[visualization_msgs](#)/Marker Message

File: visualization_msgs/Marker.msg

Raw Message Definition

```
# See http://www.ros.org/wiki/rviz/DisplayTypes/Marker and http://www.ros.org/wiki/rviz/Tutorials/Markers%3A%20Basi

uint8 ARROW=0
uint8 CUBE=1
uint8 SPHERE=2
uint8 CYLINDER=3
uint8 LINE_STRIP=4
uint8 LINE_LIST=5
uint8 CUBE_LIST=6
uint8 SPHERE_LIST=7
uint8 POINTS=8
uint8 TEXT_VIEW_FACING=9
uint8 MESH_RESOURCE=10
uint8 TRIANGLE_LIST=11

uint8 ADD=0
uint8 MODIFY=0
uint8 DELETE=2
uint8 DELETEALL=3

Header header                          # header for time/frame information
string ns                              # Namespace to place this object in... used in conjunction with id to create a
int32 id
                                 # object ID useful in conjunction with the namespace for manipulating and deleting the obj
int32 type                             # Type of object
int32 action
                                 # 0 add/modify an object, 1 (deprecated), 2 deletes an object, 3 deletes all objects
geometry_msgs/Pose pose                # Pose of the object
geometry_msgs/Vector3 scale            # Scale of the object 1,1,1 means default (usually 1 meter square)
std_msgs/ColorRGBA color               # Color [0.0-1.0]
duration lifetime                      # How long the object should last before being automatically deleted.  0 means
bool frame_locked                      # If this marker should be frame-
locked, i.e. retransformed into its frame every timestep

#Only used if the type specified has some use for them (eg. POINTS, LINE_STRIP, ...)
geometry_msgs/Point[] points
#Only used if the type specified has some use for them (eg. POINTS, LINE_STRIP, ...)
#number of colors must either be 0 or equal to the number of points
#NOTE: alpha is not yet used
std_msgs/ColorRGBA[] colors

# NOTE: only used for text markers
string text

# NOTE: only used for MESH_RESOURCE markers
string mesh_resource
bool mesh_use_embedded_materials
```

Compact Message Definition

```
uint8 ARROW=0
uint8 CUBE=1
uint8 SPHERE=2
uint8 CYLINDER=3
uint8 LINE_STRIP=4
uint8 LINE_LIST=5
uint8 CUBE_LIST=6
uint8 SPHERE_LIST=7
uint8 POINTS=8
uint8 TEXT_VIEW_FACING=9
uint8 MESH_RESOURCE=10
uint8 TRIANGLE_LIST=11
uint8 ADD=0
uint8 MODIFY=0
uint8 DELETE=2
uint8 DELETEALL=3
std_msgs/Header header
string ns
int32 id
int32 type
int32 action
geometry_msgs/Pose pose
geometry_msgs/Vector3 scale
std_msgs/ColorRGBA color
duration lifetime
bool frame_locked
geometry_msgs/Point[] points
```

std_msgs/ColorRGBA[] colors
string text
string mesh_resource
bool mesh_use_embedded_materials

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std_msgs/ColorRGBA[] colors
string text
string mesh_resource
bool mesh_use_embedded_materials

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