Interface description atlasFX JavaScript client

atlas**FX**

Version 3.1

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1 URL and Hash parameters

Several URL parameters can be assigned to the atlasFX JavaScript Client. Every parameter is optional. Thus, the client can be called without any parameter, too. Then, the configuration variable *loadedConfig.mapId* has to be reserved with the Id of a published map configuration.

URL parameters are introduced with a question mark (?) and separated with a ampersand (&). Again, the parameter list can be split with a hash (#).

Example:
example.com/atlasfx/js/index.html?mapId=246#scale=1155581&centerX=771317&centerY=6423171&layers=17

For the reason of history management and to link the currently shown map, the client manipulates the parameters itself after the execution of certain actions. For instance, the scale parameter will be edited after zooming or the coordinates of the central point will be modified after panning.

The fragment behind the #-character will be replaced completely after every action the client performs! The parameters which have been set by the user will be removed totally. If a parameter should persist throughout the whole duration of the map interaction, it has to be placed in front of the hash. After the parameter list, you can find further explanations and practical tips.

The following parameter list also contains multi-digit values. If a component is optional, the omission has to be marked explicitly by setting a comma, to preserve the arity.

The position of the parameter is not important since version 3.0.

Note: In future you'll find the most recent version of this document here.

2 URL parameters

Note: In future you'll find the most recent version of this document here.

2.1 mapId

mapId=<Map ID>

This parameter represents the map ID. It overwrites the map ID of the configuration *loadedConfig.mapId*.

Note: In future you'll find the most recent version of this document here.

2.2 tocOpen

tocOpen=<true|false>

This parameter defines whether the TOC is open or closed when the map is initialized. (default true)

Note: In future you'll find the most recent version of this document here.

2.3 mobileMode

mobileMode=<modus>

Forces the display for mobile devices when calling from a PC. The values of "mobile" and "tablet" mode are possible, for each of smartphone or tablet devices.

Note: In future you'll find the most recent version of this document here.

3 Hash parameters

Note: In future you'll find the most recent version of this document here.

3.1 level

level=<zoom level>

Determines the zoom level. It has a value range of 1 to n. It has to be considered, that the zoom levels of multiple base maps may be different.

Note: In future you'll find the most recent version of this document here.

3.2 scale

scale=<scale>

This parameter sets the scale of a map. For instance the value 250000 stands fort the scale 1:250.000.

Note: In future you'll find the most recent version of this document here.

3.3 centerx

centerx=<X-position>

Sets the initial x-position of a map. It must be defined together with the parameter *centery*. The coordinate system of the position has to be identical with the map's coordinate system.

Note: In future you'll find the most recent version of this document here.

3.4 centery

centery=<Y-position>

Sets the initial y-position of a map. It must be defined together with the parameter *centerx*. The coordinate system of the position has to be identical with the map's coordinate system.

Note: In future you'll find the most recent version of this document here.

3.5 zoomTo

zoomTo=<X-position>,<Y-position>,<scale>

Zooms to the given scale and centers the map to the specified position. The passed position will be marked. As

soon as the map will be panned, the marking vanishes. The coordinate system of the position has to be identical with the map's coordinate system.

Note: In future you'll find the most recent version of this document here.

3.6 zoomtoposition

zoomtoposition=<X-position>,<Y-position>,<scale>
(former writing)

Zooms to the given scale and centers the map to the specified position. The passed position will be marked. As soon as the map will be panned, the marking vanishes. The coordinate system of the position has to be identical with the map's coordinate system.

Note: In future you'll find the most recent version of this document here.

3.7 feature

feature=<atlasFX layer ID>,<atlasFX feature ID>,<info bubble?>,<scale|auto>

Centers the map to the passed feature. To identify the feature explicitly, the respective atlasFX layer ID and the atlasFX feature ID have to be specified. The third optional parameter declares whether the info bubble of the features should be opened or not (only if this has been configured in the atlasFX CMS before).

Note: In future you'll find the most recent version of this document here.

3.8 search

search=<search text>

Performs a search. The default atlasFX search will be performed. If only one result is found, the client centers this search result by default. It will be zoomed on the scale which has been configured for search results in the atlasFX CMS.

Note: In future you'll find the most recent version of this document here.

3.9 notepadid

notepadid=<ID of the drawing>

With the tool Map Notepad, drawings can be placed upon the map and saved on the atlasFX server. A respective ID will be handed over by the server. With this ID a drawing can be loaded later again.

Note: In future you'll find the most recent version of this document here.

3.10 layers

layers=<layers ID>

From all checked and unchecked layer in the TOC an explicit ID will be generated, which defines the respective condition.

Note: In future you'll find the most recent version of this document here.

3.11 symbol

symbol=<symbol>,<size>,<color>,<X-Position>,<Y-Position> or
symbol=<url>,<width>,<height>,<X-Position>,<Y-Position>

Draws a symbol at the coordinates centerX and centerY. If one of those parameters is missing, an error will be thrown in the console.

Version 1: Drawn symbol (esri.symbol.SimpleMarkerSymbol)
All parameters except x / y are optional. If a parameter is not set, the the default value oft he esri-object will be applied. In this case the commas have to be set.
If x or y is omitted, the value is taken from centerX and centerY for compatibility reasons. However, this should be avoided .
The following symbol-types are possible: circle, square, diamond, cross, x.
The parameter size is specified in the unit pixels.
Color is a ist ein hexadecimal RGB value without the #-character.

Version 2: Graphic as symbol (esri.symbol.PictureMarkerSymbol)
All arguments have are always mandatory.
The width and high are specified in pixels. The values have to be higher than zero.
URL parameters have to be coded with the JavaScript function encodeURIComponent.
For the PictureMarkerSymbol the ArcGIS interface allows the picture formats BMP and EMF.

Note: In future you'll find the most recent version of this document here.

4 Explanations

There exist multiple combination scenarios concerning the usage of the parameters. Not every use case can be described here. It is important that every action is performed successively and without plausibility check.

If, for instance, the parameter feature is specified in combination with the zoom level which lies outside the allowed layer's scale range, the result is not defined.
Similarly, the combination of the parameters search and zoomtoposition result in a double pan-action in the map, so that the explicit search results may lie outside the visible extent.

Note: In future you'll find the most recent version of this document here.