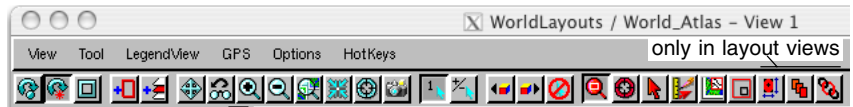




Spatial Display


View Toolbar Features


The toolbar in each View window provides icons for the actions most commonly applied to alter the content of its view canvas. Each icon has a brief ToolTip to help interactively identify its function. Some of these icons are group- or layout-specific (appearing on one or the other toolbar, but not on both). These icons are identified below using brackets []. For more about other Display design features, see the color plates entitled *Spatial Data: Getting Started Using the New Design*, *Adding Layers to Existing Displays*, *Mouse Actions in the Display Manager*, and *Integrated Control of All Displays*.




 **Redraw.** Updates view canvas. Not generally necessary when Redraw after any change (icon to right) is toggled on.


 **Redraw after any change.** This toggle button lets you change the automatic redraw behavior from one view to the next. You change the default setting for this behavior on the View tabbed panel of the Options window (Options/View Options in the Display Manager).


 **Stop.** Cancels the redraw in progress. The view canvas will be updated to show the progress of the redraw at the point it was stopped.


 **Add Group.** [Layouts only.] Adds a previously saved group to the active layout.


 **Add Layer.** Opens a menu cascade that includes Quick-Add; Add from GeoCatalog; Raster, Vector, Shape, CAD, TIN, and Surface cascades; Database Pinmap; a Region cascade; SML; and a GeoFormula cascade.


 **Full.** Zooms to include the maximum extents of all layers in the display on the view canvas.


 **Previous.** Returns the view to the zoom and position before your last redraw.


 **Zoom In.** Zooms the view in 2X around the center of the current view. You can zoom in 2X centered on the cursor position using the “+” key.

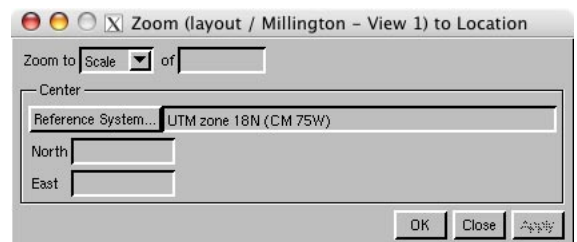
 **Zoom Out.** Zooms the view out 2X around the center of the current view. You can zoom out 2X centered on the cursor position using the “-” key.


 **Zoom to Active Group.** [Layouts only.] Zooms so the full extents of the active group fill at least one dimension of the view canvas.








 **Zoom to Active Layer.** [Groups only.] Zooms so the extents of the active layer fill at least one dimension of the view canvas.

 **Zoom to Maximum Detail.** Zooms the view so that one screen pixel corresponds to one raster cell for the bottom raster in the display or the lowest raster that has the *Preferred for 1X zoom* toggle on. This toggle is on the Options tabbed panel of the Raster Layer Controls. If there are no rasters in the display, it has the same effect as the Full icon.

 **Zoom to Location.** Opens a window so you can specify map scale and/or geographic coordinates to zoom to. You can also specify scale by entering a height or width in your choice of units. If you enter coordinates but not a scale, the view will recenter on those coordinates at the same scale. If you enter a scale but no coordinates, the view will zoom to that scale maintaining the current center of the view.



 **Quick Snapshot.** Saves a snapshot of the current view canvas to the location and in the format you have specified on the View tabbed panel of the Options window (Options/View Options in the Display Manager window). If you have not set up where you want the files saved, you are prompted for this and other information the first time you use this feature. See the color plate entitled *Quick Snapshot of View Contents* for more details.

-  **Mark Exclusive.** This button and the button to its right control the behavior of the mouse when used for element selection (Select tool is active). Clicking on one of these buttons turns the other button off. When this button is on, only one element can be selected using the mouse and marked at one time. Selecting another element unmarks the previously marked element.
-  **Toggle Marked.** This button and the button to its left control the behavior of the mouse when used for element selection. Clicking on one of these buttons turns the other button off. When this button is on and you click on a selectable element, it becomes marked if it was unmarked and unmarked if it was marked. You can select as many elements as desired.
-  **Previous Marked.** This button and the button to its right are used to step you through a set of marked elements. If you are zoomed in and the element is not currently on the view canvas, the view will pan to the location of the previous element. That marked element then becomes the active element. You can view internal information about each of these elements by selecting Internal Element Details from the Right Mouse Button Menu (RMBM) for the layer.
-  **Next Marked.** This button and the button to its left are used to step you through a set of marked elements. If you are zoomed in and the element is not currently on the view canvas, the view will pan to the location of the next element in the marked set. That marked element then becomes the active element. You can view internal information about each of these elements by selecting Internal Element Details from the RMBM for the layer.
-  **Unmark All.** Restores all marked elements to their assigned drawing styles.
-  **Zoom.** The Zoom tool has multiple modes of operation. You can click to zoom in 2X or you can draw an elastic box around the area you want to zoom to fill the view canvas. If you hold the Ctrl key and click, you zoom out. There is also a zoom out box function that fits the current view canvas into the area of the box and fills in the surrounding data. To use this mode, draw a box then hold the shift key when you right-click. Whether you need to right-click or simply release the mouse to initiate the zoom is determined by the setting of the *Use right mouse button to perform zoom or pan* toggle on the View tabbed panel of the Options window (Options/View Options in the Display Manager). This toggle must be on to have the zoom out box function. The zoom box remains proportional to the view canvas unless you have the Differential Zooming toggle turned on (on the Options menu in the View window).
-  **Recenter.** Moves the location you click to the center of the view canvas and fills in around it as needed. (Same as pressing the space bar.)
-  **Select.** Lets you select individual elements in the mode determined by the Mark Exclusive and Toggle Marked buttons. To select multiple elements with the mouse, use the GeoToolbox.
-  **GeoToolbox.** The GeoToolbox provides integrated tools for sketching, measuring, and selecting. You can also create regions by drawing.
-  **View-in-View.** You draw an elastic box to define an area for comparison of different layers on the view canvas. Initially just the top layer is turned off inside the box you drew but you can set which layers display inside and outside the box using the black (outside) and pink (inside) check boxes in the LegendView.
-  **Multi-View Locator.** This tool lets you reposition and zoom in different View windows for the same group or layout. With multiple View windows open, you can have different layers open in each. You can turn GeoLock off in one window and use that window at full view to reposition the views in the other view windows. With Geolock on you can reposition in all windows by repositioning the tool in any one of them.
-  **Placement.** [Layouts only.] This tool lets you interactively position groups in a layout by dragging them while maintaining all established attachments. It operates in three modes: regular view, wireframe, and solid.
-  **HyperIndex Navigator.** [Layouts only.] This tool lets you follow HyperIndex links. These links can open other layouts, open files in other formats, such as PDF or Word files, or take you to web sites.
-  **HyperIndex Linker.** [Layouts only.] Create hierarchical or single layout atlases by creating links to be followed with the HyperIndex Navigator tool. Links can be established from geometric elements or areas you draw.