
Index

Numerics

24bit 17-4
3D surface 16-1
8bit RLE 15-4

A

Active Image 5-9–5-10
Actual Image Resolution(1-1) Tool 5-35
Actualize an Image 5-35
Affinity 5-29
Affinity Handles 5-23
Anchor Point 7-4, 7-7, 7-11, 7-12, 7-14
Arc Recognition 13-31, 13-32
 Auto Convert Arcs 13-31
Associating a MicroStation
 Descartes Images to a 3D Surface 16-2
Auto Convert 13-45
Auto Place Nodes 13-45
Automatic Line Conversion 13-1, 13-4
Automatic Line Conversion Settings 13-33

B

Background Color 5-18, 7-16, 7-24, 7-27
Balance Tone tool 9-1
 Balance Tool Options - Average Mode 9-2
 Balance Tool Options - From Reference Mode 9-3
 Balance Tool Options - Source Area 9-3
To Tone Balance with Average Mode 9-4
To Tone Balance with From Reference Mode 9-5

Base Document 8-1
Basic Macros 18-13, 18-15
Batch Conversion Dialog Box 1 5-1–15-4
 Color Compression 15-3, 15-4
 Data Compression 15-3
 image formats 15-2
 Image Preview 15-2
 image types 15-2
Break Points 13-3
Bring Images to Front 5-11
Bring Images to Front Tool 5-33
Bring Individual Images to Front 5-11
Brushing an Image 11-1
Building a Model 8-3
 base geometry 8-3
 dynamic warping 8-4
 exact control point 8-4
 fuzzy control points 8-3
 geometric correction 8-3
 target geometry 8-3
 what you see is what you get 8-3

C

CAD Overlay Image Menu 18-3–18-13
CAD Overlay Workspace 18-3–18-13
CALs 1 File Support 15-4
Cell 12-3
Center on Cursor 13-44
Center on Last Point 13-44
Center Views 13-32
Change Mode 13-43
Circle Recognition 13-32
Clean Up Tool Box 11-20–11-22
 Measure Speckle 11-22
 Remove Holes 11-21
 Remove Speckle 11-20

Clip 7-26
Close Element 13-44
Closing Images 5-16
Color Composite 6-14
Color Composite Image 6-14
Color Compression 6-14–6-17
Color Compression Encoding Key 6-15, 6-16
Color Compression Polygons 6-15
Color Compression Setup 6-16–6-17
Color Compression Weights 6-15
Color Distribution 3-22
 Exact Design Colors 3-22
 Exact Image Colors 3-22
 Exact MicroStation Colors 3-22
Color Filter Dialog Box 10-5–10-7
Color Filter File Tool Box 10-4–10-5
 Color Filter Dialog 10-5
 New Color Filter File 10-4
 Open Color Filter File 10-4
 Save Color Filter File 10-5
Color Filter Tool Box 10-2–10-4
 Add to Filter 10-2
 color indices 10-2
 Color Filter Dialog 10-4
 Highlight Filter 10-3
 Subtract from Filter 10-2
Color Filters 10-1–10-7
Color Index 6-6, 6-16
Color Min/Max 7-27
Color Palette 6-19, 6-21, 10-1
Color Sampling Tool 6-19, 6-22
Color Table Concepts 3-19
 color palette 3-19
Color Table Editing 6-5–6-6
Color Table Editor 5-13
Color Table File 6-4, 6-6, 6-10
Color/Gray Scale 6-4
Compression Options 6-15
Concepts 13-3

