetAnchor	设置控件显示位置
💡 SetOffset	设置控件偏移
💡 Show	显示控件

≡ [ToString](#) (Inherited from [Object](#).)

See Also

[ControlBase Class](#)

3.1.4.1 GetAnchor Method

获取控件显示位置

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Overridable Function GetAnchor As Position
```

C#

```
public virtual Position GetAnchor()
```

Visual C++

```
public:  
virtual Position GetAnchor()
```

JavaScript

```
function getAnchor();
```

Return Value

See Also

[ControlBase Class](#)

3.1.4.2 GetOffset Method

获取控件偏移

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Overridable Function GetOffset As Offset
```

C#

```
public virtual Offset GetOffset()
```

Visual C++

```
public:  
virtual Offset^ GetOffset()
```

JavaScript

```
function getOffset();
```

Return Value

▪ See Also

[ControlBase Class](#)

3.1.4.3 Hide Method

隐藏控件

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Overridable Sub Hide
```

C#

```
public virtual void Hide()
```

Visual C++

```
public:  
virtual void Hide()
```

JavaScript

```
function hide();
```

▪ See Also

[ControlBase Class](#)

3.1.4.4 ScriptMethod Method

脚本方法

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Protected Overridable Function ScriptMethod ( _  
    methodName As String,  
    ParamArray p As Object() _  
) As Object
```

C#

```
protected virtual Object ScriptMethod(  
    string methodName,  
    params Object[] p  
)
```

Visual C++

```
protected:  
virtual Object^ ScriptMethod(  
    String^ methodName,  
    ... array<Object>^ p  
)
```

JavaScript

```
function scriptMethod(methodName, ... p);
```

Parameters

methodName

Type: [System..:::String](#)

p

Type: [array<System..:::Object>\[\]\(\)](#)[][]

See Also

[ControlBase Class](#)

3.1.4.5 SetAnchor Method

设置控件显示位置

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Overridable Sub SetAnchor ( _  
    p As Position _  
)
```

C#

```
public virtual void SetAnchor(  
    Position p  
)
```

Visual C++

```
public:  
virtual void SetAnchor(  
    Position p  
)
```

JavaScript

```
function setAnchor(p);
```

Parameters

p

Type: [NPMapLib.Enums...:::Position](#)

▪ See Also

[ControlBase Class](#)

3.1.4.6 SetOffset Method

设置控件偏移

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Overridable Sub SetOffset ( _  
    offset As Offset _  
)
```

C#

```
public virtual void SetOffset(  
    Offset offset  
)
```

Visual C++

```
public:  
virtual void SetOffset(  
    Offset^ offset  
)
```

JavaScript

```
function setOffset(offset);
```

Parameters

offset

Type: [NPMapLib...::...Offset](#)

See Also

[ControlBase Class](#)

3.1.4.7 Show Method

显示控件

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Overridable Sub Show
```

C#

```
public virtual void Show()
```

Visual C++

```
public:  
virtual void Show()
```

JavaScript

```
function show();
```

□ See Also

[ControlBase Class](#)

3.1.5 ControlBase Properties

The [ControlBase](#) type exposes the following members.

□ Properties

Name	Description
------	-------------

 [ControlType](#) 控件类型

 [IsVisible](#) 控件是否可见

□ See Also

[ControlBase Class](#)

3.1.5.1 ControlType Property

控件类型

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property ControlType As ControlType
    Get
    Protected Set
```

C#

```
[DataMemberAttribute]
public ControlType ControlType { get; protected set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property ControlType ControlType {
    ControlType get ();
    protected: void set (ControlType value);
}
```

JavaScript

```
function get_controlType();
function set_controlType(value);
```

▪ See Also

[ControlBase Class](#)

3.1.5.2 IsVisible Property

控件是否可见

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property IsVisible As Boolean
    Get
    Private Set
```

C#

```
[DataMemberAttribute]
public bool IsVisible { get; private set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property bool IsVisible {
    bool get ();
    private: void set (bool value);
}
```

JavaScript

```
function get_isVisible();
function set_isVisible(value);
```

▪ See Also

[ControlBase Class](#)

3.1.6 ControlBase Events

The [ControlBase](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发
 DbClick	鼠标双击时触发
 MouseDown	鼠标键按下时触发
 MouseOut	鼠标焦点移出外部时触发
 MouseOver	鼠标焦点从外部移入时触发
 MouseUp	鼠标键按下开始松开时触发

See Also

[ControlBase Class](#)

3.1.6.1 Click Event

鼠标单击时触发

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event Click As EventHandler(Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> Click
```

Visual C++

```
public:
event EventHandler<MouseEventArgs^>^ Click {
    void add (EventHandler<MouseEventArgs^>^ value);
    void remove (EventHandler<MouseEventArgs^>^
value);
}
```

JavaScript

```
function add_click(value);
function remove_click(value);
```

□ See Also

[ControlBase Class](#)

3.1.6.2 DblClick Event

鼠标双击时触发

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Event DblClick As EventHandler (Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> DblClick
```

Visual C++

```
public:
event EventHandler<MouseEventArgs^>^ DbClick {
    void add (EventHandler<MouseEventArgs^>^ value);
    void remove (EventHandler<MouseEventArgs^>^
value);
}
```

JavaScript

```
function add_dbClick(value);
function remove_dbClick(value);
```

See Also

[ControlBase Class](#)

3.1.6.3 MouseDown Event

鼠标键按下时触发

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event MouseDown As EventHandler (Of
MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> MouseDown
```

Visual C++

```
public:
event EventHandler<MouseEventArgs^>^ MouseDown {
```

```

void add (EventHandler<MouseEventArgs>^ value);
void remove (EventHandler<MouseEventArgs>^
value);
}

```

JavaScript

```

function add_mouseDown (value);
function remove_mouseDown (value);

```

See Also

[ControlBase Class](#)

3.1.6.4 MouseOut Event

鼠标焦点移出外部时触发

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

Public Event MouseOut As EventHandler (Of
MouseEventArgs)

```

C#

```

public event EventHandler<MouseEventArgs> MouseOut

```

Visual C++

```

public:
event EventHandler<MouseEventArgs>^ MouseOut {
    void add (EventHandler<MouseEventArgs>^ value);
    void remove (EventHandler<MouseEventArgs>^
value);
}

```

JavaScript

```
function add_mouseOut(value);
function remove_mouseOut(value);
```

See Also

[ControlBase Class](#)

3.1.6.5 MouseOver Event

鼠标焦点从外部移入时触发

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event MouseOver As EventHandler\(Of MouseEventArgs\)
```

C#

```
public event EventHandler<MouseEventArgs> MouseOver
```

Visual C++

```
public:
event EventHandler<MouseEventArgs^>^ MouseOver {
    void add (EventHandler<MouseEventArgs^>^ value);
    void remove (EventHandler<MouseEventArgs^>^ value);
}
```

JavaScript

```
function add_mouseOver(value);
function remove_mouseOver(value);
```

See Also

[ControlBase Class](#)

3.1.6.6 MouseUp Event

鼠标键按下开始松开时触发

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Event MouseUp As EventHandler(Of MouseEventArgs)
```

C#

```
public event EventHandler<MouseEventArgs> MouseUp
```

Visual C++

```
public:
    event EventHandler<MouseEventArgs^>^ MouseUp {
        void add (EventHandler<MouseEventArgs^>^ value);
        void remove (EventHandler<MouseEventArgs^>^
value);
    }
```

JavaScript

```
function add_mouseUp(value);
function remove_mouseUp(value);
```

See Also

[ControlBase Class](#)

3.2 CopyRight Class

版权

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class CopyRight
    Inherits ControlBase
```

C#

```
public class CopyRight : ControlBase
```

Visual C++

```
public ref class CopyRight : public ControlBase
```

JavaScript

```
NPMapLib.Controls.CopyRight = function() {
    Type.createClass(
        'NPMapLib.Controls.CopyRight',
        NPMapLib.Controls.ControlBase);
}
```

▪ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib.Controls..:::ControlBase](#)

NPMapLib.Controls..:::CopyRight

▪ See Also

[CopyRight Members](#)

3.2.1 CopyRight Members

[CopyRight Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [CopyRight](#) type exposes the following members.

Constructors

	Name	Description
	CopyRight	构造函数

Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetAnchor	获取控件显示位置 (Inherited from ControlBase .)
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)

 GetOffset	获取控件偏移 (Inherited from ControlBase.)
 GetType	(Inherited from Object.)
 Hide	隐藏控件 (Inherited from ControlBase.)
 MemberwiseClone	(Inherited from Object.)
 ScriptMethod	脚本方法 (Inherited from ControlBase.)
 SetAnchor	设置控件显示位置 (Inherited from ControlBase.)
 SetOffset	设置控件偏移 (Inherited from ControlBase.)
 Show	显示控件 (Inherited from ControlBase.)
 ToString	(Inherited from Object.)

Fields

	Name	Description

 id	(Inherited from GisObject .)
 isVisible	(Inherited from ControlBase .)
 mapId	(Inherited from GisObject .)

Properties

	Name	Description
	ControlType	控件类型 (Inherited from ControlBase .)
	IsVisible	控件是否可见 (Inherited from ControlBase .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from ControlBase .)
	DbClick	鼠标双击时触发 (Inherited from ControlBase .)
	MouseDown	鼠标键按下时触发 (Inherited from ControlBase .)

 MouseOut  MouseOver  MouseUp	<p>鼠标焦点移出外部时触发 (Inherited from ControlBase.)</p> <p>鼠标焦点从外部移入时触发 (Inherited from ControlBase.)</p> <p>鼠标键按下开始松开时触发 (Inherited from ControlBase.)</p>
--	---

See Also

[CopyRight Class](#)

3.2.2 CopyRight Constructor

构造函数

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public CopyRight()
```

Visual C++

```
public:  
CopyRight()
```

JavaScript

```
NPMapLib.Controls.CopyRight = function() {
```

See Also

[CopyRight Class](#)

3.2.3 CopyRight Fields

The [CopyRight](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 isVisible	(Inherited from ControlBase .)
💡 mapId	(Inherited from GisObject .)

See Also

[CopyRight Class](#)

3.2.4 CopyRight Methods

The [CopyRight](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)

💡 Finalize	(Inherited from Object .)
💡 GetAnchor	获取控件显示位置 (Inherited from ControlBase .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetOffset	获取控件偏移 (Inherited from ControlBase .)
💡 GetType	(Inherited from Object .)
💡 Hide	隐藏控件 (Inherited from ControlBase .)
💡 MemberwiseClone	(Inherited from Object .)
💡 ScriptMethod	脚本方法 (Inherited from ControlBase .)
💡 SetAnchor	设置控件显示位置 (Inherited from ControlBase .)
💡 SetOffset	设置控件偏移 (Inherited from ControlBase .)
💡 Show	显示控件 (Inherited from ControlBase .)

 [ToString](#) (Inherited from [Object](#).)

See Also

[CopyRight Class](#)

3.2.5 CopyRight Properties

The [CopyRight](#) type exposes the following members.

Properties

Name	Description
 ControlType	控件类型 (Inherited from ControlBase .)
 IsVisible	控件是否可见 (Inherited from ControlBase .)

See Also

[CopyRight Class](#)

3.2.6 CopyRight Events

The [CopyRight](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from ControlBase .)

鼠标双击时触发

⚡ [DbClick](#)

(Inherited from [ControlBase](#).)

鼠标键按下时触发

⚡ [MouseDown](#)

(Inherited from [ControlBase](#).)

鼠标焦点移出外部时触发

⚡ [MouseOut](#)

(Inherited from [ControlBase](#).)

鼠标焦点从外部移入时触发

⚡ [MouseOver](#)

(Inherited from [ControlBase](#).)

鼠标键按下开始松开时触发

⚡ [MouseUp](#)

(Inherited from [ControlBase](#).)

▪ See Also

[CopyRight Class](#)

3.3 Navigation Class

导航

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class Navigation
    Inherits ControlBase
```

C#

```
public class Navigation : ControlBase
```

Visual C++

```
public ref class Navigation : public ControlBase
```

JavaScript

```
NPMapLib.Controls.Navigation = function() {
```

```
    Type.createClass(
        'NPMapLib.Controls.Navigation',
        NPMapLib.Controls.ControlBase);
```

Inheritance Hierarchy

[System](#)...:::[Object](#)

[NPMapLib](#)...:::[GisObject](#)

[NPMapLib.Controls](#)...:::[ControlBase](#)

NPMapLib.Controls...:::**Navigation**

See Also

[Navigation Members](#)

3.3.1 Navigation Members

[Navigation Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Navigation](#) type exposes the following members.

 Constructors

	Name	Description

	Navigation	构造函数
<h2>Methods</h2>		
Name	Description	
	CallScriptMethod	(Inherited from GisObject .)
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetAnchor	获取控件显示位置 (Inherited from ControlBase .)
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetOffset	获取控件偏移 (Inherited from ControlBase .)
	GetType	(Inherited from Object .)
	Hide	隐藏控件 (Inherited from ControlBase .)
	MemberwiseClone	(Inherited from Object .)

	ScriptMethod	脚本方法 (Inherited from ControlBase.)
	SetAnchor	设置控件显示位置 (Inherited from ControlBase.)
	SetOffset	设置控件偏移 (Inherited from ControlBase.)
	Show	显示控件 (Inherited from ControlBase.)
	ToString	(Inherited from Object.)

Fields

	Name	Description
	id	(Inherited from GisObject.)
	isVisible	(Inherited from ControlBase.)
	mapId	(Inherited from GisObject.)

Properties

	Name	Description
	ControlType	控件类型

		(Inherited from ControlBase .)
	IsVisible	控件是否可见 (Inherited from ControlBase .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from ControlBase .)
	DbClick	鼠标双击时触发 (Inherited from ControlBase .)
	MouseDown	鼠标键按下时触发 (Inherited from ControlBase .)
	MouseOut	鼠标焦点移出外部时触发 (Inherited from ControlBase .)
	MouseOver	鼠标焦点从外部移入时触发 (Inherited from ControlBase .)
	MouseUp	鼠标键按下开始松开时触发 (Inherited from ControlBase .)

See Also

[Navigation Class](#)

3.3.2 Navigation Constructor

构造函数

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Navigation()
```

Visual C++

```
public:  
Navigation()
```

JavaScript

```
NPMapLib.Controls.Navigation = function();
```

See Also

[Navigation Class](#)

3.3.3 Navigation Fields

The [Navigation](#) type exposes the following members.

Fields

Name	Description
------	-------------

- 💡 [id](#) (Inherited from [GisObject](#).)
- 💡 [isVisible](#) (Inherited from [ControlBase](#).)
- 💡 [mapId](#) (Inherited from [GisObject](#).)

▪ See Also

[Navigation Class](#)

3.3.4 Navigation Methods

The [Navigation](#) type exposes the following members.

▪ Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetAnchor	获取控件显示位置 (Inherited from ControlBase .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetOffset	获取控件偏移

(Inherited from [ControlBase](#).)

⌚ [GetType](#) (Inherited from [Object](#).)

隐藏控件

⌚ [Hide](#) (Inherited from [ControlBase](#).)

⌚ [MemberwiseClone](#) (Inherited from [Object](#).)

脚本方法

⌚ [ScriptMethod](#) (Inherited from [ControlBase](#).)

设置控件显示位置

⌚ [SetAnchor](#) (Inherited from [ControlBase](#).)

设置控件偏移

⌚ [SetOffset](#) (Inherited from [ControlBase](#).)

显示控件

⌚ [Show](#) (Inherited from [ControlBase](#).)

⌚ [ToString](#) (Inherited from [Object](#).)

▣ See Also

[Navigation Class](#)

3.3.5 Navigation Properties

The [Navigation](#) type exposes the following members.

▣ Properties

Name	Description
 ControlType	控件类型 (Inherited from ControlBase .)
 IsVisible	控件是否可见 (Inherited from ControlBase .)

See Also

[Navigation Class](#)

3.3.6 Navigation Events

The [Navigation](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from ControlBase .)
 DbClick	鼠标双击时触发 (Inherited from ControlBase .)
 MouseDown	鼠标键按下时触发 (Inherited from ControlBase .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from ControlBase .)
 MouseOver	鼠标焦点从外部移入时触发

(Inherited from [ControlBase](#).)

鼠标键按下开始松开时触发

[MouseUp](#)

(Inherited from [ControlBase](#).)

See Also

[Navigation Class](#)

3.4 Overview Class

鹰眼

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class Overview
    Inherits ControlBase
```

C#

```
public class Overview : ControlBase
```

Visual C++

```
public ref class Overview : public ControlBase
```

JavaScript

```
NPMapLib.Controls.Overview = function();
```

```
Type.createClass(
    'NPMapLib.Controls.Overview',
    NPMapLib.Controls.ControlBase);
```

■ Inheritance Hierarchy

[System..::..Object](#)

[NPMapLib..::..GisObject](#)

[NPMapLib.Controls..::..ControlBase](#)

NPMapLib.Controls..::..Overview

■ See Also

[Overview Members](#)

3.4.1 Overview Members

[Overview](#) [Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Overview](#) type exposes the following members.

■ Constructors

	Name	Description
	Overview	构造函数

■ Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)

	GetAnchor	获取控件显示位置 (Inherited from ControlBase.)
	GetHashCode	(Inherited from Object.)
	GetId	获取当前类型的标识 (Inherited from GisObject.)
	GetOffset	获取控件偏移 (Inherited from ControlBase.)
	GetType	(Inherited from Object.)
	Hide	隐藏控件 (Inherited from ControlBase.)
	MemberwiseClone	(Inherited from Object.)
	ScriptMethod	脚本方法 (Inherited from ControlBase.)
	SetAnchor	设置控件显示位置 (Inherited from ControlBase.)
	SetOffset	设置控件偏移 (Inherited from ControlBase.)

 Show	显示控件 (Inherited from ControlBase.)
 ToString	(Inherited from Object.)

Fields

	Name	Description
 id	(Inherited from GisObject.)	
 isVisible	(Inherited from ControlBase.)	
 mapId	(Inherited from GisObject.)	

Properties

	Name	Description
 ControlType	控件类型 (Inherited from ControlBase.)	
 IsVisible	控件是否可见 (Inherited from ControlBase.)	

Events

	Name	Description
 Click	鼠标单击时触发	

		(Inherited from ControlBase .)
⚡	DbClick	鼠标双击时触发 (Inherited from ControlBase .)
⚡	MouseDown	鼠标键按下时触发 (Inherited from ControlBase .)
⚡	MouseOut	鼠标焦点移出外部时触发 (Inherited from ControlBase .)
⚡	MouseOver	鼠标焦点从外部移入时触发 (Inherited from ControlBase .)
⚡	MouseUp	鼠标键按下开始松开时触发 (Inherited from ControlBase .)

See Also

[Overview Class](#)

3.4.2 Overview Constructor

构造函数

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Overview()
```

Visual C++

```
public:  
Overview()
```

JavaScript

```
NPMapLib.Controls.Overview = function() ;
```

See Also

[Overview Class](#)

3.4.3 Overview Fields

The [Overview](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 isVisible	(Inherited from ControlBase .)
💡 mapId	(Inherited from GisObject .)

See Also

[Overview Class](#)

3.4.4 Overview Methods

The [Overview](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
	获取控件显示位置
💡 GetAnchor	(Inherited from ControlBase .)
💡 GetHashCode	(Inherited from Object .)
	获取当前类型的标识
💡 GetId	(Inherited from GisObject .)
	获取控件偏移
💡 GetOffset	(Inherited from ControlBase .)
💡 GetType	(Inherited from Object .)
	隐藏控件
💡 Hide	(Inherited from ControlBase .)
💡 MemberwiseClone	(Inherited from Object .)
	脚本方法
💡 ScriptMethod	(Inherited from ControlBase .)

设置控件显示位置

⌚ [SetAnchor](#)

(Inherited from [ControlBase](#).)

设置控件偏移

⌚ [SetOffset](#)

(Inherited from [ControlBase](#).)

显示控件

⌚ [Show](#)

(Inherited from [ControlBase](#).)

⌚ [ToString](#)

(Inherited from [Object](#).)

▪ See Also

[Overview Class](#)

3.4.5 Overview Properties

The [Overview](#) type exposes the following members.

▪ Properties

Name	Description
------	-------------

控件类型

PictureBox [ControlType](#)

(Inherited from [ControlBase](#).)

控件是否可见

PictureBox [IsVisible](#)

(Inherited from [ControlBase](#).)

▪ See Also

[Overview Class](#)

3.4.6 Overview Events

The [Overview](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from ControlBase .)
 DbClick	鼠标双击时触发 (Inherited from ControlBase .)
 MouseDown	鼠标键按下时触发 (Inherited from ControlBase .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from ControlBase .)
 MouseOver	鼠标焦点从外部移入时触发 (Inherited from ControlBase .)
 MouseUp	鼠标键按下开始松开时触发 (Inherited from ControlBase .)

See Also

[Overview Class](#)

3.5 Scale Class

比例尺

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class Scale
    Inherits ControlBase
```

C#

```
public class Scale : ControlBase
```

Visual C++

```
public ref class Scale : public ControlBase
```

JavaScript

```
NPMapLib.Controls.Scale = function() {
```

```
    Type.createClass(
        'NPMapLib.Controls.Scale',
        NPMapLib.Controls.ControlBase);
```

▪ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib.Controls..:::ControlBase](#)

NPMapLib.Controls..:::Scale

▪ See Also

[Scale Members](#)

3.5.1 Scale Members

[Scale](#) [Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Scale](#) type exposes the following members.

Constructors

	Name	Description
	Scale	构造函数

Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetAnchor	获取控件显示位置 (Inherited from ControlBase .)
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetOffset	获取控件偏移

		(Inherited from ControlBase .)
	GetType	(Inherited from Object .)
	Hide	隐藏控件 (Inherited from ControlBase .)
	MemberwiseClone	(Inherited from Object .)
	ScriptMethod	脚本方法 (Inherited from ControlBase .)
	SetAnchor	设置控件显示位置 (Inherited from ControlBase .)
	SetOffset	设置控件偏移 (Inherited from ControlBase .)
	Show	显示控件 (Inherited from ControlBase .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)

	isVisible	(Inherited from ControlBase .)
	mapId	(Inherited from GisObject .)

Properties

	Name	Description
	ControlType	控件类型 (Inherited from ControlBase .)
	IsVisible	控件是否可见 (Inherited from ControlBase .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from ControlBase .)
	DbClick	鼠标双击时触发 (Inherited from ControlBase .)
	MouseDown	鼠标键按下时触发 (Inherited from ControlBase .)
	MouseOut	鼠标焦点移出外部时触发

		(Inherited from ControlBase .)
⚡	MouseOver	鼠标焦点从外部移入时触发 (Inherited from ControlBase .)
⚡	MouseUp	鼠标键按下开始松开时触发 (Inherited from ControlBase .)

See Also

[Scale Class](#)

3.5.2 Scale Constructor

构造函数

Namespace: [NPMapLib.Controls](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Scale()
```

Visual C++

```
public:  
Scale()
```

JavaScript

```
NPMapLib.Controls.Scale = function();
```

See Also

[Scale Class](#)

3.5.3 Scale Fields

The [Scale](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 isVisible	(Inherited from ControlBase .)
💡 mapId	(Inherited from GisObject .)

See Also

[Scale Class](#)

3.5.4 Scale Methods

The [Scale](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)

	获取控件显示位置
≡ethyst GetAnchor	(Inherited from ControlBase .)
≡ethyst GetHashCode	(Inherited from Object .)
	获取当前类型的标识
≡ethyst GetId	(Inherited from GisObject .)
	获取控件偏移
≡ethyst GetOffset	(Inherited from ControlBase .)
≡ethyst GetType	(Inherited from Object .)
	隐藏控件
≡ethyst Hide	(Inherited from ControlBase .)
≡ethyst MemberwiseClone	(Inherited from Object .)
	脚本方法
≡ethyst ScriptMethod	(Inherited from ControlBase .)
	设置控件显示位置
≡ethyst SetAnchor	(Inherited from ControlBase .)
	设置控件偏移
≡ethyst SetOffset	(Inherited from ControlBase .)
	显示控件
≡ethyst Show	(Inherited from ControlBase .)
≡ethyst ToString	(Inherited from Object .)

See Also

[Scale Class](#)

3.5.5 Scale Properties

The [Scale](#) type exposes the following members.

Properties

Name	Description
 ControlType	控件类型 (Inherited from ControlBase .)
 IsVisible	控件是否可见 (Inherited from ControlBase .)

See Also

[Scale Class](#)

3.5.6 Scale Events

The [Scale](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from ControlBase .)
 DoubleClick	鼠标双击时触发

(Inherited from [ControlBase](#).)

鼠标键按下时触发

[MouseDown](#)

(Inherited from [ControlBase](#).)

鼠标焦点移出外部时触发

[MouseOut](#)

(Inherited from [ControlBase](#).)

鼠标焦点从外部移入时触发

[MouseOver](#)

(Inherited from [ControlBase](#).)

鼠标键按下开始松开时触发

[MouseUp](#)

(Inherited from [ControlBase](#).)

See Also

[Scale Class](#)

4. NPMapLib.Enums Namespace

Enumerations

Enumeration	Description
 AdapterType	适配器类型
 ArrowStyle	线箭头类型[目前针对山海经纬 PGIS 的线形箭头方向]
 ControlType	控件类型
 DrawType	

 LayerType	图层类型
 LineStyle	线形枚举[目前针对山海经纬 PGIS 的线形]
 MapStatus	地图状态信息
 MapType	地图类型
 MeasureType	测量类型
 MouseKey	鼠标键位
 OverlayType	叠加对象类型
 Position	

4.1 AdapterType Enumeration

适配器类型

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Enumeration AdapterType
```

C#

```
public enum AdapterType
```

Visual C++

```
public enum class AdapterType
```

JavaScript

```
NPMapLib.Enums.AdapterType = function() ;
NPMapLib.Enums.AdapterType.createEnum('NPMapLib.Enums.AdapterType', false);
```

Members

Member name Description

Arcgis

EzMap

OpenLayers

See Also

4.2 ArrowStyle Enumeration

线箭头类型[目前针对山海经纬 PGIS 的线形箭头方向]

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Enumeration ArrowStyle
```

C#

```
public enum ArrowStyle
```

Visual C++

```
public enum class ArrowStyle
```

JavaScript

```
NPMapLib.Enums.ArrowStyle = function();  
NPMapLib.Enums.ArrowStyle.createEnum('NPMapLib.Enums.  
.ArrowStyle', false);
```

Members

Member name Description

Backward

None

Forward

See Also

4.3 ControlType Enumeration

控件类型

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Enumeration ControlType
```

C#

```
public enum ControlType
```

Visual C++

```
public enum class ControlType
```

JavaScript

```
NPMapLib.Enums.ControlType = function();  
NPMapLib.Enums.ControlType.createEnum('NPMapLib.Enums.ControlType', false);
```

Members

Member name Description

UnKnow

CopyRight

Navigation

Overview

Scale

See Also

4.4 DrawType Enumeration

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Enumeration DrawType
```

C#

```
public enum DrawType
```

Visual C++

```
public enum class DrawType
```

JavaScript

```
NPMapLib.Enums.DrawType = function();
NPMapLib.Enums.DrawType.createEnum('NPMapLib.Enums.D
rawType', false);
```

Members

Member name Description

None

Rect

Circle

Polyline

Polygon

See Also

4.5 LayerType Enumeration

图层类型

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Enumeration LayerType
```

C#

```
public enum LayerType
```

Visual C++

```
public enum class LayerType
```

JavaScript

```
NPMMapLib.Enums.LayerType = function();
NPMMapLib.Enums.LayerType.createEnum('NPMMapLib.Enums.LayerType', false);
```

Members

Member name Description

Unkonw

EzMapOffLine

EzMapTile

GoogleOffLine

GoogleTile

ArcgisOffLine

ArcgisTile

WMS

VectorGML

VectorWFS

Overlay

See Also

4.6 LineStyle Enumeration

线形枚举[目前针对山海经纬 PGIS 的线形]

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Enumeration LineStyle
```

C#

```
public enum LineStyle
```

Visual C++

```
public enum class LineStyle
```

JavaScript

```
NPMapLib.Enums.LineStyle = function();
NPMapLib.Enums.LineStyle.createEnum('NPMapLib.Enums.
LineStyle', false);
```

▪ Members

Member name	Description
Solid	
Dash	
Dot	
DashDotDot	

DashDot

ShortDash

ShortDot

ShortDashDotDot

ShortDashDot

LongDash

LongDashDot

▪ See Also

4.7 MapStatus Enumeration

地图状态信息

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Enumeration MapStatus
```

C#

```
public enum MapStatus
```

Visual C++

```
public enum class MapStatus
```

JavaScript

```
NPMapLib.Enums.MapStatus = function () ;
NPMapLib.Enums.MapStatus.createEnum('NPMapLib.Enums.
MapStatus', false);
```

Members

Member name	Description
notStartUp	
initError	
loadMapOK	
loadMapDataOK	
connectProxyServerError	
pageError	
configureError	

See Also

4.8 MapType Enumeration

地图类型

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Enumeration MapType
```

C#

```
public enum MapType
```

Visual C++

```
public enum class MapType
```

JavaScript

```
NPMapLib.Enums.MapType = function();  
NPMapLib.Enums.MapType.createEnum('NPMapLib.Enums.Ma  
pType', false);
```

Members

Member name	Description
--------------------	--------------------

VectorMap

ImageMap

VectorAndImageMap

See Also**4.9 MeasureType Enumeration**

测量类型

Namespace: [NPMapLib.Enums](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Enumeration MeasureType
```

C#

```
public enum MeasureType
```

Visual C++

```
public enum class MeasureType
```

JavaScript

```
NPMMapLib.Enums.MeasureType = function() ;  
NPMMapLib.Enums.MeasureType.createEnum('NPMMapLib.Enums.MeasureType', false);
```

Members**Member name Description****UnKnow****Distance****Area****Location****See Also****4.10 MouseKey Enumeration**

鼠标键位

Namespace: [NPMMapLib.Enums](#)**Assembly:** NPMMapLib (in NPMMapLib.dll)**Syntax****Visual Basic**

Public Enumeration MouseKey**C#**

```
public enum MouseKey
```

Visual C++

```
public enum class MouseKey
```

JavaScript

```
NPMMapLib.Enums.MouseKey = function();
NPMMapLib.Enums.MouseKey.createEnum('NPMMapLib.Enums.MouseKey', false);
```

Members**Member name Description****None****Left****Right****Middle****See Also****4.11 OverlayType Enumeration**

叠加对象类型

Namespace: [NPMMapLib.Enums](#)**Assembly:** NPMMapLib (in NPMMapLib.dll)**Syntax**

Visual Basic

```
Public Enumeration OverlayType
```

C#

```
public enum OverlayType
```

Visual C++

```
public enum class OverlayType
```

JavaScript

```
NPMapLib.Enums.OverlayType = function() ;  
NPMapLib.Enums.OverlayType.createEnum('NPMapLib.Enums.OverlayType', false);
```

Members**Member name Description****UnKnown****Polyline****Polygon****Circle****Label****marker****See Also****4.12 Position Enumeration****Namespace:** [NPMapLib.Enums](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

■ Syntax

Visual Basic

```
Public Enumeration Position
```

C#

```
public enum Position
```

Visual C++

```
public enum class Position
```

JavaScript

```
NPMMapLib.Enums.Position = function();
NPMMapLib.Enums.Position.createEnum('NPMMapLib.Enums.Position', false);
```

■ Members

Member name Description

LeftUp

RightUp

LeftDown

RightDown

■ See Also

5. NPMMapLib.EventArgs Namespace

■ Classes

Class	Description
◆ DrawResultEventArgs	绘制操作事件参数
◆ MapStatusEventArgs	地图状态参数
◆ MouseEventArgs	鼠标事件参数
◆ OverlayEventArgs	叠加对象事件参数
◆ SelectEventArgs	选择操作事件参数

5.1 DrawResultEventArgs Class

绘制操作事件参数

Namespace: [NPMMapLib.EventArgs](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

■ Syntax

Visual Basic

```
Public Class DrawResultEventArgs
    Inherits EventArgs
```

C#

```
public class DrawResultEventArgs : EventArgs
```

Visual C++

```
public ref class DrawResultEventArgs : public EventArgs
```

JavaScript

```
NPMMapLib.EventArgs.DrawResultEventArgs = function();
```

```
Type.createClass(
    'NPMapLib.EventArgs.DrawResultEventArgs',
    EventArgs);
```

■ Inheritance Hierarchy

[System..:..Object](#)

[System..:..EventArgs](#)

NPMapLib.EventArgs..:..DrawResultEventArgs

■ See Also

[DrawResultEventArgs Members](#)

5.1.1 DrawResultEventArgs Members

[DrawResultEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [DrawResultEventArgs](#) type exposes the following members.

