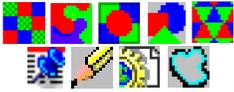


## Spatial Display

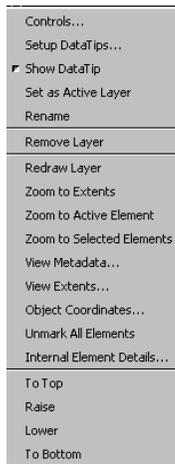
# Layer Right Mouse Button Actions

The Display process has Right Mouse Button Menus (RMBMs) in the Display Manager window and for the LegendView in the View window. In the redesign of the Display process for TNT 2006:72, many features that were available using the left mouse button on an icon or menu are now more consistently organized on RMBMs in the Display Manager. This color plate focuses on the options available when you right-click on a layer icon or name in the Display Manager. Other color plates explore the RMBMs for groups and layouts. An additional plate entitled *Spatial Display: Mouse Actions in the Display Manager* describes left-click actions and cursor-pausing events.



Some menu entries are object specific. The menu shown at the left is for a geometric object (vector, shape, CAD, TIN). The menu shown on the back of this page is for an 8-bit, color-mapped raster object. Note the additional section at the bottom of the menu that pertains to rasters only. Also added higher on the menu is

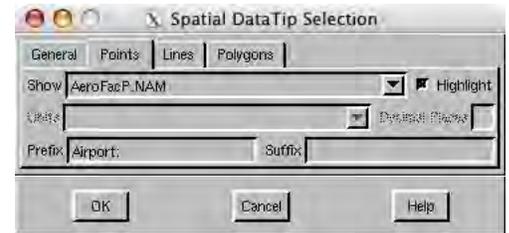
Zoom Raster One to One.



geometric  
layer RMBM

**Controls.** Opens the Layer Controls window for the layer. Sketch layers do not have this option because they are controlled from the GeoToolbox.

**Setup DataTips.** Opens the Spatial DataTip Selection window so you can choose the table and field to provide a DataTip for the layer and assign a prefix and suffix if desired. The General tab lets you set the amount of time the mouse must pause before a DataTip appears and how far the mouse can move before a DataTip is retrieved for the new position. DataTips can also be set up in the Layer Controls windows. Some layer types, such as floating point rasters, do not provide this option.



**Show DataTip.** This toggle lets you turn DataTips on and off for a layer from its RMBM.

**Set as Active Layer.** Makes this layer the active layer and shows its name in bold in the Display Manager list. The display group and layout that contain the layer also become active, and subsequently added layers will be added to the same group. The same result is achieved by left-clicking on the layer name in the Display Manager list.

**Rename.** Change the name of the layer for temporary use in the Display Manager list and in the LegendView in the View window. This change is for the current display session only unless the layer is saved as part of a group or layout. The name stored with the object is not altered.

**Remove Layer.** Removes the layer from the Display Manager list immediately and from the View window when it is redrawn.

**Redraw Layer.** Redraws this layer but not the other layers in the group or layout.

**Zoom to Extents.** Zooms the view to the extents of the layer you right-clicked on.

**Zoom Raster One to One.** Zooms to the scale at which that raster layer is displayed with one raster cell represented by one screen pixel. This tool is very useful for quickly viewing the full resolution detail provided by any individual raster layer. This selection may redraw the view at a different scale than using Zoom 1X if there are multiple rasters with different resolutions in the display. Zoom 1X creates a one-to-one correspondence between cells and pixels for the lowest raster in the drawing order or the lowest raster with *Preferred for 1X zoom* set (set in Layer Controls window). [Present for raster layers only.]

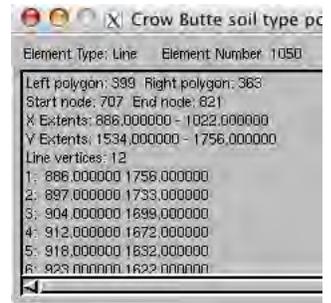
**View Metadata.** Opens the Metadata Viewer and Editor window so you can read any metadata associated with the object and change it if desired and you have permission.

**View Extents.** Opens the Object Extents window. The initial Coordinate Reference System is that of the layer you right-clicked on, but you can change the Coordinate Reference System if desired. If viewing extents in Lat/Lon, you can choose the display format. [Not available for pinmap layers.]

