Archived:Calculating the distance between two locations in Flash Lite

Archived: This article is **archived** because it is not considered relevant for third-party developers creating commercial solutions today. If you think this article is still relevant, let us know by adding the template {{ReviewForRemovalFromArchive|user=~~~~|*write your reason here*}}.

We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived. Flash Lite has been removed from all Nokia Asha and recent Series 40 devices and has limited support on Symbian. Specific information for Nokia Belle is available in Flash Lite on Nokia Browser for Symbian. Specific information for OLD Series 40 and Symbian devices is available in the Flash Lite Developers Library.

This code snippet demonstrates how to calculate the distance between two locations using the Location Platform Service for Flash Lite supported from S60 5th Edition onwards.

Source

```
// Import Platform Service Interface
import com.nokia.lib.Service;
```

```
// Heading of the application
heading_txt.text = "Calculate Distance";

// Create new Service object which has location data
var location = new Service("Service.Location", "ILocation");

// Define source distance
var sourceDistance = {Longitude:1, Latitude:0.49, Altitude:0.5};
var startPoint:String = new String("Longitude:1, Latitude:0.49, Altitude:0.5");

// Define destination distance
var destinationDistance = {Longitude:1, Latitude:0.5, Altitude:0.5};
var destinationPoint:String =
    new String("Longitude:1, Latitude:0.5, Altitude:0.5");

// Define input parameters
var inParams = {
    MathRequest:"FindDistance", DistanceParamSource:sourceDistance,
    DistanceParamDestination:destinationDistance
    };

// Define result value
var outParams = location.Calculate(inParams);

// Check if calculate success
if (outParams.ErrorCode == 0) {
    var distance = outParams.ReturnValue;
    text_txt.text += "Distance: "+distance+"\r\r";
    text_txt.text += "from:\r"+startPoint+"\r\r";
    text_txt.text += "to:\r"+destinationPoint;
} else {
    var errorId = outParam.ErrorCode;
    text_txt.text += "Error: "+errorId;
```


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```
}
```

Postconditions

The distance between the source and destination is displayed.

Example application

The following sample application has been tested in Nokia 5800 XpressMusic (S60 5th Edition, Flash Lite 3.0): File:FlashLite Calculating The Distance.zip

See also

- Flash Lite API reference: Location Information in the Flash Lite Developer's Library

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