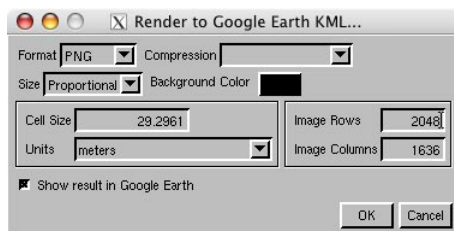


Spatial Display

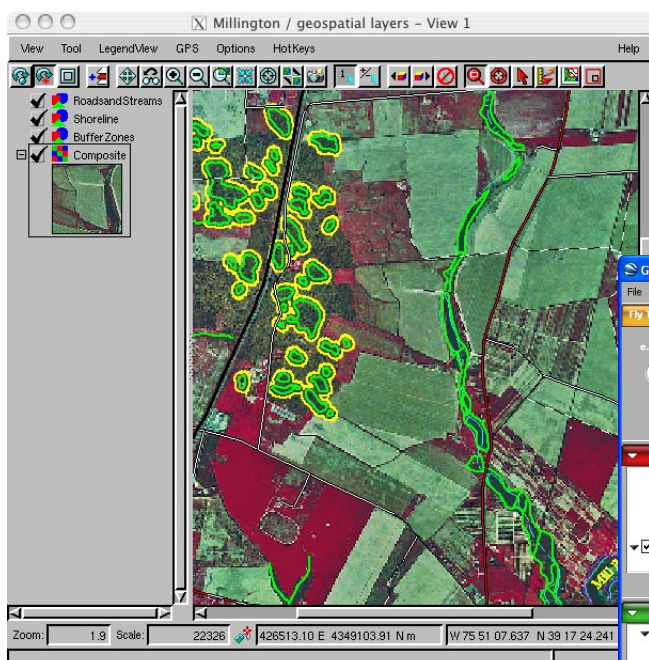
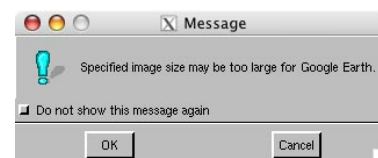
Render to KML



Render to KML (Display/Render to/Google Earth KML in the Display Manager window) creates a raster using the full extents of all geometric, raster, or pinmap layers that are not hidden in the active display and a KML file so the resulting raster can be displayed in Google Earth. Layers that are off by map scale at your current display scale are rendered to the raster if they are on at the design scale of the group/layout. Conversely, layers that are on at your current viewing scale that are off at the designated design scale will not be rendered to

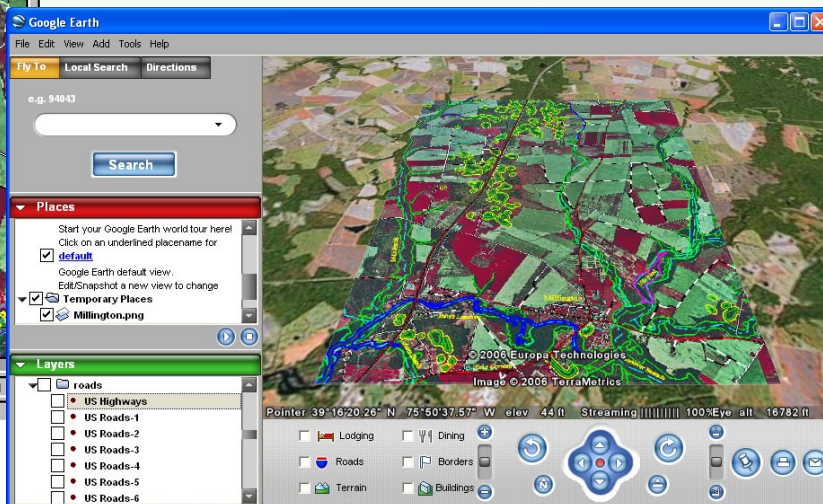
the raster. You have the option to automatically open the result in Google Earth. This option is on by default. You can render the active display to a raster in GeoTIFF, TIFF, JPEG, or PNG format, which are the formats currently supported for display in Google Earth. The types of compression and size options are the same as they are for the Render to Raster options that are not specific to Google Earth (see the color plate entitled *Spatial Display: Render to Raster*). In addition to limiting raster formats to those listed, Google Earth requires incoming data to have a Lat/Lon, or Geographic, georeference. If not using Lat/Lon georeference or a georeference with close positioning over the extents of your group/layout, the coordinates of the corners are translated to Lat/Lon when rendered for use with the KML file. This simple method may not be sufficient for a good fit in Google Earth. If needed, a better fit can be established by resampling/warping to Lat/Lon coordinates.

If specifying size manually or proportionally, you can alter the size of the output raster by entering a desired cell size or the number of rows or columns. Google Earth currently limits the size of each raster used as a Temporary Place (typically 2048 by 2048 cells on a PC and 4096 by 4096 on a Mac*). If your output size is larger than allowed, it will not display in Google Earth even though you have a KML file. If you choose a size larger than this maximum, you receive a message (at right). You can turn the message off for future renderings if desired. If you have the *Show result in Google Earth* toggle on, the raster will be added as a temporary place in Google Earth. If you want less than the full extents of your current display rendered for use in Google Earth, use the Raster and/or Geometric Extract processes to produce the desired piece or adjust your display and use Quick Snapshot.



The Background Color button lets you choose the color for the background if rendering **only geometric layers**, geometric layers that extend beyond raster layer extents, or rasters with null areas. If saving to PNG, such areas are 100% transparent, but the selected background color is used in viewers that do not support transparency.

* Check texture maximum size for a computer in Google Earth (choose About Google Earth from Help (PC) or Google Earth (Mac) menu).



Note that more than the portion visible in the View window above is shown in Google Earth because the full extents of all visible layers are rendered to the output raster.