# Other GridView Settings

Scene Properties Dialogue

a) The **OK** button dismisses the *Scene Properties* dialogue and renders the *GridView* scene with the current scene properties settings.

b) The **Cancel** button dismisses the *Scene Properties* dialogue without rendering the GridView scene.

1   The **Grid Extents** button displays the X, Y extents and the range of values of the highlighted grid file. The X and Y values are expressed in the coordinate system units of the grid and the Z-value range expressed in data units.
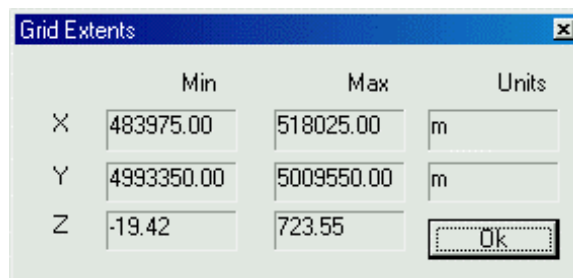
c) The **Unload** button removes the highlighted grid or drape file from the *Grid Layer Control*.

a) The **Load** button adds additional grids or drape files to the *Grid Layer Control*. To add a grid change the *File of type:* setting to **Grid Files (*.grd)**. To add a drape file change the *Files of type:* setting to **Drape Files (*.drp).**

The File Menu

Once a scene is rendered the user will have access to the *File* menu as shown below.

a) *Open* allows the user to add additional grids to the rendered scene. It is similar to the *Load* option on the *Scene Properties* dialogue. Only grids can be opened with this feature.

a) *Close All* closes all currently open grid and drape files.

a) *Export to .bmp & .tab* creates a Windows Bitmap of the rendered scene and a MapInfo .TAB file so that the image can be viewed in MapInfo. The resolution of the bitmap corresponds to the *Bitmap Size* option found on the *Surface and Lighting* Tab. For the best results make sure *Bitmap Size, Width* or *Height* setting (whichever is smallest) is set to at least 2000 pixels.

a)
b) *Open / Save Workspace* either opens an existing workspace or saves the current rendered scene to a workspace. When a workspace is saved, all the settings necessary to recreate the rendered scene are saved to an ASCII text file with a .GVW extension.

a) *Print / Print Set Up* controls how the rendered scene will be printed and allows the user select an installed printer device.

The View Menu

The *View* menu contains two items: ***Scene Properties*** and ***Preferences***.

a) ***Scene Properties*** opens the Scene Properties dialogue so the user can make further modifications. Another way to initiate this dialogue is to click the right mouse button anywhere within the rendered *GridView* scene.

1 ***Preferences*** contains two settings: ***Refresh Time*** and ***Precision***. *Refresh Time* refers to the amount of delay between a setting being changed in the *Scene Properties* dialogue and the start of the refresh of the *Preview Window*. The *Precision* setting controls the number of decimals that will be displayed in the *Scene Properties* dialogue.