

The DNR Default Project
for
ArcView GIS V3.1



Table of Contents

- Introduction** 4

- Document Conventions** 5
- Getting Started/Installation** 7

- Additions to the Project Interface** 8
 - Default Project Properties** 9
 - Modifying Project Properties**11
 - The AVDEF.INI File**12
 - Last Nine Projects**13
 - Export Project**14
 - Project Summarize**15

- Additions to the View Document Interface**16
 - The New View Button**16
 - The View Document Interface**18
 - Copy Arc/Info Coverage**19
 - Duplicate View Option**20
 - Access MetaData Button**21
 - Adding Scaled Text**22
 - Scaling Existing Text**22

- Additions to the Table Document Interface**22
 - Field Properties Option**23
 - Delete Fields Option**24

- Additions to the Chart Document Interface**25
 - Duplicate Chart Option**25
 - Load Theme Legend Button**26

- Additions to the Layout Document Interface**29
 - Duplicate Layout**29
 - Add Text File Tool**30
 - Add Table Graphic Tool**31
 - Print Symbol Palette**32
 - Print Using Image Alchemy**34
 - Print RTL File**37



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DNR ArcView Default Project User's Guide

Introduction

This document describes the functionality and use of the “DNR ArcView Default Project” for the ArcView desktop GIS software. This project was developed based on the recognition that ArcView lacked some basic capabilities that were considered to be global, that is, useful to all ArcView users.

This guide will guide the user through the installation of the project and present the enhanced capabilities now available to the user.

What is a Default Project?

A “Default Project” is a project that contains objects such as menu items, buttons, and tools that ArcView will load and display for every project that the user opens. The concept is that the user could customize ArcView’s interface to their liking and then make those customizations transfer to each ArcView project without having to customize each project individually.

This default project is a “System level” default project that can only be created using ArcView’s Avenue programming language. The project is named ‘default.apr’ and resides in the ArcView installation directory under the etc subdirectory (usually \esri\av_gis30\arcview\etc).

This is a special type of ArcView project that is opened when ArcView is started on the computer. *This project cannot be opened using the standard ArcView Open Project process and therefore must be copied to this location only.*

There are a couple of ways to create default projects. Refer to ArcView’s on-line help system for more information.



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Document Conventions

Formatting Conventions

The following conventional terms, text formats, and symbols are used throughout this document. These formatting styles are designed to make this document more readable and to guide you through the use of this ArcView Extension

BOLD UPPERCASE

All text in **BOLD UPPERCASE** letters refers to a drop-down menu. When you see this style of text you should be able to look at the menu interface and find a menu with this name.

Italics

All text in *Italic* format refers to drop-down menu options. In this case the text are usually preceded by a **BOLD UPPERCASE** menu option in the form:

MENU: *Option*

BOLD ITALICS UPPERCASE

Text formatted as **BOLD ITALICS UPPERCASE** refers to a form or dialog window. These windows are not part of the standard ArcView interface and usually “float” above the ArcView screen.

Bold-Italics

Text formatted as **Bold-Italic** refer to buttons that you will find on an interface or dialog box.

“Double-Quoted”

Any “Double-Quoted” text refers to text you should see on the screen in a dialog, menu, button or tool.

“DOUBLE-QUOTED UPPERCASE”

Any “DOUBLE-QUOTED UPPERCASE” text refers to text that you will type in exactly as shown.



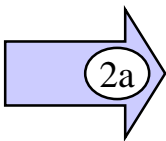
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Document Conventions

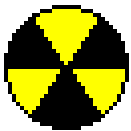
<Italic text in arrows>

When the instructions need to direct the user to a disk drive, such as a CDROM reader, whose designation varies from PC to PC. In this case you will see the instructions encased in arrows (<>) and italicized. For example <*CDROM*> would represent the drive letter that is your CDROM reader. On my system it would be E:\.

Arrows



When you see an Arrow with a number in it this is pointing something referenced in the text of the document. This helps you find the topic or input line that you are looking for. The number in the arrow always has a corresponding reference in the body of the instructions you are reading. Usually these are used in lessons or tutorials.



When you see Radiation Icon you should recognize this as a warning. You need to read this to make sure that you avoid common mistakes or problems that are often encountered



When you see the Light bulb icon this represents a hint or trick that you can use to make life easier.



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DNR ArcView Default Project User's Guide

Getting Started - Installing the Default Project.

Installing the Default Project

With this document you have received three additional files:

install.apr - Installs Project
uninstal.apr - Uninstalls Default Project
default.log - Log file of Default Project Changes

To install the DNR Default Project for ArcView 3.1 all you need to do is open the project, INSTALL.APR with ArcView 3.1. This project installs the default project and associated system files.

You need to be able to modify files in the ArcView installation directory. If you are working on a UNIX or Networked installation make sure that you have the proper write access to those locations.

When complete, ArcView will terminate. You will need to re-open ArcView for the changes to take place.

This script will rename the original files DEFAULT.APR and STARTUP to the following names:

DEFAULT.APR -> DEFESRI.APR
STARTUP -> STARTUP.ESRI

If things don't work properly, all you need to do is delete the new DEFAULT.APR and STARTUP files and copy the backups back to their appropriate name.

If you wish to uninstall the DNR Default Project for ArcView 3.1 all you need to do is open the project UNINSTAL.APR and it will be uninstalled with the original 3.1 files.



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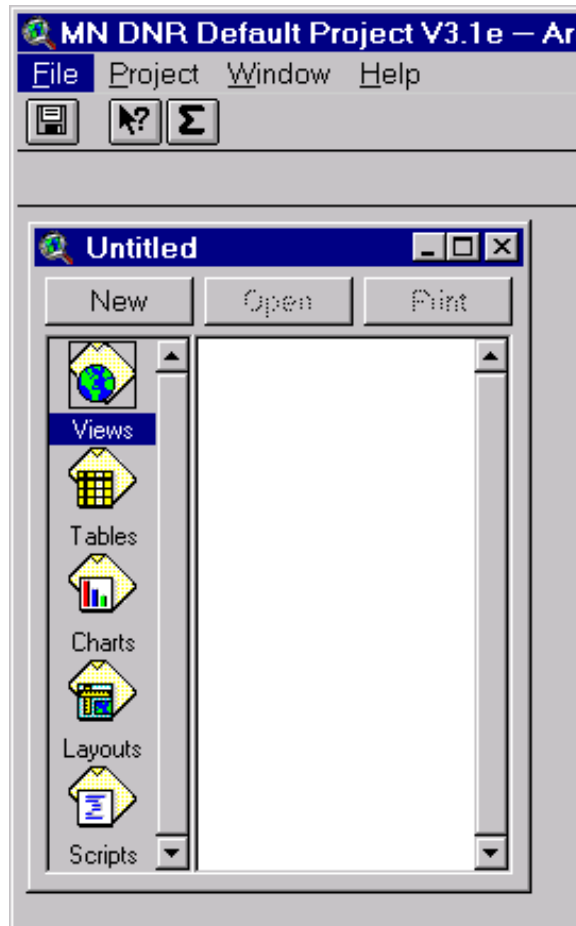
Additions to the PROJECT Interface

The Project Interface

The Project Interface is visible when the Project Document is active. The project document is the window in ArcView that helps you manage all of the other ArcView documents that you can create. Things like Views, Tables, Charts, Layouts and Scripts are all documents.

