

Interactive Map Builder and Authoring Platform

Cross browser, cross API, mobile ready,
HTML5/JavaScript, interactive map builder



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Scribble Maps is an interface used to easily create and share maps. Maps can be emailed, printed or embedded into websites. This interface may also be used to convert spreadsheets to visualizations.

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Key Features



The screenshot displays the Scribble Maps web application. The browser address bar shows the URL: https://www.scribblemaps.com/create/#lat=22.821757357862737&lng=12.2882080078125&z=3&t=custom_style. The interface includes a top menu bar with icons for various editing tools. A yellow arrow points to this menu bar, accompanied by the text: "The basic editor contains features such as Measure, Drag, Erase, Fill, Draw, Line, Flight Line, Rectangle, Circle, Polygon, Label, Marker and Image Overlay." The main area shows a world map with country names and state/province abbreviations. A "Get Help" button is visible on the left side. In the bottom right corner, there are map style selection buttons: Terrain, Satellite, Road, Hybrid, and Custom Style. A yellow arrow points to the "Custom Style" button, with the text: "Base maps are customizable. Choose between Google, Mapbox, Leaflet etc." In the bottom left corner, there is a "Create Legend" button, with a yellow arrow pointing to it and the text: "Create a legend easily using this editor".

The basic editor contains features such as Measure, Drag, Erase, Fill, Draw, Line, Flight Line, Rectangle, Circle, Polygon, Label, Marker and Image Overlay.

Base maps are customizable. Choose between Google, Mapbox, Leaflet etc.

Create a legend easily using this editor



Features shown earlier can be used in your website!

Scribble Maps API can be used directly in a web based app and the web data that you create can be stored or converted to another format.

The entire interface is CSS stylable and can be easily modified. The editor experience that you provide in you web app can be customized to fit the design!

This API uses a proprietary rendering engine. However, it is still compatible with all major mapping APIs.

Core Concepts

Loading the base API-

The API loader first checks for a projectID and the base API key associated with the project. It can be specified at manage.scribblemaps.com

Note: If interactivity is required, the Scribble Maps API should be used exclusively. Other API can be used along with this as long as they are used only for visualization.

Drawing and Overlays-

You don't need to create new instances of objects to add overlays as using this API is similar to using a canvas.

Note: Global style applies to shapes and markers. To change a style, it needs to be specified in an draw operation. For example-

```
var sm = new ScribbleMap('scribblemapdiv')
sm.draw.setStyle({
  lineColor: 'FF0000',
  lineOpacity: 1,
});
sm.draw.line([[0, 0], [-43, -24]]);
sm.draw.line([[0, 0], [43, 24]], { lineColor: "#0000FF" });
```

Core Concepts

Overlay Interactivity-

Draw operations return the overlay with chainable functions.

For example-

```
var sm = new ScribbleMap('scribblemapdiv')
```

```
sm.draw.line([[0, 0], [-43, -24]])
```

```
    .click(function() {})
```

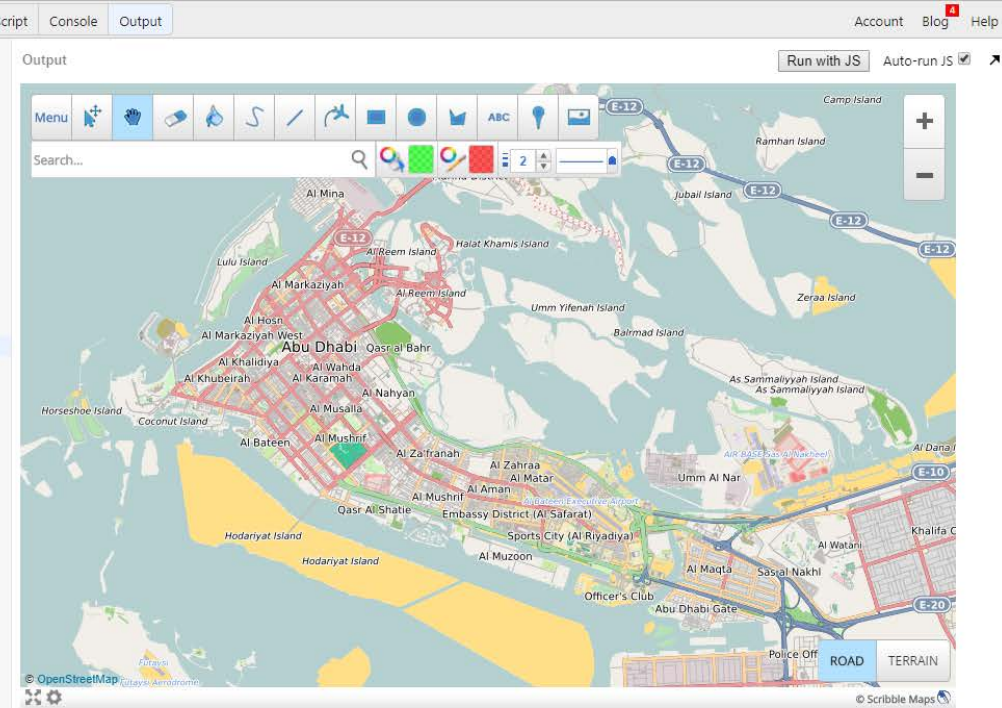
```
    .mouseover(function() {})
```

```
    .mouseout(function() {});
```

