

How to create generated icons

GPX Viewer supports generating custom color and text icons for waypoints defined in gpx or kml files.

In gpx files you can define in `<wpt>` tag `<extensions>` tag, then `<gpxwpx:WaypointExtension>` tag into which you need to add `<gpxwpx:icon>` tag. This is not included in gpx schema, so we are providing schema for this on this url:

<https://www.vecturagames.com/xmlschemas/GpxWaypointExtensionv1.xsd>. For example:

```
<wpt>
  ...
  <extensions>
    <gpxwpx:WaypointExtension>
      <gpxwpx:icon>...</gpxwpx:icon>
    </gpxwpx:WaypointExtension>
  </extensions>
  ...
</wpt>
```

Inside `<gpxwpx:icon>` and `</gpxwpx:icon>` tags instead of ... you can write functions:

```
. **color_marker(color)** - instead of color you need to write color in RGB
format, for example: #aab51c
. **text_marker(string)** - instead of string you need to write maximum of
three characters and minimum one character, for example: 100
```

Examples for **color_marker(color)**:

```
<wpt>
  ...
  <extensions>
    <gpxwpx:WaypointExtension>
      <gpxwpx:icon>color_marker(#aab51c)</gpxwpx:icon>
    </gpxwpx:WaypointExtension>
  </extensions>
  ...
</wpt>
```

Result icon:

Examples for **text_marker(string)**:

```
<wpt>
  ...
  <extensions>
    <gpxwpx:WaypointExtension>
      <gpxwpx:icon>text_marker(100)</gpxwpx:icon>
```

```
</gpxwpx:WaypointExtension>  
</extensions>  
...  
</wpt>
```

Result icon:

From: <https://docs.vecturagames.com/gpxviewer/> - **GPX Viewer User Guide**

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