Subject: Re: attractive base map for animation
Posted by MarioIncandenza on Thu, 08 Nov 2012 23:07:53 GMT

On Tuesday, November 6, 2012 10:51:01 AM UTC-8, Coyote wrote:
> Google Maps.

Thanks! That was probably the most fun day of coding I've had in months! I just went ahead and had the API draw what I needed on the map. I think it's pretty awesome that you got the map graphics pulled into a cgMap() object, but I didn't end up messing with that because objects (read: because I am a Neanderthal.)

Thanks,

--Edward H.