



Getting Started

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RectangleArray

Map class

The map class is the main object you will be interacting with in gmaps. You must first create an instance of this class before you can start adding any overlays.

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```
gmap: [  
  controls: [],  
  data: [],  
  init: [],  
  obj: [],  
  overlays: [],  
  settings: [],  
  type: "Map",  
  version: "v1.0.0-alpha.10"  
]
```

```
// All default settings can be overwritten by passing in an object  
// mapId, center and zoom are all required. The default values are shown below  
var myMap = new gmap([  
  mapId: "gmap",  
  mapOptions: [  
    center: [ lat: 37.5, lng: -120 ],  
    zoom: 6  
  ]  
])
```

| Property | Type | Description |
|----------|------------------------------------|---|
| controls | Array< MVCAArray > | A reference to the map's native controls property. |
| data | Data | A reference to the map's native data property. |
| init | Object | Holds the map's initial options and bounds. These values are used to reset the map. |
| obj | Map | A reference to native google map object. |
| overlays | Object | Holds the map's overlay arrays. All overlays added to the map will be stored within their respective array. |
| settings | Object | Holds the map's local settings . |



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| Method | Returns | Description |
|---|------------------------------|---|
| addOverlay(type, options) | OverlayArray | Adds the specified overlay(s) to the map |
| circles(ids) | CircleArray | Returns a CircleArray containing any circles with matching ids. |
| fitBounds(bounds) | Map | Sets the map's viewport to contain the given bounds. |
| geolocate(options) | - | Centers the map on the browser's current location. |
| getBounds() | LatLngBounds | Returns the LatLngBounds for the map's current viewport. |
| getCenter() | LatLng | Returns the LatLng for the map's center. |

addOverlay

The addOverlay method is used to add one or more overlays of a specific type to the map.

```
myMap.addOverlay("marker", [  
  id: 1,  
  position: [  
    lat: 37.5,  
    lng: -120  
  ]  
])
```