

ActionScript????????

?????????Actions????????????????????ActionScript????????????? ?????????????????????

```
// Enter your api key here
var apiKey = 'API_KEY';
```

```
//If you're using non-commercial version of KunerLite, you'll not need to change this
var kuneriPath = 'http://127.0.0.1:1001/Basic/';
```

????????????????????????????????????

```
//We'll call this function when some KuneriLite related errors occur
function kuneriError(error:String)
{
  trace("KunerLite error: " + error);
}
```

```
//This function will do all calls to KuneriLite servers
//and call the given handler passing response values as argument
function kuneriLoad(url, handler)
{
```

```
var loader:LoadVars = new LoadVars();
```

```
    onreadystatechange = function()
    {
      (this).onLoadComplete = handler;
    }
    trace("LOADING: " + url);

    loader.load(url);
  }
}
```

???????????????????????????????????? startButton ??????????????

Flash Lite????????????

- GPS?????
- ???GPS???????
- ???GPS???????????????????

KuneriLite GPS plugin?????????????????Wiki?????????????
http://wiki.kuneriLite.net/index.php?title=GPS_plugin

gpsButton??????GPS?????start klCommand???????

```
startButton.onPress = function()
{
    kuneriLite.addEventListener(MouseEvent.CLICK, gpsStarted);
}
function gpsStarted(res:LoadVars)
{
    if(res.klError == 0 || res.klError == -11)
    {
        trace("GPS started");

        kuneriLite.addEventListener(MouseEvent.CLICK, gpsDataRead);
    }
    else
    {
        trace("Error: Ring GPS!");
    }
}
```

gpsStarted()?????????????????

- ??????????(klError = 0)????GPS?????????(klError = -11)????GPS?????????????????KuneriLite Wiki?????????????

http://wiki.kuneriLite.net/index.php?title=GPS_plugin

- GPS?????????????????????kuneriError()?????????
- GPS?????????????KuneriLite????????????????GPS?????(klCommand=read)?

KuneriLite?????????gpsDataRead()?????????????????????

```
function gpsDataRead(res:LoadVars)
{
    if(res.klError == 0)
    {
        var lat = res.klPosLatitude;
        var lng = res.klPosLongitude;

        trace("POSITION: " + lat + ", " + lng);

        (lat, lng).loadMap();
    }
    else
    {
        trace("Error: Ring GPS!");
    }
}
```

Flash Lite § Google Maps ä½¿ã £ã |GPSä½ ç½@ã èjçªã ã

????????????KuneriLite????????????????????????????????(latitude)???(longitude)????klPosLatitude,klPosLongitude
????????loadMap()????????Static Map????????

```
function loadMap(lat:Number, lng:Number)
{
var mapClip:MovieClip = _root.createEmptyMovieClip('mapClip', _root.getNextHighestDepth());

    mapClip.
    mapClip.

var mapWidth = 240;
var mapHeight = 280;

var loader:MovieClipLoader = new MovieClipLoader();

var mapUrl:String = 'http://maps.google.com/staticmap?center=' +
    ',' + lng lat&format=jpg&zoom=8&size=' +
    'x' +mapWidth + 'x' + mapHeight + '&key=' + apiKey;

    loadClip(mapUrl, mapClip);
}
```

????????????

- ?????????????????????????????????
- ?????????????(0,0)????????
- ?????????240x280????????????JPEG????????????MovieClipLoader????????

????????????FlashLite????????????

????Flash Lite????????????

PC????????

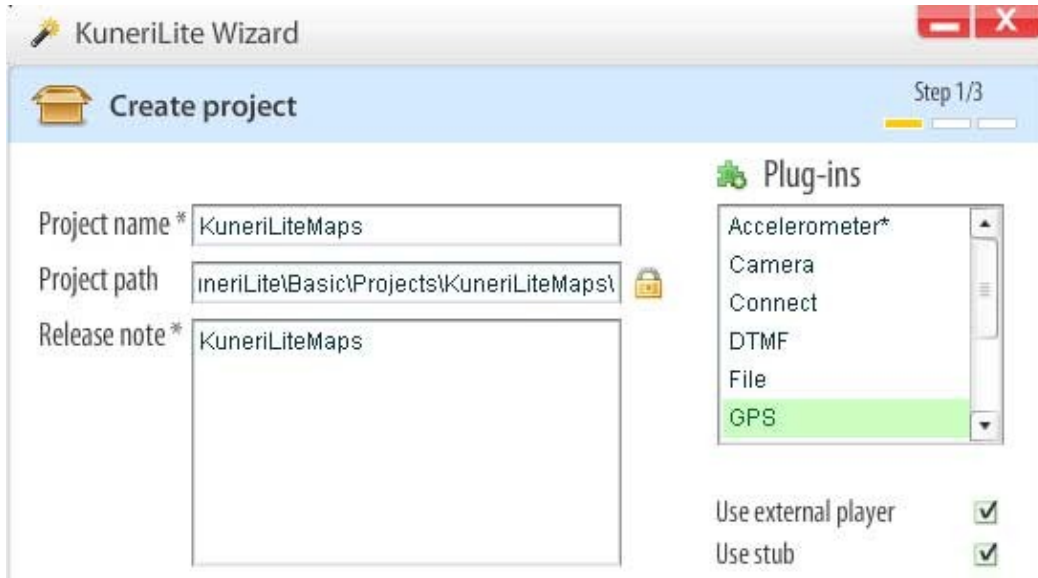
??

- ?????????(port: 1001, key: Basic)??KuneriLite Emulator????
- Flash Lite????????
- Find Me!????????????????????????????(????????????GPS????????????????)

KuneriLite Emulator???????????????????????? [KuneriLite Emulator](#)

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- FlashLite????????????
- "Create a new project"????????????
- ??????(Project name)????????????(Plug-ins)??GPS????
- Flash Lite2.x???3.x?????????1?????????????"Use external player"????????????
- ???"Use stub"????????????????
- ??????Main SWF????????????SWF????????

KunderiLite Wizard????????????????????KunderiLite Wizard Beginner's Guide

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- ????????Flash??????.fla)????????? [Media:KunderiGpsMap.zip](#)
- ??????????????Google Map?????????????????????How to use Google Maps data in mobile applications