In the following graphic you will see the Project window identified by the name "Untitled" in the banner area. The menu options and buttons are considered the "Project Interface".

The Project Window





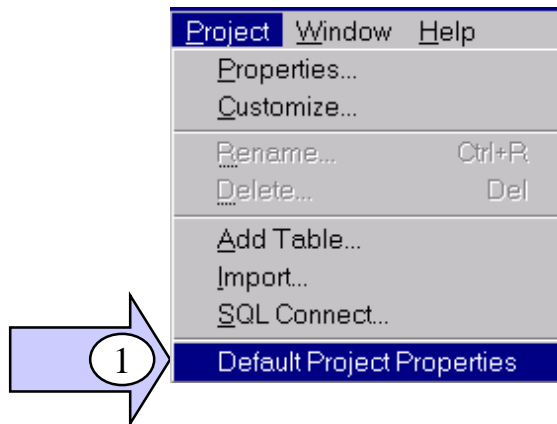
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Additions to the **PROJECT** Interface

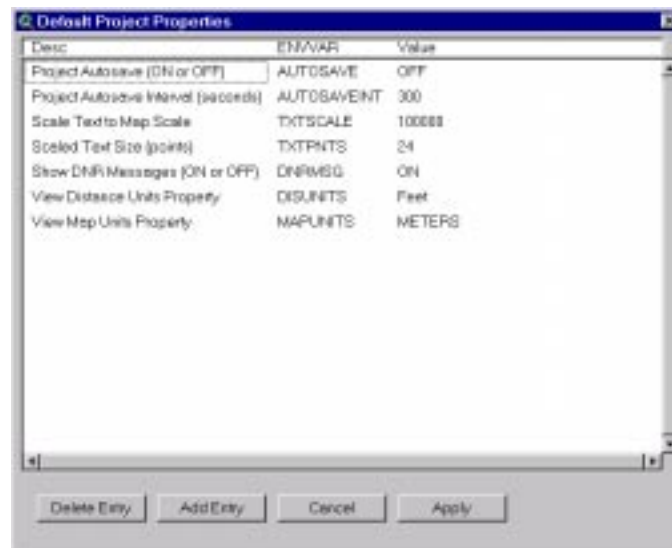
Setting the Properties of the Default Project

The default project has a number of properties that you can control. These properties are accessed from the **PROJECT: Default Project Properties** menu option (1) on the Project window interface (make the project window active to see this option).



The default Project Property Sheet

There are seven default project properties that you can control as shown in the following graphic of the **DEFAULT PROJECT PROPERTIES SHEET**.





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Additions to the PROJECT Interface

The default Project Property Sheet

These default parameters are defined below:

PROJECT AUTOSAVE - ON or OFF - Turns on or off the Project AutoSave functionality - Default is OFF.

PROJECT AUTOSAVE INTERVAL - Defines the interval at which autosaves will occur, in seconds. Default is 5 minutes (300 seconds)

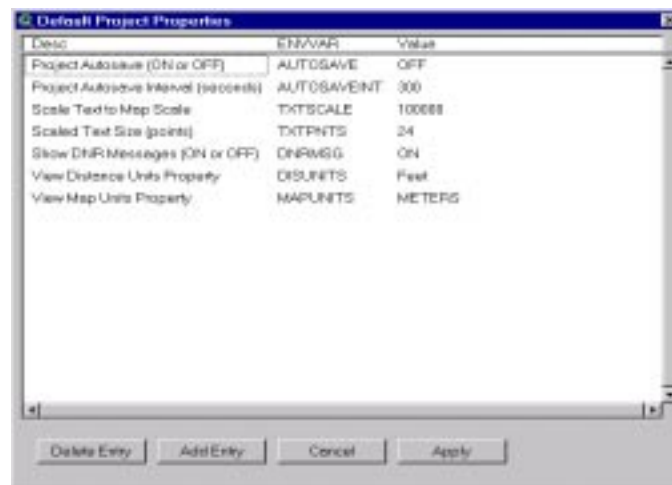
SCALE TEXT TO MAP SCALE - Default Reference Text Scale

SCALE TEXT SIZE - Default Scaled Text Size (in points)

SHOW DNR MESSAGES - Displays standard messages for DNR tools. Default is OFF.

VIEW DISTANCE UNITS PROPERTY - Display units for View Document Properties. Default is Feet

VIEW MAP UNITS PROPERTY - Map units for View Document Properties. Default is Meters.





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DNR ArcView Default Project User's Guide

Additions to the **PROJECT** Interface

Modifying Project Properties

You can use the Default Project Properties to modify, add or delete system environment variables to your ArcView environment without having to set them using the operating system (i.e. in the Autoexec.bat file). To do this use the **PROJECT:** menu *Default Project Properties* menu option to open the Default Project Properties Sheet.

To modify a property double-click in the element of interest, either Description, Variable or Value and enter a new value.

To Delete a property select the property of interest and press the DELETE Button.

To Add a property Press the ADD button. This will display the **ADD PROJECT PROPERTY** form where you add:

- 1) Environment Variable Name - 8 characters or less with no spaces
- 2) Variable Value - An appropriate Value
- 3) Variable Description - What the variable represents

A screenshot of a dialog box titled "DNR.SetVariable". The dialog box has a blue title bar with a close button (X) in the top right corner. The main area is white and contains the text "Enter New Variable Parameters". Below this text are three text input fields: "Environment Variable Name" with the value "CENTMIN", "Variable Value" with the value "j:\samba_ac\centmin", and "Variable Description" with the value "Central Office Minerals Library". To the right of the input fields are two buttons: "OK" and "Cancel".

When finished, press the *OK* button and the variable will be added to the default project's property list.

To make the changes permanent, press the APPLY button.



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Additions to the PROJECT Interface

The AVDEF.INI File

All of these settings are stored in a file called AVDEF.INI. This file is most likely to be located at the same location where the default project was installed (\esri\av_gis30\arcview\etc. If the user does not have permission to write to this location then the file will be found under the directory referenced by the ArcView variable HOME. If that place is also off limits then the directory referenced by the TEMP variable is used.

If you are a GIS administrator or lead person you may choose to add properties to this file using a text editor and then distribute the file to the people that you support. In this file each line represents a specific variable, value, and description combination, each separated by an equal sign “=”. The variable name is first, the variable value is second and the variable description is last.

Variable Name=Variable Value=Variable Description

The variable name and variable value are the only two required pieces. If the variable description is not found, then the variable name will be used.



