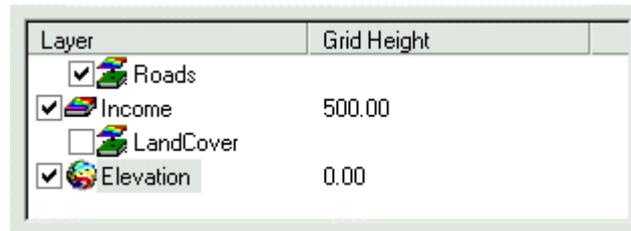


The Grid Layer Control

Grid Layer Control contains a listing of all the grids and drape files loaded into the memory of *GridView*.



| Layer | Grid Height |
|---|-------------|
| <input checked="" type="checkbox"/> Roads | |
| <input checked="" type="checkbox"/> Income | 500.00 |
| <input type="checkbox"/> LandCover | |
| <input checked="" type="checkbox"/> Elevation | 0.00 |

- a) **Master Grid** is the first grid to be loaded into the *Grid Layer Control*. Any X, Y location or distance setting will be specified in the coordinate units of the Master Grid. In any single *GridView* session there can only be one Master Grid which is symbolized by a special icon. Once the Master Grid has been specified, it cannot be changed.
- a) A **Visibility Check Box** precedes each of the listed files whether they are grids or drapes. When checked, the associated grid/drape file will then be rendered in the scene.
- a) **Additional Grids** may be added to the *Grid Layer Control* by selecting the *Load* button on the bottom right of the *Scene Preferences* dialogue. These grids are symbolized by a different icon than the Master Grid.
- a) **Drape Files** may also be added to the *Grid Layer Control* by selecting the *Load* button on the bottom right of the *Scene Preferences* dialogue. When loading a drape, the selected drape file will be applied to the highlighted grid in the *Grid Layer Control*. If this drape file does not coincide with the highlighted grid a warning message will appear. More than one drape file can be loaded for any one grid; however, only one drape per grid can be visible at one time.
- a) **Grid Height** refers to the vertical distance the grid will be drawn at above the minimum value of the Master Grid. This distance value is specified in the grid coordinates of the Master Grid. All grids listed in the *Grid Layer Control* will be displayed in the order specified by the entered *Grid Height* value. The number of decimal places displayed in this setting can be modified in the *GridView Preferences* dialogue.