



# Introduction to Google Maps

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# ■ netlight

# Getting Started

Sign-up for API key

<http://code.google.com/apis/maps/signup.html>

# Usage Restrictions

- Must be free and public (login ok)
- May not hide/alter logo/attribution
- Geocode requests max 2500/24h/IP
- Geocode only with map usage
- API key restricted to domain

# But...

- No page view limit!
- Also for non-web applications
- Multiple API keys ok (hence multiple domains)

# Coordinates

- Longitude / Latitude (WGS84)
- RT90 (common in Sweden), not supported

**WGS84 to/from RT90?**

# You better like math...

```
function fromLatLngToRT90(pointLatLng) {
  var lat = Math.toRadians(pointLatLng.getLat());
  var lng = Math.toRadians(pointLatLng.getLng());

  var sinLat = Math.sin(lat);
  var cosLat = Math.cos(lat);
  var xyz = this.e.xyz;

  var cLat = lat - sinLat*cosLat*(xyz[0] + xyz[1]*Math.pow(sinLat,2) + xyz[2]*Math.pow(sinLat,4));
  var dLng = lng - this.CENTRAL_MERIDIAN;

  var xip = Math.atan(Math.tan(cLat)/Math.cos(dLng));
  var etap = Math.atanh(Math.cos(cLat)*Math.sin(dLng));