**Object Coordinates.** Opens the Object Coordinates window, which reports the X and Y (geometric) or row and column (raster) coordinates at the cursor position when over the layer in the view canvas. [Not available for pinmap layers.]

**Unmark All Elements.** Unmarks all marked elements in that layer. Only appears when layer has marked elements. [Geometric layers only.]

**Internal Element Details.** Opens the Internal Element Details window with the layer and element type named in the title bar. The information provided depends on element type. Typical information for a line in a vector object with polygonal topology is shown at the right. You can step through a set of marked elements and view this information for each using the Previous Marked and Next Marked buttons on the View window toolbar.



**To Top.** Moves the layer to the top of the drawing order so it appears immediately after the group name. If there is only one layer in the group, this choice does not appear. If the selected layer is already at the top in the group, this choice is dimmed. This and the next three menu entries have the same effect as interactively selecting and dragging layer names up/down in LegendView.

**Raise.** Moves the layer up one in the drawing order. If there is only one layer in the display, this choice does not appear. If the selected layer is already at the top in the group, this choice is dimmed.

**Lower.** Moves the layer down one in the drawing order. If there is only one layer in the group, this choice does not appear. If the selected layer is already at the bottom in the group, this choice is dimmed.

**To Bottom.** Moves the layer to the bottom of the drawing order. If there is only one layer in the group, this choice does not appear. If the selected layer is already at the bottom in the group, this choice is dimmed.

## Raster Layers Only

The entries in the bottom section of the RBM for a raster layer vary with the type of raster layer. All raster layers have View Histogram, Raster Correlation, and Examine Cell Values on the menu. All raster layers also have one or both Color Balance and Edit Colors choices. All raster layers except those from a single, composite color raster object also have an Enhance Contrast choice. Only single 8-bit raster layers have the Auto Color Map choice. Zoom Raster One to One is included higher in the menu with the other zooming choices for all raster layers.

**View Histogram.** Opens the Raster Histogram window, which presents the histogram graphically and provides various raster statistics.

**Raster Correlation.** Opens the Raster Correlation window so you can view the correlation between two rasters. With correlation, you can get a visual sense of the degree of similarity between multispectral or multitemporal raster pairs.

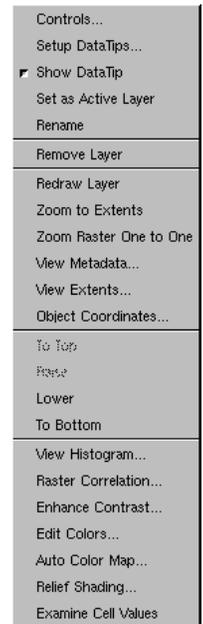
**Enhance Contrast.** Opens the Raster Contrast Enhancement window so you can adjust the contrast of the raster(s) by altering input and output ranges graphically or numerically and choosing from the standard contrast types or drawing your own contrast curve. [Absent for 16- and 24-bit composite color raster objects.]

**Edit Colors.** Opens the Color Palette Editor so you can adjust the color map applied to the raster's display. [Absent for composite color and multiple object raster layers.]

**Auto Color Map.** Opens the Auto Color Map window, which provides the means to generate a new color palette based on average values of corresponding cells in selected reference rasters. [8-bit raster layers only.]

**Relief Shading.** Opens the Relief Shading Adjustment window where you can interactively adjust the sun angle, elevation, and Z-scale and apply your changes to the raster layer. [Absent for composite color, complex number, and multiple object raster layers.]

**Examine Cell Values.** Opens the Raster Inspection window so you can view the cell values for one or more rasters at selected screen locations.



raster layer RBM

## Hide/Show Checkbox Right Mouse Button Menu

If you have multiple views open for a display and /or are using the View-in-View tool, a right click on the Hide/Show checkbox for a layer in the Display Manager lets you choose the views in which you want the layers visible. There is an entry for each open View window and View-in-View in each view (if being used) and a toggle to turn the layer on/off. If on for View-in-View, a layer is visible inside the rectangle drawn. View-in-View visibility is also controlled by the second (magenta) checkbox in LegendView. If a layout is a hardcopy (page) layout, there is also a Hardcopy toggle button for each layer to turn it on/off for printing.

