

Set up Google Map API v2 on Mac with Eclipse

<https://developers.google.com/maps/documentation/android/start>

1. Install Google Play Service SDK

This can be done in Eclipse→Window→Android SDK manager

2. Associate Google Play Service Library

Right click on project→properties→android→add→choose Google Play Service Library

3. Add meta-data in Manifest

Add

```
<meta-data
    android:name="com.google.android.gms.version"
    android:value="@integer/google_play_services_version" />
```

right after <application>

4. Get SHA1

on terminal, type in

```
keytool -list -v -keystore ~/.android/debug.keystore -alias androiddebugkey -
storepass android -keypass android
```

copy SHA1

5. Create object in Google

Go to <https://console.developers.google.com/project>

Create a new project

6. Get API key

In left selection panel, API. Enable Google Map API v2

In credentials, create new key

Choose Android key, type in SHA1;project package name

Copy the API key

7. Add API key in Manifest

in androidManifest.xml, add

```
<meta-data
    android:name="com.google.android.maps.v2.API_KEY"
    android:value="API_KEY"/>
```

right before < /application>

8. Add internet permission

in androidManifest.xml, add

```
<uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
    <uses-permission android:name="com.google.android.providers.gsf.permission.READ_GSERVICES" />

    <uses-feature
        android:glEsVersion="0x00020000"
        android:required="true"/>
```

right before < /manifest>