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the easiest way to use Google Maps <http://hpneo.github.com/gmaps/>

368 commits

8 branches

33 releases

48 contributors

Branch: master

New pull request

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hpneo	committed on Mar 6, 2017	Update version to 0.4.25 in package.json and bower.json	Latest commit 7f05348 on Mar 6, 2017
docs		Start documentation	2 years ago
examples		Update MarkerClusterer demo	2 years ago
lib		Change findAbsolutePosition (Close #494)	2 years ago
test		0.4.25:	a year ago
.gitignore		Update .gitignore	4 years ago
CONTRIBUTING.md		Adds CONTRIBUTING.md guide	6 years ago
Gruntfile.js		0.4.25:	a year ago
README.md		0.4.25:	a year ago
bower.json		Update version to 0.4.25 in package.json and bower.json	a year ago
gmaps.js		Update version to 0.4.25 in package.json and bower.json	a year ago
gmaps.min.js		0.4.25:	a year ago
gmaps.min.js.map		0.4.25:	a year ago
jsdoc.json		Start documentation	2 years ago
package.json		Update version to 0.4.25 in package.json and bower.json	a year ago
umd.hbs		Updated AMD config to enable async loading with `googlemaps-amd` plugin	3 years ago

README.md

Important

If you're developer, I'm moving gmaps.js to NPM, you can give your opinion and check the migration progress in [Issue #404](#)

gmaps.js - A Javascript library that simplifies your life

gmaps.js allows you to use the potential of Google Maps in a simple way. No more extensive documentation or large amount of code.

Visit the examples in hpneo.github.com/gmaps Go to the API Documentation hpneo.github.io/gmaps/documentation.html

1 of 11

05-May-18, 12:14 AM

Quick Start

1. Add a reference to Google Maps API
2. Add gmaps.js in your HTML
3. Enjoy!

```
<!DOCTYPE html>
<html>
<head>
  <title></title>
  <script src="http://maps.google.com/maps/api/js"></script>
  <script src="gmaps.js"></script>
  <style type="text/css">
    #map {
      width: 400px;
      height: 400px;
    }
  </style>
</head>
<body>
  <div id="map"></div>
  <script>
    var map = new GMaps({
      el: '#map',
      lat: -12.043333,
      lng: -77.028333
    });
  </script>
</body>
</html>
```

Use with AMD

With require.js, you need to load Google Maps JavaScript API first. For example, assuming you have a `googlemapsapi.js` file:

```
define(['!async!http://maps.google.com/maps/api/js?v=3&sensor=false'], function() {});
```

Next you have to define the dependency for gmaps.js:

```
require.config({
  paths: {
    "googlemapsapi": "googlemapsapi",
  },
  shim: {
    gmaps: {
      deps: ["googlemapsapi"],
      exports: "GMaps"
    }
  }
});
```

Also, you can use the [googlemaps-amd](#) plugin.

Build

If you would like to build gmaps from source run the following at the terminal:

```
git clone https://github.com/HPNeo/gmaps.git
cd gmaps
```

```
npm install
grunt
```

Changelog

0.4.25

- Change findAbsolutePosition (see #494)

0.4.24

- Fix bug in getRoutes (see #373)

0.4.23

- Fix bug at trying to remove a large amount of markers inside a marker cluster (see #473)
- Check for Google Maps library before creating a GMaps object (see #467)
- Check the Google Maps API at instantiation instead of declaration (see #467)
- Add polyfill for google.maps.Rectangle.prototype.containsLatLng

0.4.22

- Render directions
- Added missing function for registering addListenerOnce

0.4.21

- Better check for `console.error`

0.4.20

- Show an error in the console, instead throwing an error

0.4.19

- Fix bug at hiding markers' context menu when the map is zooming

0.4.18

- Fix bug in `array_map`

0.4.17

- Remove the http so the library (Google Maps call) will also work under SSL without warnings
- Update route drawing methods to allow 'icons' option for drawPolyline
- Remove dependency on 'grunt-cli' having to be installed globally

0.4.16

- Fix removeMarkers

0.4.15

- Add overlay to mouseTarget when click event is set
- addControl/createControl now accepts HTML elements or HTML strings
- Add containsLatLng to google.maps.Circle

0.4.14

- Fix bug in drawPolygon
- Hide context menu before the zoom is changed

0.4.13

- Allow unitSystem setting in travelRoute
- Add functionality to remove controls
- Delegates non custom events to google.map
- Convert featureType and elementType toLowerCase in static maps

0.4.12

- Adds ability to listen for clicks on overlays

0.4.11

- Add RadarSearch to the places layer
- Update default control styles to match new Google Maps release.

0.4.10

- Fix and optimize removeMarkers
- Fix bug in addMarker (issue #270)

0.4.9

- Add UMD support (AMD, CommonJS, browser globals)
- Add retina support
- FitZoom only use visible markers

0.4.8

- Fix getRoutes

0.4.7

- Add callback for failure in getRoutes
- Update marker clusterer after remove marker
- Add support for string arrays to arrayToLatLng

0.4.6

- Allow initialising GMaps without new
- Added styled map support for static maps
- Fixed name display for styled maps
- Allow no zoom for static map request

0.4.5

- Fix IE8 bug using array_map
- Add Grunt and Bower support

0.4.4

- Fix buildContextMenu reference in addMarker

0.4.3

- Fix removePolylines and removePolygons

0.4.2

- Fix drawSteppedRoute

0.4.1

- Fix fitZoom

0.4.0

- Split gmaps.js in modules

0.3.5

- Enable new Google Maps style

0.3.4

- Add support for context menu in multiple maps

0.3.3

- Fix destination as address in getRoutes

0.3.2

- Support for removing Fusion Tables and GeoRSS/KML layers with removeLayer

0.3.1

- Improve event binding at adding markers, polylines or polygons

0.3

- Add native events to google.maps objects and custom events to GMaps maps
- Check for Google Maps library and defined element when initialize
- Allow route origins to be a string or array

