

# Insert Styles

**DID YOU KNOW** . . . you can insert styles for points, lines and polygons from a previously created style object?

## What Inserting Styles Gives You

- Use previously created style objects for creating new style objects
- Insert styles from any style object to which you have access
- Combine separate point, line, and polygon style objects into one

In this example, some of the polygon styles from an existing style subobject are inserted.

The screenshot shows two instances of the 'Style Editor (new style object)' window. The left window has a 'Point Style' section and a 'Select Styles' dialog box open. The 'Select Styles' dialog shows a list of styles with checkboxes: AcB, AcD, AcD2, Ba, Bc, Bd, Bf, Bg, BgB, BgD, and BgE. The right window shows the 'Styles' section with a table of styles: AcB, AcD, AcD2, Ba, Bc, Bd, Bf, Bg, BgB, BgD, and BgE. Below the 'Select Styles' dialog, the text 'styles to choose from other style object' is present. To the right of the right window, the text 'styles are inserted in the new style object' is present.

## How to Insert Styles

- From the main menu, open the Style Editor (Edit/Styles), and click on the New icon; or from the Object Layer Controls window, click on the Edit Styles icon in the Assign Styles by Attribute window.
- Click on Insert Symbols icon and select style object you want to insert from.
- Select the styles you want in that style object using the Select Styles window that opens, and click OK.

**WANT TO KNOW MORE?**

See the tutorial booklet entitled:

**Creating and Using Styles**

