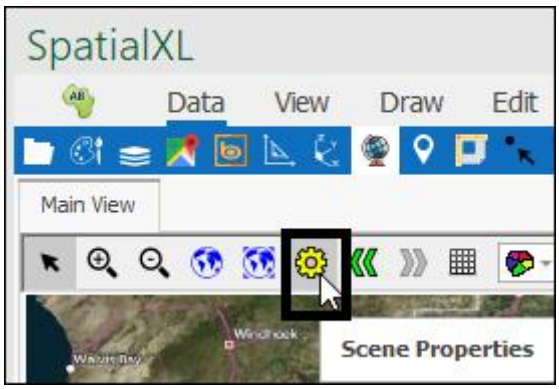
Scene Properties User Guide

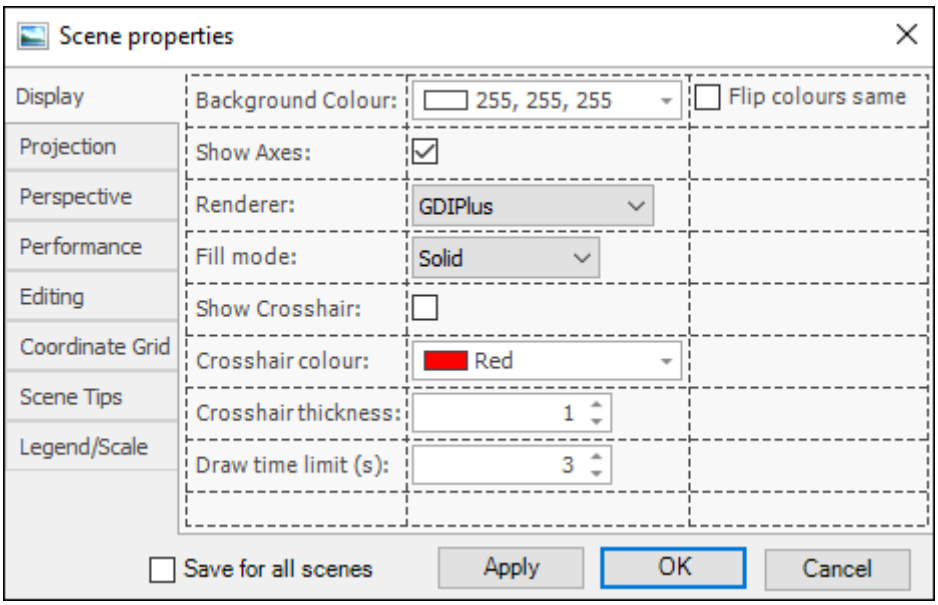
Contents

Intro

The **Scene Properties** box exists in all our spatial products. It is accessed by clicking the following icon:

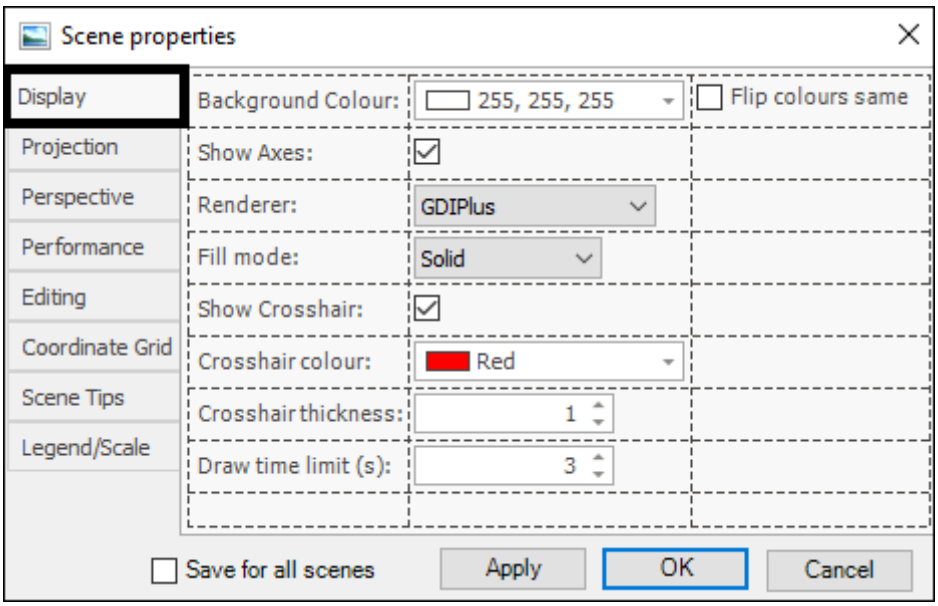


This will bring up the **Scene Properties** box:

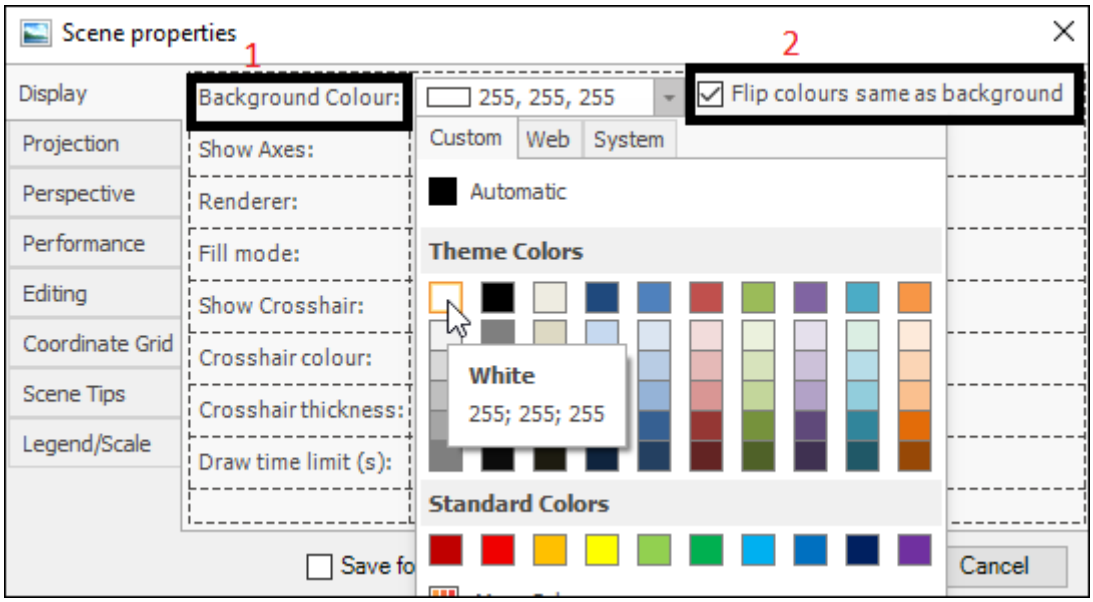


Many different settings relating to your scene can be set in this box. We will start by covering the different things in the Display tab:

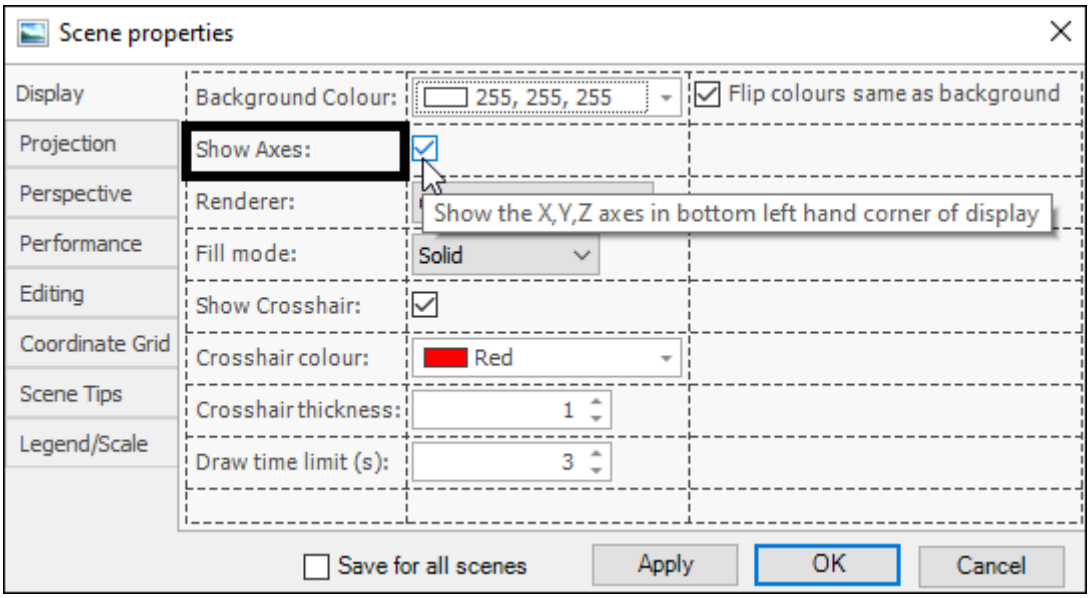
Display

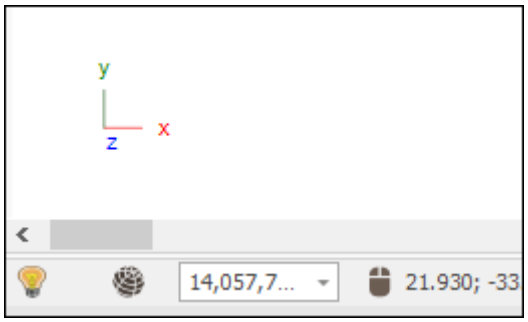


The first thing you can set for your scene is its **Background Colour**(1) and by ticking on **Flip colours same as background**(2) this will cause any colors that are the same as your background to be flipped so you can see them clearly:

