

# Package ‘amapro’

May 7, 2026

**Type** Package

**Title** Thin Wrapper for Mapping Library 'AMap'('Gaode')

**Date** 2026-01-27

**Version** 0.1.4

**Author** Larry Helgason [aut, cre, cph]

**Maintainer** Larry Helgason <larry@helgasoft.com>

**Description** Build and control interactive 2D and 3D maps with 'R/Shiny'. Lean set of powerful commands wrapping native calls to 'AMap' <<https://lbs.amap.com/api/jsapi-v2/summary/>>. Deliver rich mapping functionality with minimal overhead.

**URL** <https://github.com/helgasoft/amapro/>,  
<https://helgasoft.github.io/amapro/>

**BugReports** <https://github.com/helgasoft/amapro/issues/>

**Depends** R (>= 4.1.0)

**Imports** htmlwidgets, tcltk (>= 4.1.0)

**Suggests** shiny (>= 1.7.0), shinyjs, shinythemes, jsonlite, rmarkdown,  
knitr, testthat (>= 3.0.0)

**License** Apache License (>= 2)

**Encoding** UTF-8

**Language** en-US

**VignetteBuilder** knitr

**RoxygenNote** 7.3.3

**NeedsCompilation** no

**Repository** CRAN

**Date/Publication** 2026-01-28 03:20:02 UTC

## Contents

– Introduction –	2
am.cmd	5
am.control	6
am.init	7
am.inspect	8
am.item	8
am.output	9
am.proxy	10
am.render	10
<b>Index</b>	<b>12</b>

---

– Introduction –      *Introduction*

---

### Description

Essential information, tips and tricks

### Details

Welcoming JavaScript library AMap into the world of R. AMap is an advanced mapping library made in China and widely used there. It features 2D/3D animation, supports a multitude of layers and markers, data import, flyover playback, etc. Library *amapro* let you control AMap from R and Shiny. It uses AMap's native commands/parameters wrapped in just a few commands.

### Translation

AMap's documentation is in Chinese and most links here make reference to it. If you happen *not* to know Chinese, it is convenient to set your browser to [auto-translate](#). This will help a little or a lot depending on the website/page structure. One can also copy/paste text to [Google translate](#).

### Installation

Install **amapro** from Github with `remotes::install_github("helgasoft/amapro")` CRAN version also available but usually outdated.

Run with the following commands `library(amapro); am.init()` A pop-up dialog will ask for an **API key** (shows once, will not be repeated). API key is obtained through [registration](#), expecting you to provide a Chinese phone number for SMS verification. How to get an API key if you reside out of China?

- ask a friend from China to help, or hire a local [freelancer](#)
- search the web for a shared key
- use a temporary Chinese phone number from sites like *sms24.me*, *turtle-sms.xyz*, etc. However most are probably blacklisted as the registration page shows them as *'already registered'*.
- select temporarily the 'demo' option, without guarantee to work in the long run

## Shiny Demo

Interactive, hands-on showcase of many library features. Activate with the following command:  
`library(amapro); demo(am.shiny)`

## API links

*amapro* is based on version 2.0 of AMap (JSAPI v2.0). “API” auto-translates as “Reference book” in web menus.

### AMap:

The base library with optional plugins. Most important links are

- [Summary](#)
- [Guide](#)
- [API CN](#) documentation, good auto-translation
- [API EN](#) documentation in English, not recent/complete
- [Examples](#) - live demos

### LOCA:

AMap extension with enhanced 3D features. In *amapro* it is invoked with a parameter - `am.init(loca=TRUE, ...)`. The documentation auto-translates well in the browser.

- [Intro](#)
- [API](#) documentation
- [Examples](#) - live demos

## Commands

Controlling map and elements is done by sending AMap commands to them. Commands can be chained with the pipe operator `|>` or `%>%` and are executed sequentially in the order received. Example: `am.cmd('setAngle', 'carIcon', -90)` *amapro* uses native AMap commands and introduces these additional:

- **set** - create new element
  - with *name*: add new global JS object outside the map `am.cmd('set', 'VectorLayer', name='e$layer1')`
  - without *name*: add new element to map `am.cmd('set', 'e$marker1', position=c(116.478, 39.998))`
- **addTo** - append one existing JS object to another by name `am.cmd('addTo', 'e$layer1', 'e$marker1')`
- **var** - set a JavaScript variable `am.cmd('var', 'e$myOpacity', 0.8)`
- **code** - execute JavaScript code `am.cmd('code', 'alert("I am JS");')`

AMap commands starting with **get** return data from the map or related objects. Put the data in a Shiny input variable by setting its name in parameter **r**. Example: `am.cmd('getCenter', 'map', r='inShiny1')` Above command will update *input\$inShiny1* with the Lng/Lat coordinates of the map center.

