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. These tags are not included in gpx schema, so we are providing schema for this on this url: https://www.vecturagames.com/xmlschemas/GpxWaypointExtensionv1.xsd. 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**

Permanent link:
https://docs.vecturagames.com/gpxviewer/doku.php?id=docs:faq:how_to:generated_waypoint_icon&rev=1577049653

Last update: **2020/08/05 15:28**