Archived:Importing landmarks 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We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived.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 import landmarks from the file using the Landmarks Platform Service for Flash Lite supported from S60 5th Edition onwards.

Preconditions

Note: To import landmarks with this application you need to have copied a landmarks file (landmarks.lmx) in the folder `c:\Data\\Others\` on your device.

Source

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

```
// Heading of the application
heading_txt.text = "Importing landmarks";

text_txt.text = "Press the Import button to import landmarks from " +
    "c:\\Data\\Others\\landmarks.lmx";

// Create new Service object which has Landmark information
var landmark = new Service("Service.Landmarks", "IDataSource");

/*********************************************************
** Function for pressing the Import button.
** Calls Import() method synchronously.
** Method imports landmarks from the file
*********************************************************/
import_mc.onPress = function() {
    text_txt.text = "Imported landmarks:\r";

    // Define input parameters
    var inputData = {
        SourceFile:"c:\\Data\\Others\\landmarks.lmx",
        MimeType:"application/vnd.nokia.landmarkcollection+xml"
        };
    var inParams = {Type:"Landmark", Data:inputData};

    // Define result value
    var outParams = landmark.Import(inParams);
    var outList = outParams.ReturnValue;
    var i = 0;
    if (outParams.ErrorCode == 0) {
```


(C) Copyright Nokia 2014. All rights reserved.

```
        var outputEntry = null;
        do {
            i++;
            outputEntry = outList.next();
            if (null != outputEntry) {
                text_txt.text += "Landmark "+i+"\r"+outputEntry.LandmarkName+
                    "\r"+outputEntry.id+"\r";
            } else {
                break;
            }
        } while (true);
    } else {
        var errorId = outParams.ErrorCode;
        text_txt.text = "Error while importing: "+errorId;
    };
};
```

Postconditions

Imported landmarks are displayed. Landmarks can be imported by pressing the Import button.

Example application

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

See also

- Flash Lite API reference in the Flash Lite Developer's Library
- Exporting landmarks in Flash Lite
- Adding a landmark in Flash Lite
- Modifying landmarks in Flash Lite

(C) Copyright Nokia 2014. All rights reserved.