

Maps

Obtenir une clef

- <http://code.google.com/apis/maps/signup.html>
- Utiliser: <http://127.0.0.1> ou
<http://localhost>
- Déclarer le chargement de la librairie (API) dans votre page web avec la clef:

```
<html>
  <head>
    <title>Google Maps JavaScript API Example: Map Markers</title>
    <script src="http://maps.google.com/maps?file=api&v=2&key=ABQI...0WD5Fg"
      type="text/javascript"></script>
  (...)
```

Documentations

- <http://code.google.com/apis/maps/documentation/>
- <http://code.google.com/apis/maps/documentation/examples/index.html>

```
<HTML>
  <head>
    <title>Google Maps JavaScript API Example: Map Markers</title>
    <script src="http://maps.google.com/maps?
file=api&v=2&key=ABQIAAAA6M2IXhVtDptyNxUnMwduSBT2yXp_ZAY8_ufC3CFXhHIE1NvwkxSLkGIZF65SluQXYSH5s
Ayk0WD5Fg"
      type="text/javascript"></script>
    <script type="text/javascript">
function initialize() {
  if (GBrowserIsCompatible()) {
    var map = new GMap2(document.getElementById("map_canvas"));
    map.setCenter(new GLatLng(37.4419, -122.1419), 13);

    // Add 10 markers to the map at random locations
    var bounds = map.getBounds();
    var southWest = bounds.getSouthWest();
    var northEast = bounds.getNorthEast();
    var lngSpan = northEast.lng() - southWest.lng();
    var latSpan = northEast.lat() - southWest.lat();
    for (var i = 0; i < 10; i++) {
      var point = new GLatLng(southWest.lat() + latSpan * Math.random(),
                             southWest.lng() + lngSpan * Math.random());
      map.addOverlay(new GMarker(point));
    }
  }
}
</script>
  </head>
  <body onload="initialize()" onunload="GUnload()">
    <div id="map_canvas" style="width: 1000px; height: 600px"></div>
  </body>
</HTML>
```