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Additions to the **PROJECT** Interface

The Project Interface

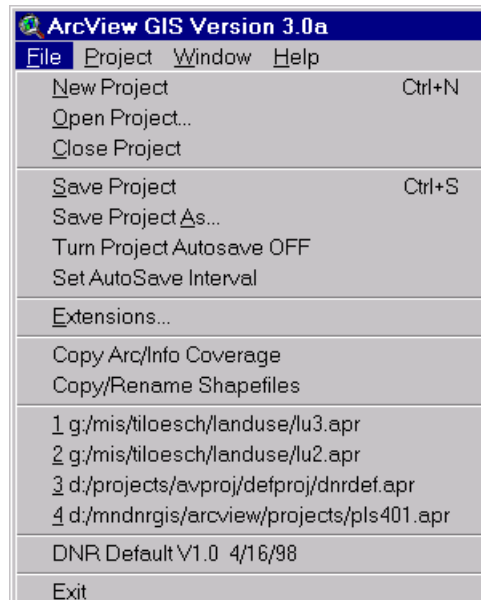
One of the nice things about other software packages is that they store the names of the last four or five files that have been opened as menu choices on the bottom of the **FILE** menu. ArcView doesn't implement this concept as a default option but there is an extension that is provided with ArcView that puts the names of the last four projects in the **FILE** menu for you to select.

Last Opened Projects Functionality

The extension, called LAST4, has been improved and implemented in this default project. Therefore, if you have been already using the LAST4 extension, you no longer need to.

If you haven't been running LAST4 then you need not do anything, the functionality will just be there. The last nine projects you have saved will be listed. These will also be shown in the modified version of the AVSTART extension....

Last nine projects that have been saved are listed





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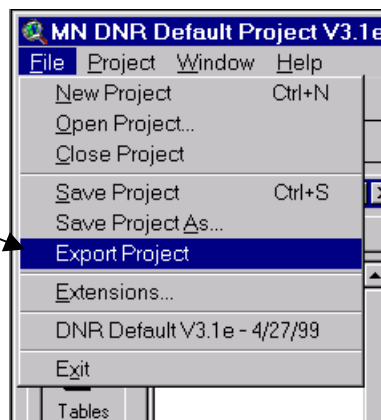
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Additions to the PROJECT Interface

The Project Interface

The Export Project command will sort through an ArcView project, determine all the data files used in it and then copy them to a single location which is defined by the user. A copy of the project file is also created at this location and the path definitions in this new project point to the new data location.

Export Project



Once you choose the Export Project option you will be requested to enter a new project location and filename. Once you press OK the data will be copied to the new source location.

This option only works for non-Arc/Info coverage based geographic data files. It functions best with shapefiles and images.



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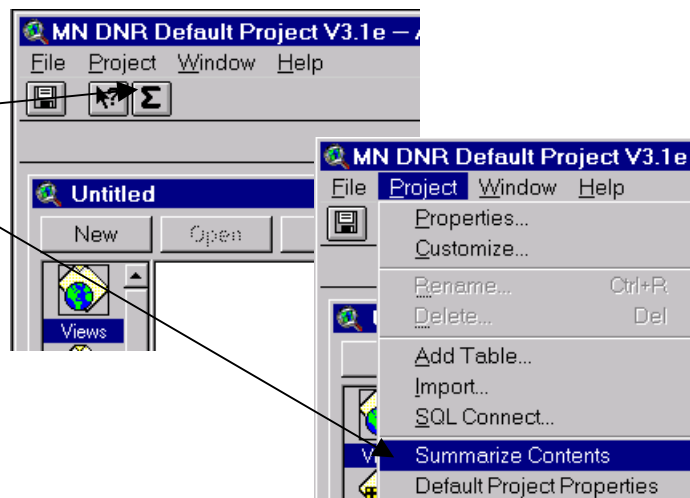
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Additions to the PROJECT Interface

The Project Interface

Have there been times where you would like to get a summary of the contents of an ArcView Project File? Things like the View documents, Themes in the View, Tables, etc. Well, The *Summarize Project* button takes care of this. It goes through a project and summarizes the contents in a text document.

Summarize Project



This command lists a variety of project information including:

- Project Startup Script
- Project ShutDown Script
- Project Working Directory
- Project Name
- View Name
- View Comments
- Theme Name, Comments and Source File
- Table Name, Comments and Field Structure
- Chart Name and Comments
- Layout Name and Comments
- Script Name and Comments
- Dialog Name and Comments

This information is listed in a Report window and the information is also copied to the Windows Clipboard.



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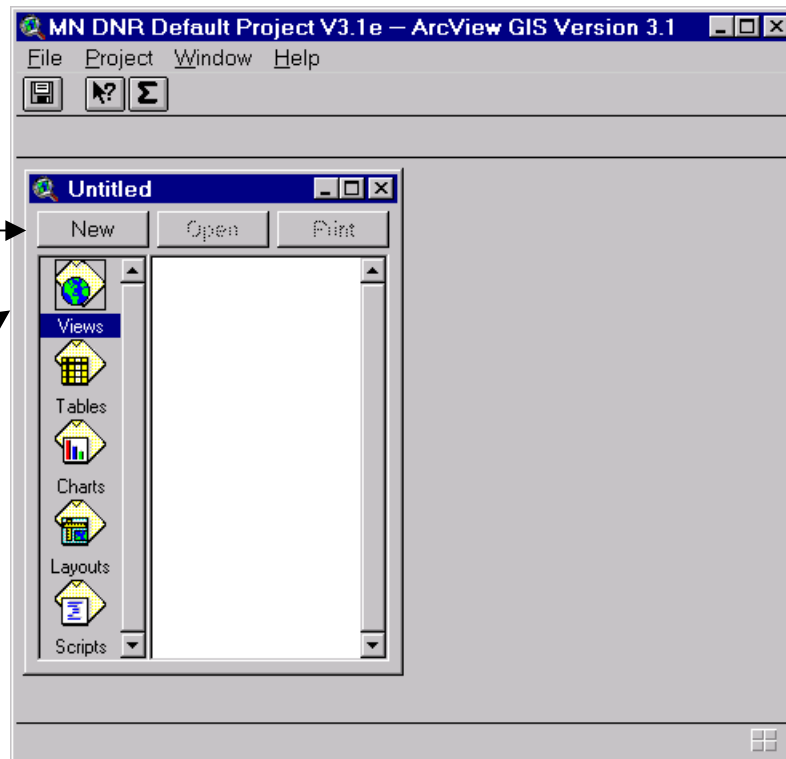
Additions to the PROJECT Interface

New View Button

The “New” View button displayed in the project window when the View folder is active is used to create a new View document. The following graphic shows the location of the “New” view button.