## Events

Events could be defined for map and elements. All types of instances use **on/off methods** to bind and remove events. Events are set in attribute **on(or off)** as a list of lists. Each event is a separate list with event name in **e**, a JS function **f** and optionally a query **q**. Example:

```
am.init(center= c(116.475, 39.997), zoom= 17,
        on= list(list(e= 'complete',
                      f= "function() {alert('loaded!');}")) )
```

on/off events without *name* are ignored, except for the map itself (as above example). JavaScript function *Shiny.setInputValue()* can be used to send data back to Shiny.

## Limitations

- only one map is created by *am.init* per session. It is a JS global called ‘m\$map’.
- AMap command **addTo** is overwritten by *amapro* and cannot be used.
- most **built-in** AMap tile layers (Satellite, Traffic, Roads) are limited to China only. However, with command *am.item('TileLayer')*, one can use any **Leaflet provider** for worldwide coverage.
- AMap built-in **map layers** are **G CJ-02 coded** and coordinates collected on them will display incorrectly in Leaflet or other WGS-84 based maps, and vice-versa. They need to be **converted**. Conversion is available through function **convertFrom**.
- the **supported AMap plugins** are: ControlBar, Scale, ToolBar, MoveAnimation, MouseTool, HeatMap, GeoJSON, ElasticMarker.
- AMap ecosystem is vast, **unsupported** features and plugins include: ‘BesizerCurve’, ‘MarkerCluster’, ‘HawkEye’, **IndoorMap**, **CustomLayer**, ‘GLCustomLayer’, ‘DistrictLayer’, ‘LayerGroup’, all editors like ‘PolygonEditor’, ‘Webservice’, ‘Search(AMap.Autocomplete, AMap.PlaceSearch)’, ‘Geocoding(AMap.Geocoder)’, Route planning, other services(weather, districts, etc.), positioning, utilities.
- most **Loca** elements are supported, but not all have been tested. Latest *AmbientLight*, *DirectionalLight* and *PointLight* objects are not supported, but parameters *ambLight*, *dirLight* and *pointLight* accomplish the same.
- Loca events are not supported yet.

## Tips

- all named objects created in JS are **global variables** (*window.name*). Good practice is to use a name prefix (m\$) to avoid overwriting accidentally external variables.
- API attributes could be set to a JS function instead of a value. Function is defined as a string starting with word “function”.
- usually WMS/WMTS tiles come from external servers and may present a CORS problem - browser refusal to load. One can install a small **extension in Chrome** or **Firefox** to fix this problem manually inside the browser.
- AMap has several predefined **Map styles**. Could be set in map options with *mapStyle*.

- *amapro* silent errors are collected in the browser Console. Press key **F12** to open the dev.environment, then open tab “Console” to view them.
- *am.init* has a *debug* (boolean) parameter, results are displayed in the browser Console
- Chrome/Firefox extensions may interfere with map presentation (like ‘uBlock’)

---

 am.cmd

*Run a command*


---

## Description

Execute a command on a target element

## Usage

```
am.cmd(id, cmd = NULL, trgt = NULL, ...)
```

## Arguments

<code>id</code>	A map widget from <a href="#">am.init</a> or a proxy from <a href="#">am.proxy</a>
<code>cmd</code>	AMap command name string, like ‘setFitView’, ‘setMapStyle’, etc.
<code>trgt</code>	A target’s name string, or ‘map’ for the map itself.
<code>...</code>	command attributes from AMap API. For AMap commands starting with ‘get’ there are two <i>amapro</i> attributes ‘f’ and ‘r’. ‘f’ is an optional JS function to manipulate the data received, ‘r’ is the name of the Shiny variable receiving the data

## Details

*am.cmd* provides interaction with the map.

Commands are sent to the map itself, or to objects inside or outside it.

AMap built-in objects have predefined set of commands listed in the API. Commands can modify an object (setZoom), but also get data from it (getCenter).

*amapro* introduces its own commands like *set*, *addTo* or *code*, described in the [Introduction](#).

## Value

A map or a map proxy

## See Also

[am.init](#) code example and [Introduction](#)

**Examples**

```

if (interactive()) {
  # 'position' and 'content' are InfoWindow parameters from AMap API
  am.init() |>
  am.cmd('set', 'InfoWindow', position=c(116.6, 40), content='Beijing')

  am.proxy("plot") |>
  am.cmd('getLayers', 'map',
        f= 'function(yy) { return yy.map(x => { return x.CLASS_NAME;}); }',
        r= 'result1')
}

```

---

am.control

*Add Control*


---

**Description**

Add a Control to a map.

**Usage**

```
am.control(id, ctype = NULL, ...)
```

**Arguments**

id	amapro id or widget from <a href="#">am.init</a>
ctype	A string for name of control, like 'Scale', 'ControlBar', 'ToolBar'.
...	A named list of parameters for the chosen control

**Details**

controls are ControlBar, ToolBar and Scale.  
**Parameters** could be position or offset.

