

Adding a Placebase Tile Layer to a TileMap

Placebase tile layers can be added to MapQuest TileMaps, providing developers the ability to integrate Placebase layer information within MapQuest tiles.

The following steps are required when adding a Placebase layer:

1. Include `mqa.placebase.js` and `proj.js` in the header section of the page.
2. The `PlaceBase` options must be passed to the `MQA.TileLayer` constructor, in the format shown below.

```
myPBOpts = {key:"YOUR_PB_KEY",layerSpec:"YOUR_PB_LAYER_SPEC"};
```

3. Create a `TileLayer` object, passing in arguments for the map, layer id, `PlaceBaseTile` class, options, bounds (if undefined, the layer will apply to the whole map), minimum zoom level, maximum zoom level, opacity, z-index and the copyright, as shown below:

```
myPBLayer = new  
MQA.TileLayer(myMap,"PBLayer",MQA.PlaceBaseTile,myPBOpts,null,1,16,1,60,null)  
;
```

4. Call `TileMap.addTileLayer()`, passing the `TileLayer` object created in the previous step.

```
myMap.addTileLayer(myPBLayer);
```

Adding a Custom Tile Layer to a TileMap

Custom tile layers can be added to MapQuest TileMaps, providing developers the ability to integrate custom layer information within MapQuest tiles.

The following steps are required when adding an image tile layer:

1. Create an instance of a Tile class, defining the `getUrl()` function, and overriding the relevant methods of the `MQA.ImageTile` class, as shown below.

```
CustomTileClass = function( parent, left, top, gridColumn, gridRow, scale, zoom, size, opacity, options) {  
    this.gridColumn = gridColumn;  
    this.gridRow = gridRow;  
    this.url = './image_dir/image.gif';  
    this.tileImage = null;  
    MQA.ImageTile.call( this, parent, left, top, gridColumn, gridRow, scale, zoom, size, opacity, options )  
    this.getUrl = function() {return this.url;}  
}
```

2. Create a `TileLayer` object, passing in arguments for the map, layer id, the Tile class created in the previous step, bounds (if undefined, the layer will apply to the whole map), minimum zoom level, maximum zoom level, opacity, z-index and copyright, as shown below.

```
myCustomLayer = new  
MQA.TileLayer(myMap,"layer_id",CustomTileClass,null,null,1,16,0.75,60,null);
```

3. Call `TileMap.addTileLayer()`, passing the `TileLayer` object created in the previous step.

```
myMap.addTileLayer(myCustomLayer);
```

Adding a Placebase Tile Layer to a TileMap

Placebase tile layers can be added to MapQuest TileMaps, providing developers the ability to integrate Placebase layer information within MapQuest tiles.

The following steps are required when adding a Placebase layer:

1. Include `mqa.placebase.js` and `proj.js` in the header section of the page.
2. The `PlaceBase` options must be passed to the `MQA.TileLayer` constructor, in the format shown below.

```
myPBOpts = {key:"YOUR_PB_KEY",layerSpec:"YOUR_PB_LAYER_SPEC"};
```

3. Create a `TileLayer` object, passing in arguments for the map, layer id, `PlaceBaseTile` class, options, bounds (if undefined, the layer will apply to the whole map), minimum zoom level, maximum zoom level, opacity, z-index and the copyright, as shown below:

```
myPBLayer = new  
MQA.TileLayer(myMap,"PBLayer",MQA.PlaceBaseTile,myPBOpts,null,1,16,1,60,null)  
;
```

4. Call `TileMap.addTileLayer()`, passing the `TileLayer` object created in the previous step.

```
myMap.addTileLayer(myPBLayer);
```

Accessing Properties of Custom Tile Layers

After custom tile layers have been added to a map, they have various properties and methods that can be accessed to adjust their appearance/behavior.

The tile layer's properties can be set using the `setValue('property', 'value')` notation, as shown below.

```
myLayer. setValue('minZoom',2);
```

The tile layer's properties can be retrieved using the `getValue('property')` notation, as shown below.

```
myIntMinZoom = myLayer. getValue('minZoom');
```

NOTE: For a complete list of available properties and methods for any of the classes mentioned above, please refer to the Developer's Guide available on the MapQuest Developer Network at <http://www.developer.mapquest.com>