■ Constructors

	Name	Description
≡	DrawResultEventArgs	构造事件参数

■ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	StrPoints	点集序列字符串

See Also

[DrawResultEventArgs Class](#)

5.1.2 DrawResultEventArgs Constructor

[DrawResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

构造事件参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _
    strPoints As String, _
    mode As DrawType _
```

)

C#

```
public DrawResultEventArgs (
    string strPoints,
    DrawType mode
)
```

Visual C++

```
public:
DrawResultEventArgs (
    String^ strPoints,
    DrawType mode
)
```

JavaScript

```
NPMapLib.EventArgs.DrawResultEventArgs =  

function(strPoints, mode);
```

Parameters

strPoints

Type: [System::String](#)

点集序列字符串

mode

Type: [NPMapLib.Enums::DrawType](#)

绘制模式

See Also

[DrawResultEventArgs Class](#)

5.1.3 DrawResultEventArgs Methods

[DrawResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

The [DrawResultEventArgs](#) type exposes the following members.

Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

See Also

[DrawResultEventArgs Class](#)

5.1.4 DrawResultEventArgs Properties

[DrawResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

The [DrawResultEventArgs](#) type exposes the following members.

Properties

	Name	Description
--	------	-------------



[StrPoints](#)

点集序列字符串

See Also

[DrawResultEventArgs Class](#)

5.1.4.1 StrPoints Property

[DrawResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

点集序列字符串

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public ReadOnly Property StrPoints As String
```

Get

C#

```
public string StrPoints { get; }
```

Visual C++

```
public:  
property String^ StrPoints {  
    String^ get();  
}
```

JavaScript

```
function get_strPoints();
```

See Also

[DrawResultEventArgs Class](#)

5.2 MapStatusEventArgs Class

地图状态参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class MapStatusEventArgs _  
    Inherits EventArgs
```

C#

```
public class MapStatusEventArgs : EventArgs
```

Visual C++

```
public ref class MapStatusEventArgs : public EventArgs
```

JavaScript

```
NPMapLib.EventArgs.MapStatusEventArgs = function() ;
```

```
Type.createClass(  
    'NPMapLib.EventArgs.MapStatusEventArgs',  
    EventArgs) ;
```

Inheritance Hierarchy

[System..:..Object](#)

[System..:..EventArgs](#)

NPMapLib.EventArgs...:::MapStatusEventArgs

See Also

[MapStatusEventArgs Members](#)

5.2.1 MapStatusEventArgs Members

[MapStatusEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [MapStatusEventArgs](#) type exposes the following members.

Constructors

	Name	Description
≡	MapStatusEventArgs	构造函数

Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

Properties

	Name	Description
	Status	地图状态信息

See Also

[MapStatusEventArgs Class](#)

5.2.2 MapStatusEventArgs Constructor

构造函数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    status As MapStatus _  
)
```

C#

```
public MapStatusEventArgs (  
    MapStatus status  
)
```

Visual C++

```
public:  
MapStatusEventArgs (  
    MapStatus status  
)
```

JavaScript

```
NPMapLib.EventArgs.MapStatusEventArgs
function (status);
```

Parameters

status

Type: [NPMapLib.Enums...:::MapStatus](#)

地图状态信息

See Also

[MapStatusEventArgs Class](#)

5.2.3 MapStatusEventArgs Methods

The [MapStatusEventArgs](#) type exposes the following members.

Methods

Name	Description
≡ Equals	(Inherited from Object .)
≡ Finalize	(Inherited from Object .)
≡ GetHashCode	(Inherited from Object .)
≡ GetType	(Inherited from Object .)
≡ MemberwiseClone	(Inherited from Object .)
≡ ToString	(Inherited from Object .)

See Also

[MapStatusEventArgs Class](#)

5.2.4 MapStatusEventArgs Properties

The [MapStatusEventArgs](#) type exposes the following members.

Properties

Name	Description
------	-------------

 [Status](#) 地图状态信息

See Also

[MapStatusEventArgs Class](#)

5.2.4.1 Status Property

地图状态信息

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public ReadOnly Property Status As MapStatus
    Get
```

C#

```
public MapStatus Status { get; }
```

Visual C++

```
public:
property MapStatus Status {
    MapStatus get ();
}
```

JavaScript

```
function get_status();
```

See Also

[MapStatusEventArgs Class](#)

5.3 MouseEventArgs Class

鼠标事件参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class MouseEventArgs _  
    Inherits EventArgs
```

C#

```
public class MouseEventArgs : EventArgs
```

Visual C++

```
public ref class MouseEventArgs : public EventArgs
```

JavaScript

```
NPMapLib.EventArgs.MouseEventArgs = function();
```

```
Type.createClass(  
    'NPMapLib.EventArgs.MouseEventArgs',  
    EventArgs);
```

Inheritance Hierarchy

[System...:::Object](#)[System...:::EventArgs](#)**NPMapLib.EventArgs...:::MouseEventArgs**

□ See Also

[MouseEventArgs Members](#)**5.3.1 MouseEventArgs Members**[MouseEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [MouseEventArgs](#) type exposes the following members.

□ Constructors

	Name	Description
≡	MouseEventArgs	构造事件参数

□ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)

[ToString](#)(Inherited from [Object](#).)

Properties

	Name	Description
	Button	鼠标键位（左、中、右）
	Lat	纬度
	Lon	经度

See Also

[MouseEventArgs Class](#)

5.3.2 MouseEventArgs Constructor

构造事件参数

Namespace: [NPMapLib.EventArgs](#)**Assembly:** NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( 
    lon As Double, 
    lat As Double, 
    button As MouseKey 
)
```

C#

```
public MouseEventArgs (
    double lon,
```

```

    double lat,
    MouseKey button
)

```

Visual C++

```

public:
MouseEventArgs(
    double lon,
    double lat,
    MouseKey button
)

```

JavaScript

```
NPMapLib.EventArgs.MouseEventArgs = function(lon, lat, button);
```

Parameters

lon

Type: [System...:::Double](#)

经度

lat

Type: [System...:::Double](#)

纬度

button

Type: [NPMapLib.Enums...:::MouseKey](#)

鼠标键位

See Also

[MouseEventArgs Class](#)

5.3.3 MouseEventArgs Methods

The [MouseEventArgs](#) type exposes the following members.

Methods

Name	Description
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetType	(Inherited from Object .)
 MemberwiseClone	(Inherited from Object .)
 ToString	(Inherited from Object .)

See Also

[MouseEventArgs Class](#)

5.3.4 MouseEventArgs Properties

The [MouseEventArgs](#) type exposes the following members.

Properties

Name	Description
 Button	鼠标键位（左、中、右）
 Lat	纬度
 Lon	经度

See Also

[MouseEventArgs Class](#)

5.3.4.1 Button Property

鼠标键位（左、中、右）

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public ReadOnly Property Button As MouseKey
    Get
```

C#

```
public MouseKey Button { get; }
```

Visual C++

```
public:
property MouseKey Button {
    MouseKey get ();
}
```

JavaScript

```
function get_button();
```

See Also

[MouseEventArgs Class](#)

5.3.4.2 Lat Property

纬度

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public ReadOnly Property Lat As Double  
    Get
```

C#

```
public double Lat { get; }
```

Visual C++

```
public:  
property double Lat {  
    double get();  
}
```

JavaScript

```
function get_lat();
```

▪ See Also

[MouseEventArgs Class](#)

5.3.4.3 Lon Property

经度

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public ReadOnly Property Lon As Double
    Get
```

C#

```
public double Lon { get; }
```

Visual C++

```
public:
property double Lon {
    double get ();
}
```

JavaScript

```
function get_lon();
```

■ See Also

[MouseEventArgs Class](#)

5.4 OverlayEventArgs Class

叠加对象事件参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Class OverlayEventArgs _
```

Inherits [EventArgs](#)

C#

```
public class OverlayEventArgs : EventArgs
```

Visual C++

```
public ref class OverlayEventArgs : public EventArgs
```

JavaScript

```
NPMMapLib.EventArgs.OverlayEventArgs = function() {
```

```
Type.createClass(
    'NPMMapLib.EventArgs.OverlayEventArgs',
    EventArgs);
```

Inheritance Hierarchy

[System..:::Object](#)

[System..:::EventArgs](#)

NPMMapLib.EventArgs..:::OverlayEventArgs

See Also

[OverlayEventArgs Members](#)

5.4.1 OverlayEventArgs Members

[OverlayEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [OverlayEventArgs](#) type exposes the following members.

Constructors

	Name	Description
	OverlayEventArgs	构造事件参数

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	Button	鼠标键位（左、中、右）
	Lat	纬度
	Lon	经度
	OverlayId	叠加对象 ID
	OverlayType	叠加对象类型

See Also

[OverlayEventArgs Class](#)

5.4.2 OverlayEventArgs Constructor

构造事件参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _
    overlayType As OverlayType, _
    overlayId As Integer, _
    lon As Double, _
    lat As Double, _
    button As MouseKey _
)
```

C#

```
public OverlayEventArgs (
    OverlayType overlayType,
    int overlayId,
    double lon,
    double lat,
    MouseKey button
)
```

Visual C++

```
public:
OverlayEventArgs(
    OverlayType overlayType,
    int overlayId,
    double lon,
    double lat,
    MouseKey button
)
```

JavaScript

```
NPMapLib.EventArgs.OverlayEventArgs  
function(overlayType, overlayId, lon, lat, button);
```

Parameters

overlayType

Type: [NPMapLib.Enums.OverlayType](#)

叠加对象类型

overlayId

Type: [System.Int32](#)

叠加对象 ID

lon

Type: [System.Double](#)

经度

lat

Type: [System.Double](#)

纬度

button

Type: [NPMapLib.Enums.MouseKey](#)

鼠标键位

See Also

[OverlayEventArgs Class](#)

5.4.3 OverlayEventArgs Methods

The [OverlayEventArgs](#) type exposes the following members.

Methods

Name	Description
Equals	(Inherited from Object .)
Finalize	(Inherited from Object .)
GetHashCode	(Inherited from Object .)
GetType	(Inherited from Object .)
MemberwiseClone	(Inherited from Object .)
ToString	(Inherited from Object .)

See Also

[OverlayEventArgs Class](#)

5.4.4 OverlayEventArgs Properties

The [OverlayEventArgs](#) type exposes the following members.

Properties

Name	Description
Button	鼠标键位（左、中、右）
Lat	纬度
Lon	经度

 [OverlayId](#) 叠加对象 ID

 [OverlayType](#) 叠加对象类型

See Also

[OverlayEventArgs Class](#)

5.4.4.1 Button Property

鼠标键位（左、中、右）

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public ReadOnly Property Button As MouseKey
    Get
```

C#

```
public MouseKey Button { get; }
```

Visual C++

```
public:
property MouseKey Button {
    MouseKey get ();
}
```

JavaScript

```
function get_button();
```

See Also

[OverlayEventArgs Class](#)

5.4.4.2 Lat Property

纬度

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public ReadOnly Property Lat As Double  
    Get
```

C#

```
public double Lat { get; }
```

Visual C++

```
public:  
property double Lat {  
    double get();  
}
```

JavaScript

```
function get_lat();
```

▪ See Also

[OverlayEventArgs Class](#)

5.4.4.3 Lon Property

经度

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public ReadOnly Property Lon As Double
    Get
```

C#

```
public double Lon { get; }
```

Visual C++

```
public:
property double Lon {
    double get ();
}
```

JavaScript

```
function get_lon();
```

■ See Also

[OverlayEventArgs Class](#)

5.4.4.4 OverlayId Property

叠加对象 ID

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public ReadOnly Property OverlayId As Integer
```

Get**C#**

```
public int OverlayId { get; }
```

Visual C++

```
public:
property int OverlayId {
    int get ();
}
```

JavaScript

```
function get_overlayId();
```

See Also

[OverlayEventArgs Class](#)

5.4.4.5 OverlayType Property

叠加对象类型

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public ReadOnly Property OverlayType As OverlayType
    Get
```

C#

```
public OverlayType OverlayType { get; }
```

Visual C++

```
public:
property OverlayType OverlayType {
    OverlayType get ();
}
```

JavaScript

```
function get_overlayType();
```

See Also

[OverlayEventArgs Class](#)

5.5 SelectResultEventArgs Class

选择操作事件参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class SelectResultEventArgs _
    Inherits EventArgs
```

C#

```
public class SelectResultEventArgs : EventArgs
```

Visual C++

```
public ref class SelectResultEventArgs : public
EventArgs
```

JavaScript

```
NPMapLib.EventArgs.SelectResultEventArgs =
function();
```

```
Type.createClass(
    'NPMapLib.EventArgs.SelectResultEventArgs',
    EventArgs);
```

■ Inheritance Hierarchy

[System..::..Object](#)

[System..::..EventArgs](#)

NPMapLib.EventArgs..::..SelectResultEventArgs

■ See Also

[SelectResultEventArgs Members](#)

5.5.1 SelectResultEventArgs Members

[SelectResultEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [SelectResultEventArgs](#) type exposes the following members.

■ Constructors

	Name	Description
≡	SelectResultEventArgs	构造事件参数

■ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
⚡	Finalize	(Inherited from Object .)

	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	Result	对象结果集，样式如: type_id;type_id;....

See Also

[SelectResultEventArgs Class](#)

5.5.2 SelectResultEventArgs Constructor

[SelectResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

构造事件参数

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _
    result As String _
)
```

C#

```
public SelectResultEventArgs (
    string result
)
```

Visual C++

```
public:
SelectResultEventArgs (
    String^ result
)
```

JavaScript

```
NPMapLib.EventArgs.SelectResultEventArgs =  

function(result);
```

Parameters

result
Type: [System...:::String](#)
对象结果集，样式如: type_id;type_id;....

See Also

[SelectResultEventArgs Class](#)

5.5.3 SelectResultEventArgs Methods

[SelectResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

The [SelectResultEventArgs](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

See Also

[SelectResultEventArgs Class](#)

5.5.4 SelectResultEventArgs Properties

[SelectResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

The [SelectResultEventArgs](#) type exposes the following members.

Properties

	Name	Description
	Result	对象结果集，样式如: type_id;type_id;....

See Also

[SelectResultEventArgs Class](#)

5.5.4.1 Result Property

[SelectResultEventArgs Class](#) [See Also](#) [Send Feedback](#)

对象结果集，样式如：type_id;type_id;....

Namespace: [NPMapLib.EventArgs](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public ReadOnly Property Result As String
```

```
    Get
```

C#

```
public string Result { get; }
```

Visual C++

```
public:  
property String^ Result {  
    String^ get ();  
}
```

JavaScript

```
function get_result();
```

▪ See Also

[SelectResultEventArgs Class](#)

6. NPMapLib.Geometry Namespace

Classes

Class	Description
 Circle	圆
 CircleOption	多边形构造可选参数
 Extent	矩形范围
 Pixel	像素点
 Point	坐标点
 Polygon	多边形
 PolygonOption	多边形构造可选参数
 Polyline	多段线
 PolylinOption	多线段可选参数
 Size	以像素表示一个矩形区域的大小

6.1 Circle Class

圆

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Circle
    Inherits Overlay
```

C#

```
[DataContractAttribute]
public class Circle : Overlay
```

Visual C++

```
[DataContractAttribute]
public ref class Circle : public Overlay
```

JavaScript

```
NPMMapLib.Geometry.Circle = function();
Type.createClass(
    'NPMMapLib.Geometry.Circle',
    NPMMapLib.Overlay);
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMMapLib..:::GisObject](#)

[NPMMapLib..:::Overlay](#)

NPMMapLib.Geometry..:::Circle

See Also

[Circle Members](#)

6.1.1 Circle Members

[Circle Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Circle](#) type exposes the following members.

Constructors

Name	Description
 Circle(Point, Double)	圆构造函数
 Circle(Point, Double, CircleOption)	圆构造函数

Methods

Name	Description
 CallScriptMethod	(Inherited from GisObject .)
 EnableEditing	更改编辑状态
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 Flash	闪烁 (Inherited from Overlay .)
 Flash2	闪烁 (Inherited from Overlay .)
 GetCenter	获取圆心

≡◆	GetColor	获取边界颜色
≡◆	GetExtent	获取叠加物的地理区域范围
≡◆	GetFillColor	获取填充色
≡◆	GetFillOpacity	获取填充透明度
≡◆	GetHashCode	(Inherited from Object .)
≡◆	GetId	获取当前类型的标识 (Inherited from GisObject .)
≡◆	GetLineStyle	获取边线样式
≡◆	GetOpacity	获取透明度
≡◆	GetRadius	获取圆的半径
≡◆	GetType	(Inherited from Object .)
≡◆	GetWeight	获取边界宽度
≡◆	GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡◆	Hide	隐藏 (Inherited from Overlay .)

	<u>IsVisible</u>	是否显示 (Inherited from Overlay .)
	<u>MemberwiseClone</u>	(Inherited from Object .)
	<u>ScriptMethod</u>	调用脚本方法 (Inherited from Overlay .)
	<u>SetCenter</u>	设置圆心
	<u>SetColor</u>	设置边界颜色
	<u>SetFillColor</u>	设置填充色
	<u>SetFillOpacity</u>	设置填充透明度
	<u>SetLineStyle</u>	设置边线样式
	<u>SetOpacity</u>	设置透明度
	<u>SetRadius</u>	设置圆的半径
	<u>SetWeight</u>	设置边界宽度
	<u>SetZIndex</u>	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
	<u>Show</u>	显示

	(Inherited from Overlay .)
--	--

	ToString	(Inherited from Object .)
---	--------------------------	---

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)
	overlayType	(Inherited from Overlay .)

Properties

	Name	Description
	OverlayType	叠加物类型 (Inherited from Overlay .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from Overlay .)
	DbClick	鼠标双击时触发 (Inherited from Overlay .)

 MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
 MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
 MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Circle Class](#)

6.1.2 Circle Constructor

Overload List

Name	Description
 Circle(Point, Double)	圆构造函数
 Circle(Point, Double, CircleOption)	圆构造函数

See Also

[Circle Class](#)

[Circle Members](#)

6.1.2.1 Circle Constructor (Point, Double)

圆构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _  
    center As Point, _  
    radius As Double _  
)
```

C#

```
public Circle(  
    Point center,  
    double radius  
)
```

Visual C++

```
public:  
Circle(  
    Point^ center,  
    double radius  
)
```

JavaScript

NPMapLib.Geometry.Circle = **function**(center, radius);

Parameters

center

Type: [NPMapLib.Geometry...:::Point](#)

圆心

radius

Type: [System...:::Double](#)

半径(大于 0)

See Also

[Circle Class](#)

[Circle Overload](#)

6.1.2.2 Circle Constructor (Point, Double, CircleOption)

圆构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _
    center As Point, _
    radius As Double, _
    opt As CircleOption _
)
```

C#

```
public Circle(
    Point center,
    double radius,
    CircleOption opt
)
```

Visual C++

```
public:
```

```
Circle(
    Point^ center,
    double radius,
    CircleOption^ opt
)
```

JavaScript

```
NPMapLib.Geometry.Circle = function(center, radius, opt);
```

Parameters

center

Type: [NPMapLib.Geometry...:::Point](#)

圆心

radius

Type: [System...:::Double](#)

半径(大于 0)

opt

Type: [NPMapLib.Geometry...:::CircleOption](#)

See Also

[Circle Class](#)

[Circle Overload](#)

6.1.3 Circle Fields

The [Circle](#) type exposes the following members.

Fields

Name	Description
------	-------------

💡 [id](#) (Inherited from [GisObject](#).)

💡 [mapId](#) (Inherited from [GisObject](#).)

💡 [overlayType](#) (Inherited from [Overlay](#).)

See Also

[Circle Class](#)

6.1.4 Circle Methods

The [Circle](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 EnableEditing	更改编辑状态
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 Flash	闪烁
💡 Flash2	(Inherited from Overlay .)
💡 GetCenter	获取圆心
💡 GetColor	获取边界颜色

≡ethyst	GetExtent	获取叠加物的地理区域范围
≡ethyst	GetFillColor	获取填充色
≡ethyst	GetFillOpacity	获取填充透明度
≡ethyst	GetHashCode	(Inherited from Object .)
≡ethyst	GetId	获取当前类型的标识 (Inherited from GisObject .)
≡ethyst	GetLineStyle	获取边线样式
≡ethyst	GetOpacity	获取透明度
≡ethyst	GetRadius	获取圆的半径
≡ethyst	GetType	(Inherited from Object .)
≡ethyst	GetWeight	获取边界宽度
≡ethyst	GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡ethyst	Hide	隐藏 (Inherited from Overlay .)
≡ethyst	IsVisible	是否显示 (Inherited from Overlay .)
≡ethyst	MemberwiseClone	(Inherited from Object .)
≡ethyst	ScriptMethod	调用脚本方法 (Inherited from Overlay .)

≡◆ SetCenter	设置圆心
≡◆ SetColor	设置边界颜色
≡◆ SetFillColor	设置填充色
≡◆ SetFillOpacity	设置填充透明度
≡◆ SetLineStyle	设置边线样式
≡◆ SetOpacity	设置透明度
≡◆ SetRadius	设置圆的半径
≡◆ SetWeight	设置边界宽度
≡◆ SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡◆ Show	显示 (Inherited from Overlay .)
≡◆ ToString	(Inherited from Object .)

See Also

[Circle Class](#)

6.1.4.1 EnableEditing Method

更改编辑状态

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub EnableEditing ( _  
    editable As Boolean _  
)
```

C#

```
public void EnableEditing(  
    bool editable  
)
```

Visual C++

```
public:  
void EnableEditing(  
    bool editable  
)
```

JavaScript

```
function enableEditing(editable);
```

Parameters

editable

Type: [System...::...Boolean](#)

是否可编辑

▪ See Also

[Circle Class](#)

6.1.4.2 GetCenter Method

获取圆心

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetCenter As Point
```

C#

```
public Point GetCenter()
```

Visual C++

```
public:  
Point^ GetCenter()
```

JavaScript

```
function getCenter();
```

Return Value

圆心的点表示

▪ See Also

[Circle Class](#)

6.1.4.3 GetColor Method

获取边界颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetColor As String
```

C#

```
public string GetColor()
```

Visual C++

```
public:  
String^ GetColor()
```

JavaScript

```
function getColor();
```

Return Value

边界颜色

See Also

[Circle Class](#)

6.1.4.4 GetExtent Method

获取叠加物的地理区域范围

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetExtent As Extent
```

C#

```
public Extent GetExtent()
```

Visual C++

```
public:
```

Extent[^] GetExtent ()

JavaScript

```
function getExtent();
```

Return Value

地理区域范围

See Also

[Circle Class](#)

6.1.4.5 GetFillColor Method

获取填充色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetFillColor As String
```

C#

```
public string GetFillColor()
```

Visual C++

```
public:  
String^ GetFillColor()
```

JavaScript

```
function getFillColor();
```

Return Value

填充色

See Also

[Circle Class](#)

6.1.4.6 GetFillOpacity Method

获取填充透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetFillOpacity As Double
```

C#

```
public double GetFillOpacity()
```

Visual C++

```
public:  
double GetFillOpacity()
```

JavaScript

```
function getFillOpacity();
```

Return Value

填充透明度

See Also

[Circle Class](#)

6.1.4.7 GetLineStyle Method

获取边线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetLineStyle As LineStyle
```

C#

```
public LineStyle GetLineStyle()
```

Visual C++

```
public:  
LineStyle GetLineStyle()
```

JavaScript

```
function getLineStyle();
```

Return Value

边线样式

▪ See Also

[Circle Class](#)

6.1.4.8 GetOpacity Method

获取透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetOpacity As Double
```

C#

```
public double GetOpacity()
```

Visual C++

```
public:
double GetOpacity();
```

JavaScript

```
function getOpacity();
```

Return Value

透明度

▪ See Also

[Circle Class](#)

6.1.4.9 GetRadius Method

获取圆的半径

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetRadius As Double
```

C#

```
public double GetRadius()
```

Visual C++

```
public:  
double GetRadius()
```

JavaScript

```
function getRadius();
```

Return Value

半径

See Also

[Circle Class](#)

6.1.4.10 GetWeight Method

获取边界宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetWeight As Integer
```

C#

```
public int GetWeight()
```

Visual C++

```
public:
```

```
int GetWeight()
```

JavaScript

```
function getWeight();
```

Return Value

边界宽度

See Also

[Circle Class](#)

6.1.4.11 SetCenter Method

设置圆心

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetCenter ( _  
    p As Point _  
)
```

C#

```
public void SetCenter(  
    Point p  
)
```

Visual C++

```
public:  
void SetCenter(  
    Point^ p  
)
```

JavaScript

```
function setCenter(p);
```

Parameters

p

Type: [NPMapLib.Geometry...:::Point](#)

圆心

See Also

[Circle Class](#)

6.1.4.12 SetColor Method

设置边界颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetColor ( _  
    color As String _  
)
```

C#

```
public void SetColor(  
    string color  
)
```

Visual C++

```
public:  
void SetColor(
```

```
        String^ color  
)
```

JavaScript

```
function setColor(color);
```

Parameters

color

Type: [System...:::String](#)

边界颜色

See Also

[Circle Class](#)

6.1.4.13 SetFillColor Method

设置填充色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetFillColor ( _  
    color As String _  
)
```

C#

```
public void SetFillColor(  
    string color  
)
```

Visual C++

```
public:
void SetFillColor(
    String^ color
)
```

JavaScript

```
function setFillColor(color);
```

Parameters

color

Type: [System...:::String](#)

填充色

See Also

[Circle Class](#)

6.1.4.14 SetFillOpacity Method

设置填充透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetFillOpacity ( _
    opacity As Double _
)
```

C#

```
public void SetFillOpacity(
    double opacity
)
```

Visual C++

```
public:
void SetFillOpacity(
    double opacity
)
```

JavaScript

```
function setFillOpacity(opacity);
```

Parameters

opacity

Type: [System...:::Double](#)

填充透明度

See Also

[Circle Class](#)

6.1.4.15 SetLineStyle Method

设置边线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub SetLineStyle ( _
    style As LineStyle _
)
```

C#

```
public void SetLineStyle(
```

```
        LineStyle style  
)
```

Visual C++

```
public:  
void SetLineStyle(  
    LineStyle style  
)
```

JavaScript

```
function setLineStyle(style);
```

Parameters

style

Type: [NPMapLib.Enums...:::LineStyle](#)

边线样式

See Also

[Circle Class](#)

6.1.4.16 SetOpacity Method

设置透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetOpacity ( _  
    opacity As Double _  
)
```

C#

```
public void SetOpacity(  
    double opacity  
)
```

Visual C++

```
public:  
void SetOpacity(  
    double opacity  
)
```

JavaScript

```
function setOpacity(opacity);
```

Parameters

opacity

Type: [System...:::Double](#)

透明度

See Also

[Circle Class](#)

6.1.4.17 SetRadius Method

设置圆的半径

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub SetRadius ( _
```

```
        radius As Double _  
)
```

C#

```
public void SetRadius(  
    double radius  
)
```

Visual C++

```
public:  
void SetRadius(  
    double radius  
)
```

JavaScript

```
function setRadius(radius);
```

Parameters

radius

Type: [System..:::Double](#)

半径

See Also

[Circle Class](#)

6.1.4.18 SetWeight Method

设置边界宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetWeight ( _  
    weight As Integer _  
)
```

C#

```
public void SetWeight(  
    int weight  
)
```

Visual C++

```
public:  
void SetWeight(  
    int weight  
)
```

JavaScript

```
function setWeight(weight);
```

Parameters

weight

Type: [System...:::Int32](#)

宽度

See Also

[Circle Class](#)

6.1.5 Circle Properties

The [Circle](#) type exposes the following members.

Properties

Name	Description
------	-------------

叠加物类型

[OverlayType](#)

(Inherited from [Overlay](#).)

See Also

[Circle Class](#)

6.1.6 Circle Events

The [Circle](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from Overlay .)
 DbClick	鼠标双击时触发 (Inherited from Overlay .)
 MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
 MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
 MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Circle Class](#)

6.2 CircleOption Class

多边形构造可选参数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class CircleOption
```

C#

```
public class CircleOption
```

Visual C++

```
public ref class CircleOption
```

JavaScript

```
NPMapLib.Geometry.CircleOption = function();
Type.createClass(
    'NPMapLib.Geometry.CircleOption');
```

Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Geometry..:::CircleOption

See Also

[CircleOption Members](#)

6.2.1 CircleOption Members

[CircleOption Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [CircleOption](#) type exposes the following members.

Constructors

	Name	Description
≡	CircleOption	构造函数

Methods

	Name	Description
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

Properties

	Name	Description
--	------	-------------

	<u>Color</u>	颜色
	<u>EnableEditing</u>	是否可以编辑
	<u>FillColor</u>	填充色
	<u>FillOpacity</u>	填充透明度
	<u>LineStyle</u>	线样式
	<u>Opacity</u>	透明度
	<u>Weight</u>	宽度

See Also

[CircleOption Class](#)

6.2.2 CircleOption Constructor

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public CircleOption()
```

Visual C++

```
public:
CircleOption()
```

JavaScript

```
NPMapLib.Geometry.CircleOption = function();
```

See Also

[CircleOption Class](#)

6.2.3 CircleOption Methods

The [CircleOption](#) type exposes the following members.

Methods

Name	Description
≡ethyst Equals	(Inherited from Object .)
≡ethyst Finalize	(Inherited from Object .)
≡ethyst GetHashCode	(Inherited from Object .)
≡ethyst GetType	(Inherited from Object .)
≡ethyst MemberwiseClone	(Inherited from Object .)
≡ethyst ToString	(Inherited from Object .)

See Also

[CircleOption Class](#)

6.2.4 CircleOption Properties

The [CircleOption](#) type exposes the following members.

Properties

Name	Description
------	-------------

 Color	颜色
---	----

 EnableEditing	是否可以编辑
---	--------

 FillColor	填充色
---	-----

 FillOpacity	填充透明度
---	-------

 LineStyle	线样式
--	-----

 Opacity	透明度
---	-----

 Weight	宽度
--	----

See Also

[CircleOption Class](#)

6.2.4.1 Color Property

颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Color As String
    Get
    Set
```

C#

```
public string Color { get; set; }
```

Visual C++

```
public:
property String^ Color {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_color();
function set_color(value);
```

□ **See Also**

[CircleOption Class](#)

6.2.4.2 EnableEditing Property

是否可以编辑

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public Property EnableEditing As Boolean
    Get
    Set
```

C#

```
public bool EnableEditing { get; set; }
```

Visual C++

```
public:
property bool EnableEditing {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_enableEditing();
function set_enableEditing(value);
```

□ See Also

[CircleOption Class](#)

6.2.4.3 FillColor Property

填充色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property FillColor As String
    Get
    Set
```

C#

```
public string FillColor { get; set; }
```

Visual C++

```
public:
property String^ FillColor {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_fillColor();
function set_fillColor(value);
```

□ See Also

[CircleOption Class](#)

6.2.4.4 FillOpacity Property

填充透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property FillOpacity As Double
    Get
    Set
```

C#

```
public double FillOpacity { get; set; }
```

Visual C++

```
public:
property double FillOpacity {
```

```

    double get ();
    void set (double value);
}

```

JavaScript

```

function get_fillOpacity();
function set_fillOpacity(value);

```

See Also

[CircleOption Class](#)

6.2.4.5 LineStyle Property

线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

Public Property LineStyle As LineStyle
    Get
    Set

```

C#

```

public LineStyle LineStyle { get; set; }

```

Visual C++

```

public:
property LineStyle LineStyle {
    LineStyle get ();
    void set (LineStyle value);
}

```

JavaScript

```
function get_lineStyle();
function setLineStyle(value);
```

See Also

[CircleOption Class](#)

6.2.4.6 Opacity Property

透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Opacity As Double
    Get
    Set
```

C#

```
public double Opacity { get; set; }
```

Visual C++

```
public:
property double Opacity {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_opacity();
function set_opacity(value);
```

See Also

[CircleOption Class](#)

6.2.4.7 Weight Property

宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Weight As Integer
    Get
    Set
```

C#

```
public int Weight { get; set; }
```

Visual C++

```
public:
property int Weight {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_weight();
function set_weight(value);
```

See Also

[CircleOption Class](#)

6.3 Extent Class

矩形范围

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Extent
```

C#

```
[DataContractAttribute]
public class Extent
```

Visual C++

```
[DataContractAttribute]
public ref class Extent
```

JavaScript

```
NPMapLib.Geometry.Extent = function() {
    Type.createClass(
        'NPMapLib.Geometry.Extent');
```

▪ Inheritance Hierarchy

[System..:..Object](#)

NPMapLib.Geometry.....Extent

▪ See Also

[Extent Members](#)

6.3.1 Extent Members

[Extent Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Extent](#) type exposes the following members.

Constructors

Name	Description
 Extent(Point, Point)	构造函数
 Extent(Double, Double, Double, Double)	构造函数

Methods

Name	Description
 ContainsExtent	传入的矩形区域完全包含于此矩形区域中，则返回 <code>true</code>
 ContainsPoint	如果点的地理坐标位于此矩形内，则返回 <code>true</code>
 Equals	当且仅当此矩形中的两点参数都等于其他矩形的两点参数时，返回 <code>true</code>
 Equals	(Inherited from Object .)
 Extend	放大此矩形，使其包含给定的点

	Finalize	(Inherited from Object .)
	GetCenter	返回矩形的中心点
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	Intersection	计算与另一矩形的交集区域
	IsEmpty	如果矩形为空，则返回 true
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	NE	东北角坐标
	SW	西南角坐标

See Also

[Extent Class](#)

6.3.2 Extent Constructor

Overload List

Name	Description
------	-------------

• [Extent\(Point, Point\)](#) 构造函数

• [Extent\(Double, Double, Double, Double\)](#) 构造函数

See Also

[Extent Class](#)

[Extent Members](#)

6.3.2.1 Extent Constructor (Point, Point)

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    sw As Point, _  
    ne As Point _  
)
```

C#

```
public Extent (  
    Point sw,  
    Point ne  
)
```

Visual C++

```
public:  
Extent(  
    Point^ sw,  
    Point^ ne
```

)

JavaScript

```
NPMapLib.Geometry.Extent = function(sw, ne);
```

Parameters

sw

Type: [NPMapLib.Geometry...:::Point](#)

西南角坐标

ne

Type: [NPMapLib.Geometry...:::Point](#)

东北角坐标

See Also

[Extent Class](#)

[Extent Overload](#)

6.3.2.2 Extent Constructor (Double, Double, Double, Double)

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    swX As Double, _  
    swY As Double, _  
    neX As Double, _
```

```
    neY As Double _  
)
```

C#

```
public Extent(  
    double swX,  
    double swY,  
    double neX,  
    double neY  
)
```

Visual C++

```
public:  
Extent(  
    double swX,  
    double swY,  
    double neX,  
    double neY  
)
```

JavaScript

```
NPMapLib.Geometry.Extent = function(swX, swY, neX,  
neY);
```

Parameters

swX

Type: [System....Double](#)

西南角 x 坐标

swY

Type: [System....Double](#)

西南角 y 坐标

neX

Type: [System....Double](#)

东北角 x 坐标

neX

Type: [System...:::Double](#)

东北角 y 坐标

See Also

[Extent Class](#)

[Extent Overload](#)

6.3.3 Extent Methods

The [Extent](#) type exposes the following members.

