Maps API support for Nokia devices

Nokia has devices with multiple different Operating systems, and some of the OS's are having multiple different platform versions, this article is summarizing the Maps API support for different Operating systems and platform versions we have.

Windows Phone

Windows Phone 8

For Nokia Lumia devices with Windows Phone 8 use the Map control included in the SDK (see Maps and navigation for Windows Phone 8 and How to add a Map control to a page in Windows Phone 8). Note that the API is used on all Windows Phone 8 devices (not just Nokia devices) and that this is not the same control as was used with Windows Phone 7.

For code examples showing how to use maps on Windows Phone 8 devices see WP8MapsExamples (and other Nokia Developer Projects). Also see the wiki articles in Portal:Windows Phone Location & Maps.

Windows Phone 7

With Nokia Lumia Windows Phone 7 devices use the Bing Maps API. Note that the API is used on all Windows Phone 7 devices (not just Nokia devices).

Examples for using this API can be found in the article Maps Examples for Windows phone (and in other articles in Portal:Windows Phone Location & Maps).

Series 40

With Series 40 devices, you can use Maps API for Java ME.]. List of examples for the API is available at Examples for Maps API for Java ME article, and there are many other wiki articles listed in Portal:HERE Maps API for Java ME.

Another option would be to utilize RESTful Map API- though for performance reasons this should only be used for **static** images. With this API you would use HTTP query to fetch an image from the Map Image API server, which is ideal for thumbnails and so-on.

Meego Harmattan

There is only one Nokia Meego device, and as stated in Develop for the Nokia N9 it supports Qt 4.7.4 and Qt Mobility 1.2, which means that it does have full Qt Maps API support, as well as it also support QtQuick Maps API as well.

Examples for this Qt Location Maps API could be found from Qt Maps Examples article. And examples for QtQuick Maps examples can be found from QtQuick Maps Examples article.

Symbian

Symbian^3

As Symbian^3 with Anna, Bella etc. are supporting Qt 4.7.4 and Qt Mobility 1.2 it supports QtLocation Module with full Qt Maps API support, as well as it also support QtQuick Maps API as well.

Examples for this Qt Location Maps API could be found from Qt Maps Examples article. Examples for QtQuick Maps examples can be found from QtQuick Maps Examples article. Other articles and code examples can be found in Portal:Nokia Maps API for Qt.

And of course there are full support for API supported by S60 3rd Edition devices, such as RESTful Map API for **static** images and Maps API for Java ME for **interactive** maps. .

Symbian 5th edition

As shown in Qt support for symbian page Symbian 5th edition is supporting Qt 4.7.3 with Mobility 1.1.3, Which means that it supports QtLocation Module with full Qt Maps API support

Examples for this API could be found from Qt Maps Examples article.

Note that as 4.7.3 has Qt Mobility 1.1, and the Qt Mobility 1.2 was included with Qt 4.7.4, the QML Maps API is not working with 5th edition devices as mentioned in Location QML Plugin page.

And of course there are full support for APIs supported by 3rd edition S60 devices, such as RESTful Map API for **static** images and Maps API for Java ME for **interactive** maps.

Symbian 3rd edition

(C) Copyright Nokia 2013. All rights reserved.

As Symbian 3rd edition only supports Qt 4.6 there are no Maps APIs with Qt that are supported, anyway with both Qt and Symbian you can use the RESTful Map API.

With 3rd Edition FP2, you could also use this API inside WRT widget, as shown in this example.

As the Symbian also supported Java you can use the Maps API for Java ME API for making Maps application for it.

Cross-Platform development and Web browser support

The APIs described above are the preferred **native** solution, when developing for a single mobile platform. For cross-platform development it is usually necessary to consider a **web-based** API solution. For PCs, tablets and cross-platform development for high-end mobile devices, the Maps API for JavaScript is the preferred "one-size-fits all" web browser solution. Please note that due to restricted memory constraints, this API is not the correct choice for S40 phones. For further examples see Portal:HERE Maps API for Web for wiki articles about this API.

(C) Copyright Nokia 2013. All rights reserved.

(C) Copyright Nokia 2013. All rights reserved.