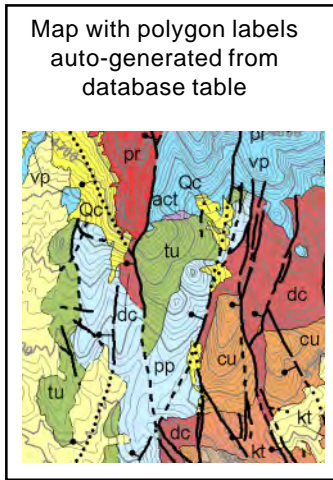


Text Labels for Polygon Legends

TNTmips V6.70 provides several new features that you can use to enhance the information content and appearance of legends both on-screen (in LegendView) and in map layouts for printing (in Multi-Object Legends).

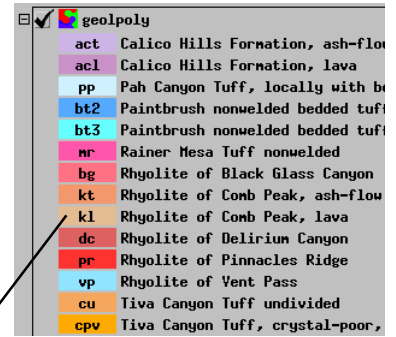
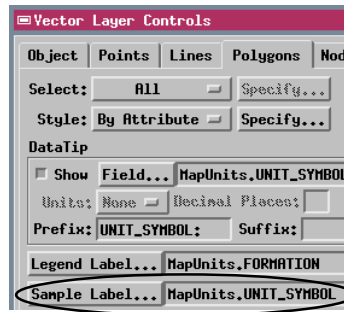
Use the Sample Label button to select the database field to provide the sample label text.



Many maps use text labels in addition to polygon fill styles to identify different map units. You have long been able to use the Spatial Data Editor to automatically generate polygon labels from a field in a database table. (This procedure also now allows you to create and edit labels with leader lines; see the plate entitled *Auto Generating Vector Polygon Labels*). Now you can also create corresponding labels for the polygon samples in legends. Simply use the new Sample Label button on the Polygons panel of the Vector Layer Controls window to select the database field to provide

the sample label text (choose the same field you used to generate the polygon labels). The labels then automatically appear in their respective samples in LegendView.

For a printed legend with polygon sample labels, select the appropriate database field for the Sample Label and add the polygon layer to a multi-object legend in a map layout. The polygon labels are automatically drawn in the polygon samples with the same text style (Normal) used for the sample descriptions.



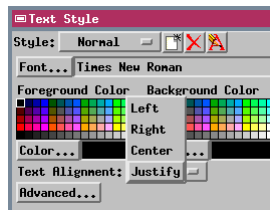
LegendView with polygon sample labels

- RHYOLITE OF COMB PEAK**
- kl** Lava flow - Light gray to pinkish-gray, devitrified, flow-banded rhyolitic lava flow.
- kt** Ash-flow tuff - Light gray to pink to brownish-gray, nonwelded to moderately welded, devitrified, pumiceous and lithic-rich ash-flow tuff.
- vp** **RHYOLITE OF VENT PASS**
Rhyolitic lava flows and ash-flow tuffs. Lava flows are medium gray to dark grayish-brown rhyolite. Flows are flow banded and locally vitric. Ash-flow tuffs are light greenish gray to dark purplish brown, nonwelded, massive, and locally bedded.

Multi-object Legend entries with polygon sample labels and justified text

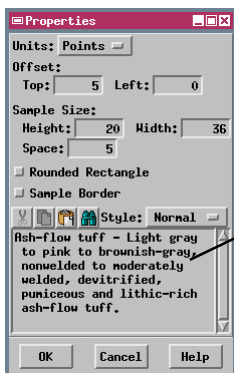
Alignment Control for Legend Text

You can also now set the text alignment for legend descriptions or text entries in multi-object legends. For each text style you can use the Text Alignment menu on the Text Style window to choose among four options: left, right, center, and justify. Word-wrap is enabled automatically for justified text in multi-object legends once you create vertical column guides to define the right edge of each legend column. See the plate entitled *Advanced Text Features* for more details on text formatting.



Text alignment choices

For proper rendering of multi-object legend text styles that are centered, aligned right, or justified, you must add a vertical guide to define the right edge of each legend column. To do so, right-click in the Legend Layer Controls window at the position where you want the vertical guide, and select Add Vertical Guide from the pop-up menu.



Text now wraps automatically as you enter it in the Properties window. Although this window always shows the text aligned left, your selected alignment is applied in the Legend Layer Controls window and in the map layout.

