



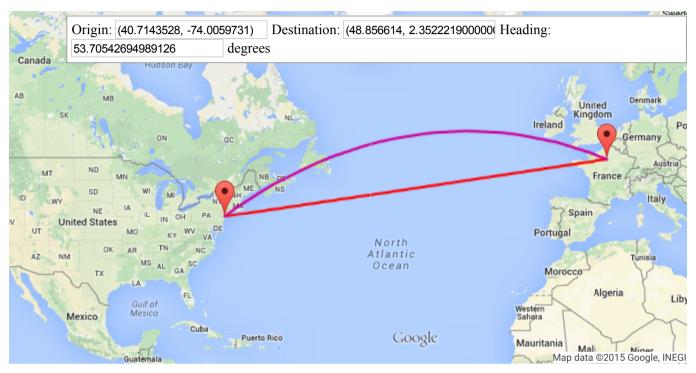
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Google Maps API

Google Maps JavaScript API v3

## Navigation functions (heading)



View this example full screen.

JavaScript | JavaScript + HTML

```
var poly;
var geodesicPoly;
var marker1;
var marker2;

function initialize() {
   var mapOptions = {
      zoom: 4,
      center: new google.maps.LatLng(34, -40.605)
   };

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

map.controls[google.maps.ControlPosition.TOP_CENTER].push(
      document.getElementById('info'));

marker1 = new google.maps.Marker({
      map: map,
```

```
draggable: true,
   position: new google.maps.LatLng(40.71435280, -74.0059731)
 });
 marker2 = new google.maps.Marker({
   map: map,
   draggable: true,
   position: new google.maps.LatLng(48.8566140, 2.35222190)
 });
 var bounds = new google.maps.LatLngBounds(marker1.getPosition(),
     marker2.getPosition());
 map.fitBounds(bounds);
 google.maps.event.addListener(marker1, 'position_changed', update);
 google.maps.event.addListener(marker2, 'position_changed', update);
 var polyOptions = {
   strokeColor: '#FF0000',
   strokeOpacity: 1.0,
   strokeWeight: 3,
   map: map,
 };
 poly = new google.maps.Polyline(polyOptions);
 var geodesicOptions = {
   strokeColor: '#CC0099',
   strokeOpacity: 1.0,
   strokeWeight: 3,
   geodesic: true,
   map: map
 geodesicPoly = new google.maps.Polyline(geodesicOptions);
 update();
}
function update() {
 var path = [marker1.getPosition(), marker2.getPosition()];
 poly.setPath(path);
 geodesicPoly.setPath(path);
 var heading = google.maps.geometry.spherical.computeHeading(path[0],
      path[1]);
 document.getElementById('heading').value = heading;
 document.getElementById('origin').value = path[0].toString();
 document.getElementById('destination').value = path[1].toString();
}
google.maps.event.addDomListener(window, 'load', initialize);
```

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