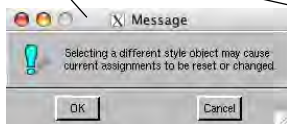


## Style Editor

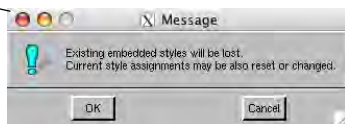
# Embedded vs Linked Style Objects

Style objects can be primary objects (created to share styles among many vector, shape, CAD, or TIN objects) in a Project File or subobjects of geometric objects or style assignment tables. You have to link to or copy a primary style object to use its styles. Linking to primary style objects gives you access to all styles in the primary object without having to copy them. The advantage of this approach is that when the definition for a style is changed in the primary style object, those changes will automatically appear in subsequent displays of all geometric objects using those styles. The disadvantage of linked style objects is that when objects and layouts are copied to new locations, you may forget to also copy the linked style object, so the styles are unavailable when you display the object from the new location. Style objects that are subobjects of style assignment tables are called embedded style objects. Embedded style objects always come with the vector object when it is copied because each is a subobject of the vector's style assignment table.

The connection between style objects and the drawing styles used for geometric elements is made by a style assignment table, which is set up and modified in the Assign Styles by Attribute window. Changing the style object selected for a given style assignment table can lead to a loss of assigned styles

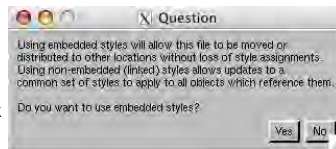


style assignment table does not have an embedded style table



style assignment table has an embedded style table

If you select a main level style object or a style subobject of a different vector, you are asked if you want to embed the selected style object. If you say yes, the selected style object is copied under the current style assignment table. If you say no, a link to the selected style object is created.



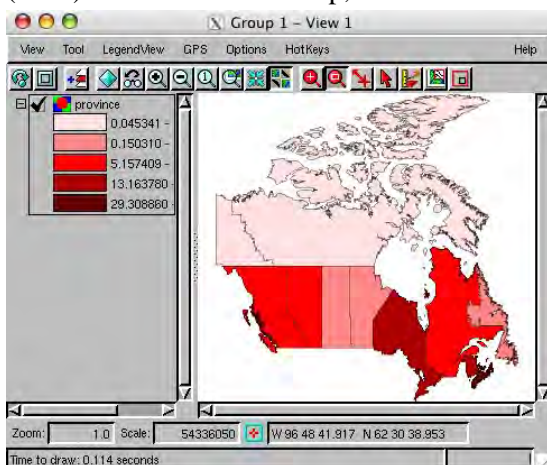
if the newly selected object does not have styles with the same names, so you are informed of the possible consequences when you click on the styles button (Message windows at left). If a main level style object or a style subobject of another vector is selected, you are given the option of copying it to an embedded style object or linking to it (Question window at left).

- Project File contains...  
cb\_soils.rvc
- ...vector object with...  
CBSOILS
- ...polygon database with...  
PolyData
- ...style assignment table with...  
ClassStyle
- ...embedded style object  
VectStyle

## Theme Mapping

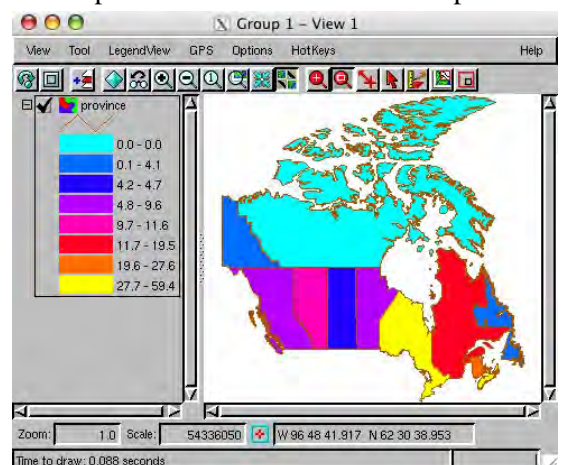
# Editing Shapefile Theme Ranges

Shapefiles can be used directly in the TNT products without the need for import. When the companion style file (\*.avl) defines a theme map, it is used and the theme is editable using the TNT products' standard Theme Map Editor.



original 5 class population theme map with shapefile

For example, the original theme (left) was edited to have additional theme classes and fewer decimal places showing in the LegendView (right). These changes are saved in the link (\*.rlk) file and are not available for subsequent use in ArcView. Themes created for internal vector objects can be exported to shapefiles if desired.



new TNT-edited 8 class population theme map