

Querying dynamic point layer with php/mapsript

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php/mapsript allows to use mapserver very efficiently inside a php application.

Some parts of the behaviour is still a bit undocumented.

Querying dynamically created point layer is one of those missing parts.

This article is based on MapServer version 4.10

To be able to query a dynamic layer, you need to have a layer definition in your mapfile.

This definition **MUST** have a TEMPLATE attribute (either if it points on nothing).

The following example should work :

```
LAYER      NAME "my_layer"      STATUS ON      TYPE POINT      TOLERANCE 10      LABELCACHE ON      LABEL
TRANSPARENCY ALPHA      TEMPLATE nofile.html      CLASS      NAME "Points"      COLOR 255 0 0      OUTLIN
SIZE 10      SYMBOL "circle"      LABEL      POSITION AUTO      ANGLE AUTO      SIZE 12
DejaVuSans      ANTIALIAS true      OUTLINECOLOR 255 255 255      PARTIALS false      ENCODING
PROJECTION      "+proj=lcc +lat_1=51.16666723333333 +lat_2=49.83333339 +lat_0=90 +lon_0=4.367486666666666
+x_0=150000.013 +y_0=5400088.438 +ellps=intl +units=m +no_defs"      END      END
```

Then you need to fill in your layer with points. This is a bit tricky because you cannot add pointObj to mapeserver shapeObj.

Thus, you need to add a lineObj composed by only one point ;-):

```
$shp = ms_newShapeObj(MS_SHAPE_POINT); $pt = ms_newLineObj(); $pt->addXY($point->x,$point->y); $shp->add($pt);
$shp->set('classindex', $obj->get_classindex()); $shp->set('text', $obj->get_id()); $shp->set('index', $obj->get_internal_id());
$lyr->addFeature($shp);
```

Finally, you can query your layer using a geographical point (not a pixel one !):

```
// transform pixel to geo coords :
$cx = Pix2Geo($_POST["mapa_x"], 0, $map->height, $map_extent[0], $map_extent[2], 0);
$cy = Pix2Geo($_POST["mapa_y"], 0, $map->width, $map_extent[1], $map_extent[3], 1);
$mpoint = ms_newPointObj();
$mpoint->SetXY($cx, $cy);
// find into layer the most closed point
$layer->set("toleranceunits",MS_METERS);
$res = $layer->queryByPoint($mpoint, MS_SINGLE, 100);
if ($res == MS_SUCCESS){
    $layer->open();
    $rslt = $layer->getResult(0);    echo "Foudn point $rslt->shapeindex";    } else {    echo "No point found";    }
```

! You cannot use the \$layer->getShape() method on dynamically created layer.

The key to solve this problem is to use the index of the shapeObj as key to find out which point has been selected.