Tool Based Views-

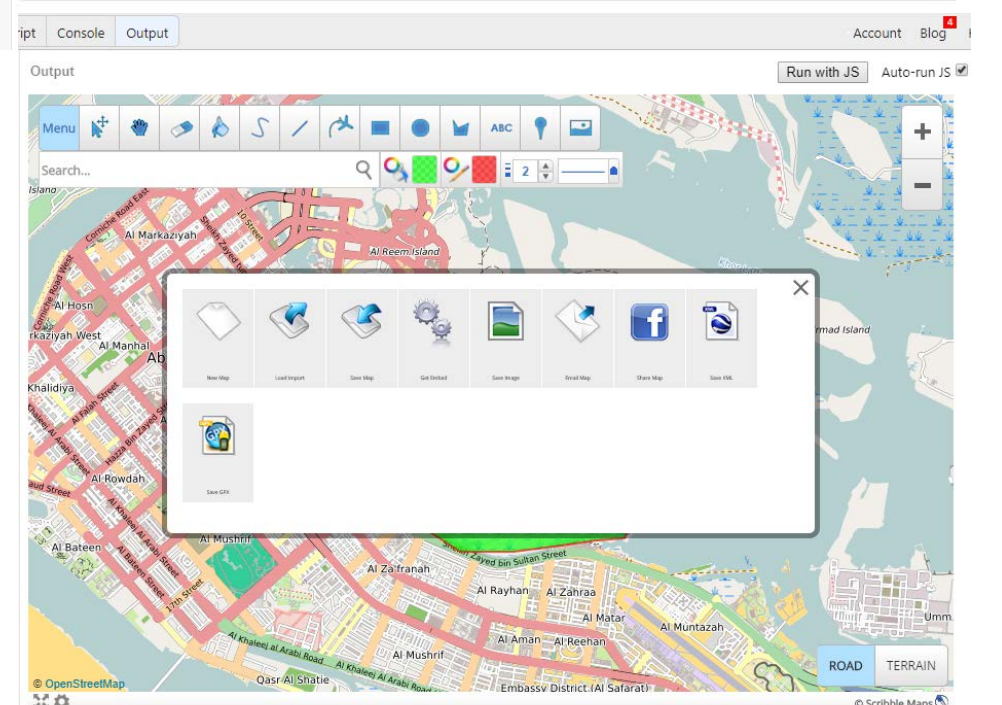
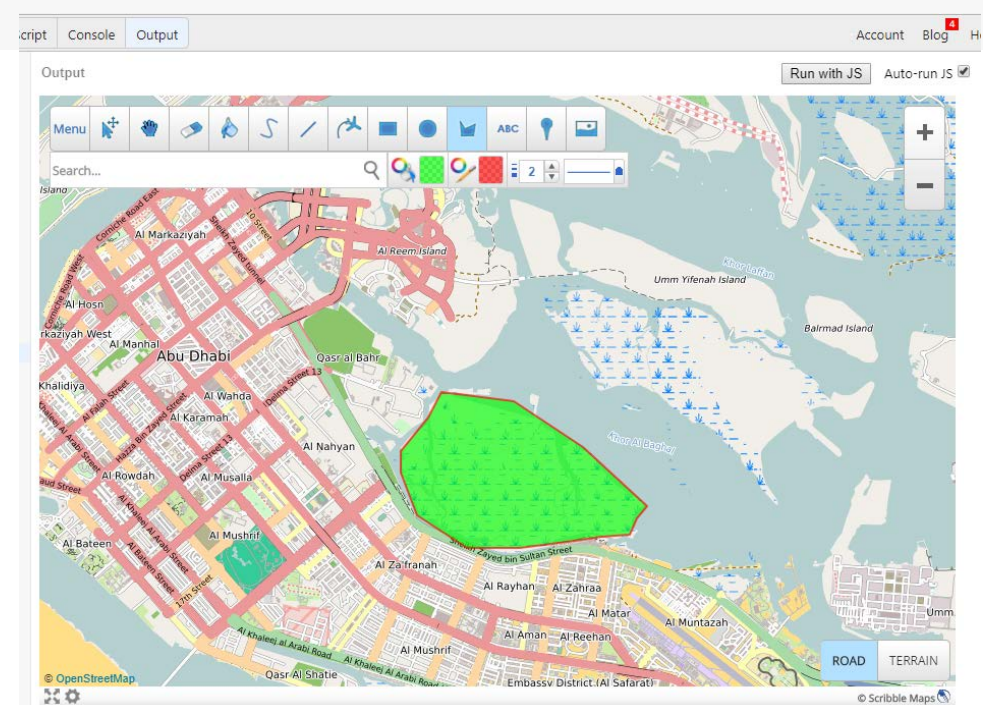
As shown in the slides before, the user interface enables a variety of tools. To enable use of 2 tools at the same time, you would need to define a custom tool. Selecting a new tool, automatically deselects the previous tool.


```
File • Add library • Share
HTML CSS JavaScript Console Output
HTML
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <script src="//scribblemaps.com/api/js/"></script>
5
6 <script>
7 window.onload = function() {
8     var sm = new scribblemaps.ScribbleMap(document.getElementById('ScribbleMap'));
9 }
10 </script>
11 </head>
12 <body>
13 <div id="ScribbleMap" style="width: 900px; height: 600px;"></div>
14 </body>
```