- Configuration Plot Files 17-17, 17-18, 17-19
 - Inverting two-color images 17-17
 - modify the PLT file for Plot On The Fly 17-18
 - Plotting Design 87 and 88 Elements 17-17
 - RTL Plotting - Exceeding Installed Memory on Plotter 17-17
 - send the plot file to the plotter 17-18
- Configuring Cache Memory 20-6, 20-7, 20-8
 - Cache Directory 20-7
 - Clear Cache button 20-7
 - Disk Cache Maximum Size (MB) 20-8
 - File Caching Threshold (KB) 20-8
 - Memory Cache Maximum Size (MB) 20-8
 - Select button 20-7
 - To access the Cache Options 20-7
- Configuring MicroStation Descartes to Access a MSI Server 20-2
- Continue Element 13-12, 13-28
- Contrast Stretch 6-7–6-9, 6-14
- Convert All Connected Lines 13-18, 13-19, 13-28
- Convert Circle 13-21, 13-22, 13-28 raster circle 13-21
- Convert Contour Lines 13-19, 13-21, 13-28
 - Active Z 13-19
 - Auto Continue 13-19
 - convert a series of raster contour lines 13-20
 - convert one raster contour line 13-20
- Convert Lines 13-15–13-18, 13-28
 - Auto Continue 13-16
 - Line entity 13-16
 - Outline entity 13-17
 - raster branches 13-17
- Converting a Remote Image - Batch Conversion and/or Save As... 20-10
- Converting Cells 14-1–14-8
- Converting Image Formats 15-1–15-11
- Converting Text 14-1–14-8
- Coordinate System 8-1
- Copy Design Elements 7-25
- Copy Project 3-9–3-13, 17-4
- Copy Project Dialog 3-10
 - Archive File group > Select button 3-12
 - Copy To group > Select button 3-12
 - Method 3-11
 - Overwrite Existing Files 3-11
 - Save Directories 3-11
 - To create a backup or a copy of a project 3-12
 - To create a self-extracting archive of a project 3-13
- Copy/Paste Tool Box 11-23–11-24
 - Copy Image Area 11-23
 - Copy Image Settings dialog box 11-24
 - Copy Image Settings tool 11-24
 - Paste Image Area 11-23
 - Paste Image Area as Design Element 11-23
- Corridor 7-23
- Creating Mosaics 6-1
- Custom Compression 6-17
- Customizing Descartes 18-1–18-17
 - key-ins 18-1
 - MDL programming language 18-1
 - UCM 18-1
- D**
- Data Compression 6-15
- Data Conversion 13-1
- Define Seam tool 9-5
 - Seam Tool Options > Seam Type 9-6
- To Mosaic Two Images Using Quick Mode 9-9
 - Tool Options > Feathering 9-8
 - Tool Options > Width 9-8
- Degree of Translucency 6-21
- Delete Nodes 13-25, 13-26
- Density Slicing 6-10–6-13
- Descartes Plotting Dialogs
 - 17-11–17-15
 - Gray Scale 17-12
 - Plot Raster Images 17-12
- Destination Polygon 7-9, 7-23
- Displaying Images 5-1–5-36
- Draping and Rendering? 16-1
- Drawing in Raster 11-1
- Dynamic Binariser 10-1
- E**
- Edit Menu 4-13–4-14
 - Copy 4-14
 - Redo 4-14
 - Set Active Image 4-13
 - Undo 4-13
- Editing Images 11-1–11-25
- Enhance 24bit Color Compression and Dithering 17-4
- Enhancing Images 6-1–6-22
- Erase Raster Behavior 13-27
- Erase Raster Option Button 13-27
- Erase Tool Box 11-4–11-6
 - Erase Area 11-5
 - Erase with Circular Brush 11-5
 - Erase with Oblique Brush 11-5
 - Erase with Rectangular Brush 11-4
- Erasing Raster while Vectorizing 13-27, 13-28
- Exponential Curve 6-7
- F**
- File Menu 4-7–4-11
 - Batch Conversion 4-10
 - Close All Images 4-8
 - Close Images 4-8
 - Fourth last image name 4-11
 - Image Project sub menu 4-10

