

Table des matières

- User defined caches** 2
 - Create user defined caches** 2
 - Handling of user defined caches 2
 - How to perform a waypoint projection** 2

User defined caches

You can create user defined caches with c:geo. Those can be used e.g. for planning your own caches as well as just for recording some points of interest. Furthermore c:geo also automatically creates a dedicated user defined cache to store your "Go to" targets.

User defined caches show up with the [cache type indicator](#) of virtual caches in your lists and map.

Create user defined caches

You can create user defined caches in two ways:

1. Open a list of saved caches and select Manage Caches → Create user defined cache from the [list menu](#).
2. Long click on the map to trigger creation of a user defined cache. This long click function needs to be enabled in [map behavior settings](#).

After performing on of these actions you will be prompted for the title of the user defined caches to be created.



Picture

Afterwards the user defined cache is created and stored either on the current list (if created from the [list menu](#)) or on your default list (if created by long click on the map).

If the cache was created from the map it will already have cache coordinates as defined by the location you clicked on. If you created it from the list the cache coordinates will be empty until you create a waypoint and assign its coordinates as listing coordinates.

Handling of user defined caches

Besides the fact, that you created the cache yourself, it is handled in the same way as all other caches in c:geo (like creating waypoints, moving to another list, etc.). Some functions however are not (yet) possible due to the fact, that it is no ordinary cache:

How to perform a waypoint projection