

# NewMapComponent

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- Introduction
- Main features
- Demo

- Map engine
- Create dashboards with georeferenced data
- Markers and Shapes
- Library Openlayers2 and GoogleMaps\*

# Map States

## Operation Modes

- Panning mode (pan)
  - Allows navigation over the map, e.g. dragging.
- Zoom box mode (zoombox)
  - The user can draw a rectangle to define a new zoom area.
- Selection box mode\* (selection)
  - Allows the drawing of a rectangle that selects a set of items. The items inside the rectangle are added to the selection list. Clicking on an item toggles its selection state, whereas clicking on an empty area of the map clears the list of selected items.



\* To active the Selection mode, set the **Parameter** property.

# Feature States

## State-dependent styles

- **disabled**
  - When the map does not behave as a selector (map is not in Selection mode)
- **noneSelected**
  - When no item is selected.
- **allSelected**
  - When all items are selected.
- **someSelected**
  - When at least one item is selected.
- **selected**
  - When the item selected.
- **unselected**
  - When the item is not selected.
- **normal**
  - When the mouse is not over an item.
- **hover**
  - When the mouse is over an item.

# Styling the Map

## More Details

- The combination of the **map type (marker/shape)**, **map operation mode** and **item state** defines the individual style for each item on the map.

- Example:

**global/markers/shapes** : **pan/zoombox/selection** : **featureStates** : Attribute

- Styling based on the CSS concept, where the more specific definitions have priority over the more generic ones.

- Hierarchy

- global
- markers/shapes
- disabled/noneSelected/someSelected/allSelected
- pan/zoombox/selection
- unselected/selected
- normal/hover
- attribute
- calculated attributes based on the result set\*

Changing the style map via preExecution:

```
this.styleMap = {  
  markers: {  
    cursor: "pointer"  
  }  
};
```

- **Define the visual style for the item**
  - Stroke, color, opacity, etc
- **In general, they are SVG attributes.**
  - [Openlayers2 attributes](#).
- **Static values**
  - Set via styleMap
- **Dynamic values.**
  - Based on business rules and/or dataset.

Define a new dynamic attribute via preExecution:

```
this.attributeMapping.fill = function(context, seriesRoot, mapping, row) {  
  var value = row[2];  
  if ( _.isNumber(value) && value < 25 ) {  
    return "green";  
  } else {  
    return "red";  
  }  
};
```

# Features

## Color mapping

- Based on a colour palette
- Require a column called **fill** in the resultSet
- Colour palette can be changed

Change the color palette via preExecution:

```
this.colormap = [  
    "[213,238,249]",  
    "[194,231,246]",  
    "[175,223,244]",  
    "[156,216,241]",  
    "[137,208,239]",  
    "[117,201,236]",  
    "[98,193,233]",  
    "[79,186,231]",  
    "[60,178,228]",  
    "[41,171,226]"  
];
```





- Automatic radius size
- Require a numeric column called **r** in the resultSet
- Sizes are based on a Min and Max values

```
/*  
 * Set Min and Max size (pixel) for the markers based on the r values  
 */  
this.scales.r = [3, 10];
```



- Needed to correctly index the data in the resultSet
  - id (unique name)
  - fill (color mapping)
  - r (dynamic radius)
  - latitude
  - longitude

ResultSet:

City – Age – Salary – Lat – Lng

Redefining mapping columns via preExecution:

```
this.visualRoles = {  
  id: 0,  
  fill: 1,  
  r: 2,  
  latitude: 3,  
  longitude: 4  
};
```

- Automatic zoom
- Popup's
- Markers with CGG charts
- Events (clicks, mouseover)
- Addins
  - Latitude/Longitude lookup
  - Shape resolver
  - Marker image
- Shapefile formats (geoJSON, kml, simpleJSON)
- Handle the engine's API\*

- CDE Samples: Public / plugin-samples / CDE / Require Samples / CDE Reference / NewMapComponent
- Source code ( <https://github.com/webdetails/cde/tree/master/cde-core/resource/resources/custom/amd-components/Map> )
- Community
- NMC-Samples repository\* ( <https://github.com/kleysonr/NMC-samples> )

**Demo**



**Thank you !**

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