

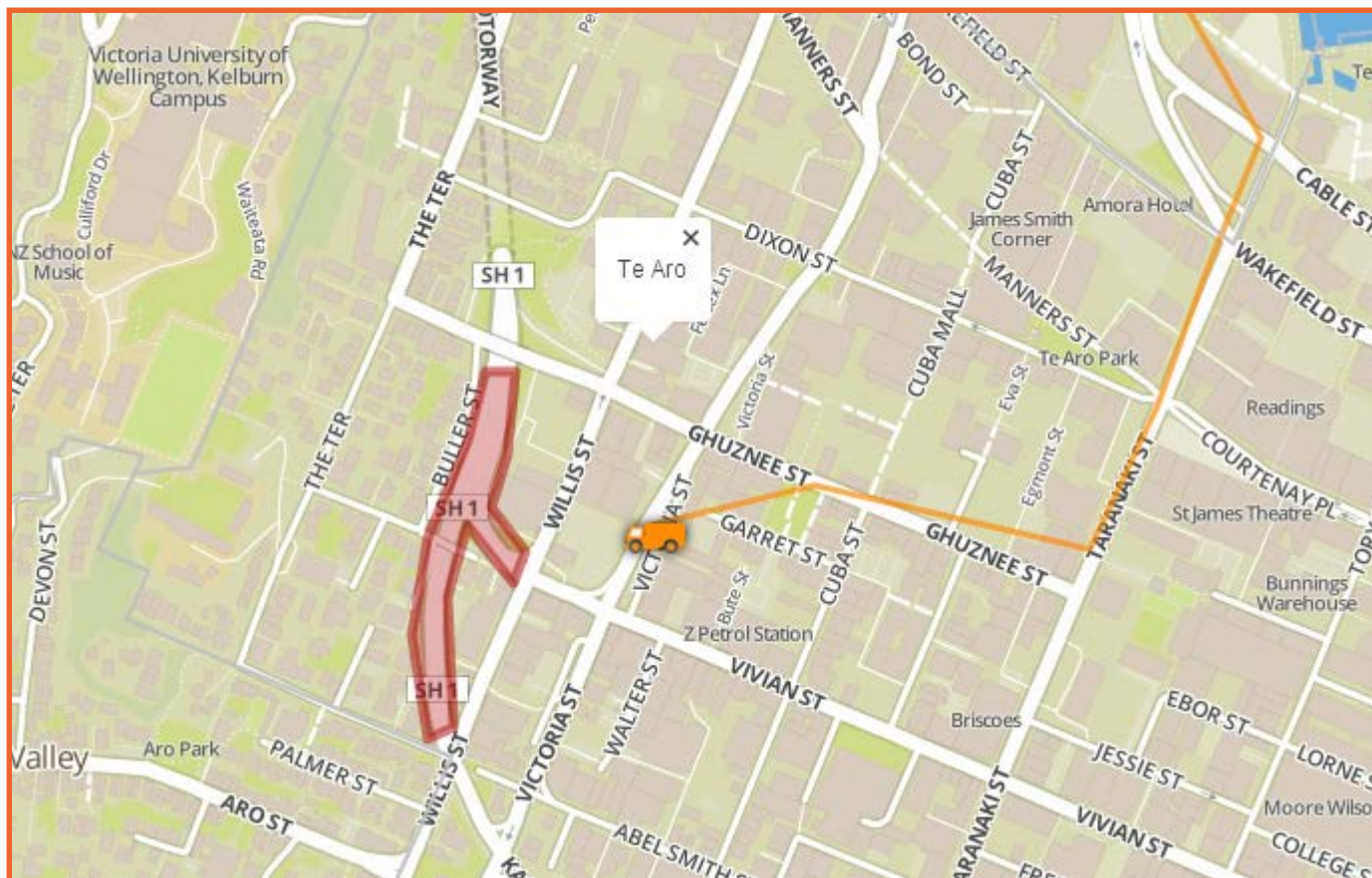
Adding Interactivity

Alex Korban
korban.net
@alexkorban



pluralsight 
hardcore dev and IT training

In This Module



In This Module

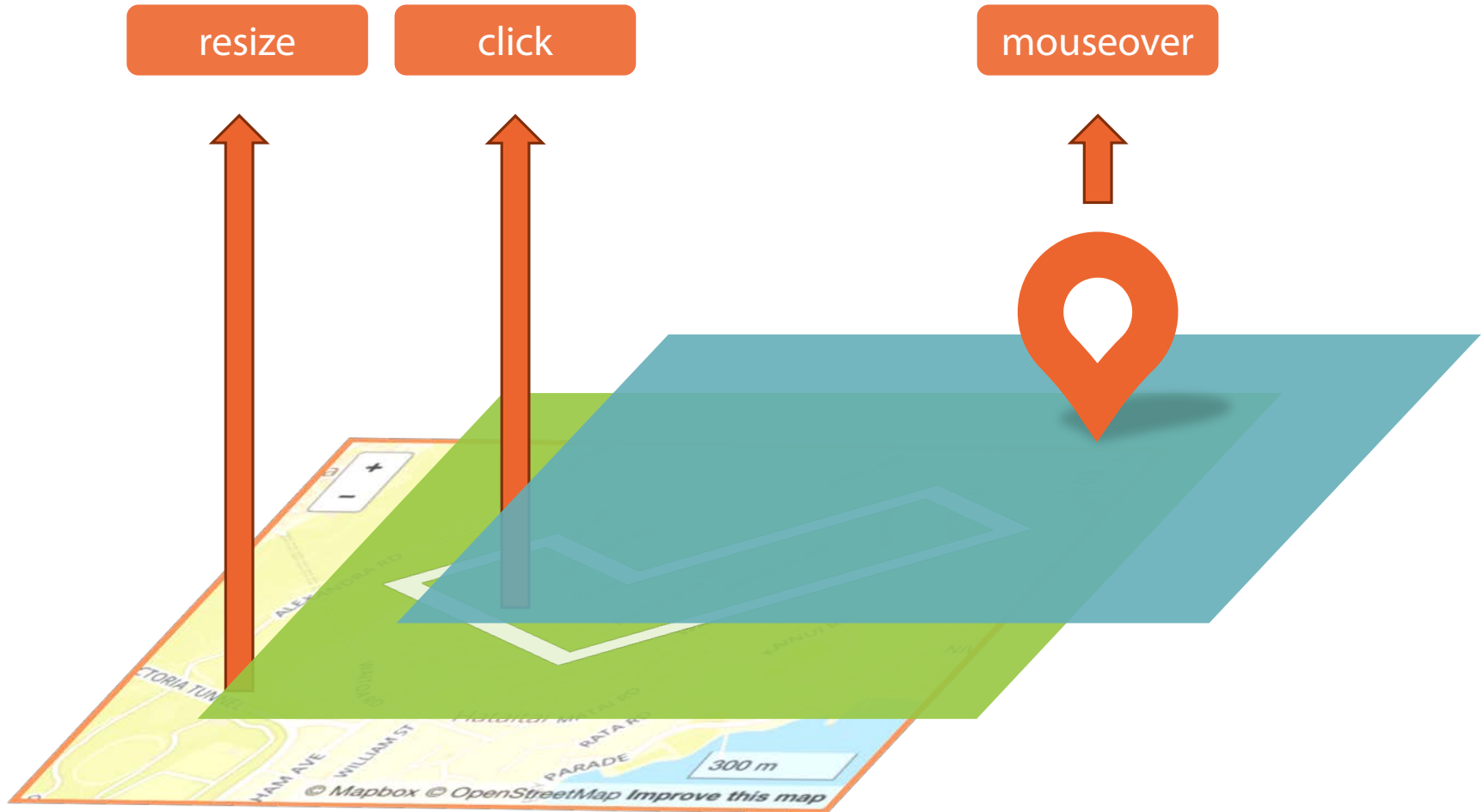
Interactivity

Responding to events on the map

Reacting to control changes

Updating content outside the map

Event Handling



Event Handling

Methods

on – add event handler

off – remove event handler

once – add one-off event handler

fire – trigger an event on an object

Event Handling

Methods

`hasEventListeners`

