

GetMarkerType

This function returns a marker's type.

Syntax

```
string getMarkerType ( marker theMarker )
```

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

Method: *Marker:getMarkerType(...)*

Variable: *.markerType*

Counterpart: *setMarkerType*

Required Arguments

- **theMarker:** A marker element referencing the specified marker.

Returns

- Returns one of the following strings:
 - **"checkpoint"**: A race checkpoint. These are very tall, but not infinite, light pillars. Checkpoints snap to ground and become invisible after going over a certain Z height.
 - **"ring"**: Doughnut shaped ring, normally used for aircraft.
 - **"cylinder"**: Small glowing ground ring. These are the glow markers you walk into to activate missions or events in single player.
 - **"arrow"**: Arrow pointing down. These are the arrows on the doors you can enter in single player, except NRP's are not animated by default.
 - **"corona"**: A glowing ball of light.

If an invalid marker is specified, *false* is returned.