

Google Map Properties

These properties affect the Google Map component.

For a guide to using the Google Map component, see [Google Map](#).



Google Map components are also affected by [Common Properties](#).

The screenshot shows the 'Properties' panel for a Google Map component. It is organized into two main sections: 'Map' and 'Repeater'. The 'Map' section contains the following properties:

- API Key: [Empty text input]
- Map Type: Roadmap (dropdown menu)
- Latitude: 37.77
- Longitude: -122.42
- Zoom: 10.00
- Map Controls: [Checked] Show
- Traffic: [Unchecked] Hide

The 'Repeater' section contains the following properties:

- Symbol: Drag symbol here (text input)
- Data: Null (text input)
- Latitude Field: [Empty text input]
- Longitude Field: [Empty text input]

At the bottom of the panel, there are icons for visibility (eye) and a 'Stage' label. The component name 'Google_Map' is visible at the bottom right of the panel.

Google Map properties in the Property Inspector

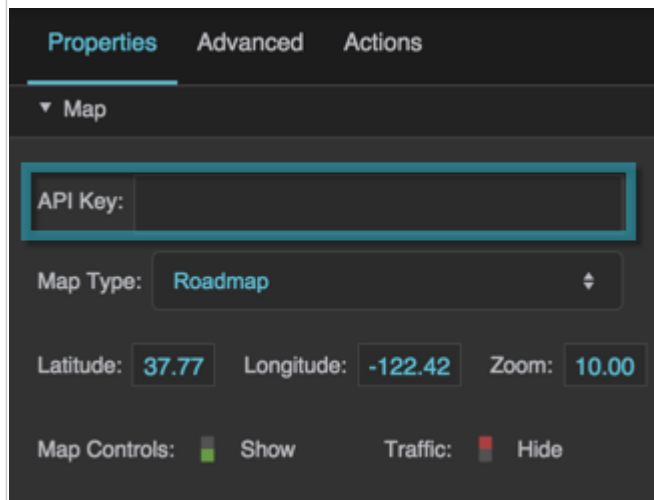
Click to display/hide all elements

These properties affect the map:

API Key

Specifies the Google Maps API key to use.

You are responsible for the use of Google Maps and for compliance with Google's licensing. For details, please see [Google's Terms of Service for Google Maps and Google Earth](#).



The API Key property

Map Type

Defines the type of Google Map to be displayed in the component.

Roadmap

The default road map view.

Satellite

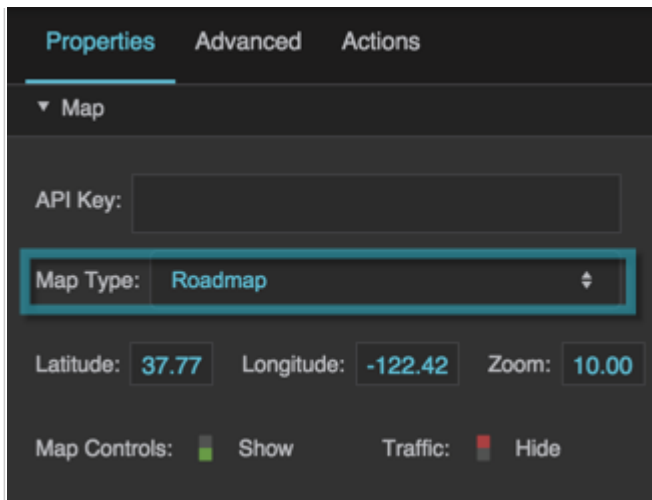
Google Earth satellite images.

Hybrid

A mixture of road map and satellite images.

