Make your own map

Overview

This is a simple Midlet that can help you get and display on the phone's screen the coordinates on each of a route's critical turning points, as well as the direction (left or right) towards which you are heading. The idea is to be able to send this information to someone who needs directions when following the same route.

Example Code

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
import javax.microedition.location.*;

public class LBS extends MIDlet implements CommandListener {
    //soft key indication for direction.
    Command Right = new Command("RIGHT",Command.ITEM,0);
    Command Left = new Command("LEFT",Command.BACK,0);
    //first coordinate that is your starting point.

    String direction="Starting point";
    public LBS() {}
    Form f=new Form("Waiting...");
    public void startApp() {

        f.append("Start");
        f.addCommand(Left);
        f.addCommand(Right);
        f.setCommandListener(this);
        Display.getDisplay(this).setCurrent(f);

        getCoordinates(f,direction);

    }

 private void getCoordinates(Form f,String dir) {
  try {
            Criteria c=new Criteria();
            c.setHorizontalAccuracy(100);
            c.setVerticalAccuracy(100);
            c.setPreferredPowerConsumption(Criteria.POWER_USAGE_LOW);
            LocationProvider lp=LocationProvider.getInstance(c);
            Location loc=lp.getLocation(60);
            QualifiedCoordinates qc=loc.getQualifiedCoordinates();
            f.append(dir);
            f.append("Alt: "+qc.getAltitude());
            f.append("Lat: "+qc.getLatitude());
            f.append("Long: "+qc.getLongitude());

        } catch(Exception e) {
            f.append("Exception: "+e);
        }
 }

    public void pauseApp() {}

    public void destroyApp(boolean destroy) {}

    public void commandAction(Command c, Displayable s) {
        //whenever your press left this will show the cordinates
        //of the turning point.with the label of left.

        if (c == Left) {

            direction="\nLEFT";
         getCoordinates(f,direction);
        }
        //when ever you press the right this will show the coordinates of
        // the turning point for the right.

        if (c == Right) {

            direction="\nRIGHT";
         getCoordinates(f,direction);
        }
    }
}
```


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