Text Labels for Polygon Legends

TNTmips V6.70 provides several new features that you can use to enhance the information content and appearance of legends both on-screen (in LegendView) and in map layouts for printing (in Multi-Object Legends).



Many maps use text labels in addition to polygon fill styles to identify different map units. You have long been able to use the Spatial Data Editor to automatically generate polygon labels from a field in a database table. (This procedure also now allows you to create

and edit labels with leader lines; see the plate entitled Auto Generating Vector Polygon La*bels*). Now you can also create corresponding labels for the polygon samples in legends. Simply use the new Sample Label button on the Polygons panel of the Vector Layer Controls window to select the database field to provide

the sample label text (choose the same field you used to generate the polygon labels). The labels then automatically appear in their respective samples in LegendView.

For a printed legend with polygon sample labels, select the appropriate database field for the Sample Label and add the polygon layer to a multi-object legend in a map layout. The polygon labels are automatically drawn in the polygon samples with the same text style (Normal) used for the sample descriptions.

Use the Sample Label button to select the database field to provide the sample label text.

∎Vector∣	Layer Controls			
Object	Points Lines	Polygons	Nod	
Select:	A11 🖃	Specify.		
Style:	By Attribute 르	Specify.		
DataTip				
🗉 Show	Field MapUn	its.UNIT_SY	HBOL	
Units:	None 🗖 Decima	l Places:		
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Legend Label MapUnits,FORMATION				
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✓	두 geolpoly		
	act	Calico Hills Formation, ash-flow	
	acl	Calico Hills Formation, lava	
	PP	Pah Canyon Tuff, locally with be	
	bt2	Paintbrush nonwelded bedded tuf	
	bt3	Paintbrush nonwelded bedded tuf	
	nr	Rainer Mesa Tuff nonwelded	
	bg	Rhyolite of Black Glass Canyon	
	kt	Rhyolite of Comb Peak, ash-flow	
	/ k1	Rhyolite of Comb Peak, lava	
	dc	Rhyolite of Delirium Canyon	
Y	pr	Rhyolite of Pinnacles Ridge	
	VP	Rhyolite of Yent Pass	
	cu	Tiva Canyon Tuff undivided	
	сру	Tiva Canyon Tuff, crystal-poor,	
	сру	Tiva Canyon Tuff, crystal-poor,	

LegendView with polygon sample labels

RHYOLITE OF COMB PEAK

Lava flow - Light gray to pinkish-gray, devitrified, flow-banded rhvolitic lava flow.

Ash-flow tuff - Light gray to pink to brownishgray, nonwelded to moderately welded. devitrified, pumiceous and lithic-rich ash-flow tuff.

RHYOLITE OF VENT PASS

Rhyolitic lava flows and ash-flow tuffs. Lava flows are medium gray to dark gravish-brown rhyolite. Flows are flow banded and locally vitric. Ash-flow tuffs are light greenish gray to dark purplish brown, nonwelded, massive, and locally bedded.

Multi-object Legend entries with polyaon sample labels and justified text

Alignment Control for Legend Text

You can also now set the text alignment for legend descriptions or text entries in multi-object legends. For each text style you can use the Text Alignment menu on the Text Style window to choose among four options: left, right, center, and justify. Word-wrap is enabled automatically for justified text in multi-object legends once you create vertical column guides to define the right edge of each legend column. See the plate entitled Advanced Text Features for more details



Text now wraps automatically as you enter it in the Properties window. Although this window always shows the text aligned left, your selected alignment is applied in the Legend Layer Controls window and in the map layout.



For proper rendering of multi-object legend text styles that are centered, aligned right, or justified, you must add a vertical guide to define the right edge of each legend column. To do so, right-click in the Legend Layer Controls window at the position where you want the vertical guide, and select Add Vertical Guide from the pop-up menu.

Text alignment choices