Methods

Name	Description
ContainsExtent	传入的矩形区域完全包含于此矩形区域中，则返回 true
ContainsPoint	如果点的地理坐标位于此矩形内，则返回 true
Equals	当且仅当此矩形中的两点参数都等于其他矩形的两点参数时，返回 true
Equals	(Inherited from Object .)
Extend	放大此矩形，使其包含给定的点
Finalize	(Inherited from Object .)
GetCenter	返回矩形的中心点

⌚ [GetHashCode](#) (Inherited from [Object](#).)

⌚ [GetType](#) (Inherited from [Object](#).)

⌚ [Intersection](#) 计算与另一矩形的交集区域

⌚ [IsEmpty](#) 如果矩形为空，则返回 true

⌚ [MemberwiseClone](#) (Inherited from [Object](#).)

⌚ [ToString](#) (Inherited from [Object](#).)

▣ See Also

[Extent Class](#)

6.3.3.1 ContainsExtent Method

传入的矩形区域完全包含于此矩形区域中，则返回 true

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▣ Syntax

Visual Basic

```
Public Function ContainsExtent ( _
    extent As Extent _
) As Boolean
```

C#

```
public bool ContainsExtent (
    Extent extent
)
```

Visual C++

```
public:
bool ContainsExtent(
    Extent^ extent
)
```

JavaScript

```
function containsExtent(extent);
```

Parameters

extent

Type: [NPMapLib.Geometry..::..Extent](#)

矩形区域

Return Value

See Also

[Extent Class](#)

6.3.3.2 ContainsPoint Method

如果点的地理坐标位于此矩形内，则返回 true

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function ContainsPoint ( _
    point As Point _
) As Boolean
```

C#

```
public bool ContainsPoint(
    Point point
)
```

Visual C++

```
public:
bool ContainsPoint(
    Point^ point
)
```

JavaScript

```
function containsPoint(point);
```

Parameters

point

Type: [NPMapLib.Geometry...::...Point](#)

地理坐标

Return Value

See Also

[Extent Class](#)

6.3.3 Eqauls Method

当且仅当此矩形中的两点参数都等于其他矩形的两点参数时，返回 true

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function Eqauls ( _  
    other As Extent _
```

) As [Boolean](#)

C#

```
public bool Equals(  
    Extent other  
)
```

Visual C++

```
public:  
bool Equals(  
    Extent^ other  
)
```

JavaScript

```
function equals(other);
```

Parameters

other

Type: [NPMapLib.Geometry..::..Extent](#)

Return Value

See Also

[Extent Class](#)

6.3.3.4 Extend Method

放大此矩形，使其包含给定的点

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub Extend (
    point As Point
)
```

C#

```
public void Extend(
    Point point
)
```

Visual C++

```
public:
void Extend(
    Point^ point
)
```

JavaScript

```
function extend(point);
```

Parameters

point

Type: [NPMapLib.Geometry.....Point](#)

See Also

[Extent Class](#)

6.3.3.5 GetCenter Method

返回矩形的中心点

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

Public Function GetCenter As Point**C#**

```
public Point GetCenter()
```

Visual C++

```
public:  
Point^ GetCenter()
```

JavaScript

```
function getCenter();
```

Return Value

See Also

[Extent Class](#)

6.3.3.6 Intersection Method

计算与另一矩形的交集区域

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function Intersection ( _  
    extent As Extent _  
) As Extent
```

C#

```
public Extent Intersection(  
    Extent extent  
)
```

Visual C++

```
public:
Extent^ Intersection(
    Extent^ extent
)
```

JavaScript

```
function intersection(extent);
```

Parameters

extent

Type: [NPMapLib.Geometry.....Extent](#)

Return Value

See Also

[Extent Class](#)

6.3.3.7 IsEmpty Method

如果矩形为空，则返回 true

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function IsEmpty As Boolean
```

C#

```
public bool IsEmpty()
```

Visual C++

```
public:
bool IsEmpty()
```

JavaScript

```
function isEmpty();
```

Return Value

判定结果

See Also

[Extent Class](#)

6.3.4 Extent Properties

The [Extent](#) type exposes the following members.

Properties

Name Description

 [NE](#) 东北角坐标

 [SW](#) 西南角坐标

See Also

[Extent Class](#)

6.3.4.1 NE Property

东北角坐标

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property NE As Point
    Get
    Set
```

C#

```
[DataMemberAttribute]
public Point NE { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property Point^ NE {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_NE();
function set_NE(value);
```

▪ See Also

[Extent Class](#)

6.3.4.2 SW Property

西南角坐标

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property SW As Point
    Get
    Set
```

C#

```
[DataMemberAttribute]
public Point SW { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property Point^ SW {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_SW();
function set_SW(value);
```

See Also

[Extent Class](#)

6.4 Pixel Class

像素点

Namespace: [NPMMapLib.Geometry](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Pixel
```

C#

```
[DataContractAttribute]
public class Pixel
```

Visual C++

```
[DataContractAttribute]
public ref class Pixel
```

JavaScript

```
NPMapLib.Geometry.Pixel = function();
Type.createClass(
    'NPMapLib.Geometry.Pixel');
```

Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Geometry..:::Pixel

See Also

[Pixel Members](#)

6.4.1 Pixel Members

[Pixel Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Pixel](#) type exposes the following members.

Constructors

Name	Description

	Pixel	构造函数
---	-----------------------	------

Methods

Name	Description
 Equals	判断坐标点是否相等, 当且仅当两点的 x 坐标和 y 坐标均相等时返回 true。
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetType	(Inherited from Object .)
 MemberwiseClone	(Inherited from Object .)
 ToString	(Inherited from Object .)

Properties

Name	Description
 X	水平像素点
 Y	垂直像素点

See Also

[Pixel Class](#)

6.4.2 Pixel Constructor

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _  
    x As Double, _  
    y As Double _  
)
```

C#

```
public Pixel(  
    double x,  
    double y  
)
```

Visual C++

```
public:  
Pixel(  
    double x,  
    double y  
)
```

JavaScript

```
NPMapLib.Geometry.Pixel = function(x, y);
```

Parameters

x

Type: [System..::..Double](#)

水平像素点

y

Type: [System...:::Double](#)

垂直像素点

See Also

[Pixel Class](#)

6.4.3 Pixel Methods

The [Pixel](#) type exposes the following members.

Methods

Name	Description
 Equals	判断坐标点是否相等, 当且仅当两点的 x 坐标和 y 坐标均相等时返回 true。
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetType	(Inherited from Object .)
 MemberwiseClone	(Inherited from Object .)
 ToString	(Inherited from Object .)

See Also

[Pixel Class](#)

6.4.3.1 Eqauls Method

判断坐标点是否相等,当且仅当两点的x坐标和y坐标均相等时返回true。

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function Eqauls ( _  
    other As Pixel _  
) As Boolean
```

C#

```
public bool Eqauls(  
    Pixel other  
)
```

Visual C++

```
public:  
bool Eqauls(  
    Pixel^ other  
)
```

JavaScript

```
function eqauls(other);
```

Parameters

other

Type: [NPMapLib.Geometry.....Pixel](#)

▪ See Also

[Pixel Class](#)

6.4.4 Pixel Properties

The [Pixel](#) type exposes the following members.

Properties

Name	Description
------	-------------

 [X](#) 水平像素点

 [Y](#) 垂直像素点

See Also

[Pixel Class](#)

6.4.4.1 X Property

水平像素点

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property X As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double X { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double X {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_x();
function set_x(value);
```

□ See Also

[Pixel Class](#)

6.4.4.2 Y Property

垂直像素点

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Y As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double Y { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double Y {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_y();
function set_y(value);
```

□ See Also

[Pixel Class](#)

6.5 Point Class

坐标点

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Point
```

C#

```
[DataContractAttribute]
public class Point
```

Visual C++

```
[DataContractAttribute]
```

```
public ref class Point
```

JavaScript

```
NPMapLib.Geometry.Point = function();  
Type.createClass(  
    'NPMapLib.Geometry.Point');
```

■ Inheritance Hierarchy

[System.....Object](#)

NPMapLib.Geometry.....Point

■ See Also

[Point Members](#)

6.5.1 Point Members

[Point Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Point](#) type exposes the following members.

■ Constructors

	Name	Description
	Point	构造函数

■ Methods

	Name	Description
	Equals(Object)	(Inherited from Object .)
	Equals(Point)	判断坐标点是否相等, 当且仅当两点的经度和

		纬度均相等时返回 true。
💡	Finalize	(Inherited from Object .)
💡	GetHashCode	(Inherited from Object .)
💡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
💡	ToString	(Inherited from Object .)

Properties

	Name	Description
	Lat	纬度
	Lon	经度

See Also

[Point Class](#)

6.5.2 Point Constructor

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    lon As Double, _  
    lat As Double _  
)
```

C#

```
public Point(  
    double lon,  
    double lat  
)
```

Visual C++

```
public:  
Point(  
    double lon,  
    double lat  
)
```

JavaScript

```
NPMMapLib.Geometry.Point = function(lon, lat);
```

Parameters

lon

Type: [System...:::Double](#)

经度

lat

Type: [System...:::Double](#)

纬度

▪ See Also

[Point Class](#)

6.5.3 Point Methods

The [Point](#) type exposes the following members.

Methods

Name	Description
Equals(Object)	(Inherited from Object .)
Equals(Point)	判断坐标点是否相等，当且仅当两点的经度和纬度均相等时返回 true。
Finalize	(Inherited from Object .)
GetHashCode	(Inherited from Object .)
GetType	(Inherited from Object .)
MemberwiseClone	(Inherited from Object .)
ToString	(Inherited from Object .)

See Also

[Point Class](#)

6.5.3.1 Equals Method

Overload List

Name	Description
Equals(Object)	(Inherited from Object .)
Equals(Point)	判断坐标点是否相等，当且仅当两点的经度和纬度

均相等时返回 true。

See Also

[Point Class](#)

[Point Members](#)

6.5.3.1.1 Equals Method (Point)

判断坐标点是否相等，当且仅当两点的经度和纬度均相等时返回 true。

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function Equals ( _
    other As Point _
) As Boolean
```

C#

```
public bool Equals(
    Point other
)
```

Visual C++

```
public:
bool Equals(
    Point^ other
)
```

JavaScript

```
function equals(other);
```

Parameters

other

Type: [NPMapLib.Geometry..::..Point](#)

See Also

[Point Class](#)

[Equals Overload](#)

6.5.4 Point Properties

The [Point](#) type exposes the following members.

Properties

Name Description

 [Lat](#) 纬度

 [Lon](#) 经度

See Also

[Point Class](#)

6.5.4.1 Lat Property

纬度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Lat As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double Lat { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double Lat {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_lat();
function set_lat(value);
```

See Also

[Point Class](#)

6.5.4.2 Lon Property

经度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Lon As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double Lon { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double Lon {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_lon();
function set_lon(value);
```

See Also

[Point Class](#)

6.6 Polygon Class

多边形

Namespace: [NPMMapLib.Geometry](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Polygon _
    Inherits Overlay
```

C#

```
[DataContractAttribute]
public class Polygon : Overlay
```

Visual C++

```
[DataContractAttribute]
public ref class Polygon : public Overlay
```

JavaScript

```
NPMMapLib.Geometry.Polygon = function() {
    Type.createClass(
        'NPMMapLib.Geometry.Polygon',
        NPMMapLib.Overlay);
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMMapLib..:::GisObject](#)

[NPMMapLib..:::Overlay](#)

NPMMapLib.Geometry..:::Polygon

See Also

[Polygon Members](#)

6.6.1 Polygon Members

[Polygon Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Polygon](#) type exposes the following members.

Constructors

Name	Description
Polygon(IEnumerable<(Of <<'(Point)>>))	构造多边形
Polygon(IEnumerable<(Of <<'(Point)>>), PolygonOption)	构造多边形

Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	EnableEditing	更改编辑状态
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	Flash	闪烁 (Inherited from Overlay .)
	Flash2	闪烁 (Inherited from Overlay .)
	GetColor	返回多边型的边线颜色

	GetExtent	获取多边形的范围
	GetFillColor	获取多边形的填充颜色
	GetFillOpacity	获取多边形的填充透明度
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetLineStyle	获取边线样式
	GetOpacity	/多边形的边线透明度
	GetPoints	设置多边型的点数组
	GetType	(Inherited from Object .)
	GetWeight	获取边线宽度
	GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
	Hide	隐藏 (Inherited from Overlay .)
	IsVisible	是否显示

		(Inherited from Overlay .)
💡	MemberwiseClone	(Inherited from Object .)
💡	ScriptMethod	调用脚本方法 (Inherited from Overlay .)
💡	SetColor	设置多边型的边线颜色
💡	SetFillColor	设置多边形的填充颜色
💡	SetFillOpacity	设置多边形的填充透明度
💡	SetLineStyle	设置边线样式
💡	SetOpacity	多边形的边线透明度
💡	SetPoints	设置多边型的点数组
💡	SetPositionAt	修改指定位置的坐标
💡	SetWeight	设置多边形边线的宽度
💡	SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
💡	Show	显示 (Inherited from Overlay .)



[ToString](#)

(Inherited from [Object](#).)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)
	overlayType	(Inherited from Overlay .)

Properties

	Name	Description
	OverlayType	叠加物类型 (Inherited from Overlay .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from Overlay .)
	DbClick	鼠标双击时触发 (Inherited from Overlay .)
	MouseDown	鼠标键按下时触发

		(Inherited from Overlay .)
⚡	MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
⚡	MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
⚡	MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Polygon Class](#)

6.6.2 Polygon Constructor

Overload List

Name	Description
⚡ Polygon(IEnumerable<(Of <<'(Point)>>)>)	构造多边形
⚡ Polygon(IEnumerable<(Of <<'(Point)>>), PolygonOption)	构造多边形

See Also

[Polygon Class](#)

[Polygon Members](#)

6.6.2.1 Polygon Constructor (IEnumerable(Point))

构造多边形

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New (
    points As IEnumerable(Of Point) _
)
```

C#

```
public Polygon(
    IEnumerable<Point> points
)
```

Visual C++

```
public:
Polygon(
    IEnumerable<Point^>^ points
)
```

JavaScript

```
NPMapLib.Geometry.Polygon = function(points);
```

Parameters

points

Type: [System.Collections.Generic...:::IEnumerable<\(Of<\(<'Point>\)>\)>](#)

坐标序列

See Also

[Polygon Class](#)

[Polygon Overload](#)

6.6.2.2 Polygon Constructor (IEnumerable(Point), PolygonOption)

构造多边形

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _
    points As IEnumerable(Of Point), _
    opt As PolygonOption _
)
```

C#

```
public Polygon(
    IEnumerable<Point> points,
    PolygonOption opt
)
```

Visual C++

```
public:
Polygon(
    IEnumerable<Point^>^ points,
    PolygonOption^ opt
)
```

JavaScript

```
NPMapLib.Geometry.Polygon = function(points, opt);
```

Parameters

points

Type: [System.Collections.Generic..:::IEnumerable<\(Of<\(<'Point>\)>\)>](#)

坐标序列

opt

Type: [NPMapLib.Geometry..:::PolygonOption](#)

可选参数

See Also

[Polygon Class](#)

[Polygon Overload](#)

6.6.3 Polygon Fields

The [Polygon](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)
💡 overlayType	(Inherited from Overlay .)

See Also

[Polygon Class](#)

6.6.4 Polygon Methods

The [Polygon](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 EnableEditing	更改编辑状态
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
	闪烁
💡 Flash	(Inherited from Overlay .)
	闪烁
💡 Flash2	(Inherited from Overlay .)
💡 GetColor	返回多边型的边线颜色
💡 GetExtent	获取多边形的范围
💡 GetFillColor	获取多边形的填充颜色
💡 GetFillOpacity	获取多边形的填充透明度
💡 GetHashCode	(Inherited from Object .)
	获取当前类型的标识
💡 GetId	(Inherited from GisObject .)

≡ethyst GetLineStyle	获取边线样式
≡ethyst GetOpacity	/多边形的边线透明度
≡ethyst GetPoints	设置多边型的点数组
≡ethyst GetType	(Inherited from Object .)
≡ethyst GetWeight	获取边线宽度
≡ethyst GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡ethyst Hide	隐藏 (Inherited from Overlay .)
≡ethyst IsVisible	是否显示 (Inherited from Overlay .)
≡ethyst MemberwiseClone	(Inherited from Object .)
≡ethyst ScriptMethod	调用脚本方法 (Inherited from Overlay .)
≡ethyst SetColor	设置多边型的边线颜色
≡ethyst SetFillColor	设置多边形的填充颜色
≡ethyst SetFillOpacity	设置多边形的填充透明度
≡ethyst SetLineStyle	设置边线样式
≡ethyst SetOpacity	多边形的边线透明度
≡ethyst SetPoints	设置多边型的点数组

≡ SetPositionAt	修改指定位置的坐标
≡ SetWeight	设置多边形边线的宽度
≡ SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡ Show	显示 (Inherited from Overlay .)
≡ ToString	(Inherited from Object .)

See Also

[Polygon Class](#)

6.6.4.1 EnableEditing Method

更改编辑状态

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub EnableEditing ( _  
    editable As Boolean _  
)
```

C#

```
public void EnableEditing (  
    bool editable  
)
```

Visual C++

```
public:
void EnableEditing(
    bool editable
)
```

JavaScript

```
function enableEditing(editable);
```

Parameters

editable

Type: [System...::...Boolean](#)

是否可编辑

▪ See Also

[Polygon Class](#)

6.6.4.2 GetColor Method

返回多边型的边线颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetColor As String
```

C#

```
public string GetColor()
```

Visual C++

```
public:
String^ GetColor()
```

JavaScript

```
function getColor();
Return Value
```

□ **See Also**

[Polygon Class](#)

6.6.4.3 GetExtent Method

获取多边形的范围

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public Function GetExtent As Extent
```

C#

```
public Extent GetExtent()
```

Visual C++

```
public:
Extent^ GetExtent()
```

JavaScript

```
function getExtent();
Return Value
```

See Also

[Polygon Class](#)

6.6.4.4 GetFillColor Method

获取多边形的填充颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetFillColor As String
```

C#

```
public string GetFillColor()
```

Visual C++

```
public:  
String^ GetFillColor()
```

JavaScript

```
function getFillColor();
```

Return Value

See Also

[Polygon Class](#)

6.6.4.5 GetFillOpacity Method

获取多边形的填充透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetFillOpacity As Double
```

C#

```
public double GetFillOpacity()
```

Visual C++

```
public:
double GetFillOpacity()
```

JavaScript

```
function getFillOpacity();
```

Return Value

透明度

▪ See Also

[Polygon Class](#)

6.6.4.6 GetLineStyle Method

获取边线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetLineStyle As LineStyle
```

C#

```
public LineStyle GetLineStyle()
```

Visual C++

```
public:  
LineStyle GetLineStyle()
```

JavaScript

```
function getLineStyle();
```

Return Value

边线样式

▪ **See Also**

[Polygon Class](#)

6.6.4.7 GetOpacity Method

/多边形的边线透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ **Syntax**

Visual Basic

```
Public Function GetOpacity As Double
```

C#

```
public double GetOpacity()
```

Visual C++

```
public:
double GetOpacity()
```

JavaScript

```
function getOpacity();
```

Return Value

透明度

See Also

[Polygon Class](#)

6.6.4.8 GetPoints Method

设置多边型的点数组

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetPoints As IEnumerable(Of Point)
```

C#

```
public IEnumerable<Point> GetPoints()
```

Visual C++

```
public:
IEnumerable<Point^>^ GetPoints()
```

JavaScript

```
function getPoints();
```

Return Value

See Also

[Polygon Class](#)

6.6.4.9 GetWeight Method

获取边线宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetWeight As Integer
```

C#

```
public int GetWeight()
```

Visual C++

```
public:  
int GetWeight()
```

JavaScript

```
function getWeight();
```

Return Value

See Also

[Polygon Class](#)

6.6.4.10 SetColor Method

设置多边型的边线颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetColor ( _  
    color As String _  
)
```

C#

```
public void SetColor(  
    string color  
)
```

Visual C++

```
public:  
void SetColor(  
    String^ color  
)
```

JavaScript

```
function setColor(color);
```

Parameters

color

Type: [System..:::String](#)

▪ See Also

[Polygon Class](#)

6.6.4.11 SetFillColor Method

设置多边形的填充颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetFillColor ( _  
    fillColor As String _  
)
```

C#

```
public void SetFillColor(  
    string fillColor  
)
```

Visual C++

```
public:  
void SetFillColor(  
    String^ fillColor  
)
```

JavaScript

```
function setFillColor(fillColor);
```

Parameters

fillColor

Type: [System..:::String](#)

▪ See Also

[Polygon Class](#)

6.6.4.12 SetFillOpacity Method

设置多边形的填充透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetFillOpacity ( _
    opacity As Double _
)
```

C#

```
public void SetFillOpacity (
    double opacity
)
```

Visual C++

```
public:
void SetFillOpacity(
    double opacity
)
```

JavaScript

```
function setFillOpacity(opacity);
```

Parameters

opacity

Type: [System..:::Double](#)

透明度

▪ See Also

Polygon Class

6.6.4.13 SetLineStyle Method

设置边线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetLineStyle ( _  
    style As LineStyle _  
)
```

C#

```
public void SetLineStyle(  
    LineStyle style  
)
```

Visual C++

```
public:  
void SetLineStyle(  
    LineStyle style  
)
```

JavaScript

```
function setLineStyle(style);
```

Parameters

style

Type: [NPMapLib.Enums...:::LineStyle](#)

边线样式

See Also

[Polygon Class](#)

6.6.4.14 SetOpacity Method

多边形的边线透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetOpacity ( _  
    opacity As Double _  
)
```

C#

```
public void SetOpacity(  
    double opacity  
)
```

Visual C++

```
public:  
void SetOpacity(  
    double opacity  
)
```

JavaScript

```
function setOpacity(opacity);
```

Parameters

opacity

Type: [System...:::Double](#)

透明度

See Also

[Polygon Class](#)

6.6.4.15 SetPoints Method

设置多边型的点数组

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetPoints ( _
    points As IEnumerable(Of Point) _
)
```

C#

```
public void SetPoints(
    IEnumerable<Point> points
)
```

Visual C++

```
public:
void SetPoints(
    IEnumerable<Point^>^ points
)
```

JavaScript

```
function setPoints(points);
```

Parameters

points

Type: [System.Collections.Generic.ICollection`1](#)<(Of<(<'Point>)>)>

点数组

See Also

[Polygon Class](#)

6.6.4.16 SetPositionAt Method

修改指定位置的坐标

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetPositionAt ( _  
    index As Integer, _  
    p As Point _  
)
```

C#

```
public void SetPositionAt(  
    int index,  
    Point p  
)
```

Visual C++

```
public:  
void SetPositionAt(  
    int index,  
    Point^ p  
)
```

JavaScript

```
function setPositionAt(index, p);
```

Parameters

index

Type: [System...:::Int32](#)

指定点索引

p

Type: [NPMapLib.Geometry....Point](#)

新位置

See Also

[Polygon Class](#)

6.6.4.17 SetWeight Method

设置多边形边线的宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetWeight ( _  
    weight As Integer _  
)
```

C#

```
public void SetWeight (  
    int weight
```

)

Visual C++

```
public:
void SetWeight(
    int weight
)
```

JavaScript

```
function setWeight(weight);
```

Parameters

weight

Type: [System...:::Int32](#)

See Also

[Polygon Class](#)

6.6.5 Polygon Properties

The [Polygon](#) type exposes the following members.

Properties

Name	Description
 OverlayType	叠加物类型 (Inherited from Overlay .)

See Also

[Polygon Class](#)

6.6.6 Polygon Events

The [Polygon](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from Overlay .)
 DbClick	鼠标双击时触发 (Inherited from Overlay .)
 MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
 MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
 MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Polygon Class](#)

6.7 PolygonOption Class

多边形构造可选参数

Namespace: [NPMapLib.Geometry](#)**Assembly:** NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
Public Class PolygonOption
```

C#

```
public class PolygonOption
```

Visual C++

```
public ref class PolygonOption
```

JavaScript

```
NPMapLib.Geometry.PolygonOption = function() {  
    Type.createClass(  
        'NPMapLib.Geometry.PolygonOption');  
}
```

▀ Inheritance Hierarchy

[System...:::Object](#)

NPMapLib.Geometry.....PolygonOption

▀ See Also

[PolygonOption Members](#)

6.7.1 PolygonOption Members

[PolygonOption Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [PolygonOption](#) type exposes the following members.

▀ Constructors

	Name	Description
	PolygonOption	构造函数

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	Color	颜色
	EnableEditing	是否可以编辑
	FillColor	填充色
	FillOpacity	填充透明度

	LineStyle	线样式
	Opacity	透明度
	Weight	宽度

See Also

[PolygonOption Class](#)

6.7.2 PolygonOption Constructor

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public PolygonOption()
```

Visual C++

```
public:  
PolygonOption()
```

JavaScript

```
NPMapLib.Geometry.PolygonOption = function() ;
```

See Also

[PolygonOption Class](#)

6.7.3 PolygonOption Methods

The [PolygonOption](#) type exposes the following members.

Methods

Name	Description
Equals	(Inherited from Object .)
Finalize	(Inherited from Object .)
GetHashCode	(Inherited from Object .)
GetType	(Inherited from Object .)
MemberwiseClone	(Inherited from Object .)
ToString	(Inherited from Object .)

See Also

[PolygonOption Class](#)

6.7.4 PolygonOption Properties

The [PolygonOption](#) type exposes the following members.

Properties

Name	Description
Color	颜色
EnableEditing	是否可以编辑
FillColor	填充色

[FillOpacity](#) 填充透明度

[LineStyle](#) 线样式

[Opacity](#) 透明度

[Weight](#) 宽度

See Also

[PolygonOption Class](#)

6.7.4.1 Color Property

颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Color As String
    Get
    Set
```

C#

```
public string Color { get; set; }
```

Visual C++

```
public:
property String^ Color {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_color();
function set_color(value);
```

See Also

[PolygonOption Class](#)

6.7.4.2 EnableEditing Property

是否可以编辑

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property EnableEditing As Boolean
    Get
    Set
```

C#

```
public bool EnableEditing { get; set; }
```

Visual C++

```
public:
property bool EnableEditing {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_enableEditing();
function set_enableEditing(value);
```

See Also

[PolygonOption Class](#)

6.7.4.3 FillColor Property

填充色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property FillColor As String
    Get
    Set
```

C#

```
public string FillColor { get; set; }
```

Visual C++

```
public:
property String^ FillColor {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_fillColor();
function set_fillColor(value);
```

See Also

[PolygonOption Class](#)

6.7.4.4 FillOpacity Property

填充透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property FillOpacity As Double
    Get
    Set
```

C#

```
public double FillOpacity { get; set; }
```

Visual C++

```
public:
property double FillOpacity {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_fillOpacity();
function set_fillOpacity(value);
```

▪ See Also

[PolygonOption Class](#)

6.7.4.5 LineStyle Property

线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property LineStyle As LineStyle
    Get
    Set
```

C#

```
public LineStyle LineStyle { get; set; }
```

Visual C++

```
public:
property LineStyle LineStyle {
    LineStyle get ();
    void set (LineStyle value);
}
```

JavaScript

```
function get_lineStyle();
function set_lineStyle(value);
```

▪ See Also

[PolygonOption Class](#)

6.7.4.6 Opacity Property

透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property Opacity As Double
    Get
    Set
```

C#

```
public double Opacity { get; set; }
```

Visual C++

```
public:
property double Opacity {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_opacity();
function set_opacity(value);
```

▪ See Also

[PolygonOption Class](#)

6.7.4.7 Weight Property

宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property Weight As Integer
    Get
    Set
```

C#

```
public int Weight { get; set; }
```

Visual C++

```
public:
property int Weight {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_weight();
function set_weight(value);
```

See Also

[PolygonOption Class](#)

6.8 Polyline Class

多段线

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
<DataContractAttribute> _
Public Class Polyline _
    Inherits Overlay
```

C#

```
[DataContractAttribute]
public class Polyline : Overlay
```

Visual C++

```
[DataContractAttribute]
public ref class Polyline : public Overlay
```

JavaScript

```
NPMapLib.Geometry.Polyline = function();
Type.createClass(
    'NPMapLib.Geometry.Polyline',
    NPMapLib.Overlay);
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib..:::Overlay](#)

NPMapLib.Geometry..:::Polyline

See Also

[Polyline Members](#)

6.8.1 Polyline Members

[Polyline Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Polyline](#) type exposes the following members.

Constructors

Name	Description
Polyline(IEnumerable<(Of <<'(Point)>>)>)	构造线
Polyline(IEnumerable<(Of <<'(Point)>>), PolylineOption)	构造线

Methods

Name	Description
CallScriptMethod	(Inherited from GisObject .)
EnableEditing	更改编辑状态
Equals	(Inherited from Object .)
Finalize	(Inherited from Object .)
Flash	闪烁 (Inherited from Overlay .)
Flash2	闪烁 (Inherited from Overlay .)
GetArrowStyle	获取箭头样式
GetColor	获取线的颜色

 GetExtent	获取线的范围
 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetLineStyle	获取边线样式
 GetOpacity	获取线透明度
 GetPath	设置多边型的点数组
 GetType	(Inherited from Object .)
 GetWeight	获取线的宽度
 GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
 Hide	隐藏 (Inherited from Overlay .)
 IsVisible	是否显示 (Inherited from Overlay .)
 MemberwiseClone	(Inherited from Object .)

	ScriptMethod	调用脚本方法 (Inherited from Overlay .)
	SetArrowStyle	设置箭头样式
	SetColor	设置线的颜色
	SetLineStyle	设置边线样式
	SetOpacity	设置线透明度
	SetPath	设置多边型的点数组
	SetWeight	设置线的宽度
	SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
	Show	显示 (Inherited from Overlay .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)

 mapId	(Inherited from GisObject .)
 overlayType	(Inherited from Overlay .)

Properties

	Name	Description
	OverlayType	叠加物类型 (Inherited from Overlay .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from Overlay .)
	DbClick	鼠标双击时触发 (Inherited from Overlay .)
	MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
	MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
	MouseOver	鼠标焦点从外部移入时触发

		(Inherited from Overlay .)
⚡	MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Polyline Class](#)

6.8.2 Polyline Constructor

Overload List

Name	Description
⚡ Polyline(IEnumerable<(Of <<'(Point)>>))	构造线
⚡ Polyline(IEnumerable<(Of <<'(Point)>>), PolylineOption)	构造线

See Also

[Polyline Class](#)

[Polyline Members](#)

6.8.2.1 Polyline Constructor (IEnumerable(Point))

构造线

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    points As IEnumerable(Of Point) _  
)
```

C#

```
public Polyline(  
    IEnumerable<Point> points  
)
```

Visual C++

```
public:  
Polyline(  
    IEnumerable<Point^>^ points  
)
```

JavaScript

```
NPMMapLib.Geometry.Polyline = function(points);
```

Parameters

points

Type: System.Collections.Generic..:::IEnumerable<(Of<(<'Point>)>)>

点的集合

See Also

[Polyline Class](#)

[Polyline Overload](#)

6.8.2.2 Polyline Constructor (IEnumerable(Point), PolylinOption)

构造线

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New (
    points As IEnumerable(Of Point), 
    option As PolylinOption
)
```

C#

```
public Polyline(
    IEnumerable<Point> points,
    PolylinOption option
)
```

Visual C++

```
public:
Polyline(
    IEnumerable<Point^>^ points,
    PolylinOption^ option
)
```

JavaScript

NPMapLib.Geometry.Polyline = **function**(points, option);

Parameters

points

Type: [System.Collections.Generic...:...IEnumerable<\(Of <\(<'Point>\)>\)>](#)

点的集合

option

Type: [NPMapLib.Geometry...:...PolylinOption](#)

可选参数

See Also

[Polyline Class](#)

[Polyline Overload](#)

6.8.3 Polyline Fields

The [Polyline](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)
💡 overlayType	(Inherited from Overlay .)

