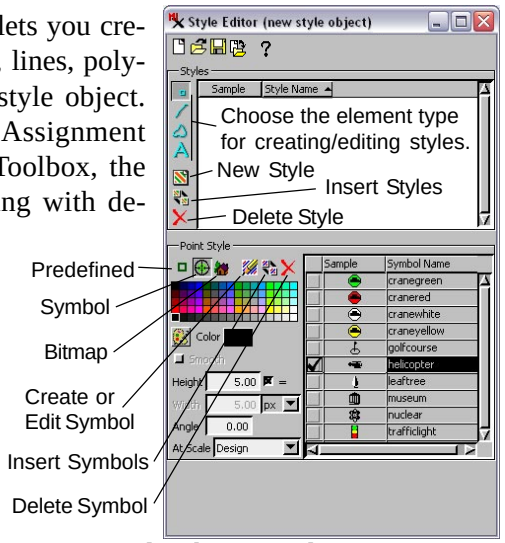
Style Editor

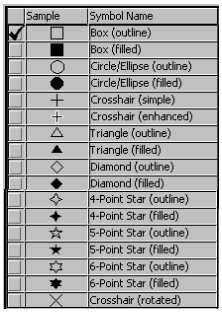
Creating Styles for Point Elements

In TNTmips the Style Editor exists as a standalone process (Tools/Edit Styles on the menubar) and embedded in other TNT windows, such as the Style Assignment Table window and the GeoToolbox. Point styles can be assigned to vector, CAD, and LiDAR points and to vector and TIN nodes.

The standalone Style Editor lets you create and edit styles for points, lines, polygons, and text in the same style object. In the context of the Style Assignment Table window and the GeoToolbox, the element type you are working with determines whether you are editing point, line, polygon, or text styles although the style object you are working with may contain styles for all. Most of the icons at the left of the Styles panel are self explanatory. The Insert Styles button lets you navigate to a style object, and select one or more styles for the current element type to copy to the style object being edited.



Predefined. A variety of predefined symbols for points and nodes are provided with TNT products. The set of symbols shown at the right is available when the Predefined icon button is selected. All of these symbols have a variable color component, so the color can be changed by changing the color in the palette provided in the Point Style pane.

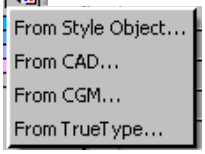


Symbol. Clicking on the Symbol icon activates the Create or Edit Symbol and the Insert Symbols icons and sets the style to use a geometric-based symbol that is already present in the selected style object or one that you create or insert from another source. All the geometric-based symbols in the selected style object are shown when this icon is selected.

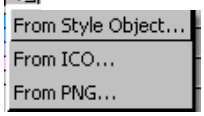
Bitmap. Clicking on the Bitmap icon activates the Create or Edit Bitmap and the Insert Bitmaps icons and sets the style to use a bitmap symbol that is already present in the selected style object or one that you create or insert from another source. It also activates the smooth toggle.

Create or Edit Symbol. Clicking on the Create or Edit Symbols icon opens the Symbol Editor if Symbol is also selected (see the tutorial entitled *Creating and Editing Styles*) or the Bitmap Pattern Editor if Bitmap is also selected (see the Quick Guide entitled *Use Bitmap Patterns for Point Symbols*).

Insert Symbols. Clicking on this icon drops down a menu (shown at left) for you to choose the source of the geometric-based symbols you want to insert. See the Technical Guides entitled *Point Symbols from True Type fonts* and *Converting Symbols to/from Shapefiles*.

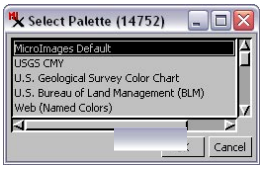


Insert Bitmaps. Clicking on this icon drops down a menu (shown at left) for you to choose the source of the bitmap symbols you want to insert. The same icon is used for Insert Symbols and Insert Bitmaps.

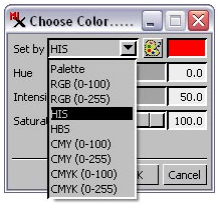


Delete Symbols. Clicking on this icon deletes the symbol that is highlighted or has the cursor in its name field.

Palette. You can change the palette shown in this panel by clicking on the Palette icon and selecting another named palette from the list. Some of these palettes contain many fewer colors than the MicroImages Default palette that contains 64 colors and 16 shades of gray and some palettes contain more colors.



Color. You can also create custom colors by clicking on the Color tile, selecting a method from the Set By menu and adjusting the sliders or entering the desired value at the right.



Height and Width. When the equals sign (=) to the right of the Height field is toggled on, the width equals the height. When it is toggled off, you can also enter a value for the width. The units are: in (inches), mm (millimeters), px (screen pixels), and pt (points). The numeric value is automatically adjusted when you change the units.

Angle. The angle you enter determines how far the symbol is rotated counterclockwise from upright.

At Scale. This setting determines the scale at which the

width and height applies and, thus, whether your point symbols change size as you are zooming or remain a constant size. Your choices are to manually enter a scale, Fixed, Design, or Current. If you choose Fixed from the At Scale menu, the symbol will always draw at the same size. Otherwise, the symbol will change size as you zoom. The Design setting is most commonly used with page layouts and allows the symbol associated with the style to appear the same size on maps printed at different scales, while showing the symbol at it's correct relative size on the screen. The Design Scale can be changed in the Group Settings (standalone groups) or Layout Settings windows. You can also enter any map scale you would like in the At Scale field. Current simply sets the scale as though it was manually entered based on the current view scale in the display window.