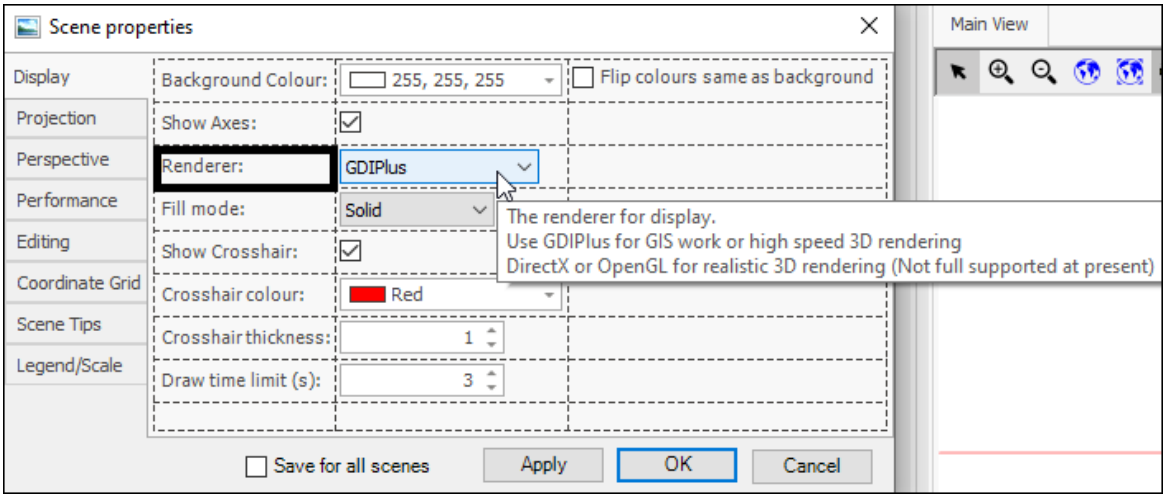


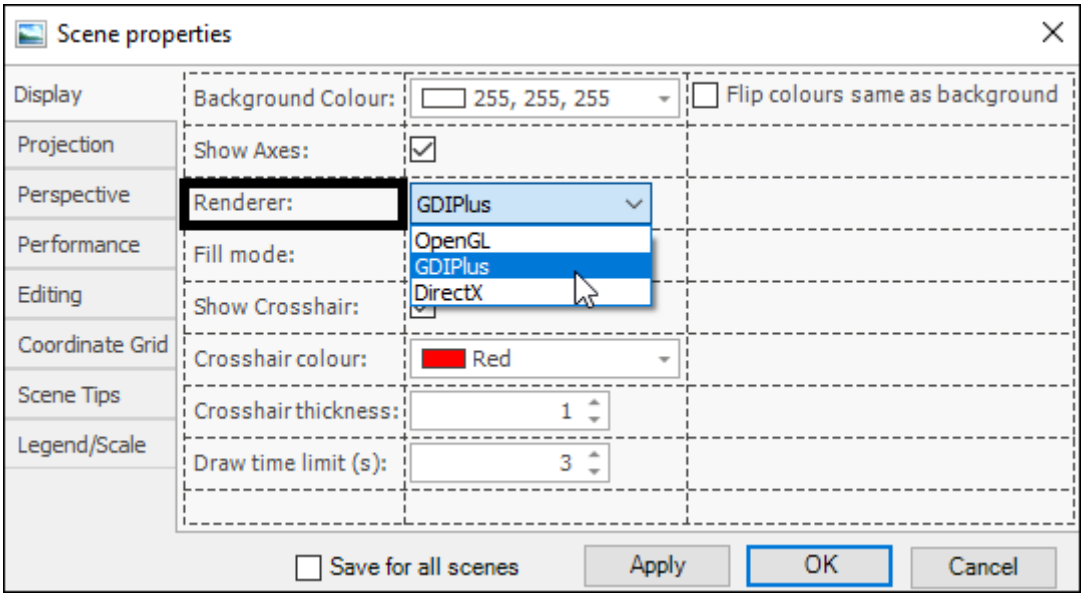
The next thing is **Show Axes** which you can tick on or off for the X,Y and Z axes to be shown at the left-hand corner of your scene or not:





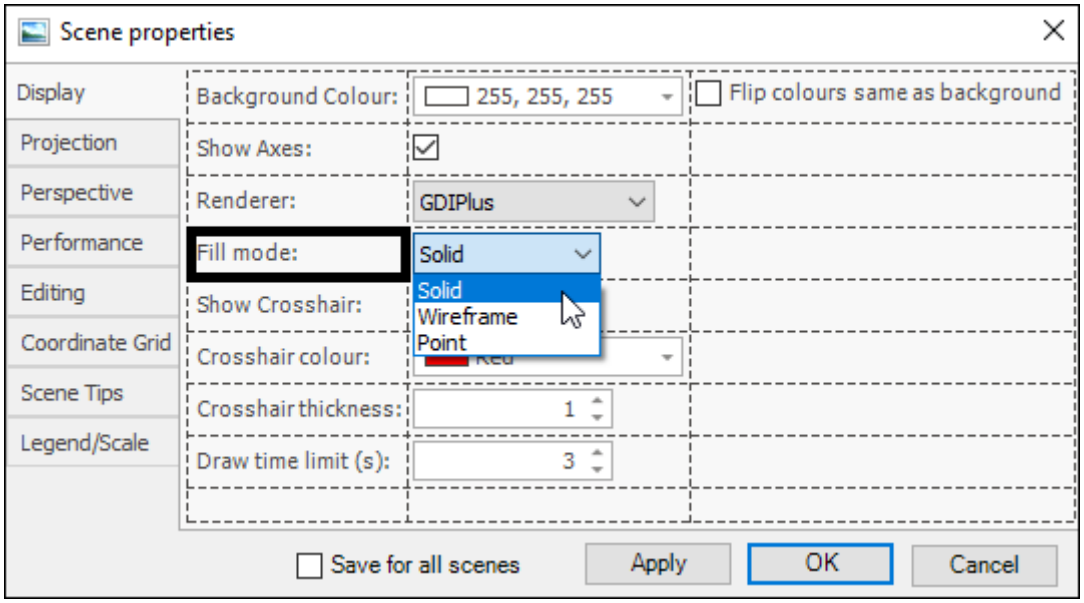
Next is **Renderer** where you can choose what renderer you would like to be used in your scene:



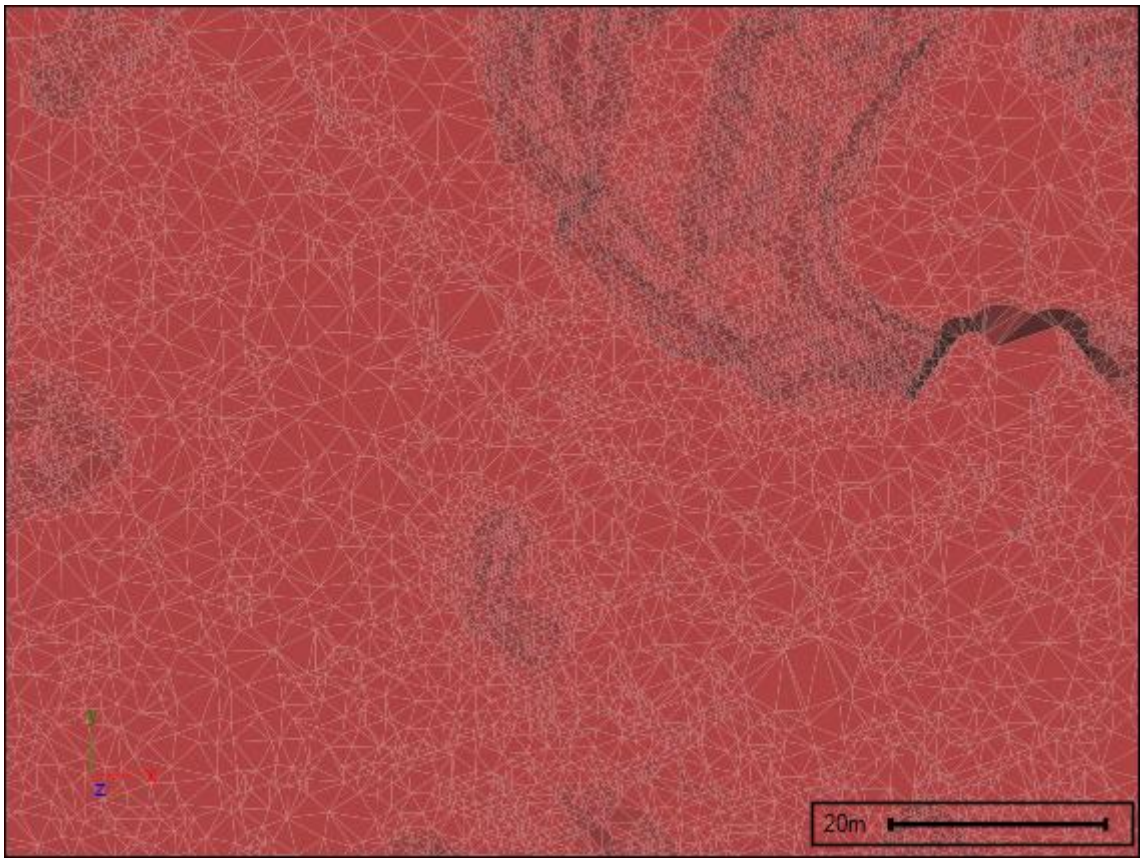


GDIPlus is good for general GIS work whereas **DirectX** is good for 3D work as it creates a more realistic looking object and is higher performance. **OpenGL** is not fully supported at the moment.

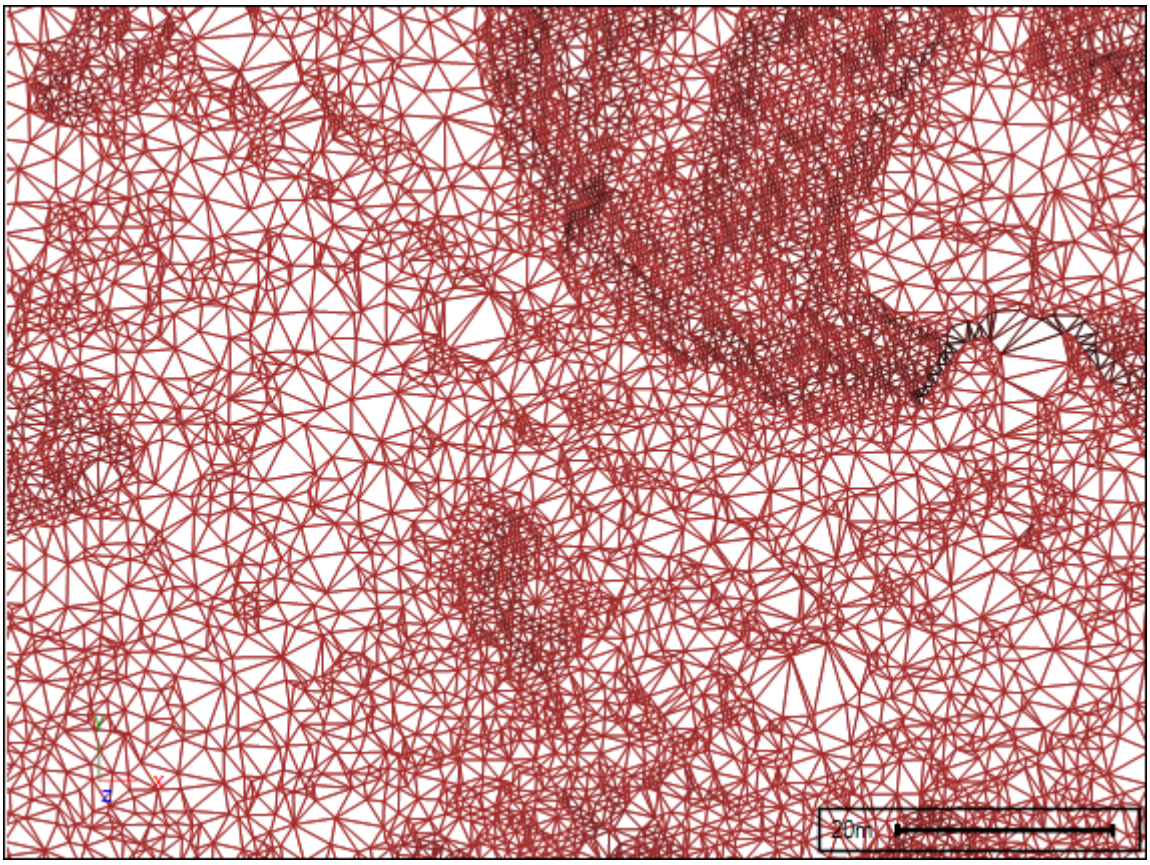
Next is **Fill Mode** which will determine how surfaces are drawn:



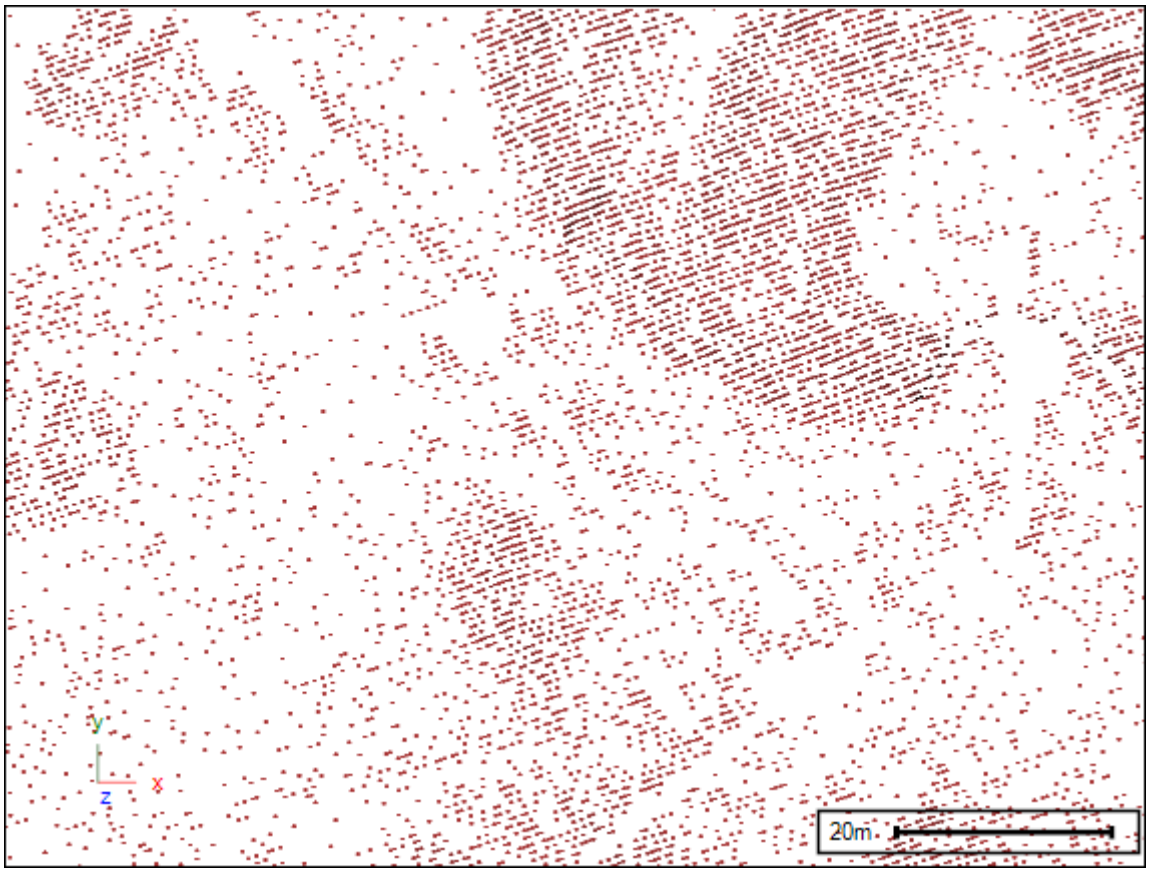
Solid:



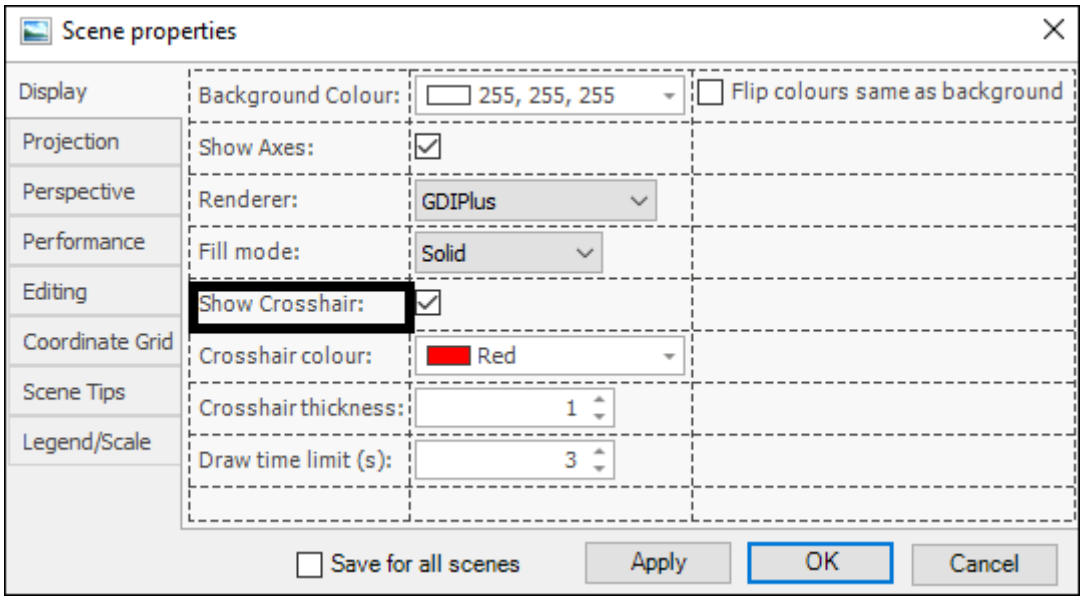
Wireframe:

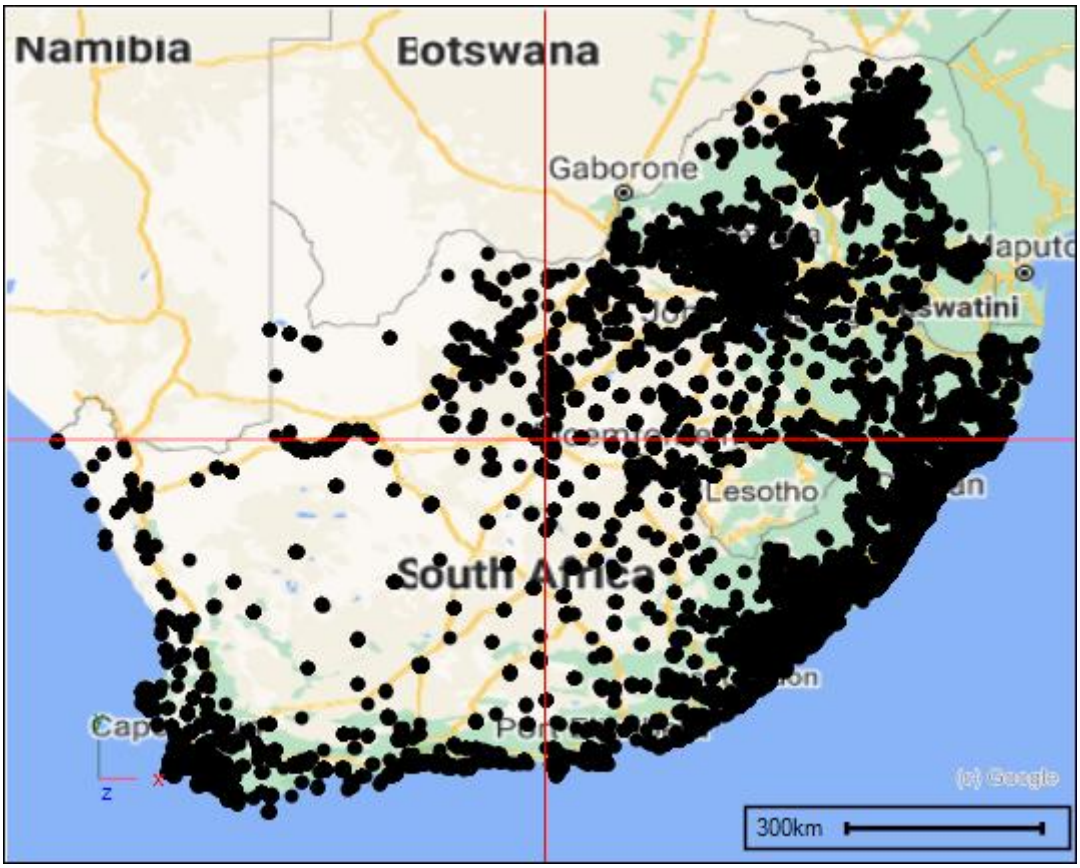


Point:

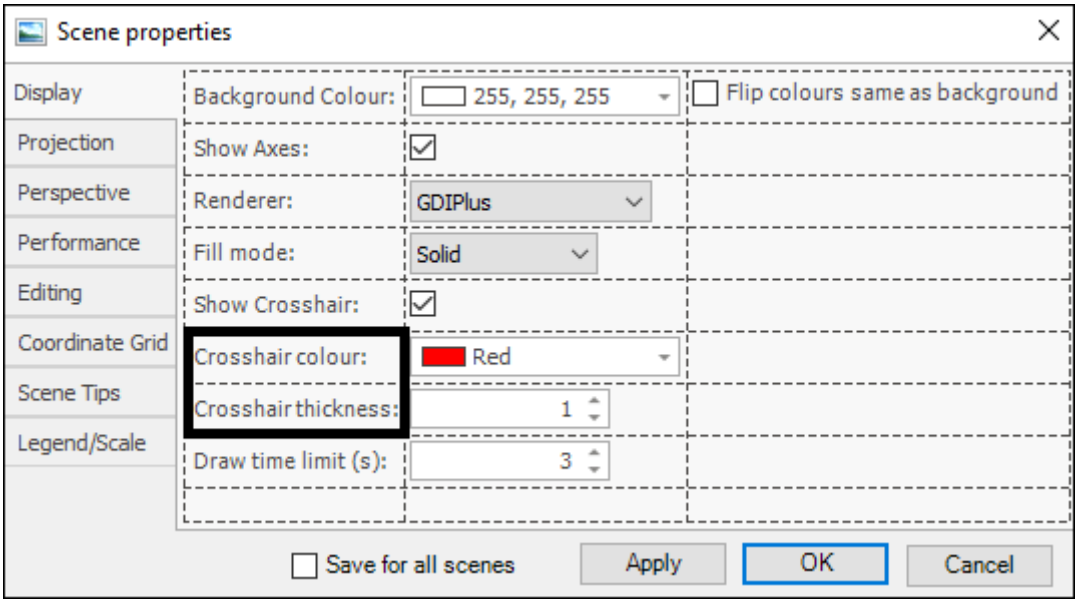


Next is **Show Crosshair** which you can tick on to put a crosshair on your scene which can be useful for centering in on things:



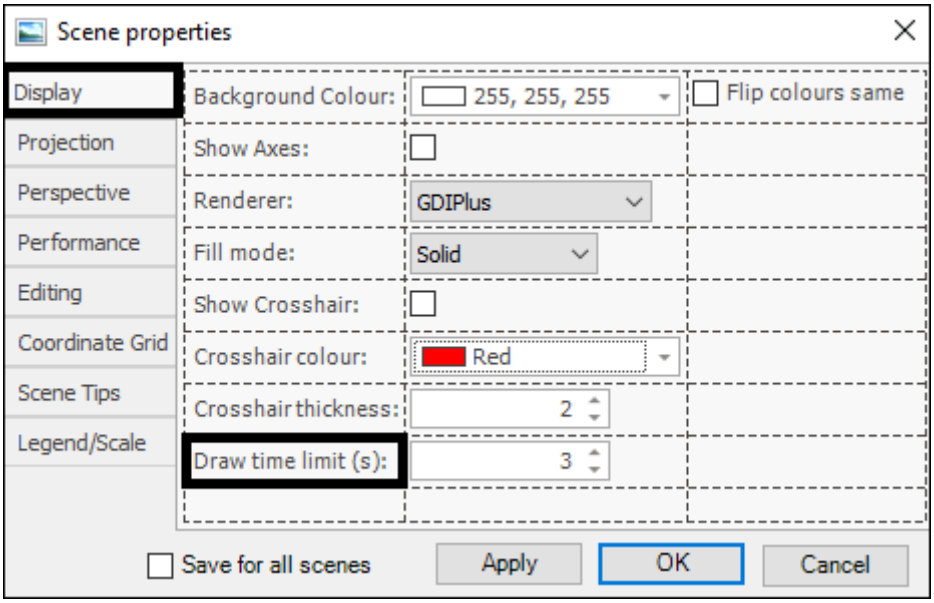


You can also set the **Crosshair colour** and **Crosshair thickness:**

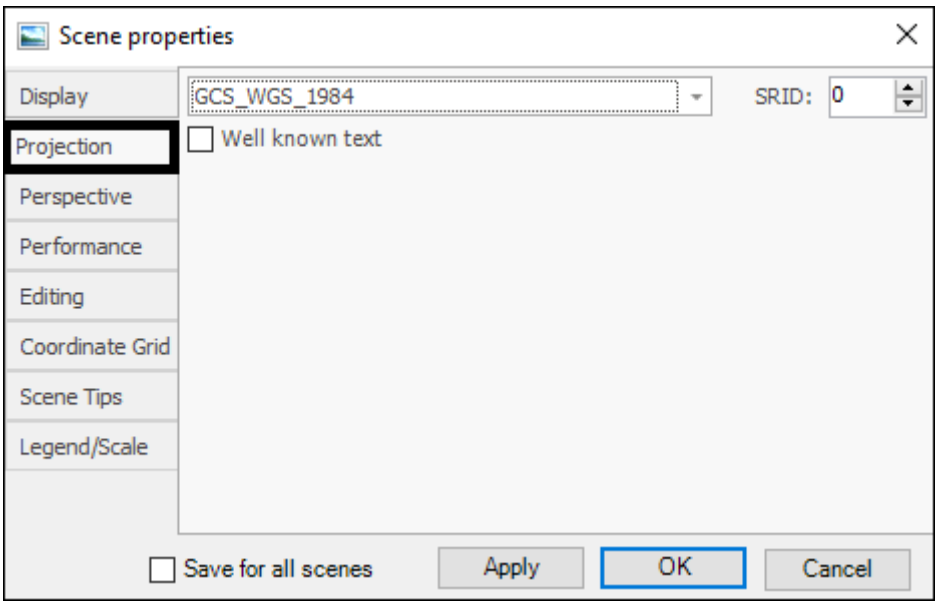


And lastly, we have **Draw time limit(s)** which will terminate the drawing of any geometries to the screen after a certain time. This is useful when working with

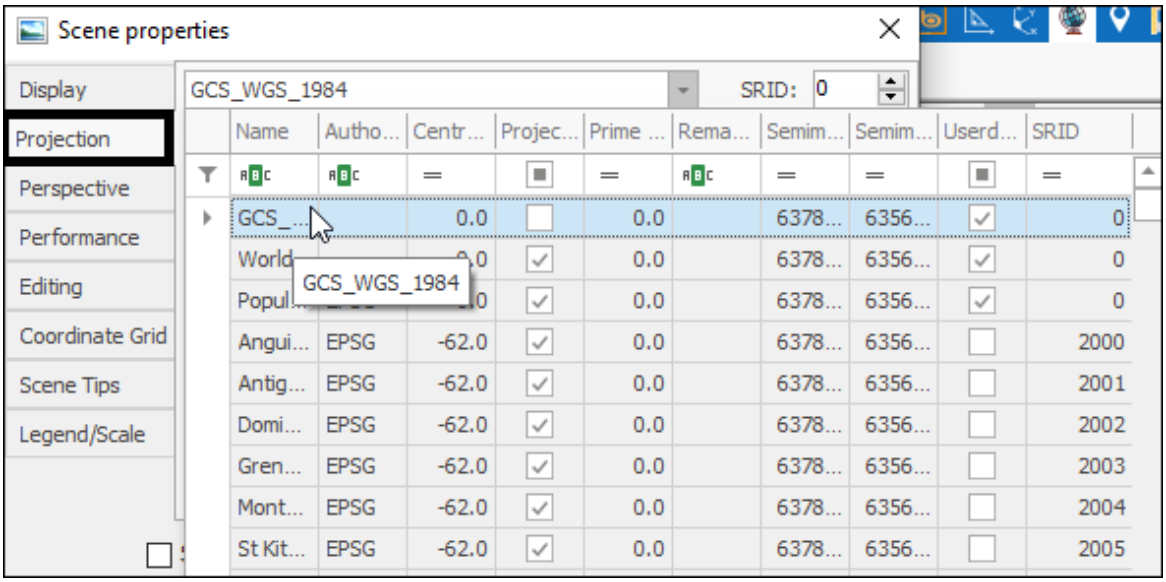
very big files as it will draw what it can of the file within that time and then terminate and not hold you up any longer while it tries to draw everything:



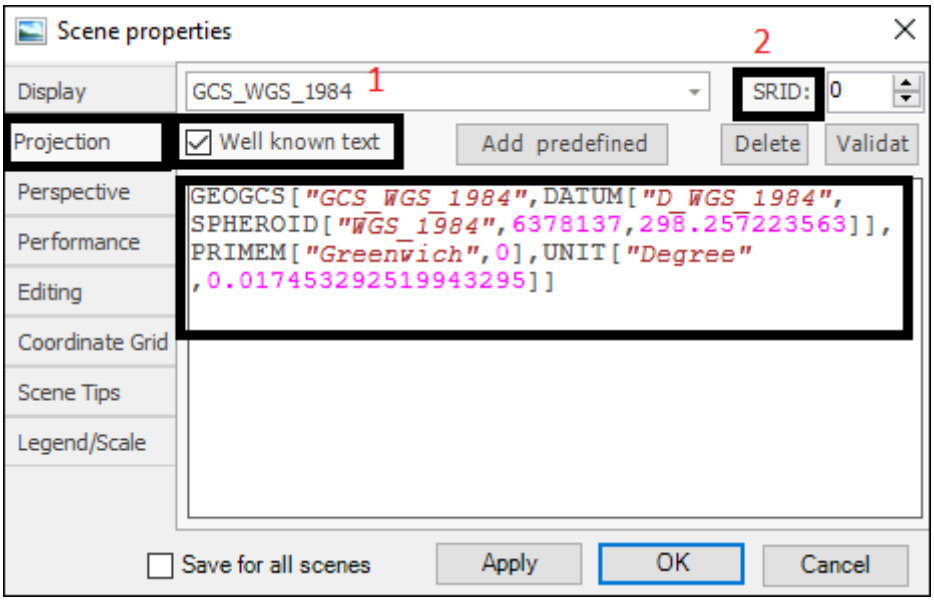
Projection



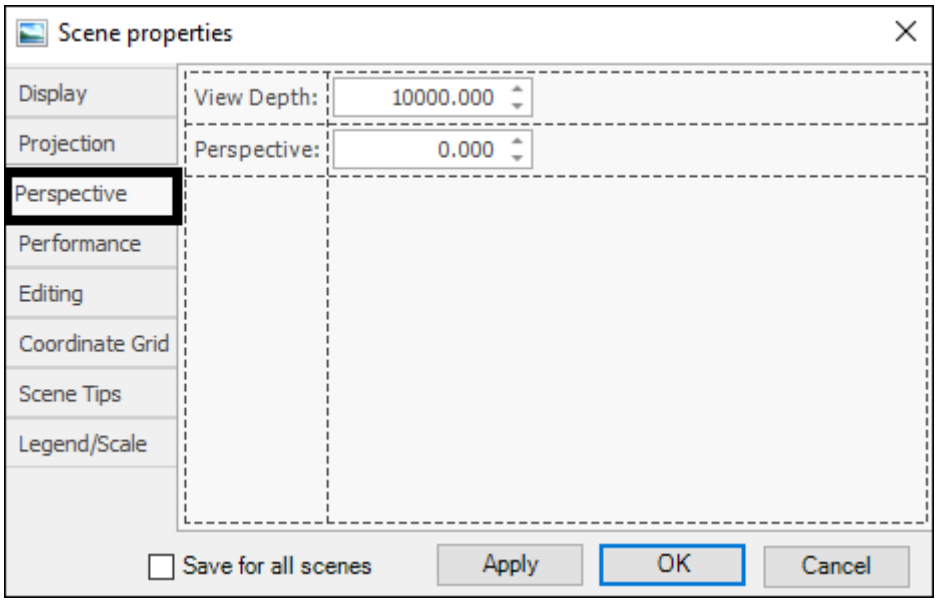
In this tab you can choose the projection for your scene:



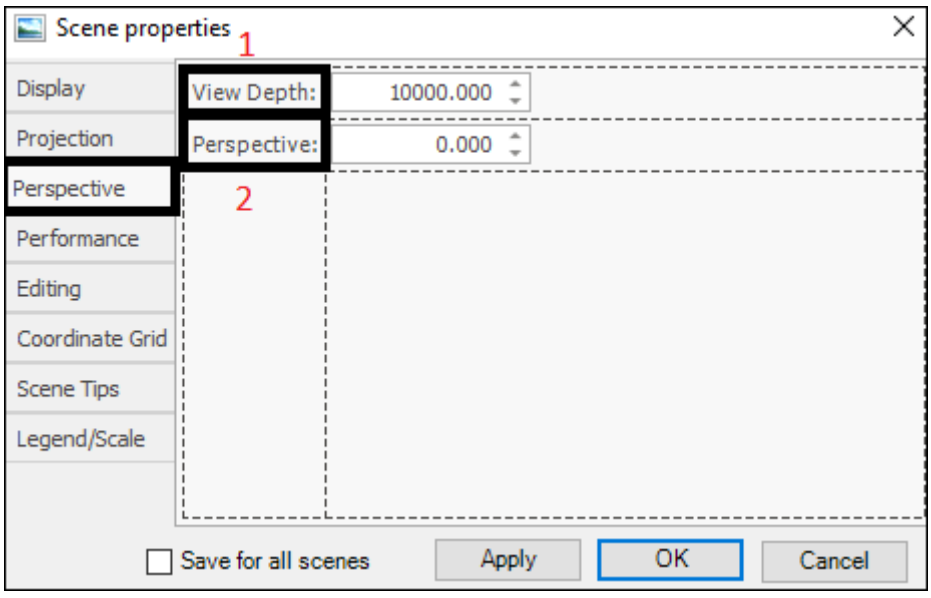
And you can choose to have the Well known text shown for the projection and allow editing of it by having **Well known text**(1) ticked on. **SRID**(2) is the Spatial Reference ID of the projection, if this is not needed then just specify zero:



