Trimaps SDK

iOS Integration Guide for iPhone/iPad

Introduction

This document describes how to integrate the Trimaps SDK library to your iOS (iPhone and iPad) application though the iOS API.

Trimaps SDK allows application developers to draw a user's location on a custom map image, based on latitude/longitude coordinates provided by the device's GPS.

Before you start, make sure you have downloaded the Trimaps iOS SDK (trimaps-sdk-ios-0.5.zip) from trimaps.com and that you have generated the Trimaps Localizer File (.tlf) for your project map.

Content of the provided package

Two artefacts are provided with this delivery (in the provided zip file):

- TrimapsIOSLib.h is the header file describing the Trimaps SDK API.
- libTrimapsIOS.a is the actual library implementing the application logic of the Trimaps SDK.

Integration of the SDK

First, the TrimapsIOSLib.h header file and the libTrimapsIOS.a library have to be imported in the target application project. Then the application must invoke the Trimaps SDK.

1. Importing the TrimapsIOSLib.h header file

Place the TrimapsIOSLib.h header file in a folder <folder> available to your project, where <folder> is a name of your choice, for instance "TrimapsLib".

In the Xcode project of your application, edit the project & target *Build Settings* and in section *Search Path*, in the item *Header Search Path,* add an entry to the folder <folder>

Repeat the step above both for *Debug* and *Release* configuration.

2. Importing the libTrimapsIOS.a library file

In the Xcode project of your application, select the *Project Navigator*, and "Drag and drop" the library.

3. Invoking Trimpas SDK

From the target application code, invoke the Trimaps API.

- Initializing the TrimapsIOSLib Object

A TrimapsIOSLib first needs to be instantiated and initialized for the map. It must be created by calling the `getInstance:(NSString*) fileContent` static method, giving it as parameter the content of the Trimaps Localiser File content for your map (.tlf file). File is UTF8 encoded. In case the File content can not be parsed, `nil` is returned, and a reason is written in the log.

```
/*
 * Initialises a TrimapsIOSLib for the map. The parameter is the content
 * (considering UTF8) of the project file (.tlf).
 */
+(TrimapsIOSLib*) getInstance:(NSString*) s;
```

- Get the pixels coordinates based on a location

```
/*
 * from a latitude and longitude, returns the (x,y) coordinates of the point on the map.
 * Objects in the NSArray are NSNumber's
 */
-(NSArray*) getPositionWithLat:(double) latitude andLong:(double) longitude;
```

The returned array contains the (x,y) coordinates at zoom level 1 (with respect to the original image size loaded on trimaps.com).

Advanced features

- Handling several maps

Some customers express the need to handle several maps in their application. This can simply be achieved by instantiating several `TrimapsIOSLib` object by calling the static getInstance on `TrimapsIOSLib` with the relevant Trimaps Localizer File content.

Did you know ?

Beside Trimaps SDK for iOS, did you know that Trimaps offers additional services?

- **Trimaps SDK** for Java/Android & Javascript
- HTML **Map Viewer**
- **Trimaps EASY** to quickly publish any map image online
- Trimaps offers additional services for all your map related projects.

  Do not hesitate to contact us for more info about those services: info@trimaps.com

Support & more info

Trimaps service support can be reached through trimaps.com, or at support@trimaps.com

http://www.trimaps.com