Spatial Data Miner

**x:Name="SDMMap"** Using this I will be able to access the map from my c# Code

<DockPanel x:Name="BaseCanvas" Margin="200,36,200,0" >

<DockPanel.Effect>

<DropShadowEffect ShadowDepth="0" BlurRadius="20" Direction="447" />

</DockPanel.Effect>

<m:Map CredentialsProvider="AkPjFGG8I5HUMIsQ6\_6yeifeAtLTyQ3vDcEX2HHJHLfhfGZO6R4tYjgNkUgir8ma" x:Name="SDMMap" BorderBrush="#FF171616" Canvas.Left="0" Canvas.Top="0" BorderThickness="2" />

</DockPanel>

Arcgis resources : http://help.arcgis.com/en/arcgisdesktop/10.0/help/index.html#//006z00000008000000.htm

Online sdk:

http://help.arcgis.com/en/webapi/silverlight/samples/start.htm

to make .swf from mxmlc

C:\Users\Rahul\Desktop\Flashgmaps>C:\Users\Rahul\Desktop\Flashgmaps\Flex\bin\mxmlc GoogleMaps.mxml -library-path+="C:\Users\Rahul\Desktop\Flashgmaps\sdk\lib\map\_flex\_1\_20.swc"

gmap api

Within the Maps API for Flash, you may place the key within an MXML declaration, declare it directly within code as a Map.key property, or as a flashVarsproperty within the HTML container. A sample MXML declaration is shown below.

...

<maps:Map xmlns:maps="com.google.maps.\*" id="map" mapevent\_mapready="onMapReady(event)" width="100%" height="100%"

key="ABQIAAAAXUIntRdhM7bnKfEb2SX9iBRRea433IgTedYfpjirThGznaRcnxReD4gO9PTHyyd8f15JMWS8PRAnxA"/>

...

http://maps.google.com/maps/geo?q=1600+Amphitheatre+Parkway,+Mountain+View,+CA&output=json&oe=utf8\

&sensor=true\_or\_false&key=ABQIAAAAXUIntRdhM7bnKfEb2SX9iBRRea433IgTedYfpjirThGznaRcnxReD4gO9PTHyyd8f15JMWS8PRAnxA

Now needed

<http://code.google.com/apis/maps/articles/flashmapinwpf.html>

<http://code.google.com/apis/maps/documentation/flash/tutorial-flex.html>