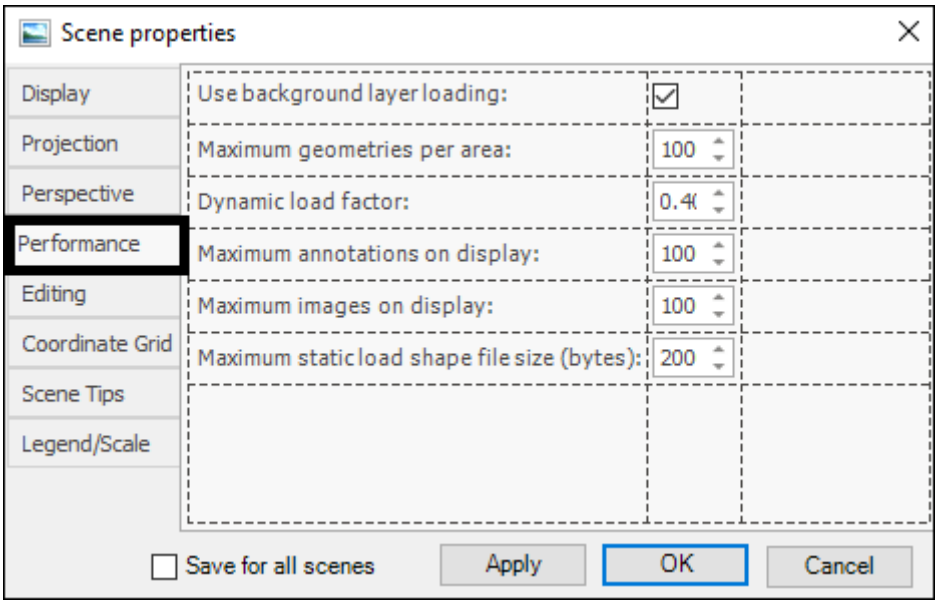
Perspective



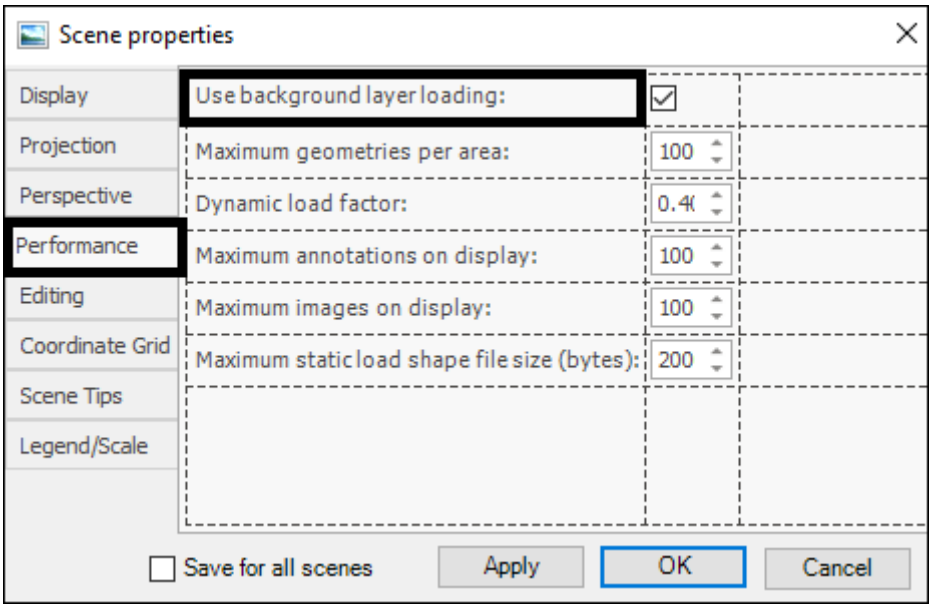
In this tab you can set the **View Depth**(1) of your scene meaning how deep into the view data is visible, this is for when you are working in 3D. You can also set the **Perspective**(2) which is how far the viewplane is from the camera, this is also for 3D work. This would be set at zero for orthogonal projection:



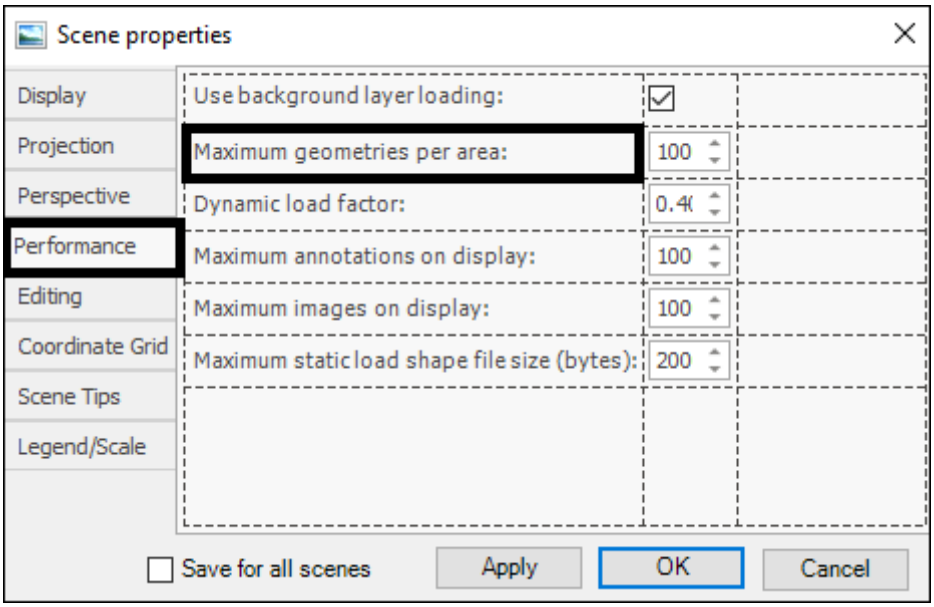
Performance



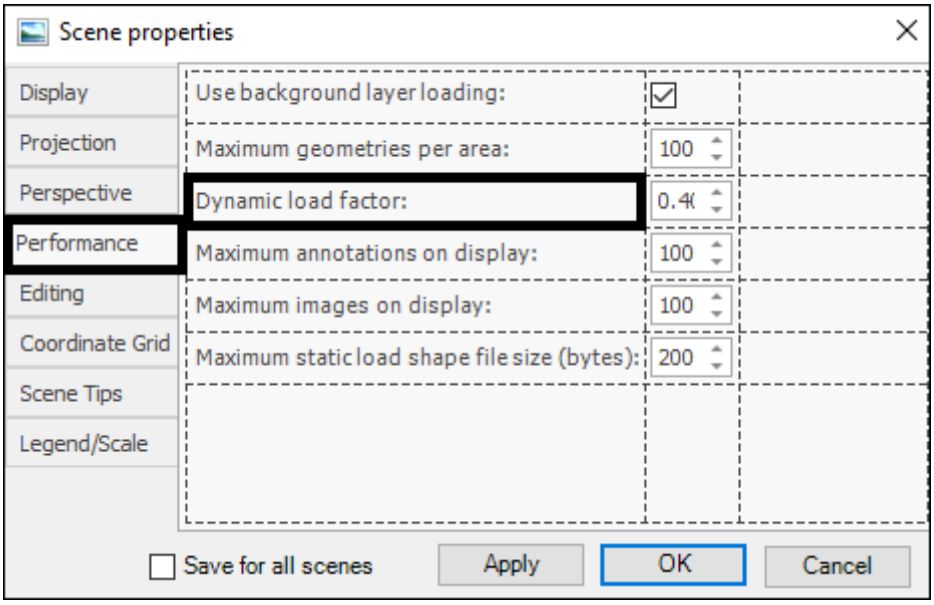
In this tab you can set various things relating to the performance in your spatial pane. The first thing you can do is choose whether to **Use background layer loading**. If this is ticked on all layers will load in the background meaning they will not interrupt the operation of the rest of the program while they load:



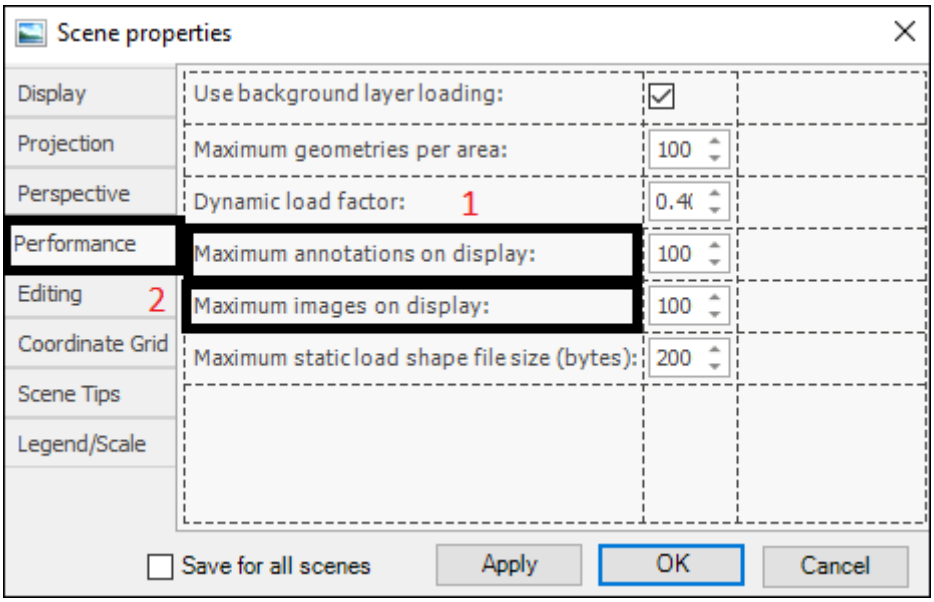
Maximum geometries per area specifies the maximum number of geometries that can be shown per area of your scene. This is useful when working with very big files as the more geometries it tries to show per area the slower and laggier the spatial engine will be in trying to display everything however if this value is made less then the file is easier to work with:



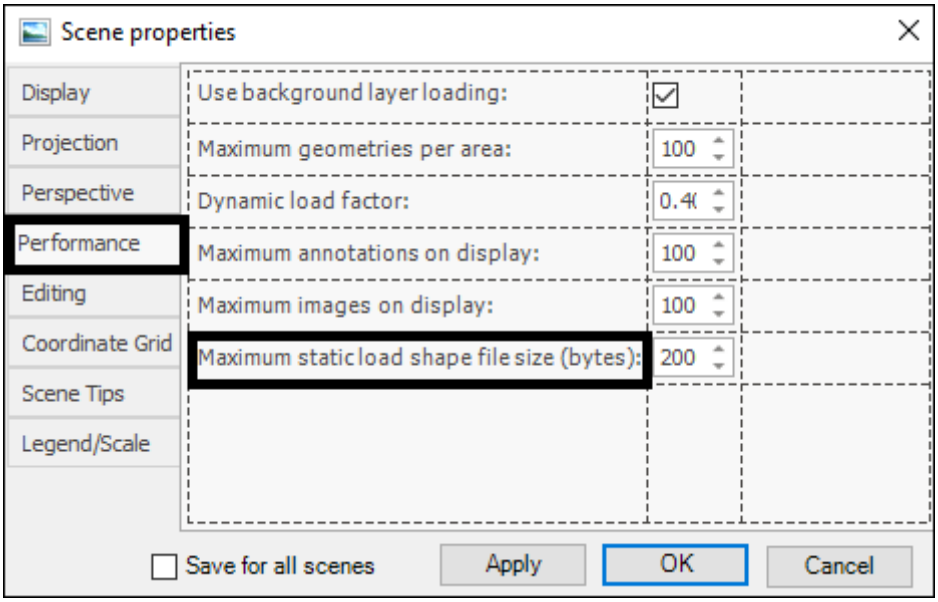
The **Dynamic load factor** specifies how much to load at a time when you are working with a dynamically loaded file. A higher factor means more loaded:



