

You can also create custom markers. See the **SetWindow** operation's markerHook keyword.

### Marker Colors

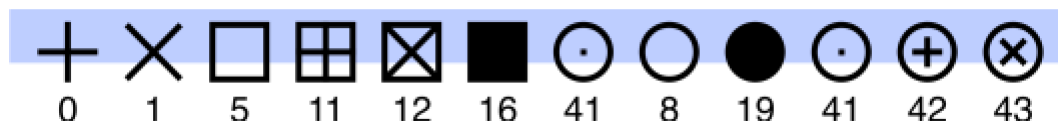
Igor provides control of three colors for graph markers: the trace color, the stroke color and the fill color.

The trace color is simply the color selected for the trace overall and is the same for any trace mode.

The stroke color is the color of the lines making the outlines of the markers. By default the stroke color is the same as the trace color.

The fill color is used to fill the background space of hollow markers. By default there is no fill color so that you see background objects through the interiors of hollow markers.

Here is a sample of some of Igor's markers with the trace color set to black, the marker size set to 10 and the marker stroke thickness set to 2 points. A blue rectangle is drawn beneath the markers:



The blue rectangle shows through the interior of the hollow markers (5, 11, 12, 8, 41, 42, 43). The solid markers (16, 19) are solid black because the trace color is black.

You can set the stroke color using the Modify Trace Appearance dialog: turn on the Stroke checkbox and select a color. You can also use the command `ModifyGraph mrkStrokeRGB`. In the next figure, the stroke color was set to green using the command

```
ModifyGraph mrkStrokeRGB=(1,52428,26586)
```



The stroke color overrides the trace color, so the outlines of all the markers are now green. The solid markers are black with green outlines.

You can choose to make the interiors of hollow markers opaque. In the Modify Trace Appearance dialog, turn on the Fill checkbox. The command is

```
ModifyGraph opaque=1
```