See Also

[Polyline Class](#)

6.8.4 Polyline Methods

The [Polyline](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 EnableEditing	更改编辑状态

≡◊ Equals	(Inherited from Object .)
≡◊ Finalize	(Inherited from Object .)
≡◊ Flash	闪烁
≡◊ Flash2	(Inherited from Overlay .)
≡◊ GetArrowStyle	获取箭头样式
≡◊ GetColor	获取线的颜色
≡◊ GetExtent	获取线的范围
≡◊ GetHashCode	(Inherited from Object .)
≡◊ GetId	获取当前类型的标识 (Inherited from GisObject .)
≡◊ GetLineStyle	获取边线样式
≡◊ GetOpacity	获取线透明度
≡◊ GetPath	设置多边型的点数组
≡◊ GetType	(Inherited from Object .)
≡◊ GetWeight	获取线的宽度
≡◊ GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡◊ Hide	隐藏

(Inherited from [Overlay](#).)

是否显示

≡ [IsVisible](#)

(Inherited from [Overlay](#).)

💡 [MemberwiseClone](#) (Inherited from [Object](#).)

调用脚本方法

💡 [ScriptMethod](#)

(Inherited from [Overlay](#).)

≡ [SetArrowStyle](#)

设置箭头样式

≡ [SetColor](#)

设置线的颜色

≡ [SetLineStyle](#)

设置边线样式

≡ [SetOpacity](#)

设置线透明度

≡ [SetPath](#)

设置多边型的点数组

≡ [SetWeight](#)

设置线的宽度

≡ [SetZIndex](#)

设置当前对象在图层中的叠加次序

(Inherited from [Overlay](#).)

显示

≡ [Show](#)

(Inherited from [Overlay](#).)

≡ [ToString](#)

(Inherited from [Object](#).)

▣ See Also

[Polyline Class](#)

6.8.4.1 EnableEditing Method

更改编辑状态

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub EnableEditing ( _  
    editable As Boolean _  
)
```

C#

```
public void EnableEditing(  
    bool editable  
)
```

Visual C++

```
public:  
void EnableEditing(  
    bool editable  
)
```

JavaScript

```
function enableEditing(editable);
```

Parameters

editable

Type: [System..:::Boolean](#)

是否可编辑

▪ See Also

[Polyline Class](#)

6.8.4.2 GetArrowStyle Method

获取箭头样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetArrowStyle As ArrowStyle
```

C#

```
public ArrowStyle GetArrowStyle()
```

Visual C++

```
public:  
ArrowStyle GetArrowStyle()
```

JavaScript

```
function getArrowStyle();
```

Return Value

▪ See Also

[Polyline Class](#)

6.8.4.3 GetColor Method

获取线的颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetColor As String
```

C#

```
public string GetColor()
```

Visual C++

```
public:  
String^ GetColor()
```

JavaScript

```
function getColor();
```

Return Value

▪ See Also

[Polyline Class](#)

6.8.4.4 GetExtent Method

获取线的范围

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetExtent As Extent
```

C#

```
public Extent GetExtent()
```

Visual C++

```
public:  
Extent^ GetExtent()
```

JavaScript

```
function getExtent();
```

Return Value

□ See Also

[Polyline Class](#)

6.8.4.5 GetLineStyle Method

获取边线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Function GetLineStyle As LineStyle
```

C#

```
public LineStyle GetLineStyle()
```

Visual C++

```
public:  
LineStyle GetLineStyle()
```

JavaScript

```
function getLineStyle();
```

Return Value

边线样式

See Also

[Polyline Class](#)

6.8.4.6 GetOpacity Method

获取线透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetOpacity As Double
```

C#

```
public double GetOpacity()
```

Visual C++

```
public:  
double GetOpacity()
```

JavaScript

```
function getOpacity();
```

Return Value

透明度

See Also

[Polyline Class](#)

6.8.4.7 GetPath Method

设置多边型的点数组

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetPath As IEnumerable(Of Point)
```

C#

```
public IEnumerable<Point> GetPath()
```

Visual C++

```
public:
IEnumerable<Point^>^ GetPath();
```

JavaScript

```
function getPath();
```

Return Value

See Also

[Polyline Class](#)

6.8.4.8 GetWeight Method

获取线的宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetWeight As Integer
```

C#

```
public int GetWeight()
```

Visual C++

```
public:  
int GetWeight()
```

JavaScript

```
function getWeight();
```

Return Value

线的宽度

▪ See Also

[Polyline Class](#)

6.8.4.9 SetArrowStyle Method

设置箭头样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetArrowStyle ( _  
    arrowsStyle As ArrowStyle _  
)
```

C#

```
public void SetArrowStyle(  
    ArrowStyle arrowsStyle  
)
```

Visual C++

```
public:  
void SetArrowStyle(  
    ArrowStyle arrowsStyle  
)
```

JavaScript

```
function setArrowStyle(arrowsStyle);
```

Parameters

arrowsStyle

Type: [NPMapLib.Enums...:::ArrowStyle](#)

See Also

[Polyline Class](#)

6.8.4.10 SetColor Method

设置线的颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetColor ( _  
    color As String _  
)
```

C#

```
public void SetColor(  
    string color  
)
```

Visual C++

```
public:  
void SetColor(  
    String^ color  
)
```

JavaScript

```
function setColor(color);
```

Parameters

color

Type: [System...:::String](#)

See Also

[Polyline Class](#)

6.8.4.11 SetLineStyle Method

设置边线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetLineStyle ( _  
    style As LineStyle _  
)
```

C#

```
public void SetLineStyle(  
    LineStyle style  
)
```

Visual C++

```
public:  
void SetLineStyle(  
    LineStyle style  
)
```

JavaScript

```
function setLineStyle(style);
```

Parameters

style

Type: [NPMapLib.Enums...:::LineStyle](#)

边线样式

See Also

[Polyline Class](#)

6.8.4.12 SetOpacity Method

设置线透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetOpacity ( _  
    opacity As Double _  
)
```

C#

```
public void SetOpacity(  
    double opacity  
)
```

Visual C++

```
public:  
void SetOpacity(  
    double opacity  
)
```

JavaScript

```
function setOpacity(opacity);
```

Parameters

opacity

Type: [System...:::Double](#)

透明度

▪ See Also

[Polyline Class](#)

6.8.4.13 SetPath Method

设置多边型的点数组

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub SetPath ( _
    points As IEnumerable(Of Point) _
)
```

C#

```
public void SetPath(
    IEnumerable<Point> points
)
```

Visual C++

```
public:
void SetPath(
    IEnumerable<Point^>^ points
)
```

JavaScript

```
function setPath(points);
```

Parameters

points

Type: [System.Collections.Generic...:::IEnumerable<\(Of <<'Point>>\)>](#)

■ See Also

[Polyline Class](#)

6.8.4.14 SetWeight Method

设置线的宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetWeight ( _  
    weight As Integer _  
)
```

C#

```
public void SetWeight(  
    int weight  
)
```

Visual C++

```
public:  
void SetWeight(  
    int weight  
)
```

JavaScript

```
function setWeight(weight);
```

Parameters

weight

Type: [System...:::Int32](#)

宽度

▪ See Also

[Polyline Class](#)

6.8.5 Polyline Properties

The [Polyline](#) type exposes the following members.

Properties

Name	Description
 OverlayType	叠加物类型 (Inherited from Overlay .)

See Also

[Polyline Class](#)

6.8.6 Polyline Events

The [Polyline](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from Overlay .)
 DbClick	鼠标双击时触发 (Inherited from Overlay .)
 MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
 MouseOut	鼠标焦点移出外部时触发

(Inherited from [Overlay](#).)

鼠标焦点从外部移入时触发

[MouseOver](#)

(Inherited from [Overlay](#).)

鼠标键按下开始松开时触发

[MouseUp](#)

(Inherited from [Overlay](#).)

See Also

[Polyline Class](#)

6.9 PolylinOption Class

多线段可选参数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class PolylinOption
```

C#

```
public class PolylinOption
```

Visual C++

```
public ref class PolylinOption
```

JavaScript

```
NPMapLib.Geometry.PolylinOption = function();
```

```
Type.createClass(
    'NPMapLib.Geometry.PolylinOption');
```

▪ Inheritance Hierarchy

[System...:::Object](#)

NPMapLib.Geometry....PolylinOption

▪ See Also

[PolylinOption Members](#)

6.9.1 PolylinOption Members

[PolylinOption Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [PolylinOption](#) type exposes the following members.

▪ Constructors

	Name	Description
	PolylinOption	构造函数

▪ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)

	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	ArrowStyle	箭头样式
	Color	颜色
	LineStyle	线样式
	Opacity	透明度
	Weight	宽度

See Also

[PolylinOption Class](#)

6.9.2 PolylinOption Constructor

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public PolylinOption()
```

Visual C++

```
public:  
PolylinOption()
```

JavaScript

```
NPMapLib.Geometry.PolylinOption = function() ;
```

See Also

[PolylinOption Class](#)

6.9.3 PolylinOption Methods

The [PolylinOption](#) type exposes the following members.

Methods

Name	Description
≡ Equals	(Inherited from Object .)
≡ Finalize	(Inherited from Object .)
≡ GetHashCode	(Inherited from Object .)
≡ GetType	(Inherited from Object .)
≡ MemberwiseClone	(Inherited from Object .)
≡ ToString	(Inherited from Object .)

See Also

[PolylinOption Class](#)

6.9.4 PolylinOption Properties

The [PolylinOption](#) type exposes the following members.

Properties

Name	Description
------	-------------

	ArrowStyle	箭头样式
--	----------------------------	------

	Color	颜色
--	-----------------------	----

	LineStyle	线样式
--	---------------------------	-----

	Opacity	透明度
--	-------------------------	-----

	Weight	宽度
--	------------------------	----

See Also

[PolylinOption Class](#)

6.9.4.1 ArrowStyle Property

箭头样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

<pre>Public Property ArrowStyle As ArrowStyle Get Set</pre>

C#

```
public ArrowStyle ArrowStyle { get; set; }
```

Visual C++

```
public:
property ArrowStyle ArrowStyle {
    ArrowStyle get ();
    void set (ArrowStyle value);
}
```

JavaScript

```
function get_arrowStyle();
function set_arrowStyle(value);
```

□ See Also

[PolylinOption Class](#)

6.9.4.2 Color Property

颜色

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property Color As String
    Get
    Set
```

C#

```
public string Color { get; set; }
```

Visual C++

```
public:
property String^ Color {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_color();
function set_color(value);
```

See Also

[PolylinOption Class](#)

6.9.4.3 LineStyle Property

线样式

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Property LineStyle As LineStyle
    Get
    Set
```

C#

```
public LineStyle LineStyle { get; set; }
```

Visual C++

```
public:
property LineStyle LineStyle {
```

```

    LineStyle get ();
    void set (LineStyle value);
}

```

JavaScript

```

function get_lineStyle();
function set_lineStyle(value);

```

See Also

[PolylinOption Class](#)

6.9.4.4 Opacity Property

透明度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

Public Property Opacity As Double
    Get
    Set

```

C#

```

public double Opacity { get; set; }

```

Visual C++

```

public:
property double Opacity {
    double get ();
    void set (double value);
}

```

JavaScript

```
function get_opacity();
function set_opacity(value);
```

See Also

[PolylinOption Class](#)

6.9.4.5 Weight Property

宽度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Weight As Integer
    Get
    Set
```

C#

```
public int Weight { get; set; }
```

Visual C++

```
public:
property int Weight {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_weight();
function set_weight(value);
```

See Also

[PolylinOption Class](#)

6.10 Size Class

以像素表示一个矩形区域的大小

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Size
    Inherits GisObject
```

C#

```
[DataContractAttribute]
public class Size : GisObject
```

Visual C++

```
[DataContractAttribute]
public ref class Size : public GisObject
```

JavaScript

```
NPMapLib.Geometry.Size = function() {
    Type.createClass(
        'NPMapLib.Geometry.Size',
        NPMapLib.GisObject);
}
```

Inheritance Hierarchy

[System..::..Object](#)

[NPMapLib...:::GisObject](#)**NPMapLib.Geometry...:::Size**

See Also

[Size Members](#)**6.10.1 Size Members**[Size Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Size](#) type exposes the following members.

Constructors

	Name	Description
	Size	构造函数

Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)
	Equals(Object)	(Inherited from Object .)
	Equals(Size)	当此矩形中的宽度和高度都等于其他矩形的宽度和高度时，返回 true。
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)

Properties

	Name	Description
	Height	高度
	Width	宽度

See Also

[Size Class](#)

6.10.2 Size Constructor

构造函数

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _  
    width As Double, _  
    height As Double _  
)
```

C#

```
public Size(  
    double width,  
    double height  
)
```

Visual C++

```
public:  
Size(  
    double width,  
    double height  
)
```

JavaScript

```
NPMapLib.Geometry.Size = function(width, height);
```

Parameters

width

Type: [System..::..Double](#)

经度

height

Type: [System..::..Double](#)

纬度

▪ See Also

[Size Class](#)

6.10.3 Size Fields

The [Size](#) type exposes the following members.

▪ Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)

▪ See Also

[Size Class](#)

6.10.4 Size Methods

The [Size](#) type exposes the following members.

▪ Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals(Object)	(Inherited from Object .)
💡 Equals(Size)	当此矩形中的宽度和高度都等于其他矩形的宽度和高度时，返回 <code>true</code> 。
💡 Finalize	(Inherited from Object .)

 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识

 GetType	(Inherited from Object .)
 MemberwiseClone	(Inherited from Object .)

 ToString	(Inherited from Object .)
--	---

See Also

[Size Class](#)

6.10.4.1 Equals Method

Overload List

Name	Description
 Equals(Object) (Inherited from Object .)	
 Equals(Size)	当此矩形中的宽度和高度都等于其他矩形的宽度和高度时，返回 true。

See Also

[Size Class](#)

[Size Members](#)

6.10.4.1.1 Equals Method (Size)

当此矩形中的宽度和高度都等于其他矩形的宽度和高度时，返回 true。

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function Equals ( _  
    other As Size _  
) As Boolean
```

C#

```
public bool Equals(  
    Size other  
)
```

Visual C++

```
public:  
bool Equals(  
    Size^ other  
)
```

JavaScript

```
function equals(other);
```

Parameters

other

Type: [NPMapLib.Geometry.....Size](#)

▪ See Also

[Size Class](#)

[Equals Overload](#)

6.10.5 Size Properties

The [Size](#) type exposes the following members.

Properties

Name	Description
------	-------------

 [Height](#) 高度

 [Width](#) 宽度

See Also

[Size Class](#)

6.10.5.1 Height Property

高度

Namespace: [NPMapLib.Geometry](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Height As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double Height { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double Height {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_height();
function set_height(value);
```

□ See Also

[Size Class](#)**6.10.5.2 Width Property**

宽度

Namespace: [NPMapLib.Geometry](#)**Assembly:** NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Width As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double Width { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double Width {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_width();
function set_width(value);
```

□ See Also

[Size Class](#)

7. NPMapLib.Layers Namespace

□ Classes

Class	Description
 ArcgisTileLayer	山海经纬图层
 ArcgisTileLayerOptions	ArcgisTileLayer/GoogleMapTileLayer/GoogleOfflineLayer 图层可选参数
 EzMapLayerOptions	EzMapOfflineLayer/EzMapTileLayer 图层可选参数
 EzMapOfflineLayer	PGis 离线缓存地图图层
 EzMapTileLayer	PGis 切片在线图层

 [GoogleMapTileLayer](#) 谷歌离线地图
 [yer](#)

 [GoogleOffLineLayer](#) 谷歌离线地图
 [er](#)

 [Layer](#) 图层

 [OpenLayerOption](#) WMSLayer 图层可选参数
 [S](#)

 [OverlayLayer](#) 叠加对象图层

 [VectorGMLLayerOptions](#) VectorGMLLayer 图层可选参数
 [tions](#)

 [WMSLayer](#)

7.1 ArcgisTileLayer Class

山海经纬图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class ArcgisTileLayer _
    Inherits Layer
```

C#

```
[DataContractAttribute]
public class ArcgisTileLayer : Layer
```

Visual C++

```
[DataContractAttribute]
public ref class ArcgisTileLayer : public Layer
```

JavaScript

```
NPMMapLib.Layers.ArcgisTileLayer = function();
Type.createClass(
    'NPMMapLib.Layers.ArcgisTileLayer',
    NPMMapLib.Layers.Layer);
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMMapLib..:::GisObject](#)

[NPMMapLib.Layers..:::Layer](#)

NPMMapLib.Layers..:::ArcgisTileLayer

See Also

[ArcgisTileLayer Members](#)

7.1.1 ArcgisTileLayer Members

[ArcgisTileLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [ArcgisTileLayer](#) type exposes the following members.

Constructors

	Name	Description
ogl	ArcgisTileLayer	构造函数

Methods

	Name	Description
ogl	CallScriptMethod	(Inherited from GisObject .)
ogl	Equals	(Inherited from Object .)
ogl	Finalize	(Inherited from Object .)
ogl	GetHashCode	(Inherited from Object .)
ogl	GetId	获取当前类型的标识 (Inherited from GisObject .)
ogl	GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
ogl	GetMinLevel	获取图层最小级别 (Inherited from Layer .)
ogl	GetName	获取图层名称 (Inherited from Layer .)

	GetType	(Inherited from Object .)
	GetUrl	获取图层 url (Inherited from Layer .)
	Hide	隐藏图层 (Inherited from Layer .)
	IsVisible	图层是否可见 (Inherited from Layer .)
	MemberwiseClone	(Inherited from Object .)
	ScriptMethod	调用脚本方法 (Inherited from Layer .)
	SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
	SetMinLevel	设置图层最小级别 (Inherited from Layer .)
	SetName	设置图层名称 (Inherited from Layer .)
	SetUrl	设置 Url

		(Inherited from Layer .)
	Show	展现图层
		(Inherited from Layer .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	layerType	(Inherited from Layer .)
	mapId	(Inherited from GisObject .)
	maxLevel	(Inherited from Layer .)
	minLevel	(Inherited from Layer .)
	name	(Inherited from Layer .)
	url	(Inherited from Layer .)

Properties

	Name	Description
	LayerId	图层 ID

		(Inherited from Layer .)
	<u>MapId</u>	地图 ID
		(Inherited from Layer .)

See Also

[ArcgisTileLayer Class](#)

7.1.2 ArcgisTileLayer Constructor

构造函数

Namespace: [NPMMapLib.Layers](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    url As String, _  
    name As String, _  
    opts As ArcgisTileLayerOptions _  
)
```

C#

```
public ArcgisTileLayer(  
    string url,  
    string name,  
    ArcgisTileLayerOptions opts  
)
```

Visual C++

```
public:  
ArcgisTileLayer(
```

```

    String^ url,
    String^ name,
    ArcgisTileLayerOptions^ opts
)

```

JavaScript

```
NPMapLib.Layers.ArcgisTileLayer = function(url, name, opts);
```

Parameters

url

Type: [System...:::String](#)

地图服务地址

name

Type: [System...:::String](#)

图层名称

opts

Type: [NPMapLib.Layers...:::ArcgisTileLayerOptions](#)

可选参数

See Also

[ArcgisTileLayer Class](#)

7.1.3 ArcgisTileLayer Fields

The [ArcgisTileLayer](#) type exposes the following members.

Fields

Name	Description
------	-------------

- 💡 [id](#) (Inherited from [GisObject](#).)
- 💡 [layerType](#) (Inherited from [Layer](#).)
- 💡 [mapId](#) (Inherited from [GisObject](#).)
- 💡 [maxLevel](#) (Inherited from [Layer](#).)
- 💡 [minLevel](#) (Inherited from [Layer](#).)
- 💡 [name](#) (Inherited from [Layer](#).)
- 💡 [url](#) (Inherited from [Layer](#).)

See Also

[ArcgisTileLayer Class](#)

7.1.4 ArcgisTileLayer Methods

The [ArcgisTileLayer](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)

-
- 获取图层最大级别
  [GetMaxLevel](#) (Inherited from [Layer](#).)

 - 获取图层最小级别
  [GetMinLevel](#) (Inherited from [Layer](#).)

 - 获取图层名称
  [GetName](#) (Inherited from [Layer](#).)

 - (Inherited from [Object](#).)
  [GetType](#)

 - 获取图层 url
  [GetUrl](#) (Inherited from [Layer](#).)

 - 隐藏图层
  [Hide](#) (Inherited from [Layer](#).)

 - 图层是否可见
  [IsVisible](#) (Inherited from [Layer](#).)

 - (Inherited from [Object](#).)
  [MemberwiseClone](#)

 - 调用脚本方法
  [ScriptMethod](#) (Inherited from [Layer](#).)

 - 设置图层最大级别
  [SetMaxLevel](#) (Inherited from [Layer](#).)

 - 设置图层最小级别
  [SetMinLevel](#) (Inherited from [Layer](#).)

设置图层名称

엷은 배경
• [SetName](#)

(Inherited from [Layer](#).)

设置 Url

옅은 배경
• [SetUrl](#)

(Inherited from [Layer](#).)

展现图层

옅은 배경
• [Show](#)

(Inherited from [Layer](#).)

옅은 배경
• [ToString](#)

(Inherited from [Object](#).)

See Also

[ArcgisTileLayer Class](#)

7.1.5 ArcgisTileLayer Properties

The [ArcgisTileLayer](#) type exposes the following members.

Properties

Name	Description
------	-------------

图层 ID

지도
• [LayerId](#)

(Inherited from [Layer](#).)

地图 ID

지도
• [MapId](#)

(Inherited from [Layer](#).)

See Also

[ArcgisTileLayer Class](#)

7.2 ArcgisTileLayerOptions Class

ArcgisTileLayer/GoogleMapTileLayer/GoogleOffLineLayer 图层

可选参数

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class ArcgisTileLayerOptions
```

C#

```
public class ArcgisTileLayerOptions
```

Visual C++

```
public ref class ArcgisTileLayerOptions
```

JavaScript

```
NPMapLib.Layers.ArcgisTileLayerOptions = function();
Type.createClass(
    'NPMapLib.Layers.ArcgisTileLayerOptions');
```

▪ Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Layers..:::ArcgisTileLayerOptions

▪ See Also

[ArcgisTileLayerOptions Members](#)

7.2.1 ArcgisTileLayerOptions Members

[ArcgisTileLayerOptions Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [ArcgisTileLayerOptions](#) type exposes the following members.

Constructors

	Name	Description
	ArcgisTileLayerOptions	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description

	<u>CenterPoint</u>	中心点
	<u>FullExtent</u>	全图范围
	<u>InitResolution</u>	初始分辨率
	<u>MaxLevel</u>	最大显示级别
	<u>MinLevel</u>	最小显示级别
	<u>Origin</u>	原点坐标
	<u>TilePixels</u>	切片规格
	<u>ZoomLevelSequence</u>	0: 比例尺等级从上往下升序, EzServer 服务器端切图等级升序 1: 比例尺等级从 上往下降序, EzServer 服务器端切图等级 升序 2: 比例尺等级从上往下降序, EzServer 服务器端切图等级降序 3: 比 例尺等级从上往下升序, EzServer 服务 器端切图等级降序
	<u>ZoomOffset</u>	缩放级别偏移量

See Also

[ArcgisTileLayerOptions Class](#)

7.2.2 ArcgisTileLayerOptions Constructor

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public ArcgisTileLayerOptions()
```

Visual C++

```
public:  
    ArcgisTileLayerOptions()
```

JavaScript

```
NPMapLib.Layers.ArcgisTileLayerOptions =  
function();
```

▀ See Also

[ArcgisTileLayerOptions Class](#)

7.2.3 ArcgisTileLayerOptions Methods

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

The [ArcgisTileLayerOptions](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4 ArcgisTileLayerOptions Properties

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

The [ArcgisTileLayerOptions](#) type exposes the following members.

Properties

	Name	Description
	CenterPoint	中心点
	FullExtent	全图范围

	<u>InitResolution</u>	初始分辨率
	<u>MaxLevel</u>	最大显示级别
	<u>MinLevel</u>	最小显示级别
	<u>Origin</u>	原点坐标
	<u>TilePixels</u>	切片规格
	<u>ZoomLevelSequence</u>	0: 比例尺等级从上往下升序, EzServer 服务器端切图等级升序 1: 比例尺等级从 上往下降序, EzServer 服务器端切图等级 升序 2: 比例尺等级从上往下降序, EzServer 服务器端切图等级降序 3: 比 例尺等级从上往下升序, EzServer 服务器 端切图等级降序
	<u>ZoomOffset</u>	缩放级别偏移量

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.1 CenterPoint Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

中心点

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property CenterPoint As Point
```

```
    Get
```

```
    Set
```

C#

```
public Point CenterPoint { get; set; }
```

Visual C++

```
public:  
  
property Point^ CenterPoint {  
    Point^ get ();  
    void set (Point^ value);  
}
```

JavaScript

```
function get_centerPoint();  
  
function set_centerPoint(value);
```

▪ See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.2 FullExtent Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

全图范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property FullExtent As Extent
```

Get

Set

C#

```
public Extent FullExtent { get; set; }
```

Visual C++

```
public:  
  
property Extent^ FullExtent {  
    Extent^ get ();  
    void set (Extent^ value);  
}
```

JavaScript

```
function get_fullExtent();
```

```
function set_fullExtent(value);
```

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.3 InitResolution Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

初始分辨率

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property InitResolution As Double
```

Get

Set

C#

```
public double InitResolution { get; set; }
```

Visual C++

```
public:

property double InitResolution {

    double get ();

    void set (double value);
}
```

```
}
```

JavaScript

```
function get_initResolution();  
function set_initResolution(value);
```

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.4 MaxLevel Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

最大显示级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property MaxLevel As Integer
```

```
    Get
```

```
    Set
```

C#

```
public int MaxLevel { get; set; }
```

Visual C++

```
public:
```

```
property int MaxLevel {

    int get ();

    void set (int value);

}
```

JavaScript

```
function get_maxLevel();

function set_maxLevel(value);
```

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.5 MinLevel Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

最小显示级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property MinLevel As Integer
```

Get

Set

C#

```
public int MinLevel { get; set; }
```

Visual C++

```
public:
```

```
property int MinLevel {

    int get ();

    void set (int value);

}
```

JavaScript

```
function get_minLevel();

function set_minLevel(value);
```

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.6 Origin Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

原点坐标

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Origin As Point
```

Get**Set**

C#

```
public Point Origin { get; set; }
```

Visual C++

```
public:  
  
property Point^ Origin {  
  
    Point^ get ();  
  
    void set (Point^ value);  
  
}
```

JavaScript

```
function get_origin();  
  
function set_origin(value);
```

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.7 TilePixels Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

切片规格

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property TilePixels As Integer
```

```
    Get
```

```
    Set
```

C#

```
public int TilePixels { get; set; }
```

Visual C++

```
public:  
  
property int TilePixels {  
    int get ();  
    void set (int value);  
}
```

JavaScript

```
function get_tilePixels();  
  
function set_tilePixels(value);
```

▪ See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.8 ZoomLevelSequence Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

0: 比例尺等级从上往下升序, EzServer 服务器端切图等级升序 1: 比例尺等级从上往下降序, EzServer 服务器端切图等级升序 2: 比例尺等级从上往下降序, EzServer 服务器端切图等级降序 3: 比例尺等级从上往下升序, EzServer 服务器端切图等级降序

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property ZoomLevelSequence As Integer
```

Get

Set

C#

```
public int ZoomLevelSequence { get; set; }
```

Visual C++

```
public:  
property int ZoomLevelSequence {  
    int get();  
    void set (int value);  
}
```

JavaScript

```
function get_zoomLevelSequence();  
function set_zoomLevelSequence(value);
```

See Also

[ArcgisTileLayerOptions Class](#)

7.2.4.9 ZoomOffset Property

[ArcgisTileLayerOptions Class](#) [See Also](#) [Send Feedback](#)

缩放级别偏移量

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property ZoomOffset As Integer
```

Get

Set

C#

```
public int ZoomOffset { get; set; }
```

Visual C++

```
public:  
property int ZoomOffset {  
    int get ();
```

```

    void set (int value);

}

```

JavaScript

```

function get_zoomOffset();
function set_zoomOffset(value);

```

See Also

[ArcgisTileLayerOptions Class](#)

7.3 EzMapLayerOptions Class

EzMapOffLineLayer/EzMapTileLayer 图层可选参数

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class EzMapLayerOptions
```

C#

```
public class EzMapLayerOptions
```

Visual C++

```
public ref class EzMapLayerOptions
```

JavaScript

```
NPMapLib.Layers.EzMapLayerOptions = function();
```

```
Type.createClass(
    'NPMapLib.Layers.EzMapLayerOptions');
```

■ Inheritance Hierarchy

[System...:::Object](#)

NPMapLib.Layers...:::EzMapLayerOptions

■ See Also

[EzMapLayerOptions Members](#)

7.3.1 EzMapLayerOptions Members

[EzMapLayerOptions Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [EzMapLayerOptions](#) type exposes the following members.

■ Constructors

	Name	Description
	EzMapLayerOptions	

■ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)

	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	CenterPoint	中心点
	FullExtent	全图范围
	MaxLevel	最大显示级别
	MinLevel	最小显示级别
	TilePixels	切片规格
	ZoomLevelSequence	0: 比例尺等级从上往下升序, EzServer 服务器端切图等级升序 1: 比例尺等级从上往下降序, EzServer 服务器端切图等级升序 2: 比例尺等级从上往下降序, EzServer 服务器端切图等级降序 3: 比例尺等级从上往下升序, EzServer 服务器端切图等级降序
	ZoomOffset	缩放级别偏移量

See Also

[EzMapLayerOptions Class](#)

7.3.2 EzMapLayerOptions Constructor

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public EzMapLayerOptions()
```

Visual C++

```
public:  
EzMapLayerOptions ()
```

JavaScript

```
NPMapLib.Layers.EzMapLayerOptions = function();
```

▀ See Also

[EzMapLayerOptions Class](#)

7.3.3 EzMapLayerOptions Methods

The [EzMapLayerOptions](#) type exposes the following members.

▀ Methods

Name	Description
Equals	(Inherited from Object .)

- 💡 [Finalize](#) (Inherited from [Object](#).)
- 💡 [GetHashCode](#) (Inherited from [Object](#).)
- 💡 [GetType](#) (Inherited from [Object](#).)
- 💡 [MemberwiseClone](#) (Inherited from [Object](#).)
- 💡 [ToString](#) (Inherited from [Object](#).)

See Also

[EzMapLayerOptions Class](#)

7.3.4 EzMapLayerOptions Properties

The [EzMapLayerOptions](#) type exposes the following members.

Properties

Name	Description
 CenterPoint	中心点
 FullExtent	全图范围
 MaxLevel	最大显示级别
 MinLevel	最小显示级别
 TilePixels	切片规格
	0: 比例尺等级从上往下升序, EzServer 服
 ZoomLevelSequence	务器端切图等级升序 1: 比例尺等级从上往 下降序, EzServer 服务器端切图等级升序

2: 比例尺等级从上往下降序, EzServer 服务器端切图等级降序
 3: 比例尺等级从上往下升序, EzServer 服务器端切图等级降序

 [ZoomOffset](#) 缩放级别偏移量

See Also

[EzMapLayerOptions Class](#)

7.3.4.1 CenterPoint Property

中心点

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property CenterPoint As Point
    Get
    Set
```

C#

```
public Point CenterPoint { get; set; }
```

Visual C++

```
public:
property Point^ CenterPoint {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_centerPoint();
function set_centerPoint(value);
```

See Also

[EzMapLayerOptions Class](#)

7.3.4.2 FullExtent Property

全图范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property FullExtent As Extent
    Get
    Set
```

C#

```
public Extent FullExtent { get; set; }
```

Visual C++

```
public:
property Extent^ FullExtent {
    Extent^ get ();
    void set (Extent^ value);
}
```

JavaScript

```
function get_fullExtent();
function set_fullExtent(value);
```

See Also

[EzMapLayerOptions Class](#)

7.3.4.3 MaxLevel Property

最大显示级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property MaxLevel As Integer
    Get
    Set
```

C#

```
public int MaxLevel { get; set; }
```

Visual C++

```
public:
property int MaxLevel {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_maxLevel();
function set_maxLevel(value);
```

See Also

[EzMapLayerOptions Class](#)

7.3.4.4 MinLevel Property

最小显示级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property MinLevel As Integer
    Get
    Set
```

C#

```
public int MinLevel { get; set; }
```

Visual C++

```
public:
property int MinLevel {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_minLevel();
function set_minLevel(value);
```

▪ See Also

[EzMapLayerOptions Class](#)

7.3.4.5 TilePixels Property

切片规格

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property TilePixels As Integer
    Get
    Set
```

C#

```
public int TilePixels { get; set; }
```

Visual C++

```
public:
property int TilePixels {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_tilePixels();
function set_tilePixels(value);
```

▪ See Also

[EzMapLayerOptions Class](#)

7.3.4.6 ZoomLevelSequence Property

0: 比例尺等级从上往下升序, EzServer 服务器端切图等级升序 1: 比例尺等级从上往下降序, EzServer 服务器端切图等级升序 2: 比例尺等级从上往下降序, EzServer 服务器端切图等级降序 3: 比例尺等级从上往下升序, EzServer 服务器端切图等级降序

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property ZoomLevelSequence As Integer
    Get
    Set
```

C#

```
public int ZoomLevelSequence { get; set; }
```

Visual C++

```
public:
property int ZoomLevelSequence {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_zoomLevelSequence();
function set_zoomLevelSequence(value);
```

▪ See Also

[EzMapLayerOptions Class](#)

7.3.4.7 ZoomOffset Property

缩放级别偏移量

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Property ZoomOffset As Integer
    Get
    Set
```

C#

```
public int ZoomOffset { get; set; }
```

Visual C++

```
public:
property int ZoomOffset {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_zoomOffset();
function set_zoomOffset(value);
```

■ See Also

[EzMapLayerOptions Class](#)

7.4 EzMapOffLineLayer Class

PGis 离线缓存地图图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Class EzMapOffLineLayer __
    Inherits Layer
```

C#

```
public class EzMapOffLineLayer : Layer
```

Visual C++

```
public ref class EzMapOffLineLayer : public Layer
```

JavaScript

```
NPMapLib.Layers.EzMapOffLineLayer = function () {
    Type.createClass(
        'NPMapLib.Layers.EzMapOffLineLayer',
        NPMapLib.Layers.Layer);
}
```

■ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib.Layers..:::Layer](#)

NPMapLib.Layers..:::EzMapOffLineLayer

■ See Also

[EzMapOffLineLayer Members](#)

7.4.1 EzMapOffLineLayer Members

[EzMapOffLineLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [EzMapOffLineLayer](#) type exposes the following members.

■ Constructors

	Name	Description
◆	EzMapOffLineLayer	构造函数

Methods

	Name	Description
◆	CallScriptMethod	(Inherited from GisObject .)
◆	Equals	(Inherited from Object .)
◆	Finalize	(Inherited from Object .)
◆	GetHashCode	(Inherited from Object .)
◆	GetId	获取当前类型的标识 (Inherited from GisObject .)
◆	GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
◆	GetMinLevel	获取图层最小级别 (Inherited from Layer .)
◆	GetName	获取图层名称 (Inherited from Layer .)

 GetType	(Inherited from Object .)
 GetUrl	获取图层 url (Inherited from Layer .)
 Hide	隐藏图层 (Inherited from Layer .)
 IsVisible	图层是否可见 (Inherited from Layer .)
 MemberwiseClone	(Inherited from Object .)
 ScriptMethod	调用脚本方法 (Inherited from Layer .)
 SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
 SetMinLevel	设置图层最小级别 (Inherited from Layer .)
 SetName	设置图层名称 (Inherited from Layer .)
 SetTileImageFormat	设置切片图片格式

 SetUrl	设置 Url (Inherited from Layer .)
 Show	展现图层 (Inherited from Layer .)
 ToString	(Inherited from Object .)

Fields

	Name	Description
 id	(Inherited from GisObject .)	
 layerType	(Inherited from Layer .)	
 mapId	(Inherited from GisObject .)	
 maxLevel	(Inherited from Layer .)	
 minLevel	(Inherited from Layer .)	
 name	(Inherited from Layer .)	
 url	(Inherited from Layer .)	

Properties

	Name	Description

 LayerId	图层 ID (Inherited from Layer .)
 MapId	地图 ID (Inherited from Layer .)

See Also

[EzMapOffLineLayer Class](#)

7.4.2 EzMapOffLineLayer Constructor

构造函数

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _
    url As String, _
    name As String, _
    opts As EzMapLayerOptions _
)
```

C#

```
public EzMapOffLineLayer(
    string url,
    string name,
    EzMapLayerOptions opts
)
```

Visual C++

```
public:
EzMapOffLineLayer(
    String^ url,
    String^ name,
    EzMapLayerOptions^ opts
)
```

JavaScript

```
NPMapLib.Layers.EzMapOffLineLayer = function(url,  
name, opts);
```

Parameters

url

Type: [System...:::String](#)

地图服务地址

name

Type: [System...:::String](#)

图层名称

opts

Type: [NPMapLib.Layers...:::EzMapLayerOptions](#)

可选参数

See Also

[EzMapOffLineLayer Class](#)

7.4.3 EzMapOffLineLayer Fields

The [EzMapOffLineLayer](#) type exposes the following members.