New View Button

View Document Folder





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Additions to the PROJECT Interface

New View Button

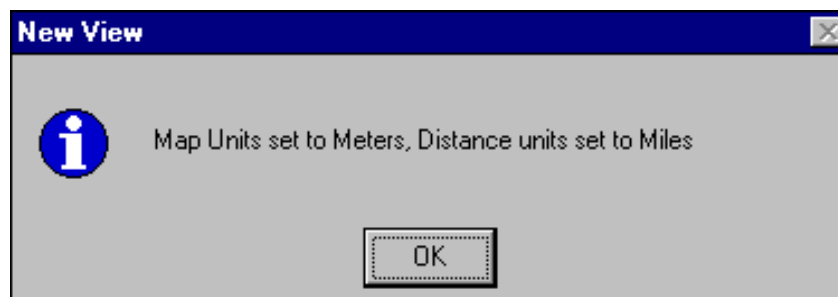
The internal workings of this process have been modified to request from the user a new View name and also to set the Map and Display Unit properties in the View Property Sheet.

When the NEW button is pushed you will be prompted to supply a name for the new View Document. Supply the name and then press the OK button.



At this point a new view will be created with the supplied name and the Map Units and Display Units properties will be set to the values specified in the Default Project Properties.

The MAP Units property refers to the spatial data's native coordinate units which for the UTM projection is meters. The DISPLAY Units Property refers to how measurements will be displayed when using the MEASURE tool in the View Document Interface.



If you wish to not see these two messages you can set the "Show DNR Messages" property to OFF.



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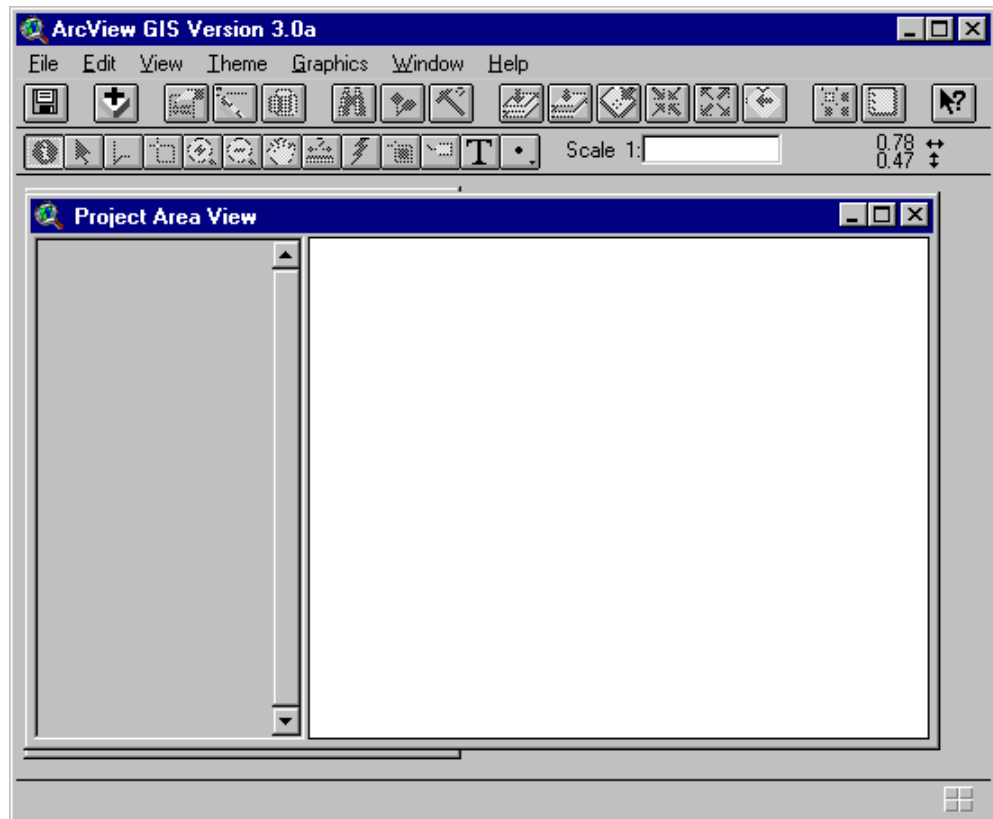
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Additions to the VIEW Document Interface

The View Interface

The View Document Interface is visible when a View Document is active. A View Document is the window in ArcView where you display and work with spatial data such as shapefiles, Arc/Info coverages or images. The View document is also where you classify and symbolize themes, create labels and perform spatial queries.

In the following graphic you will see a View Document called “Project Area View” in the banner area. The menu options, buttons, and tools you see now are considered part of the “View Document Interface”.





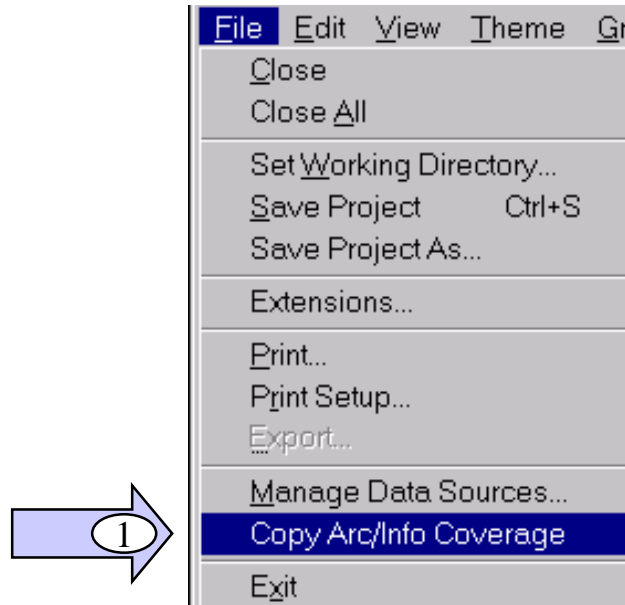
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Additions to the VIEW Document Interface

Dataset Management Routines

Ever notice that there really isn't any way to copy an Arc/Info coverage in ArcView? There is now an option on the **FILE** menu that will do this for you *Copy Arc/Info Coverage*



Copy Arc/Info Coverage

The *Copy Arc/Info Coverage* option allows the user to copy a UNIX format, Arc/Info coverage from one workspace to another. It does not allow for coverage deleting or renaming. Once selected, you will be requested to supply the input coverage and then the output workspace.



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Additions to the **VIEW** Document Interface

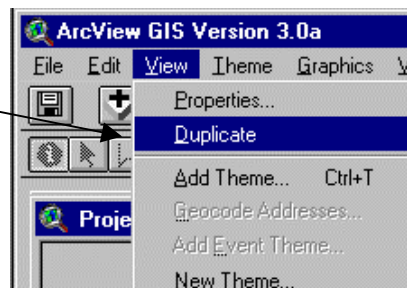
VIEW: *Duplicate View*

As you work with ArcView you will find that there are times where you would like to create a new View that contains the same themes etc as an existing View. The problem is that you don't want to modify the existing view, you want to create a new one and then modify that view to fit your new objective.

That's where the **VIEW: Duplicate View** option comes into the picture. The Duplicate View option creates a new View document that is exactly the same as the currently active View but with a new name. All of the View properties and all of the themes in the existing view are duplicated and placed into the new View.

