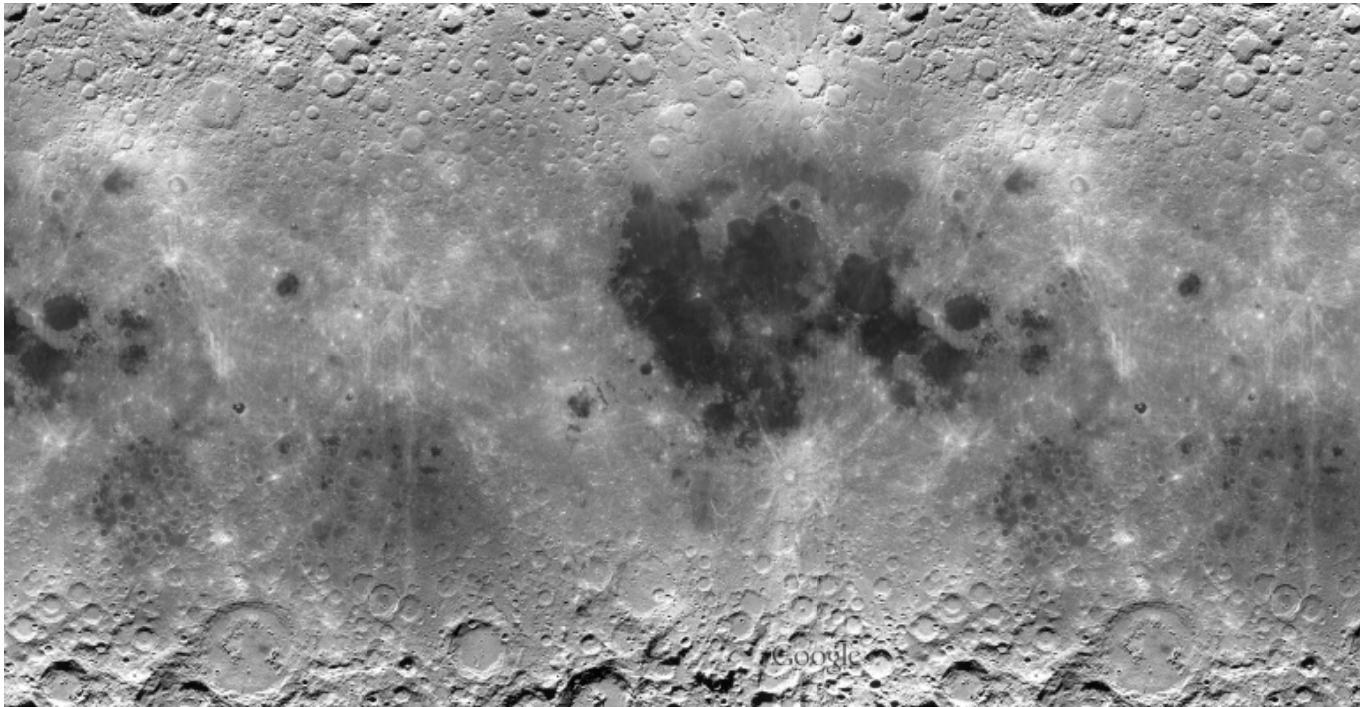


Image map types



View this example [full screen](#).

JavaScript

JavaScript + HTML

```
var moonTypeOptions = {
  getTileUrl: function(coord, zoom) {
    var normalizedCoord = getNormalizedCoord(coord, zoom);
    if (!normalizedCoord) {
      return null;
    }
    var bound = Math.pow(2, zoom);
    return 'http://mw1.google.com/mw-planetary/lunar/lunarmaps_v1/clem_bw' +
      '/' + zoom + '/' + normalizedCoord.x + '/' +
      (bound - normalizedCoord.y - 1) + '.jpg';
  },
  tileSize: new google.maps.Size(256, 256),
  maxZoom: 9,
  minZoom: 0,
  radius: 1738000,
  name: 'Moon'
};

var moonMapType = new google.maps.ImageMapType(moonTypeOptions);
```

```
function initialize() {
  var myLatLng = new google.maps.LatLng(0, 0);
  var mapOptions = {
    center: myLatLng,
    zoom: 1,
    streetViewControl: false,
    mapTypeControlOptions: {
      mapTypeIds: ['moon']
    }
  };

  var map = new google.maps.Map(document.getElementById('map-canvas'),
    mapOptions);
  map.mapTypes.set('moon', moonMapType);
  map.setMapTypeId('moon');
}

// Normalizes the coords that tiles repeat across the x axis (horizontally)
// Like the standard Google map tiles.
function getNormalizedCoord(coord, zoom) {
  var y = coord.y;
  var x = coord.x;

  // tile range in one direction range is dependent on zoom level
  // 0 = 1 tile, 1 = 2 tiles, 2 = 4 tiles, 3 = 8 tiles, etc
  var tileRange = 1 << zoom;

  // don't repeat across y-axis (vertically)
  if (y < 0 || y >= tileRange) {
    return null;
  }

  // repeat across x-axis
  if (x < 0 || x >= tileRange) {
    x = (x % tileRange + tileRange) % tileRange;
  }

  return {
    x: x,
    y: y
  };
}

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

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