Terrain

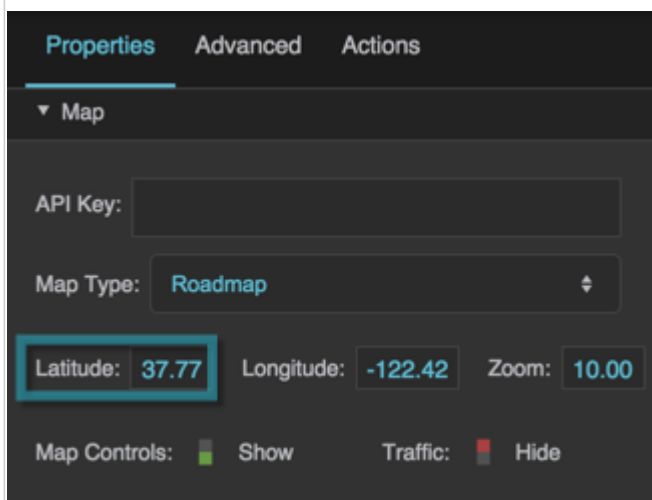
A physical map based on terrain data.



The Map Type property

Latitude

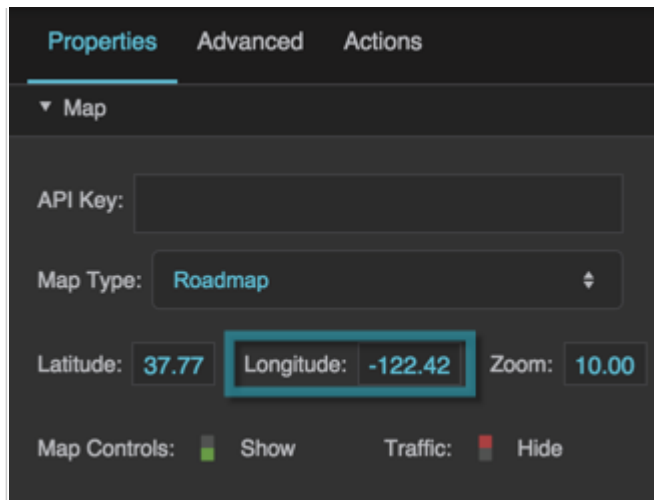
Sets or returns the latitude at the center of the map component.



The Latitude property

Longitude

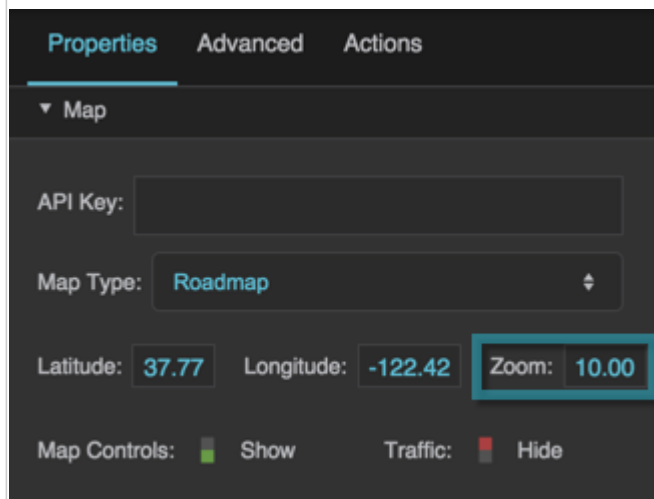
Sets or returns the longitude at the center of the map component.



The Longitude property

Zoom

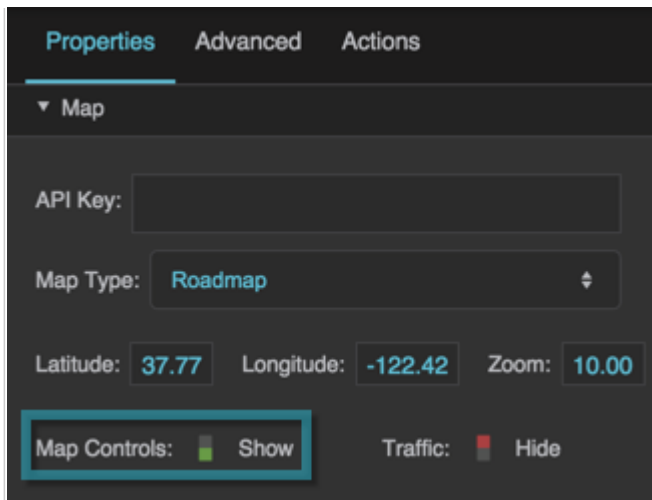
Sets or returns the zoom level for the map. Zero is the lowest zoom level, in which the entire world can be seen in one map. For each map type, valid zoom levels are from 0 to the maximum zoom level for that location and map type. The maximum depends on available data and is typically between 18 and 21 for a given location and map type.