- Image Properties sub menu
 - 4-9
 - Last image name 4-10
 - New Images 4-7
 - Open Images 4-8
 - Print/Plot 4-10
 - Save Image 4-8
 - Second last image name 4-10
 - Third last image name 4-10
 - File Type 7-26
 - Fit All Images to View 5-34
 - Fit All Images to View Tool 5-34
 - Fit Images to View Tool 5-34
 - Fitting Images to a View 5-14
 - Foreground Color 7-2
 - Full Resolution 5-15
 - Actual Resolution (1:1) 5-15
 - Function Keys 13-34, 13-35, 13-43–13-45
 - Fundamentals 3-1–3-24
- G**
- General Image Properties Dialog Box 5-13
 - Generalization 13-4, 13-36
 - Stream Parameters 13-36
 - Georeferencing and Geocoding Support 15-5
 - GeoTIFF Conversion Options Dialog 15-6
 - Coordinate System 15-6
 - Location Format 15-6
 - Projection 15-6
 - GEoTIFF Image Location Dialog 15-7
 - GeoTIFF Related Keyins 15-7, 15-8
 - GeoTIFF Support 15-4–15-10
 - GPS System 8-1
- H**
- Hatch 12-3
 - Hatch Editing Dialog Box 12-16–12-17
 - Heads-Up Digitizing 13-1
 - Help Menu 4-30
 - About Descartes 4-31
- I**
- Contents 4-31
 - Histogram Display 5-13, 6-2–6-3
 - Histogram Exploration 6-2
 - HMR Images 3-19
 - Horizontal Mirror Image Area 7-8
 - How to Start MicroStation Descartes 3-1
 - Hybrid 17-1
- Image Border** 5-30
 - visibility of images 5-31
- Image Channels** 6-3–6-5
- Image Control Tool Box** 5-33–5-34
- Image Dimension** 5-27
- Image Draping** 16-1–16-3
- Image Enhancement** 6-1
- Image File Formats** 15-10, 15-11
- Image File Header** 7-10
- Image File Tool Box** 5-35–5-36
- Image File Types** 3-16
 - image file formats 3-16
 - image file types 3-16
- Image Lists** 5-4–5-16
 - active image 5-8
 - active image 5-9
 - Applying a list of images to other views 5-5
 - Assigning one view to the list box 5-4
 - Creating new images 5-6
 - Opening images 5-5, 5-6
 - Selecting images 5-6
 - Selected images 5-6
- Image Location** 5-13
- Image Location Dialog Box** 5-27–5-29
- Image Manager** 5-1–5-36
- Image Manager Dialog Box** 5-3
 - color encoded images 5-3
 - grayscale images 5-3
 - Image list box 5-3
 - monochrome images 5-3
- Image Manager Dialog Tool** 5-36
- Image Manager Display menu** 4-15, 4-16, 4-17
- Actual Resolution** (1:1) 4-16
- Apply to** 4-17
- Apply to All** 4-17
- Bring to Front** 4-15
- Contrast/Brightness** 4-17
- Fit All Images to View** 4-16
- Fit Images to View** 4-16
- Images On** 4-15
- Send to Back** 4-15
- Image Manager Environment Variable** 3-23
 - create the environment variable 3-23
 - set the environment variable 3-23
- Image Origin** 5-27
- Image Preview** 5-21
- Image Properties** 5-12–5-14
- Image Resampling** 8-5
 - Bilinear Interpolation 8-5
 - Cubic Convolution 8-5
 - Nearest Neighbor 8-5
- Image Transform** 7-1, 7-10–7-28
- Insert Element** 13-13, 13-14, 13-15, 13-28
- Inside** 7-26
- Install** 1-2
- Installing MicroStation Descartes on a Network Client** 19-2
- Installing MicroStation Descartes on a Network Server** 19-1
- Installing MicroStation Descartes To Run from a Network Server** 19-1–19-4
- Installing the MSI Client for MicroStation Descartes** 20-2
- Integration with rendered objects** 16-2
- K**
- key-ins 18-1
- L**
- Line Conversion 13-1
 - Line Editing 13-1

