

The Wayback Machine - <https://web.archive.org/web/20100223005330/http://code.google.com:80/apis/maps/documentation/reference.html>



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Google Maps API

Google Maps API Reference

The Google Maps API is now integrated with the [Google AJAX API loader](#), which creates a common namespace for loading and using multiple Google AJAX APIs. This framework allows you to use the optional `google.maps.*` namespace for all classes, methods and properties you currently use in the Google Maps API, replacing the normal `G` prefix with this namespace. Don't worry: the existing `G` namespace will continue to be supported.

For example, the `GMap2` object within the Google Maps API can also be defined as `google.maps.Map2`.

Note that this reference documentation refers only to the existing `G` namespace.

Core Class:

[GMap2](#)

This is the most important class within the Maps API. The other classes in this reference are grouped by their purpose.

Base Classes:

[GBounds](#)

[GInfoWindowTab](#)

[GMapOptions](#)

[GBrowserIsCompatible](#)

[GKeyboardHandler](#)

[GMapPane](#)

[GDraggableObject](#)

[GLanguage](#)

[GPoint](#)

[GDraggableObjectOptions](#)

[GLatLng](#)

[GSize](#)

[GInfoWindow](#)

[GLatLngBounds](#)

[GUnload](#)

[GInfoWindowOptions](#)

[GLog](#)

[G_API_VERSION](#)

Event Classes:

[GEvent](#)

[GEventListener](#)

Control Classes:

[GControl](#)

[GHierarchicalMapTypeControl](#)

[GMapUIOptions](#)

[GControlAnchor](#)

[GMapType](#)

[GMenuMapTypeControl](#)

[GControl](#)

[GMapTypeControl](#)

[GNavLabelControl](#)

[GControlPosition](#)

[GMapTypeOptions](#)

Overlay Classes:

[GCopyright](#)

[GMercatorProjection](#)

[GProjection](#)

[GCopyrightCollection](#)

[GObliqueMercator](#)

[GScreenOverlay](#)

[GGroundOverlay](#)

[GOverlay](#)

[GScreenPoint](#)

[GIcon](#)

[GPolyEditingOptions](#)

[GScreenSize](#)

[GLayer](#)

[GPolyStyleOptions](#)

[GTileLayer](#)

[GMarker](#)

[GPolygon](#)

[GTileLayerOptions](#)

[GMarkerManager](#)

[GPolygonOptions](#)

[GTileLayerOverlay](#)

[GMarkerManagerOptions](#)

[GPolyline](#)

[GTileLayerOverlayOptions](#)

[GMarkerOptions](#)

[GPolylineOptions](#)

Service Classes:

GAdsManager	GGoogleBarAdsOptions	GStreetviewLink
GAdsManagerOptions	GGoogleBarLinkTarget	GStreetviewLocation
GAdsManagerStyle	GGoogleBarListingTypes	GStreetviewOverlay
GClientGeocoder	GGoogleBarOptions	GStreetviewPanorama
GDirections	GGoogleBarResultList	GStreetviewPanorama.ErrorValues
GDirectionsOptions	GPhotoSpec	GStreetviewPanoramaOptions
GDownloadUrl	GPov	GStreetviewUserPhotosOptions
GFactualGeocodeCache	GRoute	GTrafficOverlay
GGeoAddressAccuracy	GStep	GTrafficOverlayOptions
GGeoStatusCode	GStreetviewClient	GTravelModes
GGeoXml	GStreetviewClient.ReturnValues	GXml
GGeocodeCache	GStreetviewData	GXmlHttp
GGoogleBar	GStreetviewFeatures	GXslt

class GMap2

Instantiate class [GMap2](#) in order to create a map. This is the central class in the API. Everything else is auxiliary.

Constructor

Constructor	Description
<code>GMap2(container:Node, opts?:GMapOptions)</code>	Creates a new map inside of the given HTML container, which is typically a <code>DIV</code> element. If no set of map types is given in the optional argument <code>opts.mapTypes</code> , the default set <code>G_DEFAULT_MAP_TYPES</code> is used. If no size is given in the optional argument <code>opts.size</code> , then the size of the <code>container</code> is used. If <code>opts.size</code> is given, then the container element of the map is resized accordingly. See class <code>GMapOptions</code> . Note: a Map needs to be centered before it can be used. You should immediately call <code>GMap2.setCenter()</code> to initialize a map created with this constructor.

Methods

Configuration

Method	Return Value	Description
<code>enableDragging()</code>	None	Enables the dragging of the map (enabled by default).
<code>disableDragging()</code>	None	Disables the dragging of the map.
<code>draggingEnabled()</code>	Boolean	Returns <code>true</code> iff the dragging of the map is enabled.
<code>enableInfoWindow()</code>	None	Enables info window operations on the map (enabled by default).
<code>disableInfoWindow()</code>	None	Closes the info window, if it is open, and disables the opening of a new info window.
<code>infoWindowEnabled()</code>	Boolean	Returns <code>true</code> iff the info window is enabled.
<code>enableDoubleClickZoom()</code>	None	Enables double click to zoom in and out (enabled by default). (Since 2.58)
<code>disableDoubleClickZoom()</code>	None	Disables double click to zoom in and out. (Since 2.58)
<code>doubleClickZoomEnabled()</code>	Boolean	Returns <code>true</code> iff double click to zoom is enabled. (Since 2.58)

