GetMarkerIcon

This function returns the icon name for a marker.

Syntax

```
string getMarkerIcon ( marker theMarker )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Marker:getIcon(...)*
> **Variable**: *.icon*
> **Counterpart**: *setMarkerIcon*

Required Arguments

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

Returns

Returns *false* if the marker passed is invalid or a string containing one of the following:

- **"none"**: No icon
- **"arrow"**: Arrow icon
- **"finish"**: Finish (end-race) icon