Line Quality 13-33
 Linear Curve 6-7
 Local Transform 7-1, 7-2–7-10

M

Main Menu 3-2
 workspaces 3-3
 Managing Files 3-14, 3-15
 file types 3-14
 Managing groups of images with projects 3-9
 Maximum Line Width 13-33
 Memory Allocation 3-20–3-21
 Image File Buffers 3-21
 Screen Tile Buffers 3-21
 Menu Structure 4-3–4-7
 Display Menu 4-5
 Edit Menu 4-5
 File Menu 4-4
 Help Menu 4-7
 Preferences 4-6
 Settings Menu 4-5
 Tools Menu 4-6
 Utilities Menu 4-7
 Merge Images 7-21–7-22
 MicroStation J
 Color Distribution 3-23
 MicroStation J Support 3-1
 Mirror Image tool 7-16
 transformation matrix 7-17
 using the transformation matrix 7-16
 Mirroring Direction 7-17
 Modify Image Tool 7-10
 Mosaic 7-21
 mosaic 3-9
 Mosaic Toolbox 9-1–9-9
 Balance Tone tool 9-1
 Mosaicing Tools 9-1–9-9
 Move Image 7-11
 Move Image Area 7-3
 Moving Images Backward 5-10–5-12
 Moving Images Forward 5-10–5-12
 Moving the Image 5-23
 MS Descartes as a MSI Client 20-1–20-13

MSI Server Failures 20-11, 20-12, 20-13
 Setting the Number of connection retries 20-12
 To change the number of retries 20-12

N

Naming Convention 3-17
 extension TWF 3-17
 Navigating 4-1–4-31
 New Image Dialog Box 5-17–5-19
 New Image Tool 5-35
 New Node File 13-29
 Nodes 13-3, 13-37–13-40
 Auto Place Nodes 13-38
 firewalls 13-40
 structured vector data 13-40
 topologically ready 13-40

O

Open and display a GeoTIFF image 15-8
 Open Image Dialog Box 5-19–5-21
 Open Images Tool 5-36
 Open Node File 13-29
 Opening Images on Remote MSI Server(s) 20-9
 Output Color Table 7-27
 Output Image Creation 7-24–7-26
 Output Settings dialog box 7-26
 Overlap 7-26
 Overview 2-1–2-5
 Overview of a Draping Process 16-3

P

Paint Tool Box 11-2–11-4
 Paint Area 11-3
 Paint with Circular Brush 11-3
 Paint with Oblique Brush 11-3
 Paint with Rectangular Brush 11-2
 Pair of Points 7-10
 Pairs of Points 7-20

Pattern 12-3
 Pattern Editing Dialog Box 12-18–12-19
 Cell 12-18
 Percentage of Translucency 6-21
 Pixel Size 5-28, 7-28
 Place Element 13-8–13-12, 13-28
 Arc mode 13-9
 Point mode 13-9
 Steam mode 13-9
 To bridge gaps 13-12
 Place Image Area 7-9–7-10
 Place Interactively 5-21
 Place Mode 5-18–5-19
 Place Nodes 13-22–13-25
 Plotting Images 17-1–17-20
 Plotting under MicroStation 5.5.xx for DOS 17-16
 Positive/Negative 6-4
 PostScript 17-1
 Print Images Tool 5-36
 Printing Images 17-1–17-20
 Programming with MDL 18-15, 18-16, 18-17
 Project Sub Menu 4-11–4-13
 Attach Project 4-12
 Detach Project 4-12
 Export Raster Reference 4-13
 Import Raster Reference 4-12
 New Project 4-11
 Open Project 4-11
 Save Project 4-11
 Save Project As... 4-12
 Projects 3-4–3-9
 Attaching a project 3-7, 3-8
 Full Path 3-7
 Project Settings 3-7
 Project files 3-5, 3-6
 Publish To Viewer
 Publish (Using) 17-9
 Publish to Viewer 17-4–17-11
 Publication File 17-4
 Publishing Images 17-1–17-20