<code>enableContinuousZoom()</code>	None	Enables continuous smooth zooming for select browsers (disabled by default). (Since 2.58)
<code>disableContinuousZoom()</code>	None	Disables continuous smooth zooming. (Since 2.58)
<code>continuousZoomEnabled()</code>	Boolean	Returns <code>true</code> if continuous smooth zooming is enabled. (Since 2.58)
<code>enableGoogleBar()</code>	None	Enables the GoogleBar , an integrated search control, to the map. When enabled, this control takes the place of the default <i>Powered By Google</i> logo. Note that this control is not enabled by default. Note: The GoogleBar is currently not compatible with the Google Earth plugin, used by map type GMapType.G_SATELLITE_3D_MAP , and will be disabled while the Earth plugin is shown. (Since 2.92)
<code>disableGoogleBar()</code>	None	Disables the GoogleBar integrated search control. When disabled, the default <i>Powered by Google</i> logo occupies the position formerly containing this control. Note that this control is already disabled by default. (Since 2.92)
<code>enableScrollWheelZoom()</code>	None	Enables zooming using a mouse's scroll wheel. Note: scroll wheel zoom is disabled by default. (Since 2.78)
<code>disableScrollWheelZoom()</code>	None	Disables zooming using a mouse's scroll wheel. Note: scroll wheel zoom is disabled by default. (Since 2.78)
<code>scrollWheelZoomEnabled()</code>	Boolean	Returns a Boolean indicating whether scroll wheel zooming is enabled. (Since 2.78)
<code>enablePinchToZoom()</code>	None	Enables pinching to zoom on an iPhone or iPod touch. Note: pinch to zoom is enabled by default. (Since 2.143)
<code>disablePinchToZoom()</code>	None	Disables pinching to zoom on an iPhone or iPod touch. Note: pinch to zoom is enabled by default. (Since 2.143)
<code>pinchToZoomEnabled()</code>	Boolean	Returns a Boolean indicating whether pinch to zoom is enabled. (Since 2.143)
<code>getDefaultUI()</code>	Object	Returns a GMapUIOptions object specifying default behaviour and UI elements for the Map, based on the UI of maps.google.com . (Since 2.147)
<code>setUIToDefault()</code>	None	Adds the default behaviour and UI elements specified in getDefaultUI() to the Map. (Since 2.147)

<code>setUI(ui:GMapUIOptions)</code>	None	Adds behaviour and UI elements specified in the <code>ui</code> parameter, which can be a modified version of the object returned from <code>getDefaultUI()</code> . (Since 2.147)
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Controls

Method	Return Value	Description
<code>addControl(control:GControl, position?:GControlPosition)</code>	None	Adds the control to the map. The position on the map is determined by the optional <code>position</code> argument. If this argument is absent, the default position of the control is used, as determined by the <code>GControl.getDefaultPosition()</code> method. A control instance must not be added more than once to the map.
<code>removeControl(control:GControl)</code>	None	Removes the control from the map. It does nothing if the control was never added to the map.
<code>getContainer()</code>	Node	Returns the DOM object that contains the map. Used by <code>GControl.initialize()</code> .

Map Types

Method	Return Value	Description
<code>getMapTypes()</code>	GMapType[]	Returns the array of map types registered with this map.
<code>getCurrentMapType()</code>	GMapType	Returns the currently selected map type.
<code>setMapType(type:GMapType)</code>	None	Selects the given new map type. The type must be known to the map. See the constructor, and the method <code>addMapType()</code> .
<code>addMapType(type:GMapType)</code>	None	Adds a new map type to the map. See section GMapType for how to define custom map types.
<code>removeMapType(type:GMapType)</code>	None	Removes the map type from the map. Will update the set of buttons displayed by the GMapTypeControl or GHierarchicalMapTypeControl and fire the <code>removemaptype</code> event.

Map State

Method	Return Value	Description
<code>isLoading()</code>	Boolean	Returns <code>true</code> iff the map was initialized by <code>setCenter()</code> since it was created.
<code>getCenter()</code>	GLatLng	Returns the geographical coordinates of the center point of the map view.
<code>getBounds()</code>	GLatLngBounds	Returns the the visible rectangular region of the map view in geographical coordinates.
<code>getBoundsZoomLevel(bounds:GLatLngBounds)</code>	Number	Returns the zoom level at which the given rectangular region fits in the map view. The zoom level is computed for the currently selected map type. If no map type is selected yet, the first on the list of map types is used.
<code>getSize()</code>	GSize	Returns the size of the map view in pixels.
<code>getZoom()</code>	Number	Returns the current zoom level.
<code>getDragObject()</code>	GDraggableObject	Returns the draggable object used by this map. (Since 2.93)
<code>getEarthInstance(callback:Function(instance:GEPugin))</code>	None	<p>Retrieves the instance of the Google Earth Browser Plugin attached to this map, and calls the passed callback function once the instance is ready to receive commands, passing the earth instance (a <code>GEPugin</code> object) as a parameter.</p> <p>This callback function may fire immediately if the Earth instance had previously been instantiated by setting the Google Earth map type via <code>GMap2.setMapType(G_SATELLITE_3D_MAP)</code>. If the instance if not yet created, calling <code>getEarthInstance</code> will initialize the Google Earth Plug-in. (This asynchronous behavior is why this method requires a callback.)</p> <p>Note: if the initialization encounters an error, the callback function will pass a <code>null</code> parameter.</p> <p>Note that that while this method will create an Earth instance, it will not set the Earth map type as the current view. To so so, call <code>GMap2.setMapType(G_SATELLITE_3D_MAP)</code> explicitly, or allow the user to select this map type via the <code>MapTypeControl</code>. See the Google Earth API Developer's Guide for details on how to use the <code>GEPugin</code> object.</p> <p>(Since 2.113)</p>

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