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Products   Google Maps API   Google Maps JavaScript API v3

Animating Symbols

Map data ©2015 Google, ZENRIN
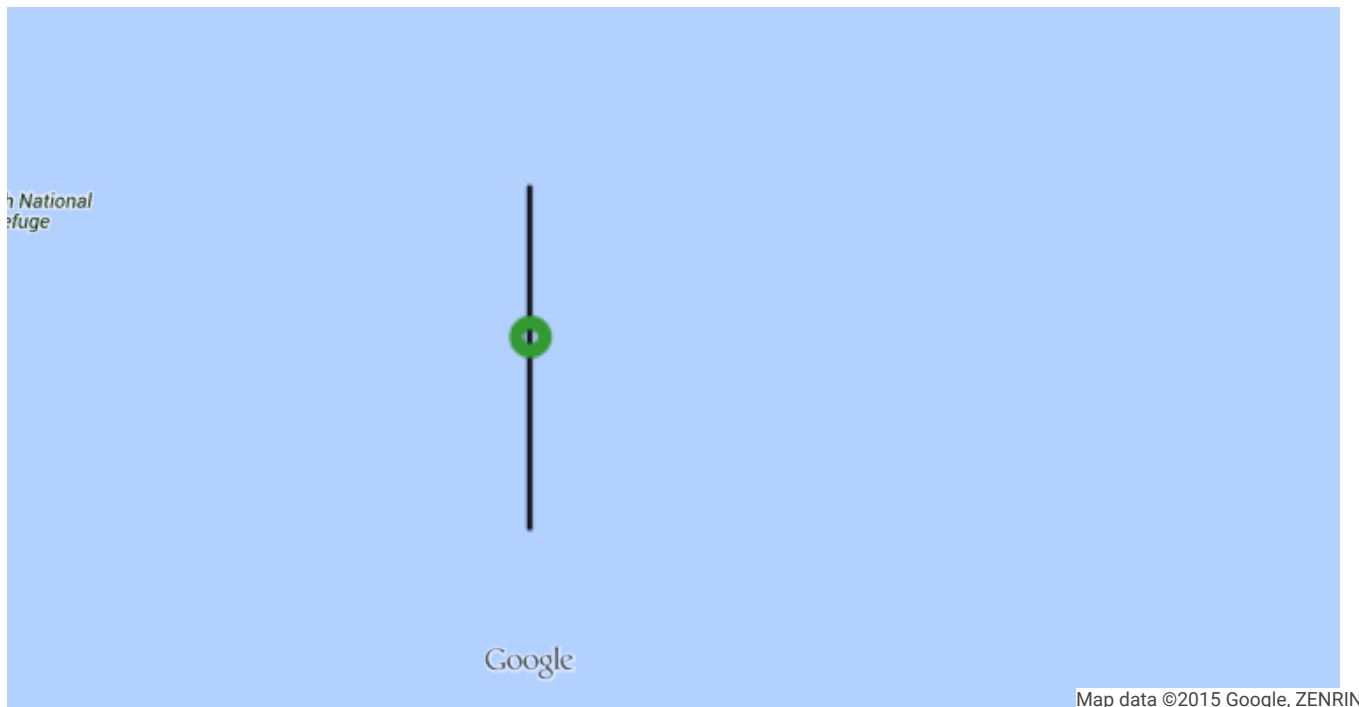
View this example full screen.

JavaScript   JavaScript + HTML

```
// This example adds an animated symbol to a polyline.

var line;

function initialize() {
  var mapOptions = {
    center: new google.maps.LatLng(20.291, 153.027),
    zoom: 6,
    mapTypeId: google.maps.MapTypeId.TERRAIN
  };

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

  var lineCoordinates = [
    new google.maps.LatLng(22.291, 153.027),
    new google.maps.LatLng(18.291, 153.027)
  ];

  // Define the symbol, using one of the predefined paths ('CIRCLE')
```

```javascript
    // supplied by the Google Maps JavaScript API.
    var lineSymbol = {
      path: google.maps.SymbolPath.CIRCLE,
      scale: 8,
      strokeColor: '#393'
    };

    // Create the polyline and add the symbol to it via the 'icons' property.
    line = new google.maps.Polyline({
      path: lineCoordinates,
      icons: [{
        icon: lineSymbol,
        offset: '100%'
      }],
      map: map
    });

    animateCircle();
}

// Use the DOM setInterval() function to change the offset of the symbol
// at fixed intervals.
function animateCircle() {
    var count = 0;
    window.setInterval(function() {
      count = (count + 1) % 200;

      var icons = line.get('icons');
      icons[0].offset = (count / 2) + '%';
      line.set('icons', icons);
  }, 20);
}

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

Last updated March 17, 2015.