
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();
}
```

Subject: Re: Using GoogleMaps from U++
Posted by [tojocky](#) on Fri, 29 Jan 2010 16:49:03 GMT
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Nice!

Thank you Mirek!

Regards,
Ion Lupascu (tojocky)

luzr wrote on Fri, 29 January 2010 17:23 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);
}
};

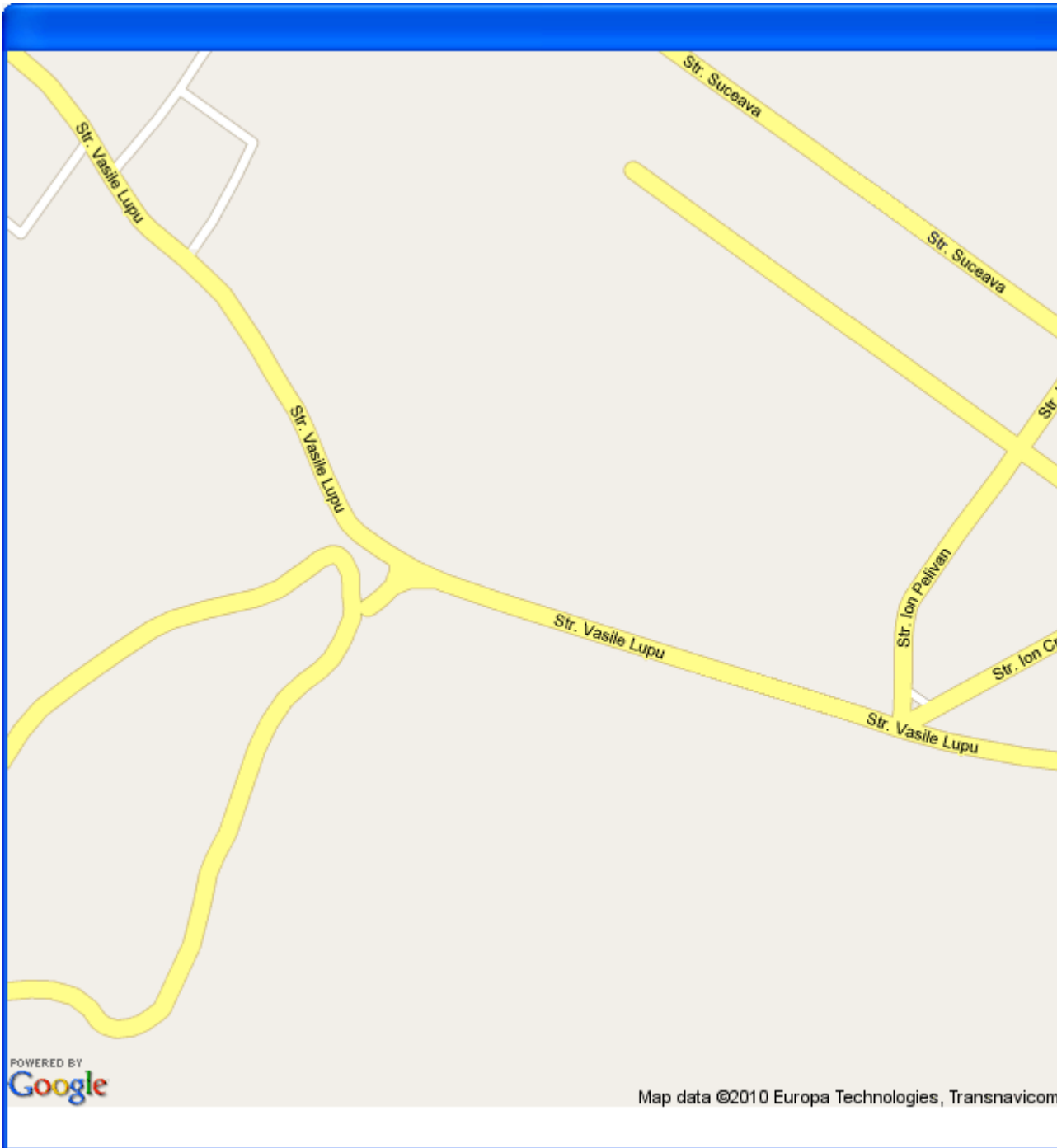
GUI_APP_MAIN
{
SetGoogleMapsKey(/* put your API key here */);

App().Run();
}

```

File Attachments

1) [google_map.PNG](#), downloaded 882 times



Subject: Re: Using GoogleMaps from U++
Posted by [Didier](#) on Fri, 29 Jan 2010 19:38:47 GMT
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Fantastic,

Just what I needed !!!

Thanks

Subject: Re: Using GoogleMaps from U++
Posted by [mirek](#) on Wed, 03 Feb 2010 17:30:20 GMT
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Didier wrote on Fri, 29 January 2010 14:38: Fantastic,

Just what I needed !!!

