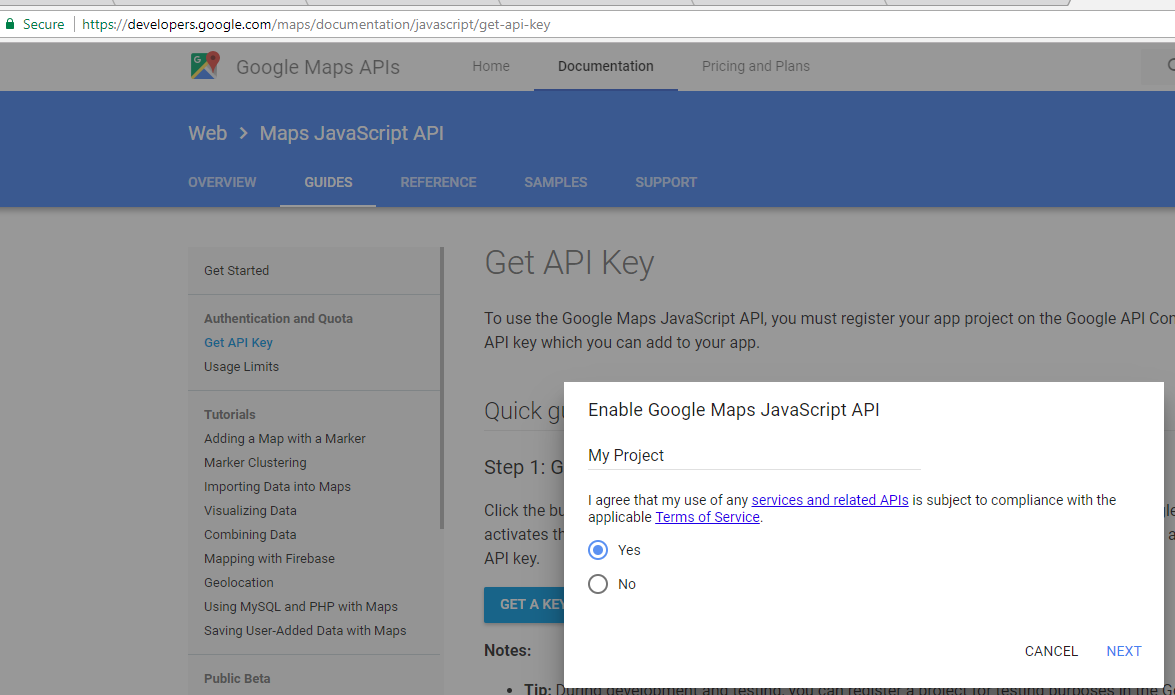
# Googley Maps

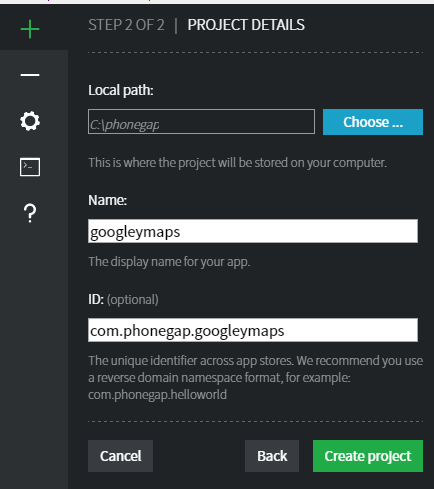
1. Go to <https://developers.google.com/maps/documentation/javascript/get-api-key> and get a personal, non-shared API key (and keep it secure and private and **don’t tell anyone**):



(you will need a gmail account.. and eventually this costs money - <https://developers.google.com/maps/documentation/javascript/usage> - “Users of the standard API: Free until exceeding 25,000 map loads per 24 hours. After exceeding the free usage limits, billing at $0.50 USD / 1000 additional requests, up to 100,000 per 24 hours.” So maybe just use mine for now?)



1. Create new blank project, I called mine googleymaps:

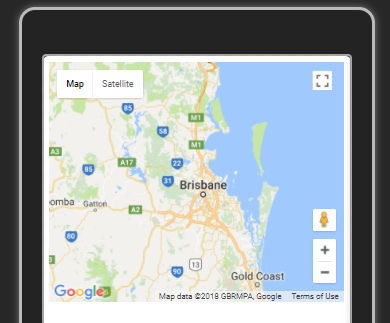


1. Add a new file in the same folder called **myScripts.js** and add this script:



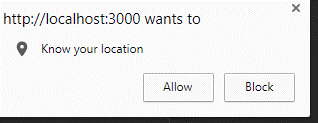
1. Add the style and javascript calls to the main **index.html**:



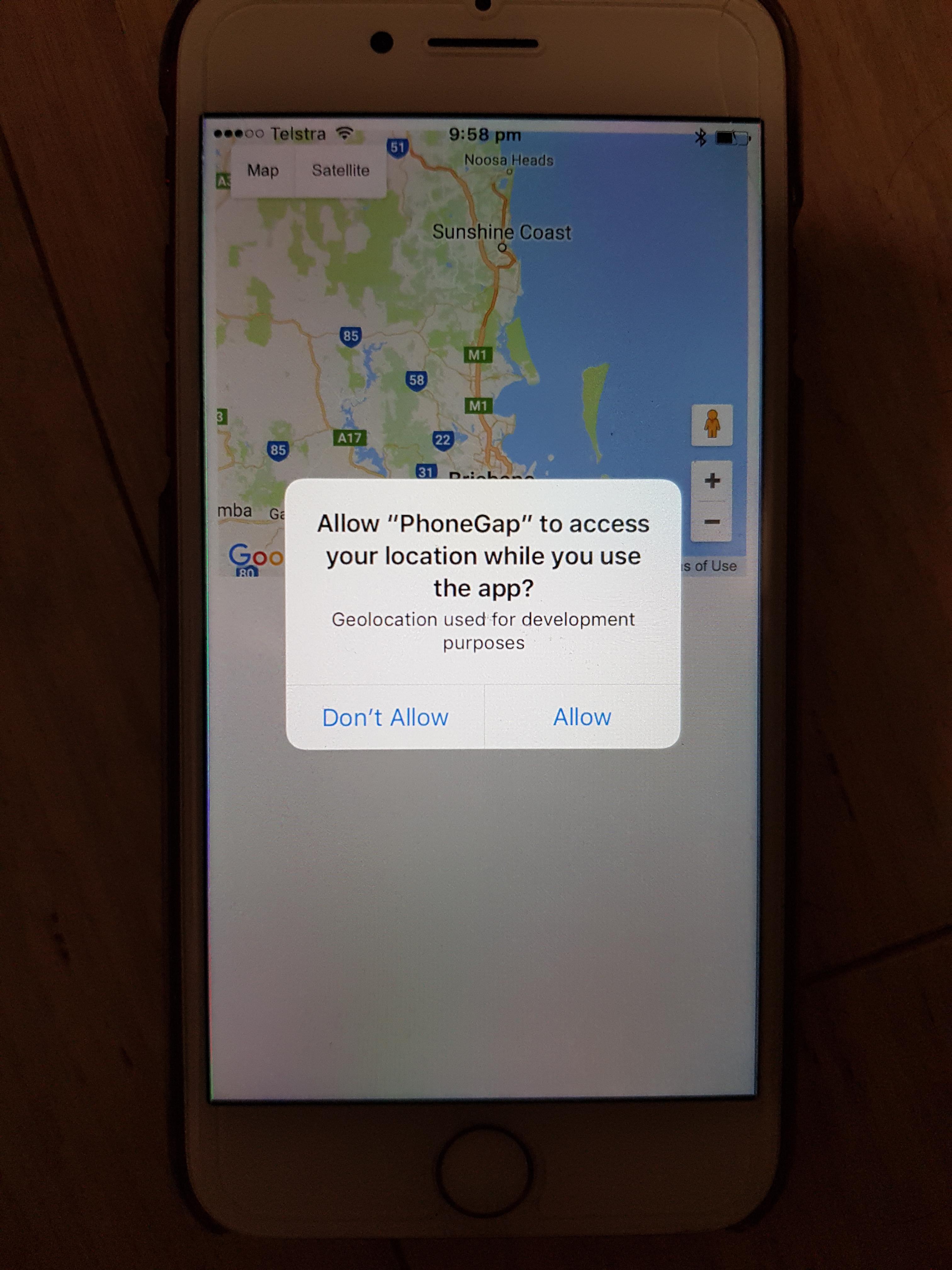
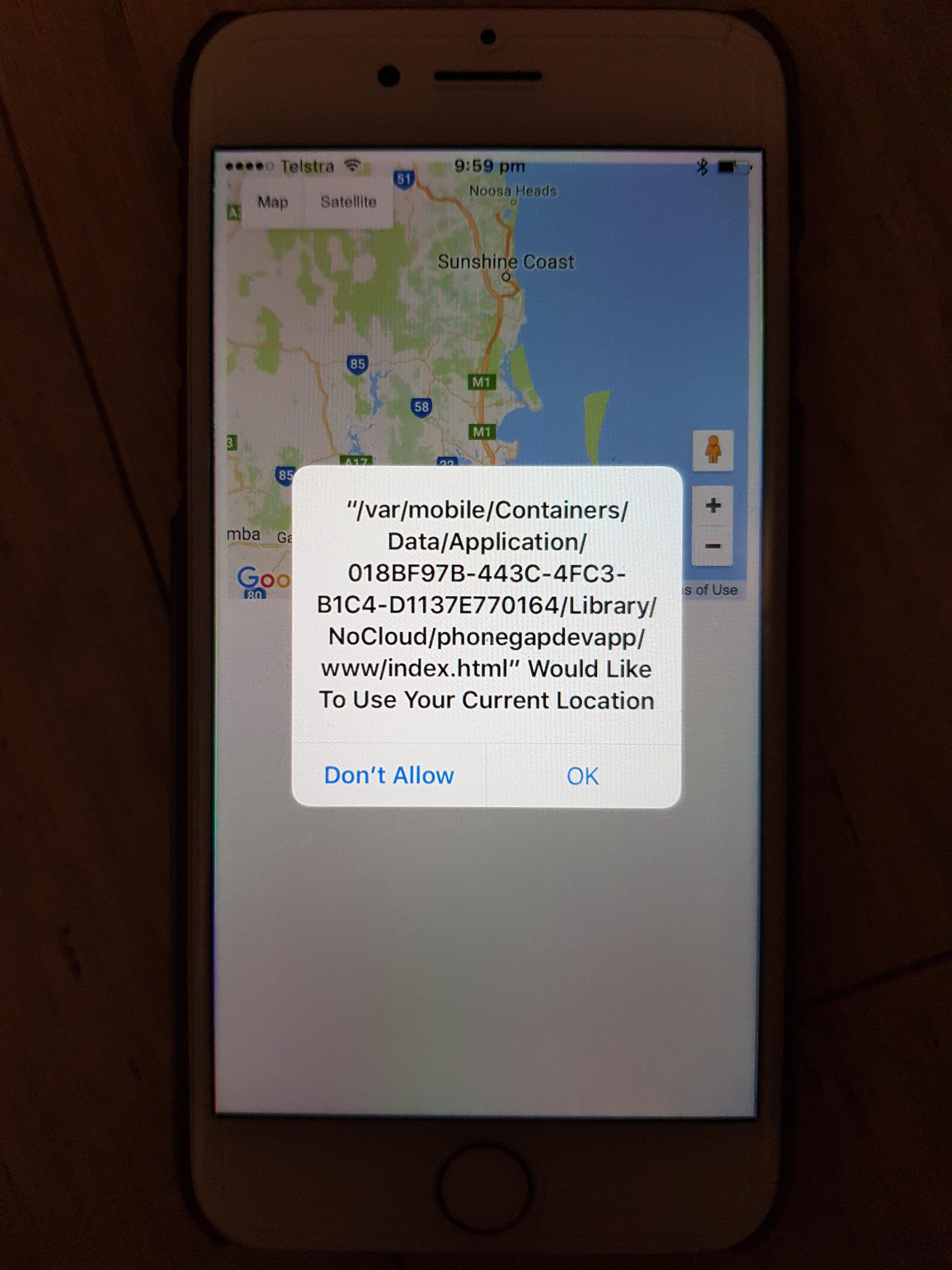
1. The highlighted bit above is the API Key you signed up for in step 1. Test and preview: 