R

Raster End Points 13-4
 Raster Intersection Points 13-4

- Raster Lines 13-4–13-7
 - Raster Objects 7-2, 13-5
 - Raster Outlines 13-4–13-7
 - Raster Plotfile 17-2
 - Raster Reference Files 3-13
 - Raster Snap 13-45
 - Raster to Vector Line
 - Conversion 13-1
 - Red, Green, Blue 6-4
 - Redo Vertex 13-44
 - Register Concepts 8-2
 - base 8-2
 - uncorrected data 8-2
 - Register Dialog Box 8-6–8-20
 - Actual Model 8-10
 - Add Control Points 8-12
 - Affine-1 model 8-8
 - Apply menu 8-20
 - Auto Locate 8-16
 - Base System X, Y 8-10
 - Control Point # 8-10
 - control points mark 8-18
 - Coordinate System 8-13
 - Delete Control Points 8-13
 - detailed view 8-16
 - Dynamic Warping 8-14
 - Edit menu 8-12
 - File menu 8-12
 - Helmert model 8-7
 - Highlight Control Points 8-13
 - Image Resampling dialog box 8-20
 - Locate Control Points 8-13
 - Model Selected 8-7
 - Actual Model 8-7
 - base system 8-7
 - control points 8-7
 - residuals 8-7
 - uncorrected system 8-7
 - Modify Control Points 8-13
 - On 8-10
 - On/Total 8-12
 - Pinning control points 8-16
 - Polynomial-2 and 3 models 8-9
 - Projective model 8-9
 - Residuals 8-11
 - Settings menu 8-18
 - Colors for Control Points 8-18
 - Elements Transformation 8-19
 - Warning when Renumbering 8-19
 - Similitude model 8-8
 - Standard Deviation 8-12
 - synoptic view 8-16
 - Thin Plate Spline model 8-9
 - Tools menu 8-18
 - Uncorrected System X, Y 8-11
 - View > Show Control Points 8-18
 - View menu 8-14–8-18
 - Views Displaying Uncorrected Data 8-15
 - Warping Window 8-17
 - Register File Tool Box 8-25–8-26
 - New Register File 8-25
 - Open Register File 8-26
 - Register Dialog 8-26
 - Save Register File 8-26
 - Register Tool Box 8-20–8-25
 - Copy Vector 8-22
 - Delete Control Points 8-22
 - Move Control Point 8-21
 - Move Vector 8-23
 - Place Control Points tool 8-20
 - Register Dialog 8-25
 - Resample Image 8-25
 - Registering Images 8-1–8-34
 - Registering Vector Data 8-1–8-34
 - Resampling Dialog Box 8-28–8-34
 - All Input Image 8-30
 - All Input Image/Output 8-30
 - Bilinear Interpolation 8-31
 - Create a new image 8-28
 - Cubic Convolution 8-31
 - File menu 8-34
 - Input Image field 8-29
 - Job Manager 8-33
 - Model field 8-29
 - Nearest Neighbor 8-31
 - Output Image field 8-29
 - Tools menu 8-34
 - Warping Window 8-31
 - Resampling File Tool Box 8-27–8-28
 - Image Resampling 8-28
 - New Resampling File 8-27
 - Open Resampling File 8-27
 - Save Resampling File 8-27
 - Resampling Parameters 7-17, 7-21
 - Resampling the Image 7-10
 - Resolution 13-34
 - RGB Channels 6-3
 - RGB Color Cube 6-16
 - RGB Combination 6-14
 - rotate an image interactively to create a new image 7-14
 - rotate an image to a specified angle creating a new image 7-15
 - rotate an image using the transformation matrix 7-13
 - Rotate Image 7-13–7-16
 - Rotate Image Area 7-6–7-7
 - Rotation 5-29, 5-31, 7-6, 7-14
 - image rotation 5-31
 - Rotation Angle 7-6
 - Rotation Handles 5-23
 - Rotation Origin 7-14
 - Rubber Band 7-22
 - Running MicroStation Descartes from a Network Server and/or Client 19-3
- ## S
- save an image AS a GeoTIFF 15-9
 - Save As Dialog Box 5-25–5-26
 - Save Image Tool 5-36
 - Save Node File 13-29
 - Save Node File As 13-30
 - Saving Images 5-15
 - Scale Factor 5-28
 - Scale Image 7-12
 - Scale Image Area 7-4–7-6
 - Scaling Handles 5-22
 - Select Images/Active Image Tool 5-33
 - Send Images to Back 5-11
 - Send to Back 5-11
 - Send Images to Back Tool 5-33