Thanks

Now with latitude/longitude <-> pixel conversions:

```
#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_y) << ',' << AsString(center_x) <<
        "&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));
}

double CvDeg(int deg, int minutes, double seconds)
{
return deg + (double)minutes / 60 + seconds / 3600;
}

static const double sOffset = 268435456;
static const double sRadius = sOffset / M_PI;

static int LToX_(double x)
{
return int(sOffset + sRadius * x * M_PI / 180);
}

static int LToY_(double y)
{
return int(sOffset - sRadius * log((1 + sin(y * M_PI / 180))/(1 - sin( y * M_PI / 180))) / 2);
}

static double XToL_(int x)
{
return ((x - sOffset) / sRadius) * 180 / M_PI;
}

static double YToL_(int y)
{
return (M_PI / 2 - 2 * atan(exp((y - sOffset) / sRadius))) * 180 / M_PI;
}

Pointf GoogleMapsPixelToGps(Pointf center, int zoom, Point diff)
{
return Pointf(XToL_(LToX_(center.x) + (diff.x << (21 - zoom))),
              YToL_(LToY_(center.y) + (diff.y << (21 - zoom))));
}

Pointf GoogleMapsPixelToGps(Pointf center, int zoom, Size sz, Point p)
{
return GoogleMapsPixelToGps(center, zoom, p - sz / 2);
}

Pointf GoogleMapsGpsToPixelDiff(Pointf center, int zoom, Pointf gps)
{
return Pointf((LToX_(center.x) - LToX_(gps.x)) >> (21 - zoom),
              (LToY_(center.y) - LToY_(gps.y)) >> (21 - zoom));
}

```

```
Pointf GoogleMapsGpsToPixel(Pointf center, int zoom, Size sz, Pointf gps)
{
    return sz / 2 - GoogleMapsGpsToPixelDiff(center, zoom, gps);
}
```

```
struct App : public TopWindow {
    Pointf home;
    Pointf center;
    String error;
    Image map;
    int zoom;
```

```
virtual void LeftDown(Point p, dword)
{
    center = GoogleMapsPixelToGps(center, zoom, Size(640, 640), p);
    map = GetGoogleMapImage(center.x, center.y, zoom, 640, 640, "png", &error);
    Refresh();
}
```

```
virtual void Paint(Draw& w) {
    Size sz = GetSize();
    String error;
    w.DrawRect(sz, SColorPaper());
    if(IsNull(map))
        w.DrawText(0, 0, error);
    else {
        w.DrawImage(0, 0, map);
        w.DrawImage(320, 320, CtrlImg::arrow());
        Point hp = GoogleMapsGpsToPixel(center, zoom, Size(640, 640), home);
        w.DrawImage(hp.x, hp.y, CtrlImg::arrow());
    }
}
```

```
App() {
    zoom = 15;
    home = center = Pointf(CvDeg(14, 22, 21.75), CvDeg(50, 7, 57.96));
    map = GetGoogleMapImage(center.x, center.y, zoom, 640, 640, "png", &error);
};
```

```
GUI_APP_MAIN
{
    SetGoogleMapsKey(...);

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

Subject: Re: Using GoogleMaps from U++
Posted by [alex100](#) on Tue, 09 Feb 2010 12:07:14 GMT
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When I try this code compiler says:

```
C:\upp\MyApps\App1\main.cpp: In function 'Upp::Pointf GoogleMapsGpsToPixel(Upp::Pointf, int, Upp::Size, Upp::Pointf)':
```

```
C:\upp\MyApps\App1\main.cpp:82: error: ambiguous overload for 'operator-' in 'Upp::operator/(Upp::Size_<int>, int)(2) - Google MapsGpsToPixelDiff(Upp::Pointf, int, Upp::Pointf)(zoom, Upp::Point_<double>(((const Upp::Point_<double>&)((const Upp::Point_<double>*)(& gps))))))'
```

Please, could some one help me fixing this?

Thanks a lot

Alex

Subject: Re: Using GoogleMaps from U++
Posted by [chickenk](#) on Tue, 09 Feb 2010 12:55:08 GMT
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Here is what I did:

```
Pointf GoogleMapsGpsToPixel(Pointf center, int zoom, Size sz, Pointf gps)
{
    return ((Sizef)sz) / 2.0 - GoogleMapsGpsToPixelDiff(center, zoom, gps);
}
```

regards,
Lionel

Subject: Re: Using GoogleMaps from U++
Posted by [alex100](#) on Sat, 24 Jul 2010 08:00:06 GMT
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By the way, can we use googlemaps for commercial applications? No right?
Can we use googlemaps for desktop applications? No right?

Can we use googlemaps in a private/access controled web page? No right?

Can we use google maps in a web page with more than xxx hits/requests a month. No right?

All this is true, right?