  var b = this.e.b;

  var x = this.SCALE_REDUCTION*this.e.ah*(xip +
    b[0]*Math.sin(2*xip)*Math.cosh(2*etap) +
    b[1]*Math.sin(4*xip)*Math.cosh(4*etap) +
    b[2]*Math.sin(6*xip)*Math.cosh(6*etap) +
    b[3]*Math.sin(8*xip)*Math.cosh(8*etap)) + this.FALSE_NORTHING;

  var y = this.SCALE_REDUCTION*this.e.ah*(etap +
    b[0]*Math.cos(2*xip)*Math.sinh(2*etap) +
    b[1]*Math.cos(4*xip)*Math.sinh(4*etap) +
    b[2]*Math.cos(6*xip)*Math.sinh(6*etap) +
    b[3]*Math.cos(8*xip)*Math.sinh(8*etap)) + this.FALSE_EASTING;

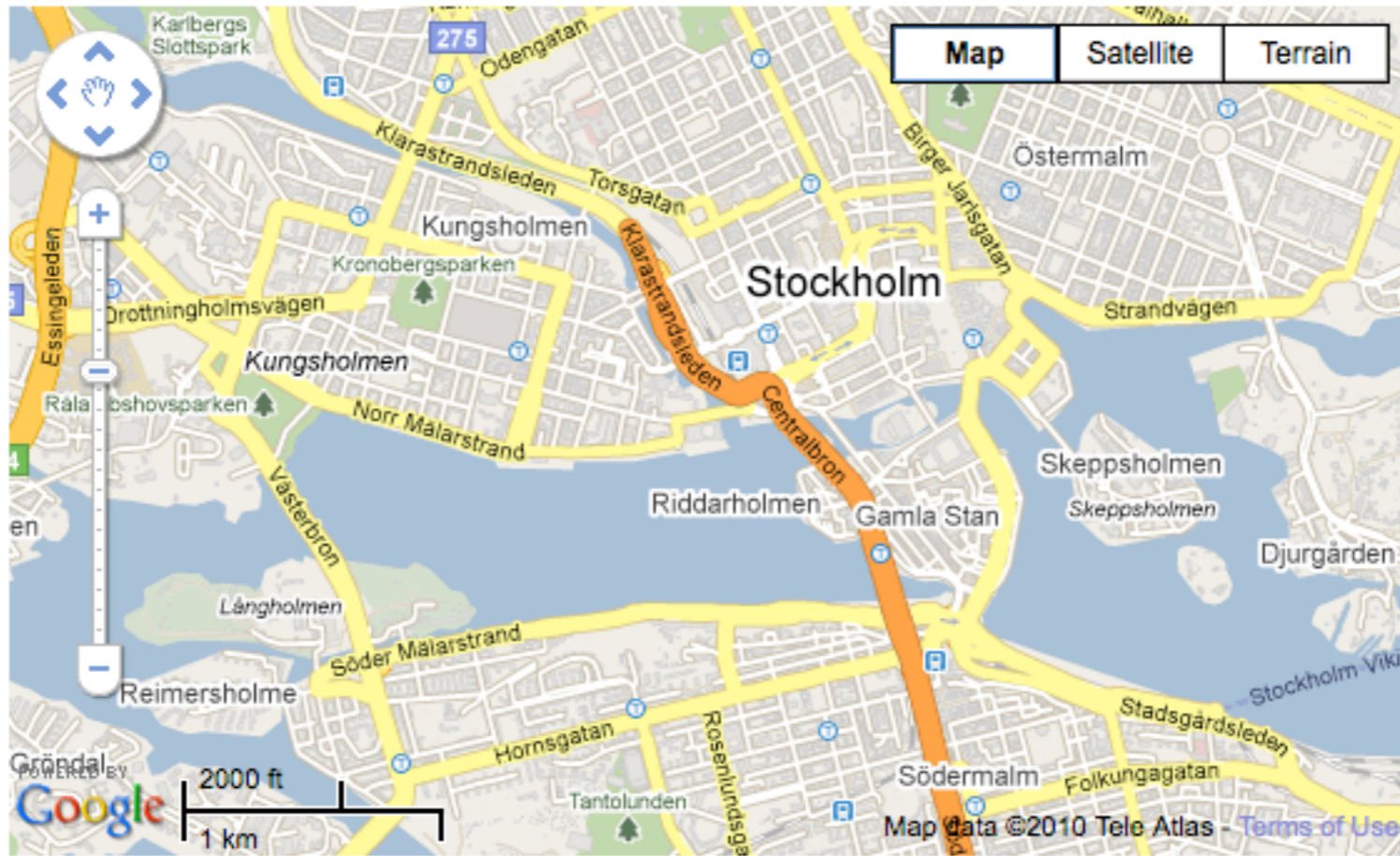
  var p[3] = Math.cos(8*xip)*Math.sinh(8*etap) + this.FALSE_EASTING;
  var p[2] = Math.cos(6*xip)*Math.sinh(6*etap) + this.FALSE_EASTING;
  var p[1] = Math.cos(4*xip)*Math.sinh(4*etap) + this.FALSE_EASTING;
  var p[0] = Math.cos(2*xip)*Math.sinh(2*etap) + this.FALSE_EASTING;

  var lambda = this.SCALE_REDUCTION*this.e.ah*(etap +
    b[0]*Math.cos(2*xip)*Math.sinh(2*etap) +
    b[1]*Math.cos(4*xip)*Math.sinh(4*etap) +
    b[2]*Math.cos(6*xip)*Math.sinh(6*etap) +
    b[3]*Math.cos(8*xip)*Math.sinh(8*etap)) + this.FALSE_NORTHING;
}
```

