

SetMarkerIcon

This function allows changing the icon of a checkpoint marker.

Syntax

```
bool setMarkerIcon ( marker theMarker, string icon )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *Marker:setIcon(...)*

Variable: *.icon*

Counterpart: *getMarkerIcon*

Required Arguments

- **theMarker:** The marker to change the visual style of
- **icon:** A string referring to the type of icon, acceptable values are:
 - **"none"**: No icon
 - **"arrow"**: Arrow icon
 - **"finish"**: Finish icon (at end of race)