Access the Duplicate View option through the **VIEW** menu.

VIEW: *Duplicate View Menu Option*



Once selected you will be prompted to supply a new View name and once you press OK a duplicate View will appear with the name you entered.





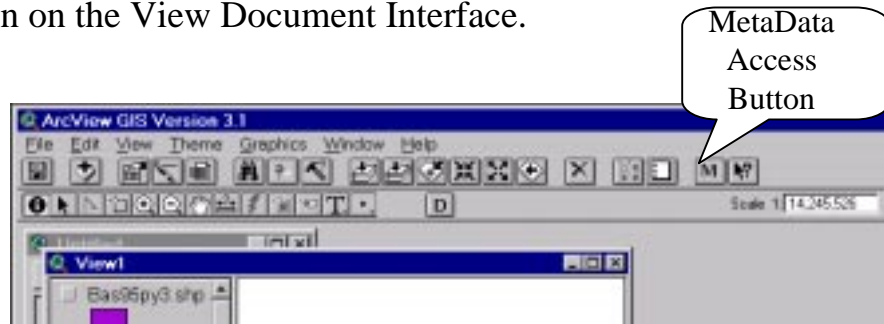
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Additions to the VIEW Document Interface

VIEW: *Access MetaData Button*

Any GIS dataset in the DNR Core GIS Library or any Second Tier dataset usually has some associated documentation or MetaData. This metadata can be automatically retrieved using the new MetaData Button on the View Document Interface.



All GIS dataset in the DNR Core GIS Library and most Second Tier dataset have some associated documentation or MetaData. This metadata can be automatically retrieved using the MetaData Button on the View Document Interface.

To use this button, make the theme of interest active and press the button. ArcView will then start your internet browser and load the associated documentation for that them (if available).

This option only works in the Windows Operating System.

Limitations

How does it access the metadata?

Once you press the MetaData button, ArcView retrieves the datafile name for the active theme (ex. ctybdpy3.shp), strip off the extension if necessary (ex.ctybdpy3), add an "lt.html" prefix (ex. ctybdpy3lt.html) in the metadata subdirectory. This metadata subdirectory **must** be named "MetaData" and **must** reside in the \$DNRCORE or \$AVCORE locations. These are environment variables that point to the subdirectory that stores DNR software resources. You can add your own metadata to this system if you follow the naming and storage rules.



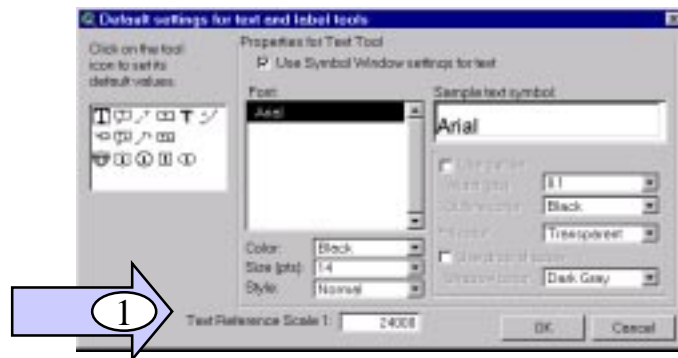
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Additions to the VIEW Document Interface

Adding Text that is Scaleable

Adding text that is resized based on the scale of the view is called Scaled Text. You can specify Reference Text Scale on the Text and Label Defaults property sheet which is accessed using the **GRAPHICS** menu, *Text and Label Defaults* option. A new property has been added to this dialog called *Text Reference Scale* (1)



How do I know how tall to make my text?

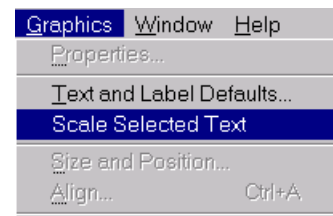
The text is scaled based on the values you enter for text size (in points) and scale. Seventy-two points equals one inch text, 36 point text is 1/2 inch tall etc.

What about existing text that is not scaled?

In order to scale the text, you need to supply a reference scale. This means you may need to determine what your output map scale is going to be before you enter any text on the View. It may take some experimentation to determine the right scale factor. For example if your output map is going to be 1:24,000 scale and you want your text to be 1/2 inch tall. Then your reference scale is 24,000 and your text size is 36 points (72 / 2).

Existing text that is not currently scaled can be converted to scaled text using the **GRAPHICS: Scale Selected Text** option.

Once selected, this command will convert any of the selected text into scaled text based on the parameters set using the **GRAPHICS: Set Text Scale** menu option.



If the text is currently scaled, the text scaling parameters will be adjusted accordingly.



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Additions to the **TABLE** Document Interface

The Table Document Interface

The Table Document Interface is the set of menus, buttons, and tools available to you when a table document is active. There are two additions to this interface and they are found in the **TABLE** menu.

TABLE: Field Properties

The **TABLE: Field Properties** option shows the field definition properties for the fields in the currently active table. To use this option simply select a table and then access the option. You will see a report that shows the field name, type, width, and decimal points. This information can be useful when you are adding, calculating, or modifying data or if you are trying to Join or Link tables.

TABLE: Field Properties Menu Option



Alias	Type	Width	Decimal
Mapsrc	FIELD_CHAR	3	0
Mapnum	FIELD_DECIMAL	11	0
Agency	FIELD_CHAR	4	0
Discipline	FIELD_CHAR	4	0
Observer	FIELD_DECIMAL	11	0
Obsnum	FIELD_DECIMAL	11	0
Date	FIELD_DECIMAL	11	0
Obstype	FIELD_CHAR	2	0
Count	FIELD_DECIMAL	11	0
Min	FIELD_DECIMAL	11	0
Max	FIELD_DECIMAL	11	0
Xcoord	FIELD_DECIMAL	11	3
Ycoord	FIELD_DECIMAL	11	3



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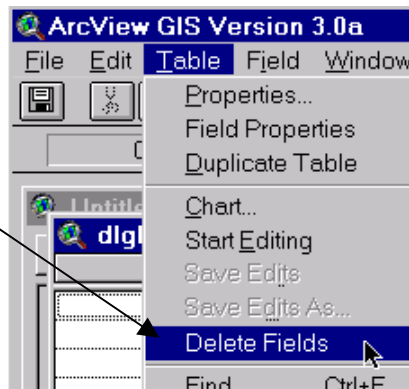
Additions to the **TABLE** Document Interface

TABLE:
Delete Fields

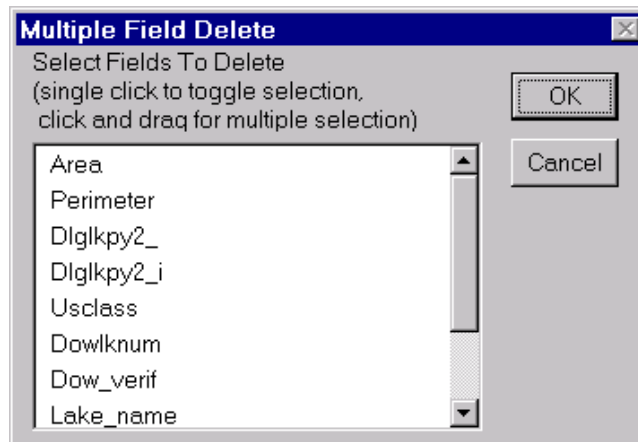
There are times when you may want to remove fields from a table. In ArcView you can do this using the **EDIT: Delete Field** option. This works great unless you want to delete a bunch of fields. This is where the Delete Fields option comes in handy. This option allows you to delete a number of fields at the same time.