Getting started with basic code in JSBin-

This is done without using an API to get the basic editor on the website.



Project Setup

← → ↻ Secure | https://jsbin.com/qogeyoy/edit?html,output

File Add library Share

HTML CSS JavaScript Console Output

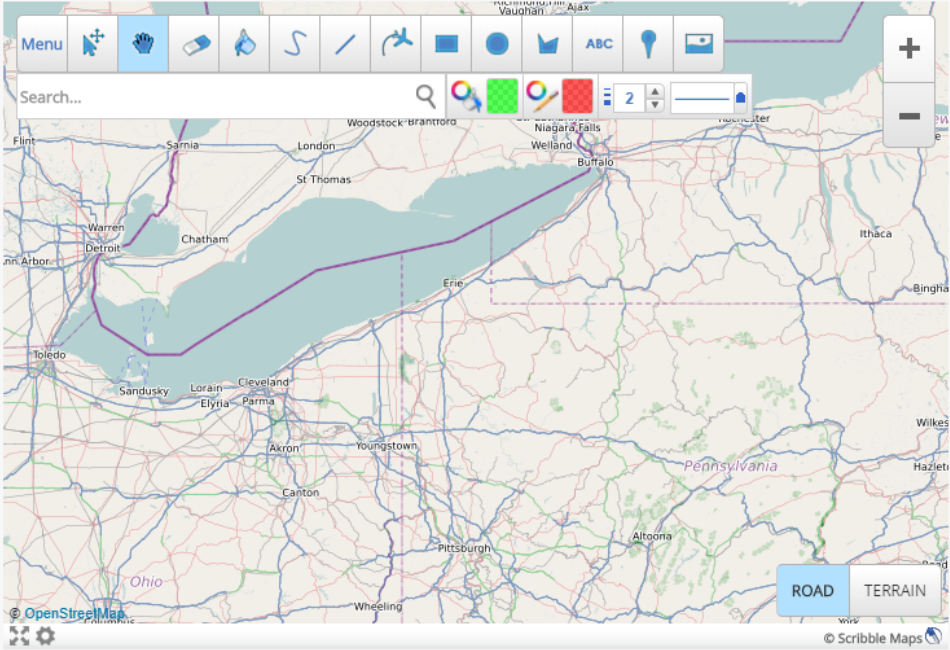
Account Blog Help

HTML

```
1 <head>
2   <script src="//scribblemaps.com/api/js/"></script>
3   <script>
4     window.onload = function() {
5       var sm = new scribblemaps.ScribbleMap('ScribbleMap', {
6         searchControl: true,
7         lineSettingsControl: true,
8         mapTypeControl: true,
9         fillColorControl: true,
10        lineColorControl: true,
11        zoomControl: true,
12        tools: ["menu", "edit", "drag", "eraser", "fill",
13              "scribble", "line", "flightLine", "rectangle", "circle",
14              "polygon", "label", "marker", "image"],
15        defaultTool: "edit",
16        startCenter: [23.6850, 90.3563],
17        startZoom: 7,
18        startMapType: "road",
19        disableZoom: false
20      });
21    }
22  </script>
23 </head>
24 <script type="text/javascript" src="//scribblemaps.com/api/js/?pId=2487668e-c1db-435b-b3fd-c24bdceecb84">
25 </script>
26 <script type="text/javascript">
27   window.onload = function() {
28     var sm = new ScribbleMap(document.getElementById('ScribbleMap'));
29   }
30 </script>
31 </head>
32
33 <body>
34   <div id="ScribbleMap" style="width: 730px; height: 500px"></div>
35 </body>
```

Output

Run with JS Auto-run JS



Use this to define a project Id

Scribblemaps API Playground is similar to the interface of JSFiddle.

