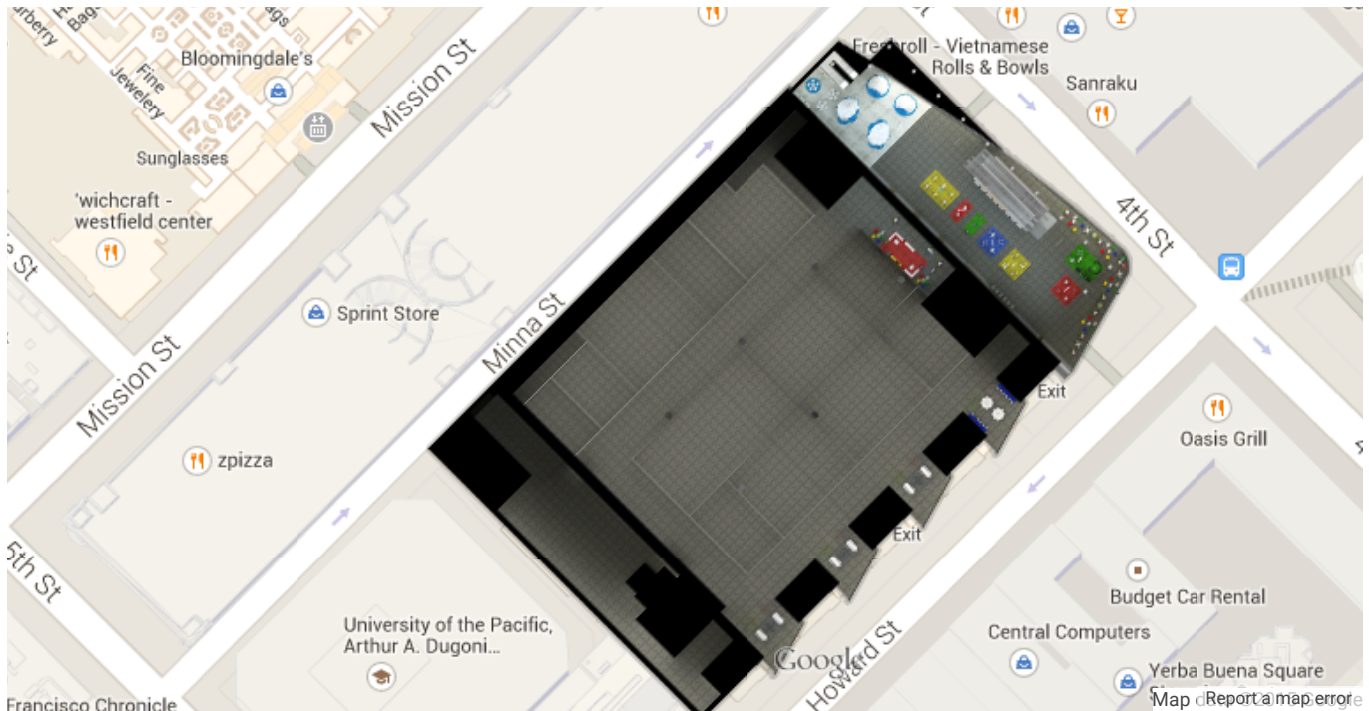


Overlaying an image map type



View this example [full screen](#).

JavaScript

JavaScript + HTML

```
var map;
function initialize() {
  var mapOptions = {
    zoom: 18,
    center: new google.maps.LatLng(37.78313383212, -122.4039494991302)
  };
  map = new google.maps.Map(document.getElementById('map-canvas'),
    mapOptions);

  var bounds = {
    17: [[20969, 20970], [50657, 50658]],
    18: [[41939, 41940], [101315, 101317]],
    19: [[83878, 83881], [202631, 202634]],
    20: [[167757, 167763], [405263, 405269]]
  };

  var imageMapType = new google.maps.ImageMapType({
    getTileUrl: function(coord, zoom) {
      if (zoom < 17 || zoom > 20 ||
          bounds[zoom][0][0] > coord.x || coord.x > bounds[zoom][0][1] ||
```

```
        bounds[zoom][1][0] > coord.y || coord.y > bounds[zoom][1][1]) {  
            return null;  
        }  
  
        return ['http://www.gstatic.com/io2010maps/tiles/5/L2_',  
            zoom, '_', coord.x, '_', coord.y, '.png'].join('');  
    },  
    tileSize: new google.maps.Size(256, 256)  
});  
  
map.overlayMapTypes.push(imageMapType);  
  
}  
  
google.maps.event.addDomListener(window, 'load', initialize);
```

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