Fields

Name	Description
------	-------------

- 💡 [id](#) (Inherited from [GisObject](#).)
- 💡 [layerType](#) (Inherited from [Layer](#).)
- 💡 [mapId](#) (Inherited from [GisObject](#).)
- 💡 [maxLevel](#) (Inherited from [Layer](#).)
- 💡 [minLevel](#) (Inherited from [Layer](#).)
- 💡 [name](#) (Inherited from [Layer](#).)
- 💡 [url](#) (Inherited from [Layer](#).)

See Also

[EzMapOffLineLayer Class](#)

7.4.4 EzMapOffLineLayer Methods

The [EzMapOffLineLayer](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)

获取图层最大级别 ≡ethyst GetMaxLevel	
	(Inherited from Layer .)
获取图层最小级别 ≡ethyst GetMinLevel	
	(Inherited from Layer .)
获取图层名称 ≡ethyst GetName	
	(Inherited from Layer .)
获取图层类型 ≡ethyst GetType	
	(Inherited from Object .)
获取图层 url ≡ethyst GetUrl	
	(Inherited from Layer .)
隐藏图层 ≡ethyst Hide	
	(Inherited from Layer .)
图层是否可见 ≡ethyst IsVisible	
	(Inherited from Layer .)
调用脚本方法 ≡ethyst MemberwiseClone	
	(Inherited from Object .)
设置图层最大级别 ≡ethyst SetMaxLevel	
	(Inherited from Layer .)
设置图层最小级别 ≡ethyst SetMinLevel	
	(Inherited from Layer .)

设置图层名称

엷은 배경
• [SetName](#)

(Inherited from [Layer](#).)

옅은 배경
• [SetTileImageFormat](#) 设置切片图片格式

设置 Url

옅은 배경
• [SetUrl](#)

(Inherited from [Layer](#).)

展现图层

옅은 배경
• [Show](#)

(Inherited from [Layer](#).)

옅은 배경
• [ToString](#) (Inherited from [Object](#).)

See Also

[EzMapOffLineLayer Class](#)

7.4.4.1 SetTileImageFormat Method

设置切片图片格式

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetTileImageFormat ( _  
    format As String _  
)
```

C#

```
public void SetTileImageFormat (
```

```
        string format  
)
```

Visual C++

```
public:  
void SetTileImageFormat (  
    String^ format  
)
```

JavaScript

```
function setTileImageFormat (format);
```

Parameters

format

Type: [System...:::String](#)

图片格式

See Also

[EzMapOffLineLayer Class](#)

7.4.5 EzMapOffLineLayer Properties

The [EzMapOffLineLayer](#) type exposes the following members.

Properties

Name	Description
 LayerId	图层 ID (Inherited from Layer .)
 MapId	地图 ID (Inherited from Layer .)

图层 ID

 [LayerId](#)
(Inherited from [Layer](#).)

地图 ID

 [MapId](#)
(Inherited from [Layer](#).)

See Also

[EzMapOffLineLayer Class](#)

7.5 EzMapTileLayer Class

PGis 切片在线图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class EzMapTileLayer
    Inherits Layer
```

C#

```
public class EzMapTileLayer : Layer
```

Visual C++

```
public ref class EzMapTileLayer : public Layer
```

JavaScript

```
NPMapLib.Layers.EzMapTileLayer = function();
Type.createClass(
    'NPMapLib.Layers.EzMapTileLayer',
    NPMapLib.Layers.Layer);
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib.Layers....Layer](#)**NPMapLib.Layers....EzMapTileLayer**

□ See Also

[EzMapTileLayer Members](#)**7.5.1 EzMapTileLayer Members**

[EzMapTileLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [EzMapTileLayer](#) type exposes the following members.

□ Constructors

	Name	Description
≡	EzMapTileLayer	

□ Methods

	Name	Description
💡	CallScriptMethod	(Inherited from GisObject .)
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
💡	GetHashCode	(Inherited from Object .)
≡	GetId	获取当前类型的标识

		(Inherited from GisObject .)
✳️	GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
✳️	GetMinLevel	获取图层最小级别 (Inherited from Layer .)
✳️	GetName	获取图层名称 (Inherited from Layer .)
✳️	GetType	(Inherited from Object .)
✳️	GetUrl	获取图层 url (Inherited from Layer .)
✳️	Hide	隐藏图层 (Inherited from Layer .)
✳️	IsVisible	图层是否可见 (Inherited from Layer .)
💡	MemberwiseClone	(Inherited from Object .)
💡	ScriptMethod	调用脚本方法 (Inherited from Layer .)

	SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
	SetMinLevel	设置图层最小级别 (Inherited from Layer .)
	SetName	设置图层名称 (Inherited from Layer .)
	SetUrl	设置 Url (Inherited from Layer .)
	Show	展现图层 (Inherited from Layer .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	layerType	(Inherited from Layer .)
	mapId	(Inherited from GisObject .)
	maxLevel	(Inherited from Layer .)

 minLevel	(Inherited from Layer .)
 name	(Inherited from Layer .)
 url	(Inherited from Layer .)

Properties

	Name	Description
	CenterPoint	中心点
	FullExtent	全图坐标范围
	LayerId	图层 ID (Inherited from Layer .)
	MapId	地图 ID (Inherited from Layer .)
	TilePixels	切片规格
	ZoomLevelSequence	比例尺等级序列
	ZoomOffset	缩放偏移量

See Also

[EzMapTileLayer Class](#)

7.5.2 EzMapTileLayer Constructor

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public EzMapTileLayer()
```

Visual C++

```
public:  
EzMapTileLayer()
```

JavaScript

```
NPMapLib.Layers.EzMapTileLayer = function();
```

▀ See Also

[EzMapTileLayer Class](#)

7.5.3 EzMapTileLayer Fields

The [EzMapTileLayer](#) type exposes the following members.

▀ Fields

Name	Description
------	-------------

💡 id	(Inherited from GisObject .)
----------------------	--

- 💡 [layerType](#) (Inherited from [Layer](#).)
- 💡 [mapId](#) (Inherited from [GisObject](#).)
- 💡 [maxLevel](#) (Inherited from [Layer](#).)
- 💡 [minLevel](#) (Inherited from [Layer](#).)
- 💡 [name](#) (Inherited from [Layer](#).)
- 💡 [url](#) (Inherited from [Layer](#).)

See Also

[EzMapTileLayer Class](#)

7.5.4 EzMapTileLayer Methods

The [EzMapTileLayer](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetMaxLevel	获取图层最大级别

(Inherited from [Layer](#).)

获取图层最小级别

≡ [GetMinLevel](#)

(Inherited from [Layer](#).)

获取图层名称

≡ [GetName](#)

(Inherited from [Layer](#).)

(Inherited from [Object](#).)

获取图层 url

≡ [GetUrl](#)

(Inherited from [Layer](#).)

隐藏图层

≡ [Hide](#)

(Inherited from [Layer](#).)

图层是否可见

≡ [IsVisible](#)

(Inherited from [Layer](#).)

(Inherited from [Object](#).)

调用脚本方法

≡ [ScriptMethod](#)

(Inherited from [Layer](#).)

设置图层最大级别

≡ [SetMaxLevel](#)

(Inherited from [Layer](#).)

设置图层最小级别

≡ [SetMinLevel](#)

(Inherited from [Layer](#).)

设置图层名称

(Inherited from [Layer](#).)

设置 Url

⠇ [SetUrl](#)

(Inherited from [Layer](#).)

展现图层

⠇ [Show](#)

(Inherited from [Layer](#).)

⠇ [ToString](#)

(Inherited from [Object](#).)

See Also

[EzMapTileLayer Class](#)

7.5.5 EzMapTileLayer Properties

The [EzMapTileLayer](#) type exposes the following members.

Properties

Name	Description
⠇ CenterPoint	中心点
⠇ FullExtent	全图坐标范围
⠇ LayerId	图层 ID (Inherited from Layer .)
⠇ MapId	地图 ID (Inherited from Layer .)
⠇ TilePixels	切片规格

 [ZoomLevelSequence](#) 比例尺等级序列

 [ZoomOffset](#) 缩放偏移量

See Also

[EzMapTileLayer Class](#)

7.5.5.1 CenterPoint Property

中心点

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property CenterPoint As Point
    Get
    Set
```

C#

```
public Point CenterPoint { get; set; }
```

Visual C++

```
public:
property Point^ CenterPoint {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_centerPoint();
function set_centerPoint(value);
```

See Also

[EzMapTileLayer Class](#)

7.5.5.2 FullExtent Property

全图坐标范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property FullExtent As Extent
    Get
    Set
```

C#

```
public Extent FullExtent { get; set; }
```

Visual C++

```
public:
property Extent^ FullExtent {
    Extent^ get ();
    void set (Extent^ value);
}
```

JavaScript

```
function get_fullExtent();
function set_fullExtent(value);
```

See Also

[EzMapTileLayer Class](#)

7.5.5.3 TilePixels Property

切片规格

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property TilePixels As Integer
    Get
    Set
```

C#

```
public int TilePixels { get; set; }
```

Visual C++

```
public:
property int TilePixels {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_tilePixels();
function set_tilePixels(value);
```

▪ See Also

[EzMapTileLayer Class](#)

7.5.5.4 ZoomLevelSequence Property

比例尺等级序列

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property ZoomLevelSequence As String
    Get
    Set
```

C#

```
public string ZoomLevelSequence { get; set; }
```

Visual C++

```
public:
property String^ ZoomLevelSequence {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_zoomLevelSequence();
function set_zoomLevelSequence(value);
```

▪ See Also

[EzMapTileLayer Class](#)

7.5.5.5 ZoomOffset Property

缩放偏移量

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Property ZoomOffset As Offset
    Get
    Set
```

C#

```
public Offset ZoomOffset { get; set; }
```

Visual C++

```
public:
property Offset^ ZoomOffset {
    Offset^ get ();
    void set (Offset^ value);
}
```

JavaScript

```
function get_zoomOffset();
function set_zoomOffset(value);
```

■ See Also

[EzMapTileLayer Class](#)

7.6 GoogleMapTileLayer Class

谷歌离线地图

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Class GoogleMapTileLayer _  
    Inherits Layer
```

C#

```
public class GoogleMapTileLayer : Layer
```

Visual C++

```
public ref class GoogleMapTileLayer : public Layer
```

JavaScript

```
NPMapLib.Layers.GoogleMapTileLayer = function() ;  
  
Type.createClass(  
    'NPMapLib.Layers.GoogleMapTileLayer',  
    NPMapLib.Layers.Layer) ;
```

■ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib.Layers..:::Layer](#)

NPMapLib.Layers..:::GoogleMapTileLayer

■ See Also

[GoogleMapTileLayer Members](#)

7.6.1 GoogleMapTileLayer Members

[GoogleMapTileLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [GoogleMapTileLayer](#) type exposes the following members.

■ Constructors

	Name	Description
gMaps	GoogleMapTileLayer	

Methods

	Name	Description
gMaps	CallScriptMethod	(Inherited from GisObject .)
gMaps	Equals	(Inherited from Object .)
gMaps	Finalize	(Inherited from Object .)
gMaps	GetHashCode	(Inherited from Object .)
gMaps	GetId	获取当前类型的标识 (Inherited from GisObject .)
gMaps	GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
gMaps	GetMinLevel	获取图层最小级别 (Inherited from Layer .)
gMaps	GetName	获取图层名称 (Inherited from Layer .)

	GetType	(Inherited from Object .)
	GetUrl	获取图层 url (Inherited from Layer .)
	Hide	隐藏图层 (Inherited from Layer .)
	IsVisible	图层是否可见 (Inherited from Layer .)
	MemberwiseClone	(Inherited from Object .)
	ScriptMethod	调用脚本方法 (Inherited from Layer .)
	SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
	SetMinLevel	设置图层最小级别 (Inherited from Layer .)
	SetName	设置图层名称 (Inherited from Layer .)
	SetUrl	设置 Url

		(Inherited from Layer .)
	Show	展现图层
		(Inherited from Layer .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	layerType	(Inherited from Layer .)
	mapId	(Inherited from GisObject .)
	maxLevel	(Inherited from Layer .)
	minLevel	(Inherited from Layer .)
	name	(Inherited from Layer .)
	url	(Inherited from Layer .)

Properties

	Name	Description
	CenterPoint	中心点

	FullExtent	全图坐标范围
	LayerId	图层 ID (Inherited from Layer .)
	MapId	地图 ID (Inherited from Layer .)
	TilePixels	切片规格
	ZoomLevelSequence	比例尺等级序列
	ZoomOffset	缩放偏移量

See Also

[GoogleMapTileLayer Class](#)

7.6.2 GoogleMapTileLayer Constructor

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public GoogleMapTileLayer()
```

Visual C++**public:**

GoogleMapTileLayer()

JavaScriptNPMapLib.Layers.GoogleMapTileLayer = **function()**;**See Also**[GoogleMapTileLayer Class](#)**7.6.3 GoogleMapTileLayer Fields**

The [GoogleMapTileLayer](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 layerType	(Inherited from Layer .)
💡 mapId	(Inherited from GisObject .)
💡 maxLevel	(Inherited from Layer .)
💡 minLevel	(Inherited from Layer .)
💡 name	(Inherited from Layer .)
💡 url	(Inherited from Layer .)

See Also[GoogleMapTileLayer Class](#)

7.6.4 GoogleMapTileLayer Methods

The [GoogleMapTileLayer](#) type exposes the following members.

Methods

Name	Description
⌚ CallScriptMethod	(Inherited from GisObject .)
⌚ Equals	(Inherited from Object .)
⌚ Finalize	(Inherited from Object .)
⌚ GetHashCode	(Inherited from Object .)
⌚ GetId	获取当前类型的标识 (Inherited from GisObject .)
⌚ GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
⌚ GetMinLevel	获取图层最小级别 (Inherited from Layer .)
⌚ GetName	获取图层名称 (Inherited from Layer .)
⌚ GetType	(Inherited from Object .)
⌚ GetUrl	获取图层 url (Inherited from Layer .)
⌚ Hide	隐藏图层

(Inherited from [Layer](#).)

图层是否可见

≡ [IsVisible](#)

(Inherited from [Layer](#).)

💡 [MemberwiseClone](#) (Inherited from [Object](#).)

调用脚本方法

💡 [ScriptMethod](#)

(Inherited from [Layer](#).)

设置图层最大级别

≡ [SetMaxLevel](#)

(Inherited from [Layer](#).)

设置图层最小级别

≡ [SetMinLevel](#)

(Inherited from [Layer](#).)

设置图层名称

≡ [SetName](#)

(Inherited from [Layer](#).)

设置 Url

≡ [SetUrl](#)

(Inherited from [Layer](#).)

展现图层

≡ [Show](#)

(Inherited from [Layer](#).)

≡ [ToString](#)

(Inherited from [Object](#).)

See Also

[GoogleMapTileLayer Class](#)

7.6.5 GoogleMapTileLayer Properties

The [GoogleMapTileLayer](#) type exposes the following members.

Properties

Name	Description
 CenterPoint	中心点
 FullExtent	全图坐标范围
 LayerId	图层 ID (Inherited from Layer .)
 MapId	地图 ID (Inherited from Layer .)
 TilePixels	切片规格
 ZoomLevelSequence	比例尺等级序列
 ZoomOffset	缩放偏移量

See Also

[GoogleMapTileLayer Class](#)

7.6.5.1 CenterPoint Property

中心点

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property CenterPoint As Point
    Get
    Set
```

C#

```
public Point CenterPoint { get; set; }
```

Visual C++

```
public:
property Point^ CenterPoint {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_centerPoint();
function set_centerPoint(value);
```

▪ See Also

[GoogleMapTileLayer Class](#)

7.6.5.2 FullExtent Property

全图坐标范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property FullExtent As Extent
  Get
  Set
```

C#

```
public Extent FullExtent { get; set; }
```

Visual C++

```
public:
property Extent^ FullExtent {
    Extent^ get ();
    void set (Extent^ value);
}
```

JavaScript

```
function get_fullExtent();
function set_fullExtent(value);
```

See Also

[GoogleMapTileLayer Class](#)

7.6.5.3 TilePixels Property

切片规格

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Property TilePixels As Integer
  Get
  Set
```

C#

```
public int TilePixels { get; set; }
```

Visual C++

```
public:
property int TilePixels {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_tilePixels();
function set_tilePixels(value);
```

□ See Also

[GoogleMapTileLayer Class](#)

7.6.5.4 ZoomLevelSequence Property

比例尺等级序列

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property ZoomLevelSequence As String
    Get
    Set
```

C#

```
public string ZoomLevelSequence { get; set; }
```

Visual C++

```
public:
property String^ ZoomLevelSequence {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_zoomLevelSequence();
function set_zoomLevelSequence(value);
```

See Also

[GoogleMapTileLayer Class](#)

7.6.5.5 ZoomOffset Property

缩放偏移量

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Property ZoomOffset As Offset
    Get
    Set
```

C#

```
public Offset ZoomOffset { get; set; }
```

Visual C++

```
public:
property Offset^ ZoomOffset {
```

```

    Offset^ get ();
    void set (Offset^ value);
}

```

JavaScript

```

function get_zoomOffset();
function set_zoomOffset(value);

```

See Also

[GoogleMapTileLayer Class](#)

7.7 GoogleOffLineLayer Class

谷歌离线地图

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

Public Class GoogleOffLineLayer _
    Inherits Layer

```

C#

```

public class GoogleOffLineLayer : Layer

```

Visual C++

```

public ref class GoogleOffLineLayer : public Layer

```

JavaScript

```

NPMapLib.Layers.GoogleOffLineLayer = function();
Type.createClass(

```

```
'NPMMapLib.Layers.GoogleOffLineLayer',
NPMMapLib.Layers.Layer);
```

▀ Inheritance Hierarchy

[System..:::Object](#)

[NPMMapLib..:::GisObject](#)

[NPMMapLib.Layers..:::Layer](#)

NPMMapLib.Layers..:::GoogleOffLineLayer

▀ See Also

[GoogleOffLineLayer Members](#)

7.7.1 GoogleOffLineLayer Members

[GoogleOffLineLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [GoogleOffLineLayer](#) type exposes the following members.

▀ Constructors

	Name	Description
≡	GoogleOffLineLayer	

▀ Methods

	Name	Description
💡	CallScriptMethod	(Inherited from GisObject .)
≡	Equals	(Inherited from Object .)

	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
	GetMinLevel	获取图层最小级别 (Inherited from Layer .)
	GetName	获取图层名称 (Inherited from Layer .)
	GetType	(Inherited from Object .)
	GetUrl	获取图层 url (Inherited from Layer .)
	Hide	隐藏图层 (Inherited from Layer .)
	IsVisible	图层是否可见 (Inherited from Layer .)

 MemberwiseClone	(Inherited from Object .)
 ScriptMethod	调用脚本方法 (Inherited from Layer .)
 SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
 SetMinLevel	设置图层最小级别 (Inherited from Layer .)
 SetName	设置图层名称 (Inherited from Layer .)
 SetUrl	设置 Url (Inherited from Layer .)
 Show	展现图层 (Inherited from Layer .)
 ToString	(Inherited from Object .)

Fields

	Name	Description
 id	(Inherited from GisObject .)	

 layerType	(Inherited from Layer .)
 mapId	(Inherited from GisObject .)
 maxLevel	(Inherited from Layer .)
 minLevel	(Inherited from Layer .)
 name	(Inherited from Layer .)
 url	(Inherited from Layer .)

Properties

	Name	Description
	CenterPoint	中心点
	FullExtent	全图坐标范围
	LayerId	图层 ID (Inherited from Layer .)
	MapId	地图 ID (Inherited from Layer .)
	TilePixels	切片规格
	ZoomLevelSequence	比例尺等级序列



[ZoomOffset](#)

缩放偏移量

See Also

[GoogleOffLineLayer Class](#)

7.7.2 GoogleOffLineLayer Constructor

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public GoogleOffLineLayer()
```

Visual C++

```
public:  
    GoogleOffLineLayer()
```

JavaScript

```
NPMapLib.Layers.GoogleOffLineLayer = function();
```

See Also

[GoogleOffLineLayer Class](#)

7.7.3 GoogleOffLineLayer Fields

The [GoogleOffLineLayer](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 layerType	(Inherited from Layer .)
💡 mapId	(Inherited from GisObject .)
💡 maxLevel	(Inherited from Layer .)
💡 minLevel	(Inherited from Layer .)
💡 name	(Inherited from Layer .)
💡 url	(Inherited from Layer .)

See Also

[GoogleOffLineLayer Class](#)

7.7.4 GoogleOffLineLayer Methods

The [GoogleOffLineLayer](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识

(Inherited from [GisObject](#).)

获取图层最大级别

≡ [GetMaxLevel](#)

(Inherited from [Layer](#).)

获取图层最小级别

≡ [GetMinLevel](#)

(Inherited from [Layer](#).)

获取图层名称

≡ [GetName](#)

(Inherited from [Layer](#).)

(Inherited from [Object](#).)

获取图层 url

≡ [GetUrl](#)

(Inherited from [Layer](#).)

隐藏图层

≡ [Hide](#)

(Inherited from [Layer](#).)

图层是否可见

≡ [IsVisible](#)

(Inherited from [Layer](#).)

(Inherited from [Object](#).)

调用脚本方法

≡ [ScriptMethod](#)

(Inherited from [Layer](#).)

设置图层最大级别

≡ [SetMaxLevel](#)

(Inherited from [Layer](#).)

设置图层最小级别

≡ [SetMinLevel](#)

(Inherited from [Layer](#).)

设置图层名称

 [SetName](#)

(Inherited from [Layer](#).)

设置 Url

 [SetUrl](#)

(Inherited from [Layer](#).)

展现图层

 [Show](#)

(Inherited from [Layer](#).)

 [ToString](#)

(Inherited from [Object](#).)

See Also

[GoogleOffLineLayer Class](#)

7.7.5 GoogleOffLineLayer Properties

The [GoogleOffLineLayer](#) type exposes the following members.

Properties

Name	Description
 CenterPoint	中心点
 FullExtent	全图坐标范围
 LayerId	图层 ID
	(Inherited from Layer .)
 MapId	地图 ID

(Inherited from [Layer](#).)

 [TilePixels](#) 切片规格

 [ZoomLevelSequence](#) 比例尺等级序列

 [ZoomOffset](#) 缩放偏移量

See Also

[GoogleOffLineLayer Class](#)

7.7.5.1 CenterPoint Property

中心点

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property CenterPoint As Point
    Get
    Set
```

C#

```
public Point CenterPoint { get; set; }
```

Visual C++

```
public:
property Point^ CenterPoint {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_centerPoint();
function set_centerPoint(value);
```

See Also

[GoogleOffLineLayer Class](#)

7.7.5.2 FullExtent Property

全图坐标范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property FullExtent As Extent
    Get
    Set
```

C#

```
public Extent FullExtent { get; set; }
```

Visual C++

```
public:
property Extent^ FullExtent {
    Extent^ get ();
    void set (Extent^ value);
}
```

JavaScript

```
function get_fullExtent();
function set_fullExtent(value);
```

See Also

[GoogleOffLineLayer Class](#)

7.7.5.3 TilePixels Property

切片规格

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property TilePixels As Integer
    Get
    Set
```

C#

```
public int TilePixels { get; set; }
```

Visual C++

```
public:
property int TilePixels {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_tilePixels();
function set_tilePixels(value);
```

See Also

[GoogleOffLineLayer Class](#)

7.7.5.4 ZoomLevelSequence Property

比例尺等级序列

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property ZoomLevelSequence As String
    Get
    Set
```

C#

```
public string ZoomLevelSequence { get; set; }
```

Visual C++

```
public:
property String^ ZoomLevelSequence {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_zoomLevelSequence();
function set_zoomLevelSequence(value);
```

▪ See Also

[GoogleOffLineLayer Class](#)

7.7.5.5 ZoomOffset Property

缩放偏移量

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property ZoomOffset As Offset
    Get
    Set
```

C#

```
public Offset ZoomOffset { get; set; }
```

Visual C++

```
public:
property Offset^ ZoomOffset {
    Offset^ get ();
    void set (Offset^ value);
}
```

JavaScript

```
function get_zoomOffset();
function set_zoomOffset(value);
```

▪ See Also

[GoogleOffLineLayer Class](#)

7.8 Layer Class

图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataContractAttribute>
Public MustInherit Class Layer
    Inherits GisObject
```

C#

```
[DataContractAttribute]
public abstract class Layer : GisObject
```

Visual C++

```
[DataContractAttribute]
public ref class Layer abstract : public GisObject
```

JavaScript

```
NPMapLib.Layers.Layer = function();
Type.createClass(
    'NPMapLib.Layers.Layer',
    NPMapLib.GisObject);
```

▪ Inheritance Hierarchy

[System](#)...:::[Object](#)

[NPMapLib](#)...:::[GisObject](#)

NPMapLib.Layers...:::[Layer](#)

[NPMapLib.Layers](#)...:::[ArcgisTileLayer](#)

[NPMapLib.Layers](#)...:::[EzMapOffLineLayer](#)

[NPMapLib.Layers](#)...:::[EzMapTileLayer](#)

[NPMapLib.Layers](#)...:::[GoogleMapTileLayer](#)

[NPMapLib.Layers](#)...:::[GoogleOffLineLayer](#)

[NPMapLib.Layers....OverlayLayer](#)[NPMapLib.Layers....WMSLayer](#)

See Also

[Layer Members](#)

7.8.1 Layer Members

[Layer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Layer](#) type exposes the following members.

Constructors

	Name	Description
◆	Layer()()()	构造方法
◆	Layer(Int32, String, String)	构造方法

Methods

	Name	Description
◆	CallScriptMethod	(Inherited from GisObject .)
◆	Equals	(Inherited from Object .)
◆	Finalize	(Inherited from Object .)
◆	GetHashCode	(Inherited from Object .)

	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetMaxLevel	获取图层最大级别
	GetMinLevel	获取图层最小级别
	GetName	获取图层名称
	GetType	(Inherited from Object .)
	GetUrl	获取图层 url
	Hide	隐藏图层
	IsVisible	图层是否可见
	MemberwiseClone	(Inherited from Object .)
	ScriptMethod	调用脚本方法
	SetMaxLevel	设置图层最大级别
	SetMinLevel	设置图层最小级别
	SetName	设置图层名称
	SetUrl	设置 Url
	Show	展现图层

[ToString](#)(Inherited from [Object](#).)

Fields

	Name	Description
?	id	(Inherited from GisObject .)
?	layerType	
?	mapId	(Inherited from GisObject .)
?	maxLevel	
?	minLevel	
?	name	
?	url	

Properties

	Name	Description
!	LayerId	图层 ID
!	MapId	地图 ID

See Also

[Layer Class](#)

7.8.2 Layer Constructor

▪ Overload List

Name	Description
• Layer()	构造方法
• Layer(Int32, String, String)	构造方法

▪ See Also

[Layer Class](#)

[Layer Members](#)

7.8.2.1 Layer Constructor

构造方法

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Layer()
```

Visual C++

```
public:  
Layer()
```

JavaScript

```
NPMapLib.Layers.Layer = function() {
```

See Also

[Layer Class](#)

[Layer Overload](#)

7.8.2.2 Layer Constructor (Int32, String, String)

构造方法

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    layerId As Integer, _  
    url As String, _  
    name As String _  
)
```

C#

```
public Layer(  
    int layerId,  
    string url,  
    string name  
)
```

Visual C++

```
public:  
Layer(  
    int layerId,
```

```

    String^ url,
    String^ name
)

```

JavaScript

`NPMapLib.Layers.Layer = function(layerId, url, name);`

Parameters

layerId

Type: [System..:::Int32](#)

图层 ID

url

Type: [System..:::String](#)

资源地址

name

Type: [System..:::String](#)

图层名称

See Also

[Layer Class](#)

[Layer Overload](#)

7.8.3 Layer Fields

The [Layer](#) type exposes the following members.

Fields

Name	Description
------	-------------

💡 [id](#) (Inherited from [GisObject](#).)

💡 [layerType](#)

💡 [mapId](#) (Inherited from [GisObject](#).)

