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## Structure

# Marker

A balloon-shaped annotation that marks a map location.

MapKit | SwiftUI | iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+ | visionOS | watchOS 10.0+

```
@MainActor @preconcurrency
struct Marker<Label> where Label : View
```

## Overview

Use this view to create marker instances in the closure you provide to the content parameter in the [Map](#) initializers.

## Topics

### Creating a marker

```
init<S>(S, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the label you provide.

```
init<S>(S, image: String, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the provided title and image resource to display as the balloon's icon.

```
init<S>(S, systemImage: String, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the provided title and a system image the map displays as the balloon's icon.

```
init(LocalizedStringKey, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the localized string key you provide.

```
init(LocalizedStringKey, image: String, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the provided localized title and image resource to display as the balloon's icon.

```
init(LocalizedStringKey, monogram: Text, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the provided title key and monogram.

```
init<S>(S, monogram: Text, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with the provided title string and monogram.

```
init(LocalizedStringKey, systemImage: String, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with a localized title, and a system image the map displays as the balloon's icon.

```
init(coordinate: CLLocationCoordinate2D, label: () -> Label)
```

Creates a marker at the given location with the provided label.

```
init(item: MKMapItem)
```

Creates a marker for a given map item using a MapKit-provided label.

## Displaying place information

```
func mapItemDetailSelectionAccessory(MapItemDetailSelectionAccessory Style?) -> some MapContent
```

Specifies the selection accessory to display for the selected map item content.

## Initializers

```
init(LocalizedStringResource, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location.

```
init(LocalizedStringResource, image: String, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with an image displayed as the balloon's icon.

```
init(LocalizedStringResource, monogram: Text, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with a monogram displayed as the balloon's icon.

```
init(LocalizedStringResource, systemImage: String, coordinate: CLLocationCoordinate2D)
```

Creates a marker at the given location with a system image displayed as the balloon's icon.

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## Relationships

### Conforms To

MapContent, Sendable, SendableMetatype

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## See Also

### Annotations and overlays

```
struct Annotation
```

A customizable annotation used to indicate a location on a map.

```
struct MapCircle
```

A circular overlay with a configurable radius that you center on a geographic coordinate.

```
struct MapPolygon
```

A closed polygon overlay.

```
struct MapPolyline
```

An open polygon overlay consisting of one or more connected line segments.

```
struct UserAnnotation
```

Displays the person's current location on the map.