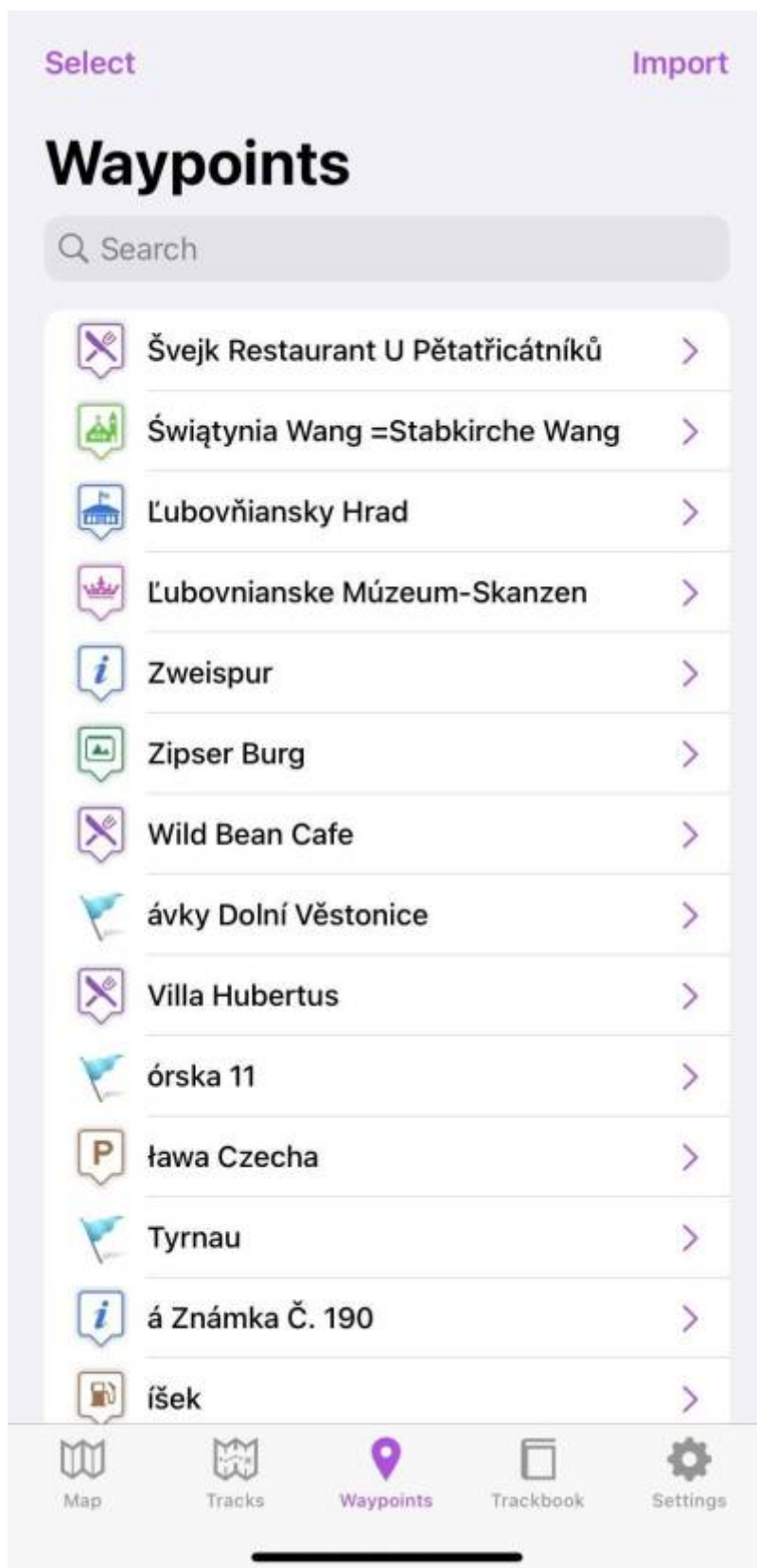


# Waypoints

---

The waypoint menu screen is consisting of search of the waypoints imported into the application, import button and the waypoints themselves.



After clicking on the waypoints, more details are displayed:

- **Lattitude and Longitude** - coordinations of the waypoints that can't be changed.
- **Color** of the waypoint in hexacode, or also with possibility to choose from palette.
- **Symbol** that should be displayed to represent the waypoint.
- **Name** of the waypoint.
- **Description**, often carrying the information how waypoint was created.

- **Comment** on the waypoint.
- **Source** the device on which was the Waypoint recorded.
- **Type** of data.

The eye on the top of the screen disables or enables the appearance of the waypoint on the screen. Sharing button indicates export of the waypoint. More information about exporting can be found here.

The screenshot shows the 'Gasthaus' waypoint details screen. At the top, there is a back arrow, the name 'Gasthaus', an eye icon, and a share icon. Below this is a 'Data' section with a table of coordinates. The 'Color' field shows a red hex code and a color picker. The 'Symbol' field shows a restaurant icon and a pencil icon. The 'Name', 'Description', 'Comment', 'Source', and 'Type' fields each have a pencil icon for editing.

Latitude	Longitude
49,160686°	22,458994°

Color: #FFDD0000

Symbol: Restaurant

Name: Gasthaus

Description: 897 und Wetlina

Comment: 897 und Wetlina

Source:

Type: user



From:

<https://docs.vecturagames.com/gpxviewerproios/> - **GPX Viewer PRO User Guide**

Permanent link:

<https://docs.vecturagames.com/gpxviewerproios/doku.php?id=docs:waypoints&rev=1671023682>

Last update: **2023/09/08 14:45**

