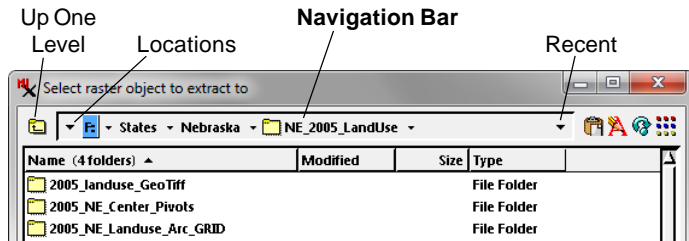


Create Output Files and Objects

TNT processes that create output objects use a variant of the Select Objects window to allow you to navigate to the desired location in your computer's file system, create a new folder, select or create a Project File, and name the output object or objects.



Navigating

The navigation bar at the top of the window (see illustration above) shows the components of the path to the current folder or file, beginning with the drive letter or volume name on the left and proceeding through folders and subfolders toward the right. The last (deepest) component of the path has an icon to the left of the name, identifying it as a file, folder, or drive. The list below shows the contents of the current directory or file. To navigate down into a folder or file in the list, left-click on the item's icon or double-click on the name.

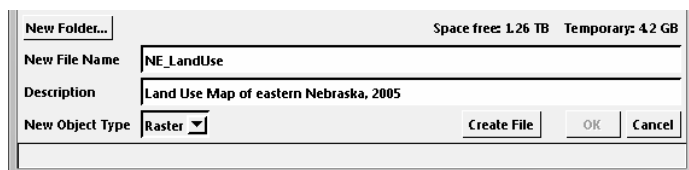
You can jump to any level in the current path by clicking on the name of a folder (or drive/volume name) in the navigation bar. Press the Up One Level icon button to the left of the navigation bar to move upward one level in the directory hierarchy. A small arrowhead icon appears to the right of the drive entry and each folder entry in the path. Clicking on this icon drops down a menu from which you can choose any subfolder at that level.

Pressing the Locations icon button (large arrowhead at the left end of the navigation bar) drops down a menu that provides high-level navigation options, such as selecting a local or network drive. Pressing the Recent icon button (large arrowhead at the right end of the navigation bar) drops down a menu from which you can select from the most recent paths used in any process (maximum of 20 listings). For more information about navigating, see the Technical Guide entitled *System: Select Objects for Use*.

Creating a New Project File

You can save the results of most TNT processes in an existing or new Project File. To save in an existing Project File, navigate to the directory containing the file, then into the desired file.

To create a new Project File, first navigate to the desired system folder. You can create a new folder at this location if desired by pressing the New Folder pushbutton (see illustration below). A New Folder window opens so you can name the folder; when you press [OK] on this window, the current path in the Select Objects window automatically updates to the new folder.

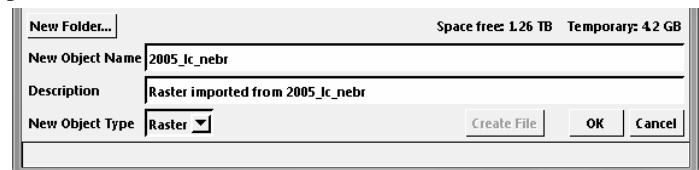


Enter a name for the new Project File in the New File Name field. You can also enter an optional description for the Project File in the Description field. When you have entered a suitable name and description, press the Create File pushbutton. The current path in the window automatically updates to the new file.

Single Output Object

When you have selected or created a Project File for the output, you can then provide name(s) and description(s) for the output object(s). The controls in the lower portion of the Select Objects window differ somewhat for single-object and multiple-object cases.

When the process produces only a single output object, New Object Name and Description fields are shown after the file is designated (see illustration below). Many processes provide a default name and description for the new object. You can accept the defaults and Press [OK] to begin process execution, or enter a different name and description for the object first. When either the New Object Name or the Description field has focus (cursor is in the field), you can also press <Enter> to accept the new text and begin process execution.



The New Object Type menu shows the type of output object being created. In most processes the type of output object is fixed by the process or selected in the process window, in which case the menu shows only that fixed object type. In a few processes, such as saving output from the region manager, the New Object Type menu provides a choice of object type to save (e.g., Region or Vector).

Multiple Output Objects

When you are saving multiple objects, the lower part of the Select Objects window includes a Selected list with default object names shown in the Object column, a Name column showing "[not specified - click to assign]", and a blank Description column (see illustration below). You can press the Auto-Name button at the bottom of the window to assign the default name to each object; these names are then shown in the Name column and the OK button is activated. If you wish to provide other names for any or all objects, click in the Name field and enter the desired text. When all objects have been named, press [OK] or <Enter>. (If Auto-Name is used before a Project File is specified, each output object is saved to a different Project File with the same name as the object.)

