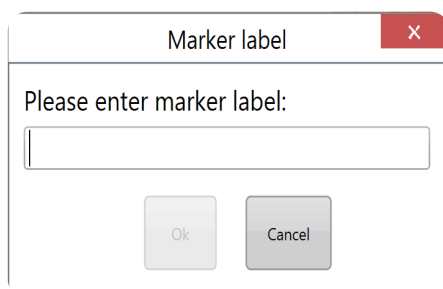


Markers

Markers on designs allow for setting points of interest at user-selected locations. This includes using a marker as a benchmark “control point” location in the design. To use a marker as a Benchmark location, refer to ‘Set Zero using a marker’ in the Implementation section of this manual.



Set marker - use this tool to set a marker on the map. Markers are always placed at the current location.



When a new marker is created a window will appear allowing a name for the marker to be entered.

For a youtube video tutorial on setting markers visit

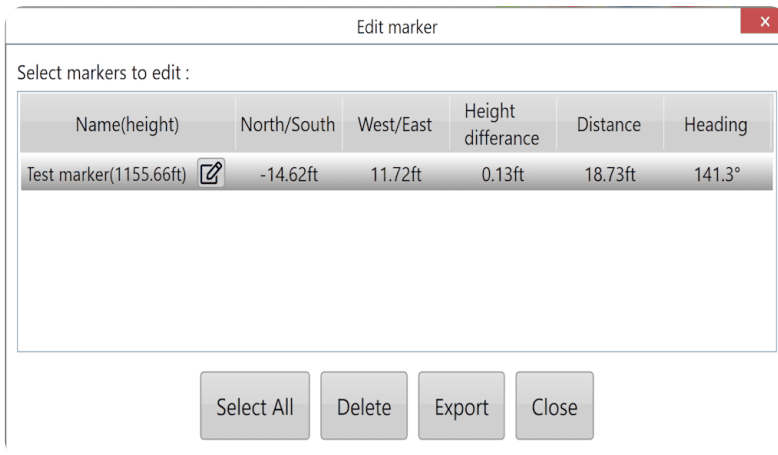
<https://youtu.be/sk7BdYk62K8>

or use your phone to scan this barcode



Edit Marker - this opens a window that allows you to select any marker on the map and edit it.

The ‘Edit Marker’ button will open the below window allowing you to see the information of each marker that has been placed including heading, distance and height of the marker relative to your current position.



Pressing the button next to the marker name will let you change the name of the marker.

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