



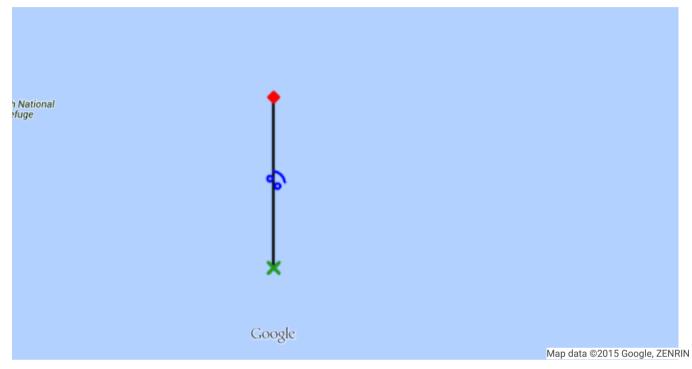
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Google Maps API

Google Maps JavaScript API v3

## Custom Symbols



View this example full screen.

JavaScript | JavaScript + HTML

```
// This example adds three custom symbols to a polyline.
function initialize() {
 var myLatLng = new google.maps.LatLng(20.291, 153.027);
 var mapOptions = {
    zoom: 6,
    center: myLatLng,
    mapTypeId: google.maps.MapTypeId.TERRAIN
 };
 var map = new google.maps.Map(document.getElementById('map-canvas'), mapOptions);
// Define the custom symbols. All symbols are defined via SVG path notation.
// They have varying stroke color, fill color, stroke weight,
// opacity and rotation properties.
 var symbolOne = {
    path: 'M -2,0 0,-2 2,0 0,2 z',
    strokeColor: '#F00',
    fillColor: '#F00',
    fillOpacity: 1
```

```
};
 var symbolTwo = {
    path: 'M -1,0 A 1,1 0 0 0 -3,0 1,1 0 0 0 -1,0M 1,0 A 1,1 0 0 0 3,0 1,1 0 0 0 1,0M -3,3 Q 0,5 3,3'
    strokeColor: '#00F',
    rotation: 45
 };
 var symbolThree = {
    path: 'M -2,-2 2,2 M 2,-2 -2,2',
    strokeColor: '#292',
    strokeWeight: 4
 };
// Create the polyline and add the symbols via the 'icons' property.
 var lineCoordinates = [
    new google.maps.LatLng(22.291, 153.027),
    new google.maps.LatLng(18.291, 153.027)
 var line = new google.maps.Polyline({
    path: lineCoordinates,
    icons: [
      {
       icon: symbolOne,
        offset: '0%'
      }, {
       icon: symbolTwo,
       offset: '50%'
      }, {
       icon: symbolThree,
        offset: '100%'
      }
    ],
    map: map
 });
}
google.maps.event.addDomListener(window, 'load', initialize);
```

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Last updated March 17, 2015.