

Style Editor

Creating Styles for Lines and Polygons




In TNTmips the Style Editor is found 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. Line and polygon styles can be assigned to vector, CAD, and TIN objects. Line styles can be assigned to polygon borders, so the Style Editor for polygons is used as the model for both line and polygon styles.


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 these element types. When the Style is set to All Same for a geometric object, the Styles panel of the Style Editor will not be present. 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.

Fill Style

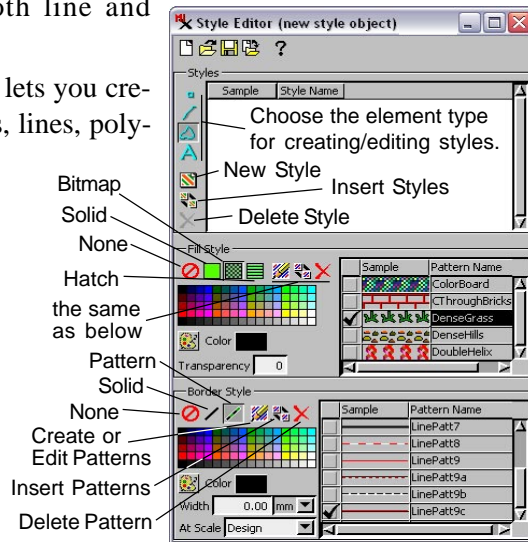
The choices for polygon Fill Style are None, Solid, Bitmap, and Hatch.


 **None.** Polygons will not be filled in 2D or 3D views. Fill Style and Border Style cannot both be None. If you have set the Fill Style to None, then set the Border Style to None, the Fill Style is automatically set to Solid. You can change this setting to Bitmap or Hatch if the selected style object has them available or they can be inserted. If you have some reason you do not want to draw either filled polygons or polygon boundaries, such as wanting polygon attributes to show as part of a multi-layer DataTip, set the Border Style to None and the Transparency for the solid polygon fill to 100.


 **Solid.** Clicking on the Solid icon lets you set the color for the associated style by selecting a color from

the palette shown. You can also click on the Palette icon to choose a different predefined palette to select from, or click on the Color button to mix your own custom color.

If displaying the geometric object over an image, you will likely want to set some level of transparency for the polygon fill so you can see through to the image below. The appropriate degree of transparency is determined both by the selected fill color and the nature of the image. You can also use transparency to create more muted fill colors even in the absence of imagery. Note that transparency is not applied to the style samples shown.





 **Bitmap.** Clicking on the Bitmap icon activates the Create or Edit Pattern and the Insert Patterns icons and sets the style to use a bitmap fill pattern that is already present in the selected style object or one that you create or insert from another source.

 **Hatch.** When the Hatch icon is pressed, the Create or Edit Pattern and the Insert Patterns icons are active. You can pick from

the hatch fill patterns already present in the selected style object, which are listed when you click on the Hatch icon or select one that you create or insert from another source.

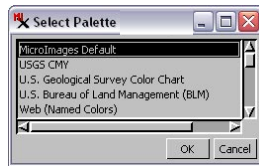
Create or Edit Pattern. Clicking on the Create or Edit Pattern icon opens the Bitmap Pattern Editor if Bitmap is also selected (see the Quick Guide entitled *Edit Bitmap Patterns Interactively*) or the Hatch Pattern Editor if Hatch is selected (see the tutorial booklet entitled *Creating and Using Styles*).

 **Insert Patterns.** Clicking on this icon opens the Select Patterns window. The contents of this window differ depending on whether Bitmap or Hatch is selected. A number of bitmap fill patterns are provided with TNTmips or you can select them from any style object. You can select hatch patterns to insert from any style object that contains them. Be sure to highlight the patterns you want to insert in the Select Patterns window before you click OK. You can select multiple patterns to insert at one time using shift-click to select all patterns between the first click and the shift-click or use ctrl-click to select multiple patterns that are not adjacent in the list.

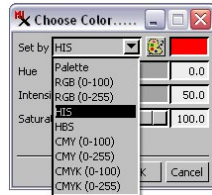
 **Delete Pattern.** Clicking on this icon deletes the pattern currently selected in the list. (over)



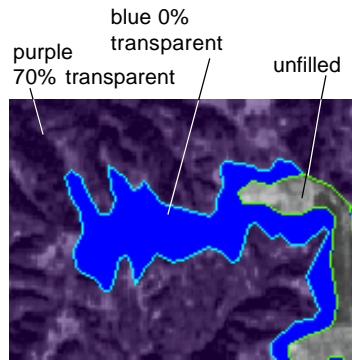
Palette. You can change the palette shown in the Fill Style or Border Style panel by clicking on the Palette icon and selecting another named palette from the list.



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 values to the right of the sliders.





Transparency. Transparency of the desired percentage can be applied to solid, bitmap, or hatch pattern fill styles. Applying transparency allows you to see through to raster layers below particularly when a solid fill is selected. Bitmap and hatch fill patterns can have fully transparent areas defined between the pattern pixels or lines, respectively.




Border Style


The choices for polygon Border Style are None, Solid, and Pattern. Line patterns may be solid or they may have separated components. See the Technical Guide entitled *Style Editor: Line Pattern Editor* and the tutorial booklet entitled *Creating and Using Styles*.


 **None.** As stated previously Fill Style and Border Style cannot both be None. If you have set the Fill Style to None, then set the Border Style to None, the Fill Style is automatically set to Solid.


 **Solid.** This choice draws the border as a solid line of the width and color specified.

 **Pattern.** This choice draws the polygon border according to the line pattern selected. Turning on the Pattern icon also makes the Create or Edit Pattern and In-

sert Pattern icons active. A basic set of line patterns is provided with TNTmips and is selected by default when you click on the Insert Patterns icon.

 **Create or Edit Pattern.** Clicking on the Create or Edit Pattern icon opens the Line Pattern Editor, which lets you create line patterns composed of one or more elements.

 **Insert Patterns.** Clicking on this icon opens the Select Patterns window. The default pattern set is the one provided with the TNT products.

 **Delete Pattern.** Clicking on this icon deletes the pattern currently selected in the list.

Palette and Color. The Palette and Color icons provide the same features as described for fill patterns.

Width. The width entered here determines the width at which the line is drawn. Assigning a width of zero ensures the line is drawn one pixel wide regardless of the At Scale setting. The units are: in (inches), mm (millimeters), pt (points), and px (screen pixels). The numeric value is automatically adjusted when you change the units.

At Scale. This setting determines the scale at which the width applies and, thus, whether your lines change width as you are zooming or remain a constant width. Your choices are to manually enter a scale, Fixed, Design, or Current. If you choose Fixed from the At Scale menu, the line will always draw at the same width. Otherwise, the line will change width as you zoom. The Design setting is most commonly used with page layouts and allows the line associated with the style to appear the same width on maps printed at different scales, while showing the line at its 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.

