

# Aerial Sphere Embedded Demo Notes

## Setting up the aerialSphere object

Before interacting with the API you have to initialize the aerialSphere embedded object.

### Code Example

```
$(document).ready(function() {
  initAerialSphere();
});

function initAerialSphere() {
  // Create instance of the AerialSphere object and pass the DOM element used for display.
  // As an optional second parameter you can pass the data at this point.
  if (typeof AerialSphere !== 'function')
  {
    console.log('Something went wrong! Check to make sure you are using the correct Aerial Sphere API Key.')
    return;
  }

  aerialSphere = new AerialSphere(document.getElementById('as1'));

  aerialSphere.initMessaging();
}
```

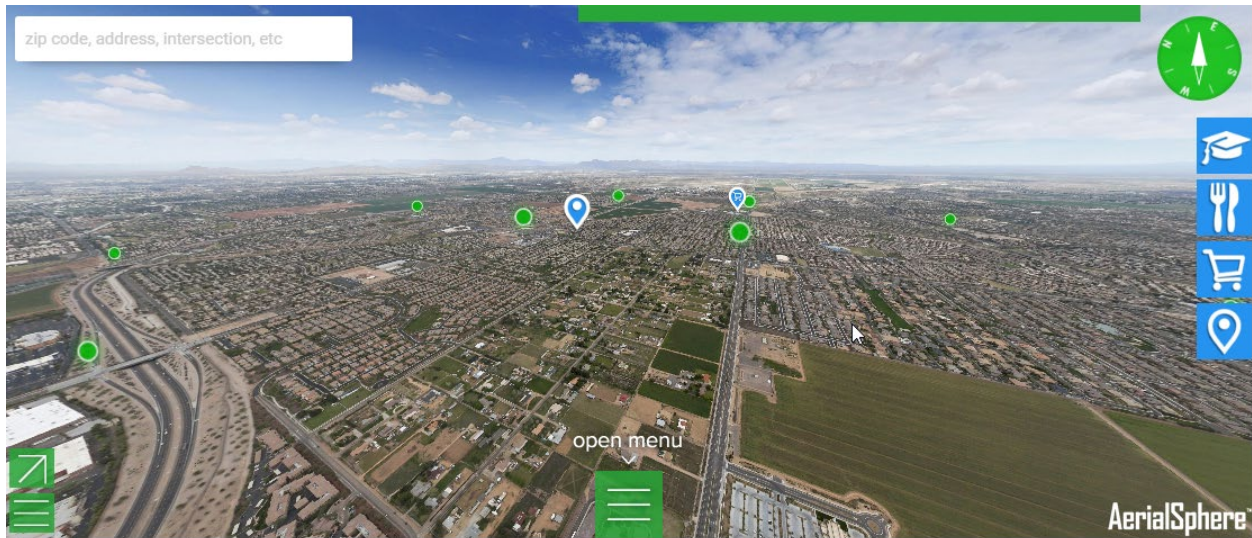
## Callbacks

After you've initialized you can setup various callbacks.

Here is an example of how you can get information on the mouse position on a click event.

```
aerialSphere.onClick = function () {
  aerialSphere.getVar("mouse.x", function(mouseX) {
    aerialSphere.mouseX = mouseX;
    aerialSphere.getVar("mouse.y", function(mouseY) {
      aerialSphere.mouseY = mouseY;
      aerialSphere.getPositionInfo(aerialSphere.mouseX, aerialSphere.mouseY,
function() {
      var lat = arguments[0];
      var lon = arguments[1];
      var pan = arguments[2];
      var tilt = arguments[3];

      document.getElementById("input_mouse_x").value = aerialSphere.mouseX;
      document.getElementById("input_mouse_y").value = aerialSphere.mouseY;
      document.getElementById("input_mouse_pan").value = pan;
      document.getElementById("input_mouse_tilt").value = tilt;
      document.getElementById("input_mouse_lat").value = lat;
      document.getElementById("input_mouse_lon").value = lon;
    });
  });
});
});
}
```



### Camera Angle

	pan	tilt
Apply	Reset	0
	<input type="text" value="0"/>	<input type="text" value="0"/>

### View Change Callback

View Change Callback Count

### Mouse Position Callback

Position updated on click event

x	y	pan	tilt	lat	lon
<input type="text" value="567"/>	<input type="text" value="259"/>	<input type="text" value="368.2678948239194"/>	<input type="text" value="116.73705050806774"/>	<input type="text" value="33.293979650243"/>	<input type="text" value="-111.72747331873735"/>