💡 [maxLevel](#)

💡 [minLevel](#)

💡 [name](#)

💡 [url](#)

See Also

[Layer Class](#)

7.8.3.1 layerType Field

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Protected layerType As LayerType
```

C#

```
[DataMemberAttribute]
protected LayerType layerType
```

Visual C++

```
[DataMemberAttribute]
```

protected:LayerType layerType**JavaScript**

layerType

□ See Also

[Layer Class](#)**7.8.3.2 maxLevel Field****Namespace:** [NPMapLib.Layers](#)**Assembly:** NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
<DataMemberAttribute>
Protected maxLevel As Integer
```

C#

```
[DataMemberAttribute]
protected int maxLevel
```

Visual C++

```
[DataMemberAttribute]
protected:
int maxLevel
```

JavaScript

maxLevel

□ See Also

[Layer Class](#)

7.8.3.3 minLevel Field

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Protected minLevel As Integer
```

C#

```
[DataMemberAttribute]
protected int minLevel
```

Visual C++

```
[DataMemberAttribute]
protected:
int minLevel
```

JavaScript

```
minLevel
```

▪ See Also

[Layer Class](#)

7.8.3.4 name Field

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Protected name As String
```

C#

```
[DataMemberAttribute]
protected string name
```

Visual C++

```
[DataMemberAttribute]
protected:
String^ name
```

JavaScript

```
name
```

See Also

[Layer Class](#)

7.8.3.5 url Field

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
<DataMemberAttribute>
Protected url As String
```

C#

```
[DataMemberAttribute]
protected string url
```

Visual C++

`[DataMemberAttribute]`

`protected:`

`String^ url`

JavaScript

`url`

See Also

[Layer Class](#)

7.8.4 Layer Methods

The [Layer](#) type exposes the following members.

Methods

Name	Description
�能 CallScriptMethod	(Inherited from GisObject .)
能 Equals	(Inherited from Object .)
能 Finalize	(Inherited from Object .)
能 GetHashCode	(Inherited from Object .)
能 GetId	获取当前类型的标识 (Inherited from GisObject .)
能 GetMaxLevel	获取图层最大级别
能 GetMinLevel	获取图层最小级别
能 GetName	获取图层名称

≡ [GetType](#) (Inherited from [Object](#) .)

≡ [GetUrl](#) 获取图层 url

≡ [Hide](#) 隐藏图层

≡ [IsVisible](#) 图层是否可见

≡ [MemberwiseClone](#) (Inherited from [Object](#) .)

≡ [ScriptMethod](#) 调用脚本方法

≡ [SetMaxLevel](#) 设置图层最大级别

≡ [SetMinLevel](#) 设置图层最小级别

≡ [SetName](#) 设置图层名称

≡ [SetUrl](#) 设置 Url

≡ [Show](#) 展现图层

≡ [ToString](#) (Inherited from [Object](#) .)

See Also

[Layer Class](#)

7.8.4.1 GetMaxLevel Method

获取图层最大级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic**Public Function** GetMaxLevel **As Integer****C#****public int** GetMaxLevel()**Visual C++****public:**
int GetMaxLevel()**JavaScript****function** getMaxLevel();

Return Value

图层最大级别

□ **See Also**[Layer Class](#)**7.8.4.2 GetMinLevel Method**

获取图层最小级别

Namespace: [NPMapLib.Layers](#)**Assembly:** NPMapLib (in NPMapLib.dll)□ **Syntax****Visual Basic****Public Function** GetMinLevel **As Integer****C#****public int** GetMinLevel()

Visual C++

```
public:
int GetMinLevel()
```

JavaScript

```
function getMinLevel();
```

Return Value

图层最小级别

See Also

[Layer Class](#)

7.8.4.3 GetName Method

获取图层名称

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetName As String
```

C#

```
public string GetName()
```

Visual C++

```
public:
String^ GetName()
```

JavaScript

```
function getName();
```

Return Value

图层名称

See Also

[Layer Class](#)

7.8.4.4 GetUrl Method

获取图层 url

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetUrl As String
```

C#

```
public string GetUrl()
```

Visual C++

```
public:  
String^ GetUrl()
```

JavaScript

```
function getUrl();
```

Return Value

图层的 url 地址

See Also

[Layer Class](#)

7.8.4.5 Hide Method

隐藏图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Overridable Sub Hide
```

C#

```
public virtual void Hide()
```

Visual C++

```
public:  
virtual void Hide()
```

JavaScript

```
function hide();
```

▪ See Also

[Layer Class](#)

7.8.4.6 IsVisible Method

图层是否可见

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function IsVisible As Boolean
```

C#

```
public bool IsVisible()
```

Visual C++

```
public:  
bool IsVisible()
```

JavaScript

```
function isVisible();
```

Return Value

▪ See Also

[Layer Class](#)

7.8.4.7 ScriptMethod Method

调用脚本方法

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Protected Overridable Function ScriptMethod ( _  
    methodName As String, _  
    ParamArray param As Object () _  
) As Object
```

C#

```
protected virtual Object ScriptMethod(  
    string methodName,  
    params Object[] param  
)
```

Visual C++

```
protected:  
virtual Object^ ScriptMethod(  
    String^ methodName,  
    ... array<Object>^ param  
)
```

JavaScript

```
function scriptMethod(methodName, ... param);
```

Parameters

methodName

Type: [System..:::String](#)

param

Type: [array<System..:::Object>\[\]\(\)](#)[][]

See Also

[Layer Class](#)

7.8.4.8 SetMaxLevel Method

设置图层最大级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetMaxLevel ( _  
    level As Integer _  
)
```

C#

```
public void SetMaxLevel (  
    int level  
)
```

Visual C++

```
public:  
void SetMaxLevel (  
    int level  
)
```

JavaScript

```
function setMaxLevel (level);
```

Parameters

level

Type: [System...:::Int32](#)

图层最大级别

See Also

[Layer Class](#)

7.8.4.9 SetMinLevel Method

设置图层最小级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetMinLevel ( _
    level As Integer _
)
```

C#

```
public void SetMinLevel(
    int level
)
```

Visual C++

```
public:
void SetMinLevel(
    int level
)
```

JavaScript

```
function setMinLevel(level);
```

Parameters

level

Type: [System...:::Int32](#)

图层最小级别

▪ See Also

[Layer Class](#)

7.8.4.10 SetName Method

设置图层名称

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetName ( _  
    name As String _  
)
```

C#

```
public void SetName (  
    string name  
)
```

Visual C++

```
public:  
void SetName (  
    String^ name  
)
```

JavaScript

```
function setName (name);
```

Parameters

name

Type: [System...:::String](#)

图层名称

▪ See Also

[Layer Class](#)

7.8.4.11 SetUrl Method

设置 Url

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetUrl ( _  
    url As String _  
)
```

C#

```
public void SetUrl(  
    string url  
)
```

Visual C++

```
public:  
void SetUrl(  
    String^ url  
)
```

JavaScript

```
function setUrl(url);
```

Parameters

url

Type: [System...:::String](#)

url 地址

▪ See Also

[Layer Class](#)

7.8.4.12 Show Method

展现图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Overridable Sub Show
```

C#

```
public virtual void Show()
```

Visual C++

```
public:  
virtual void Show()
```

JavaScript

```
function show();
```

▪ See Also

[Layer Class](#)

7.8.5 Layer Properties

The [Layer](#) type exposes the following members.

▪ Properties

Name Description

 [LayerId](#) 图层 ID

 [MapId](#) 地图 ID

See Also

[Layer Class](#)

7.8.5.1 LayerId Property

图层 ID

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property LayerId As Integer
    Get
    Protected Set
```

C#

```
[DataMemberAttribute]
public int LayerId { get; protected set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property int LayerId {
    int get ();
    protected: void set (int value);
}
```

JavaScript

```
function get_layerId();
function set_layerId(value);
```

See Also

[Layer Class](#)

7.8.5.2 MapId Property

地图 ID

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property MapId As Integer
    Get
    Protected Set
```

C#

```
[DataMemberAttribute]
public int MapId { get; protected set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property int MapId {
    int get ();
    protected: void set (int value);
}
```

JavaScript

```
function get_mapId();
```

```
function set_mapId(value);
```

See Also

[Layer Class](#)

7.9 OpenLayerOptions Class

WMSLayer 图层可选参数

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class OpenLayerOptions
```

C#

```
public class OpenLayerOptions
```

Visual C++

```
public ref class OpenLayerOptions
```

JavaScript

```
NPMapLib.Layers.OpenLayerOptions = function() {
```

```
    Type.createClass(
        'NPMapLib.Layers.OpenLayerOptions');
```

Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Layers..:::OpenLayerOptions

See Also

[OpenLayerOptions Members](#)

7.9.1 OpenLayerOptions Members

[OpenLayerOptions Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [OpenLayerOptions](#) type exposes the following members.

Constructors

	Name	Description
≡	OpenLayerOptions	

Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

Properties

Name	Description
 Buffer	图片加载方式, 0--快速下载, 2--双螺旋下载[默认为 0]
 Format	缓存图片格式
 FullExtent	全图坐标范围
 IsBaseLayer	是否作为基础图层, 备注: 基础图层无法控制显示隐藏
 LayerName	图层标识
 MapUnitPixels	缓存图片像素
 MaxLevel	最大显示级别
 MinLevel	最小显示级别
 Projection	投影方式
 Reproject	是否进行重投影
 Tiled	是否缓存

See Also

[OpenLayerOptions Class](#)

7.9.2 OpenLayerOptions Constructor

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public OpenLayerOptions()
```

Visual C++

```
public:  
OpenLayerOptions()
```

JavaScript

```
NPMapLib.Layers.OpenLayerOptions = function();
```

▀ See Also

[OpenLayerOptions Class](#)

7.9.3 OpenLayerOptions Methods

The [OpenLayerOptions](#) type exposes the following members.

▀ Methods

Name	Description
_Equals	(Inherited from Object .)

- 💡 [Finalize](#) (Inherited from [Object](#).)
- 💡 [GetHashCode](#) (Inherited from [Object](#).)
- 💡 [GetType](#) (Inherited from [Object](#).)
- 💡 [MemberwiseClone](#) (Inherited from [Object](#).)
- 💡 [ToString](#) (Inherited from [Object](#).)

See Also

[OpenLayerOptions Class](#)

7.9.4 OpenLayerOptions Properties

The [OpenLayerOptions](#) type exposes the following members.

Properties

Name	Description
 Buffer	图片加载方式， 0--快速下载， 2--双螺旋下载[默认为 0]
 Format	缓存图片格式
 FullExtent	全图坐标范围
 IsBaseLayer	是否作为基础图层， 备注：基础图层无法控制显示隐藏
 LayerName	图层标识
 MapUnitPixels	缓存图片像素

 [MaxLevel](#) 最大显示级别

 [MinLevel](#) 最小显示级别

 [Projection](#) 投影方式

 [Reproject](#) 是否进行重投影

 [Tiled](#) 是否缓存

See Also

[OpenLayerOptions Class](#)

7.9.4.1 Buffer Property

图片加载方式，0--快速下载，2--双螺旋下载[默认为 0]

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Buffer As Integer
    Get
    Set
```

C#

```
public int Buffer { get; set; }
```

Visual C++

```
public:
property int Buffer {
    int get ();
```

```

        void set (int value);
    }

```

JavaScript

```

function get_buffer();
function set_buffer(value);

```

See Also

[OpenLayerOptions Class](#)

7.9.4.2 Format Property

缓存图片格式

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

Public Property Format As String
    Get
    Set

```

C#

```

public string Format { get; set; }

```

Visual C++

```

public:
property String^ Format {
    String^ get ();
    void set (String^ value);
}

```

JavaScript

```
function get_format();
function set_format(value);
```

See Also

[OpenLayerOptions Class](#)

7.9.4.3 FullExtent Property

全图坐标范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property FullExtent As Extent
    Get
    Set
```

C#

```
public Extent FullExtent { get; set; }
```

Visual C++

```
public:
property Extent^ FullExtent {
    Extent^ get ();
    void set (Extent^ value);
}
```

JavaScript

```
function get_fullExtent();
function set_fullExtent(value);
```

See Also

[OpenLayerOptions Class](#)

7.9.4.4 IsBaseLayer Property

是否作为基础图层，备注：基础图层无法控制显示隐藏

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property IsBaseLayer As Boolean
    Get
    Set
```

C#

```
public bool IsBaseLayer { get; set; }
```

Visual C++

```
public:
property bool IsBaseLayer {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_isBaseLayer();
function set_isBaseLayer(value);
```

▪ See Also

[OpenLayerOptions Class](#)

7.9.4.5 LayerName Property

图层标识

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property LayerName As String
    Get
    Set
```

C#

```
public string LayerName { get; set; }
```

Visual C++

```
public:
property String^ LayerName {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_layerName();
function set_layerName(value);
```

▪ See Also

[OpenLayerOptions Class](#)

7.9.4.6 MapUnitPixels Property

缓存图片像素

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property MapUnitPixels As Integer
    Get
    Set
```

C#

```
public int MapUnitPixels { get; set; }
```

Visual C++

```
public:
property int MapUnitPixels {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_mapUnitPixels();
function set_mapUnitPixels(value);
```

▪ See Also

[OpenLayerOptions Class](#)

7.9.4.7 MaxLevel Property

最大显示级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property MaxLevel As Integer
    Get
    Set
```

C#

```
public int MaxLevel { get; set; }
```

Visual C++

```
public:
property int MaxLevel {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_maxLevel();
function set_maxLevel(value);
```

▪ See Also

[OpenLayerOptions Class](#)

7.9.4.8 MinLevel Property

最小显示级别

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property MinLevel As Integer
    Get
    Set
```

C#

```
public int MinLevel { get; set; }
```

Visual C++

```
public:
property int MinLevel {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_minLevel();
function set_minLevel(value);
```

□ **See Also**

[OpenLayerOptions Class](#)

7.9.4.9 Projection Property

投影方式

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public Property Projection As String
    Get
    Set
```

C#

```
public string Projection { get; set; }
```

Visual C++

```
public:
property String^ Projection {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_projection();
function set_projection(value);
```

□ See Also

[OpenLayerOptions Class](#)

7.9.4.10 Reproject Property

是否进行重投影

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property Reproject As Boolean
    Get
    Set
```

C#

```
public bool Reproject { get; set; }
```

Visual C++

```
public:
property bool Reproject {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_reproject();
function set_reproject(value);
```

□ See Also

[OpenLayerOptions Class](#)

7.9.4.11 Tiled Property

是否缓存

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property Tiled As Boolean
    Get
    Set
```

C#

```
public bool Tiled { get; set; }
```

Visual C++

```
public:
property bool Tiled {
```

```

    bool get ();
    void set (bool value);
}

```

JavaScript

```

function get_tiled();
function set_tiled(value);

```

See Also

[OpenLayerOptions Class](#)

7.10 OverlayLayer Class

叠加对象图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

<DataContractAttribute> _
Public Class OverlayLayer _
    Inherits Layer

```

C#

```

[DataContractAttribute]
public class OverlayLayer : Layer

```

Visual C++

```

[DataContractAttribute]
public ref class OverlayLayer : public Layer

```

JavaScript

```
NPMapLib.Layers.OverlayLayer = function();
Type.createClass(
    'NPMapLib.Layers.OverlayLayer',
    NPMapLib.Layers.Layer);
```

▀ Inheritance Hierarchy

[System...:::Object](#)

[NPMapLib...:::GisObject](#)

[NPMapLib.Layers...:::Layer](#)

NPMapLib.Layers...:::OverlayLayer

▀ See Also

[OverlayLayer Members](#)

7.10.1 OverlayLayer Members

[OverlayLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [OverlayLayer](#) type exposes the following members.

▀ Constructors

	Name	Description
≡	OverlayLayer	构造叠加对象图层

▀ Methods

	Name	Description
≡	AddOverlay	添加叠加物

 AddOverlays	添加叠加物
 CallScriptMethod	(Inherited from GisObject .)
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
 GetMinLevel	获取图层最小级别 (Inherited from Layer .)
 GetName	获取图层名称 (Inherited from Layer .)
 GetOverlay	根据 Id 获取叠加物
 GetOverlays	获取所有叠加物
 GetType	(Inherited from Object .)

	GetUrl	获取图层 url (Inherited from Layer .)
	Hide	隐藏图层 (Inherited from Layer .)
	IsVisible	图层是否可见 (Inherited from Layer .)
	MemberwiseClone	(Inherited from Object .)
	RemoveAllOverlays	移除所有叠加物体
	RemoveOverlay	移除指定叠加物体
	ScriptMethod	调用脚本方法 (Inherited from Layer .)
	SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
	SetMinLevel	设置图层最小级别 (Inherited from Layer .)
	SetName	设置图层名称 (Inherited from Layer .)

	SetUrl	设置 Url (Inherited from Layer .)
	Show	展现图层 (Inherited from Layer .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	layerType	(Inherited from Layer .)
	mapId	(Inherited from GisObject .)
	maxLevel	(Inherited from Layer .)
	minLevel	(Inherited from Layer .)
	name	(Inherited from Layer .)
	url	(Inherited from Layer .)

Properties

	Name	Description

 LayerId	图层 ID (Inherited from Layer .)
 MapId	地图 ID (Inherited from Layer .)

See Also

[OverlayLayer Class](#)

7.10.2 OverlayLayer Constructor

构造叠加对象图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    name As String _  
)
```

C#

```
public OverlayLayer(  
    string name  
)
```

Visual C++

```
public:  
OverlayLayer(  
    String^ name  
)
```

JavaScript

```
NPMapLib.Layers.OverlayLayer = function(name);
```

Parameters

name

Type: [System...:::String](#)

See Also

[OverlayLayer Class](#)

7.10.3 OverlayLayer Fields

The [OverlayLayer](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 layerType	(Inherited from Layer .)
💡 mapId	(Inherited from GisObject .)
💡 maxLevel	(Inherited from Layer .)
💡 minLevel	(Inherited from Layer .)
💡 name	(Inherited from Layer .)
💡 url	(Inherited from Layer .)

See Also

[OverlayLayer Class](#)

7.10.4 OverlayLayer Methods

The [OverlayLayer](#) type exposes the following members.

Methods

Name	Description
 AddOverlay	添加叠加物
 AddOverlays	添加叠加物
 CallScriptMethod	(Inherited from GisObject .)
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
 GetMinLevel	获取图层最小级别 (Inherited from Layer .)
 GetName	获取图层名称 (Inherited from Layer .)
 GetOverlay	根据 Id 获取叠加物

≡◊ GetOverlays	获取所有叠加物
≡◊ GetType	(Inherited from Object .)
≡◊ GetUrl	获取图层 url (Inherited from Layer .)
≡◊ Hide	隐藏图层 (Inherited from Layer .)
≡◊ IsVisible	图层是否可见 (Inherited from Layer .)
≡◊ MemberwiseClone	(Inherited from Object .)
≡◊ RemoveAllOverlays	移除所有叠加物体
≡◊ RemoveOverlay	移除指定叠加物体
≡◊ ScriptMethod	调用脚本方法 (Inherited from Layer .)
≡◊ SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
≡◊ SetMinLevel	设置图层最小级别 (Inherited from Layer .)
≡◊ SetName	设置图层名称 (Inherited from Layer .)
≡◊ SetUrl	设置 Url

(Inherited from [Layer](#).)

展现图层

≡ [Show](#)

(Inherited from [Layer](#).)

≡ [ToString](#)

(Inherited from [Object](#).)

≡ See Also

[OverlayLayer Class](#)

7.10.4.1 AddOverlay Method

添加叠加物

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

≡ Syntax

Visual Basic

```
Public Sub AddOverlay ( _  
    overlay As Overlay _  
)
```

C#

```
public void AddOverlay(  
    Overlay overlay  
)
```

Visual C++

```
public:  
void AddOverlay(  
    Overlay^ overlay  
)
```

JavaScript

```
function addOverlay(overlay);
```

Parameters

overlay

Type: [NPMMapLib..:...Overlay](#)

叠加物

See Also

[OverlayLayer Class](#)

7.10.4.2 AddOverlays Method

添加叠加物

Namespace: [NPMMapLib.Layers](#)

Assembly: NPMMapLib (in NPMMapLib.dll)

Syntax

Visual Basic

```
Public Sub AddOverlays ( _  
    overlays As IEnumerable\(Of Overlay\) _  
)
```

C#

```
public void AddOverlays (  
    IEnumerable<Overlay> overlays  
)
```

Visual C++

```
public:  
void AddOverlays (
```

```
    IEnumerable<Overlay>^ overlays
)
```

JavaScript

```
function addOverlays(overlays);
```

Parameters

overlays

Type: [System.Collections.Generic..:::IEnumerable<\(Of<\(<'Overlay>\)>\)>](#)

叠加物集合

See Also

[OverlayLayer Class](#)

7.10.4.3 GetOverlay Method

根据 Id 获取叠加物

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetOverlay ( _
    id As Integer _
) As Overlay
```

C#

```
public Overlay GetOverlay(
    int id
)
```

Visual C++

```
public:
Overlay^ GetOverlay(
    int id
)
```

JavaScript

```
function getOverlay(id) ;
```

Parameters

id

Type: [System...:::Int32](#)

Return Value

叠加物体

See Also

[OverlayLayer Class](#)

7.10.4.4 GetOverlays Method

获取所有叠加物

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetOverlays As IEnumerable\(Of Overlay\)
```

C#

```
public IEnumerable<Overlay> GetOverlays()
```

Visual C++

```
public:
IEnumerable<Overlay^>^ GetOverlays\(\)
```

JavaScript

```
function getOverlays();
```

Return Value

叠加物体

See Also

[OverlayLayer Class](#)

7.10.4.5 RemoveAllOverlays Method

移除所有叠加物体

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub RemoveAllOverlays
```

C#

```
public void RemoveAllOverlays()
```

Visual C++

```
public:
void RemoveAllOverlays()
```

JavaScript

```
function removeAllOverlays();
```

See Also

[OverlayLayer Class](#)

7.10.4.6 RemoveOverlay Method

移除指定叠加物体

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub RemoveOverlay ( _  
    overlay As Overlay _  
)
```

C#

```
public void RemoveOverlay(  
    Overlay overlay  
)
```

Visual C++

```
public:  
void RemoveOverlay(  
    Overlay^ overlay  
)
```

JavaScript

```
function removeOverlay(overlay);
```

Parameters

overlay

Type: [NPMapLib...:::Overlay](#)

叠加物体

See Also

[OverlayLayer Class](#)

7.10.5 OverlayLayer Properties

The [OverlayLayer](#) type exposes the following members.

Properties

Name	Description
------	-------------

图层 ID

 [LayerId](#)
(Inherited from [Layer](#).)

地图 ID

 [MapId](#)
(Inherited from [Layer](#).)

See Also

[OverlayLayer Class](#)

7.11 VectorGMLLayerOptions Class

VectorGMLLayer 图层可选参数

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class VectorGMLLayerOptions
```

C#

```
public class VectorGMLLayerOptions
```

Visual C++

```
public ref class VectorGMLLayerOptions
```

JavaScript

```
NPMMapLib.Layers.VectorGMLLayerOptions = function() ;  
  
Type.createClass(  
    'NPMMapLib.Layers.VectorGMLLayerOptions');
```

Inheritance Hierarchy

[System..:::Object](#)

NPMMapLib.Layers..:::VectorGMLLayerOptions

See Also

[VectorGMLLayerOptions Members](#)

7.11.1 VectorGMLLayerOptions Members

[VectorGMLLayerOptions Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [VectorGMLLayerOptions](#) type exposes the following members.

 Constructors

Name	Description



[VectorGMLLayerOptions](#)

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	Buffer	图片加载方式, 0--快速下载, 2--双螺旋下载[默认为 0]
	IsBaseLayer	是否作为基础图层, 备注: 基础图层无法控制显示隐藏
	MapUnitPixels	缓存图片像素
	Projection	投影方式

[Reproject](#)

是否进行重投影

See Also

[VectorGMLLayerOptions Class](#)

7.11.2 VectorGMLLayerOptions Constructor

Namespace: [NPMapLib.Layers](#)**Assembly:** NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public VectorGMLLayerOptions()
```

Visual C++

```
public:  
VectorGMLLayerOptions()
```

JavaScript

```
NPMapLib.Layers.VectorGMLLayerOptions = function() ;
```

See Also

[VectorGMLLayerOptions Class](#)

7.11.3 VectorGMLLayerOptions Methods

The [VectorGMLLayerOptions](#) type exposes the following members.

Methods

Name	Description
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetType	(Inherited from Object .)
 MemberwiseClone	(Inherited from Object .)
 ToString	(Inherited from Object .)

See Also

[VectorGMLLayerOptions Class](#)

7.11.4 VectorGMLLayerOptions Properties

The [VectorGMLLayerOptions](#) type exposes the following members.

Properties

Name	Description
 Buffer	图片加载方式，0--快速下载，2--双螺旋下载[默认为0]
 IsBaseLayer	是否作为基础图层，备注：基础图层无法控制显示隐藏

 [MapUnitPixels](#) 缓存图片像素

 [Projection](#) 投影方式

 [Reproject](#) 是否进行重投影

See Also

[VectorGMLLayerOptions Class](#)

7.11.4.1 Buffer Property

图片加载方式，0--快速下载，2--双螺旋下载[默认为0]

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Buffer As Integer
    Get
    Set
```

C#

```
public int Buffer { get; set; }
```

Visual C++

```
public:
property int Buffer {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_buffer();
function set_buffer(value);
```

See Also

[VectorGMLLayerOptions Class](#)

7.11.4.2 IsBaseLayer Property

是否作为基础图层，备注：基础图层无法控制显示隐藏

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

See Syntax

Visual Basic

```
Public Property IsBaseLayer As Boolean
    Get
    Set
```

C#

```
public bool IsBaseLayer { get; set; }
```

Visual C++

```
public:
property bool IsBaseLayer {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_isBaseLayer();
function set_isBaseLayer(value);
```

See Also

[VectorGMLLayerOptions Class](#)

7.11.4.3 MapUnitPixels Property

缓存图片像素

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property MapUnitPixels As Integer
    Get
    Set
```

C#

```
public int MapUnitPixels { get; set; }
```

Visual C++

```
public:
property int MapUnitPixels {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_mapUnitPixels();
function set_mapUnitPixels(value);
```

▪ See Also

[VectorGMLLayerOptions Class](#)

7.11.4.4 Projection Property

投影方式

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property Projection As String
    Get
    Set
```

C#

```
public string Projection { get; set; }
```

Visual C++

```
public:
property String^ Projection {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_projection();
function set_projection(value);
```

▪ See Also

[VectorGMLLayerOptions Class](#)

7.11.4.5 Reproject Property

是否进行重投影

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property Reproject As Boolean
    Get
    Set
```

C#

```
public bool Reproject { get; set; }
```

Visual C++

```
public:
property bool Reproject {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_reproject();
function set_reproject(value);
```

▪ See Also

[VectorGMLLayerOptions Class](#)

7.12 WMSLayer Class

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Class WMSLayer _
    Inherits Layer
```

C#

```
public class WMSLayer : Layer
```

Visual C++

```
public ref class WMSLayer : public Layer
```

JavaScript

```
NPMapLib.Layers.WMSLayer = function() {
    Type.createClass(
        'NPMapLib.Layers.WMSLayer',
        NPMapLib.Layers.Layer);
}
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib.Layers..:::Layer](#)

NPMapLib.Layers..:::WMSLayer

See Also

[WMSLayer Members](#)

7.12.1 WMSLayer Members

[WMSLayer Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [WMSLayer](#) type exposes the following members.

Constructors

	Name	Description
ogl	WMSLayer	

Methods

	Name	Description
ogl	CallScriptMethod	(Inherited from GisObject .)
ogl	Equals	(Inherited from Object .)
ogl	Finalize	(Inherited from Object .)
ogl	GetHashCode	(Inherited from Object .)
ogl	GetId	获取当前类型的标识 (Inherited from GisObject .)
ogl	GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
ogl	GetMinLevel	获取图层最小级别 (Inherited from Layer .)
ogl	GetName	获取图层名称 (Inherited from Layer .)

	GetType	(Inherited from Object .)
	GetUrl	获取图层 url (Inherited from Layer .)
	Hide	隐藏图层 (Inherited from Layer .)
	IsVisible	图层是否可见 (Inherited from Layer .)
	MemberwiseClone	(Inherited from Object .)
	ScriptMethod	调用脚本方法 (Inherited from Layer .)
	SetMaxLevel	设置图层最大级别 (Inherited from Layer .)
	SetMinLevel	设置图层最小级别 (Inherited from Layer .)
	SetName	设置图层名称 (Inherited from Layer .)
	SetUrl	设置 Url

		(Inherited from Layer .)
	Show	展现图层
		(Inherited from Layer .)
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	layerType	(Inherited from Layer .)
	mapId	(Inherited from GisObject .)
	maxLevel	(Inherited from Layer .)
	minLevel	(Inherited from Layer .)
	name	(Inherited from Layer .)
	url	(Inherited from Layer .)

Properties

	Name	Description
	FullExtent	全图坐标范围

	<u>IsBaseLayer</u>	是否为基础图层
	<u>LayerId</u>	图层 ID (Inherited from <u>Layer</u> .)
	<u>MapId</u>	地图 ID (Inherited from <u>Layer</u> .)
	<u>MaxResolution</u>	最大分辨率
	<u>NumZoomLevel</u>	地图缩放级别总数
	<u>Resolutions</u>	比例尺集合

See Also

[WMSLayer Class](#)

7.12.2 WMSLayer Constructor

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public WMSLayer()
```

Visual C++

```
public:
WMSLayer()
```

JavaScript

```
NPMapLib.Layers.WMSLayer = function() ;
```

See Also

[WMSLayer Class](#)

7.12.3 WMSLayer Fields

The [WMSLayer](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 layerType	(Inherited from Layer .)
💡 mapId	(Inherited from GisObject .)
💡 maxLevel	(Inherited from Layer .)
💡 minLevel	(Inherited from Layer .)
💡 name	(Inherited from Layer .)
💡 url	(Inherited from Layer .)

See Also

[WMSLayer Class](#)

7.12.4 WMSLayer Methods

The [WMSLayer](#) type exposes the following members.

Methods

Name	Description
�能 CallScriptMethod	(Inherited from GisObject .)
能 Equals	(Inherited from Object .)
能 Finalize	(Inherited from Object .)
能 GetHashCode	(Inherited from Object .)
能 GetId	获取当前类型的标识 (Inherited from GisObject .)
能 GetMaxLevel	获取图层最大级别 (Inherited from Layer .)
能 GetMinLevel	获取图层最小级别 (Inherited from Layer .)
能 GetName	获取图层名称 (Inherited from Layer .)
能 GetType	(Inherited from Object .)
能 GetUrl	获取图层 url (Inherited from Layer .)
能 Hide	隐藏图层

(Inherited from [Layer](#).)

图层是否可见

≡ [IsVisible](#)

(Inherited from [Layer](#).)

💡 [MemberwiseClone](#) (Inherited from [Object](#).)

调用脚本方法

💡 [ScriptMethod](#)

(Inherited from [Layer](#).)

设置图层最大级别

≡ [SetMaxLevel](#)

(Inherited from [Layer](#).)

设置图层最小级别

≡ [SetMinLevel](#)

(Inherited from [Layer](#).)

设置图层名称

≡ [SetName](#)

(Inherited from [Layer](#).)

设置 Url

≡ [SetUrl](#)

(Inherited from [Layer](#).)

展现图层

≡ [Show](#)

(Inherited from [Layer](#).)

≡ [ToString](#)

(Inherited from [Object](#).)

▀ See Also

[WMSLayer Class](#)

7.12.5 WMSLayer Properties

The [WMSLayer](#) type exposes the following members.

Properties

Name	Description
 FullExtent	全图坐标范围
 IsBaseLayer	是否为基础图层
 LayerId	图层 ID (Inherited from Layer .)
 MapId	地图 ID (Inherited from Layer .)
 MaxResolution	最大分辨率
 NumZoomLevel	地图缩放级别总数
 Resolutions	比例尺集合

See Also

[WMSLayer Class](#)

7.12.5.1 FullExtent Property

全图坐标范围

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property FullExtent As String
    Get
    Protected Set
```

C#

```
public string FullExtent { get; protected set; }
```

Visual C++

```
public:
property String^ FullExtent {
    String^ get ();
    protected: void set (String^ value);
}
```

JavaScript

```
function get_fullExtent();
function set_fullExtent(value);
```

▪ See Also

[WMSLayer Class](#)

7.12.5.2 IsBaseLayer Property

是否为基础图层

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Overridable Property IsBaseLayer As Boolean
Get
Protected Set
```

C#

```
public virtual bool IsBaseLayer { get; protected set; }
```

Visual C++

```
public:
virtual property bool IsBaseLayer {
    bool get () ;
    protected: void set (bool value) ;
}
```

JavaScript

```
function get_isBaseLayer();
function set_isBaseLayer(value);
```

See Also

[WMSLayer Class](#)

7.12.5.3 MaxResolution Property

最大分辨率

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Property MaxResolution As String
Get
Protected Set
```

C#

```
public string MaxResolution { get; protected set; }
```

Visual C++

```
public:
property String^ MaxResolution {
    String^ get ();
    protected: void set (String^ value);
}
```

JavaScript

```
function get_maxResolution();
function set_maxResolution(value);
```

□ See Also

[WMSLayer Class](#)

7.12.5.4 NumZoomLevel Property

地图缩放级别总数

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property NumZoomLevel As Integer
    Get
    Protected Set
```

C#

```
public int NumZoomLevel { get; protected set; }
```

Visual C++

```
public:
property int NumZoomLevel {
    int get ();
    protected: void set (int value);
}
```

JavaScript

```
function get_numZoomLevel();
function set_numZoomLevel(value);
```

See Also

[WMSLayer Class](#)

7.12.5.5 Resolutions Property

比例尺集合

Namespace: [NPMapLib.Layers](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Property Resolutions As String
    Get
    Protected Set
```

C#

```
public string Resolutions { get; protected set; }
```

Visual C++

```
public:
property String^ Resolutions {
```

```

    String^ get ();
protected: void set (String^ value);
}

```

JavaScript

```

function get_resolutions();
function set_resolutions(value);

```

See Also

[WMSLayer Class](#)

8. NPMapLib.Symbols Namespace

Classes

Class	Description
 Animation	移动绘制
 AnimationOption	移动绘制可选参数
 Icon	图标类
 IconOptions	Icon 可选参数
 InfoWindow	信息窗口
 InfoWindowOption	信息窗口可选参数
 Label	标题(文本)
 LabelOptions	Label 可选参数
 LabelStyle	文本样式
 Marker	标注[专题对象]

8.1 Animation Class

移动绘制

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
<DataContractAttribute>
<KnownTypeAttribute(GetType(Marker))>
Public Class Animation
    Inherits GisObject
```

C#

```
[DataContractAttribute]
[KnownTypeAttribute(typeof(Marker))]
public class Animation : GisObject
```

Visual C++

```
[DataContractAttribute]
[KnownTypeAttribute(typeof(Marker))]
public ref class Animation : public GisObject
```

JavaScript

