

1	Replace the project title
	<title>Set Map Scale</title>
2	Edit the myPointSymbol code to re-define the symbol shape from sphere to cone by change the resource primitive.
	<pre>var myPointSymbol = new PointSymbol3D({ symbolLayers: [new ObjectSymbol3DLayer ({ resource: { primitive: "cone" }, material: { color: "#FF00BF" }, width: 380, depth: 200, height: 400 })] });</pre>