

Resize Google Maps marker icon image

Asked 7 years, 2 months ago

Active 1 year, 3 months ago

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When I load an image into the icon property of a marker it displays with its original size, which is a lot bigger than it should be.

I want to resize to the standard to a smaller size. What is the best way to do this?


Code:

```
function addMyPos(latitude,longitude){
  position = new google.maps.LatLng(latitude,longitude)
  marker = new google.maps.Marker({
    position: position,
    map: map,
    icon: "../res/sit_marron.png"
  });
}
```

javascriptgoogle-mapsgoogle-maps-markersimage-resizing


edited Aug 14 '13 at 12:58

asked Feb 26 '13 at 18:22



PaulG

12.7k



Golan_trevize

851

198 watchers

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6 Answers

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If the original size is 100 x 100 and you want to scale it to 50 x 50, use s

```
var icon = {
  url: "../res/sit_marron.png", // url
  scaledSize: new google.maps.Size(50, 50), // scaled size
  origin: new google.maps.Point(0,0), // origin
  anchor: new google.maps.Point(0, 0) // anchor
};

var marker = new google.maps.Marker({
  position: new google.maps.LatLng(lat, lng),
  map: map,
  icon: icon
});
```


edited Feb 16 '15 at 5:42

answered Jul 17 '14 at 4:27



shellco

487



Catherine Nyo

3,094

This is how to do it under API v3. – Dean_Wilson Aug 21 '15 at 0:14

scaledSize instead of scale = love – Made in Moon May 20 '17 at 9:02

Be sure to twiddle with the anchor points to correctly align the icon to the location. – bluedot Aug 29 '17 at 9:50

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As mentioned in comments, this is the updated solution in favor of Icon object with documentation.

Use [Icon object](#)

```
var icon = {
  url: "../res/sit_marron.png", // url
  scaledSize: new google.maps.Size(50, 50), // scaled size
  origin: new google.maps.Point(0,0), // origin
  anchor: new google.maps.Point(0, 0) // anchor
};
```

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```
position: posicion,
map: map,
icon: icon
});
```

edited Jan 29 '16 at 16:18

answered Feb 26 '13 at 18:29



Philippe Boissonneault

3,702 3 21 32

12 MarkerImage is deprecated: use the icon object instead ! – Bertaud Jun 1 '13 at 23:26

8 This does not resize the image, but crops it? – Luis A. Florit Apr 9 '14 at 18:36

Use icon object and the scaledSize: new google.maps.Size(h, w) property on that object – Sverrir Sigmundarson Jan 28 '16 at 17:44

2 @SverrirSigmundarson it should be new google.maps.Size(w, h) NOT h, w – Ravi Ram Feb 28 '17 at 20:17

@RaviRam [Indeed you're right](#), thank you for this correction. – Sverrir Sigmundarson Mar 1 '17 at 21:11

[MarkerImage has been deprecated for Icon](#)

14

Until version 3.10 of the Google Maps JavaScript API, complex icons were defined as MarkerImage objects. The Icon object literal was added in 3.10, and replaces MarkerImage from version 3.11 onwards. Icon object literals support the same parameters as MarkerImage, allowing you to easily convert a MarkerImage to an Icon by removing the constructor, wrapping the previous parameters in {}'s, and adding the names of each parameter.



Phillippe's code would now be:

```
var icon = {
  url: "../res/sit_marron.png", // url
  scaledSize: new google.maps.Size(width, height), // size
  origin: new google.maps.Point(0,0), // origin
  anchor: new google.maps.Point(anchor_left, anchor_top) // anchor
};

position = new google.maps.LatLng(latitud, longitud)
marker = new google.maps.Marker({
  position: position,
  map: map,
  icon: icon
});
```

edited Jan 17 '18 at 16:06

answered Aug 14 '13 at 12:46



Anil Arrabole

3,410 4 30 48



Jono

3,386 4 22 44

3 I think this does not resize the image, but crops it. – Luis A. Florit Apr 9 '14 at 18:38

9 You want scaledSize rather than size . – bbodenmiller Apr 24 '14 at 21:20

Yeah agree with @bbodenmiller, scaledSize might be the one you are looking for. For my project I use scaledSize and that works for me. var icon = { url: imageName, scaledSize: new google.maps.Size(8, 12) }; – user908645 Apr 16 '15 at 6:07

Delete origin and anchor will be more regular picture

6

```
var icon = {
  url: "image path", // url
  scaledSize: new google.maps.Size(50, 50), // size
};

marker = new google.maps.Marker({
  position: new google.maps.LatLng(lat, long),
  map: map,
  icon: icon
});
```

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This worked for me! If I tried to set the scaledImage parameter inside the Marker code, it would not work. – [Dumber_Texan2](#) Apr 8 at 17:09



1



A complete beginner like myself to the topic may find it harder to implement one of these answers than, if within your control, to **resize the image yourself** with an online editor or a photo editor like Photoshop.

A 500x500 image will appear larger on the map than a 50x50 image.

No programming required.

answered Jul 19 '17 at 19:53



bearacuda13

1,191 1 16 27



1



So I just had this same issue, but a little different. I already had the icon as an object as **Philippe Boissonneault** suggests, but I was using an SVG image.

What solved it for me was:

Switch from an SVG image to a PNG and following **Catherine Nyo** on having an image that is double the size of what you will use.

answered Jan 11 '19 at 4:30



jumper

21 2

