

Use Bitmap Patterns for Point Symbols

DID YOU KNOW . . . you can use bitmap patterns for point symbols?

What Using Bitmap Patterns for Point Symbols Gives You

- Create new bitmap patterns or edit the existing ones
- Use any image in png format for point symbols
- Select an existing bitmap fill pattern to use as a point symbol
- Display your point symbols in Google Earth as displayed in TNTmips

Click on this icon to create or edit a bitmap pattern.

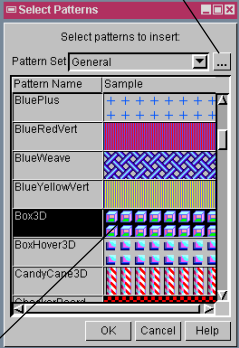
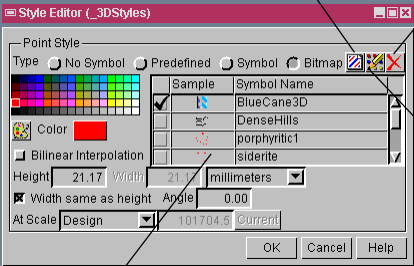
Click on this icon to delete the selected bitmap symbol.

Click on this icon to browse style objects that contain bitmap patterns.

Click on this icon to insert symbol from style object, CAD, CGN, TrueType, ICO, or PNG.

The bitmap patterns in the style object are listed here when the Point Style Type is set to Bitmap.

When From Style Object is selected, you can use any existing bitmap pattern as a point symbol. The selected pattern (above) is added to the bitmap symbol list (left).



Sample	Symbol Name
	BlueCane3D
	Box3D
	DenseGrass
	DenseHills

How to Use Bitmap Patterns for Point Symbols

- Open Style Editor for point symbols and toggle on the Bitmap button.
- Click on the Create or Edit Symbols icon for interactive bitmap pattern design, or click on the Insert Symbol icon.
- Select From Style Object to insert from the existing symbols.
- In the Select Patterns window, select any pattern from the default style object or click on the Browse icon to select any style object that contains bitmap patterns.
- Toggle on the associated button in the bitmap symbol list.

WANT TO KNOW MORE?

See the tutorial booklet:

Creating and Editing Styles