- Send Individual Images to
 - Back 5-11
 - Set the New View Center 5-35
 - Setting up the network client 19-3
 - Setting up the servers 20-3
 - Settings Menu 4-17–4-20
 - Lock 4-19
 - Image Lock 4-19
 - Preferences > Color
 - Distribution 4-18
 - Preferences > Memory 4-18
 - Project 4-19
 - Raster Snap on Tentative 4-18
 - Stamp Vector 4-19
 - Undo 4-19
 - Vectorize 4-19
 - View Image Attributes 4-20
 - Slice Coloring 6-12
 - gradation of colors 6-12
 - Snap/Break Vector 13-45
 - Snap/Insert Vector 13-44
 - Source Polygon 7-9, 7-23
 - Spy Window 13-40, 13-41, 13-43
 - Spy Windows 13-45
 - square an image by resampling
 - 7-18
 - Square Image 7-17
 - Square Image tool
 - To square an image 7-18
 - Stamp In A New File 11-15
 - Stamp in a New File Dialog
 - 11-11–??
 - Stamp Settings 11-17
 - Stamp Vector Tool Box 11-6–11-20
 - Automated Vector Stamping
 - Settings 11-7
 - Automatic Vector Stamping
 - 11-19
 - Match Stamp Vector Settings
 - Tool. 11-16
 - Solving color conflicts 11-7
 - Stamp in a New File Dialog
 - 11-11–11-15
 - Stamp In A New File tool
 - 11-10
 - Stamp Vector 11-9
 - Stamp Vector Settings 11-17
 - Stamp Vector Settings dialog
 - box 11-18
 - Stamp Vector tool box
 - Stamping into two-color
 - images 11-6
 - Standard Compression 6-17
 - Standard Transformation 8-4
 - Starting MicroStation Descartes
 - 4-1–4-2
 - “dcartes” workspace 4-2
 - full integration 4-2
 - minimal integration 4-1
 - Statistics 6-3, 6-9
 - Step Angle 7-22
 - Symbology 12-3
 - Symbols 14-1
- T**
- Text/Cells Tool Box 14-1–14-8
 - Convert Cells 14-6
 - Convert Horizontal Cell 14-6
 - Convert Oriented Cell 14-7, 14-8
 - Erase Raster 14-8
 - Convert Text 14-3, 14-4, 14-5, 14-6
 - Erase Raster 14-4
 - Text Editor 14-5
 - Select Horizontal Text 14-2
 - Select Oriented Text 14-3
 - The Node File Tool Box 13-29, 13-30
 - Theme 12-3
 - Theme File Tool Box 12-5–12-6
 - New Theme File 12-5
 - Open Theme File 12-5
 - Save Theme File 12-6
 - Theme Styler Dialog 12-6
 - Theme Styler Dialog Box
 - 12-6–12-16
 - Cell Attributes 12-11
 - Display Theme 12-14
 - Update Design File 12-15
 - Contour Color 12-9
 - Filling closed elements 12-9
 - Line Style 12-9
 - Line Weight 12-9
 - Text Attributes 12-10
 - Color 12-10
 - Font 12-10
 - Height 12-11
 - Interchar Spacing 12-11
 - Justification 12-11
 - Line Spacing 12-11
 - Slant 12-11
 - Underline 12-11
 - Vertical Text 12-11
 - Width 12-11
 - theme used 12-8
 - To add a theme 12-7
 - To delete a theme 12-7
 - To modify a theme 12-7
 - Visible 12-8
 - Theme Symbology 12-1–12-21
 - Theme Tool Box 12-4–12-5
 - Change Theme 12-4
 - Query Theme 12-4
 - Select by Theme 12-5
 - Theme Styler Dialog 12-5
 - Themes 12-1
 - to Mirror an Image Area 7-8
 - to Modify the Geometry of an Image 7-19
 - to Reverse an Image 7-17
 - To setup MicroStation Descartes on the server 19-1
 - Tool Boxes 3-3
 - Tool Frames 3-3
 - Tools Menu 4-20–4-28
 - Clean Up tool box 4-21
 - Color Filter File tool box 4-22
 - Color Filter tool box 4-22
 - Convert To Vector 4-21
 - Copy/Paste tool box 4-22
 - Erase tool box 4-23
 - Image Control tool box 4-23
 - Image File tool box 4-23
 - Image Transform tool box
 - 4-24
 - Local Transform tool box 4-24
 - Node File tool box 4-25
 - Paint tool box 4-25
 - Register File tool box 4-26
 - Register tool box 4-25
 - Resampling File tool box 4-26

