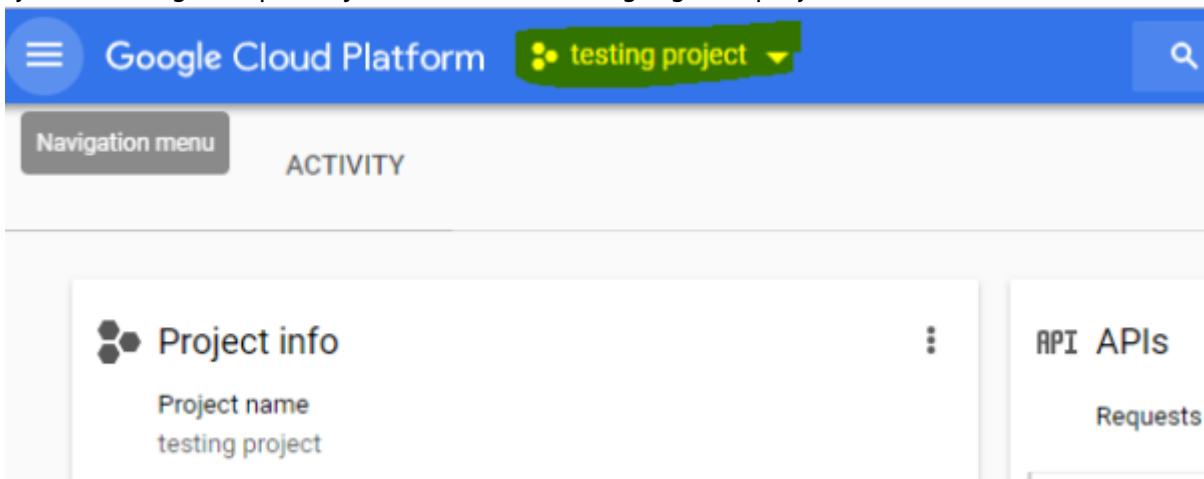


First Time Configuration

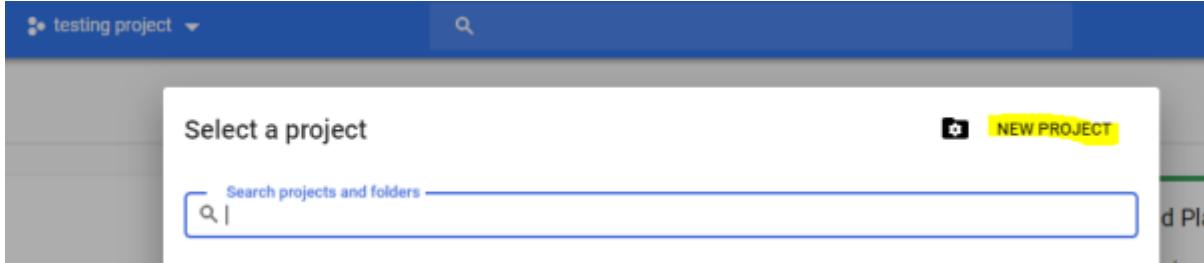
These are the instructions to follow in order to start using Google Maps on your site. We've had to change these instructions several times as Google updates their admin tools from time to time and also seem to be moving all their services into their cloud platform. So let us know if these change.

1. Create a cloud account on the Google Cloud Platform. You can probably use the same account attached to your other "Google offerings". You may have one setup already. The url we see within our account is <https://console.cloud.google.com>.
2. Once within your Google Cloud Platform account we suggest creating a project for your site if not just for Google Maps for your site. Click the highlighted project chooser within the following:



The screenshot shows the Google Cloud Platform dashboard. At the top, there is a blue header bar with the text "Google Cloud Platform" and a dropdown menu showing "testing project". Below the header, there are two tabs: "Navigation menu" and "ACTIVITY". The main content area is divided into several sections. On the left, there is a "Project info" section with a hexagonal icon, showing "Project name: testing project". To the right of this is an "APIs" section with a "Requests" sub-section. The "APIs" section has a "NEW PROJECT" button. The overall layout is clean and modern, typical of Google's administrative interfaces.

