
Subject: Re: IDL KML

Posted by [mankoff](#) on Tue, 14 Jul 2009 21:28:53 GMT

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On Jul 12, 7:02 pm, mankoff <mank...@gmail.com> wrote:

> There have been a few discussion of KML on this list (one here <http://tr.im/s2dQ>). I'm wondering if anyone has gone further with this
> and has code willing to share. I've implemented five or six of the
> elements shown in the diagram here <http://code.google.com/apis/kml/documentation/kmlreference.html>
> and thought I might not need to implement the entire schema if someone
> else has already done so. If not, I'm pleased to share what I have...
>
> -k.

Well this is my first major foray into IDL objects (not object graphics). Past posts on this group have been very helpful regarding private methods, singletons, object trees, etc.

I now have about 1/5th of the top image here

<http://code.google.com/apis/kml/documentation/kmlreference.html>
implemented in IDL objects. So far this means Folders and Placemarks.
Next comes GroundOverlays and TimeSpans.

Right now the following code works. It produces a KML file with 100 pins distributed at random lat,lon coords, and random altitudes, with some of the pins floating and some extruded (a line down to the earth). If anyone might find this useful let me know.

```
kml = obj_new('kdm_kml', file='test.kml')
d = obj_new('kdm_kml_document', visibility=1 )
f = obj_new('kdm_kml_folder', id='folder1', name='aFolder' )
d->add, f
for i = 0, 100 do begin
    istr = STRING(i,FORMAT='(I03)')
    p = obj_new('kdm_kml_placemark', $
        id='Pid'+istr, $
        latitude=random(seed,1)*90, $
        longitude=randomu(seed,1)*360, $
        x_altitudemode='relativeToGround', $
        altitude=randomu(seed,1)*1e7, $
        extrude=randomu(seed,1) gt 0.5, $
        description='Some Text '+istr, $
        name='Pid'+istr, $
        visibility=1 )
    f->add, p
endfor
kml->add, d
```

kml->saveKML
