Code Document

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1 Global Variable

- map. Global google map.

- heatmap. All heatmap layals.

- current_heatmap. Currently used heatmap whose map setted to variable map.

- flag. Used to control state of play.

- time. All time data.

- current_time. Currently used time.

- types. current selected types.

- marker. Marker showing storm position and state.

- position. All positions for marker use.

- deltalat, deltalng. Value used to point out the step of marker moving.

2 Function

2.1 transfer(time)

Transform the form of time.
  input:

- time. Array represent datetime.

output:

- anonymous. String could represent datetime.

2.2   stop()

Stop animation when triggered.
Influenced global variable:

- flag.

2.3   hurricane_change()

Update hurricane location and information when triggered. Influenced global variable:

- deltalng, deltalat

2.4   select_onchange()

Update necessary information including hurricane, type, time when triggered.

2.5   initMap()

Initialize map. Influenced global variable:

- map

2.6   play()

Start animation when triggered.