

---

## Subject: Using GoogleMaps from U++

Posted by [mirek](#) on Fri, 29 Jan 2010 15:23:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Not sure where to put this, but I need it for my work and I guess it would be interesting for others:

```
#include <CtrlLib/CtrlLib.h>
#include <Web/Web.h>

using namespace Upp;

#define LLOG(x) LOG(x)

String apikey = "";

void SetGoogleMapsKey(const char *key)
{
    apikey = key;
}

String GetGoogleMap(double center_x, double center_y, int zoom, int cx, int cy,
                    const char *format = "png", String *error = NULL)
{
    String request;
    request << "http://maps.google.com/maps/api/staticmap?center=" <<
        AsString(center_x) << ',' << AsString(center_y) <<
        "&zoom=" << zoom <<
        "&size=" << cx << 'x' << cy <<
        "&format=" << format <<
        "&sensor=false&key=" << apikey;
    LLOG(request);
    return HttpClientGet(request, NULL, error);
}

Image GetGoogleMapImage(double center_x, double center_y, int zoom, int cx, int cy,
                       const char *format = "png", String *error = NULL)
{
    return StreamRaster::LoadStringAny(GetGoogleMap(center_x, center_y, zoom, cx, cy, format,
                                                    error));
}

struct App : public TopWindow {
    virtual void Paint(Draw& w) {
        Size sz = GetSize();
        String error;
        w.DrawRect(sz, SColorPaper());
        Image m = GetGoogleMapImage(40.714728, -73.998672, 15, 640, 640, "png", &error);
    }
}
```

```
if(IsNull(m))
    w.DrawText(0, 0, error);
else
    w.DrawImage(0, 0, m);
}

};

GUI_APP_MAIN
{
    SetGoogleMapsKey(/* put your API key here */);

    App().Run();
}
```

---