Access the *Delete Fields* option from the **TABLE** menu

TABLE:
Delete Fields
Option



Once selected you will be presented with a list of fields in the currently active theme. Select the fields you wish to delete and press the OK button. ArcView will then remove the selected fields from the table.





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Additions to the CHART Document Interface

The CHART Document Interface

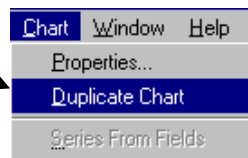
The Chart Document Interface is the set of menus, buttons, and tools available to you when a chart document is active. There are two additions to this interface, *Duplicate* found in the **CHART** menu a new button, *Match Theme Legend*.

CHART: *Duplicate*

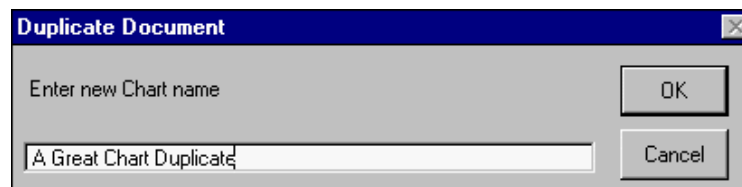
As you work with ArcView you will find that there are times where you would like to make modifications to a chart but also want to save a copy of that chart. Rather than completely recreate the chart you can use the **CHART: Duplicate** option to get this done. This option will create an exact duplicate of the selected chart for you to work with.

Access the *Duplicate* option through the **CHART** menu.

Chart: *Duplicate* Menu Option



Once selected you will be prompted to supply a new Chart name and once you press OK a duplicate Chart will appear with the name you entered.





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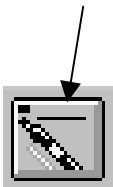
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Additions to the CHART Document Interface

The CHART Document Interface

Many times when you create charts in ArcView you are generating the chart from a theme attribute table in a View document. When you create your chart you would like to have the colors on the chart be the same as the colors of the theme's legend in the View document. That way you can present a map with some data on it and associate a chart with the mapped data.

The *Load Theme Legend* Button



Well, rest assured this is no easy matter with ArcView. That is until the *Load Theme Legend* button was created. What this button does is matches the colors for the bars or slices in a chart to the colors on a themes legend. You specify the View and the Theme and ArcView will then match the Charts Label field with the Legend classes and then match the colors.

Load Theme Legend Requirements

In order to match a chart's colors to a themes legend, the field specified in the chart's *Label Field Property* must match the field which is being used to classify the theme's legend.

Using the *Load Theme Legend* button

To use this option select the Chart document you wish to modify and then press the *Load Theme Legend* button.





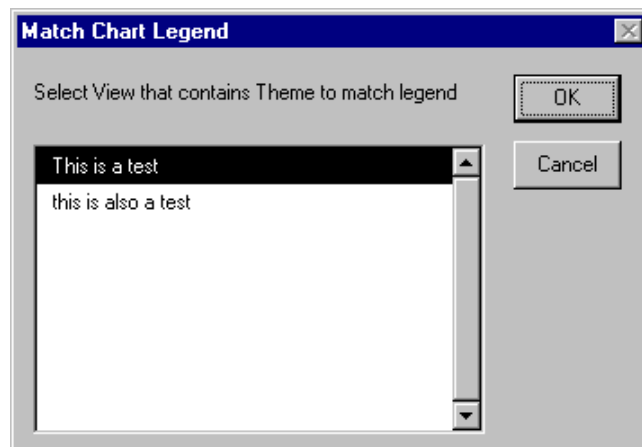
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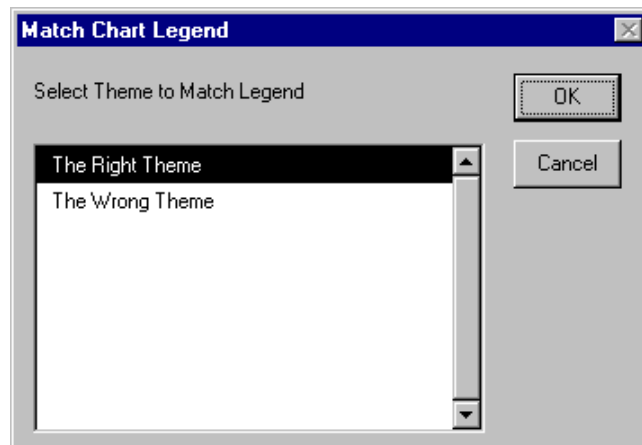
Additions to the CHART Document Interface

The Load Theme Legend Button

Once you have clicked the button you will need to supply the name of the theme whose legend you wish to match. If you have more than one View in your project you will need to supply the correct view. The following message will appear.



You will then be requested to supply the proper Theme. If your View has more than one theme you will need to supply the correct theme from the following dialog.





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Additions to the CHART Document Interface

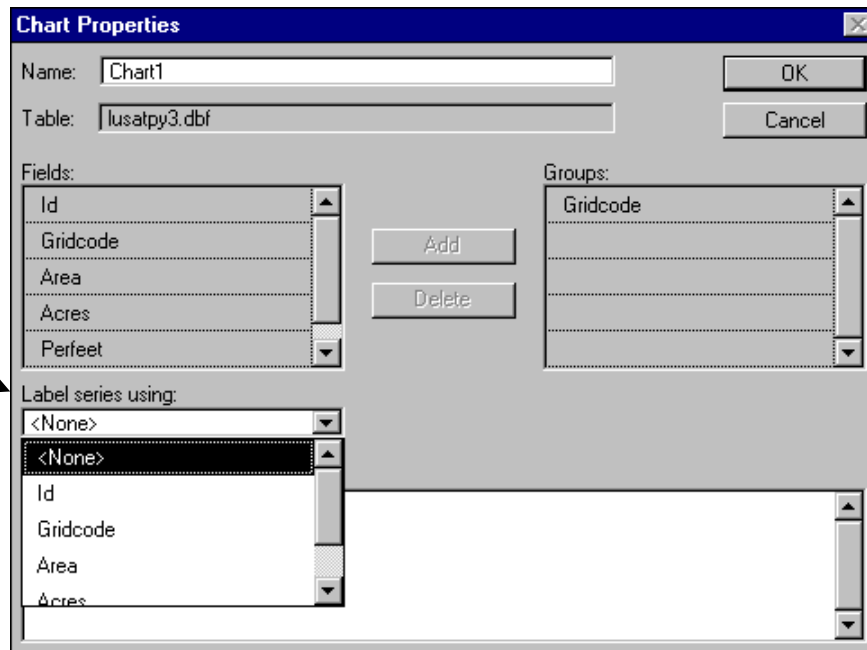
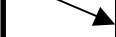
The Load Theme Legend Button

If the theme's legend classification field matches the Chart's Label Field, ArcView will whir away and match the two graphics. If not, you will see the following message:



In this case you will need to modify either the theme legend or the Chart's Label Property.

