

# Lightning Talk

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# Selecting Features with Shapes

In Geodashboard V3 using OpenLayers 3 functionality

# What is Needed

- ▶ Create Source and Layer
- ▶ Select the Shape Type
- ▶ Draw the Shape
- ▶ Update the Features
- ▶ Update the Map
- ▶ Present the updated Map to the User

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# What is Needed

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```
// Get the Shape geometry  
let drawShapeExtent = e.feature.getGeometry();  
  
// Get all the Features in the Layer  
let layerFeatures = featureLayer.getSource().getFeatures();
```

# What is Needed

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```
// Define Variables  
let selectedFeatures = [];  
let singleFeatureExtent;
```

# What is Needed

- ▶ Update the Features – this is the interesting part!

```
// Get each Feature in the Feature Layer
for (let j = 0; j < layerFeatures.length; j++) {
    singleFeatureExtent =
        layerFeatures[j].getGeometry().getExtent();

    // Only select the Features within the Shape
    if (drawShapeExtent
        .intersectsExtent(singleFeatureExtent)) {
        selectedFeatures.push(layerFeatures[j]);
    }
}
```

# For More Information

- Geodashboard V3 ::

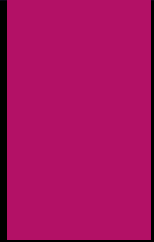
`https://opensource.ncsa.illinois.edu/bitbucket/  
projects/GEOD/repos/geodashboard-v3/browse`

- OpenLayers 3 ::

`http://openlayers.org/en/v3.15.1/apidoc/`



Questions?



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