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// 声明全局变量, 分别表示地图对象、当前图层和活动视图
public IMap m_pMap;
public ILayer m_pCurrentLayer;
public IActiveView pActiveView;

// 鼠标点击事件, 选择地图要素
private void axMapControl1_OnMouseDown(object sender, IMapControlEvents2_OnMouseDownEvent e)
{
    // 获取地图对象和活动视图
    IMap pMap = axMapControl1.Map;
    IActiveView pActiveView = pMap as IActiveView;

    // 使用矩形框选择要素
    IEnvelope pEnv = axMapControl1.TrackRectangle();
    pMap.SelectByShape(pEnv, null, false);
    pActiveView.PartialRefresh(esriViewDrawPhase.esriViewGeoSelection, null, null); // 局部刷新显示
}

// 点击按钮, 打开属性表
private void btnAttribution_Click(object sender, EventArgs e)
{
    // 获取地图对象和当前图层
    m_pMap = axMapControl1.Map;
    m_pCurrentLayer = m_pMap.get_Layer(0);

    // 实例化属性窗口
    Attribution attribution = new Attribution(); // 新代码
    attribution.Owner = this; // 关联两窗口以便传值

    // 检查是否有选中的要素
    if (m_pMap.SelectionCount < 1)
    {
        MessageBox.Show("您没有选择要素, 打开的属性栏为全部属性!", "提示");
        attribution.Show(); // 显示属性窗口
        MessageBox.Show("修改完毕关闭表格可保存", "提示");
        return;
    }
    else
    {
        // 获取选中的要素并将其高亮显示
        IFeatureLayer pFeatureLayer = (IFeatureLayer)m_pCurrentLayer;
    }
}

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IFeatureSelection pFeaSel = (IFeatureSelection)pFeatureLayer;
ISelectionSet pSelSet = pFeaSel.SelectionSet;

// 如果选中的要素不在当前图层
if (pSelSet.Count < 1)
{
    MessageBox.Show("本图层内不存在选择要素", "提示");
    return;
}

// 显示属性窗口
attribution.Show();
MessageBox.Show("修改完毕关闭表格可保存", "提示");
}
}
```