

Top Ten Tips For Building Apps With Maps

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Slides:

github.com/rachelhyman/nsscotland



Maps are hard.



But also good.



Permissions

1. Encapsulate obtaining permissions & getting location in one method.



1. Encapsulate obtaining permissions & getting location in one method.

```
- (void)tryToGetLocationWithResult:  
    (void(^)(BOOL permissionsGranted,  
    CLLocation *location))completion;
```

1. Encapsulate obtaining permissions & getting location in one method.

```
self.locationManager = [[CLLocationManager alloc] init];  
self.locationManager.delegate = self;  
  
[self.locationManager requestAlwaysAuthorization];
```

```
-(void)locationManager:(CLLocationManager *)manager  
didUpdateLocations:(NSArray<CLLocation *> *)locations
```

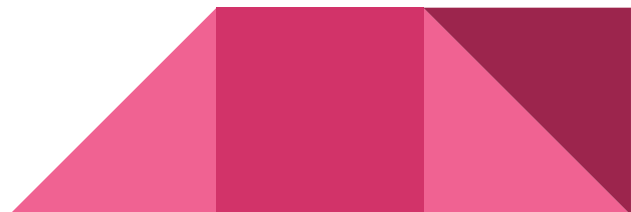

ALLOW LOCATION ACCESS

Never

While Using the App



Always





Obtaining location fix

2. Set accuracy level of location manager appropriately.



**3. Don't send the first location
when you get a location
manager delegate callback.**



3. Don't send the first location when you get a location manager delegate callback.

```
-(void)locationManager:(CLLocationManager *)manager  
didUpdateLocations:(NSArray<CLLocation *> *)locations
```

```
locations.lastObject.horizontalAccuracy
```



<+41.87821133, -87.66428022>

+/- 8081.00m @ 10/10/15, 3:20:56 PM




<+41.87821133, -87.66428022>

+/- 8081.00m @ 10/10/15, 3:20:56 PM

<+41.87829632, -87.62968999>

+/- 118.35m @ 10/10/15, 3:21:00 PM



<+41.86821133, -87.65428022>

+/- 8081.00m @ 10/10/15, 3:20:56 PM

<+41.86829632, -87.61968999>

+/- 118.35m @ 10/10/15, 3:21:00 PM

<+41.86851095, -87.61944450>

+/- 10.00m @ 10/10/15, 3:21:03 PM

There's no one right
way to filter locations.
It's a balancing act.



4. Request single location update* when possible.

*new in iOS 9



- (void)requestLocation

- (void)locationManager:(CLLocationManager *)manager
didUpdateLocations:(NSArray<CLLocation *> *)locations

- (void)locationManager:(CLLocationManager *)manager
didFailWithError:(NSError *)error



Testing on simulator

5. Use .gpx files to simulate routes.



```
<gpx>
<wpt lat="41.961236000" lon="-87.747535000">
<ele>182.8</ele>
<time>2014-09-26T12:59:15Z</time>
</wpt>
.
.
.
</gpx>
```


```
<gpx>
<wpt lat="41.968236000" lon="-87.742535000"><ele>182.8</ele>
<time>2014-09-26T12:59:15Z</time></wpt>
<wpt lat="41.968369000" lon="-87.742150000"><ele>182.9</ele>
<time>2014-09-26T12:59:16Z</time></wpt>
<wpt lat="41.968494000" lon="-87.742259000"><ele>182.9</ele>
<time>2014-09-26T12:59:17Z</time></wpt>
<wpt lat="41.968573000" lon="-87.742325000"><ele>182.9</ele>
<time>2014-09-26T12:59:24Z</time></wpt>
<wpt lat="41.968668000" lon="-87.742344000"><ele>182.9</ele>
<time>2014-09-26T12:59:33Z</time></wpt>
<wpt lat="41.968759000" lon="-87.742372000"><ele>182.9</ele>
<time>2014-09-26T12:59:41Z</time></wpt>
</gpx>
```

Record in Runkeeper and export data

SETTINGS

- Profile
- Picture
- Apps
- Sharing
- Preferences
- Email
- Notifications
- Password
- Promotions & Privacy
- Purchase History
- Export Data**
- Redeem Code

