

IndoorPositioningService

```
init:
IndoorPositioningService(Context
    LocationProvider,
    GeofenceProvider,
    MapProvider,null);
methods:
start()
stop()
isRunning()
getMapList()
getMapWithId(locationId)
findRoute(IndoorLocation, IndoorLocation, boolean)
delegate:
delegate = IndoorPositioningServiceDelegate
```

API Config & Providers

```
cfgprovider = new VFApiConfig(endpoint,apikey,clientId);
new VFApiBeaconLocationProvider(cfgprovider)
new VFApiGeofenceProvider(cfgprovider)
new VFApiMapProvider(cfgprovider)
```

IndoorPositioningServiceDelegate

```
didLostConnectivity()
didGainConnectivity()
didLostBluetooth()
didGainBluetooth()
didLostLocation()
didEnterGeofence(Geofence geofence)
didReceiveLocation(IndoorLocation location)
didReceiveHeading(double azimuth)
failedWithProviderVerificationError()
```

MapView

```
Methods:
loadMap2D()
addOverlayWithName()
setBgColor()
loadMap3D()
unloadMaps()
```

MapView (cont)

```
toggleTopViewPerspective()
gotoPosition()
setZoomLevel()
pause()
resume()
hideUserPosition()
showUserPosition()
setUserPosition()
getCenterPos()
setRoute()
setSourceIcon()
unsetSource()
setDestinationIcon()
unsetDestination()
dumpState()
loadState()
Properties:
MAPMODE map_mode Can be M2D or M3D
CAMMODE cam_mode Can be TOP, PERSPECTIVE or POV
UIButton *zoomin Zoom in button
UIButton *zoomout Zoom out button
UIButton *compass Compass button
UIButton *mylocation MyLocation button
UIButton *switch3d Switch 3D/2D button
UIButton* pers Perspective toggle button
double compassAzimuth
delegate:
delegate = MapViewDelegate
```

MapViewDelegate

```
onMap2DLoaded()
onMap2DUnloaded()
onMap3DLoaded()
onMap3DUnloaded()
onMapSingleTap(double x, double y)
onMapLongPress(double x, double y)
onMapOverlayTap(String overlay_id)
```



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