

Loris Vector Map Engine



Address	{value_address}
Contact Person	{value_contact_person}
Mobile Number	{value_mobile_number}
Email	{value_email}

LVME consists of Flash map engine (any maps can be loaded into it) and JavaScript bridge, that connects static or dynamic (eg. from a database) outputs and Flash map. Any objects, that are stored in database and have X&Y coordinates can be shown on the map with title, description and external link. JavaScript bridge allows easy manipulation with subsets of data. Any object spotting (click&see) is implemented as well as layering a group of objects. Flash Map Engine allows interactive working with the map - zooming, dragging, moving and measuring distances. Zooming can be done with traditional (+ or -) behavior or direct scaling (jumps to the preset scale). **New in 2.06:** Printing maps is supported; Multiple detail levels maps are possible; Popup tips for location symbols are supported. **New in 3.0:** Multiple languages supported (messages for different languages are stored in single file); New GUI; additional location features

For more details, please visit <http://scripts.goclix.com/loris-vector-map-engine-35236>