0.2.31

- Fix context menu position bug

0.2.30

- New feature: StreetView Panoramas

0.2.29

- New methods: removePolyline and removePolygon
- Tests for Styled MapTypes

0.2.28

- Test suite
- Fix double event firing bug

0.2.27

- Allow create context menus for markers

0.2.26

- Fix bug in getElevations
- Rename fitBounds to fitLatLngBounds

0.2.25

- Support for GeoJSON in drawPolygon
- Use 'complete' instead of 'always' in GMaps.geolocate

0.2.24

- New feature: **Overlay Map Types**

0.2.23

- Add full support to google.maps.PolylineOptions
- New method: removeMarker

0.2.22

- New feature: **Map Types**

0.2.21

- Support to add google.maps.Marker objects in addMarker and addMarkers methods.

0.2.20

- Add support for other HTML block elements instead "div" (like "section").

0.2.19

- Use MarkerClusterer to group markers

0.2.18

- Check if GMaps is defined before load extensions

0.2.17

- Fix bug with disableDefaultUI option in constructor

0.2.16

- Fix another bug in createMarker

0.2.15

- Fix bug in createMarker

0.2.14

- Adding IDs, classes and innerHTML to createControl. (**Note:** Use 'content' instead 'text' in createControl)

0.2.13

- Add support for Places library in addLayer

0.2.12

- Fix map events without MouseEvent object
- Fix bug in drawCircle and drawRectangle
- Fix bug in zoomIn and zoomOut
- New methods: removePolygon and removePolygons

0.2.11

- Add support to Panoramio in addLayer

0.2.10

- New method: toImage

0.2.9

- Extend the drawSteppedRoute and travelRoute functions

0.2.8

- New feature: **Layers**

0.2.7

- New method: removeRoutes
- Access all native methods of google.maps.Map class

0.2.6

- Support for multiple overlays

0.2.5

- Add support to all marker events
- Add suport for animations at show and remove overlays

0.2.4.1

- Create GMaps class only when Google Maps API is loaded

0.2.4

- New feature: **Elevation service**

0.2.3

- New method: getZoom

0.2.2

- Minor improvements to support Backbone.js
- Fix controls position

0.2.1

- More default values in GMaps constructor.

0.2

- Remove jQuery dependency.

0.1.12.5

- New method "removePolylines" and alias "cleanRoute"

0.1.12.4

- New methods: fitZoom and fitBounds

0.1.12.3

- New method: refresh

0.1.12.2

- New options in GMaps constructor: width and height

0.1.12.1

- New methods: loadFromFusionTables and loadFromKML

0.1.12

- New feature: **KML and GeoRSS**
- Fix bug in `getFromFusionTables`

0.1.11

- New feature: **Fusion Tables**

0.1.10

- New feature: **Custom controls**

0.1.9

- New feature: **Static maps**

0.1.8.10

- Better `GMaps.Route` methods

0.1.8.9

- Fix typo in Polyline events
- Add `InfoWindow` events

0.1.8.8

- Add Polyline events

0.1.8.7

- Add drag and dragstart events to `Marker`

0.1.8.6

- Add `avoidHighways`, `avoidTolls`, `optimizeWaypoints`, `unitSystem` and `waypoints` options in `getRoutes`
- New method: `createMarker`

0.1.8.5

- `geolocation` and `geocode` methods are static now (using them with `GMaps.geolocation` and `GMaps.geocode`)

0.1.8.4

- Fix typo in `geocode` method
- Allow all `MapOptions` in constructor (see '`MapOptions`' section in Google Maps API Reference)

0.1.8.3

- Add `pane` option ('`floatPane`', '`floatShadow`', '`mapPane`', '`overlayImage`', '`overlayLayer`', '`overlayMouseTarget`', '`overlayShadow`') in `drawOverlay`
- New methods: `removeOverlay` and `removeOverlays`

0.1.8.2

- Change pane ('floatPane' to 'overlayLayer') in drawOverlay

0.1.8.1

- Fix bug in drawCircle

0.1.8

- New feature: **Overlays**
- New method: drawCircle

0.1.7.1

- Bug fix: zoomIn/zoomOut can change zoom by argument
- New method: setZoom

0.1.7

- New class: **GMaps.Route**

0.1.6

- New feature: **Geofence** (with markers)
- New method: **drawPolygon**
- Bug fix: Change reserved word in Context menu

0.1.5

- New feature: **Geocoding**
- New method: **drawSteppedRoute** (similar to travelRoute)

0.1.4

- New events in **addMarker**
- Add step_number property in **travelRoute** method

0.1.3

- New feature: **Context menu** (for map and marker only)
- New method: **travelRoute**
- Change setCenter to panTo in GMaps **setCenter** method
- Save entire route data in routes array (instead saving only route path)
- Context menu and Route example (using **travelRoute**)

0.1.2

- **drawPolyline** can accept both an array of LatLng objects or an array of coordinates
- New methods: **getRoutes** and **drawRoute**
- Route example

0.1.1

- Rename **drawRoute** method to **drawPolyline** (more accurate)
- Marker example

0.1 - Initial release

- Map events
- Geolocation
- Add Markers
- Marker infoWindows
- Draw routes and circles
- Initial examples

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