# Add yourself to the map as a marker using GPS

Modify the **myScripts.js** as follows, and when you get asked for permission, Allow:



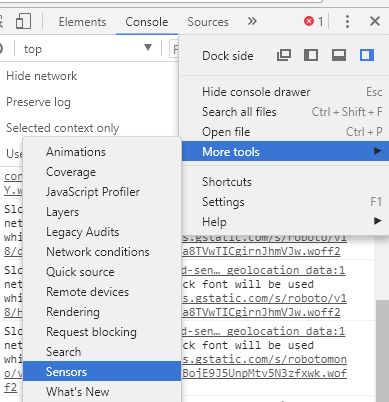
Or on your phone:

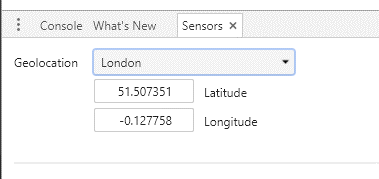




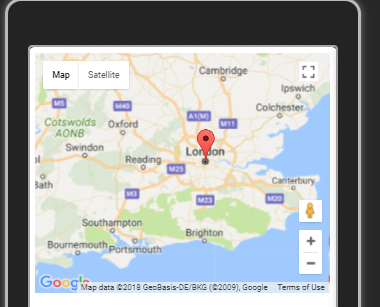
# Override the Geolocation to Really Test the Map Marker

In Chrome, Developer Tools, More tools, Sensors:





Refresh page – you may have to use <http://localhost:3000> (and not the 192.168 IP address).. Google has a “policy to prefer secure origins for powerful new features”.. However <http://localhost:3000> is considered a secure origin, so it may help you avoid a non-secure origin:



# More Markers

Suttons Beach, Redcliffe button add to index.html:



And Javascript in myScripts.js:



