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  My name is Alessandro La Rosa, and I'm a freelance software architect for Mobile and Web platforms. I'm living in Rome, Italy.

  Feel free to contact me at: info@jappit.com

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  - ○ Managing events' guests
  - ○ Weekly view
  - ○ Syncing with local device calendar
  - ○ Routing to events
  - ○ Ability to set reminders
  - ○ Support for BlackBerry devices

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  - j2me
  - javascript
  - maemo
  - mobile
  - nokia
  - php
  - post
  - sample code
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  - web
  - web runtime
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MidMaps: Google Maps Java ME library

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  MidMaps is a tiny **[Google Maps](#)** **library for Java ME applications**.

  With MidMaps you can integrate Google Maps into your J2ME applications in few, easy steps!

  ### How to use it?

  MidMaps is designed to be simple. You don't need to deal with threads, connections or other boring stuff like that: all you have to do is to **create a map and display it on in your application**.

  ### Creating a simple map

  To get a map object, you have to perform two steps:

  1. First, **instantiate a new [GoogleMaps](#) object**:

     ```
     GoogleMaps gMaps = new GoogleMaps();
     ```

  2. Then, create a new **[GoogleStaticMap](#)** instance by using the createMap() method:

     ```
     GoogleStaticMap map = gMaps.createMap(mapWidth, mapHeight, GoogleStaticMap.FORMAT_PNG);
     ```

  Once you have created a map, it is necessary to define its **handler**. The handler has an important role: **it gets automatically called each time the map object is updated, or when an error occurs**: this way, you can know when you need to repaint the map, or how to notify the user about what's going on. The handler has to implement the ***[GoogleStaticMapHandler](#)*** *interface*, that defines **two methods**:

  ```
  public void GoogleStaticMapUpdated(GoogleStaticMap map);
  public void GoogleStaticMapUpdateError(GoogleStaticMap map, int errorCode, String errorMessage);
  ```

  The first one is called **when a map is updated**, so that your MIDlet knows that it must be repainted. The second one gets called **when an error occurs** (e.g.: when there is a network issue and the map image cannot be downloaded).

  Once you've created your handler, you have to pass it to the GoogleStaticMap instance with the **setHandler()** method:

  ```
  map.setHandler(mapHandler);
  ```

  Now, how to actually load a map? First, it is necessary to **define a location for the map**:

  1. create a [GoogleMapsCoordinates](#) instance with the preferred **latitude and longitude** values
  2. use the GoogleStaticMap **setCenter()** method

  ```
  map.setCenter(new GoogleMapsCoordinates(41.8954656, 12.4823243));
  ```
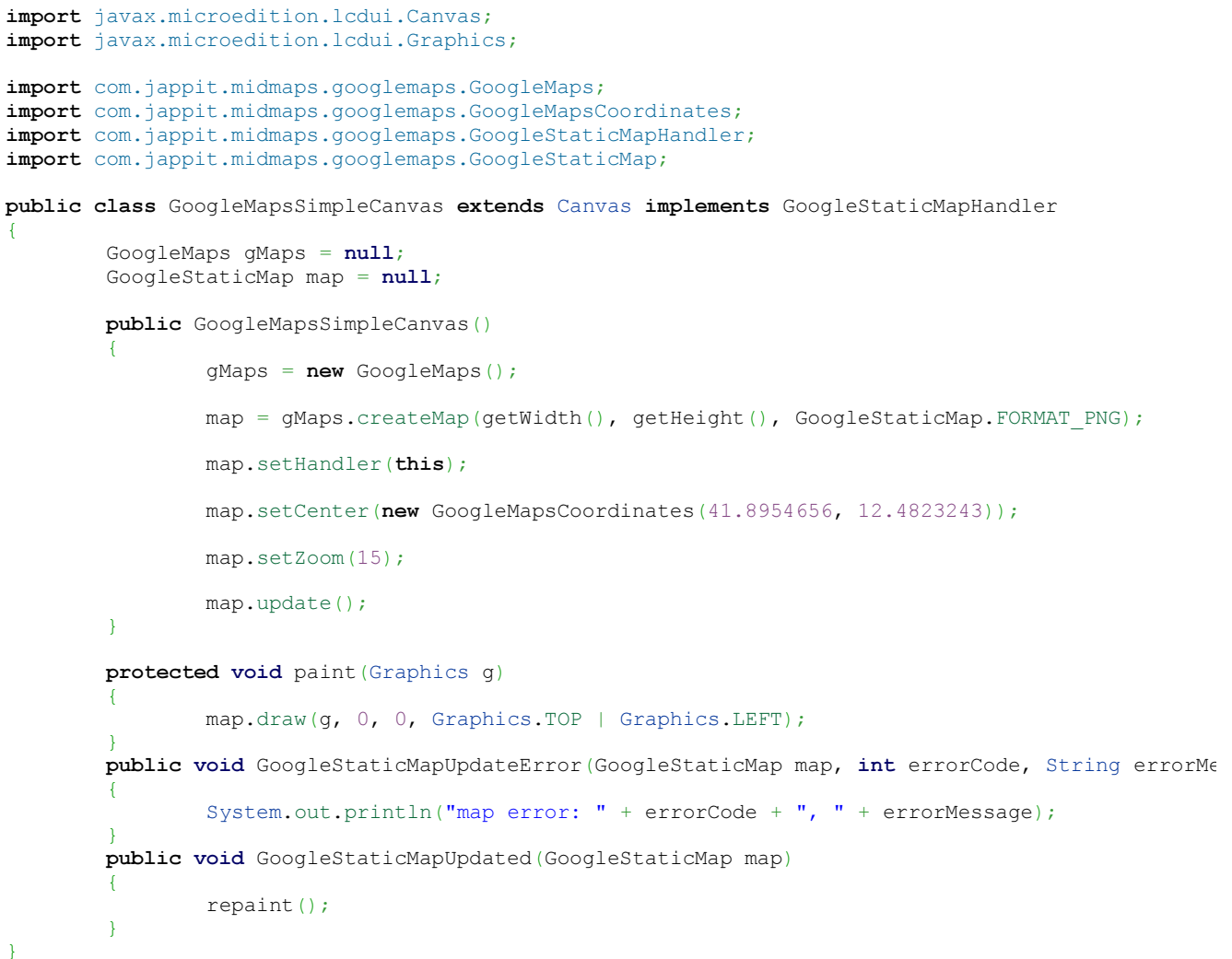
  and then, you have to **update() the map**:

  ```
  map.update();
  ```

  After you've called update, the map image will be loaded and, **when finished (or when an error occurs) the GoogleStaticMapHandler will be called**. If the map is correctly loaded, you can actually draw it by using its [draw(Graphics g, int left, int top, int attach)](#) method.

  ### Complete example

  Below you can see a **full example** on how MidMaps can be used to **display a map on a Canvas**.

```java
import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Graphics;

import com.jappit.midmaps.googlemaps.GoogleMaps;
import com.jappit.midmaps.googlemaps.GoogleMapsCoordinates;
import com.jappit.midmaps.googlemaps.GoogleStaticMapHandler;
import com.jappit.midmaps.googlemaps.GoogleStaticMap;

public class GoogleMapsSimpleCanvas extends Canvas implements GoogleStaticMapHandler
{
        GoogleMaps gMaps = null;
        GoogleStaticMap map = null;

        public GoogleMapsSimpleCanvas()
        {
                gMaps = new GoogleMaps();

                map = gMaps.createMap(getWidth(), getHeight(), GoogleStaticMap.FORMAT_PNG);

                map.setHandler(this);

                map.setCenter(new GoogleMapsCoordinates(41.8954656, 12.4823243));

                map.setZoom(15);

                map.update();
        }

        protected void paint(Graphics g)
        {
                map.draw(g, 0, 0, Graphics.TOP | Graphics.LEFT);
        }
        public void GoogleStaticMapUpdateError(GoogleStaticMap map, int errorCode, String errorMe
        {
                System.out.println("map error: " + errorCode + ", " + errorMessage);
        }
        public void GoogleStaticMapUpdated(GoogleStaticMap map)
        {
                repaint();
        }
}
```

Markers

You can **add markers to a map** by using the [**GoogleMapsMarker**](#) class. You create a marker by specifying its location:

```java
GoogleMapsMarker marker = new GoogleMapsMarker(new GoogleMapsCoordinates(41.8954656, 12.4823243))
```

Optionally, you can **customize the marker** by setting its **color, size and and label** (must be a single character):

```java
marker.setColor(GoogleStaticMap.COLOR_GREEN);
marker.setColor(GoogleMapsMarker.SIZE_TINY);
marker.setLabel('P');
```

Then, you **add the marker to your GoogleStaticMap instance** with the addMarker() method:

```
map.addMarker(marker);
```

Here's an example of 2 different markers added to the previous map.


```
GoogleMapsMarker redMarker = new GoogleMapsMarker(new GoogleMapsCoordinates(41.8954656, 12.482324
redMarker.setColor(GoogleStaticMap.COLOR_RED);
redMarker.setSize(GoogleMapsMarker.SIZE_MID);

GoogleMapsMarker blueMarker = new GoogleMapsMarker(new GoogleMapsCoordinates(41.8964656, 12.48432
blueMarker.setColor(GoogleStaticMap.COLOR_BLUE);
blueMarker.setSize(GoogleMapsMarker.SIZE_SMALL);
blueMarker.setLabel('R');

map.addMarker(redMarker);
map.addMarker(blueMarker);
```

Paths

Paths can be easily defined by using the **GoogleMapsPath** class. To create a new Path, just **istantiate a new GoogleMapsPath** object:

```
GoogleMapsPath path = new GoogleMapsPath();
```

And then **add the path points** with the addPoint() method:

```
path.addPoint(new GoogleMapsCoordinates(41.8954656, 12.4823243));
path.addPoint(new GoogleMapsCoordinates(41.8934656, 12.4833243));
```

Path weight, color and fill color can be customized with the following methods:

```
bluePath.setColor(GoogleStaticMap.COLOR_BLUE);
bluePath.setWeight(5);
bluePath.setFillColor(GoogleStaticMap.COLOR_GREEN);
```

Below you can see an example of **2 different paths** added to the map defined above.
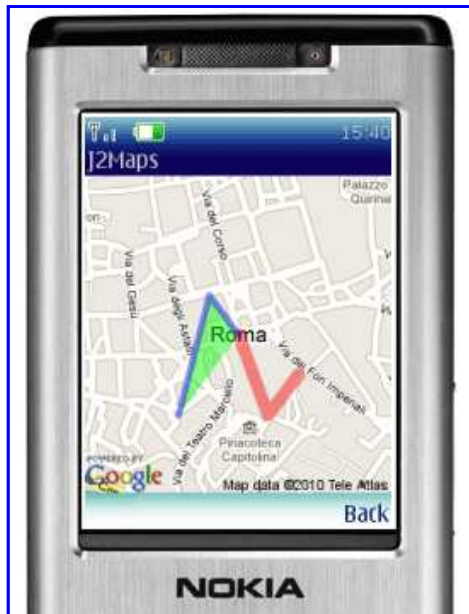
```
GoogleMapsPath path = new GoogleMapsPath();
path.addPoint(new GoogleMapsCoordinates(41.8954656, 12.4823243));
path.addPoint(new GoogleMapsCoordinates(41.8934656, 12.4833243));
path.addPoint(new GoogleMapsCoordinates(41.8944656, 12.4843243));
path.setColor(GoogleStaticMap.COLOR_RED);
path.setWeight(10);
map.addPath(path);

GoogleMapsPath bluePath = new GoogleMapsPath();
bluePath.addPoint(new GoogleMapsCoordinates(41.8954656, 12.4823243));
bluePath.addPoint(new GoogleMapsCoordinates(41.8964656, 12.4813243));
bluePath.addPoint(new GoogleMapsCoordinates(41.8934656, 12.4803243));
bluePath.setColor(GoogleStaticMap.COLOR_BLUE);
bluePath.setFillColor(GoogleStaticMap.COLOR_GREEN);
bluePath.setWeight(5);
map.addPath(bluePath);
```

Geocoding

Geocoding requires a Google Maps API key, so you have to [get your own key](#) to use this feature.

To start, you have to **instantiate a Google Maps object by using your own API key**:

```
GoogleMaps gMaps = new GoogleMaps("&lt;your_api_key&gt;");
```

Then, you have to get a **GoogleMapsGeocoder** instance by using the createGeocoder() method:

```
GoogleMapsGeocoder geocoder = gMaps.createGeocoder();
```

Then, as done for the GoogleStaticMap objects, also the **GoogleMapsGeocoder** objects require an handler to be defined. The **GoogleMapsGeocoderHandler** interface defines 2 methods:

```
public void GoogleMapsGeocodeSuccess(String address, GoogleMapsCoordinates coordinates, int accur
public void GoogleMapsGeocodeError(String address, int errorCode, String errorDescription);
```

These 2 methods are **called when a geocoding request successes or fails,** respectively. Once you have implemented your GoogleMapsGeocoderHandler, you have to pass it to the GoogleMapsGeocoder instance created above:

```
geocoder.setHandler(geocoderHandler);
```

Done this, all is ready to geocode an address: to do this, just call the **geocodeAddress()** method:

```
geocoder.geocodeAddress("Rome, Italy");
```

When the geocoding ends, your handler will be notified via the GoogleMapsGeocodeSuccess() method. A possible implementation of such method is visible below:

```
public void GoogleMapsGeocodeSuccess(String address, GoogleMapsCoordinates coordinates, int accur
{
        map.setCenter(coordinates);

        map.addMarker(new GoogleMapsMarker(coordinates));

        map.setZoom(GoogleMaps.getZoomForAccuracy(accuracy));
```

```
        map.update();
}
```

Since the **geocoding operation returns an "accuracy" value**, you can use this value to get a **default zoom value** for your map. To do this, you can use the **GoogleMaps.getZoomForAccuracy()** method, as shown above.

Below you can see the map generated by the previous code:

Moving and zooming the map

MidMaps has inbuilt functionalities that allow to easily **move and zoom your maps**.

To move a map around, it is enough to call the GoogleStaticMap move(int direction) method, passing as argument one of the **four possible directions,** specified by the Canvas static properties: **UP, RIGHT, DOWN and LEFT**.

Important: the **move() method automatically calls the map update() functionality,** so there is no need to call it explicitly.

Using the same Canvas example shown above, it is enough to add this **keyPressed()** method to allow users to **freely move around on the map**:

```
protected void keyPressed(int key)
{
        int gameAction = getGameAction(key);

        if(gameAction == Canvas.UP || gameAction == Canvas.RIGHT || gameAction == Canvas.DOWN ||
        {
                map.move(gameAction);
        }
}
```

Similarly, the GoogleStaticMap provides these methods to **manage the zoom level**:

- zoomIn()
- zoomOut()
- setZoom(int zoomLevel)

As for the move() functionality, the **zoomIn() and zoomOut() methods automatically call the map update process**.

Drawing map images

You have **two options** to draw a map in your MIDlet.

1. The first one, that was used in the examples above, is to use GoogleStaticMap draw() method. This method is especially useful when dealing with **Canvas** or **CustomItem** objects.

   ```
   map.draw(myGraphics, 0, 0, Graphics.TOP | Graphics.LEFT);
   ```

2. The second method is to get a reference to the map image via its getImage() method, and use it as a **standard Image object**. The code below shows how this method can be used to add and **show a map image within a Form**:

   ```
   ImageItem mapItem = new ImageItem("My Map", map.getImage(), Item.LAYOUT_TOP, "Sample map");
   ```

```
myForm.append(mapItem);
```

Library, API reference and full sample code

The MidMaps library is available for download here: [MidMaps – J2Me Google Maps library](). The current release is compatible with devices supporting **MIDP 2.0** and **CLDC 1.1**.

You can also **download a full MIDlet**, complete with source code, showing the various MidMaps functionalities in action:

- [MidMaps example MIDlet]()
- [MidMaps example source code]()

To get more details, you can check out the [full MidMaps API reference]().

Feedback

MidMaps is currently at its **first release,** so any kind of feedback is highly **welcome**. Let me know if you find bugs, how MidMaps could be improved, or which **features** you would like to see implemented. **Thank you!** 😃

Share and Enjoy:

Simo 7:49 am *on* February 26, 2010 **Permalink**

I think this is against Google Static Map API license? [http://code.google.com/apis/maps/terms.html]()
10.8 use the Static Maps API other than in an implementation in a web browser;

Eray 9:54 am *on* February 26, 2010 **Permalink**

Thank You Alessandro, May I share this in my blog?

Hortenzia 1:07 pm *on* March 9, 2010 **Permalink**

What is license for the MidMaps library?

Bob Ford 9:17 pm *on* March 26, 2010 **Permalink**

map.move(gameAction);
appears to work as expected for left-right motion (about one third of the map) but is different for up-down motion (at least a full map with no overlap). Can anyone confirm this? Thanks,

SoftDeath 9:40 am *on* March 31, 2010 **Permalink**

i love it, but what is license for the MidMaps library ?
i am Student

Oriana 12:59 am *on* April 7, 2010 **Permalink**

Hello , I have a question I can view the maps for Mexico??

Jamik 4:06 am *on* April 8, 2010 **Permalink**

But where is the Library. Can you give link for library, not for compiled jar. Thanks.

Dev 8:10 am *on* April 8, 2010 **Permalink**

Can you please give the sources for library. I mean Why don't you do it opensource.

Jamik 10:41 pm *on* April 8, 2010 **Permalink**

It's working. Wonderful but It is also giving error: map error 1000; Java.lang.illegalArgumentException. And can you change link http://maps.google.com to http://maps.google.ru. Because there is no access to http://maps.google.com from our country. Thanks.

Tamás Huj 10:10 am *on* April 22, 2010 **Permalink**

If it's possible I'm interested in the source code of MidMaps – J2Me Google Maps library. Could you share it?

Josh 8:31 pm *on* May 9, 2010 **Permalink**

Nice job!

pit 10:27 am *on* May 14, 2010 **Permalink**

Hi all,

MidMaps source code is not currently available for distribution. If you need modifications or fixes to the library, please contact me.

About licensing: the MidMaps library is currently free for any kind of usages, so feel free to use it as you prefer 😃

Abhishek 7:33 am *on* May 16, 2010 **Permalink**

Hi pit,
I want my custom marker icon. But i couldn't. Can you please help me.

Josh 9:49 am *on* May 16, 2010 **Permalink**

Hi pit i have a question about vertical scroll, when i do that the map move one screen down or up so how can i set the pixel heigth to move vertical when scroll in the map?.

Thanks.

doctor 4:00 pm *on* May 26, 2010 **Permalink**

Could we use personal icon as a marker?

pit 11:01 am *on* May 27, 2010 **Permalink**

@Abhishek @doctor: custom markers are not yet supported, but I'll add them in the very next MidMaps release.

@Josh: I think I could add a parameter to change the amount of scrolling. Let me check this.

Kuldeep Yadav 5:42 am *on* May 30, 2010 **Permalink**

Hi,

I made an application using MIDMaps library. Although it is working fine but before loading map, it is giving following exception.
java.lang.NullPointerException
at com.jappit.midmaps.googlemaps.GoogleStaticMap.a(+15)
at com.jappit.midmaps.googlemaps.d.run(+15)
Can you plese check this?

pit 5:54 am *on* May 30, 2010 **Permalink**

@Kuldeep Yadav: which method causes that Exception to be thrown?

NewToJavaME 10:20 am *on* June 2, 2010 **Permalink**

Hi,

i made an application that uses your library. To use it in my app, I took your example code and modified it. I can show a map with markers which get double values.
But I want to show multiple markers which get their coordinates out of an string- array. I created a method (getLon) in the GoogleMapsCanvas which receives the double value which I casted in another class.
But the double value is null, when debugging the GoogleMapsCanvas.
Is there any restriction in GoogleMapsCanvas which makes it impossible to receive values from other classes?
Or is there another problem?

Could you please help me?

Thanks.

Rodrigo 2:01 pm *on* June 11, 2010 **Permalink**

Hi,

How I can add the map to lwuit ?

Thanks

Christelle 5:06 pm *on* June 12, 2010 **Permalink**

Hello,

I am using Eclipse with the library MidMaps-0.1.0.jar.