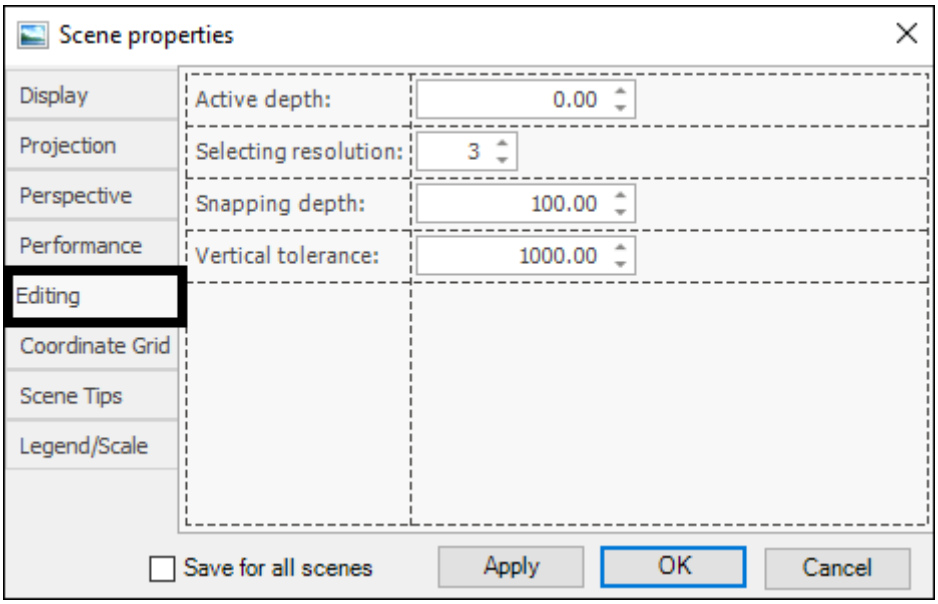
Maximum annotations on display(1) specifies just that: maximum amount of annotations that can be displayed on your scene, and similarly **Maximum images on display**(2) specifies the maximum amount of images that can be displayed on your scene:



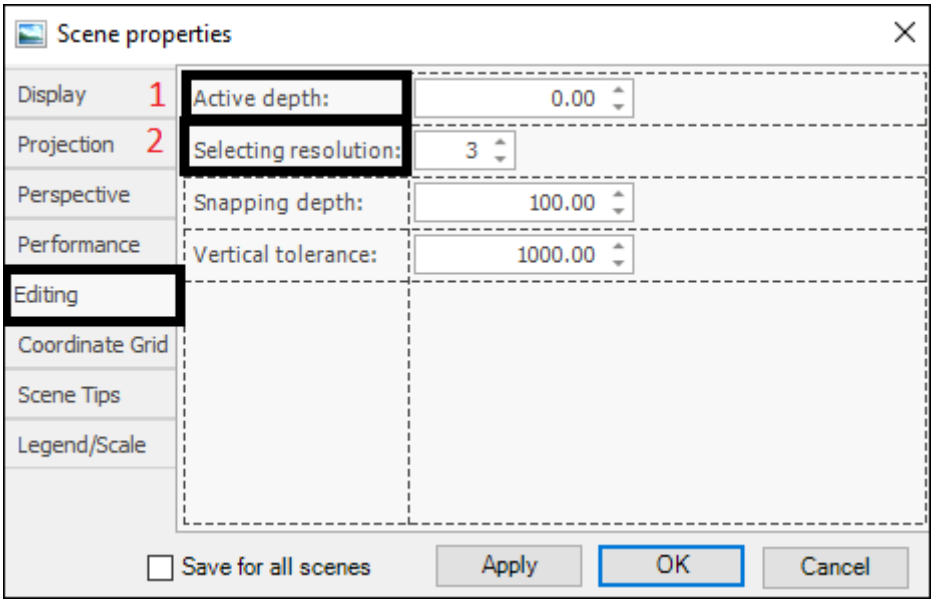
Maximum static load shape files(bytes) is the maximum size of a shapefile in bytes that can be statically loaded in the spatial pane, meaning everything loaded at once as opposed to dynamically loaded:



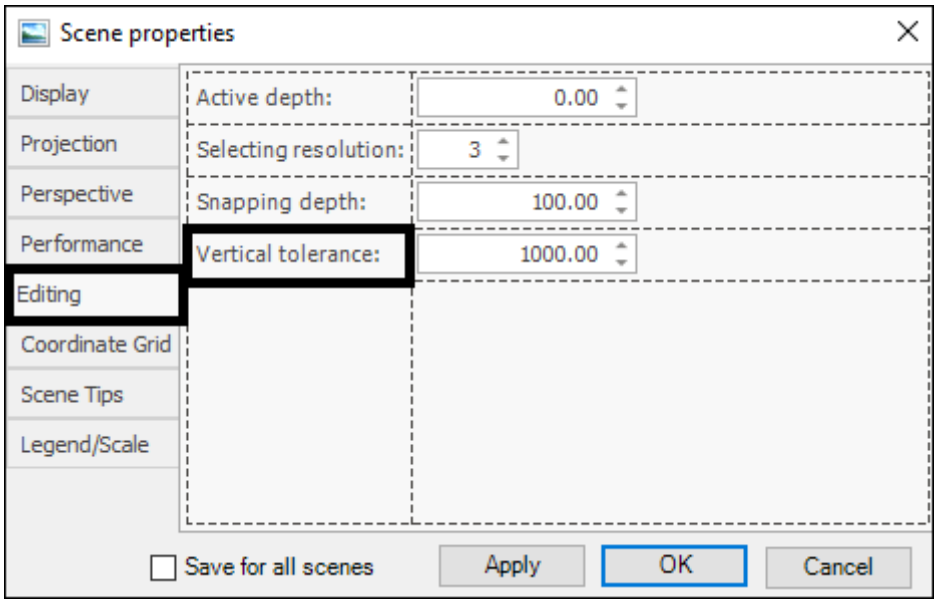
Editing



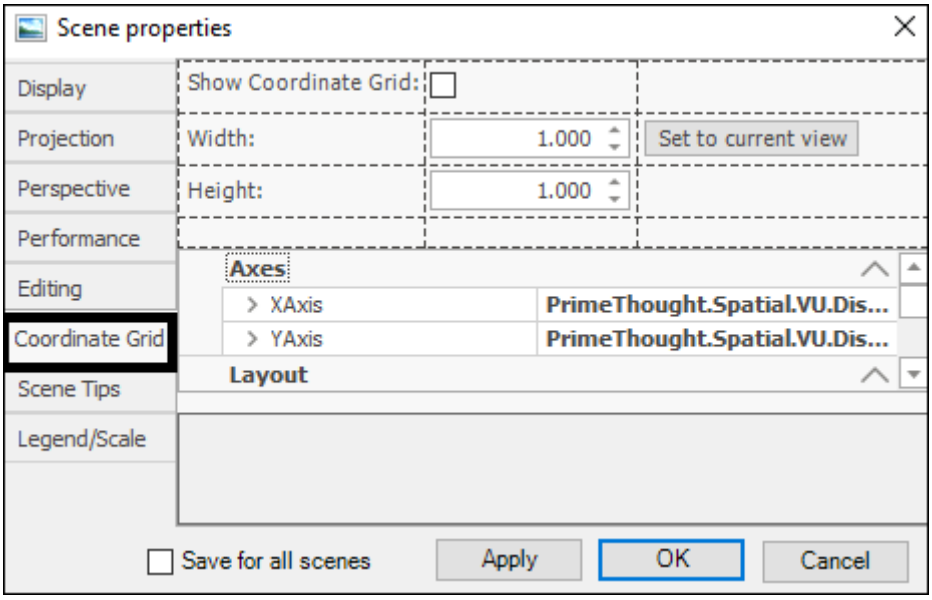
In this tab you can edit various things concerning your scene. The first thing is **Active depth**(1) which is the depth below the viewplane at which drawing will occur. **Selecting resolution**(2) is the selecting resolution in pixels, you would increase this value to make selection easier and decrease it to make selection more precise:



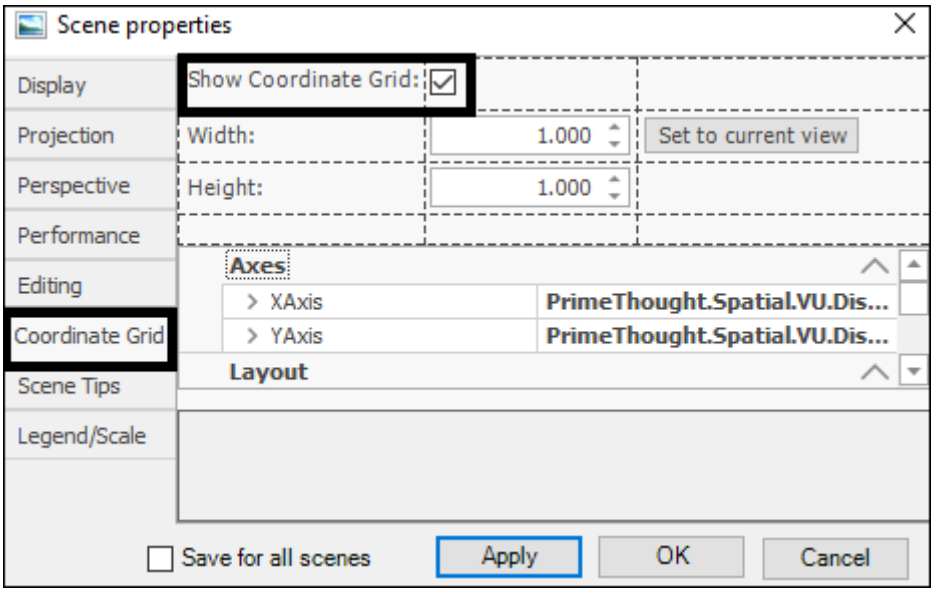
Vertical tolerance is the maximum difference in vertical distance between drawn vertices before an error message is displayed, so if you are drawing in the viewplane and then suddenly you slip off deeper into the viewplane for example then an error message will be displayed:



