

Backlog:

We added some functions to the current application:

While adding a showcase to the map would automatically detect if the position is available.

While one of the inputs in the adding dialogue is empty, we can detect it and toast a warning message to the user.

The pins on the map can be moved with the map layout.

The pins can stick to the map. When zooming in and zooming out, the points on the map also move in accordance with the new position.

As the previous floor 1 and floor 2 are implemented with 2 different methods, we merged them into one and implemented the same thing on them.

In addition, the previous map drawing is not strictly by using the unit inch. We used the map blueprint to redraw the map with inches.

After clicking the pin on the map, the data (item information) of that pin would be loaded from the database if that pin has never been loaded before.