

## 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`

Example for **color\_marker(color)**:

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

Result icon:



Example 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=1596641320](https://docs.vecturagames.com/gpxviewer/doku.php?id=docs:faq:how_to:generated_waypoint_icon&rev=1596641320)

Last update: 2020/08/05 15:28

