

# Draggable Polygons



View this example [full screen](#).

JavaScript

JavaScript + HTML

```
// This example creates draggable triangles on the map.  
// Note also that the red triangle is geodesic, so its shape changes  
// as you drag it north or south.  
  
function initialize() {  
  
  var mapOptions = {  
    zoom: 1,  
    center: new google.maps.LatLng(24.886, -70.268),  
    mapTypeId: google.maps.MapTypeId.TERRAIN  
  };  
  
  var map = new google.maps.Map(document.getElementById('map-canvas'),  
    mapOptions);  
  
  var blueCoords = [  
    new google.maps.LatLng(25.774, -60.190),  
    new google.maps.LatLng(18.466, -46.118),  
    new google.maps.LatLng(32.321, -44.757)  
  ];  
};
```

```
var redCoords = [
  new google.maps.LatLng(25.774, -80.190),
  new google.maps.LatLng(18.466, -66.118),
  new google.maps.LatLng(32.321, -64.757)
];

// Construct a draggable red triangle with geodesic set to true.
new google.maps.Polygon({
  map: map,
  paths: redCoords,
  strokeColor: '#FF0000',
  strokeOpacity: 0.8,
  strokeWeight: 2,
  fillColor: '#FF0000',
  fillOpacity: 0.35,
  draggable: true,
  geodesic: true
});

// Construct a draggable blue triangle with geodesic set to false.
new google.maps.Polygon({
  map: map,
  paths: blueCoords,
  strokeColor: '#0000FF',
  strokeOpacity: 0.8,
  strokeWeight: 2,
  fillColor: '#0000FF',
  fillOpacity: 0.35,
  draggable: true,
  geodesic: false
});
}

google.maps.event.addDomListener(window, 'load', initialize);
```

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Last updated March 17, 2015.