The Chart Label Field Property





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DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

The LAYOUT Document Interface

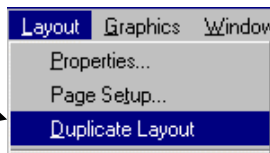
The Layout Document Interface is the set of menus, buttons, and tools available to you when a Layout document is active. There are two additions to this interface, *Duplicate* found in the **LAYOUT** menu a new button, *Create Neatlines*.

LAYOUT: *Duplicate*

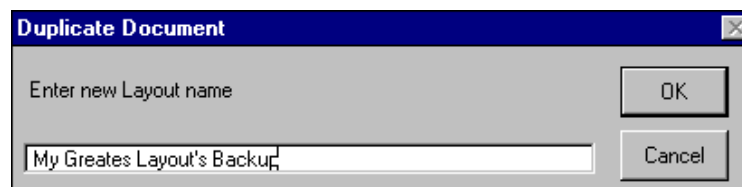
As you work with ArcView you will find that there are times where you would like to make modifications to a layout but also want to save a copy of that layout. Rather than completely recreate the layout from scratch you can use the **LAYOUT: Duplicate** option to get this done. This option will create an exact duplicate of the selected Layout for you to work with. This is similar to the existing functionality of ArcView's Layout Template stuff but it is different in that it works (I have had zero success with Layout templates!).

Access the *Duplicate* option through the **LAYOUT** menu.

LAYOUT: *Duplicate* Menu Option



Once selected you will be prompted to supply a new Layout name and once you press OK a duplicate Layout will appear with the name you entered. You can now modify this chart as you so desire.





Minnesota Department of Natural Resources

DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

The ADD TEXT FILE Tool

As a person creates a map there are times that there needs to be some text placed on the map. Let's assume that this text is quite long and resides in a text file on the hard drive. You would normally add a text box and then type (or re-type) all the text. The *Add Text File* tool allows you to create a text box by specifying where you want the box to go and then specify a text file that contains the text you want to display.

ADD TEXT FILE Tool



Use this tool just like any other Layout Tool. Make the tool active and then move the cursor onto the layout and click where you want the upper left hand corner of the text box to be placed. Once you click the mouse, you will be requested to locate the text file you want to display.

After selecting the file, ArcView will read the file and place it in a text box on the layout document. The default text font is a fixed width COURIER font. You can change this by opening the Symbol Window and selecting a new text font, style and/or size.

The text can also be modified if you wish. Simply select the text box with the pointer tool and change the text!



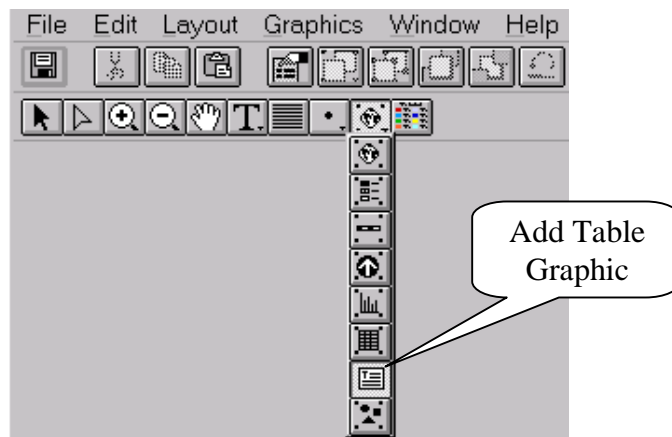
Minnesota Department of Natural Resources

DNR ArcView Default Project User's Guide

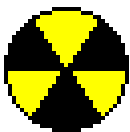
Additions to the LAYOUT Document Interface

The ADD TABLE GRAPHIC Tool

Have you ever tried to add a Table document to your Layout? Doesn't work very well does it? There is an addition to the Layout Frames Toolbar that will allow you to add a table as a Graphic object rather than a Table object. This gives you more flexibility in what can be displayed and also is a nicer presentation of the data in the table.



Use this tool just like any other Layout Frame Tool. Make the tool active and then move the cursor onto the layout and draw a box to be placed. Once you release the mouse you will be presented with a list of the tables in your project. Select one and it will be added to the layout.



You must remember that this is no longer a table object. What this means is that the table on the layout will not show any changes that occur in the table. If you make changes to the source table you will need to re-place the table graphic.



Minnesota Department of Natural Resources

DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

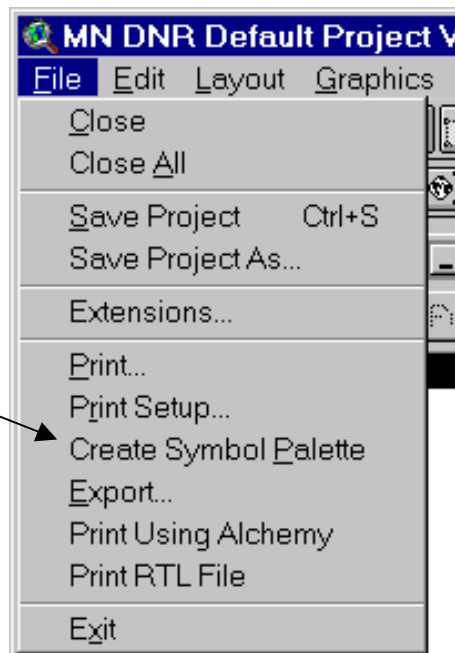
The FILE: *Create Symbol Palette* option

When you print in color you will find that seldom do the colors on the computer monitor match the colors on the printed page. This is primarily due to the passive nature of color on a printed page (reflected) vs. the active nature of color on the monitor (projected).

To compound the problem you will find that different printers print the same colors differently! This is due to the way that different printers render colors, the type of color model they use to define the color (RGB vs CMYK), and the resolution (DPI) of the printer.

The best way to know what you will get for colors is to print a palette of colors, fills, text, and markers on the printer you intend to print your output on. There is a new command on the Layout document interface to do this very thing.

