

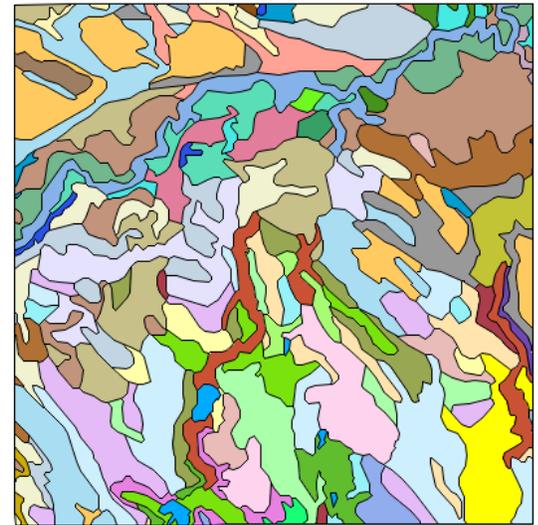
Style By Attribute: Manual Assignment

The *By Attribute* style option for elements in geometric objects (vector, shape, and CAD) associates a separate drawing style with each unique value in an element database table and field of your choice. This style option allows elements with different attributes to be visually differentiated in displays. Legends with attribute labels and style samples can be shown in the View window sidebar and also added to map layouts for printed products.

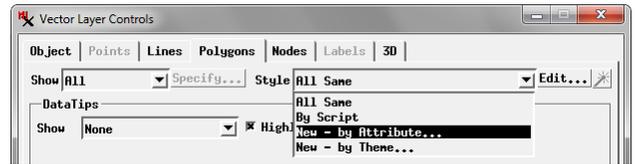
The associations between styles and attributes are stored in a *style assignment table* in the element database for the relevant element type (element for CAD or shape objects; point, line, or polygon for vector objects; node, edge, or triangle for TIN objects). You set up these style-attribute associations using the Style Assignment Table window in the Display process.

Opening the Style Assignment Table Window

You can open the Style Assignment Table window from the Layer Controls window using controls on the Element tabbed panel (CAD or shape) or the corresponding tabbed panel for the specific element type (vector or TIN). To create a new style assignment table, choose *New - by Attribute* from the Style menu (see illustration to the right), which automatically opens the Style Assignment Table window (illustrated below). The names of existing style assignment tables are automatically included in the Style menu. To open the Style Assignment window for an existing assignment table, select it in the Style menu and press the Edit pushbutton to the right of the menu.



Vector soil-type polygons styled By Attribute



Choose *New - by Attribute* from the Style menu to create a new style assignment table.

New Style Assignment Table Window

When you create a new style assignment table, the New Style Assignment Table window opens along with the Style Assignment Table window. The Tables column in the New Style Assignment window lists the available database tables for the relevant element type. Left-click on the desired table to select it, then choose the desired field in that table from the Fields list.

(continued)

The lower part of the New Style Assignment Table window provides radio buttons for selecting one of three style object options. When you choose to create a *New style object* along with the style assignment table, the styles you create are saved in a style object that is “embedded” as a subobject of the style assignment table. If you choose the *Copy and embed with style assignment table* option, you are prompted to select an existing style object; a copy of this style object is saved as a subobject of the style assignment table you are creating. The style object you select can be a main-level style object, a direct subobject of a spatial object, or a style object embedded under another style assignment table.

When you select either the *New style object* or *Copy and embed* options, the Style Object field in the Style Assignment Table window shows the style object location as *[styles embedded with table]*. The embedded style object means that your styles will always be available for this spatial object, regardless of where it might be copied.

The third style object option is to *Link to shared location (main-level style objects only)*. You are prompted to select a main-level style object in a Project File; the style assignment table you create will then contain links to the styles in this style object. The advantages and disadvantages of linked styles are discussed in the Technical Guide entitled *Managing Styles*. When you link to styles, the path to the style object is shown in the Style Object field in the Style Assignment Table window.

The *Automatically assign styles by name option* is useful when you are copying or linking to an existing style object. If the style names and attribute values match, these assignments are made automatically when you press the OK button on the New Style Assignment Table window.

Style Assignment Table Window

The right side of the Style Assignment Table window shows the current state of the table. It includes a column listing all of the unique values in the selected attribute field (the column heading shows the table and field names), a Style Name column, and a Sample column (see illustration on the previous page).

The left side of the window has two tabbed panels, Automatic and Manual. Controls on the Automatic panel let you automatically generate a set of styles that are assigned to the attribute values (see the TechGuide entitled *Style by Attribute: Automatic Style Generation*). The Manual tabbed panel provides controls that let you manually create, edit, and select styles for assignment.

Manual Style Assignment

The Manual tabbed panel includes a style list at the top and style editor controls appropriate for the current element type. To assign a style to an attribute value, select the style in the

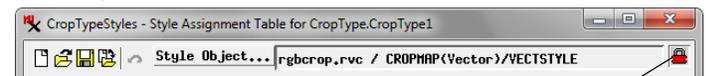
list by left-clicking on the style name or sample, then in the Style Assignment Table box press the arrow icon button to the left of the desired attribute value. The name and sample for the selected style are then added to the Style Name and Sample columns in the assignment table. The names of styles assigned in the current session are shown in red. You can change the style assignment for any attribute value at any time using these steps. Press the Undo button in the Style Assignment Window toolbar to undo the last style assignment.

If you choose to create a new style object along with the new style assignment table, you will need to create new styles. The style list includes a <default style> entry based on the current All Same style. Press the New Style icon button to the left of the list to create a new style based on the style currently selected in the list. New styles are automatically assigned a default name, which you can edit in the list to provide a name that helps associate the style with the destination attribute value. Use the style controls to set the desired style parameters for the style you have selected in the list. Style editor controls for different element types are described in the TechGuides entitled *Creating Styles for Points*, *Creating Styles for Lines*, and *Creating Styles for Polygons*.

Pressing the OK button on the Style Assignment window automatically saves the style assignment table and closes the window. You can save assignments incrementally by pressing the Save icon button, or save the assignment table with a different name by pressing the Save As icon button. The title bar of the Style Assignment Window for a saved table includes the name of the assignment table and the names of the table and field holding the associated attribute values.

Editing Style Assignments

You can change style assignments in an existing style assignment table at any time in the Display process. When you open the Style Assignment Table window and the referenced style object is not embedded under the table, the Locked icon button in the top right corner of the window is active (appearing pushed in), preventing editing of styles that might be shared with other objects. (Style assignments in the current table may be changed while the Locked button is active, however). You can press the Locked icon button to unlock the styles if you are sure that editing them will not cause problems with other objects that might share use of these styles.



Locked icon button active for a non-embedded style object, preventing editing of the styles in the Style Assignment Table window. Press the Locked button to unlock the styles if it is safe to edit them.