

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

elect Na	ypoints	Import
Q, Se	-	
×	Švejk Restaurant U Pětatřicátníků	>
A	Świątynia Wang =Stabkirche Wang	>
-	Ľubovňiansky Hrad	>
a	Ľubovnianske Múzeum-Skanzen	>
į	Zweispur	>
	Zipser Burg	>
×	Wild Bean Cafe ávky Dolní Věstonice	>
7		>
	Villa Hubertus	>
Y	órska 11	>
P	ława Czecha	>
Y	Tyrnau	>
į	á Známka Č. 190	>
	íšek	>
Map	Tracks Waypoints Trackbook	Ö Settings

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 possiblity to choose from pallette. Color can be changed only for default symbol.
- **Symbol** that should be displayed to represent the waypoint. Users have the ability to choose the symbol 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.

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