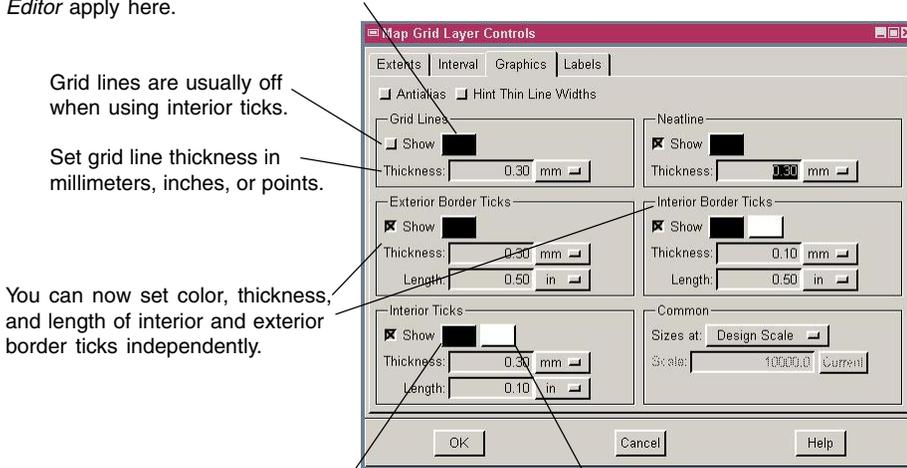


Controlling Color of Map Grid Tick Marks

You can choose any color from the available palettes or mix your own custom color for all map grid graphic elements, but the same considerations for color and printing discussed on the color plate entitled *Redesigned Line Pattern Editor* apply here.



Grid lines are usually off when using interior ticks.

Set grid line thickness in millimeters, inches, or points.

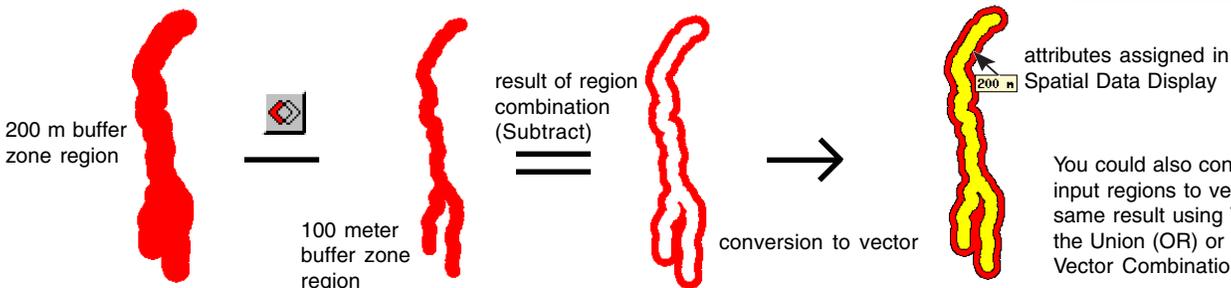
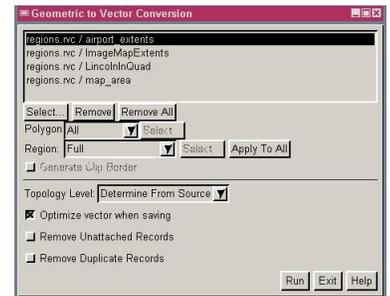
You can now set color, thickness, and length of interior and exterior border ticks independently.

The ability to toggle between any two colors for interior map grid ticks allows for greater visibility of map grid ticks over the entire map area. You choose a primary color, which is initially assigned to all interior tick marks, and a secondary color, which can be assigned to individual tick marks by toggling grid tick colors. To toggle grid tick colors, open the GeoToolbox and activate the Select tool. Then right click anywhere on the map, actively choose Toggle Grid Tick Color from the right mouse button menu, and the tick color will change to the other color in the primary/secondary pair. The map grid altered does not need to be the active layer. The single tick mark (either interior or interior border) from all layers that lies closest to your mouse click will toggle to your other designated color. The addition of this feature accompanied the redesign of the Graphics panel in the Map Grid Layer Controls window as shown.



Convert Regions to Vector Polygons

It has always been possible to convert a region to a vector in TNTmips by adding a saved region to a vector as an element in the Spatial Data Editor. Now a process is provided (Process/Convert/Geometric to Vector) that lets you select multiple region objects and convert each of them into a separate vector object. Most operations that can be done with a vector can also be done with a region. However, you cannot export a region, some of the vector combination operations are not available for region combinations, and regions cannot have assigned attributes. If you want to use your regions in any of these ways, you can do so once they are converted to vector polygons.



You could also convert both of the input regions to vectors and get the same result using Vector Merge or the Union (OR) or Add operation in Vector Combinations.