



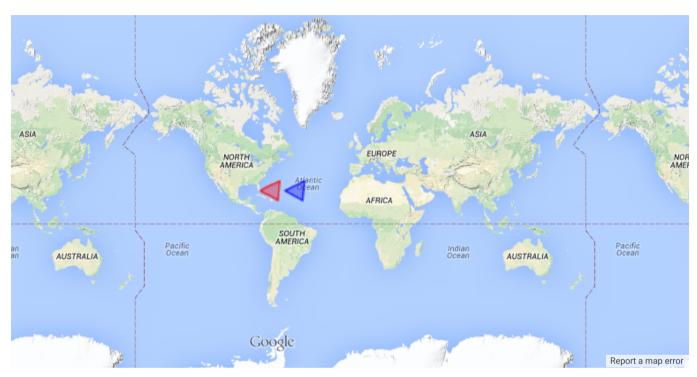
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Google Maps API

Google Maps JavaScript API v3

Draggable Polygons



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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)
 1;
 // 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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