The console enables you to switch between Map, Data, View, Draw, UI, Layers, Clustering and Settings. They have also provided demos to get started with.

More references are shown below-

SCRIBBLEMAPS API

Dashboard Login

Enter Playground

Introduction

- Getting Started
- Core Concepts
- Licensing
- Terms

Quick Start

- Intro #1
- Intro #2
- Hello World
- Interactivity
- Collision
- Leaflet
- Bing
- Google

Reference

- Map
 - Overlay
 - Draw
 - UI
 - View
 - Settings
 - Layers
 - Clustering
 - Classes
 - Data
 - Utils
- Other APIs
 - Dynamic Image

Map

- add_listener
- add_overlay_to_group
- close_overlay_window
- get_type
- set_working_info
- get_working_info
- get_working_overlay
- import_by_id
- load_by_id
- load_simulacron
- remove_listener
- save
- start_auto_save
- wipe

UI

- add_listener
- create_legend
- show_crosshairs
- get_current_tool
- hide_alert
- show_panel
- add_overlay_element
- remove_listener
- set_available_tools
- show_menuicon
- set_map_types
- set_style
- show_alert
- show_loader
- hide_notice
- run_script
- set_search_region
- set_search_appendding

Types

- ControlType
- ToolType
- MenuType
- ViewEvent
- DrawEvent
- CoreEvent
- JoinType

Data

- get_simulacron
- get_geojson

Utils

- geocode
- reverse_geocode
- convert_lat

Overlay (Instance)

- clear_coords
- get_coords
- create_overlay_group
- create_new_map
- get_working_info
- set_type
- get_type
- add
- remove
- hide
- disable_edit
- click
- mouseout
- mouseover
- mouseup
- get_description
- set_description
- set_meta_data
- get_meta_data
- add_listener
- remove_listener
- (Events)

View

- add_listener
- set_center
- set_zoom
- set_map_type
- set_theme
- set_tool
- show_custom_panel
- show_notice
- update_notice
- style_control
- set_search_bounds
- (Events)

Layers

- create_layer
- add
- add_at
- clear
- remove
- remove_at
- set_base

Clustering

- enable
- disable
- add_at
- set_type
- set_size
- set_range
- set_view_override

Draw

- set_group
- set_style
- infoBubble
- image
- label
- line
- marker
- mediaMarker
- circle
- point
- poly
- rect

Settings

- clear_listeners
- disable_changes_hat
- disable_dev_catch
- enable_changes_hat
- enable_zoom
- disable_zoom
- resize
- set_frame_rate
- set_zoom
- set_zoom_in
- set_zoom_out
- set_measurement_units
- toggle_fullscreen

Classes

- ScribbleMap
- ScribbleMapViewer
- ScribbleMapOptions
- Group
- Overlay
- Polygon
- Line
- Marker
- LatLng
- Bounds
- Point
- Style
- MenuIcon
- ToolDefinition
- NoticeOptions
- SaveOptions
- LoadOptions

Remove Layer

Spinner Demo

Clustering

Config

Cluster View

Settings

Set Frame Rate

Disable Dev Catch

Other

Get API Base

Demos

Spotty

Collision

WTH is Matt

Photoshop Layout

Centering

```
1 sm.settings.clearListeners();
2 sm.map.wipe();
3
4 //Modify ui
5 sm.ui.setAvailableTools(["edit", "drag"]);
6 sm.ui.setTool("edit");
7
8 sm.ui.styleControl(scribblemaps.ControlType.SEARCH, { "display": "none" });
9 sm.ui.styleControl(scribblemaps.ControlType.LINE_COLOR, { "display": "none" });
10 sm.ui.styleControl(scribblemaps.ControlType.FILL_COLOR, { "display": "none" });
11 sm.ui.styleControl(scribblemaps.ControlType.LINE_SETTINGS, { "display": "none" });
12
13 // Create Points for collision
14 var points = [];
15 var dx, dy, s = 3, p;
16 for (var i = 0; i < 150; i++) {
17   dx = -s + Math.random() * s * 2;
18   dy = -s + Math.random() * s * 2;
19 }
```

console: -----Start Error-----

console: TypeError: Cannot read property 'Rb' of undefined

at Rb

(https://www.scribblemaps.com/api/js/1.539/scripts/main.js:121 5:494)

at

(https://www.scribblemaps.com/api/js/1.539/scripts/main.js:66:3 8)

at a.n1

(https://www.scribblemaps.com/api/js/1.539/scripts/main.js:545 :149)

at a.n1

(https://www.scribblemaps.com/api/js/1.539/scripts/main.js:66 :38)

at a.WV

(https://www.scribblemaps.com/api/js/1.539/scripts/main.js:119 7:19)

at a.WV