MarkerItem

New item (can be one of the extended items).

At all times there can be only one marker in the map (if we would have wanted more, we would have needed to add an ID field. I think one is sufficient. What do you think?)

Marker is placed as follows:

<ExtendedCode><MarkerCode>X

While X is an enum with the following values:

1. CurrentPosition

2. ToTheRightOfNextItem

As illustrated in the following example:

ToTheRightOfNextItem

CurrentPosition

To jump to marker simply use:

<ExtendedCode><MarkerCode>