

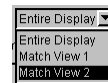
Spatial Display

Render Point Symbols to KML

The Render to KML feature in the Display process allows you to display your point elements in Google Earth with the same symbols used in the TNT products. The KML file created stores each point symbol as a placemark element (also called Marker) and its associated symbol as a placemark icon. Along with the KML file, a separate raster in PNG format is created for each point symbol during the rendering process. These rasters are each used as a placemark icon in Google Earth. The Render to KML feature allows you to render your point symbols either to a KML or a KMZ file. If rendering to a KML file is selected, the raster created for each type of point symbol is a separate PNG file located on a local drive linked into the KML file. If rendering to a KMZ file is selected, all the rasters created are embedded in the single KMZ file. Selecting a KML or KMZ file will launch Google Earth and display all of the rendered point symbols as Temporary Places. When displayed in Google Earth, the point symbols appear as they do in the TNT products. You can control the scale of the point symbols during the rendering process. If required, the scale and opacity of the symbols can be changed individually using the tools in Google Earth.

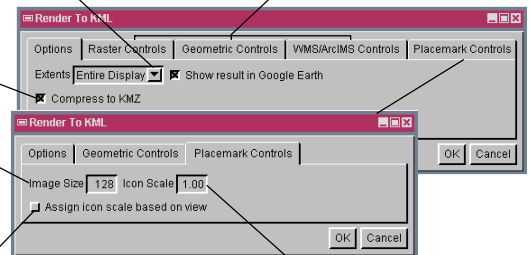
The render to KML window has Options and Placemark Controls tabbed panels for rendering the point symbols. The Raster Controls, Geometric Controls, and WMS/ArcIMS Controls panels are also available but only if point symbols are being displayed over other geospatial objects in the TNT view. The Options panel allows you to render the point symbols layer to match the extents of the Entire Display (main view window) or the extent of a subarea displayed in a secondary view (View 1, View 2, ...). A toggle button is available to compress a KML file and all its linked components into a single compressed KMZ file. A toggle button is also available to automatically launch Google Earth when the rendering is complete. The Placemark Controls panel allows you to specify the scale of the placemark icons and the size of the image that will be used as the placemark icon. The Image Size setting determines the actual height and width of the PNG files created for your point symbols. Increasing the default value for the Image Size gives you icons with higher resolution and more detail. The Icon Scale allows you to control the scale of your point symbols when displayed in Google Earth. By changing the default value for the Icon Scale setting, you can display your points with larger or smaller symbols in Google Earth. If you toggle on the Assign View Based Scale button, the Icon Scale setting gets inactive, and the scale is automatically determined for each symbol according to the current view.

Select any open view window or Entire Display to specify the extents of the layer in the KML file.



These panels are visible only if the group or layout contains the associated geospatial objects.

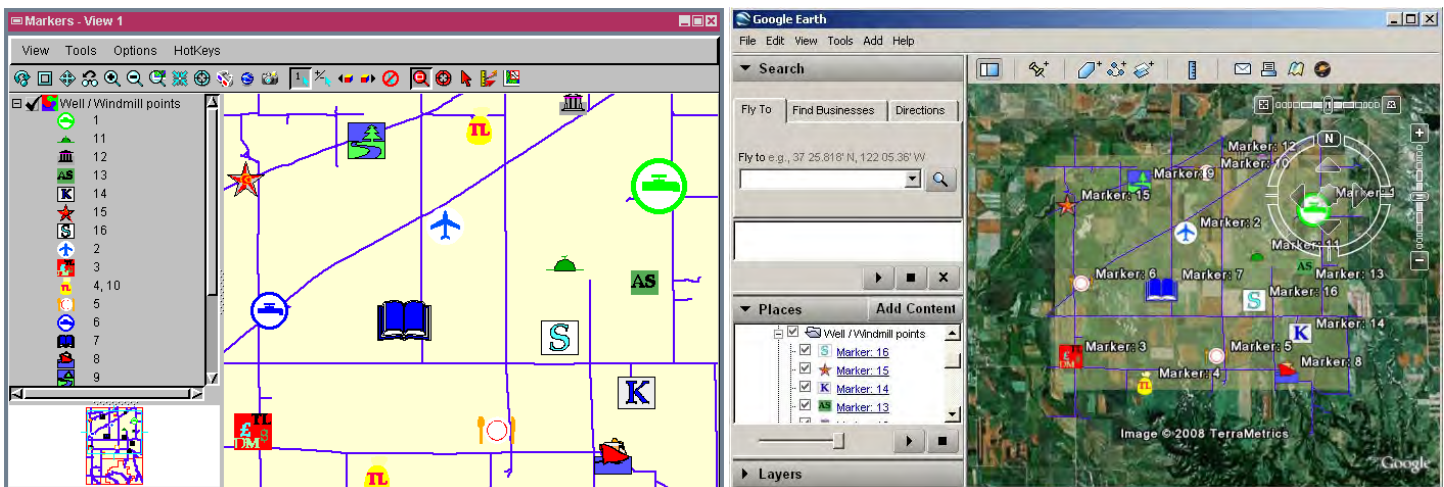
Toggle on this button to create a KMZ file.



Increasing this value creates placemark icons with higher image quality in the expense of larger file size.

Toggle on this button for an automatically calculated scale based on the current view.

Increasing this value creates larger symbols for your placemarks when displayed in Google Earth.



The left illustration shows point symbols, displayed as two geometric layers in TNTmips. The right illustration shows the KMZ file in Google Earth that was created by rendering the TNT View at the left. You can have the placemark icons displayed at any desired scale by changing the settings in the Placemark Controls panel during the rendering process. You can also use Google Earth tools to change the scale and the opacity of each icon.