

# Rectangle Zoom



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JavaScript

JavaScript + HTML

```
// This example creates a rectangle based on the viewport
// on any 'zoom-changed' event.

function initialize() {

  var coachella = new google.maps.LatLng(33.6803003, -116.173894);
  var rectangle;

  var mapOptions = {
    zoom: 11,
    center: coachella,
    mapTypeId: google.maps.MapTypeId.TERRAIN
  };

  var map = new google.maps.Map(document.getElementById('map-canvas'),
    mapOptions);

  rectangle = new google.maps.Rectangle();

  google.maps.event.addListener(map, 'zoom_changed', function() {
```

```
// Get the current bounds, which reflect the bounds before the zoom.  
var rectOptions = {  
  strokeColor: '#FF0000',  
  strokeOpacity: 0.8,  
  strokeWeight: 2,  
  fillColor: '#FF0000',  
  fillOpacity: 0.35,  
  map: map,  
  bounds: map.getBounds()  
};  
rectangle.setOptions(rectOptions);  
});  
}  
  
google.maps.event.addDomListener(window, 'load', initialize);
```

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