

Virtual Earth Map Control

V4

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Overview

Virtual Earth Map Control

We will be taking a quick tour of the V4 Virtual Earth Map Control

(The Virtual Earth map control is a JavaScript control that contains the objects, methods, and events that you need to display Virtual Earth-powered maps on your Web site).

We will see how to build a simple map and place some push pins on the map.

I will also demo the new interactive SDK the map control and 3d views.

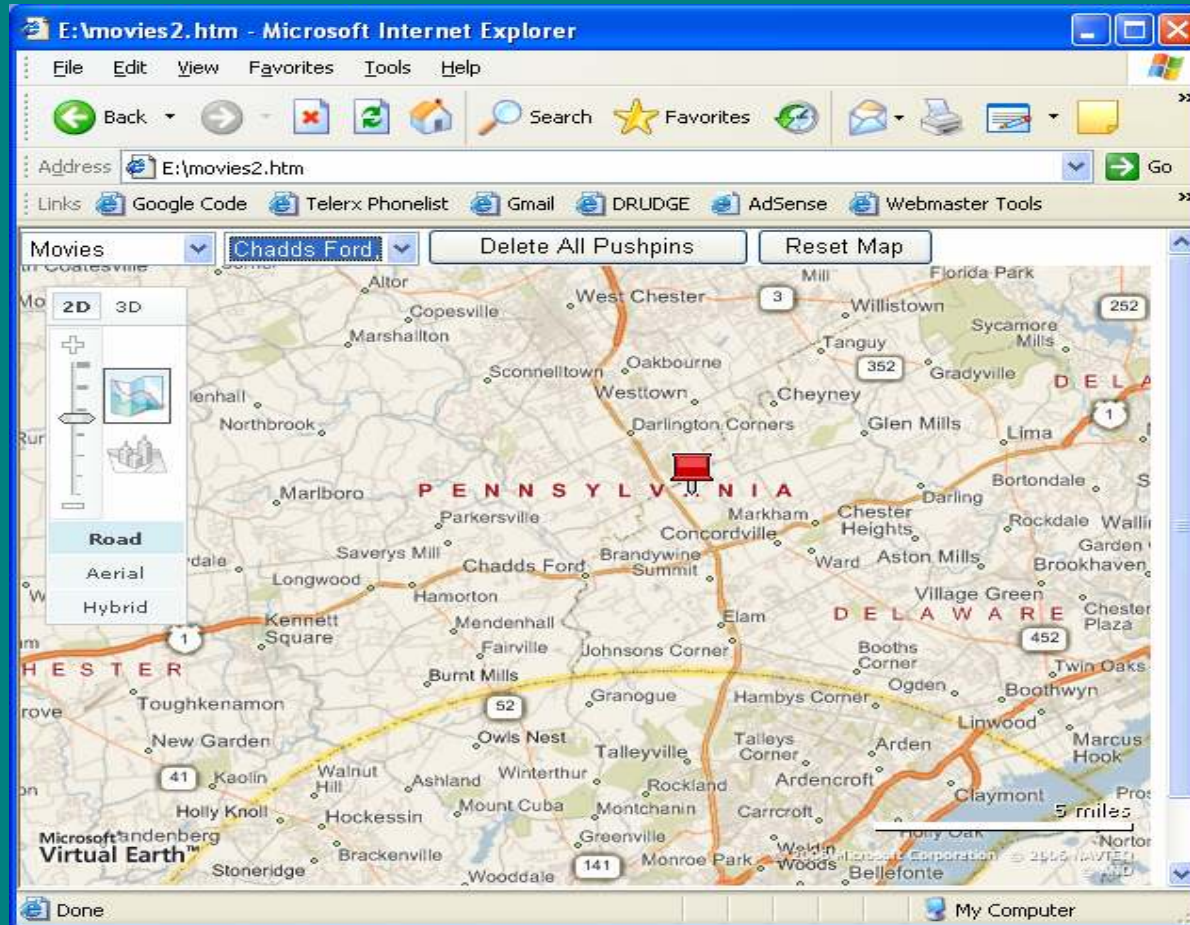
Virtual Earth Map Control

The basics

- Reference to the map api
 - `<script src="http://dev.virtualearth.net/mapcontrol/v4/mapcontrol.js"></script>`
- Create/size our map div
 - `<div id='myMap' style="position:relative; width:600px; height:400px;"></div>`
- Determine our location lat long
- Call the load map and controls
 - `map = new VEMap('myMap');`
 - `map.LoadMap(new VELatLong(39.9,-75.5),12,VEMapStyle.Road,false);`
- Add elements
 - `map.Find(window.Findwhat.value ,window.FindCity.value ,'1',onFindResults);`

