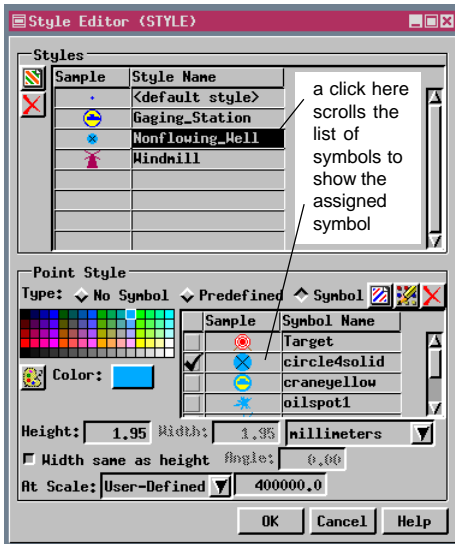


# Improved Style Editor Interface

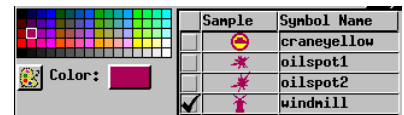
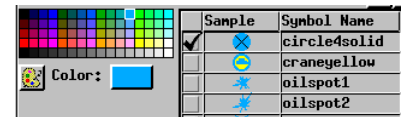


The Style Editor for vector points, lines, and polygons has been redesigned to provide more visual feedback about styles and symbols/patterns, which makes the Style Editor easier and faster to use. Also, positive action is now required to assign a new pattern to a style so that reassignment does not occur accidentally because you were editing, inserting, or deleting symbols/patterns.

The style you click on in the top half of the window determines what you see in the rest of the window. If you are looking at point styles, the symbol list may be blank, show the predefined styles, or show the symbols in the style object depending on whether you have No Symbol, Predefined, or Symbol selected for the point style type. The predefined styles are Box (outline), Box (filled), Circle (outline), Circle (filled), Crosshair (simple), and Crosshair (enhanced). The color in which the predefined symbols and variable color portions of other symbols are shown depends on the color chosen for the selected style.

Style and pattern/symbol names are listed alphabetically. You can change the style name by typing directly in the Style Names list. Pattern/symbol names can also be changed by typing in their lists. Clicking on the New Style button creates a duplicate of the currently selected style so that creating a series of styles that use the same symbol/pattern with a different variable color assignment requires only two clicks (one on the New Style button and one in the color palette).

Clicking on the Palette icon changes the color palette in the Style Editor window to the one you select from those provided or custom designed using the new XML color palettes. Clicking on the Color button provides access to these same palettes, as well as the custom color mixing interface, but does not change the palette used for quick color selection in the Style Editor window.



The selected color (shown on this button) determines the color used for variable parts of the symbol.

Clicking on the Palette icon changes the color palette in the Style Editor window to the one you select from those provided or custom designed using the new XML color palettes. Clicking on the Color button provides access to these same palettes, as well as the custom color mixing interface, but does not change the palette used for quick color selection in the Style Editor window.

Adds a new style that is the same as the currently selected style.

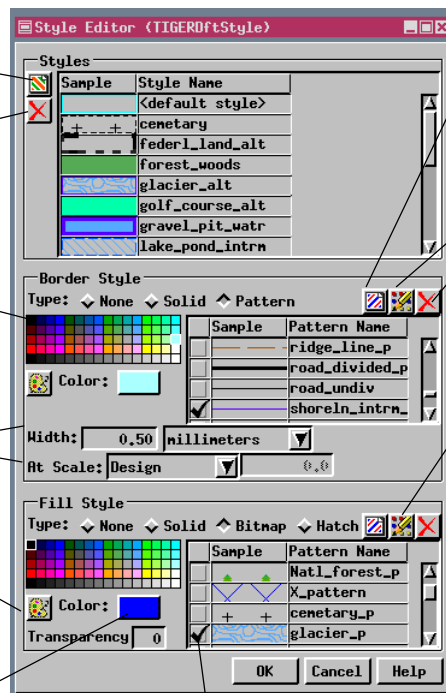
Deletes the selected style.

Palette for quick border color selection.

Set the line width at the design scale or a user defined scale.

Opens the Select Palette window.

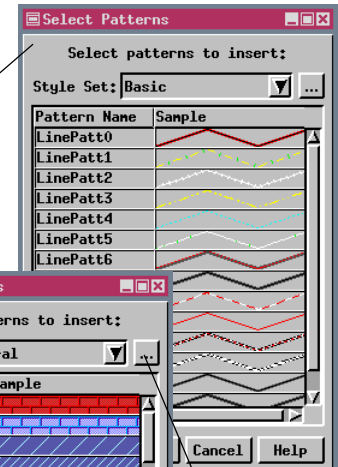
Opens the Color Editor window.



Click in the check box to assign the pattern to the selected style.

Lets you create new or edit existing patterns.

Deletes high-lighted pattern.



The Browse button lets you select a pattern from any style object and add it to the one you are editing.