Subject: Re: IDL KML
Posted by mankoff on Tue, 21 Jul 2009 22:47:36 GMT
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On Jul 14, 5:28 pm, mankoff <mank...@gmail.com> wrote:
> On Jul 12, 7:02 pm, mankoff <mank...@gmail.com> wrote:
>
>> There have been a few discussion of KML on this list (one herehttp://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 herehttp://code.google.com/apis/kml/documentation/kmlreferen ce.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 herehttp://code.google.com/apis/kml/documentation/kmlreferen ce.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=randomn(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

I've put my code (for both KML and the rest of my IDL code library) here: http://code.google.com/p/kdm-idl/

It is a work in progress (the KML part especially), but if anyone is interested in the KML aspect or anything else feel free to browse and/or download.

-k.
