

Markers

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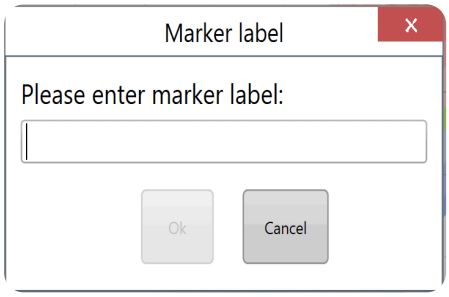
Markers

Markers identify points of interest at user-selected locations on a design. A marker can also serve as a benchmark "control point". To use a marker as a Benchmark location, refer to **Set Zero using a marker** in this manual's Implementation section.

Set marker



Use **Set marker** to place a marker on the map. Markers are always placed at the current location.



Creating a new marker opens a window where you can enter its name.

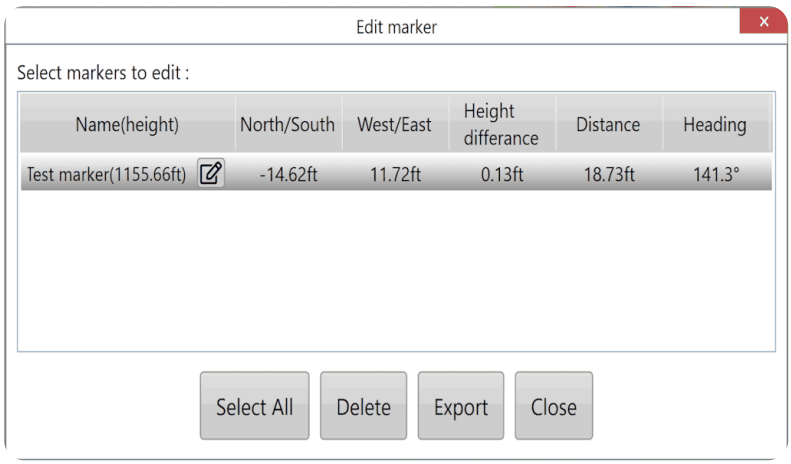
For a YouTube video tutorial on setting markers, visit https://youtu.be/sk7BdYk62K8.

Edit Marker

Edit Marker opens a window where you can select and edit any marker on the map.



The **Edit Marker** button opens the window shown below. It displays each placed marker's heading, distance and height relative to your current position.



Press the button next to a marker's name to change that name.

The buttons at the bottom of the window let you select all markers, delete the currently selected markers, export the currently selected markers and close the window.