

Cesium

Tom Nováček
novacto2@fel.cvut.cz



About Cesium

- Cesium is a JavaScript library for creating 3D globes and 2D maps in a web browser without a plugin
- It uses WebGL for hardware-accelerated graphics, and is cross-platform
- Open-source alternative to Google Earth



My Assignment

3

- Camera.flyTo does not work with a rectangle in 2D





PR 3695

■ Negative height problem

```
2507 | 2507 | // Make sure camera doesn't zoom outside set limits
2508 | 2508 | if (defined(sscc)) {
2509 | - | destinationCartographic.height = CesiumMath.clamp(destinationCartographic.height, sscc.minimumZoomDistance, s
2509 | + | //The computed height for rectangle in 2D/CV is stored in the 'z' component of Cartesian3
2510 | + | if (mode !== SceneMode.SCENE3D && isRectangle) {
2511 | + |     destination.z = CesiumMath.clamp(destination.z, sscc.minimumZoomDistance, sscc.maximumZoomDistance);
2512 | + | } else {
2513 | + |     destinationCartographic.height = CesiumMath.clamp(destinationCartographic.height, sscc.minimumZoomDistan
2514 | + | }
2510 | 2515 | }
2511 | 2516 |
2512 | 2517 | // The max height in 2D might be lower than the max height for sscc.
2513 | 2518 | if (mode === SceneMode.SCENE2D) {
2514 | 2519 |     var maxHeight = ellipsoid.maximumRadius * Math.PI * 2.0;
2515 | - | destinationCartographic.height = Math.min(destinationCartographic.height, maxHeight);
2520 | + | if (isRectangle) {
2521 | + |     destination.z = Math.min(destination.z, maxHeight);
2522 | + | } else {
2523 | + |     destinationCartographic.height = Math.min(destinationCartographic.height, maxHeight);
2524 | + | }
2516 | 2525 | }
```



Results

- Unit tests
- PR merged
- Contributor licence agreement



Questions?

