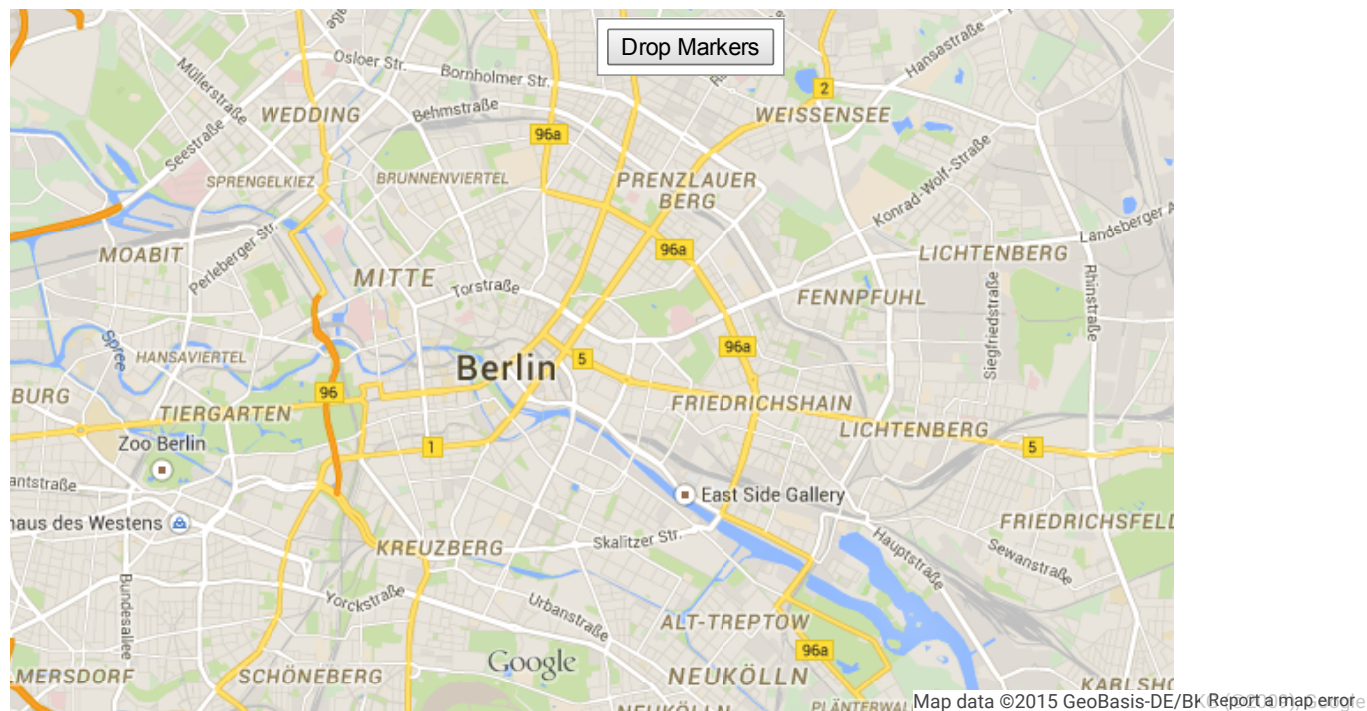


# Marker animations with `setTimeout()`



View this example [full screen](#).

JavaScript

JavaScript + HTML

```
// If you're adding a number of markers, you may want to drop them on the map  
// consecutively rather than all at once. This example shows how to use  
// window.setTimeout() to space your markers' animation.
```

```
var berlin = new google.maps.LatLng(52.520816, 13.410186);
```

```
var neighborhoods = [  
  new google.maps.LatLng(52.511467, 13.447179),  
  new google.maps.LatLng(52.549061, 13.422975),  
  new google.maps.LatLng(52.497622, 13.396110),  
  new google.maps.LatLng(52.517683, 13.394393)  
];
```

```
var markers = [];  
var map;
```

```
function initialize() {  
  var mapOptions = {  
    zoom: 12,  
    center: berlin
```

```
};

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

function drop() {
  clearMarkers();
  for (var i = 0; i < neighborhoods.length; i++) {
    window.setTimeout(function() {
      addMarker(neighborhoods[i]);
    }, i * 200);
  }
  iterator = 0;
}

function addMarker(position) {
  markers.push(new google.maps.Marker({
    position: position,
    map: map,
    animation: google.maps.Animation.DROP
  }));
}

function clearMarkers() {
  for (var i = 0; i < markers.length; i++) {
    markers[i].setMap(null);
  }
  markers = [];
}

google.maps.event.addDomListener(window, 'load', initialize);
```

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