- Stamp Vecto tool box 4-26
 - Text/Cells tool box 4-27
 - Theme File tool box 4-27
 - Theme tool box 4-27
 - Tool boxes 4-20
 - Tool Frames 4-20
 - Undo/Redo tool box 4-28
 - Vectorize tool box 4-28
 - Tools Settings Fields 5-23
 - Tools Settings>Scale Factor 5-24
 - Transform Operations 7-2
 - transformation matrix 7-17
 - Transformation Model 7-10, 7-21
 - Transformation Models 8-2
 - Affine 8-2
 - bilinear interpolation 8-2
 - cubic convolution 8-2
 - Helmert 8-2
 - nearest neighbor 8-2
 - Polynomial 8-2
 - Projective 8-2
 - Similitude 8-2
 - Thin Plate Spline - No Residuals 8-2
 - warping process 8-2
 - Transforming Images 7-1–7-28
 - Translation 7-4
 - Translucency 5-32, 6-20
 - Translucency Mechanism 6-20
 - Translucent Colors 6-20–6-22
 - Transparency 5-31, 6-18
 - Transparency Mechanism 6-18
 - Transparent 7-2, 7-16, 7-27
 - Transparent Colors 6-18–6-20
 - Turning Images Off 5-12
 - Turning images off 5-12
 - Turning Images On 5-12
 - Turning images on 5-12
- U**
- Undo Tool Box 11-24–11-25
 - Redo Image 11-25
 - Undo Image 11-24
 - Undo Image Settings dialog box 11-25
 - Undo Image Settings tool 11-25
 - Undo Vertex 13-43
 - Undo/Redo Behavior 13-28
 - Update Design File Dialog Box 12-19–12-20
 - User Interface Conventions 3-1
 - project metaphor 3-2
 - Utilities Menu 4-28, 4-29, 4-30
 - Color Compression 4-29
 - Color Filter 4-29
 - Contrast Stretch 4-29
 - Density Slicing 4-29
 - Image Channels 4-29
 - Register 4-30
 - Theme Styler 4-30
 - Translucent Colors 4-30
 - Transparent Colors 4-30
- V**
- Vector Plotfile 17-2
 - Vector Resampling 8-6
 - Vectorize Functions 13-43–13-45
 - Vectorize Settings 13-27
 - Vectorize Tool Box 13-7–13-29
 - complex chains 13-7
 - locate tolerance 13-8
 - line conversion tools 13-7
 - Vectorize Tools Supporting Raster Erase 13-28
 - Vectorizing 13-1–13-45
 - Vectorizing Settings Dialog Box 13-30–13-43
 - Vertical Mirror Image Area 7-8–7-9
 - View Image Attributes Dialog Box 5-30–5-33
- W**
- warp an image by resampling 7-20
 - Warp Image 7-19–7-21
 - Warp Image tool
 - To warp an image 7-19
 - Warping Images Register 8-1
 - Batch resampling 8-1
 - Dynamic warping 8-1
 - Polynomials models 8-1
 - Transformation of vector data 8-1
 - Warping Images with Register No-Residual Transformation model 8-1
 - Workspace 18-3
 - World File Support 3-17, 3-18
 - raster format 3-17
 - Why Use WorldFiles 3-17
 - worldfiles 3-17

