## Spatial Display
Subtle Display Hints in LegendView

It is common to have many layers in a view and to scroll up and down through the many entries this creates in a LegendView. You can instantly toggle any of the layers on and off to detect their significance in the view (see the color plates entitled *Spatial Display: Raster Layer Caching* and *Geometric Layer Caching*). Map scale control for layer visibility may be confusing for the novice user because, at some scales, the layer is turned on but does not draw. Layers that do not cover the full extents of all the layers in the view may seem similarly problematic when zoomed in to an area they do not cover.

Color coding of layer names in the LegendView is used to identify the visibility status of a layer in the current view. This status is also reported in the DataTip for that layer's name in the LegendView.

- **Black.** If displayed in black, the layer is visible in the view.
- **Blue.** Layer names shown in blue are not visible in the view because their extents do not overlap the current view.
- **Green.** Layer names shown in green are off by map scale control at the current view scale.
- **Red.** Layer names shown in red may need to be redrawn to be shown with their current display settings. You will get layer names in red only if you have the *Redraw after any change* option on the View tabbed panel of the Options window (Setup/ View Options from the main Spatial Data Display toolbar) turned off. With this option turned off, you can open the Layer Controls and make changes in drawing style that are not updated to the view until you choose to redraw or take another action, such as zooming or panning, that causes a redraw.

- **Gray.** If shown in gray (dimmed), the layer is not shown in the view. Dimmed layers are either off because the hide/show indicator was used to turn them off or for any other reason not indicated by a color.
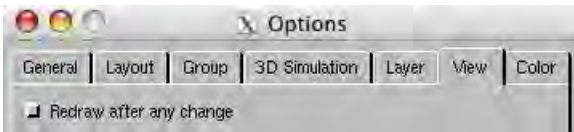
There is a color-coding hierarchy because layers may be hidden, out of the view, and have had changes to drawing parameters. If a group is hidden or off by map scale, its name in the LegendView is dimmed or green, respectively, regardless of whether its extents fall within the view or style changes have been made without a redraw. A layer that is visible at the current scale with extents that do not fall within the view that has had style changes is shown in blue. Group names are always shown in black.

When a layer is not shown because it is off by map scale at the current view scale or does not fall within the extents of the current view, or if a layer may need to be redrawn because of changes in display settings, a line is added to the DataTip (last line) you get when you pause the cursor over the layer name that provides the reason for the color coding. Layers that are hidden do not have an additional line because this condition is indicated by the absence of a check mark to the left of the layer name.

Green indicates that the layer is not visible at the current view scale because it is outside the visible map scale range set for the layer.

Blue indicates that the current view does not fall within the extents of the object.

These layers are gray (dimmed) because they are hidden.

Red indicates a layer has had style adjustments made and the view has not been redrawn.

after redraw