The Zoom property

Map Controls

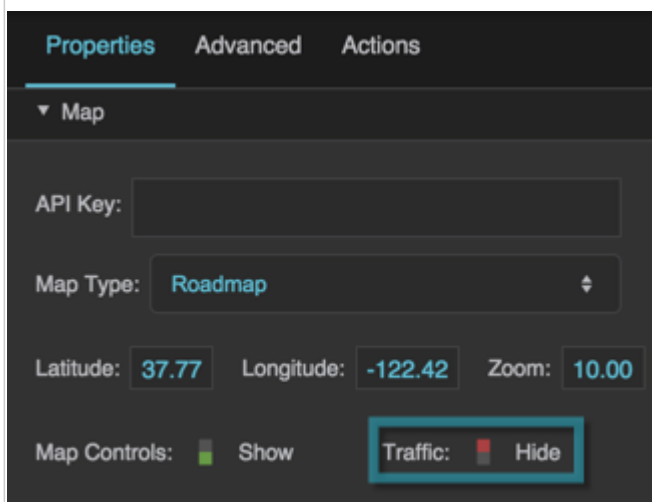
Specifies whether to show map controls, allowing the user to manipulate the map. Controls allow the user to zoom in or out, and move left, right, down, or up.



The Map Controls property

Traffic

Specifies whether to show the Google Maps Traffic Layer on the map.

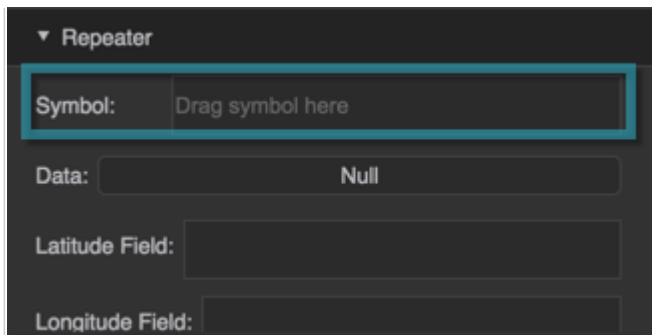


The Traffic property

These properties affect the map [repeater](#):

Symbol

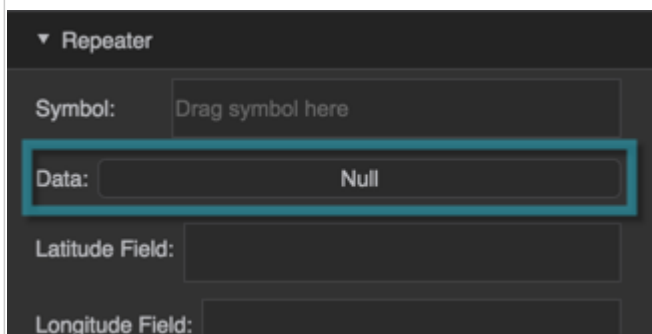
Defines the symbol to be used as a location marker. If the symbol is in this project, enter the name of the symbol. To use a symbol from another project in your library, enter the path to that symbol.