`clearAllEventListeners`

Event Handling

```
function onClick(event) { ... }
```

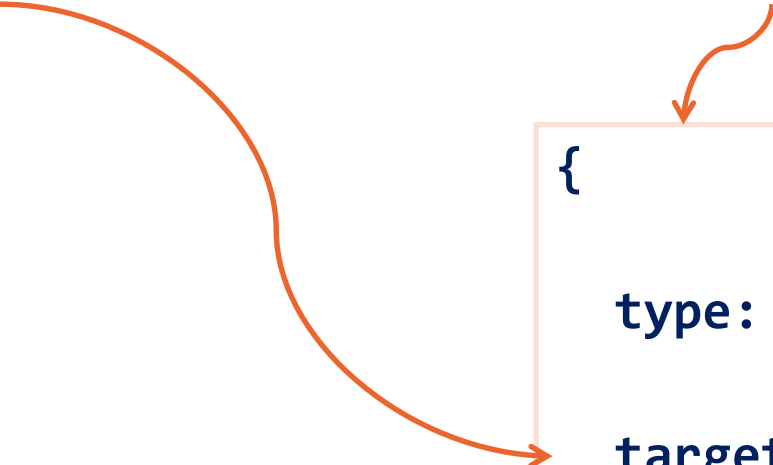
```
marker.on("click", onClick);
```

```
/* ... */
```

```
marker.off("click", onClick);
```

Event Handling

```
marker.on("click", function(event) { ... });
```



```
{  
  type: "click",  
  target: [Object]  
}
```

```
DragEndEvent → { ..., distance: <px> }
```


Summary

Events and event handling methods

Double click events on the map

Zoom events on the map

Custom marker filtering control

Mouse events on markers