
Subject: Using GoogleMaps from U++

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

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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();
}
```
