

How_to_use_Landmarks_API

The following code snippets are how to open and read the landmarks from landmarks database

Header required:

```
#include <epos_cposlandmarkdatabase.h>
#include <epos_CPosLmItemIterator.h>
```

Library required:

```
LIBRARY eposlandmarks.lib
```

Capability required:

```
Capability LocalServices NetworkServices ReadDeviceData
Calability ReadUserData WriteDeviceData WriteUserData
```

Opening Landmarks database

```
CPosLandmarkDatabase* db = CPosLandmarkDatabase::OpenL();
CleanupStack::PushL(db);
ExecuteAndDeleteLD(db->InitializeL());
CPosLmItemIterator* iter = db->LandmarkIteratorL();
CleanupStack::PushL(iter);
TPosLmItemId lmID;
while ((lmID = iter->NextL()) != KPosLmNullItemId)
{
    CPosLandmark* lm = db->ReadLandmarkLC(lmID);
    CleanupStack::PopAndDestroy(lm);
}
CleanupStack::PopAndDestroy(2, db);
```

Reading Landmarks from database

```
CPosLmCategoryManager* categoryManager = CPosLmCategoryManager::NewL(*aDb);
CleanupStack::PushL(categoryManager);
CPosLmItemIterator* iter = categoryManager->CategoryIteratorL();
CleanupStack::PushL(iter);
TPosLmItemId catID;
while ((catID = iter->NextL()) != KPosLmNullItemId)
{
    CPosLandmarkCategory* cat = categoryManager->ReadCategoryLC(catID);
    CleanupStack::PopAndDestroy(cat);
}
CleanupStack::PopAndDestroy(2, categoryManager);
```

Related Links:

- [Landmarks/web client example using Carbide.c++ and UI designer](#)
- [How to select and show a landmark](#)
- [How to compact local landmark databases](#)
- [How to export landmarks from database to file](#)
- [How to import landmarks from file to database](#)

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- [Execution of landmark operations](#)
- [How to obtain and save current location](#)
- [Retrieving location information](#)