

Talk:How_to_use_Google_Maps_data_in_mobile_applications

for what i have seen using it, the proxy part is not necessary. I haven't given a url while registering, and i use both the static map api and the geocoding api.

Also note that there is an undocumented api that is actually used for the mobile google maps web site, that contains less functionalities, but that does not require a registration.

Good to know this. From my researches, I've never found a clear answer to this topic, since there's no coverage of Google Maps data usage within mobile applications. Do you have some related links that could be useful to clarify a bit?

About the undocumented API, can you give some more details?

Thanks,

--Jappit 12:34, 14 May 2008 (EEST)

Note that using Google maps (tiles or static maps, no difference) in mobile application is legally violation their Terms of Service. They just do not license maps even for Enterprise maps offers. I have asked this from their salesmen, and I know that for some J2ME projects had to stop using Google maps as Google legal department wrote to have their map removed. So take care. For legal mobile mapping I would suggest to use CC licensed OpenStreetmap.org, or you must license map from e.g. Navteq or Teleatlas.

I also read the terms of services and saw that mobile applications are not acceptable. Anyway, one efficient MIDP implementation is to generate the URL string for the map, and pass it as a midlet platform request so the S60 browser will display the image and allow you to zoom and save the file. This saves the application developer from creating code for the canvas and rendering the image file. e.g.: `yourmidlet.platformRequest (url-string);`

1. Sorry, the last comment confused me a little bit. Is it a workaround to make it legally (I don't think so...) or just to ease the illegal development?

2. Concerning the first comment, what do you mean "register without a url"? Why can't i do it? What did you provide in the corresponding text field?

3. So, could anybody explain a bit more descriptively how the proxy should be set up? For example by changing: `return "http://maps.google.com/staticmap?center=" + lat + "," + lng + "&format=" + format + "&zoom=" + zoom + "&size=" + width + "x" + height + "&key=" + apiKey;` in the sample code with: `return "http://myserver..... ;` and then calling `maps.google.com` from `myserver`?

4. Does anybody know if j2memap uses the data from google maps legally? (I will also ask this question in the j2memap forum, of course. I just saw there a relevant question that remains unanswered).

If i have to paste these questions in a forum instead of this place, forgive me and help me to transfer them there. Thanks, Apostolos.

http://code.google.com/apis/maps/faq.html#tos_nonweb:

Can I use Google Maps in my non-Web application?

No. The Google Maps API is currently available only for websites.

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I'm not sure, but I believe any Flash application inside single person's private mobile phone is not a website?
Is it?

My current investigation results. The FAQ is updated now:

- 1) non-Web it tells "you can use if your free desktop app implements google javascript api", which
- 2) <http://code.google.com/apis/maps/faq.html#mapsformobile> tells "We recommend using the Google S
- 3) But I think the most important is <http://code.google.com/apis/maps/terms.html> : "10. License R

So my conclusion is that you cannot use Google static maps in a mobile app, not even in WAP app.

J2MEMap (from 8motions) uses google (and all other) map services clearly illegally, another similar application got "cease and desist" letter long time ago and had to stop using google (<http://www.mgmaps.com>).

But, luckily the openstreetmap.org maps are better and better, and you can use these for free without limitation. Check out also this open source tool to do this in j2me: <http://www.nutiteq.com>.

--[Jaakl](#) 14:21, 16 December 2008 (EET)

please refer to [www.guidebee.biz/gis.php] , Guidebee provides mobile map API on J2ME

--[Guidebee](#) 04:13, 27 August 2009 (UTC)