I get the following error message:

java.lang.NoClassDefFoundError: GoogleMapsSimpleCanvas: com/jappit/midmaps/googlemaps/GoogleStaticMapHandler

Any hint?

Thanks in advance

Christelle

pmtamal 7:14 am *on* July 7, 2010 [Permalink](#)

i use your api.It works fine in my nokia 3110c.But loading of maps failed in Nokia 5130C set.Any idea regarding this?

Georgi 6:23 am *on* July 9, 2010 [Permalink](#)

Hello, I've got one question. Since I read in another forum that when you obtain your google api key, you (probably) have to set up a proxy server on the domain you obtain the key for. I mean this is needed for geocoding. This proxy server should redirect your mobile application requests to http://maps.google.com/maps/geo and then redirect the request back to your mobile app. My question is, is it necessary with this Mid Maps api since here in the example is used the google api key, but nothing is mentioned about any proxy settings. Thanks

[Jarbas Filho](#) 2:41 pm *on* July 9, 2010 [Permalink](#)

Baixei o MidMaps mas o código, dentro do src só tem um pacote... isso é correto? Só tem o pacote: com.jappit.midmaps.test.... Ele fica importando no código diversos pacotes como: import com.jappit.midmaps.googlemaps.GoogleMaps;
import com.jappit.midmaps.googlemaps.GoogleMapsCoordinates;
import com.jappit.midmaps.googlemaps.GoogleMapsGeocoderHandler;
import com.jappit.midmaps.googlemaps.GoogleMapsMarker;
import com.jappit.midmaps.googlemaps.GoogleMapsPath;
import com.jappit.midmaps.googlemaps.GoogleStaticMap;
import com.jappit.midmaps.googlemaps.GoogleStaticMapHandler;

Onde encontro esses pacotes? nao consigo colocar pra rodar e a chave onde que fica?

Boody 9:05 am *on* July 19, 2010 [Permalink](#)

caan any one give me url to download the com/jappit/midmaps/googlemaps/GoogleStaticMapHandler plz

Halbert 2:59 am *on* July 23, 2010 [Permalink](#)

Hi,
I'm using your API for my app, but the longitude will be change to (180-longit), it seems a problem.

Hi Boody,
you can download it from http://www.jappit.com/j2me/midmaps/downloads/MidMaps-0.1.0.jar

myousufq 4:41 pm *on* August 2, 2010 [Permalink](#)

Howdy,

I need to develop an application same like CityGuide (shipped with Java wireless toolkit) but using Google map. Is it possible to move an object on Google Map please…

Much appreciated

-y

Jason 2:03 am *on* August 26, 2010 [Permalink](#)

Hey guys,

can anybody help me? Who can I use the library in processing? I copied it to libraries/midmaps/library and to different other locations but I can't import it.
Using processing on a mac …

Thx for any support,
Jay

syam 10:17 pm *on* August 31, 2010 [Permalink](#)

hello bro…,
I have interested with this app..
by the way,when I combine code moving map with marker map…is dosn't work… any body can help me?

xieyilin 11:21 am *on* September 2, 2010 [Permalink](#)

Hey guys,
can we get the satellite map from that API?

Slawomir 2:25 am *on* September 3, 2010 [Permalink](#)

I tried all the features of your API. It works very well, except for one problem – the step for moving image (left-right/up-down) is too large at every zoom parameter, so it is very difficult to navigate. Can you reduce the step value to 50% or 80% of the size of the map? I can not do that because I do not have access to the source code of your API. You did a good job, the API is easy to use and reliable.

xieyilin 9:55 pm *on* September 3, 2010 [Permalink](#)

Hi Slawomir , "GoogleStaticMap.setCenter(GoogleMapsCoordinates coordinates)" may can resolve your problem. you need set a correct coordinate and update the map.

Slawomir 4:30 am *on* September 5, 2010 [Permalink](#)

Hi xieyilin
You're right, it is possible to do, but requires complex calculations for each zoom level. On the other hand there is already done the in the move () method, which is very convenient, but requires only a reduction of step value by about 10%. In the demo here http://www.jappit.com/blog/j2me-online-emulator?midlet=google_maps – this step value for left-right is OK, but for the up-down is also too large.

