

Nice!

Thank you Mirek!

Regards,
Ion Lupascu (tojocky)

luzr wrote on Fri, 29 January 2010 17:23 Not sure where to put this, but I need it for my work and I guess it would be interesting for others:

```
#include <CtrlLib/CtrlLib.h>
#include <Web/Web.h>
```

```
using namespace Upp;
```

```
#define LLOG(x) LOG(x)
```

```
String apikey = "";
```

```
void SetGoogleMapsKey(const char *key)
{
    apikey = key;
}
```

```
String GetGoogleMap(double center_x, double center_y, int zoom, int cx, int cy,
                    const char *format = "png", String *error = NULL)
{
    String request;
    request << "http://maps.google.com/maps/api/staticmap?center=" <<
        AsString(center_x) << ',' << AsString(center_y) <<
        "&zoom=" << zoom <<
        "&size=" << cx << 'x' << cy <<
        "&format=" << format <<
        "&sensor=false&key=" << apikey;
    LLOG(request);
    return HttpClientGet(request, NULL, error);
}
```

```
Image GetGoogleMapImage(double center_x, double center_y, int zoom, int cx, int cy,
                        const char *format = "png", String *error = NULL)
{
    return StreamRaster::LoadStringAny(GetGoogleMap(center_x, center_y, zoom, cx, cy, format,
```

```
error));  
}  
  
struct App : public TopWindow {  
    virtual void Paint(Draw& w) {  
        Size sz = GetSize();  
        String error;  
        w.DrawRect(sz, SColorPaper());  
        Image m = GetGoogleMapImage(40.714728, -73.998672, 15, 640, 640, "png", &error);  
        if(IsNull(m))  
            w.DrawText(0, 0, error);  
        else  
            w.DrawImage(0, 0, m);  
    }  
};  
  
GUI_APP_MAIN  
{  
    SetGoogleMapsKey(/* put your API key here */);  
  
    App().Run();  
}
```

File Attachments

1) [google_map.PNG](#), downloaded 945 times

