

static: addIcons

RELEASE 2.6.0 OR ABOVE

It adds an icon resource to be used in the editor.
If there is an icon with the same name, it is overwritten.

Parameters:

Name	Type	Description
iconResources	Object	key: Icon name (function name), value: Object in the svg tag or img tag format

Example:

```
var iconResources = {
  'image': '',
  'bold': '<svg xmlns="http://www.w3.org/2000/svg" version="1.1" viewBox="0 0 16 16"><rect y="6.062"
width="16" height="4"/></svg>',
  .....
};

SynapEditor.addIcons(iconResources);
```

Experiencing

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You can set customized icons for Synap Editor.

Related API

- [static: addIcons](#)
- [static: getIcons](#)

Setting customized icons

- Add customized icons using the SynapEditor.addIcons(Object) API.
- Set the icons in the form of an or <svg> tag on an object whose function name is a key.
 - You can check for a detailed list of names of the available functions in the toolbar settings.
- (It should be set before creating Synap Editor as new.)

```

<script>
    var customIcons = {
        'bold': '',
        'italic': '<svg xmlns="http://www.w3.org/2000/svg" version="1.1" viewBox="0 0 315 315"
><polygon style="fill:#005ECE;" points="280,40 280,0 140,0 140,40 180.955,40 91.228,275 35,275 35,315 175,315
175,275 134.045,275 223.772,40 "/></svg>'
    };
    SynapEditor.addIcons(customIcons); // Setting customized icons

    window.editor = new SynapEditor('synapEditor', synapEditorConfig); // Create Synap Editor
after setting.
</script>

```