## Sending Your Data

### Sample Data

Sample data can be sent in the following format:

```
{
  title: "My super cool map!",
  sphere_lat: 33.289894,
  sphere_lng: -111.742101,
  lookat_lat: 0.0,
  lookat_lng: 0.0,
  camera_fov: 90.0,
  camera_fovmin: 90.0,
  camera_fovmax: 90.0,
  layers: [
    {
      name: "Test Layer 1",
      markers: [
        {
          name: "Test Marker A",
          id: 1,

```

```

        lat: 33.300045,
        lng: -111.7474365,
        icon: "home_for_sale"
    },
    {
        name: "Test Marker B",
        id: 2,
        lat: 33.3048513,
        lng: -111.7184258,
        icon: "poi"
    },
    {
        name: "Test Marker C",
        id: 3,
        lat: 33.307075,
        lng: -111.6789436,
        icon: "http://placeholder.it/50x50"
    }
]
},
{
    name: "Test Layer 2",
    markers: [
        {
            name: "Test Marker D",
            id: 4,
            lat: 33.2912925,
            lng: -111.7373943,
            icon: "food"
        },
        {
            name: "Test Marker E",
            id: 5,
            lat: 33.2943058,
            lng: -111.7012596,
            icon: "shopping"
        }
    ]
}
]
};

```

## Parameters

**title:** Title of the map. Not displayed.

**sphere\_lat, sphere\_lng:** If this position is provided the nearest available sphere will be opened and will look directly at this position.

**lookat\_lat, lookat\_lng:** Override the sphere\_lat/sphere\_lng to look at another position.

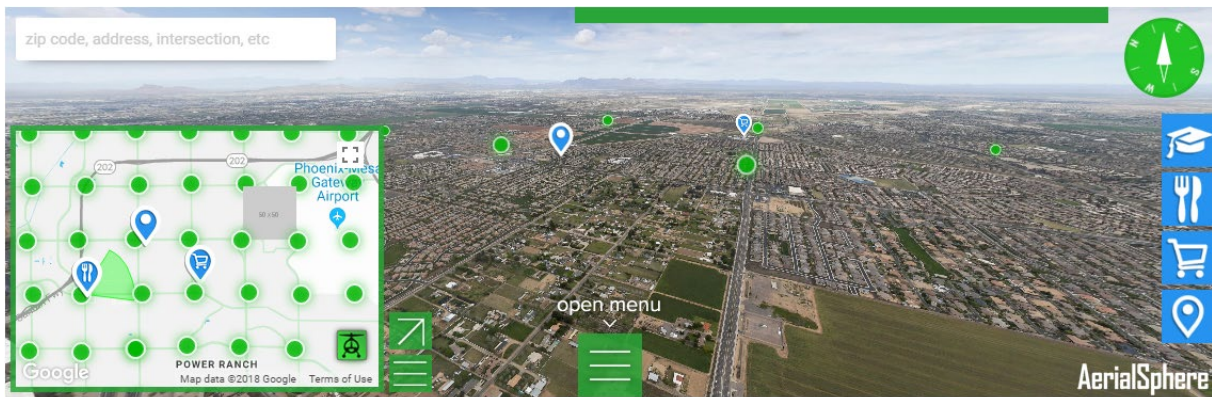
**camera\_fov:** The starting field of view, in degrees, to be used in the panorama view mode.

**camera\_fovmin:** The minimum allowed field of view.  
**camera\_fovmax:** The maximum allowed field of view.  
**layers:** Array of mapping layer groups. Layers can be turned on or off by layer name.  
**layers.name:** Name used to control layers.  
**layers.markers.name.** Name displayed on map when marker is clicked.  
**layers.markers.id:** Identifier used to add custom div callouts.  
**layers.markers.lat, lng:** Marker position.  
**layers.markers.icon:** String used to identify icon type.

