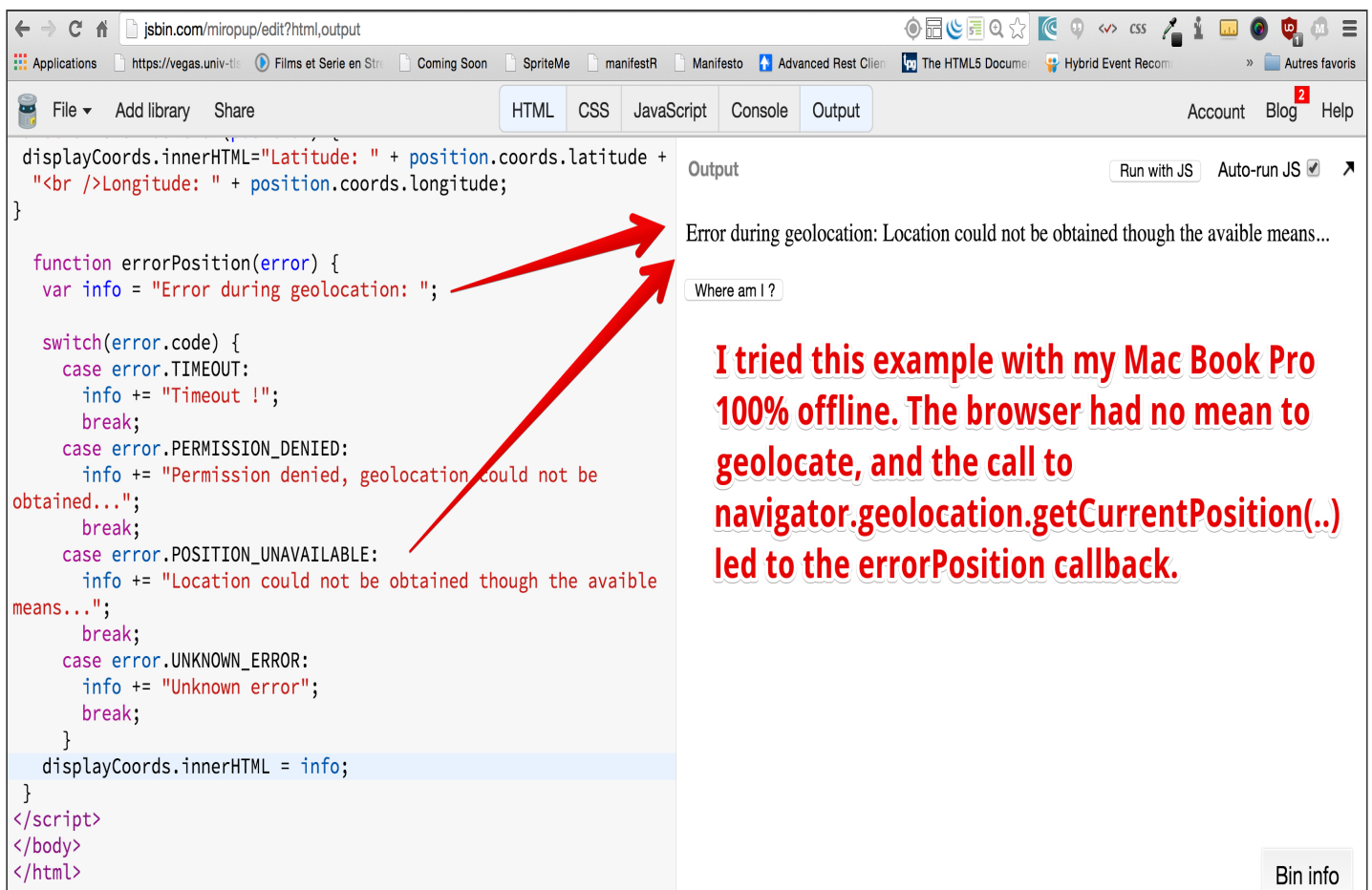# Geolocation error codes

In the last example, we used the `navigator.geolocation.getCurrentPosition(showPosition)` with only one callback function (in the case of success), but it is also possible to pass a second parameter that is another callback function called in the case of error.

This example on JS Bin shows how to properly check against the different possible errors, it's just a slightly different version of the previous example. Try it, then turn your WiFi off or unplug your Ethernet cable (or turn off GPS and 3G/4G on a mobile phone). You should see an error message:

Source code of the example:

```
<!DOCTYPE html>
<html lang="en">
```

```html
    <head>
    <title>Basic example of use of the geolocation API</title>
    </head>
<body>
<p id="msg">Click the button to get your coordinates:</p>
<button onclick="getLocation()">Where am I ?</button>
10. <script>
    vardisplayCoords=document.getElementById("msg");
    function getLocation() {
        if (navigator.geolocation) {

  navigator.geolocation.getCurrentPosition(showPosition,errorPosition);
        } else {
          displayCoords.innerHTML="Geolocation API not supported by
your browser.";
        }
    }
20.
    function showPosition(position) {
        displayCoords.innerHTML="Latitude:
" + position.coords.latitude +
                              "<br />Longitude:
" +position.coords.longitude;
    }
    function errorPosition(error) {
        var info = "Error during geolocation: ";
30.     switch(error.code) {
            case error.TIMEOUT:
                info += "Timeout !";
                break;
            case error.PERMISSION_DENIED:
                info += "Permission denied, geolocation could not be
obtained...";
                break;
            case error.POSITION_UNAVAILABLE:
                info += "Location could not be obtained though the
available means...";
                break;
40.         case error.UNKNOWN_ERROR:
                info += "Unknown error";
                break;
        }
```

```
        displayCoords.innerHTML = info;
    }
</script>
</body>
</html>
```