

Pre-requisite:

1) UiPath Studio installed on a Windows machine

2) UiPath Activities:

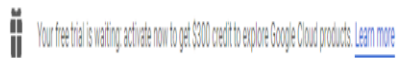
Uipath.Web.Activites [for HTTP request] for Google Location API requests

<https://activities.uipath.com/docs/about-the-web-activities-pack>

3) Google Direction API Key Setup's

**Google Direction API setup:**

1. Login to your google mail account
2. Go to <https://console.developers.google.com/>
3. Activate your free Trial



4. Agree and continue

Try Google Cloud Platform for free

## Step 1 of 2

Country

United States ▼

Terms of service

☒ I have read and agree to the [Google Cloud Platform Free Trial Terms of Service](#).

Required to continue

AGREE AND CONTINUE

START MY FREE TRIAL

5. Provide your address and card details [No auto charge after free trial ends]



## Welcome dcl!

Thanks for signing up for the 12-month free trial.

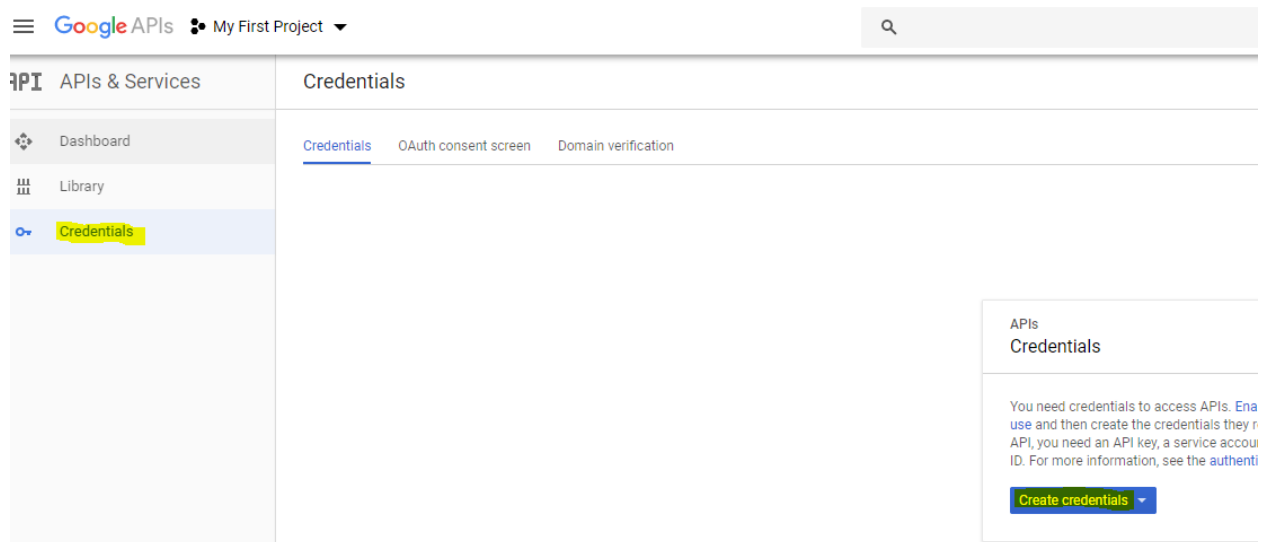
We've given you \$300 in free trial credit to spend. If you run out of credit, don't worry, you won't be billed until you give your permission.

GOT IT

6. Click on 'Google API' logo to get to the home page



7. Click on 'Credentials' -> Create Credentials



8. Choose 'API Key'

## APIs Credentials

You need credentials to access APIs. [Enable the APIs you plan to use](#) and then create the credentials they require. Depending on the API, you need an API key, a service account, or an OAuth 2.0 client ID. For more information, see the [authentication documentation](#).

Create credentials ▾

### API key

Identifies your project using a simple API key to check quota and access

9. Note down the API Key [ This is the Key to be used ]

## API key created

Use this key in your application by passing it with the `key=API_KEY` parameter.

10. To Enable 'Direction API', Click on 'Google API' logo to get to the home page



11. Click

+ ENABLE APIS AND SERVICES

12. Search for 'Direction API'

🔍 direction

2 results



### Directions API

Google

Directions between multiple locations.



## Directions API

Google

Directions between multiple locations.

**ENABLE**

13. Enable it