Sample Code

Displaying Indoor Maps with MapKit JS

Use the Indoor Mapping Data Format (IMDF) to show an indoor map with custom overlays and points of interest in your browser.

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Overview

This sample uses the `importGeoJSON(data, callback)` method from MapKit JS to import data in Indoor Mapping Data Format (IMDF), and render an indoor map in your browser. The sample app demonstrates decoding, rendering, and styling of a small subset of the IMDF feature types and properties.

Use these examples to create your own indoor map with a style that is consistent with your app's design. You can handle feature categories specific to your venue, and configure the map style using your own colors, icons, and level picker.

> Note
>
> This sample code project is associated with WWDC 2019 session 241: Adding Indoor Maps to your App and Website.

Configure Your Sample Code Project

To run this sample code:

- Run a web server to serve the assets in a directory for the project.

- Host the directory `Dinoseum`, and its content, at the root of your web server.

- Generate a MapKit JS token and copy it into the `jwtoken` file within the `Dinoseum` directory. For more information, see <u>Creating and using tokens with Maps Server API</u>.

See Also

Geographical features

`importGeoJSON(data, callback)`

Converts imported GeoJSON data to MapKit JS compatible items.

`interface GeoJSONDelegate`

A delegate object that controls a GeoJSON import to override default behavior and provide custom style.

`type Item`

A type alias that represents all objects that the framework sets in an item collection.

`class ItemCollection`

A tree structure containing annotations, overlays, and nested item collection objects.

`type GeoJSONImporterCallback`

A callback function that MapKit JS invokes when importing a GeoJSON object.

`class GeoJSONImportError`

An error object that indicates an error occurred while importing a GeoJSON object.