## Code Example

```
aerialSphere.sendData(sample_data);
```

## Results



zip code, address, intersection, etc

open menu

Google  
Map data ©2018 Google  
Terms of Use

POWER RANCH

AerialSphere

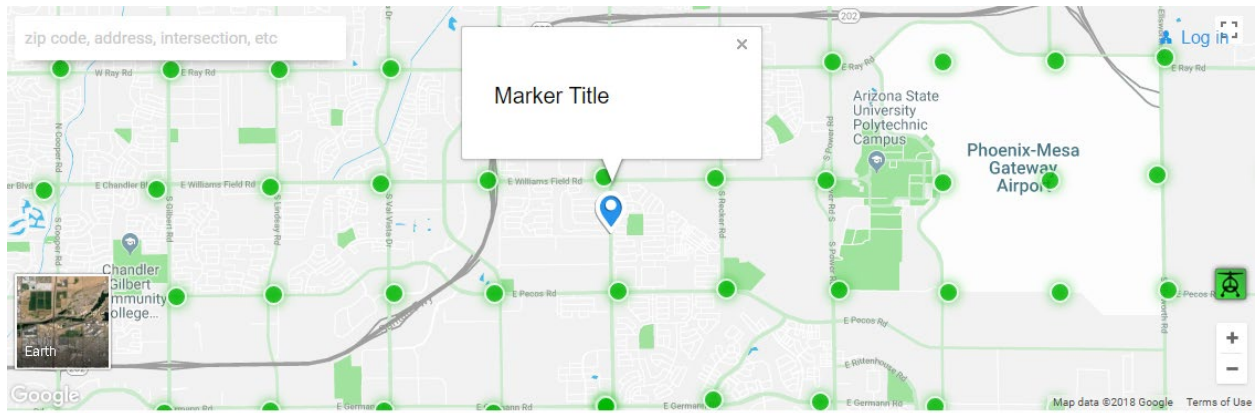
### Sample Data

```
embed_data.js  
camera_fov: 90.0,  
camera_fovmin: 90.0,  
camera_fovmax: 90.0,  
layers: [  
  {  
    name: "Test Layer 1",  
    markers: [  
      {  
        name: "Test Marker A",  
        id: 1,  
        lat: 33.300045,  
        lng: -111.7474365,  
        icon: "home_for_sale"  
      }  
    ]  
  }  
]
```

Send Sample Data

## Sending a single marker

You can also send a single marker.



#### Single marker

	lat	lon	title	id	icon	layer
Send	33.299935	-111.720949	Marker Title	marker_callout_html	poi	Custom Layer Name

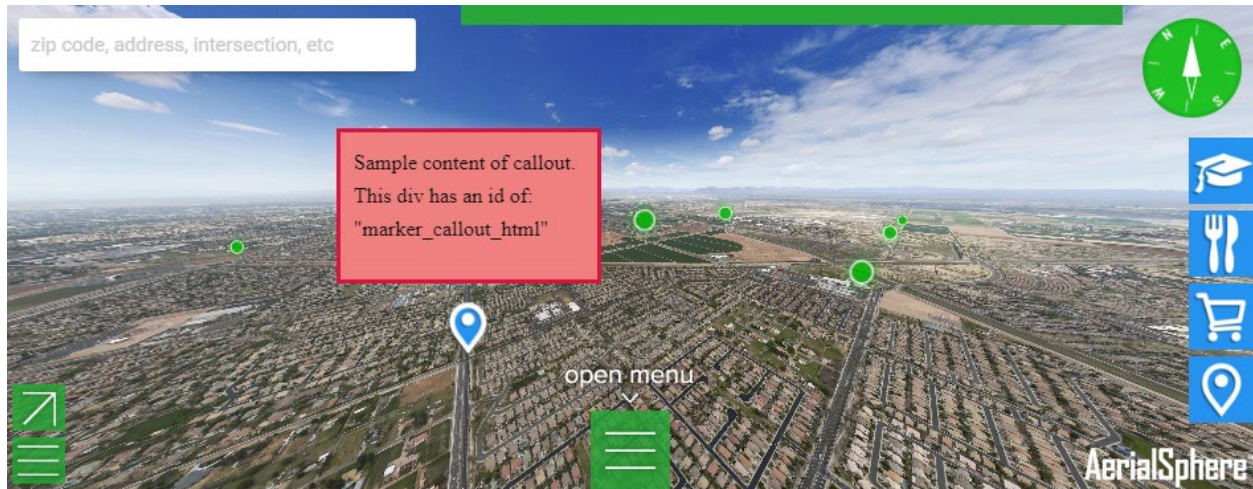
### Example Code

```
aerialsphere.addMarker(lat, lon, title, icon, layer, id);
```

### Marker Callout

You can set a div as a custom callout for a marked when view from a panorama. This does not affect the map view.

## Result



### Single marker

	lat	lon	title	id	icon
Send	33.299935	-111.720949	Marker Title	marker_callout_html	poi

### Marker Callout HTML

Sample content of callout.  
This div has an id of:  
"marker\_callout\_html"

Div Id

Add Callout

## Layer Visibility

This allows you to turn on/off visibility of bulk markers by their layer name. Turing them on is currently not functional.

### Example Code

```
aerialsphere.setLayerVisibility(layerName, visibility);
```

## Camera Angle

You can change the camera angle by sending a pan and tilt

zip code, address, intersection, etc

open menu

AerialSphere

### Camera Angle

	pan	tilt	
Apply	Reset	0	0

## Example Code

```
aerialSphere.lookAt(h, v);
```

## Widgets

You can enable or disable visibility of various widgets

### Hide / Show Widgets

	widget name	visible	
Apply	Reset	compass	1

## Example Code

```
aerialSphere.setWidgetEnabled("compass", 1);
```