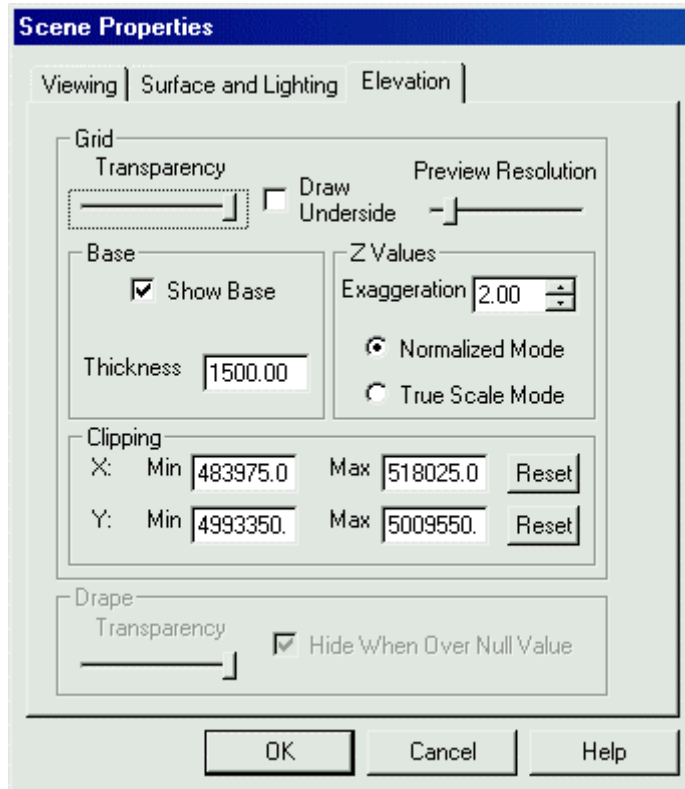


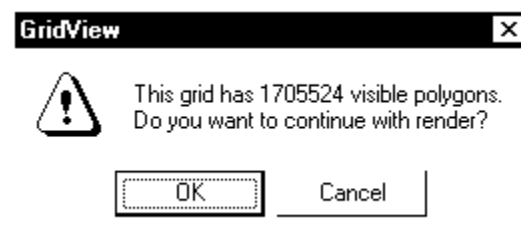
## The Loaded Grids Tab

The *Loaded Grids* Tab contains settings that directly affect the display of the highlighted grid file or drape file listed in the *Grid Layer Control*. The name of the highlighted grid will be displayed as the title on the *Loaded Grids* Tab.



1. The *Grid* section of this Tab contains settings directly related to the display of the highlighted grid file in the *Grid Layer Control*.
  - 1 *Transparency* refers to the degree of transparency the highlighted grid will have. With the slider control fully to the right, the grid will display normally. When the slider control is moved to the left, the grid will begin to vanish into the background. This can be particularly effective when the user wants to view two grids in the same scene, both with varying amounts of transparency. When the slider bar is selected (indicated by the dashed line around it), the arrow keys may be used to modify the degree of transparency.
  - 2 *Draw Underside* check box causes the underside of the highlighted grid to be render. This is useful when the viewing location is set below the surface of the grid and the viewer is looking up from underneath the grid surface. When this option is set, the scene will render more slowly.
  - 1 *Preview Resolution* refers to the degree of resolution the highlighted grid in the *Grid Layer Control* will be rendered in the *Preview Window*. Although grids are rendered faster at lower resolutions, they have far less detail. With some grids, the resolution can be increased to a degree that proves to be extremely inefficient. If this occurs a warning message will appear, such as the one below, giving the user the opportunity to abort the setting modification. When the slider bar is selected (indicated by the dashed line around it), the arrow keys may be used

to modify the degree of resolution.



2. The **Base** section contains settings that control the display and size of the base of the highlighted grid.

a) **Show Base** check box specifies whether the base will be displayed or not (see Figures 14.13 and 14.14). This setting is typically used in conjunction with *Draw Underside*.

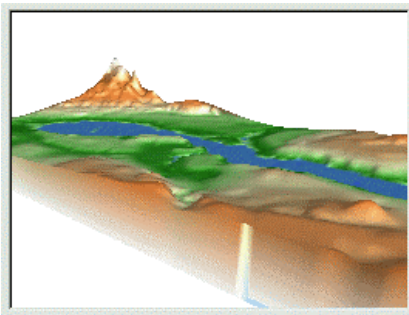


Figure 14.13. Rendered scene with Base

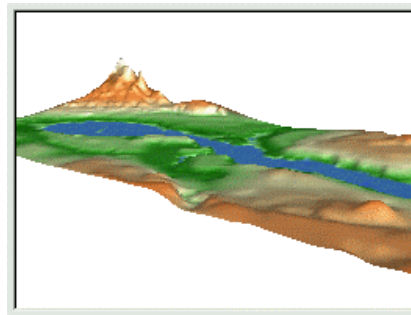


Figure 14.14. Rendered scene without Base

a) **Base Thickness** refers to the thickness, in the coordinate units of the Master Grid, that the base will be rendered (see Figures 14.15 and 14.16).

