



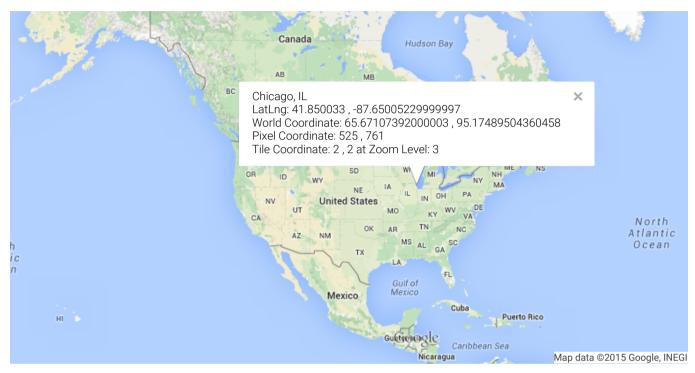
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Google Maps API

Google Maps JavaScript API v3

## Showing pixel and tile coordinates



View this example full screen.

JavaScript + HTML

```
var map;
var TILE_SIZE = 256;
var chicago = new google.maps.LatLng(41.850033,-87.6500523);

function bound(value, opt_min, opt_max) {
   if (opt_min != null) value = Math.max(value, opt_min);
   if (opt_max != null) value = Math.min(value, opt_max);
   return value;
}

function degreesToRadians(deg) {
   return deg * (Math.PI / 180);
}

function radiansToDegrees(rad) {
   return rad / (Math.PI / 180);
}

/** @constructor */
function MercatorProjection() {
```

```
this.pixelOrigin_ = new google.maps.Point(TILE_SIZE / 2,
      TILE SIZE / 2);
 this.pixelsPerLonDegree = TILE_SIZE / 360;
 this.pixelsPerLonRadian_ = TILE_SIZE / (2 * Math.PI);
MercatorProjection.prototype.fromLatLngToPoint = function(latLng,
    opt point) {
 var me = this;
 var point = opt_point || new google.maps.Point(0, 0);
 var origin = me.pixelOrigin_;
 point.x = origin.x + latLng.lng() * me.pixelsPerLonDegree_;
 // Truncating to 0.9999 effectively limits latitude to 89.189. This is
 // about a third of a tile past the edge of the world tile.
 var siny = bound(Math.sin(degreesToRadians(latLng.lat())), -0.9999,
      0.9999);
 point.y = origin.y + 0.5 * Math.log((1 + siny) / (1 - siny)) *
      -me.pixelsPerLonRadian ;
 return point;
};
MercatorProjection.prototype.fromPointToLatLng = function(point) {
 var me = this;
 var origin = me.pixelOrigin ;
 var lng = (point.x - origin.x) / me.pixelsPerLonDegree_;
 var latRadians = (point.y - origin.y) / -me.pixelsPerLonRadian_;
 var lat = radiansToDegrees(2 * Math.atan(Math.exp(latRadians)) -
      Math.PI / 2);
 return new google.maps.LatLng(lat, lng);
};
function createInfoWindowContent() {
 var numTiles = 1 << map.getZoom();</pre>
 var projection = new MercatorProjection();
 var worldCoordinate = projection.fromLatLngToPoint(chicago);
 var pixelCoordinate = new google.maps.Point(
      worldCoordinate.x * numTiles,
      worldCoordinate.y * numTiles);
 var tileCoordinate = new google.maps.Point(
      Math.floor(pixelCoordinate.x / TILE SIZE),
      Math.floor(pixelCoordinate.y / TILE_SIZE));
  return [
    'Chicago, IL',
    'LatLng: ' + chicago.lat() + ' , ' + chicago.lng(),
    'World Coordinate: ' + worldCoordinate.x + ' , ' +
     worldCoordinate.y,
    'Pixel Coordinate: ' + Math.floor(pixelCoordinate.x) + ' , ' +
      Math.floor(pixelCoordinate.y),
    'Tile Coordinate: ' + tileCoordinate.x + ' , ' +
      tileCoordinate.y + ' at Zoom Level: ' + map.getZoom()
  ].join('<br>');
function initialize() {
 var mapOptions = {
```

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