The Symbol property

Data

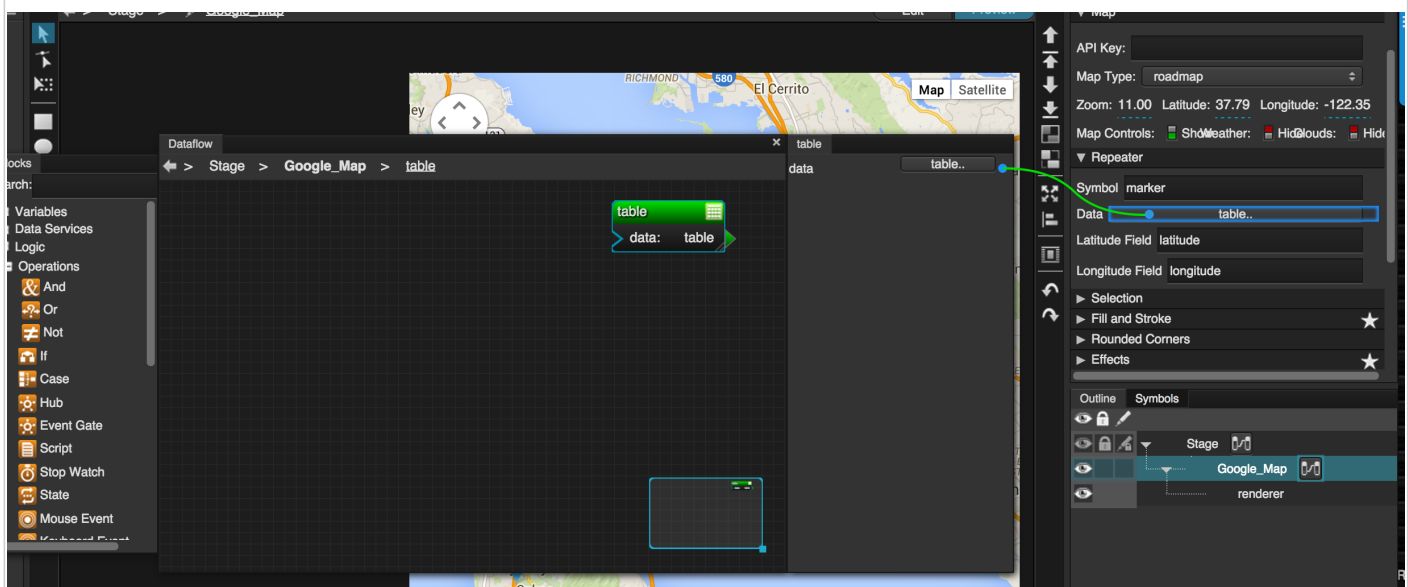
Defines the table from which latitude and longitude data for location markers can be determined. By default, Google Map has a table case block that you can play with.



The Data property

To use the default table:

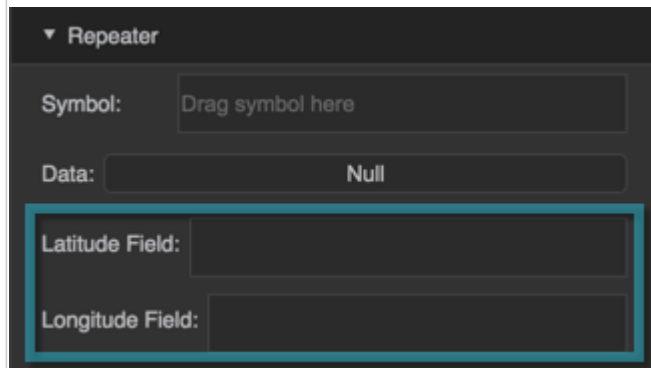
1. In the Outline, double-click the dataflow icon of your Google Map component.
2. Select the table case block in dataflow so you can see the properties.
3. Hover over the `table` button until a blue dot appears. Then, click the blue dot and drag it over to the Data property.



Latitude Field, Longitude Field

Define the columns in your table that contain latitude and longitude data.

To use the latitude and longitude columns from the default table, enter latitude and longitude.



The Latitude Field and Longitude Field properties

The following properties affect the map group. A map group is useful when you want to have multiple [repeaters](#), or other components, in your map, or when you want your markers to be placed at each set of coordinates without being centered on the location.

Symbol

Defines the symbol to be used as a location marker in this map group. If the symbol is in this project, enter the name of the symbol. To use a symbol from another project in your library, enter the path to that symbol.

[Previous: View Deck Properties](#)

[Next: IFrame Properties](#)

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Last update: **2019/07/17 19:17**

