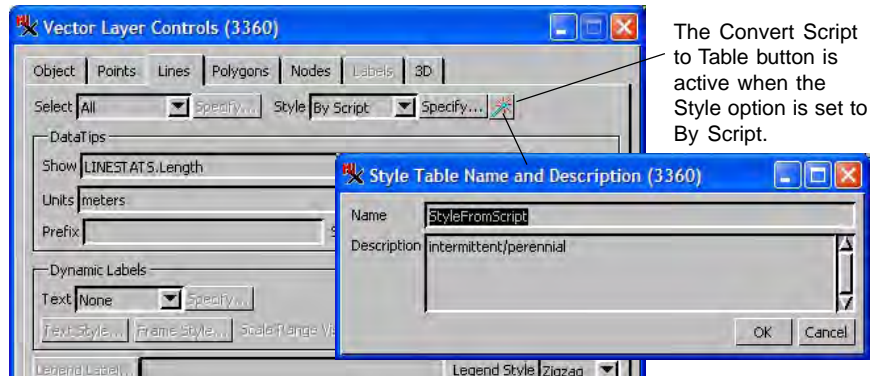# Export

Styles by Script to Shapefile *.avl

You can create a style assignment table with a single button click when your vector drawing styles are assigned by script. The Convert Script to Table button is found in the Vector Layer Controls window, which allows this feature to be used in any process with a View window. The table made by clicking on this button can be selected to control the styles when exporting vector objects to shapefiles. The styles are then translated into a same named *.avl file for use in displaying the shapefile in other software. The table created can also be selected to provide styles when exporting to KML.

The TNT products support more styling options than supported for shapefiles. For example, shapefile polygon bitmap fill patterns exported to *.avl are limited in size (an 8 x 8 repeating pattern) and number of colors (2), and shapefiles do not support unpaired line pattern components with offsets from the center of the line. KML supports only solid polygon fills (no fill patterns). You need to keep these limitations in mind when assigning styles to vector objects intended for export to shapefiles or KML files.

The Convert Script to Table button is active when the Style option is set to By Script.

Choose the style assignment table created from your script to assign styles for elements in the shapefile created by the Export process.

In ArcView GIS after export