Quickstart

In versions prior to the (upcoming) MapLibre Native for Android 11.0 release, you need to use `com.mapbox.mapboxsdk.*` for imports instead of `org.maplibre.android.*`. Classes with `Mapbox` in the name are replaced with `MapLibre`. Details can be found in the changelog.

1. Add bintray Maven repositories to your project-level Gradle file (usually `<project>/<app-module>/build.gradle`).

```
allprojects {
    repositories {
    ...
    mavenCentral()
    }
}
```

2. Add the library as a dependency into your module Gradle file (usually `<project>/<app-module>/build.gradle`). Replace `<version>` with the latest MapLibre Native version (e.g.: `org.maplibre.gl:android-sdk:10.0.2`). Visit https://mvnrepository.com/artifact/org.maplibre.gl/android-sdk to view the version history of MapLibre Native for android.

```
dependencies {
    ...
    implementation 'org.maplibre.gl:android-sdk:<version>'
    ...
}
```

3. Sync your Android project with Gradle files.

4. Add a `MapView` to your layout XML file (usually `<project>/<app-module>/src/main/res/layout/activity_main.xml`).

```
...
<org.maplibre.android.maps.MapView
    android:id="@+id/mapView"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    />
...
```

5. Initialize the `MapView` in your `MainActivity` file by following the example below:

```kotlin
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.view.LayoutInflater
import org.maplibre.android.Maplibre
import org.maplibre.android.camera.CameraPosition
import org.maplibre.android.geometry.LatLng
import org.maplibre.android.maps.MapView
import org.maplibre.android.testapp.R

class MainActivity : AppCompatActivity() {

    // Declare a variable for MapView
    private lateinit var mapView: MapView

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)

        // Init MapLibre
        MapLibre.getInstance(this)

        // Init layout view
        val inflater = LayoutInflater.from(this)
        val rootView = inflater.inflate(R.layout.activity_main, null)
        setContentView(rootView)

        // Init the MapView
        mapView = rootView.findViewById(R.id.mapView)
        mapView.getMapAsync { map ->

map.setStyle("https://demotiles.maplibre.org/style.json")
            map.cameraPosition =
CameraPosition.Builder().target(LatLng(0.0,0.0)).zoom(1.0).build()
        }
    }

    override fun onStart() {
        super.onStart()
        mapView.onStart()
    }

    override fun onResume() {
        super.onResume()
        mapView.onResume()
    }

    override fun onPause() {
        super.onPause()
        mapView.onPause()
    }

    override fun onStop() {
```

```kotlin
        super.onStop()
        mapView.onStop()
    }

    override fun onLowMemory() {
        super.onLowMemory()
        mapView.onLowMemory()
    }

    override fun onDestroy() {
        super.onDestroy()
        mapView.onDestroy()
    }

    override fun onSaveInstanceState(outState: Bundle) {
        super.onSaveInstanceState(outState)
        mapView.onSaveInstanceState(outState)
    }
}
```

6. Build and run the app. If you run the app successfully, a map will be displayed as seen in the screenshot below.