

SK Geolocation WebGL

Simple and robust wrapper for Javascript Geolocation API

https://developer.mozilla.org/en-US/docs/Web/API/Geolocation_API

Usage:

Add namespace:

using SK.GeolocatorWebGL.Models;

Use one of the API methods:

- **SK_Geolocator.GetCurrentLocation(onResult, onError, options);** - Get current location if possible.
- **SK_Geolocator.WatchLocation(onResult, onError, options);** - Add watch on location change. Method returns newly created watchId.
- **SK_Geolocator.ClearWatch(watchId = null);** - Remove watch by ID. If no watchId provided it will try to remove latest watchId