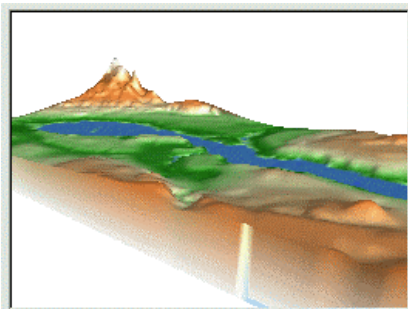


Figure 14.15. A rendered scene with the default base thickness

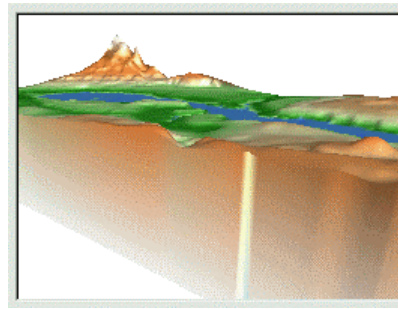


Figure 14.16. A rendered scene with an increased base thickness

2.

3. **Z values** section contains settings that control the vertical exaggeration of the highlighted grid in the *Grid Layer Control*.

a) **Exaggeration** controls the degree of exaggeration of a grids Z-value. This enables the user to vertically stretch the rendered scene (see Figures 14.17 and 14.18).

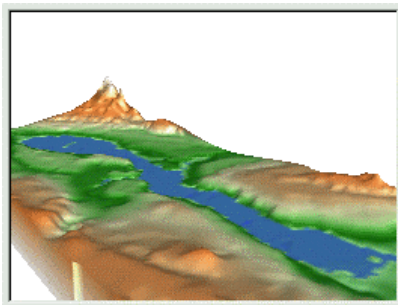


Figure 14.17. A rendered scene with an exaggeration of 2

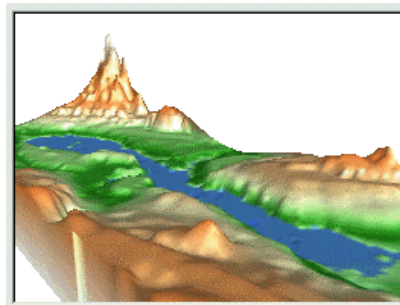


Figure 14.18. A rendered scene with an exaggeration of 5

- b) **Normalized** option is generally used when the Z-values are not in the same units as the grid coordinate system. For example, a grid displaying average family income will have coordinate units of either metres or degrees, depending on the grid projection, but will have Z-units in dollars. The default exaggeration uses a 2:1 aspect ratio of the grid width (X-range) to grid height (Z-range). The exaggeration value entered is multiplied by the arbitrary aspect ratio, allowing dimensionless vertical exaggeration control.
  - c) **True Scale** is used if the X, Y coordinate system (geographic) units are the same as the Z-value units. With a vertical exaggeration of 1, the surface will be portrayed realistically.
2. **Clipping** describes the geographic area, in the X, Y coordinates of the highlighted grid, that will be rendered in the scene. This is generally used when the user wants to render a small portion of a larger grid. The easiest way to specify these coordinates is to create a rectangular region in the Map window that describes the area to be rendered. Double click on this region to display the *Rectangle Object* dialogue and the X, Y bounding coordinates of the rectangle. Copy (Ctrl C) and paste (Ctrl V) these values from this dialogue to the *GridView Scene Properties* dialogue. Note that the coordinates specified in the *Rectangle Object* dialogue contain commas which are not accepted in *GridView*.
2. **Drape** section contains settings that control the appearance of the highlighted drape file in the *Grid Layer Control*. To learn how to create and load drapes into a scene, see the section entitled **Creating Drapes**.
- a) **Transparency** refers to the degree of transparency of the highlighted drape. With the slider control fully to the right, the grid will display normally. When the slider control is moved to the left, the grid will begin to vanish into the background. When the slider bar is selected (indicated by the dashed line around it), the arrow keys may be used to modify the degree of transparency.
  - a) **Hide When Over Null Value** controls the display of a drape where it is geographically coincident with null values on the grid for which it is draped upon (see Figures 14.19 and 14.20).



Figure 14.19. This figure shows a drape file overlying a grid that has null values in the area of the lake. Notice how the lake looks depressed.

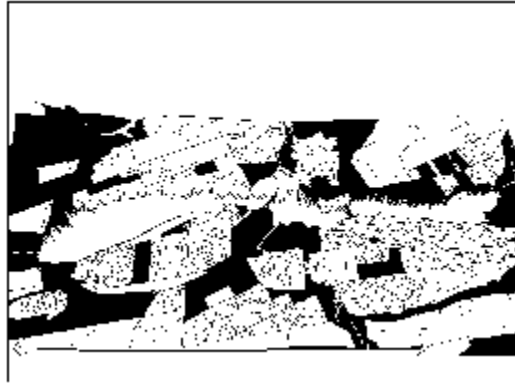


Figure 14.20. This figure shows how the *Hide When Over Null Value* setting behaves when checked. Notice how the lake seems to have disappeared.