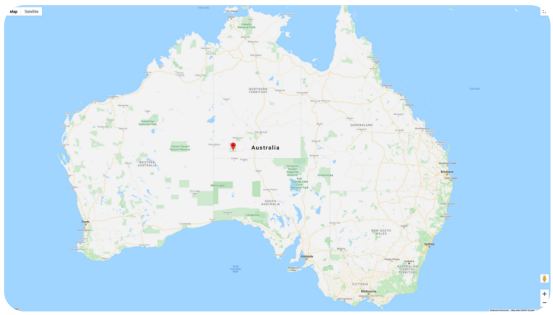

Maps JavaScript API

Build dynamic, interactive, deeply customized maps, location, and geospatial experiences for your web apps.

Search Maps JS API docs

Get Started

Start building with commonly used features of the Maps JavaScript API.

Get started with Google Maps Platform

(https://developers.google.com/maps/documentation/javascript/cloud-setup)

Follow the Google Maps Platform getting started guide to create an account,

Build your first map with a marker

(https://developers.google.com/maps/documentation/javascript/adding-a-google-map)

Learn how to load the Maps JavaScript API, and add a map with a marker to your web app.

generate an API key, and start building.

Customize the style of your map

(https://developers.google.com/maps/documentation/javascript/maps-customization-overview)

Customize just about every aspect of the map, including roads, geographical features, points of interest, and more.

Add info windows to your markers

(https://developers.google.com/maps/documentation/javascript/infowindows)

Show an info window with additional information and context when your users click on a marker.

Features

Browse docs for core features of the Maps JavaScript API.

Map types

(https://developers.google.com/maps/documentation/javascript/maptypes)

Display the road, satellite, hybrid, terrain, and custom maps.

Localization

(https://developers.google.com/maps/documentation/javascript/localization)

Automatically localize text on the map into over 40 languages.

Markers

(https://developers.google.com/maps/documentation/javascript/markers)

Display the default Google Maps marker, or add your own custom-styled markers

(/maps/documentation/javascript/custom-markers)
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UI controls
(https://developers.google.com/maps/documentation/javascript/controls)

Customize the UI controls that appear on the map.

Events
(https://developers.google.com/maps/documentation/javascript/events)

Write code that reacts to user interactions and lifecycle events.

WebGL overlay
(https://developers.google.com/maps/documentation/javascript/webgl/webgl-overlay-view)

Build rich 3D and 2D experiences on the vector basemap with the power of WebGL.

Info windows
(https://developers.google.com/maps/documentation/javascript/infowindows)

Add increased context and information to your markers with interactive info windows.

Shapes
(https://developers.google.com/maps/documentation/javascript/shapes)

Draw a variety of shapes on the map with built-in functions, including polylines (/maps/documentation/javascript/shapes#polylines) and polygons (/maps/documentation/javascript/shapes#polygons)
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Custom overlays
(https://developers.google.com/maps/documentation/javascript/customoverlays)

Create custom overlays to display data, imagery, and more on the map.

Ground overlays (https://developers.google.com/maps/documentation/javascript/groundoverlays)

Overlay your own custom imagery that stays in sync with the map when it pans and zooms.

Data layer (https://developers.google.com/maps/documentation/javascript/datalayer)

Display GeoJSON and other data types on the map in a variety of formats.

Custom styling (https://developers.google.com/maps/documentation/javascript/maps-customization-overview)

Custom style the appearance of almost every visual aspect of the map.

Tilt & rotation (https://developers.google.com/maps/documentation/javascript/webgl/tilt-rotation)

Programmatically tilt and rotate the vector basemap in three dimensions.

Marker clustering (https://developers.google.com/maps/documentation/javascript/marker-clustering)

Group large numbers of markers for a cleaner user experience.

Heatmaps (https://developers.google.com/maps/documentation/javascript/heatmaplayer)

Visualize the denisity of data at geographical points.

Libraries

Bootstrap optional libraries when you load the Maps JS API to add extended functionality.

Libraries overview (https://developers.google.com/maps/documentation/javascript/libraries)

Drawing library (https://developers.google.com/maps/documentation/javascript/drawinglayer)

Geometry library (https://developers.google.com/maps/documentation/javascript/geometry)

Learn how to bootstrap available libraries when you load the Maps JS API.

Give your users the ability to interactively draw on the map.

Use utility functions that computate geometric data on the surface of the Earth.

Places library (https://developers.google.com/maps/documentation/javascript/places)

Search for nearby Places, enable Place Autocomplete, and retrieve Place details and photos.

Local Context library (beta) (https://developers.google.com/maps/documentation/javascript/local-context)

Add an interactive map with a place chooser consisting of a gallery of photos.

Visualization library (https://developers.google.com/maps/documentation/javascript/visualization)

Visualize data intensity at geographical points with heat maps.

Services

Try built-in data services to enrich your web apps.

Directions service (https://developers.google.com/maps/documentation/javascript/directions)

Get directions between two points on the map with up to 25 waypoints.

Distance Matrix service (https://developers.google.com/maps/documentation/javascript/distancematrix)

Fetch travel distance and time for a matrix of origins and destinations.

Elevation service
(https://developers.google.com/maps/documentation/javascript/elevation)

Retrieve the elevation of locations on the surface of the Earth, including the ocean floor.

Geocoding service
(https://developers.google.com/maps/documentation/javascript/geocoding)

Convert addresses or Place IDs to coordinates and vice versa.

Maximum Zoom Imagery service
(https://developers.google.com/maps/documentation/javascript/maxzoom)

Query for the maximum zoom level of imagery available at a location.

Street View service
(https://developers.google.com/maps/documentation/javascript/streetview)

Add 360 degree Street View imagery to your web apps, or upload your own imagery.

Example apps

Run live code samples on your local machine and favorite code playgrounds.

Searching for Places
(https://developers.google.com/maps/documentation/javascript/examples/place-search)

(https://developers.google.com/maps/documentation/javascript/examples/place-search)

Use the Places library to search for nearby places.

Styling the map for dark mode
(https://developers.google.com/maps/documentation/javascript/examples/style-array)

(https://developers.google.com/maps/documentation/javascript/examples/style-array)

Use custom map styling to add a dark mode map to your web app.

Customizing marker icons

Using custom overlays

(https://developers.google.com/maps/documentation/javascript/examples/icon-simple)

Change the marker icons on your map to a custom image.

(https://developers.google.com/maps/documentation/javascript/examples/overlay-simple)

Create a rich overlay on the map that stays in sync when the user pans and zooms.

Displaying a traffic layer

(https://developers.google.com/maps/documentation/javascript/examples/layer-traffic)

Display real-time traffic in a rich map overlay.

Tilting & rotating the map

(https://developers.google.com/maps/documentation/javascript/examples/webgl/webgl-tilt-rotation)

Programmatically tilt and rotate the vector map in three dimensions.

more example apps (https://developers.google.com/maps/documentation/javascript/examples)

Help & support

Get help. Give help. Join the community.

Stack Overflow (https://stackoverflow.com/questions/tagged/google-maps-api-3)

Issue Tracker (https://issuetracker.google.com/savedsearches/559748)

Platform status (https://status.cloud.google.com/maps-platform/)

(https://developers.google.com/maps/documentation/javascript/support)

(https://stack

Get help. Give Help. Build Maps karma.

(https://issuet

Report a bug or open a feature request.

Find out about platform incidents and outages.

Support (https://developers.google.com/maps/documentation/javascript/support)

Get help from the Google Maps Platform team.

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