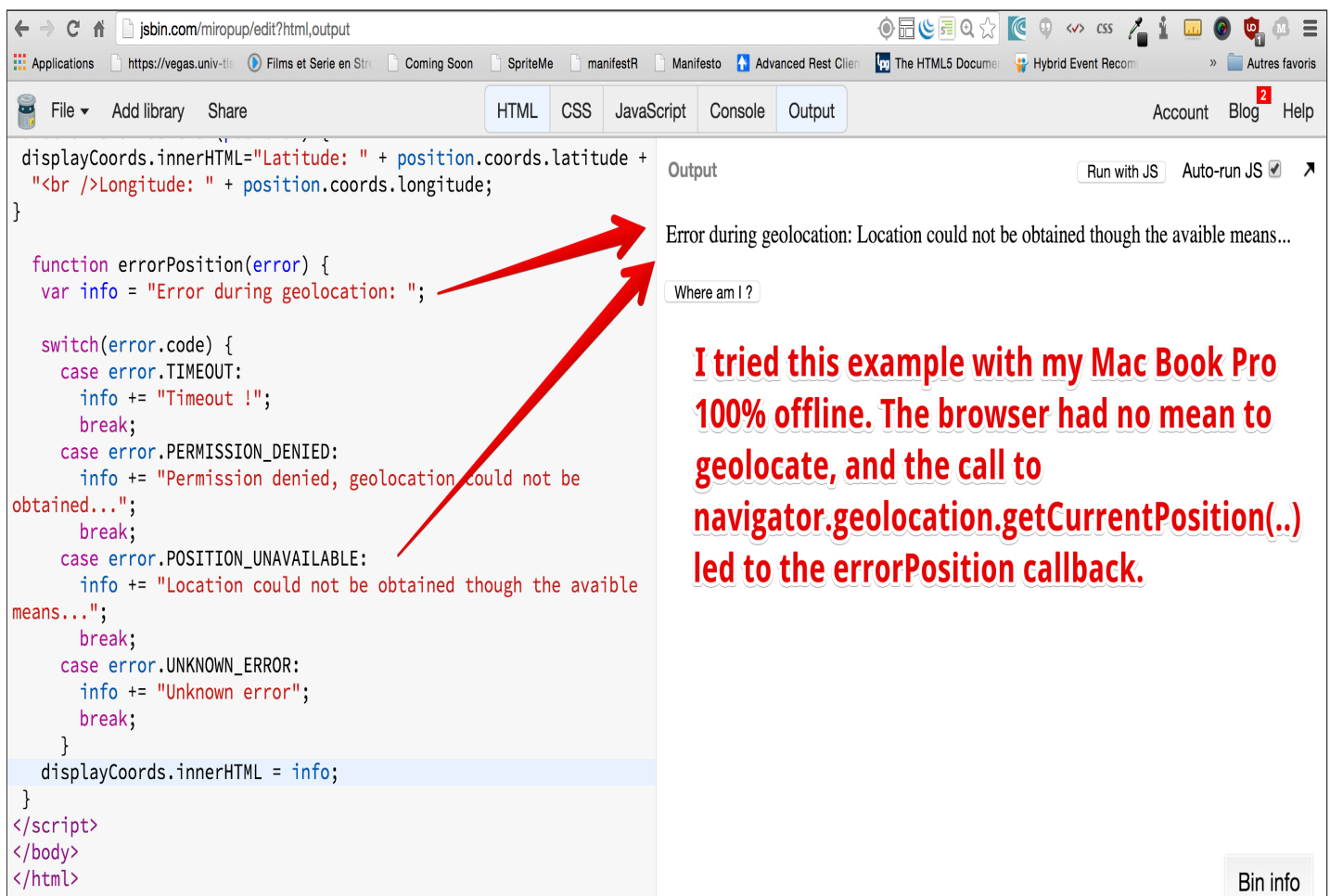


# Geolocation error codes

In the last example, we used

`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:



The screenshot shows a JS Bin editor interface. The left pane contains the following JavaScript code:

```
displayCoords.innerHTML="Latitude: " + position.coords.latitude + "<br />Longitude: " + position.coords.longitude;
}

function errorPosition(error) {
  var info = "Error during geolocation: ";

  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;
    case error.UNKNOWN_ERROR:
      info += "Unknown error";
      break;
  }
  displayCoords.innerHTML = info;
}
</script>
</body>
</html>
```

Two red arrows point from the code to the output. One arrow points from the line `var info = "Error during geolocation: ";` to the output text. The other arrow points from the `errorPosition` function definition to the output text.

The right pane shows the output:

Output

Error during geolocation: Location could not be obtained though the available means...

Where am I ?

**I tried this example with my Mac Book Pro 100% offline. The browser had no mean to geolocate, and the call to `navigator.geolocation.getCurrentPosition(..)` led to the `errorPosition` callback.**

Bin info

Source code of the example:

```
<!DOCTYPE html>
```

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

```
<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>
```

```
<script>
```

```
    var displayCoords=document.getElementById("msg");
```

```
    function getLocation() {
```

```
        if (navigator.geolocation) {
```

```
            navigator.geolocation.getCurrentPosition(showPosition,errorPosition);
```

```
        } else {
```

```
            displayCoords.innerHTML="Geolocation API not supported by your  
browser.";
```

```
        }
```

```
    }
```

```
function showPosition(position) {
```

```
    displayCoords.innerHTML="Latitude: " +position.coords.latitude +  
        "<br />Longitude: " +position.coords.longitude;
```

```
}
```

```
function errorPosition(error) {
```

```
    var info = "Error during geolocation: ";
```

```
    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>
```