```
NPMapLib.Symbols.Animation = function() {
    Type.createClass(
        'NPMapLib.Symbols.Animation',
        NPMapLib.GisObject);
```

■ Inheritance Hierarchy

[System..::..Object](#)

[NPMapLib...:::GisObject](#)**NPMapLib.Symbols...:::Animation**

See Also

[Animation Members](#)**8.1.1 Animation Members**[Animation Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [Animation](#) type exposes the following members.

Constructors

Name	Description
 Animation(Overlay)	构造函数
 Animation(Overlay, AnimationOption)	构造函数

Methods

Name	Description
 CallScriptMethod	(Inherited from GisObject .)
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)

	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetOverlay	获取移动标识
	GetPath	获取绘制路线
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	Pause	暂停绘制
	Remove	移除动画标注
	SetPath	设置绘制路线
	SetRepeat	设置是否重复绘制
	SetReturn	设置是否返回
	SetSpeed	设置速度
	Start	开始绘制
	Stop	停止绘制
	ToString	(Inherited from Object .)

Fields

	Name	Description
💡	id	(Inherited from GisObject .)
💡	mapId	(Inherited from GisObject .)

▪ See Also

[Animation Class](#)

8.1.2 Animation Constructor

▪ Overload List

Name	Description
💡 Animation(Overlay)	构造函数
💡 Animation(Overlay, AnimationOption)	构造函数

▪ See Also

[Animation Class](#)

[Animation Members](#)

8.1.2.1 Animation Constructor (Overlay)

构造函数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _  
    overlay As Overlay _  
)
```

C#

```
public Animation(  
    Overlay overlay  
)
```

Visual C++

```
public:  
Animation(  
    Overlay^ overlay  
)
```

JavaScript

NPMapLib.Symbols.Animation = **function**(overlay);

Parameters

overlay

Type: [NPMapLib...:::Overlay](#)

移动覆盖物

See Also

[Animation Class](#)

[Animation Overload](#)

8.1.2.2 Animation Constructor (Overlay, AnimationOption)

构造函数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub New ( _  
    overlay As Overlay, _  
    opt As AnimationOption _  
)
```

C#

```
public Animation(  
    Overlay overlay,  
    AnimationOption opt  
)
```

Visual C++

```
public:  
Animation(  
    Overlay^ overlay,  
    AnimationOption^ opt  
)
```

JavaScript

NPMapLib.Symbols.Animation = **function**(overlay, opt);
Parameters

overlay

Type: [NPMapLib..:::Overlay](#)

移动覆盖物

opt

Type: [NPMapLib.Symbols..:::AnimationOption](#)

可选参数，如未传入使用默认设置

▀ See Also

[Animation Class](#)

[Animation Overload](#)

8.1.3 Animation Fields

The [Animation](#) type exposes the following members.

▀ Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)

▀ See Also

[Animation Class](#)

8.1.4 Animation Methods

The [Animation](#) type exposes the following members.

▀ Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)

	获取当前类型的标识
엷은 보라색 표지판	GetId (Inherited from GisObject .)
옅은 보라색 표지판	GetOverlay 获取移动标识
옅은 보라색 표지판	GetPath 获取绘制路线
옅은 보라색 표지판	GetType (Inherited from Object .)
聩色 표지판	MemberwiseClone (Inherited from Object .)
옅은 보라색 표지판	Pause 暂停绘制
옅은 보라색 표지판	Remove 移除动画标注
옅은 보라색 표지판	SetPath 设置绘制路线
옅은 보라색 표지판	SetRepeat 设置是否重复绘制
옅은 보라색 표지판	SetReturn 设置是否返回
옅은 보라색 표지판	SetSpeed 设置速度
옅은 보라색 표지판	Start 开始绘制
옅은 보라색 표지판	Stop 停止绘制
옅은 보라색 표지판	ToString (Inherited from Object .)

See Also

[Animation Class](#)

8.1.4.1 GetOverlay Method

获取移动标识

Namespace: [NPMapLib.Symbols](#)**Assembly:** NPMapLib (in NPMapLib.dll)**▪ Syntax****Visual Basic****Public Function** GetOverlay **As** [Overlay](#)**C#****public** [Overlay](#) GetOverlay()**Visual C++****public:**
[Overlay](#)^ GetOverlay()**JavaScript****function** getOverlay();

Return Value

▪ See Also[Animation Class](#)**8.1.4.2 GetPath Method**

获取绘制路线

Namespace: [NPMapLib.Symbols](#)**Assembly:** NPMapLib (in NPMapLib.dll)**▪ Syntax****Visual Basic****Public Function** GetPath **As** [Polyline](#)

C#

```
public Polyline GetPath()
```

Visual C++

```
public:  
Polyline^ GetPath()
```

JavaScript

```
function getPath();
```

Return Value

绘制路线

See Also

[Animation Class](#)

8.1.4.3 Pause Method

暂停绘制

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub Pause
```

C#

```
public void Pause()
```

Visual C++

```
public:
```

```
void Pause()
function pause();
```

JavaScript

See Also

[Animation Class](#)

8.1.4.4 Remove Method

移除动画标注

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

See Also

Visual Basic

```
Public Sub Remove
```

C#

```
public void Remove()
```

Visual C++

```
public:
void Remove()
```

JavaScript

```
function remove();
```

See Also

[Animation Class](#)

8.1.4.5 SetPath Method

设置绘制路线

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetPath ( _  
    line As Polyline _  
)
```

C#

```
public void SetPath(  
    Polyline line  
)
```

Visual C++

```
public:  
void SetPath(  
    Polyline^ line  
)
```

JavaScript

```
function setPath(line);
```

Parameters

line

Type: [NPMapLib.Geometry.....Polyline](#)

绘制路线

▪ See Also

Animation Class

8.1.4.6 SetRepeat Method

设置是否重复绘制

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetRepeat ( _  
    isRepeat As Boolean _  
)
```

C#

```
public void SetRepeat (  
    bool isRepeat  
)
```

Visual C++

```
public:  
void SetRepeat (  
    bool isRepeat  
)
```

JavaScript

```
function setRepeat(isRepeat);
```

Parameters

isRepeat

Type: [System..::..Boolean](#)

▪ See Also

Animation Class

8.1.4.7 SetReturn Method

设置是否返回

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetReturn ( _  
    isReturn As Boolean _  
)
```

C#

```
public void SetReturn(  
    bool isReturn  
)
```

Visual C++

```
public:  
void SetReturn(  
    bool isReturn  
)
```

JavaScript

```
function setReturn(isReturn);
```

Parameters

isReturn

Type: [System..::..Boolean](#)

是否返回

See Also

[Animation Class](#)

8.1.4.8 SetSpeed Method

设置速度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetSpeed ( _  
    speed As Integer _  
)
```

C#

```
public void SetSpeed(  
    int speed  
)
```

Visual C++

```
public:  
void SetSpeed(  
    int speed  
)
```

JavaScript

```
function setSpeed(speed);
```

Parameters

speed

Type: [System...:::Int32](#)

速度

See Also

[Animation Class](#)

8.1.4.9 Start Method

开始绘制

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub Start
```

C#

```
public void Start()
```

Visual C++

```
public:  
void Start()
```

JavaScript

```
function start();
```

See Also

[Animation Class](#)

8.1.4.10 Stop Method

停止绘制

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Stop
```

C#

```
public void Stop()
```

Visual C++

```
public:  
void Stop();
```

JavaScript

```
function stop();
```

▪ See Also

[Animation Class](#)

8.2 AnimationOption Class

移动绘制可选参数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class AnimationOption
```

C#

```
[DataContractAttribute]
public class AnimationOption
```

Visual C++

```
[DataContractAttribute]
public ref class AnimationOption
```

JavaScript

```
NPMapLib.Symbols.AnimationOption = function() {
    Type.createClass(
        'NPMapLib.Symbols.AnimationOption');
```

▀ Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Symbols..:::AnimationOption

▀ See Also

[AnimationOption Members](#)

8.2.1 AnimationOption Members

[AnimationOption Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [AnimationOption](#) type exposes the following members.

▀ Constructors

	Name	Description
	AnimationOption	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	IsRepeat	是否重复
	IsReturn	是否往返
	Speed	速度

See Also

[AnimationOption Class](#)

8.2.2 AnimationOption Constructor

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▀ Syntax

Visual Basic

```
Public Sub New
```

C#

```
public AnimationOption()
```

Visual C++

```
public:  
AnimationOption()
```

JavaScript

```
NPMapLib.Symbols.AnimationOption = function();
```

▀ See Also

[AnimationOption Class](#)

8.2.3 AnimationOption Methods

The [AnimationOption](#) type exposes the following members.

▀ Methods

Name	Description
⌚ Equals	(Inherited from Object .)

-
- 💡 [Finalize](#) (Inherited from [Object](#).)
 - 💡 [GetHashCode](#) (Inherited from [Object](#).)
 - 💡 [GetType](#) (Inherited from [Object](#).)
 - 💡 [MemberwiseClone](#) (Inherited from [Object](#).)
 - 💡 [ToString](#) (Inherited from [Object](#).)

See Also

[AnimationOption Class](#)

8.2.4 AnimationOption Properties

The [AnimationOption](#) type exposes the following members.

Properties

Name Description

 [IsRepeat](#) 是否重复

 [IsReturn](#) 是否往返

 [Speed](#) 速度

See Also

[AnimationOption Class](#)

8.2.4.1 IsRepeat Property

是否重复

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property IsRepeat As Boolean
    Get
    Set
```

C#

```
[DataMemberAttribute]
public bool IsRepeat { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property bool IsRepeat {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_isRepeat();
function set_isRepeat(value);
```

■ See Also

[AnimationOption Class](#)

8.2.4.2 IsReturn Property

是否往返

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property IsReturn As Boolean
    Get
    Set
```

C#

```
[DataMemberAttribute]
public bool IsReturn { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property bool IsReturn {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_isReturn();
function set_isReturn(value);
```

▪ See Also

[AnimationOption Class](#)

8.2.4.3 Speed Property

速度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Speed As Integer
    Get
    Set
```

C#

```
[DataMemberAttribute]
public int Speed { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property int Speed {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_speed();
function set_speed(value);
```

See Also

[AnimationOption Class](#)

8.3 Icon Class

图标类

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Icon
    Inherits GisObject
```

C#

```
[DataContractAttribute]
public class Icon : GisObject
```

Visual C++

```
[DataContractAttribute]
public ref class Icon : public GisObject
```

JavaScript

```
NPMapLib.Symbols.Icon = function() {
    Type.createClass(
        'NPMapLib.Symbols.Icon',
        NPMapLib.GisObject);
}
```

Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

NPMapLib.Symbols..:::Icon

See Also

[Icon Members](#)

8.3.1 Icon Members

[Icon Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [Icon](#) type exposes the following members.

Constructors

	Name	Description
≡	Icon(String, Size)	构造方法创建 Icon 对象
≡	Icon(String, Size, IconOptions)	构造方法创建 Icon 对象

Methods

	Name	Description
≡	CallScriptMethod	(Inherited from GisObject .)
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetId	获取当前类型的标识 (Inherited from GisObject .)
≡	GetImageSize	返回图标可视区域的大小
≡	GetImageUrl	返回图片资源的路径
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)

 SetAnchor	设置图标定位点相对于其左上角的偏移值
 SetImageSize	设置图标可视区域的大小
 SetImageUrl	设置图片资源的路径
 ToString	(Inherited from Object .)

Fields

	Name	Description
 id	(Inherited from GisObject .)	
 mapId	(Inherited from GisObject .)	

See Also

[Icon Class](#)

8.3.2 Icon Constructor

Overload List

Name	Description
 Icon(String, Size)	构造方法创建 Icon 对象
 Icon(String, Size, IconOptions)	构造方法创建 Icon 对象

See Also

[Icon Class](#)

[Icon Members](#)

8.3.2.1 Icon Constructor (String, Size)

构造方法创建 Icon 对象

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _
    imageUrl As String, _
    size As Size _
)
```

C#

```
public Icon (
    string imageUrl,
    Size size
)
```

Visual C++

```
public:
Icon(
    String^ imageUrl,
    Size^ size
)
```

JavaScript

```
NPMapLib.Symbols.Icon = function(imageUrl, size);
```

Parameters

imageUrl

Type: [System...:::String](#)

图标所用图片资源的路径

size

Type: [NPMapLib.Geometry...:::Size](#)

图标所用的图片的大小

See Also

[Icon Class](#)

[Icon Overload](#)

8.3.2.2 Icon Constructor (String, Size, IconOptions)

构造方法创建 Icon 对象

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Sub New ( _
    imageUrl As String, _
    size As Size, _
    opts As IconOptions _
)
```

C#

```
public Icon(
    string imageUrl,
    Size size,
    IconOptions opts
)
```

Visual C++

```
public:
```

```
Icon(
    String^ imageUrl,
    Size^ size,
    IconOptions^ opts
)
```

JavaScript

```
NPMapLib.Symbols.Icon = function(imageUrl, size, opts);
```

Parameters

imageUrl

Type: [System.....String](#)

图标所用图片资源的路径

size

Type: [NPMapLib.Geometry.....Size](#)

图标所用的图片的大小

opts

Type: [NPMapLib.Symbols.....IconOptions](#)

可选参数

See Also

[Icon Class](#)

[Icon Overload](#)

8.3.3 Icon Fields

The [Icon](#) type exposes the following members.

Fields

Name	Description
-------------	--------------------

💡 [id](#) (Inherited from [GisObject](#).)

💡 [mapId](#) (Inherited from [GisObject](#).)

See Also

[Icon Class](#)

8.3.4 Icon Methods

The [Icon](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetImageSize	返回图标可视区域的大小
💡 GetImageUrl	返回图片资源的路径
💡 GetType	(Inherited from Object .)
💡 MemberwiseClone	(Inherited from Object .)

- [SetAnchor](#) 设置图标定位点相对于其左上角的偏移值
- [SetImageSize](#) 设置图标可视区域的大小
- [SetImageUrl](#) 设置图片资源的路径
- [ToString](#) (Inherited from [Object](#).)

See Also

[Icon Class](#)

8.3.4.1 GetImageSize Method

返回图标可视区域的大小

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetImageSize As Size
```

C#

```
public Size GetImageSize()
```

Visual C++

```
public:  
Size^ GetImageSize()
```

JavaScript

```
function getImageSize();
```

Return Value

See Also

[Icon Class](#)

8.3.4.2 GetImageUrl Method

返回图片资源的路径

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetImageUrl As String
```

C#

```
public string GetImageUrl()
```

Visual C++

```
public:
String^ GetImageUrl();
```

JavaScript

```
function getImageUrl();
```

Return Value

See Also

[Icon Class](#)

8.3.4.3 SetAnchor Method

设置图标定位点相对于其左上角的偏移值

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetAnchor ( _  
    offset As Offset _  
)
```

C#

```
public void SetAnchor(  
    Offset offset  
)
```

Visual C++

```
public:  
void SetAnchor(  
    Offset^ offset  
)
```

JavaScript

```
function setAnchor(offset);
```

Parameters

offset

Type: [NPMapLib..::..Offset](#)

▪ See Also

[Icon Class](#)

8.3.4.4 SetImageSize Method

设置图标可视区域的大小

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetImageSize ( _
    size As Size _
)
```

C#

```
public void SetImageSize(
    Size size
)
```

Visual C++

```
public:
void SetImageSize(
    Size^ size
)
```

JavaScript

```
function setImageSize(size);
```

Parameters

size

Type: [NPMapLib.Geometry.....Size](#)

图标大小

▪ See Also

[Icon Class](#)

8.3.4.5 SetImageUrl Method

设置图片资源的路径

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetImageUrl ( _  
    url As String _  
)
```

C#

```
public void SetImageUrl(  
    string url  
)
```

Visual C++

```
public:  
void SetImageUrl(  
    String^ url  
)
```

JavaScript

```
function setImageUrl(url);
```

Parameters

url

Type: [System..:::String](#)

图标路径

▪ See Also

Icon Class

8.4 IconOptions Class

Icon 可选参数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Class IconOptions
```

C#

```
public class IconOptions
```

Visual C++

```
public ref class IconOptions
```

JavaScript

```
NPMapLib.Symbols.IconOptions = function();
```

```
Type.createClass(  
    'NPMapLib.Symbols.IconOptions');
```

■ Inheritance Hierarchy

[System.....Object](#)

NPMapLib.Symbols.....IconOptions

■ See Also

[IconOptions Members](#)

8.4.1 IconOptions Members

[IconOptions Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [IconOptions](#) type exposes the following members.

Constructors

	Name	Description
	IconOptions	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	Anchor	图标的定位锚点

See Also

[IconOptions Class](#)

8.4.2 IconOptions Constructor

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public IconOptions()
```

Visual C++

```
public:  
IconOptions ()
```

JavaScript

```
NPMapLib.Symbols.IconOptions = function();
```

See Also

[IconOptions Class](#)

8.4.3 IconOptions Methods

The [IconOptions](#) type exposes the following members.

Methods

Name	Description
------	-------------

- [Equals](#) (Inherited from [Object](#).)
- [Finalize](#) (Inherited from [Object](#).)
- [GetHashCode](#) (Inherited from [Object](#).)
- [GetType](#) (Inherited from [Object](#).)
- [MemberwiseClone](#) (Inherited from [Object](#).)
- [ToString](#) (Inherited from [Object](#).)

See Also

[IconOptions Class](#)

8.4.4 IconOptions Properties

The [IconOptions](#) type exposes the following members.

Properties

Name Description

 [Anchor](#) 图标的定位锚点

See Also

[IconOptions Class](#)

8.4.4.1 Anchor Property

图标的定位锚点

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property Anchor As Offset
    Get
    Set
```

C#

```
public Offset Anchor { get; set; }
```

Visual C++

```
public:
property Offset^ Anchor {
    Offset^ get ();
    void set (Offset^ value);
}
```

JavaScript

```
function get_anchor();
function set_anchor(value);
```

▪ See Also

[IconOptions Class](#)

8.5 InfoWindow Class

信息窗口

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
<DataContractAttribute>
Public Class InfoWindow
    Inherits GisObject
```

C#

```
[DataContractAttribute]
public class InfoWindow : GisObject
```

Visual C++

```
[DataContractAttribute]
public ref class InfoWindow : public GisObject
```

JavaScript

```
NPMapLib.Symbols.InfoWindow = function () {
    Type.createClass(
        'NPMapLib.Symbols.InfoWindow',
        NPMapLib.GisObject);
}
```

■ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..::::GisObject](#)

NPMapLib.Symbols..:::InfoWindow**■ See Also**

[InfoWindow Members](#)

8.5.1 InfoWindow Members

[InfoWindow Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [InfoWindow](#) type exposes the following members.

■ Constructors

Name	Description
 InfoWindow(String, String)	信息窗口
 InfoWindow(String, String, InfoWindowOption)	信息窗口

Methods

Name	Description
 CallScriptMethod	(Inherited from GisObject .)
 Close	关闭
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetContent	返回内容
 GetHashCode	(Inherited from Object .)
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetTitle	返回标题
 GetType	(Inherited from Object .)

 IsOpen	获取窗口是否打开的状态
 MemberwiseClone	(Inherited from Object .)
 Open	打开
 SetContent	设置内容
 SetHeight	设置信息窗口的高度
 SetTitle	设置标题
 setWidth	设置信息窗口的宽度
 ToString	(Inherited from Object .)

Fields

	Name	Description
 id	(Inherited from GisObject .)	
 mapId	(Inherited from GisObject .)	

See Also

[InfoWindow Class](#)

8.5.2 InfoWindow Constructor

Overload List

Name	Description
------	-------------

• [InfoWindow\(String, String\)](#) 信息窗口

• [InfoWindow\(String, String, InfoWindowOption\)](#) 信息窗口

See Also

[InfoWindow Class](#)

[InfoWindow Members](#)

8.5.2.1 InfoWindow Constructor (String, String)

信息窗口

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    title As String, _  
    content As String _  
)
```

C#

```
public InfoWindow (  
    string title,  
    string content  
)
```

Visual C++

```
public:  
InfoWindow (
```

```

        String^ title,
        String^ content
)

```

JavaScript

```
NPMapLib.Symbols.InfoWindow = function(title,  
content);
```

Parameters

title

Type: [System...:::String](#)

标题

content

Type: [System...:::String](#)

内容

See Also

[InfoWindow Class](#)

[InfoWindow Overload](#)

8.5.2.2 InfoWindow Constructor ([String](#), [String](#), [InfoWindowOption](#))

信息窗口

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    title As String, _  
    content As String, _  
    opt As InfoWindowOption _  
)
```

C#

```
public InfoWindow (  
    string title,  
    string content,  
    InfoWindowOption opt  
)
```

Visual C++

```
public:  
InfoWindow (  
    String^ title,  
    String^ content,  
    InfoWindowOption^ opt  
)
```

JavaScript

```
NPMapLib.Symbols.InfoWindow = function(title, content,  
opt);
```

Parameters

title

Type: [System..:::String](#)

标题

content

Type: [System..:::String](#)

内容

opt

Type: [NPMapLib.Symbols..:::InfoWindowOption](#)

参数

▪ See Also

[InfoWindow Class](#)

[InfoWindow Overload](#)

8.5.3 InfoWindow Fields

The [InfoWindow](#) type exposes the following members.

▪ Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)

▪ See Also

[InfoWindow Class](#)

8.5.4 InfoWindow Methods

The [InfoWindow](#) type exposes the following members.

▪ Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Close	关闭
💡 Equals	(Inherited from Object .)

💡 Finalize	(Inherited from Object .)
💡 GetContent	返回内容
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetTitle	返回标题
💡 GetType	(Inherited from Object .)
💡 IsOpen	获取窗口是否打开的状态
💡 MemberwiseClone	(Inherited from Object .)
💡 Open	打开
💡 SetContent	设置内容
💡 SetHeight	设置信息窗口的高度
💡 SetTitle	设置标题
💡 SetWidth	设置信息窗口的宽度
💡 ToString	(Inherited from Object .)

See Also

[InfoWindow Class](#)

8.5.4.1 Close Method

关闭

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Close
```

C#

```
public void Close()
```

Visual C++

```
public:  
void Close()
```

JavaScript

```
function close();
```

▪ See Also

[InfoWindow Class](#)

8.5.4.2 GetContent Method

返回内容

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetContent As String
```

C#

```
public string GetContent()
```

Visual C++

```
public:
String^ GetContent()
```

JavaScript

```
function getContent();
```

Return Value

See Also

[InfoWindow Class](#)

8.5.4.3 GetTitle Method

返回标题

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetTitle As String
```

C#

```
public string GetTitle()
```

Visual C++

```
public:
String^ GetTitle()
```

JavaScript

```
function getTitle();
```

Return Value

See Also

[InfoWindow Class](#)

8.5.4.4 IsOpen Method

获取窗口是否打开的状态

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function IsOpen As Boolean
```

C#

```
public bool IsOpen()
```

Visual C++

```
public:  
bool IsOpen()
```

JavaScript

```
function isOpen();
```

Return Value

See Also

[InfoWindow Class](#)

8.5.4.5 Open Method

打开

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Open ( _  
    x As Double, _  
    y As Double _  
)
```

C#

```
public void Open(  
    double x,  
    double y  
)
```

Visual C++

```
public:  
void Open(  
    double x,  
    double y  
)
```

JavaScript

```
function open(x, y);
```

Parameters

x

Type: [System..::..Double](#)

水平位置

y

Type: [System...:::Double](#)

垂直位置

See Also

[InfoWindow Class](#)

8.5.4.6 SetContent Method

设置内容

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetContent ( _  
    content As String _  
)
```

C#

```
public void SetContent (  
    string content  
)
```

Visual C++

```
public:  
void SetContent(  
    String^ content  
)
```

JavaScript

```
function setContent(content);
```

Parameters

content

Type: [System...:...String](#)

See Also

[InfoWindow Class](#)

8.5.4.7 SetHeight Method

设置信息窗口的高度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetHeight ( _  
    height As Double _  
)
```

C#

```
public void SetHeight (  
    double height  
)
```

Visual C++

```
public:  
void SetHeight (  
    double height  
)
```

JavaScript

```
function setHeight(height);
```

Parameters

height

Type: [System...:::Double](#)

See Also

[InfoWindow Class](#)

8.5.4.8 SetTitle Method

设置标题

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetTitle ( _  
    title As String _  
)
```

C#

```
public void SetTitle(  
    string title  
)
```

Visual C++

```
public:  
void SetTitle(  
    String^ title  
)
```

JavaScript

```
function setTitle(title);
```

Parameters

title

Type: [System...:...String](#)

See Also

[InfoWindow Class](#)

8.5.4.9 SetWidth Method

设置信息窗口的宽度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetWidth ( _  
    width As Double _  
)
```

C#

```
public void SetWidth(  
    double width  
)
```

Visual C++

```
public:  
void SetWidth(  
    double width  
)
```

JavaScript

```
function setWidth(width);
```

Parameters

width

Type: [System...:::Double](#)

范围: [220,730]pix

See Also

[InfoWindow Class](#)

8.6 InfoWindowOption Class

信息窗口可选参数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class InfoWindowOption
```

C#

```
public class InfoWindowOption
```

Visual C++

```
public ref class InfoWindowOption
```

JavaScript

```
NPMapLib.Symbols.InfoWindowOption = function();
```

```
Type.createClass(
    'NPMapLib.Symbols.InfoWindowOption');
```

■ Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Symbols.....InfoWindowOption

■ See Also

[InfoWindowOption Members](#)

8.6.1 InfoWindowOption Members

[InfoWindowOption Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [InfoWindowOption](#) type exposes the following members.

■ Constructors

	Name	Description
≡	InfoWindowOption	构造信息窗口可选参数

■ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)



[ToString](#)

(Inherited from [Object](#).)

Properties

Name	Description
Arrow	是否带箭头
EnableCloseOnClick	是否开启点击地图关闭信息窗口（默认开启）
Height	高度
Offset	位置偏移量
Width	宽度

See Also

[InfoWindowOption Class](#)

8.6.2 InfoWindowOption Constructor

构造信息窗口可选参数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public InfoWindowOption()
```

Visual C++

```
public:  
InfoWindowOption()
```

JavaScript

```
NPMMapLib.Symbols.InfoWindowOption = function() ;
```

See Also

[InfoWindowOption Class](#)

8.6.3 InfoWindowOption Methods

The [InfoWindowOption](#) type exposes the following members.

Methods

Name	Description
≡ethyst Equals	(Inherited from Object .)
≡ethyst Finalize	(Inherited from Object .)
≡ethyst GetHashCode	(Inherited from Object .)
≡ethyst GetType	(Inherited from Object .)
≡ethyst MemberwiseClone	(Inherited from Object .)
≡ethyst ToString	(Inherited from Object .)

See Also

[InfoWindowOption Class](#)

8.6.4 InfoWindowOption Properties

The [InfoWindowOption](#) type exposes the following members.

Properties

Name	Description
 Arrow	是否带箭头
 EnableCloseOnClick	是否开启点击地图关闭信息窗口（默认开启）
 Height	高度
 Offset	位置偏移量
 Width	宽度

See Also

[InfoWindowOption Class](#)

8.6.4.1 Arrow Property

是否带箭头

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Arrow As Boolean
    Get
    Set
```

C#

```
public bool Arrow { get; set; }
```

Visual C++

```
public:
property bool Arrow {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_arrow();
function set_arrow(value);
```

□ See Also

[InfoWindowOption Class](#)

8.6.4.2 EnableCloseOnClick Property

是否开启点击地图关闭信息窗口（默认开启）

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Property EnableCloseOnClick As Boolean
    Get
    Set
```

C#

```
public bool EnableCloseOnClick { get; set; }
```

Visual C++

```
public:
property bool EnableCloseOnClick {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_enableCloseOnClick();
function set_enableCloseOnClick(value);
```

See Also

[InfoWindowOption Class](#)

8.6.4.3 Height Property

高度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Property Height As Double
    Get
    Set
```

C#

```
public double Height { get; set; }
```

Visual C++

```
public:
property double Height {
```

```

    double get ();
    void set (double value);
}

```

JavaScript

```

function get_height();
function set_height(value);

```

See Also

[InfoWindowOption Class](#)

8.6.4.4 Offset Property

位置偏移量

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```

Public Property Offset As Offset
    Get
    Set

```

C#

```

public Offset Offset { get; set; }

```

Visual C++

```

public:
property Offset^ Offset {
    Offset^ get ();
    void set (Offset^ value);
}

```

JavaScript

```
function get_offset();
function set_offset(value);
```

See Also

[InfoWindowOption Class](#)

8.6.4.5 Width Property

宽度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Property Width As Double
    Get
    Set
```

C#

```
public double Width { get; set; }
```

Visual C++

```
public:
property double Width {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_width();
function set_width(value);
```

See Also

[InfoWindowOption Class](#)

8.7 Label Class

标题(文本)

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute>
Public Class Label
    Inherits Overlay
```

C#

```
[DataContractAttribute]
public class Label : Overlay
```

Visual C++

```
[DataContractAttribute]
public ref class Label : public Overlay
```

JavaScript

```
NPMapLib.Symbols.Label = function() {
    Type.createClass(
        'NPMapLib.Symbols.Label',
        NPMapLib.Overlay);
```

Inheritance Hierarchy

[System..::..Object](#)

[NPMapLib...:::GisObject](#)[NPMapLib...:::Overlay](#)**NPMapLib.Symbols...:::Label**

□ See Also

[Label Members](#)**8.7.1 Label Members**

[Label](#) [Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Label](#) type exposes the following members.

□ Constructors

	Name	Description
≡	Label(String)	构造函数
≡	Label(String, LabelOptions)	构造函数

□ Methods

	Name	Description
💡	CallScriptMethod	(Inherited from GisObject .)
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)

	Flash	闪烁
		(Inherited from Overlay .)
	Flash2	闪烁
		(Inherited from Overlay .)
	GetContent	获取显示文本
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识
		(Inherited from GisObject .)
	GetOffset	返回文本标注的偏移值
	GetPosition	获取标注位置
	GetStyle	获取样式
	GetTitle	返回文本标注的标题
	GetType	(Inherited from Object .)
	GetZIndex	获取当前对象在图层中的叠加次序
		(Inherited from Overlay .)
	Hide	隐藏

		(Inherited from Overlay .)
⌚	IsVisible	是否显示 (Inherited from Overlay .)
⌚	MemberwiseClone	(Inherited from Object .)
⌚	ScriptMethod	调用脚本方法 (Inherited from Overlay .)
⌚	SetContent	设置显示文本
⌚	SetOffset	设置文本标注的偏移值
⌚	SetPosition	设置文本标注坐标
⌚	SetStyle	使用当前属性值设置文本样式
⌚	SetTitle	设置文本标注的标题
⌚	SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
⌚	Show	显示 (Inherited from Overlay .)
⌚	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)
	overlayType	(Inherited from Overlay .)

Properties

	Name	Description
	OverlayType	叠加物类型 (Inherited from Overlay .)

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from Overlay .)
	DbClick	鼠标双击时触发 (Inherited from Overlay .)
	MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
	MouseOut	鼠标焦点移出外部时触发

		(Inherited from Overlay .)
⚡	MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
⚡	MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Label Class](#)

8.7.2 Label Constructor

Overload List

Name	Description
------	-------------

⚡ [Label\(String\)](#) 构造函数

⚡ [Label\(String, LabelOptions\)](#) 构造函数

See Also

[Label Class](#)

[Label Members](#)

8.7.2.1 Label Constructor (String)

构造函数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New ( _  
    content As String _  
)
```

C#

```
public Label(  
    string content  
)
```

Visual C++

```
public:  
Label(  
    String^ content  
)
```

JavaScript

```
NPMapLib.Symbols.Label = function(content);
```

Parameters

content

Type: [System...:::String](#)

内容

▪ See Also

[Label Class](#)

[Label Overload](#)

8.7.2.2 Label Constructor (String, LabelOptions)

构造函数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub New (
    content As String,
    opts As LabelOptions
)
```

C#

```
public Label(
    string content,
    LabelOptions opts
)
```

Visual C++

```
public:
Label(
    String^ content,
    LabelOptions^ opts
)
```

JavaScript

```
NPMapLib.Symbols.Label = function(content, opts);
```

Parameters

content

Type: [System...:::String](#)

内容

opts

Type: [NPMapLib.Symbols...:::LabelOptions](#)

可选参数

▀ See Also

[Label Class](#)

[Label Overload](#)

8.7.3 Label Fields

The [Label](#) type exposes the following members.

▀ Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)
💡 overlayType	(Inherited from Overlay .)

▀ See Also

[Label Class](#)

8.7.4 Label Methods

The [Label](#) type exposes the following members.

▀ Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)

闪烁	
闪烁	(Inherited from Overlay .)
闪烁	
闪烁	(Inherited from Overlay .)
获取显示文本	
获取显示文本	(Inherited from Object .)
获取当前类型的标识	
获取当前类型的标识	(Inherited from GisObject .)
返回文本标注的偏移值	
返回文本标注的偏移值	(Inherited from Object .)
获取标注位置	
获取标注位置	(Inherited from Object .)
获取样式	
获取样式	(Inherited from Object .)
返回文本标注的标题	
返回文本标注的标题	(Inherited from Object .)
获取当前对象在图层中的叠加次序	
获取当前对象在图层中的叠加次序	(Inherited from Overlay .)
隐藏	
隐藏	(Inherited from Overlay .)
是否显示	
是否显示	(Inherited from Overlay .)
MemberwiseClone (Inherited from Object .)	

💡 ScriptMethod	调用脚本方法 (Inherited from Overlay .)
💡 SetContent	设置显示文本
💡 SetOffset	设置文本标注的偏移值
💡 SetPosition	设置文本标注坐标
💡 SetStyle	使用当前属性值设置文本样式
💡 SetTitle	设置文本标注的标题
💡 SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
💡 Show	显示 (Inherited from Overlay .)
💡 ToString	(Inherited from Object .)

See Also

[Label Class](#)

8.7.4.1 GetContent Method

获取显示文本

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic**Public Function** GetContent **As** String**C#****public** string GetContent()**Visual C++****public:**
String^ GetContent()**JavaScript****function** getContent();

Return Value

文本

□ See Also

[Label Class](#)**8.7.4.2 GetOffset Method**

返回文本标注的偏移值

Namespace: [NPMapLib.Symbols](#)**Assembly:** NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic**Public Function** GetOffset **As** Offset**C#****public** Offset GetOffset()

Visual C++

```
public:
Offset^ GetOffset()
```

JavaScript

```
function getOffset();
Return Value
```

□ **See Also**

[Label Class](#)

8.7.4.3 GetPosition Method

获取标注位置

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public Function GetPosition As Point
```

C#

```
public Point GetPosition()
```

Visual C++

```
public:
Point^ GetPosition()
```

JavaScript

```
function getPosition();
```

Return Value

See Also

[Label Class](#)

8.7.4.4 GetStyle Method

获取样式

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetStyle As LabelStyle
```

C#

```
public LabelStyle GetStyle()
```

Visual C++

```
public:  
LabelStyle^ GetStyle()
```

JavaScript

```
function getStyle();
```

Return Value

See Also

[Label Class](#)

8.7.4.5 GetTitle Method

返回文本标注的标题

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetTitle As String
```

C#

```
public string GetTitle()
```

Visual C++

```
public:  
String^ GetTitle()
```

JavaScript

```
function getTitle();
```

Return Value

▪ See Also

[Label Class](#)

8.7.4.6 SetContent Method

设置显示文本

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetContent ( _
```

```
        content As String _  
)
```

C#

```
public void SetContent(  
    string content  
)
```

Visual C++

```
public:  
void SetContent(  
    String^ content  
)
```

JavaScript

```
function setContent(content);
```

Parameters

content

Type: [System..:::String](#)

文本

See Also

[Label Class](#)

8.7.4.7 SetOffset Method

设置文本标注的偏移值

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetOffset ( _  
    offset As Offset _  
)
```

C#

```
public void SetOffset(  
    Offset offset  
)
```

Visual C++

```
public:  
void SetOffset(  
    Offset^ offset  
)
```

JavaScript

```
function setOffset(offset);
```

Parameters

offset

Type: [NPMapLib...::...Offset](#)

See Also

[Label Class](#)

8.7.4.8 SetPosition Method

设置文本标注坐标

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub SetPosition ( _  
    point As Point _  
)
```

C#

```
public void SetPosition(  
    Point point  
)
```

Visual C++

```
public:  
void SetPosition(  
    Point^ point  
)
```

JavaScript

```
function setPosition(point);
```

Parameters

point

Type: [NPMapLib.Geometry...:::Point](#)

▪ See Also

[Label Class](#)

8.7.4.9 SetStyle Method

使用当前属性值设置文本样式

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetStyle ( _  
    style As LabelStyle _  
)
```

C#

```
public void SetStyle(  
    LabelStyle style  
)
```

Visual C++

```
public:  
void SetStyle(  
    LabelStyle^ style  
)
```

JavaScript

```
function setStyle(style);
```

Parameters

style

Type: [NPMapLib.Symbols...:::LabelStyle](#)

▪ See Also

[Label Class](#)

8.7.4.10 SetTitle Method

设置文本标注的标题

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetTitle ( _  
    title As String _  
)
```

C#

```
public void SetTitle(  
    string title  
)
```

Visual C++

```
public:  
void SetTitle(  
    String^ title  
)
```

JavaScript

```
function setTitle(title);
```

Parameters

title

Type: [System...:::String](#)

See Also

[Label Class](#)

8.7.5 Label Properties

The [Label](#) type exposes the following members.

Properties

Name	Description
 OverlayType	叠加物类型

(Inherited from [Overlay](#).)

See Also

[Label Class](#)

8.7.6 Label Events

The [Label](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from Overlay .)
 DbClick	鼠标双击时触发 (Inherited from Overlay .)
 MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
 MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
 MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Label Class](#)

8.8 LabelOptions Class

Label 可选参数

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Class LabelOptions
```

C#

```
public class LabelOptions
```

Visual C++

```
public ref class LabelOptions
```

JavaScript

```
NPMapLib.Symbols.LabelOptions = function();
```

```
Type.createClass(
    'NPMapLib.Symbols.LabelOptions');
```

■ Inheritance Hierarchy

[System.....Object](#)

NPMapLib.Symbols.....LabelOptions

■ See Also

[LabelOptions Members](#)

8.8.1 LabelOptions Members

[LabelOptions Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [LabelOptions](#) type exposes the following members.