**Value**

A map widget to plot, or to save and expand with more features.

**See Also**

[am.init](#) code example

**Examples**

```

if (interactive()) {
  am.init() |> am.control("Scale")
}

```

---

am.init

*Map Initialization*


---

## Description

First command to build a map

## Usage

```
am.init(..., width = NULL, height = NULL)
```

## Arguments

... attributes of map, see [here](#).  
 Additional attribute *loca*(boolean) is to add a *Loca.Container* to the map.

width, height A valid CSS unit (like '100%')

## Details

Command *am.init* creates a widget with [createWidget](#), then adds features to it.  
 On first use, *am.init* prompts for AMap API key. There is a temporary *demo* mode when key is unavailable.

## Value

A widget to plot, or to store and expand with more features

## Examples

```
if (interactive()) {
  ctr <- c(22.430151, 37.073011)
  tu <- paste0('http://server.arcgisonline.com/ArcGIS/rest/services/World_Imagery/',
              'MapServer/tile/[z]/[y]/[x]')
  am.init( center= ctr, zoom= 10, pitch= 60, viewMode= '3D') |>
  am.control(ctype= 'ControlBar', position= 'RT') |>
  am.item('TileLayer', tileUrl= tu) |>
  am.item('Marker', position= ctr,
         icon= 'https://upload.wikimedia.org/wikipedia/commons/9/9d/Ancient_Greek_helmet.png'
  ) |>
  am.cmd('set', 'InfoWindow', name='iwin', content='This is Sparta') |>
  am.cmd('open', 'iwin', 'm$jmap', ctr) # m$jmap is the map name in JavaScript
}
```

am.inspect

*Map to JSON*

---

**Description**

Convert map elements to JSON string

**Usage**

```
am.inspect(wt, json = TRUE, ...)
```

**Arguments**

wt	An amapro widget as returned by <a href="#">am.init</a>
json	Boolean whether to return a JSON, or a list, default TRUE
...	Additional arguments to pass to <a href="#">toJSON</a>

**Details**

Must be invoked or chained as last command.

**Value**

A JSON string if json is TRUE and a list otherwise.

**Examples**

```
if (interactive()) {  
  am.init(viewMode= '3D', zoom= 10, pitch= 60) |>  
  am.control(ctype= 'ControlBar', position= 'RT') |>  
  am.inspect()  
}
```

---

am.item*Add Item*

---

**Description**

Add an item to a map

**Usage**

```
am.item(id, itype, ...)
```

**Arguments**

id	A valid widget from <a href="#">am.init</a>
i type	A string for item type name, like 'Marker'
...	attributes of item

**Details**

To add an item like Marker, Text or Polyline to the map

**Value**

A map widget to plot, or to save and expand with more features

**See Also**

[am.init](#) code example

**Examples**

```
if (interactive()) {
  am.init() |> am.item('Marker', position=c(116.6, 40))
}
```

---

am.output

*Shiny: map UI*


---

**Description**

Placeholder for a map in Shiny UI

**Usage**

```
am.output(outputId, width = "100%", height = "400px")
```

**Arguments**

outputId	Name of output UI element.
width, height	Must be a valid CSS unit (like '100%', '400px', 'auto') or a number, which will be coerced to a string and have 'px' appended.

**Value**

An output or render function that enables the use of the widget within Shiny applications. See [shinyWidgetOutput](#).

**See Also**

Shiny demo in `demo(am.shiny)`

`am.proxy`*Shiny: create a map proxy*

---

**Description**

Create a proxy for an existing map in Shiny. It allows to add, merge, delete elements to a map without reloading it.

**Usage**

```
am.proxy(id)
```

**Arguments**

`id` Map id from the Shiny UI

**Value**

A proxy object to update the map

**Examples**

```
if (interactive()) {  
  demo(am.shiny)  
}
```

---

`am.render`*Shiny: render a map*

---

**Description**

This is the initial rendering of a map in the UI.

**Usage**

```
am.render(wt, env = parent.frame())
```

**Arguments**

`wt` An amapro widget to generate the chart.  
`env` The environment in which to evaluate expr.

**Value**

An output or render function that enables the use of the widget within Shiny applications.

**See Also**

[am.proxy](#) for example, [shinyRenderWidget](#) for return value.

# Index

- Introduction -, 2

am.cmd, 5

am.control, 6

am.init, 5, 6, 7, 8, 9

am.inspect, 8

am.item, 8

am.output, 9

am.proxy, 5, 10, 11

am.render, 10

createWidget, 7

Introduction, 5

shinyRenderWidget, 11

shinyWidgetOutput, 9

toJSON, 8