Another useful and helpful method is to determine the current coordinates of the visible area of the map. This allows me

to filter the markers on the map and related information from the database. Such a method exists in the Google API, but unfortunately not in MIDmaps API.

○

andrei 1:58 pm *on* **September 5, 2010** [Permalink](#)

is there a blackberry library implementation?

○

mahdi 6:10 pm *on* **September 22, 2010** [Permalink](#)

Hi
when i run project this message shown :
Uncaught exception java/lang/NoClassDefFoundError: MapCanvas: com/jappit/midmaps/googlemaps /GoogleStaticMapHandler .
please help me
thanks

○

mahdi 2:20 pm *on* **September 23, 2010** [Permalink](#)

Hi
how can i show My Location with this library ?
thanks

○

sysfox 8:55 am *on* **October 1, 2010** [Permalink](#)

Hi,
I also get the error
java.lang.NoClassDefFoundError: com.jappit.midmaps.googlemaps.GoogleStaticMap
MidMaps-0.1.0.jar is activated as external API.
I use Samsung SDK 1.1.2
Thanks for helping.

○

Juan David Botero 5:41 pm *on* **October 11, 2010** [Permalink](#)

Hi, nice job, it work great on a Nokia, on the other hand on a BlackBerry there's issues, it freezes on the Loading… screen, maybe has something to do with the parameters of the connect, on some logs they say you should do a connection like con = (HttpConnection) Connector.open(urlFinal +";deviceside=true;", Connector.READ_WRITE); NOTE THE ";deviceside=true;" …. thankyou very much for the help you can bring

○

poonam 2:27 am *on* **October 24, 2010** [Permalink](#)

I love this api for google map in j2me there is 2 problem cant show road map and bird eye plz try to do something which can show road map and bird eye
and

○

Samina 1:19 am *on* **November 10, 2010** [Permalink](#)

Hi

when i run project ,the following exception is thrown:
Uncaught exception java/lang/NoClassDefFoundError: MapCanvas: com/jappit/midmaps/googlemaps
/GoogleStaticMapHandler .
please help me

Thanks in Advance

Jap 7:33 am *on* **November 11, 2010** **Permalink**

Hi,

I tried to compile the project but then I got the following error code:

package com.jappit.midmaps.googlemaps does not exist import com.jappit.midmaps.googlemaps.GoogleMaps;

Thanks in advance for any support

Br, Jap

Roy 5:42 am *on* **November 14, 2010** **Permalink**

Hi,I am using Eclipse with the library MidMaps-0.1.0.jar.

I get the following error message:

java.lang.NoClassDefFoundError: GoogleMapsSimpleCanvas: com/jappit/midmaps/googlemaps/GoogleStaticMapHandler
I've tried many methods,but I can't solve it.Can you help me?
Thanks in advance

Shailendra 6:19 am *on* **November 22, 2010** **Permalink**

can we use it with LWUIT ….. any hint ??

devi iriawan 9:37 am *on* **November 22, 2010** **Permalink**

yes there is a bug in moving the map.. when i set location to 13.813, 100.483 (bangkok) then i press down key it go to 13.813000246882439,79.51857719088649 (some place in africa).. welll i hope this will fix soon.. thx

Luis Medeiros 11:41 pm *on* **November 23, 2010** **Permalink**

The GoogleStaticMap Object passed as parameter to method GoogleStaticMapUpdated(GoogleStaticMap map) have some error.

When I do map.getImage(), it always returns 'null'.

What's wrong?

Luís Medeiros 7:26 am *on* **November 24, 2010** **Permalink**

Guys, I can use this API with LWUIT.

I do this:

```
public void GoogleStaticMapUpdated(GoogleStaticMap map)
{
javax.microedition.lcdui.Image mapNativeImage = javax.microedition.lcdui.Image.createImage(this.mapWidth,
this.mapHeight);

this.paintMap(mapNativeImage.getGraphics());

Image mapImage = Image.createImage(mapNativeImage);

this.setBgImage(mapImage);
}

public void paintMap(javax.microedition.lcdui.Graphics g)
{
map.draw(g, 0, 0, javax.microedition.lcdui.Graphics.TOP | javax.microedition.lcdui.Graphics.LEFT);
}
```

Good luck! 🙂

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