

# Geo Coding a User's Location with Google Maps and Crafter Map Support

## Simple Page Template

```
<#include "/templates/system/common/cstudio-support.ftl" />
<#include "/templates/web/navigation/navigation.ftl">
<#include "/templates/web/library/map-support.ftl">

<!DOCTYPE html>
<html lang="en">
<head>
    <@googleMapSupport />
</head>
<body>
CONTENT HERE
${Cookies["userLocation"]!"unknown"}

<script>
    if (navigator.geolocation) {
        navigator.geolocation.getCurrentPosition(function(location) {
            var geocoder = new google.maps.Geocoder();
            var latlng = new google.maps.LatLng(location.coords.latitude, location.coords.longitude);

            geocoder.geocode( {'latLng': latlng}, function(results, status) {
                if (status == google.maps.GeocoderStatus.OK) {
                    var city = "unknown";
                    for(var i=0; i<results.length; i++) {
                        var result = results[i];
                        if(result.types[0] == "neighborhood") {
                            city = result.formatted_address;
                            break;
                        }
                    }
                    document.cookie="userLocation="+city+"";
                } else {
                    // handle error
                }
            });
        },
        function(){
            // handle error
        });
    }
    else {
        // handle error
    }
</script>
<@cstudioOverlaySupport/>
</body>
</html>
```

## Some Considerations

- By storing the value in a cookie it can be used by templates to target content

- With this approach the first page load will have the cookie set
  - If you want an entirely front end approach you can dynamically load targeted content after determining the user's location
  - Maps API calls can be moved to the server
- Production use cases need to optimize the code not to reverse a location more than once per session
- Not all use cases / users want content targeted based on where the user is NOW. You may use an approach like this to help populate a profile value but give the user control to change.