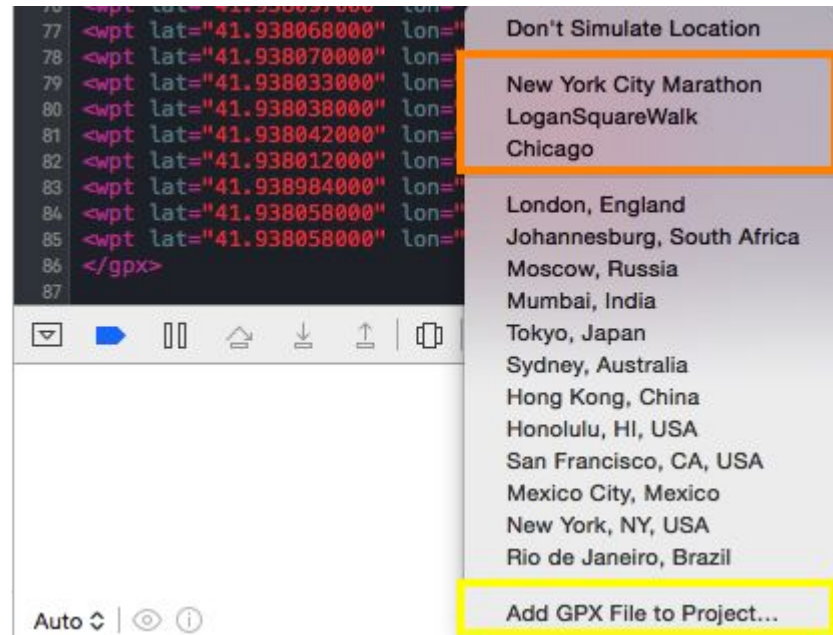
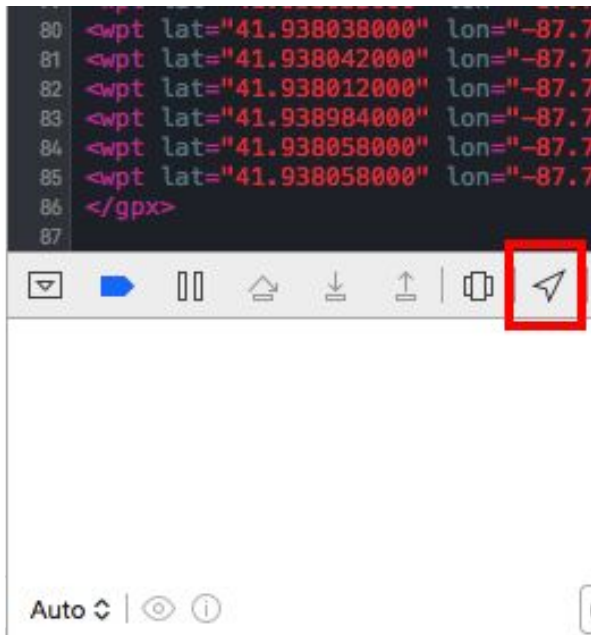
Export Data

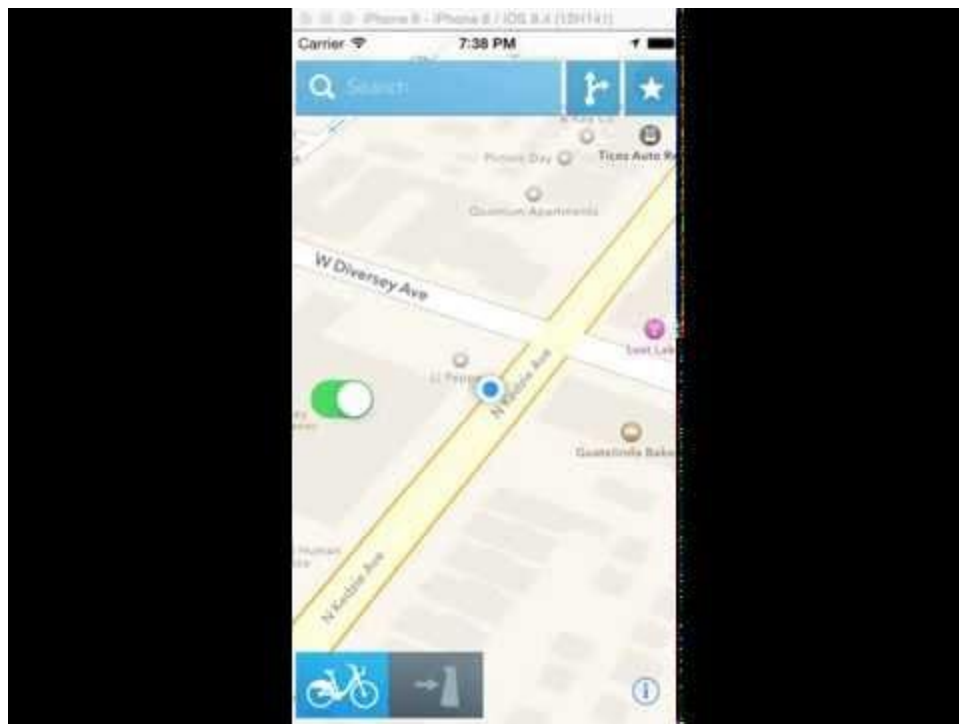
 **Get your export on.**
Download all your profile, activity, and health data in one easy .zip file

From: 10/01/2015 To: 10/31/2015 [Export Data](#)

[Download Now!](#) All set! Your data export from 9/1/14 to 10/1/14 will be available for 24 hours.

