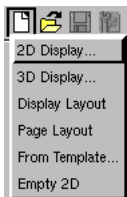


## Spatial Display

# Getting Started Using the New Design

The Display process has a new look for version 2006:72 of the TNT products. If you are a new user of the TNT products, you will find this interface fairly intuitive but users of 2005:71 and earlier will have some adjustments to make, beginning with when the process first opens. You select this process from the same position on the TNTmips menu as always, it's the first item on the first menu, but the menu is now named Main instead of Display (see the color plate entitled *System: Overview of TNTmips Menubar*). When you choose Main / Display, the Display Manager window opens. There is no longer a separate icon bar for opening existing groups and layouts, creating new groups and layouts, and setting options. All of these functions are handled from the Display Manager, which is shown at the right. Initially many of the icons are dimmed (as illustrated) because a layout or group must be open before they are active and useful. The four initially active icons will open/create groups and/or layouts.



Use the New or Open Display icons on the Display Manager toolbar to get started (or New or Open on the Display menu). When you click on the New icon, you select from 2D Display, 3D Display, Display Layout, Page Layout, From Template, and Empty 2D. The two layout choices open new, empty View windows and add a layout entry to the list area of the Display Manager. If you select 2D Display from the New icon, you are prompted to add one or more objects before the View window opens. You can choose any combination of raster, vector, shape, CAD, and TIN objects and each will be added as a layer in the new group and its associated view. If you want to add a specialized layer type only, such as a multiple-object raster layer (for example, RGB, HIS, or RGBI), a virtual object (for example, SML), or a database pinmap, click on the Skip button in the Select Objects window. You will then get an empty group added to the Display Manager window. If you want these specialized layer types in combination with others, select the others at this point and the specialized layers later. When you choose 3D Display, you are prompted first to select a raster object for the terrain layer then to select other objects for display as texture layers over the terrain. When you select From Template, you are prompted to select the template and then for any objects that are replaced with each use of the template. Selecting Empty 2D opens a new View window and adds an empty group to the list in the Display Manager without prompting you for objects to display. When you choose Open, you can select one saved group, layout, or template to open.

You can also start by clicking on the Add Objects icon (or choosing Add/Objects), which will open a 2D display group with the selected objects as individual layers just as when you click on the New icon and select 2D Display (discussed above). The fourth active icon, Add Raster, lets you add multiple, single raster objects as layers; a single, multiple-object raster layer; or a HyperSpectral object to a new 2D group. This icon provides a shortcut for opening these specialized raster types when a group or layout is not already open. Adding layers to existing groups or layouts is discussed in the color plate entitled *Adding Layers to Existing Displays*. The functions available by clicking the left or right mouse button are described in the color plate entitled *Mouse Actions in the Display Manager* and how the new Display process manages multiple open groups and layouts is discussed on the color plate entitled *Integrated Control of All Displays*.

