

```
handleDrawAll = (props) => {
  const { AMap } = window as any
  const { __map__, areaFormsList } = props
  window.a = __map__
  __map__.clearMap()
  __map__.plugin(['AMap.MouseTool', 'AMap.PolyEditor'], () => {
    const mousetool: MouseTool = new AMap.MouseTool(__map__)
    this.mousetool = mousetool
    areaFormsList.areas && areaFormsList.areas.map((area) => {
      //省略过程：把原来存的多边形（后端获取到的）画进来
      this.handleCreatePolygon({ obj: polygon, locationCardId: area.locationCardId, type: locationCard.size > 0 ?
locationCard.get(0).get('typeColor') || 0 : 0 }) })
      mousetool.on('draw', this.handleCreatePolygon)
    })
  })
  //drag & drop
  container.ondragover = (e) => {
    e.preventDefault()
    const pos = __map__.containerToLngLat(new AMap.Pixel(e.clientX - left, e.clientY - top))
    let markerTmp = new AMap.Marker({
      map: __map__,
      position: pos,
      icon: `${ImageLocationMap}`
    })
    //把座位卡片拖进图形区域内
    this.handleCreatePolygon({ obj: marker, locationCardId: id, type: type })
  }
}
```