Subject: IDL KML

Posted by mankoff on Sun, 12 Jul 2009 23:02:12 GMT

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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.h tml 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.

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:

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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.h tml 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='(103)')
 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
```

Posted by mankoff on Tue, 21 Jul 2009 22:47:36 GMT

Subject: Re: IDL KML

View Forum Message <> Reply to Message 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

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> 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.