FILE: *Create Symbol Palette*





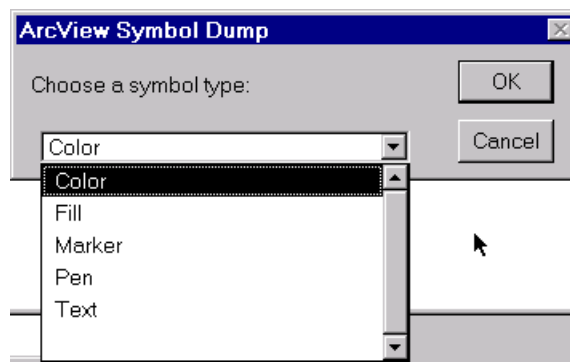
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DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

Five Different Symbol Palettes

This option has the ability to create a symbol palette for each of the five types of ArcView symbols Fills, Lines, Markers, Text, and Colors. Once selected you will be requested to supply the desired symbol palette type:



Once selected, ArcView will proceed to create a series of layouts that define the symbols in the current palette with a number that refers to the symbol number in the palette. The number of pages produced will depend on the size of the printed page and the number of symbols in the active palette.





Minnesota Department of Natural Resources

DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

The FILE: *Print Using Alchemy*

If you have the Image Alchemy Raster Image Processing software available you will see two options appear in the Layout: File menu. Once called *Print Using Alchemy* and one called *Print RTL File*. These two options allow you to use Image Alchemy to print layouts.

Image Alchemy is a program that converts a Postscript file into a Raster Transfer Language (RTL) file. RTL files are in a format that can be directly printed by Hewlett Packard printers. This saves lots of time in printing layouts that have images, such as DOQs or DRGs, as background information.

Prerequisites for using Print Using Alchemy

This option has been customized to work with large format HP 650, 750, 755 and 2500 printers on machines that are using either TCP/IP printers on a UNIX network or printers that are available using the NOVELL NPRINT command.

This option only appears if you have the following Project properties set to locate the Image Alchemy program:

ALCHLOC=<>=Image Alchemy Program Location

ex. = ALCHLOC=v:\mndnrgis\alchemy\alchlong.exe

Up to three printers can be used with this command. They are referenced using the following project properties:

PRINTER1=<printer name>=<Printer Description>

PRINTER2=<printer name>=<Printer Description>

PRINTER3=<printer name>=<Printer Description>

Input and output Gamma correction values can be entered as follows:

IGAMMA=<value>=Input Gamma (default = 1.0)

OGAMMA=<value>=Output Gamma (default = 1.8)

The print server is specified using the following project property:

PRTSRV=<server name>=Print Server



Minnesota Department of Natural Resources

DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

The FILE: *Print Using Alchemy*

This option uses two methods to send the output rtl file to the printer, the Novell NPRINT command or the Windows NT LPR command.

If you are using Novell network software to manage your printers then you will not need to specify a print server using the PRTSRV property but you will need to tell the system to use the NPRINT command. Do this by adding the following project property:

SPOOLCMD=NPRINT=Print using Novell NPRINT command

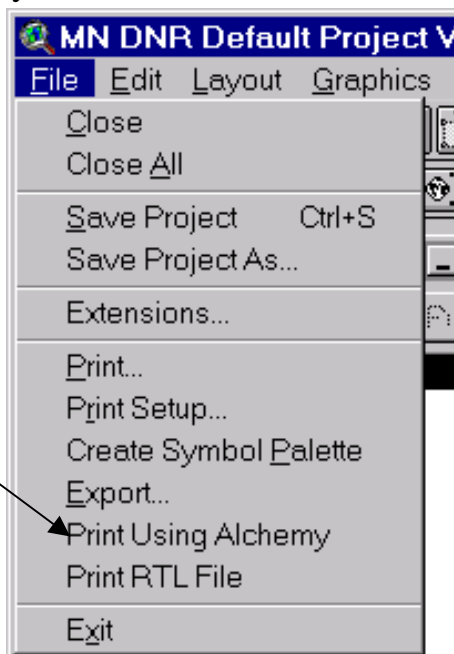
You're printer options will then need to specify printers on the Novell print queue.

Prerequisites for using Print Using Alchemy

If you have a printer connected to a UNIX Printer then you will need to specify that the PRTSRV option is set to the UNIX machine that acts as your print spooler.

Once you have these options set then the Print Using Alchemy option will become visible in the Layout: FILE menu.

FILE: *Print Using Alchemy*





Minnesota Department of Natural Resources

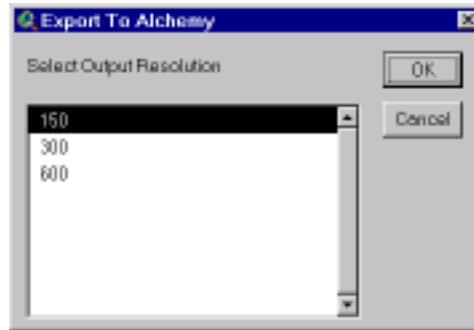
DNR ArcView Default Project User's Guide

Additions to the LAYOUT Document Interface

The FILE: Print
Using Alchemy

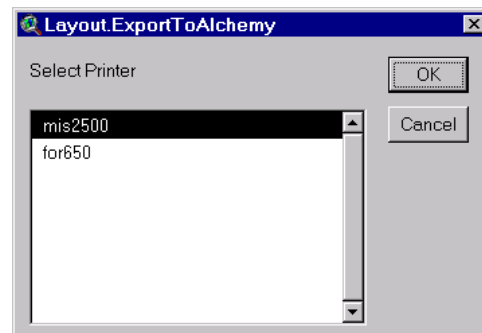
Once selected, you will be asked to specify the resolution of your output file. The available options are 150, 300, and 600 dots per inch

Select an Output Resolution

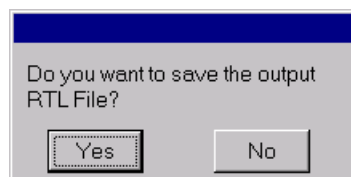


Select a Printer for Output

You then need to specify which printer you want to send the output to. In this case the dialog lists the printers specified by the Project Properties PRINTER1, PRINTER2, and PRINTER3. In the below example, only two printers have been declared so only two show up.



You have the option of saving the output RTL file for later use. If you plan on making multiple copies or if you wish to save this file for future reference, answer yes to the following question. You will then be prompted for a new filename and location. These files can then be plotted later using the *Print RTL File* option.





Minnesota Department of Natural Resources

DNR ArcView Default Project User's Guide

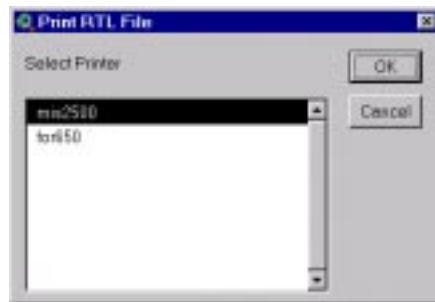
Additions to the LAYOUT Document Interface

The FILE: *Print
RTL File*

This option will spool existing RTL files to the desired printer. You can create RTL format files using ArcPress or Image Alchemy. A common method is to use the *Print Using Alchemy* option and saving the RTL file.

Once selected, you will be required to input the name of the RTL file that you want to plot. Once selected you will be prompted to specify the desired output printer and the number of copies you wish to print.

Select a Printer
for Output



Specify the
desired number of
copies.

