MetacatUI - Story #6222

Ensure UI loads even when Google Maps is not configured

11/15/2013 07:42 AM - ben leinfelder

Status:	Closed		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:	ben leinfelder		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	1.3.0		**Spent time:**	0.00 hour
Description				

History

#1 - 11/15/2013 10:53 AM - ben leinfelder

- Status changed from New to In Progress

- Assignee set to ben leinfelder

When you input a bad API key, the UI loads, but you get an alert saying that Google Maps is not available and the map does not render. This seems to be fine, but I wonder what will happen when we start trying to place markers -- best to surround those methods with good error checking. If we don't have a map, don't even bother with the spatial calculations and plotting overhead.

#2 - 11/18/2013 03:02 PM - ben leinfelder

- Status changed from In Progress to Closed

Now falling back gracefully when either Google maps or the reCaptcha libraries cannot load. The UI will still run (without support for those areas that failed to load, of course).