9:30 start

Fixing mismatch issues

Using geomerative library and “contains” function to build a mouse-over district identifier to help find mismatches

1. **import** geomerative.\*;
3. RShape grp;
5. **boolean** ignoringStyles = **false**;
7. **void** setup(){
8. size(950, 800);
9. smooth();
11. // VERY IMPORTANT: Allways initialize the library before using it
12. RG.init(**this**);
13. RG.ignoreStyles(ignoringStyles);
15. RG.setPolygonizer(RG.ADAPTATIVE);
17. grp = RG.loadShape("E:\\Development\\Research-2015-Energy-Data\\processing\\District\_vis\\Data\\India.svg");
18. grp.centerIn(g, 100, 1, 1);
19. }
21. **void** draw(){
22. translate(width/2, height/2);
24. background(255);
25. stroke(0);
26. noFill();
28. grp.draw();
29. RPoint p = **new** RPoint(mouseX-width/2, mouseY-height/2);
30. **for**(**int** i=0;i<grp.countChildren();i++){
31. **for**(**int** j=0;j<grp.children[i].countChildren();j++){
32. **if**(grp.children[i].children[j].contains(p)){
33. RG.ignoreStyles(**true**);
34. fill(0,100,255,250);
35. noStroke();
36. grp.children[i].children[j].draw();
37. RG.ignoreStyles(ignoringStyles);
38. println(grp.children[i].children[j].name + ":" + grp.children[i].name);
39. }
40. }
41. }
42. }
44. **void** mousePressed(){
45. //ignoringStyles = !ignoringStyles;
46. RG.ignoreStyles(ignoringStyles);
47. }

Compiling list of countries that appear on the maps but do not have data

11:30 finish