# Hello Wo... map!

```
<div id="mymap"></div>
```

```
function init() {  
  var map = new GMap2(document.getElementById("mymap"));  
  map.setCenter(new GLatLng(59.3275, 18.0552), 13);  
  map.setUIToDefault();  
}
```

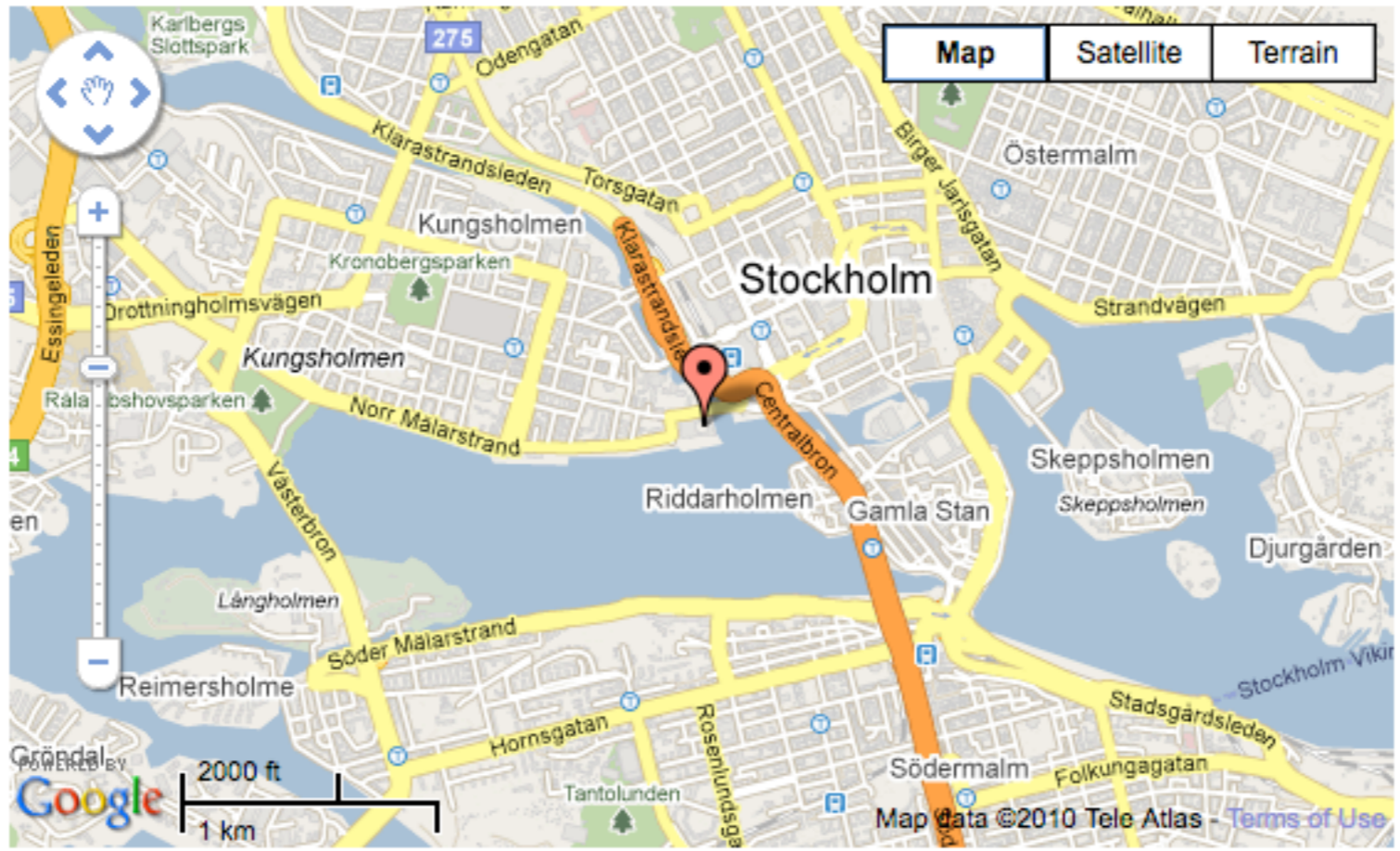


# Overlays

- Markers
- Polylines
- Polygons
- Tile overlays
- Info window

# Markers

```
var point = new GLatLng(59.3275, 18.0552);  
var marker = new GMarker(point);  
map.addOverlay(marker);
```



# Events

- GEvent
- Custom events per object (map, marker, ...)

# Events

```
GEvent.addListener(map, "click", function() {  
    alert("Clicked the map!");  
});
```

# Event Demo

<http://stpe.se/javascript/gmaps/events.php>

# Geocoding

- Geocode
  - Get location by address
- Reverse Geocode
  - Get address by location

# Geocoding

```
var geocoder = new GClientGeocoder();
```

```
// get location by address
```

```
geocoder.getLatLng(address, function(point) {  
    // point is latlng of address  
});
```

```
// get place(s) by location
```

```
geocoder.getLocations(point, function(res) {  
    // results in res.Placemark array  
})
```

# Geocoding Demo

<http://stpe.se/javascript/gmaps/geocode.php>

# Directions

- Directions by address or by lat/lon
- Multipart directions using waypoints
- Travel modes (driving, walking)
- Displayed using polyline and text

# Directions

- GDirections
- GRoute
- GStep

# Directions

```
<div id="mymap"></div>
```

```
<div id="directionspane"></div>
```

```
<script>
```

```
  var map = new GMap2(document.getElementById("mymap"));
```

```
  map.setCenter(new GLatLng(59.3275, 18.0552), 13);
```

```
  map.setUIToDefault();
```

```
  var directions = new GDirections(map,  
    document.getElementById("directionspane")
```

```
  );
```

```
  directions.load(
```

```
    "from: Söder Mälarstrand 27, Stockholm to: Åsögatan 108, Stockholm"
```

```
  );
```

```
</script>
```

# Directions Demo

<http://stpe.se/javascript/gmaps/directions.php>

# Streetview

- GStreetviewOverlay
- GStreetviewPanorama
  - setLocationAndPOV(latlng, pov)

# Streetview

```
map.addOverlay(new GStreetviewOverlay());  
  
var pano = new GStreetviewPanorama(  
    document.getElementById("pano"),  
    {  
        latlng: new GLatLng(59.3267, 18.0529)  
    }  
);
```

# Streetview Demo

<http://stpe.se/javascript/gmaps/streetview.php>

# Google Maps API v3

- In Google Labs
- Complete rewrite
- Better performance, great for mobile
- Still lacks many v2 features
- Removed support for FF2, IE6, S3 (18/3-10)

# Google Qualified Developer Program

- Application Development (1000p)
- Community Participation (1000p)
- References (1000p)
- Qualification Exam (2000p)
- Minimum of 3000p required to pass

# Scandinavian Web Developer Conference 2010

<http://swdc-central.com>