W3C Geolocation, Bing Maps and HTML 5 Canvas

This code uses the W3C's Geolocation API in conjunction with Bing Maps and HTML 5 Canvas.

```
<!DOCTYPE HTML>
<html>
<head>
    <title>HTML5 page</title>
    <!--link rel="stylesheet" type="text/css" href="site.css"/-->
    <style type="text/css">
        #baseDiv {position:relative; width:80%; left:10%; border:1px solid;}
    </style>
</head>
<body>
    <div id="baseDiv">
        <canvas id="stage" width="600" height="600">Sorry, your browser does not support th
    </div>
    <script type="text/javascript" src="http://ajax.googleapis.com/ajax/libs/jquery/1.4.3/j
    <script type="text/javascript">
    //<![CDATA[
        var lineHeight = 14;
        jQuery(function() {
            navigator.geolocation.getCurrentPosition(showPosition);
        });

        function showPosition(position) {
            var ctx = document.getElementById('stage').getContext('2d'),
                txt = 'This is a string of text',
                x = 10, y = lineHeight,
                maxWidth = 50,
                lat = position.coords.latitude,
                lon = position.coords.longitude;
            ctx.font = '12pt Courier New';

            ctx.fillText('latitude: ' + lat, x, y);
            y += lineHeight;
            ctx.fillText('longitude: ' + lon, x, y);
            y += lineHeight;

            var img = new Image(),
                url = 'http://dev.virtualearth.net/REST/v1/Imagery/Map/Road/' + lat + ',' +
                        + '?mapSize=400,400'
                        + '&pushpin=' + lat + ',' + lon
                        + '&mapLayer=trafficFlow'
                        + '&key=XXXXXXXXXXXXXXXXXX';

            jQuery(img).bind('load', function() {
                ctx.drawImage(img, x, y);
            });

            img.src = url;
        }
    //]]>
    </script>
</body>
</html>
```

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