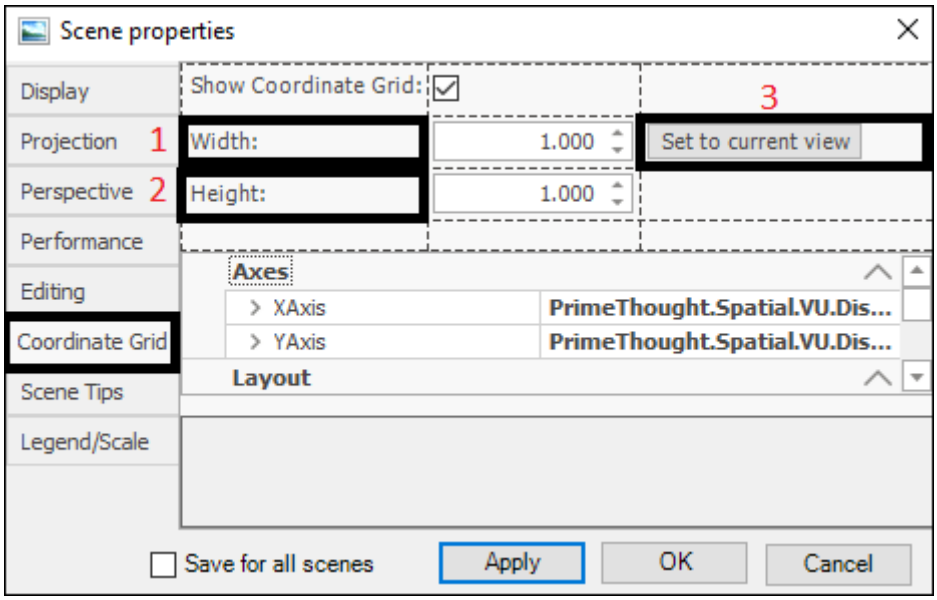
Coordinate Grid



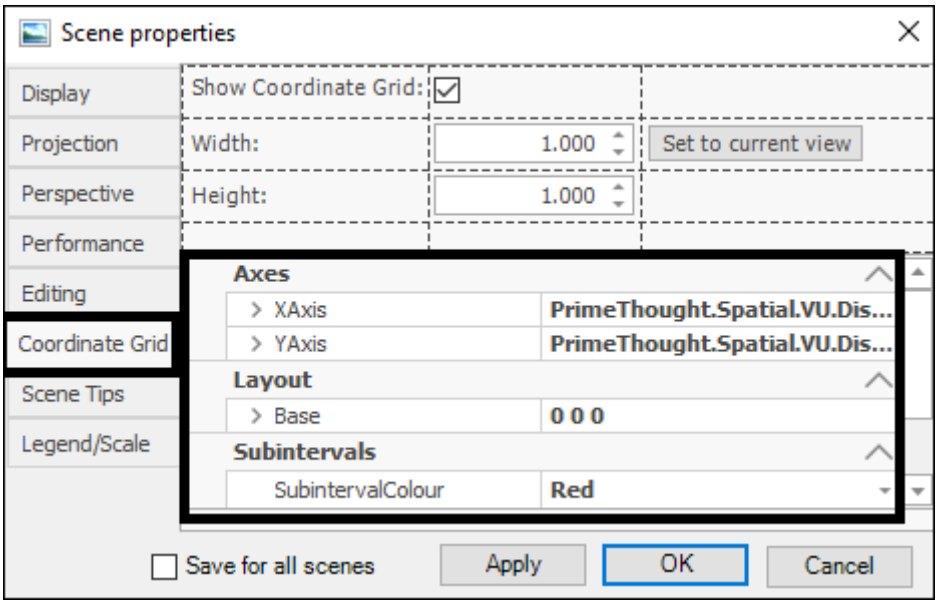
In this tab you can set up a coordinate grid, first make sure **Show Coordinate Grid** is ticked on:

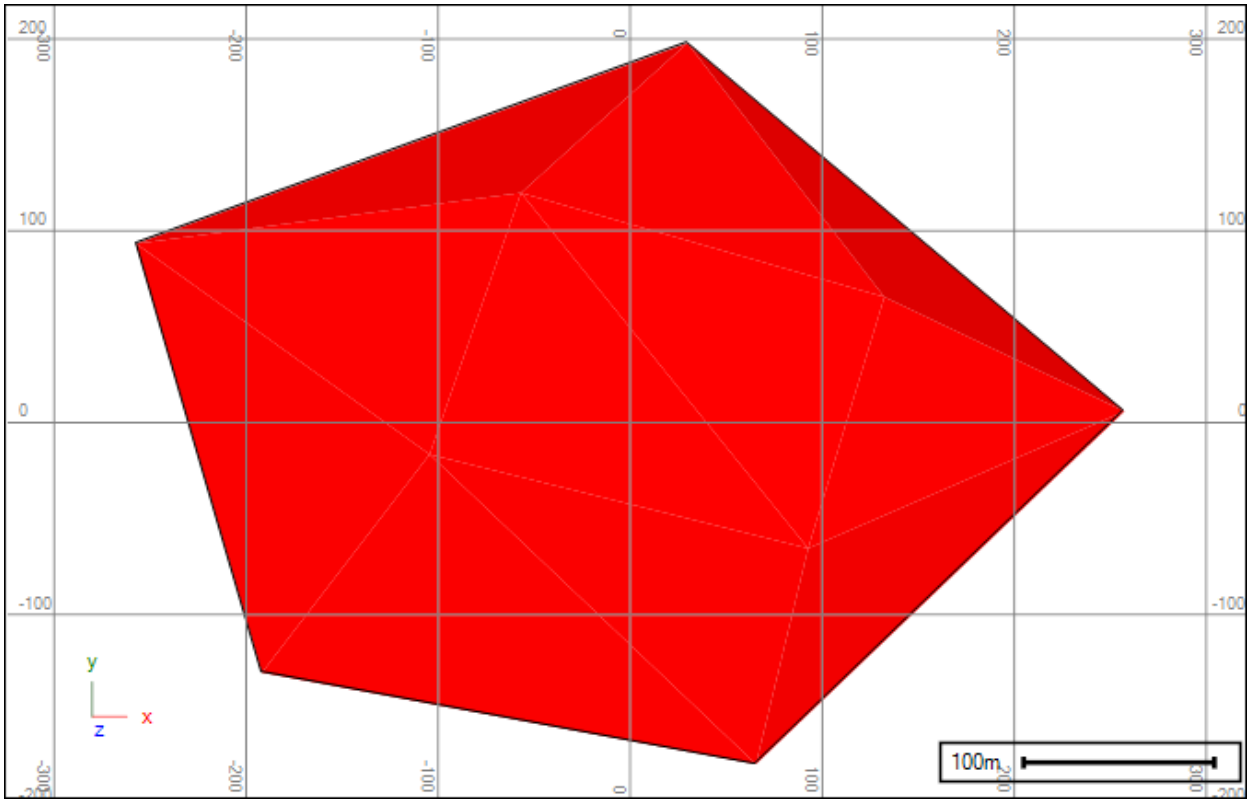


Then you can set the **Width**(1) and **Height**(2) of your grid but make sure to always click the **Set to current view**(3) button after setting these so that it is applied to the grid. **The Set to current view** button sets the grid to be oriented to the current view with the width and height of cells specified:

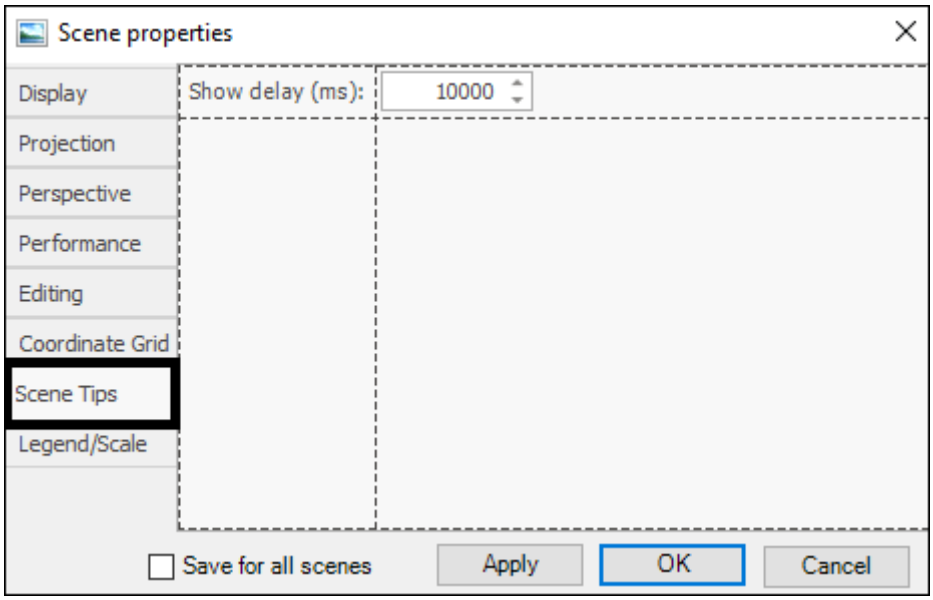


Then below you can choose various settings for **Axes**, **Layout** and **Subintervals**:

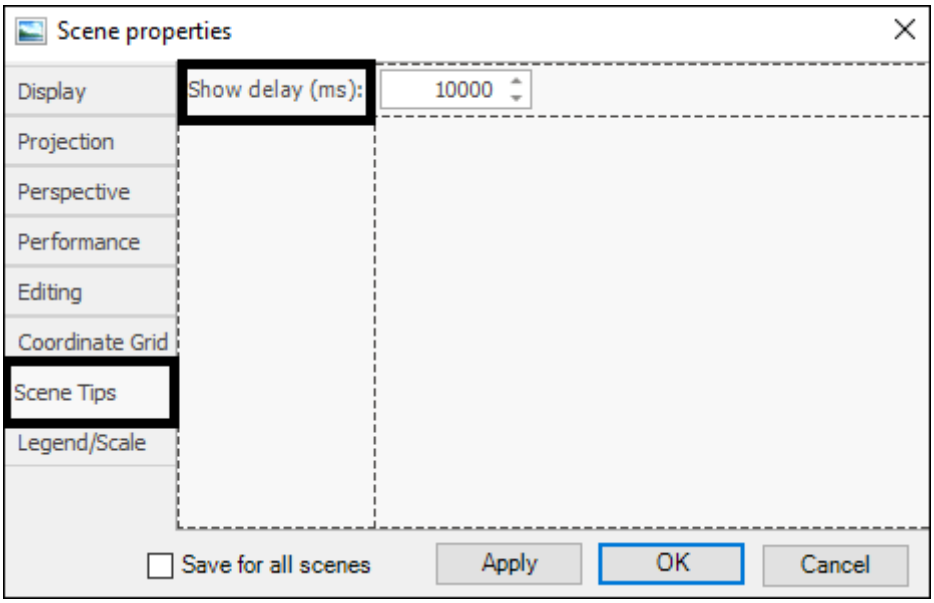

Scene properties
Display
Projection
Perspective
Performance
Editing
Coordinate Grid
Scene Tips
Legend/Scale
Show Coordinate Grid:
Width:
1.000
Set to current view
Height:
1.000
Axes
XAxis
PrimeThought.Spatial.VU.Dis...
YAxis
PrimeThought.Spatial.VU.Dis...
Layout
Base
0 0 0
Subintervals
SubintervalColour
Red
Save for all scenes
Apply
OK
Cancel