[Download Now!](#) All set! Your data export from 10/1/15 to 11/1/15 will be available for 24 hours.





**6. MKMapCamera.heading !=
CLLocation.heading,
necessarily.**



MKMapCamera

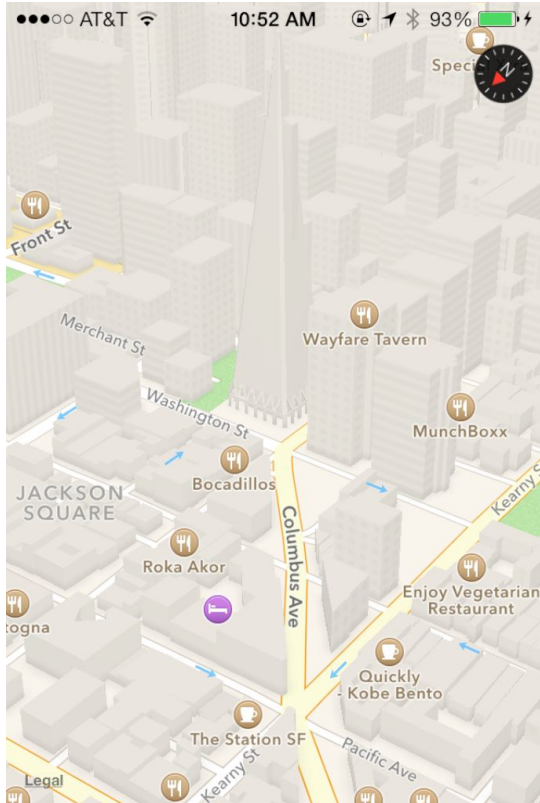
`@property (nonatomic) CLLocationDirection heading;`

The value 0 means that the top edge of the map view corresponds to true north. The value 90 means the top of the map is pointing due east. The value 180 means the top of the map points due south, and so on.

[Documentation](#)



MKMapCamera heading



CLLocation

| Property | Uses | Represents | Use case |
|----------|--------------|--|----------------|
| heading | magnetometer | Direction the device is pointing--the actual orientation of the device relative to true north/magnetic north | Walking speeds |
| course | GPS hardware | Direction of travel | Driving speeds |

[Documentation](#)



7. Extrapolate heading info when there is none.



CLLocation:

```
<+41.87851095,-87.62944450> +/- 10.00m (speed 1.93 mps / course 22.15)
```

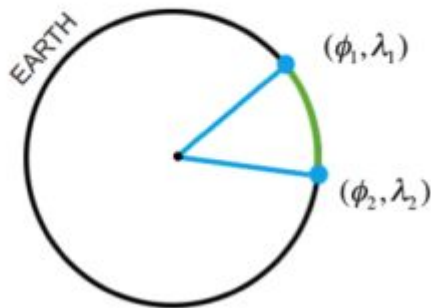
.gpx file:

```
<wpt lat="41.968236000" lon="-87.742535000">  
<ele>182.8</ele><time>2014-09-26T12:59:15Z</time></wpt>
```


Haversine formula

Used to calculate great-circle distances and initial bearing between two points on a sphere from their latitudes and longitudes ([Wikipedia](#)).

$$\text{haversine}\left(\frac{d}{r}\right) = \text{haversine}(\phi_2 - \phi_1) + \cos(\phi_1) \cos(\phi_2) \text{haversine}(\lambda_2 - \lambda_1)$$



