

# Openstreetmap

## Karte einbinden

mit Suchfunktion nach Ort

Quelle: <https://github.com/perliedman/leaflet-control-geocoder>

Wichtig hierfür ist folgender Code:

```
<link rel="stylesheet"
href="https://unpkg.com/leaflet-control-geocoder/dist/Control.Geocoder.css"
/>
<script
src="https://unpkg.com/leaflet-control-geocoder/dist/Control.Geocoder.js"></
script>
  <script>
    L.Control.geocoder().addTo(map);
  </script>
```

Beispiel:

[download](#)

```
<!DOCTYPE html>
<html>
  <head>
    <title>Leaflet Control Geocoder</title>

    <meta charset="utf-8" />
    <meta
      name="viewport"
      content="width=device-width, user-scalable=no initial-scale=1,
maximum-scale=1"
    />

    <link rel="stylesheet"
href="https://unpkg.com/leaflet@latest/dist/leaflet.css" />
    <link rel="stylesheet"
href="https://unpkg.com/leaflet-control-geocoder/dist/Control.Geocoder.
css" />

    <script
src="https://unpkg.com/leaflet@latest/dist/leaflet-src.js"></script>
    <script
src="https://unpkg.com/leaflet-control-geocoder/dist/Control.Geocoder.j
s"></script>
    <style type="text/css">
      body {
        margin: 0;
      }
    </style>
  </head>
  <body>
    <div id="map">
      <div id="geocoder">
        <input type="text" value="Suchort" />
        <input type="button" value="Suchen" />
      </div>
    </div>
  </body>
</html>
```

```
    }
    #map {
      position: absolute;
      width: 100%;
      height: 100%;
    }
  </style>
</head>
<body>
<div id="map"></div>

<script type="text/javascript">
  var map = L.map('map').setView([0, 0], 2);
  L.tileLayer('https://{s}.tile.osm.org/{z}/{x}/{y}.png', {
    attribution: '&copy; <a
href="https://osm.org/copyright">OpenStreetMap</a> contributors'
  }).addTo(map);
  L.Control.geocoder().addTo(map);
</script>
</body>
</html>
```

body { margin: 0; } #map { position: absolute; width: 60%; height: 60%; }

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