Map API

- DEMO



Virtual Earth Map Control

Virtual Earth Interactive SDK

- <http://dev.live.com/virtualearth/sdk/>

The screenshot shows a Microsoft Internet Explorer browser window displaying the Virtual Earth Interactive SDK website. The browser's address bar shows the URL <http://dev.live.com/virtualearth/sdk/>. The website features a blue header with the title "Virtual Earth Interactive SDK" and a green pushpin icon. Below the header, there are three tabs: "Interactive SDK", "Reference SDK", and "Learn More". The main content area is divided into three sections: "Show Me", "Source Code", and "Reference". The "Show Me" section is active and displays a 3D map of the United States. On the left side of the "Show Me" section, there is a list of options under the heading "I want to:". The options include: "Show a map" (with sub-options: "Show the default map", "Show a specific map", "Use a callback", "Show a 3D map"), "Control the map", "Work with 3D maps", "Show/hide controls", "Use pushpins", "Find information", "Get a route and directions", "Draw lines and polygons", "Use pushpin layers", "Use custom tile layers", "Use birds eye images", and "Get map info". Below the list, there is a "NEW" badge and the text "What's new in the latest release?". The 3D map shows the United States with various cities and state names. A control panel on the left of the map allows switching between "2D" and "3D" views, and includes a vertical zoom slider. Below the zoom slider, there are three map style icons: "Road", "Aerial", and "Hybrid". The "Hybrid" style is currently selected. At the bottom of the browser window, the status bar shows the coordinates "Latitude 38°23'36.62\" N; Longitude 43°21'15.87\" W; Altitude 1 feet" and the "Internet" logo.

Virtual Earth Interactive SDK



The screenshot shows a Microsoft Internet Explorer browser window displaying the Virtual Earth Interactive SDK website. The address bar shows the URL `http://dev.live.com/virtualearth/sdk/`. The page features a blue header with the title "Virtual Earth Interactive SDK" and navigation tabs for "Interactive SDK", "Reference SDK", and "Learn More".

On the left side, there is a "I want to:" section with a list of interactive options:

- Show a map
 - Show the default map
 - Show a specific map
 - Use a callback
 - Show a 3D map
- Control the map
 - Work with 3D maps
 - Show/hide controls
 - Use pushpins
 - Find information
 - Get a route and directions
 - Draw lines and polygons
 - Use pushpin layers
 - Use custom tile layers
 - Use birds eye images
 - Get map info

Below this list is a "NEW" section with the text "What's new in the latest release?".

The main content area is titled "Source Code" and displays the following HTML and JavaScript code:

```
<html>
  <head>
    <title></title>
    <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
    <script src="http://dev.virtualearth.net/mapcontrol/v4/mapcontrol.js"></script>
    <script>
      var map = null;

      function GetMap()
      {
        map = new VEMap('myMap');
        map.LoadMap(new VELatLong(47.22, -122.44), 12, 'r', false, VEMapMode.Mode3D, true);
      }
    </script>
  </head>
  <body onload="GetMap();">
    <div id='myMap' style="position:relative; width:400px; height:400px;"></div>
  </body>
</html>
```

The status bar at the bottom of the browser window displays the coordinates: "Latitude 56°16'51.34" N; Longitude 173°26'46.45" E; Altitude -1 feet".

MashUP

- A **mashup** is a website or web application that seamlessly combines content from more than one source into an integrated experience.
- A concept design to represent mashups in various places.
- Content used in mashups is typically sourced from a third party via a public interface or API. Other methods of sourcing content for mashups include Web feeds (e.g. RSS or Atom) and JavaScript.
- Many people are experimenting with mashups using eBay, Amazon, Google, Windows Live, and Yahoos APIs
- Source [http://en.wikipedia.org/wiki/Mashup_\(web_application_hybrid\)](http://en.wikipedia.org/wiki/Mashup_(web_application_hybrid))

Some Cool samples

- <http://viavirtualearth.com/vve/Gallery/Default.ashx>

Thanks for your time

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