200
100
0
-100
-200
300
y
x
z
100m

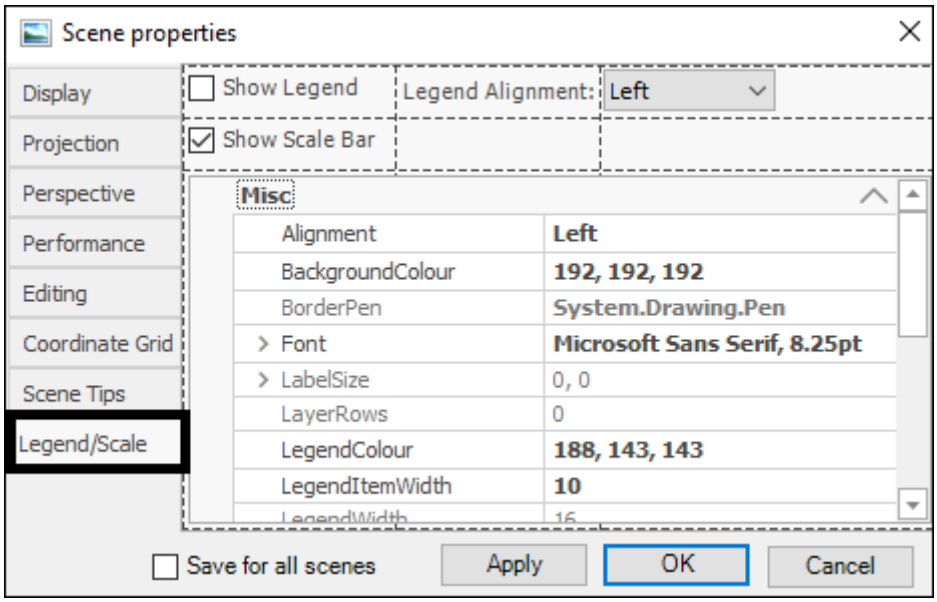
Scene Tips



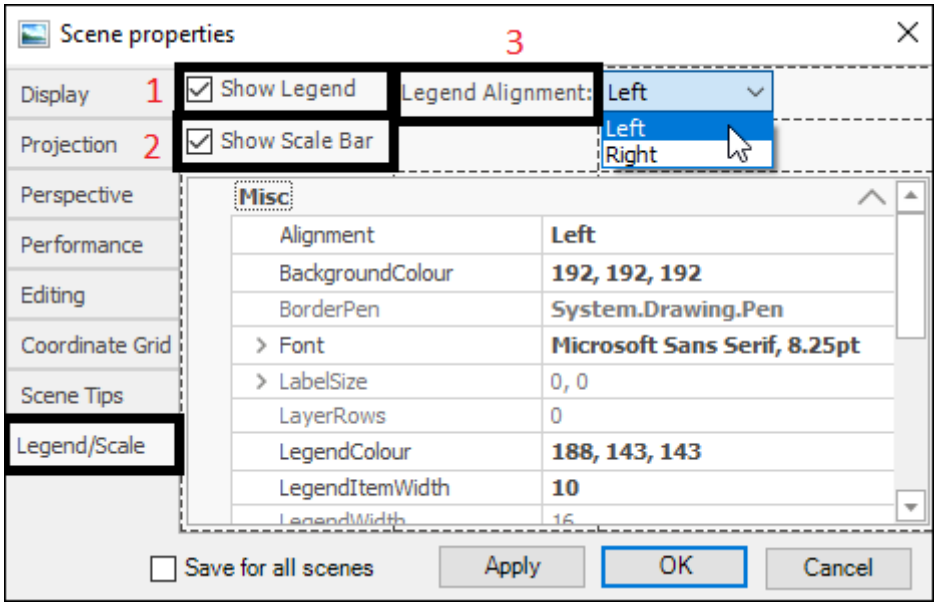
In this tab you can set the **Show delay(ms)** for your scene tips, meaning the delay in milliseconds when you hover over a point in your scene before showing the scene tip, if scene tips are enabled:



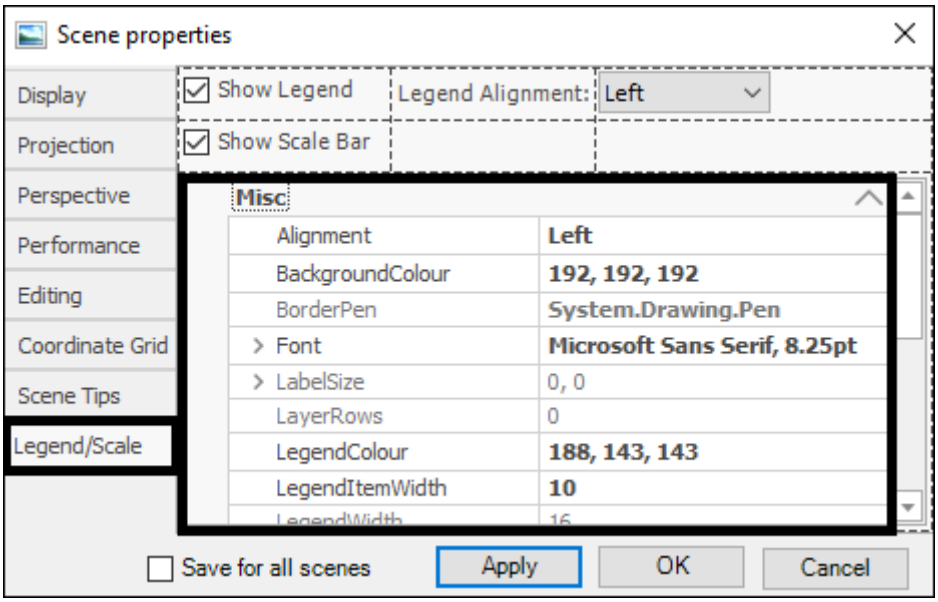
Legend/Scale

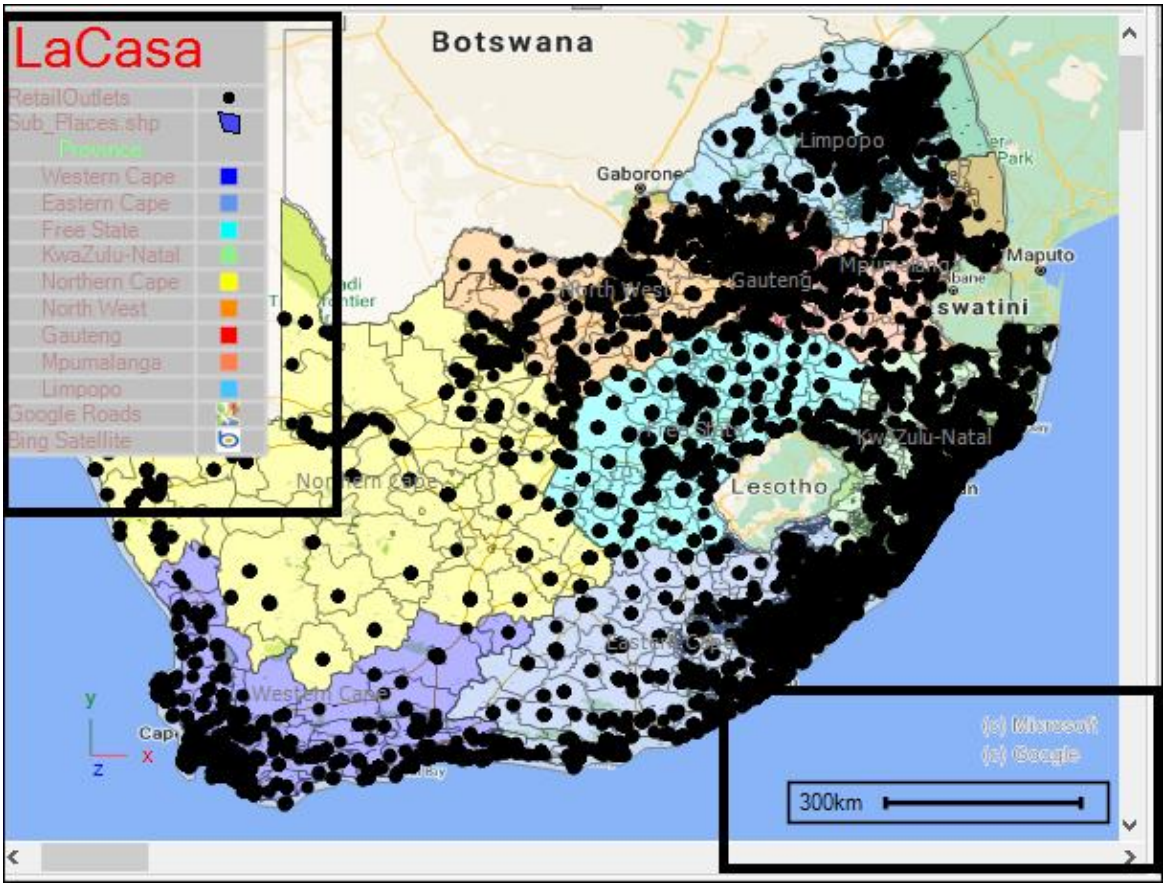


In this tab you can choose to **Show Legend**(1) and **Show Scale Bar**(2) if you would like to have these shown on your scene, you can also choose the **Legend Alignment**(3):

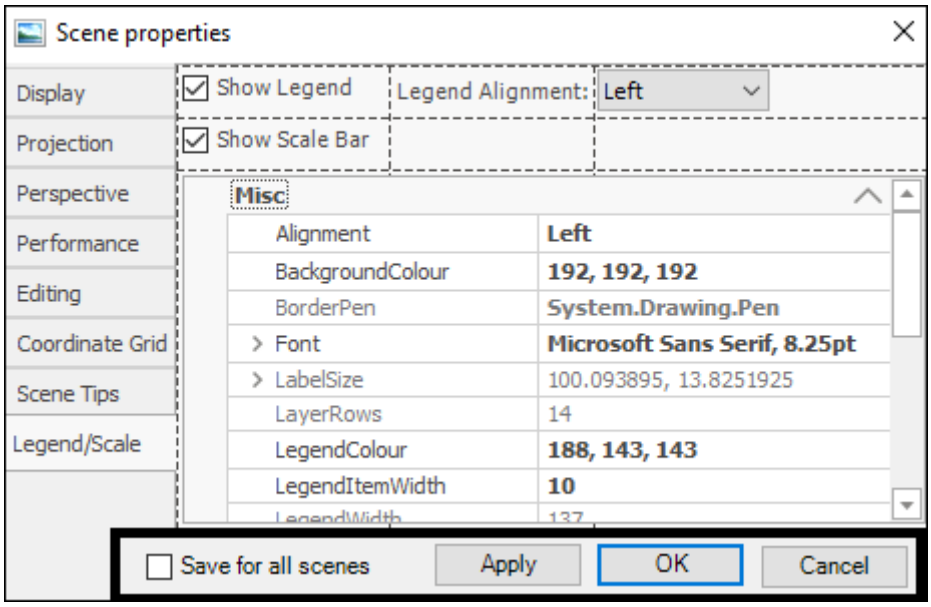


In the box below are the various settings you can choose for your legend:

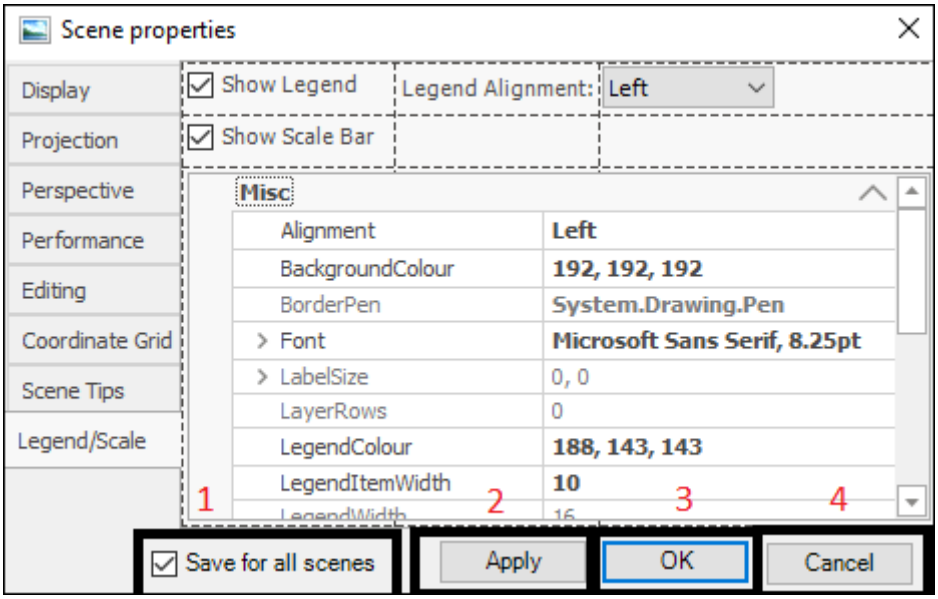




Bottom Buttons



By ticking on **Save for all scenes**(1) any settings you have chosen in the Scene properties box will be used for all future scenes in any workbook you are using. The **Apply**(2) button enables you to choose your settings and then apply them so you can see how it looks in your scene before finally clicking **OK**(3) to save those settings. **Cancel**(4) will of course just close the Scene properties box:



Support

T: +27871354351

support@primethought.biz - primethought.biz
Kyalami Estate, Midrand, Johannesburg,
1684, South Africa