Constructors

	Name	Description
	LabelOptions	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	LabelStyle	文本标注样式

	Offset	文本标注的位置偏移值
	Position	文本标注的地理位置

See Also

[LabelOptions Class](#)

8.8.2 LabelOptions Constructor

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public LabelOptions()
```

Visual C++

```
public:  
LabelOptions()
```

JavaScript

```
NPMapLib.Symbols.LabelOptions = function();
```

See Also

[LabelOptions Class](#)

8.8.3 LabelOptions Methods

The [LabelOptions](#) type exposes the following members.

Methods

Name	Description
Equals	(Inherited from Object .)
Finalize	(Inherited from Object .)
GetHashCode	(Inherited from Object .)
GetType	(Inherited from Object .)
MemberwiseClone	(Inherited from Object .)
ToString	(Inherited from Object .)

See Also

[LabelOptions Class](#)

8.8.4 LabelOptions Properties

The [LabelOptions](#) type exposes the following members.

Properties

Name	Description
LabelStyle	文本标注样式
Offset	文本标注的位置偏移值
Position	文本标注的地理位置

See Also

[LabelOptions Class](#)

8.8.4.1 LabelStyle Property

文本标注样式

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property LabelStyle As LabelStyle
    Get
    Set
```

C#

```
public LabelStyle LabelStyle { get; set; }
```

Visual C++

```
public:
property LabelStyle^ LabelStyle {
    LabelStyle^ get ();
    void set (LabelStyle^ value);
}
```

JavaScript

```
function get_labelStyle();
function set_labelStyle(value);
```

▪ See Also

[LabelOptions Class](#)

8.8.4.2 Offset Property

文本标注的位置偏移值

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Property Offset As Offset
    Get
    Set
```

C#

```
public Offset Offset { get; set; }
```

Visual C++

```
public:
property Offset^ Offset {
    Offset^ get ();
    void set (Offset^ value);
}
```

JavaScript

```
function get_offset();
function set_offset(value);
```

▪ See Also

[LabelOptions Class](#)

8.8.4.3 Position Property

文本标注的地理位置

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Property Position As Point
    Get
    Set
```

C#

```
public Point Position { get; set; }
```

Visual C++

```
public:
property Point^ Position {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_position();
function set_position(value);
```

■ See Also

[LabelOptions Class](#)

8.9 LabelStyle Class

文本样式

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
<DataContractAttribute> -
Public Class LabelStyle -
```

C#

```
[DataContractAttribute]
public class LabelStyle
```

Visual C++

```
[DataContractAttribute]
public ref class LabelStyle
```

JavaScript

```
NPMapLib.Symbols.LabelStyle = function() {
    Type.createClass(
        'NPMapLib.Symbols.LabelStyle');
```

Inheritance Hierarchy

[System..:::Object](#)

NPMapLib.Symbols.....LabelStyle

See Also

[LabelStyle Members](#)

8.9.1 LabelStyle Members

[LabelStyle Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [LabelStyle](#) type exposes the following members.

Constructors

	Name	Description
	LabelStyle	

Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

Properties

	Name	Description
	Align	对方方式
	BgColor	背景色
	BordColor	边框颜色
	BorderSize	边框宽度
	Color	文字前景色
	FontFamily	字体

	FontSize	文字大小
	IsBold	是否粗体

See Also

[LabelStyle Class](#)

8.9.2 LabelStyle Constructor

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public LabelStyle()
```

Visual C++

```
public:  
LabelStyle()
```

JavaScript

```
NPMapLib.Symbols.LabelStyle = function();
```

See Also

[LabelStyle Class](#)

8.9.3 LabelStyle Methods

The [LabelStyle](#) type exposes the following members.

Methods

Name	Description
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 GetHashCode	(Inherited from Object .)
 GetType	(Inherited from Object .)
 MemberwiseClone	(Inherited from Object .)
 ToString	(Inherited from Object .)

See Also

[LabelStyle Class](#)

8.9.4 LabelStyle Properties

The [LabelStyle](#) type exposes the following members.

Properties

Name	Description
 Align	对方方式
 BgColor	背景色
 BordColor	边框颜色
 BorderSize	边框宽度
 Color	文字前景色

 [FontFamily](#) 字体

 [FontSize](#) 文字大小

 [IsBold](#) 是否粗体

See Also

[LabelStyle Class](#)

8.9.4.1 Align Property

对方方式

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Align As String
    Get
    Set
```

C#

```
[DataMemberAttribute]
public string Align { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property String^ Align {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_align();
function set_align(value);
```

See Also

[LabelStyle Class](#)

8.9.4.2 BgColor Property

背景色

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property BgColor As String
    Get
    Set
```

C#

```
[DataMemberAttribute]
public string BgColor { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property String^ BgColor {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_bgColor();
function set_bgColor(value);
```

See Also

[LabelStyle Class](#)

8.9.4.3 BordColor Property

边框颜色

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property BordColor As String
    Get
    Set
```

C#

```
[DataMemberAttribute]
public string BordColor { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property String^ BordColor {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_bordColor();
function set_bordColor(value);
```

See Also

[LabelStyle Class](#)

8.9.4.4 BorderSize Property

边框宽度

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property BorderSize As Double
    Get
    Set
```

C#

```
[DataMemberAttribute]
public double BorderSize { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property double BorderSize {
    double get ();
    void set (double value);
}
```

JavaScript

```
function get_borderSize();
function set_borderSize(value);
```

See Also

[LabelStyle Class](#)

8.9.4.5 Color Property

文字前景色

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Color As String
    Get
    Set
```

C#

```
[DataMemberAttribute]
public string Color { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property String^ Color {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_color();
function set_color(value);
```

See Also

[LabelStyle Class](#)

8.9.4.6 FontFamily Property

字体

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property FontFamily As String
    Get
    Set
```

C#

```
[DataMemberAttribute]
public string FontFamily { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property String^ FontFamily {
    String^ get ();
    void set (String^ value);
}
```

JavaScript

```
function get_fontFamily();
function set_fontFamily(value);
```

See Also

[LabelStyle Class](#)

8.9.4.7 FontSize Property

文字大小

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property FontSize As Integer
    Get
    Set
```

C#

```
[DataMemberAttribute]
public int FontSize { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property int FontSize {
    int get ();
    void set (int value);
}
```

JavaScript

```
function get_fontSize();
function set_fontSize(value);
```

See Also

[LabelStyle Class](#)

8.9.4.8 IsBold Property

是否粗体

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property IsBold As Boolean
    Get
    Set
```

C#

```
[DataMemberAttribute]
public bool IsBold { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property bool IsBold {
    bool get ();
    void set (bool value);
}
```

JavaScript

```
function get_isBold();
function set_isBold(value);
```

See Also

[LabelStyle Class](#)

8.10 Marker Class

标注[专题对象]

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataContractAttribute> _
Public Class Marker
    Inherits Overlay
```

C#

```
[DataContractAttribute]
public class Marker : Overlay
```

Visual C++

```
[DataContractAttribute]
public ref class Marker : public Overlay
```

JavaScript

```
NPMapLib.Symbols.Marker = function();
Type.createClass(
    'NPMapLib.Symbols.Marker',
```

```
NPMapLib.Overlay);
```

■ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

[NPMapLib..:::Overlay](#)

NPMapLib.Symbols..:::Marker

■ See Also

[Marker Members](#)

8.10.1 Marker Members

[Marker Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

The [Marker](#) type exposes the following members.

■ Constructors

	Name	Description
	Marker()()()	构造 Marker 对象
	Marker(Point, Icon, Label)	构造 Marker 对象

■ Methods

	Name	Description
	CallScriptMethod	(Inherited from GisObject .)

 DisableDragging	禁止拖拽
 EnableDragging	允许拖拽
 Equals	(Inherited from Object .)
 Finalize	(Inherited from Object .)
 Flash	闪烁 (Inherited from Overlay .)
 Flash2	闪烁 (Inherited from Overlay .)
 GetHashCode	(Inherited from Object .)
 GetIcon	获取 Marker 中的图标
 GetId	获取当前类型的标识 (Inherited from GisObject .)
 GetLabel	获取标注内容
 GetOffset	获取位置偏移量
 GetPosition	获取标注显示点位
 GetType	(Inherited from Object .)

 GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
 Hide	隐藏 (Inherited from Overlay .)
 HideLabel	隐藏名称
 IsVisible	是否显示 (Inherited from Overlay .)
 MemberwiseClone	(Inherited from Object .)
 ScriptMethod	调用脚本方法 (Inherited from Overlay .)
 SetIcon	设置 Marker 显示图标
 SetLabel	设置标注内容
 SetOffset	设置位置偏移量
 SetPosition	设置标注显示点位
 SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)

	Show	显示 (Inherited from Overlay .)
	ShowLabel	显示名称
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)
	overlayType	(Inherited from Overlay .)

Properties

	Name	Description
	Icon	图标
	Label	标题
	Offset	偏移量
	OverlayType	叠加物类型 (Inherited from Overlay .)

	Point	锚点坐标
---	-----------------------	------

Events

	Name	Description
	Click	鼠标单击时触发 (Inherited from Overlay .)
	DbClick	鼠标双击时触发 (Inherited from Overlay .)
	MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
	MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
	MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
	MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Marker Class](#)

8.10.2 Marker Constructor

Overload List

Name	Description
Marker()()	构造 Marker 对象
Marker(Point, Icon, Label)	构造 Marker 对象

See Also

[Marker Class](#)

[Marker Members](#)

8.10.2.1 Marker Constructor

构造 Marker 对象

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public Marker()
```

Visual C++

```
public:  
Marker()
```

JavaScript

```
NPMapLib.Symbols.Marker = function() {
```

See Also

[Marker Class](#)

[Marker Overload](#)

8.10.2.2 Marker Constructor (Point, Icon, Label)

构造 Marker 对象

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New ( _  
    point As Point, _  
    icon As Icon, _  
    label As Label _  
)
```

C#

```
public Marker(  
    Point point,  
    Icon icon,  
    Label label  
)
```

Visual C++

```
public:  
Marker(  
    Point^ point,
```

```

    Icon^ icon,
    Label^ label
)

```

JavaScript

```
NPMapLib.Symbols.Marker = function(point, icon, label);
```

Parameters

point

Type: [NPMapLib.Geometry...:Point](#)

锚点坐标

icon

Type: [NPMapLib.Symbols...:Icon](#)

图标

label

Type: [NPMapLib.Symbols...:Label](#)

标题

See Also

[Marker Class](#)

[Marker Overload](#)

8.10.3 Marker Fields

The [Marker](#) type exposes the following members.

Fields

Name	Description
------	-------------

💡 [id](#) (Inherited from [GisObject](#).)

💡 [mapId](#) (Inherited from [GisObject](#).)

💡 [overlayType](#) (Inherited from [Overlay](#).)

See Also

[Marker Class](#)

8.10.4 Marker Methods

The [Marker](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 DisableDragging	禁止拖拽
💡 EnableDragging	允许拖拽
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 Flash	闪烁
💡 Flash2	(Inherited from Overlay .)
💡 GetHashCode	(Inherited from Object .)

≡◊ GetIcon	获取 Marker 中的图标
≡◊ GetId	获取当前类型的标识 (Inherited from GisObject .)
≡◊ GetLabel	获取标注内容
≡◊ GetOffset	获取位置偏移量
≡◊ GetPosition	获取标注显示点位
≡◊ GetType	(Inherited from Object .)
≡◊ GetZIndex	获取当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡◊ Hide	隐藏 (Inherited from Overlay .)
≡◊ HideLabel	隐藏名称
≡◊ IsVisible	是否显示 (Inherited from Overlay .)
💡 MemberwiseClone	(Inherited from Object .)
💡 ScriptMethod	调用脚本方法 (Inherited from Overlay .)
≡◊ SetIcon	设置 Marker 显示图标
≡◊ SetLabel	设置标注内容
≡◊ SetOffset	设置位置偏移量

≡ SetPosition	设置标注显示点位
≡ SetZIndex	设置当前对象在图层中的叠加次序 (Inherited from Overlay .)
≡ Show	显示 (Inherited from Overlay .)

≡ ShowLabel	显示名称
≡ ToString	(Inherited from Object .)

See Also

[Marker Class](#)

8.10.4.1 DisableDragging Method

禁止拖拽

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub DisableDragging
```

C#

```
public void DisableDragging()
```

Visual C++

```
public:
```

```
void DisableDragging()
```

JavaScript

```
function disableDragging();
```

See Also

[Marker Class](#)

8.10.4.2 EnableDragging Method

允许拖拽

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub EnableDragging
```

C#

```
public void EnableDragging()
```

Visual C++

```
public:  
void EnableDragging()
```

JavaScript

```
function enableDragging();
```

See Also

[Marker Class](#)

8.10.4.3 GetIcon Method

获取 Marker 中的图标

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetIcon As Icon
```

C#

```
public Icon GetIcon()
```

Visual C++

```
public:  
Icon^ GetIcon()
```

JavaScript

```
function getIcon();
```

Return Value

▪ See Also

[Marker Class](#)

8.10.4.4 GetLabel Method

获取标注内容

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetLabel As String
```

C#

```
public string GetLabel()
```

Visual C++

```
public:  
String^ GetLabel()
```

JavaScript

```
function getLabel();
```

Return Value

▪ See Also

[Marker Class](#)

8.10.4.5 GetOffset Method

获取位置偏移量

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetOffset As Offset
```

C#

```
public Offset GetOffset()
```

Visual C++

```
public:
Offset^ GetOffset()
```

JavaScript

```
function getOffset();
```

□ See Also

[Marker Class](#)

8.10.4.6 GetPosition Method

获取标注显示点位

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ Syntax

Visual Basic

```
Public Function GetPosition As Point
```

C#

```
public Point GetPosition()
```

Visual C++

```
public:
Point^ GetPosition()
```

JavaScript

```
function getPosition();
```

□ See Also

[Marker Class](#)

8.10.4.7 HideLabel Method

隐藏名称

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub HideLabel
```

C#

```
public void HideLabel()
```

Visual C++

```
public:  
void HideLabel()
```

JavaScript

```
function hideLabel();
```

▪ See Also

[Marker Class](#)

8.10.4.8 SetIcon Method

设置 Marker 显示图标

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub SetIcon ( _  
    icon As Icon _  
)
```

C#

```
public void SetIcon(  
    Icon icon  
)
```

Visual C++

```
public:  
void SetIcon(  
    Icon^ icon  
)
```

JavaScript

```
function setIcon(icon);  
Parameters  
icon  
Type: NPMapLib.Symbols...:::Icon
```

■ See Also

[Marker Class](#)

8.10.4.9 SetLabel Method

设置标注内容

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub SetLabel ( _
    content As String _
)
```

C#

```
public void SetLabel (
    string content
)
```

Visual C++

```
public:
void SetLabel(
    String^ content
)
```

JavaScript

```
function setLabel(content);
```

Parameters

content

Type: [System...:::String](#)

■ See Also

[Marker Class](#)

8.10.4.10 SetOffset Method

设置位置偏移量

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub SetOffset ( _  
    offset As Offset _  
)
```

C#

```
public void SetOffset(  
    Offset offset  
)
```

Visual C++

```
public:  
void SetOffset(  
    Offset^ offset  
)
```

JavaScript

```
function setOffset(offset);
```

Parameters

offset

Type: [NPMapLib...:::Offset](#)

■ See Also

[Marker Class](#)

8.10.4.11 SetPosition Method

设置标注显示点位

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub SetPosition ( _  
    point As Point _  
)
```

C#

```
public void SetPosition(  
    Point point  
)
```

Visual C++

```
public:  
void SetPosition(  
    Point^ point  
)
```

JavaScript

```
function setPosition(point);  
Parameters  
point  
Type: NPMapLib.Geometry.....Point
```

■ See Also

[Marker Class](#)

8.10.4.12 ShowLabel Method

显示名称

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub ShowLabel
```

C#

```
public void ShowLabel()
```

Visual C++

```
public:  
void ShowLabel()
```

JavaScript

```
function showLabel();
```

▪ See Also

[Marker Class](#)

8.10.5 Marker Properties

The [Marker](#) type exposes the following members.

▪ Properties

Name	Description
 Icon	图标
 Label	标题
 Offset	偏移量
 OverlayType	叠加物类型

(Inherited from [Overlay](#).)

 [Point](#) 锚点坐标

See Also

[Marker Class](#)

8.10.5.1 Icon Property

图标

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Icon As Icon
    Get
    Set
```

C#

```
[DataMemberAttribute]
public Icon Icon { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property Icon^ Icon {
    Icon^ get ();
    void set (Icon^ value);
}
```

JavaScript

```
function get_icon();
function set_icon(value);
```

See Also

[Marker Class](#)

8.10.5.2 Label Property

标题

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Label As Label
    Get
    Set
```

C#

```
[DataMemberAttribute]
public Label Label { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property Label^ Label {
    Label^ get ();
    void set (Label^ value);
}
```

JavaScript

```
function get_label();
```

```
function set_label(value);
```

See Also

[Marker Class](#)

8.10.5.3 Offset Property

偏移量

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Offset As Offset
    Get
    Set
```

C#

```
[DataMemberAttribute]
public Offset Offset { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property Offset^ Offset {
    Offset^ get ();
    void set (Offset^ value);
}
```

JavaScript

```
function get_offset();
function set_offset(value);
```

See Also

[Marker Class](#)

8.10.5.4 Point Property

锚点坐标

Namespace: [NPMapLib.Symbols](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
<DataMemberAttribute>
Public Property Point As Point
    Get
    Set
```

C#

```
[DataMemberAttribute]
public Point Point { get; set; }
```

Visual C++

```
[DataMemberAttribute]
public:
property Point^ Point {
    Point^ get ();
    void set (Point^ value);
}
```

JavaScript

```
function get_point();
function set_point(value);
```

See Also

[Marker Class](#)

8.10.6 Marker Events

The [Marker](#) type exposes the following members.

Events

Name	Description
 Click	鼠标单击时触发 (Inherited from Overlay .)
 DbClick	鼠标双击时触发 (Inherited from Overlay .)
 MouseDown	鼠标键按下时触发 (Inherited from Overlay .)
 MouseOut	鼠标焦点移出外部时触发 (Inherited from Overlay .)
 MouseOver	鼠标焦点从外部移入时触发 (Inherited from Overlay .)
 MouseUp	鼠标键按下开始松开时触发 (Inherited from Overlay .)

See Also

[Marker Class](#)

9. NPMapLib.Tools Namespace

Classes

Class	Description
◆ DrawingTool	画图工具类
◆ MeasureTool	测量工具

9.1 DrawingTool Class

画图工具类

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Class DrawingTool
    Inherits GisObject
    Implements IDisposable
```

C#

```
public class DrawingTool : GisObject,
    IDisposable
```

Visual C++

```
public ref class DrawingTool : public GisObject,
    IDisposable
```

JavaScript

```
NPMapLib.Tools.DrawingTool = function() {

Type.createClass(
    'NPMapLib.Tools.DrawingTool',
    NPMapLib.GisObject,
    IDisposable);
}
```

▀ Inheritance Hierarchy

[System..:::Object](#)

[NPMapLib..:::GisObject](#)

NPMapLib.Tools..:::DrawingTool

▀ See Also

[DrawingTool Members](#)

9.1.1 DrawingTool Members

[DrawingTool Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [DrawingTool](#) type exposes the following members.

▀ Constructors

	Name	Description
	<u>DrawingTool</u>	

▀ Methods

	Name	Description
	<u>CallScriptMethod</u>	(Inherited from GisObject .)
	<u>Cancel</u>	取消绘制

	Dispose	
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetId	获取当前类型的标识 (Inherited from GisObject .)
	GetMode	获取绘制类型
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	SetMode	设置绘制类型
	StartUp	开始绘制
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)

See Also

[DrawingTool Class](#)

9.1.2 DrawingTool Constructor

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public DrawingTool()
```

Visual C++

```
public:  
DrawingTool()
```

JavaScript

```
NPMapLib.Tools.DrawingTool = function() ;
```

See Also

[DrawingTool Class](#)

9.1.3 DrawingTool Fields

The [DrawingTool](#) type exposes the following members.

Fields

Name	Description
------	-------------

💡 [id](#) (Inherited from [GisObject](#).)

💡 [mapId](#) (Inherited from [GisObject](#).)

See Also

[DrawingTool Class](#)

9.1.4 DrawingTool Methods

The [DrawingTool](#) type exposes the following members.

Methods

Name	Description
💡 CallScriptMethod	(Inherited from GisObject .)
💡 Cancel	取消绘制
💡 Dispose	
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetMode	获取绘制类型
💡 GetType	(Inherited from Object .)
💡 MemberwiseClone	(Inherited from Object .)

- [SetMode](#) 设置绘制类型
- [StartUp](#) 开始绘制
- [ToString](#) (Inherited from [Object](#).)

See Also

[DrawingTool Class](#)

9.1.4.1 Cancel Method

取消绘制

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub Cancel
```

C#

```
public void Cancel()
```

Visual C++

```
public:  
void Cancel()
```

JavaScript

```
function cancel();
```

See Also

[DrawingTool Class](#)

9.1.4.2 Dispose Method

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Dispose
```

C#

```
public void Dispose()
```

Visual C++

```
public:  
virtual void Dispose() sealed
```

JavaScript

```
function dispose();  
Implements  
IDisposable.Dispose()
```

▪ See Also

[DrawingTool Class](#)

9.1.4.3 GetMode Method

获取绘制类型

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Function GetMode As DrawType
```

C#

```
public DrawType GetMode ()
```

Visual C++

```
public:  
DrawType GetMode ()
```

JavaScript

```
function getMode () ;
```

Return Value

绘制类型

▪ See Also

[DrawingTool Class](#)

9.1.4.4 SetMode Method

设置绘制类型

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetMode ( _  
    drawMode As DrawType, _  
    callBack As Action(Of Overlay) _
```

)

C#

```
public void SetMode(
    DrawType drawMode,
    Action<Overlay> callBack
)
```

Visual C++

```
public:
void SetMode(
    DrawType drawMode,
    Action<Overlay^>^ callBack
)
```

JavaScript

```
function setMode(drawMode, callBack);
```

Parameters

drawMode

Type: [NPMapLib.Enums.....DrawType](#)

绘制类型

callBack

Type: [System.....Action<\(Of <\(<'Overlay>\)>\)>](#)

See Also

[DrawingTool Class](#)

9.1.4.5 StartUp Method

开始绘制

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Sub StartUp
```

C#

```
public void StartUp()
```

Visual C++

```
public:  
void StartUp()
```

JavaScript

```
function startUp();
```

■ See Also

[DrawingTool Class](#)

9.2 MeasureTool Class

测量工具

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

■ Syntax

Visual Basic

```
Public Class MeasureTool  
    Inherits GisObject  
    Implements IDisposable
```

C#

```
public class MeasureTool : GisObject,  

    IDisposable
```

Visual C++

```
public ref class MeasureTool : public GisObject,  

    IDisposable
```

JavaScript

```
NPMapLib.Tools.MeasureTool = function() {
```

```
Type.createClass(
    'NPMapLib.Tools.MeasureTool',
    NPMapLib.GisObject,
    IDisposable);
```

Inheritance Hierarchy

[System..::..Object](#)

[NPMapLib..::..GisObject](#)

NPMapLib.Tools..::..MeasureTool

See Also

[MeasureTool Members](#)

9.2.1 MeasureTool Members

[MeasureTool Class](#) [Constructors](#) [Methods](#) [Fields](#) [See Also](#) [Send Feedback](#)

The [MeasureTool](#) type exposes the following members.

Constructors

	Name	Description



[MeasureTool](#)

Methods

	Name	Description
💡	CallScriptMethod	(Inherited from GisObject .)
💡	Cancel	清除
💡	Dispose	
💡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
💡	GetAreaUnit	获取面积单位
💡	GetHashCode	(Inherited from Object .)
💡	GetId	获取当前类型的标识 (Inherited from GisObject .)
💡	GetLengthUnit	获取测量长度单位
💡	GetMode	获取测量类型
💡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)

	SetAreaUnit	设置面积单位
	SetLengthUnit	设置测量长度单位
	SetMode	设置测量类型
	StartUp	测量开始
	ToString	(Inherited from Object .)

Fields

	Name	Description
	id	(Inherited from GisObject .)
	mapId	(Inherited from GisObject .)

See Also

[MeasureTool Class](#)

9.2.2 MeasureTool Constructor

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub New
```

C#

```
public MeasureTool()
```

Visual C++

```
public:  
MeasureTool ()
```

JavaScript

```
NPMapLib.Tools.MeasureTool = function() ;
```

See Also

[MeasureTool Class](#)

9.2.3 MeasureTool Fields

The [MeasureTool](#) type exposes the following members.

Fields

Name	Description
💡 id	(Inherited from GisObject .)
💡 mapId	(Inherited from GisObject .)

See Also

[MeasureTool Class](#)

9.2.4 MeasureTool Methods

The [MeasureTool](#) type exposes the following members.

Methods

Name	Description
------	-------------

💡 CallScriptMethod	(Inherited from GisObject .)
💡 Cancel	清除
💡 Dispose	
💡 Equals	(Inherited from Object .)
💡 Finalize	(Inherited from Object .)
💡 GetAreaUnit	获取面积单位
💡 GetHashCode	(Inherited from Object .)
💡 GetId	获取当前类型的标识 (Inherited from GisObject .)
💡 GetLengthUnit	获取测量长度单位
💡 GetMode	获取测量类型
💡 GetType	(Inherited from Object .)
💡 MemberwiseClone	(Inherited from Object .)
💡 SetAreaUnit	设置面积单位
💡 SetLengthUnit	设置测量长度单位
💡 SetMode	设置测量类型
💡 StartUp	测量开始
💡 ToString	(Inherited from Object .)

See Also

[MeasureTool Class](#)

9.2.4.1 Cancel Method

清除

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Cancel
```

C#

```
public void Cancel()
```

Visual C++

```
public:  
void Cancel()
```

JavaScript

```
function cancel();
```

▪ See Also

[MeasureTool Class](#)

9.2.4.2 Dispose Method

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub Dispose
```

C#

```
public void Dispose()
```

Visual C++

```
public:  
virtual void Dispose() sealed
```

JavaScript

```
function dispose();  
Implements  
IDisposable...:...Dispose()()()
```

□ **See Also**

[MeasureTool Class](#)

9.2.4.3 GetAreaUnit Method

获取面积单位

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

□ **Syntax****Visual Basic**

```
Public Function GetAreaUnit As String
```

C#

```
public string GetAreaUnit()
```

Visual C++

```
public:
String^ GetAreaUnit()
```

JavaScript

```
function getAreaUnit();  
Return Value
```

面积单位

See Also

[MeasureTool Class](#)

9.2.4.4 GetLengthUnit Method

获取测量长度单位

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax**Visual Basic**

```
Public Function GetLengthUnit As String
```

C#

```
public string GetLengthUnit()
```

Visual C++

```
public:
String^ GetLengthUnit()
```

JavaScript

```
function getLengthUnit();
```

Return Value

See Also

[MeasureTool Class](#)

9.2.4.5 GetMode Method

获取测量类型

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Function GetMode As MeasureType
```

C#

```
public MeasureType GetMode()
```

Visual C++

```
public:  
MeasureType GetMode()
```

JavaScript

```
function getMode();
```

Return Value

测量类型

See Also

[MeasureTool Class](#)

9.2.4.6 SetAreaUnit Method

设置面积单位

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetAreaUnit ( _  
    unit As String _  
)
```

C#

```
public void SetAreaUnit(  
    string unit  
)
```

Visual C++

```
public:  
void SetAreaUnit(  
    String^ unit  
)
```

JavaScript

```
function setAreaUnit(unit);
```

Parameters

unit

Type: [System..:::String](#)

面积单位

▪ See Also

[MeasureTool Class](#)

9.2.4.7 SetLengthUnit Method

设置测量长度单位

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetLengthUnit ( _  
    unit As String _  
)
```

C#

```
public void SetLengthUnit(  
    string unit  
)
```

Visual C++

```
public:  
void SetLengthUnit(  
    String^ unit  
)
```

JavaScript

```
function setLengthUnit(unit);
```

Parameters

unit

Type: [System..:::String](#)

▪ See Also

[MeasureTool Class](#)

9.2.4.8 SetMode Method

设置测量类型

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

▪ Syntax

Visual Basic

```
Public Sub SetMode ( _  
    type As MeasureType _  
)
```

C#

```
public void SetMode (  
    MeasureType type  
)
```

Visual C++

```
public:  
void SetMode (  
    MeasureType type  
)
```

JavaScript

```
function setMode(type);
```

Parameters

type

Type: [NPMapLib.Enums..:::MeasureType](#)

测量类型

See Also

[MeasureTool Class](#)

9.2.4.9 StartUp Method

测量开始

Namespace: [NPMapLib.Tools](#)

Assembly: NPMapLib (in NPMapLib.dll)

Syntax

Visual Basic

```
Public Sub StartUp
```

C#

```
public void StartUp()
```

Visual C++

```
public:  
void StartUp()
```

JavaScript

```
function startUp();
```

See Also

[MeasureTool Class](#)