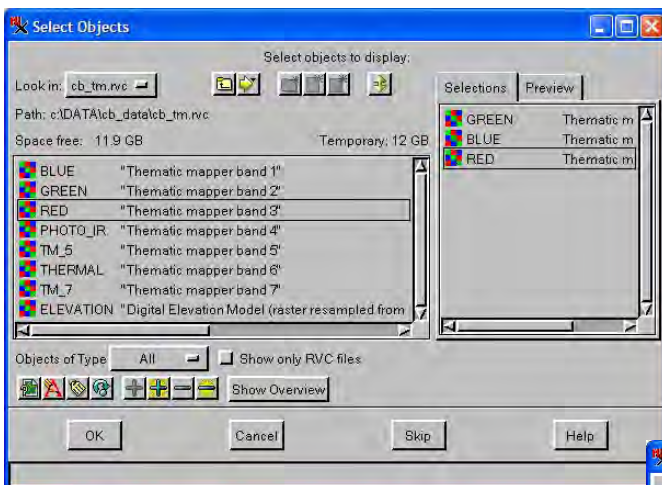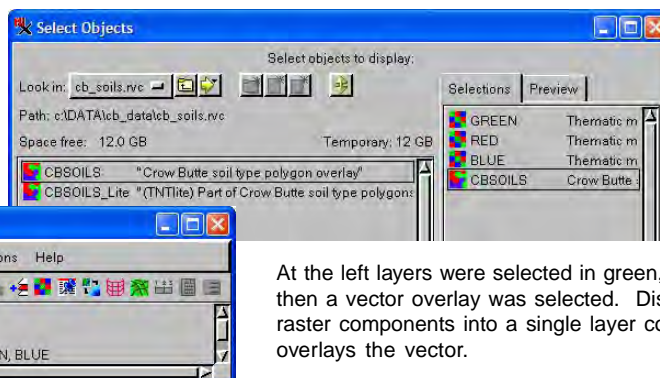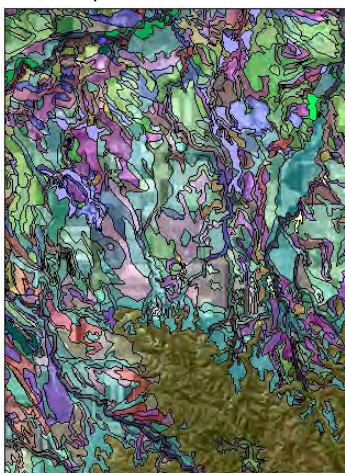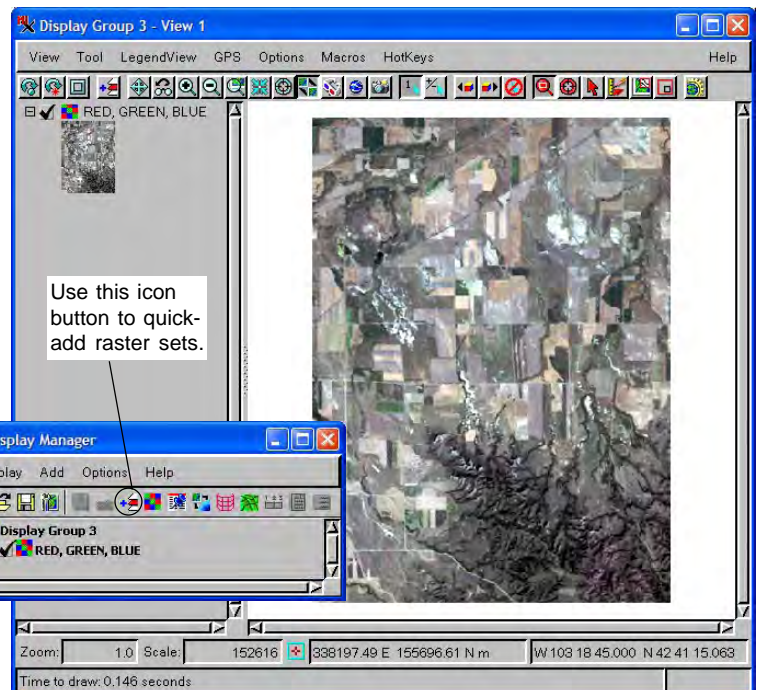# Quick-Adding RGB Raster Sets

You can add one or more sets of raster objects as a single RGB layer by clicking on the same icon used to quick-add any type of single-object layer. If you select three coregistered, coextensive raster objects with red, green, or blue in their object name, they will be added as a single RGB layer. You do not need to select them in red, green, blue order; their names are used to determine the correct component. Color name identification is case insensitive. If you are using the TNT products in a language other than English, the localized color names are also used.

You can add other layers in the same selection step. If in the example illustrated selection had continued and the Crow Butte soils layer had also been selected, the soils layer would be displayed over the single RGB layer. You can also select multiple RGB sets as long as each set has different extents. (If you select multiple sets with the same extents, all are added as separate, single-raster layers.) With some thought given to data organization, you could display a virtual mosaic composed of hundreds of RGB sets with a single selection click. It only requires that all files be in the same directory and that the red, green, and blue rasters are all that is in each file. You can then simply navigate into the directory and click on the Add All icon. For more information on creating virtual mosaics and display speed see the Technical Guide entitled *Spatial Display: Raster Layer Caching*. The example on the plate uses composite raster layers, but the principle is the same.

Layers were selected in green, blue, red order (above) but still are used for the component that corresponds to their names. You can add additional layer types for overlay, additional RGB raster sets, or single, noncoincident rasters in the same selection step.

Use this icon button to quick-add raster sets.

At the left layers were selected in green, red, blue order, then a vector overlay was selected. Display combines the raster components into a single layer correctly and overlays the vector.