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# Leaflet.UTM

 **Build Status** npm v1.0.0 license BSD-3-Clause Leaflet 0.7 ✓ Leaflet 1.x ✓

Simple **UTM** (WGS84) methods for L.LatLng. Tested with Leaflet 0.7, 1.0.3, 1.1.0, 1.2.0, 1.3.1 and 1.6.0.

Based on javascript code from Chuck Taylor's **Toolbox**.

**Simple example in action**

## Installation

Using npm for browserify `npm install leaflet.utm` (and `require('leaflet.utm')`), or just download L.LatLng.UTM.js and add a script tag for it in your html.

## Usage

**LatLng -> UTM**

Call the method `utm()` in any `L.LatLng` object to get an UTM coordinates object. The method `toString` will convert it seamlessly to string. For instance, to create a popup in a marker:

```
marker.bindPopup('UTM: ' + marker.getLatLng().utm());
```

with the text `UTM: 467486.3, 4101149.3, 30S, WGS84`

You can use a personalized format like here:

```
var txt = map.getCenter().utm().toString({decimals: 0, format: '{x}
```



that produces `467486 4101149 30 North`

You can also use the values of that object directly (like `c.utm().x`). Here is a dump in the Console:

```
L.Utm {x: 467486.3402722592,  
      y: 4101149.337496558,  
      zone: 30,  
      band: "S",  
      southHemi: false}
```

## UTM -> LatLng

Just create an object with `L.utm(options)`, and call the method `latLng` like here:

```
var item = L.utm({x: 467486.3, y: 4101149.3, zone: 30, band: 'S'});  
var coord = item.latLng();
```

You can also specify the hemisphere if you don't know the band, with `southHemi` attribute: `{x: 467486, y: 4101149, zone: 30, southHemi: false}`

## API

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### `L.LatLng.utm`

Extends the class `L.LatLng` with the method `utm([zone, [southHemi]])`. If `zone` is not provided, or 0, it is computed based on latitude and longitude (recommended). If `southHemi` is not provided or null, it is computed based on latitude. This method returns an object of class `L.Utm`.

## **L.Utm**

Defines a class to deal with UTM coordinates. The available methods are:

### **toString([options])**

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Converts the UTM coordinates into a string. The available options are:

- `decimals`: number of decimals for `x` and `y`. Default 1.
- `format`: string defining the format to use. Default `'{x}{sep} {y}{sep} {zone}{band}{sep} {datum}'`, where:
  - `{x}` : easting
  - `{y}` : northing
  - `{zone}` : UTM zone, value between 1 and 60
  - `{band}` : Band letter, between C and X
  - `{datum}` : WGS84
  - `{hemi}` : Hemisphere, north or south (see options below)
  - `{sep}` : separator
- `sep`: separator used in the format. Default `' '`
- `north`: string used in the format for field `{hemi}` in the north hemisphere. Default `'North'`.
- `south`: string used in the format for field `{hemi}` in the south hemisphere. Default `'South'`

This method is automatically used by javascript when need to convert to string, for instance, when adding to another string.

### **latLng()**

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Creates an `L.LatLng` object, converting the UTM coordinates. If both `band` and `southHemi` attributes are defined, `band` has priority to determine the hemisphere, and therefore the latitude. If neither `band` nor `southHemi` are defined, an exception is thrown. Returns a `null` object if converted latitude is out of `[-90, 90]`.

### **normalize()**

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Returns a new object, with the values on the proper zone, band, etc. Internally it converts to `latLng` and then to `utm`. Returns `null` if converted latitude is out of `[-90, 90]`, or conversion is not possible.

## **`equals(other)`**

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Compares the object with `other`. It compares the `lat` and `lng` values, not the `utm` parameters (that means that both represent the same point in Earth). Returns `false` if any conversion is failing.

## **`clone()`**

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Creates a copy of itself.

## **Factory `L.utm(...)`**

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Creates an `utm` object. Accepts an object with attributes: `x`, `y`, `zone`, `band`, `southHemi`. This method does not check that input values make sense. You can set values far away from the proper zone, or wrong band. This may be obviously a problem when you call `latLng()` method. Values out of the zone but near work perfectly. Use the method `normalize()` to normalize it, or simply to check the input.

## **`L.Utm.setDefaultOptions(opts)`**

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This function changes the default options for the `toString` method. It is a global function (see that you must call it with the capital U), to modify globally the options for any object created. You can call it with an object or a function. To return to the 'factory values', just call it with `null`. Use it at the begining of your code if you prefer using another format for the UTM representation.

# Running tests

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Install dependencies and run tests:

```
npm install && npm test
```

or load `test/index.html` in your browser after installing the dependencies by running `npm install`.

Keywords

Leaflet map geo UTM

Install

```
> npm i leaflet.utm
```

Repository

 [github.com/jjimenezshaw/Leaflet.UTM](https://github.com/jjimenezshaw/Leaflet.UTM)

Homepage

 [github.com/jjimenezshaw/Leaflet.UTM#readme](https://github.com/jjimenezshaw/Leaflet.UTM#readme)

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Version

1.0.0

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