System



Direct Use of KML/KMZ Files

KML/KMZ files provide a means of getting geodata to and from Google Maps and Google Earth. The TNT products provide a number of methods to create and use KML files. You can export individual objects to KML and render single layers or entire layouts to KML or the compressed KMZ version of a KML file. KML and KMZ files can be imported into Project File format. Local or Internet-based KML and KMZ files can also be directly viewed and used in a variety of TNT processes. KML/KMZ files are just one of many file types supported for direct use (see the Technical Guide entitled *System*: Direct Use of Geodata Files).

The ability to use KML/KMZ files directly as display layers allows you to view files

- · received from others in combination with your proprietary data,
- from a list of your My Maps names created and saved as public maps in Google Maps,
- created with Google Earth tools or SketchUp,
- from any source in combination with WMS or ArcIMS layers,

- from any source in combination with tilesets accessed directly from the Internet, and
- supply KML/KMZ files to others with the TNT products for use in combination with any geodata accessible to them (locally or over the Internet).

KML/KMZ files to be used in TNTmips can be on a local drive (including local networked drives) or may be located on the Internet. Local files can be selected like any object in Project File format, other file types supported for direct use, or tilesets with local tileset description (*.tsd) files using the Add Objects icon or any other selection procedure in the TNT products. KML/KMZ

Display Manager (884)

Display Add Options Help

🗆 🎑 Display Group 3 (4 layers)

files located on the Internet can be added using the Add Web Layer icon in processes that support web layers, which include Display, Georeference, and Edit.

The KML layer consists of

map-pin point symbols



