
IP Location help file

How it works?

It is pretty simple! I created scripts for getting json response from web <http://ip-api.com/>. Then i convert that response to DS map and you can use it in game maker!

HOW TO USE?

It is pretty easy! If you don't want to use tutorial object you can make other in 3 steps!

1. Create some object.
2. Put scripts `scr_get_loc_init()`; and `scr_get_loc()`; **in create event**. (you can put `scr_get_loc()`; where you want! Like click event or key press event! (**but not in step events!!!**))
3. Add HTTP event (asynchronous, http) and put `scr_get_loc_http()`; here.

How to draw http results?

I created bunch of scripts for you!

```
get_country_code();
```

```
get_country();
```

```
get_region();
```

```
get_city();
```

```
get_isp();
```

```
get_lat();
```

```
get_lon();
```

So, in example. If you want to draw your country, you write something like :

```
draw_text(x,y,"My country is : " + string(get_country()));
```

That is all! If you have more questions, ask me on druiduv.net@gmail.com !