3. Within the next popup screen choose the "new project":



The screenshot shows a modal dialog box titled "Select a project". At the top left, it says "testing project". On the right side, there is a "NEW PROJECT" button with a camera icon. Below the title, there is a search bar with the placeholder text "Search projects and folders". The background of the dialog is white, and it is centered over the main Google Cloud Platform dashboard.

4. Within the next screen name your project, add it to a organization if you have or want one and click the create button:

You have 22 projects remaining in your quota. Request an increase or delete projects. [Learn more](#) [MANAGE QUOTAS](#)

Project Name * [?](#)

Project ID: hip-fuze-224616. It cannot be changed later. [EDIT](#)

Location * [BROWSE](#)

Parent organization or folder

[CREATE](#) [CANCEL](#)

- Once that project is added click the "project select" you chose in the first step, choose the new project name you just created and click the "open" button at bottom.
- Within the next screen search for "maps" within the search box provided
- Within the search results click the "Maps Javascript API" as shown here:

Google Cloud Platform [Google Maps](#) [?](#)

maps

Marketplace

25 results

TYPE	NAME	DESCRIPTION	ENABLE
Google Cloud Platform (2)	Maps SDK for Android	Maps for your native Android app.	Enable
APIs & services (19)	Maps SDK for iOS	Maps for your native iOS app.	Enable
Virtual machines (2)	Maps Embed API	Make places easily discoverable with interactive Google Maps.	Enable
Datasets (2)	Maps JavaScript API	Maps for your website	Enable
Category	Type APIs & services	Type APIs & services	Enable
Advertising (1)			Enable

- Click the "Enable" button within the next screen.
- Now you are in the project home of the project you just created with Maps Javascript API details showing as below...click the APIs link in the left window:

API version	Response code	Value
All API versions	200	1000
All API versions	404	1000
All API versions	500	1000
All API versions	401	1000
All API versions	403	1000
All API versions	405	1000
All API versions	406	1000
All API versions	407	1000
All API versions	408	1000
All API versions	409	1000
All API versions	410	1000
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All API versions	499	1000
All API versions	500	1000

10. Now you should see a full list of APIs currently enabled on your new project. You will need to enable the "Geocoding API" also for this same project as you see in this screenshot. When done you should see the "Maps Javascript API" and the "Geocoding API" enabled for this project.
11. Within the Google Cloud Platform choose the "APIs & Services" link within the left menu.
12. Next click the "credentials" link within the left window.
13. You should see a "create credentials" link in the middle of the page if you have not created API credentials for this project yet.
14. You should see a popup with the newly created API key. Click close and you will see all API credentials in your current project. That API key is what you will use within your Geo Google Maps addon admin tool. You can additionally click on the API key in the list to put restrictions on its use....like only for your website's url or others. If you put restrictions just make it so it can work on the site your Geo installation is on.
15. Install and enable the Google Maps addon if you have not already, following [Installation of Addons](#).
16. In your admin panel, go to [Addons > Google Maps > Settings](#), and enter your Google Maps API key. Save the settings.
17. Change the rest of the setting if you wish to change them from the defaults.
18. At the bottom of that same page in your admin, after the settings have been saved, ensure that the Google Map Preview displays correctly in the [Maps Preview](#) section. If it does not, check the settings and that cURL is working on your server, if the map does not display here it will not display on listing details pages.
19. [NOTE: in most cases, this step is done for you automatically] Add the tag **{addon author='geo_addons' addon='google_maps' tag='listing_map'}** to your classified details and/or auction details templates (generally, listing_classified.tpl or listing_auction.tpl). If not already present, you would insert this tag into these templates wherever you want the Google

Map to appear.<

20. In [Listing Setup > Fields to Use](#) make sure to allow using the **Mapping Location** field

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1. Place a test listing on your site, and be sure to enter the mapping data. Once the listing is placed, view the listing details to see if the map displays. <

<tip cn>Make sure you test/use this feature with an actual address that can be found by the Google Maps site. If the address is not valid, the window may never appear</tip>

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