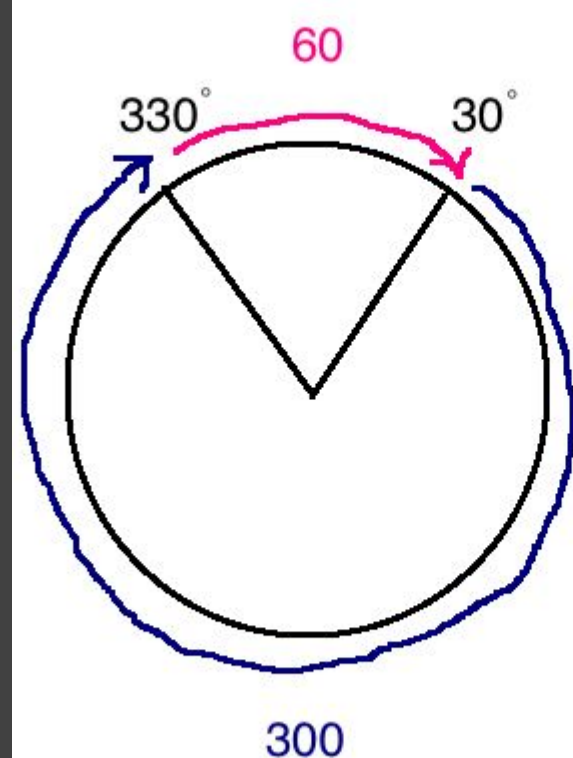
[Code Sample](#)

**8. Smooth out big differences
in estimated headings.**



```
double sum = 0;
double lastHeading = 0;
int count = 0;

for (NSNumber *heading in array) {
    double headingDifference =
    fmin((360 - heading.doubleValue - lastHeading),
    fabs(lastHeading - heading.doubleValue));
    if (headingDifference > 20) {
        continue;
    }
    sum += heading.doubleValue;
    count++;
    lastHeading = heading.doubleValue;
}
double normalizedHeading = sum/count;
```



Map coordinate



screen coordinate

APIs

**9. Check if a map annotation
has gone offscreen.**

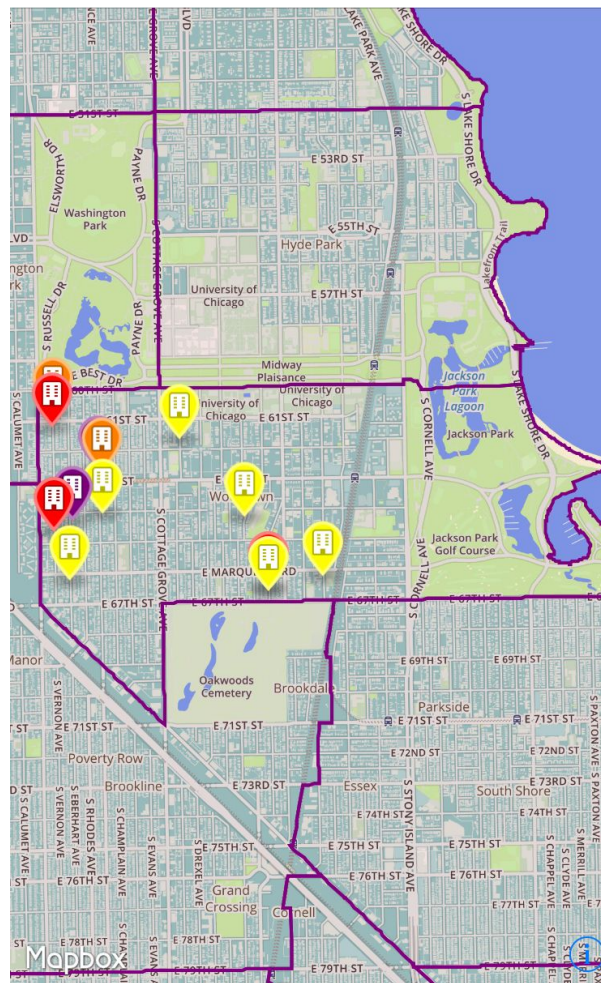


```
- (void)removeOffscreenAnnotations
{
    for (REHMapAnnotation *annotation in self.mapAnnotations) {
        CGPoint annotationScreenPoint = [self.mapView
convertCoordinate:annotation.coordinate toPointToView:self.mapView];

        if (!CGRectContainsPoint(self.mapView.bounds,
annotationScreenPoint)) {
            [self.mapView removeAnnotation:annotation];
        }
    }
}
```

10. Convert an MKPolygon to a CGPath to do point-in-polygon operations.






```
MKMapPoint *polygonPoints = polygon.points;
```

```
CGMutablePathRef path = CGPathCreateMutable();
```

```
//Loop thru polygon points creating a path:
```

```
CGPathAddLineToPoint(path, NULL, polygonPoint.x,  
polygonPoint.y);
```

```
CGPoint screenPointToCheck = [self.mapView  
convertCoordinate:coordinate toPointToView:self.mapView];
```

```
BOOL containsPoint = CGPathContainsPoint(path, NULL,  
screenPointToCheck, FALSE);
```

Questions?

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