

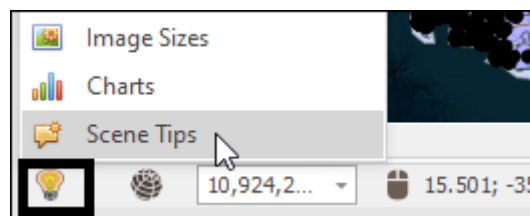


Scene Tips User Guide

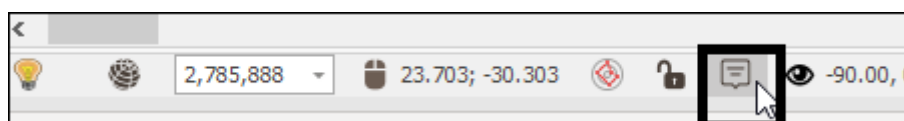
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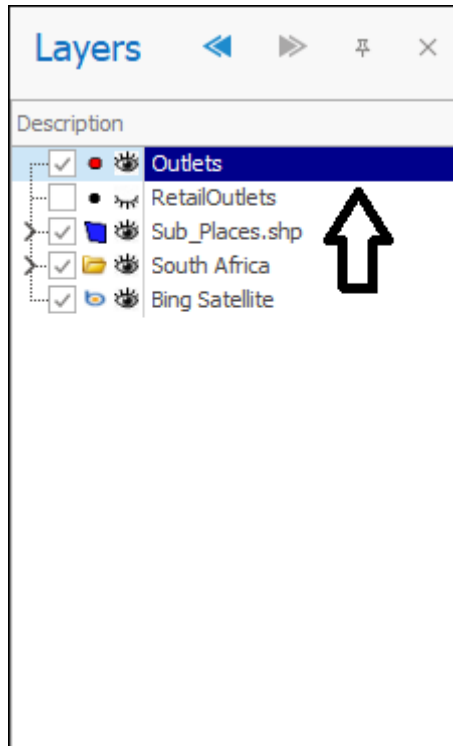
Scene Tips is a feature available in all our spatial products; it can be accessed at the bottom of your spatial pane in the following location:



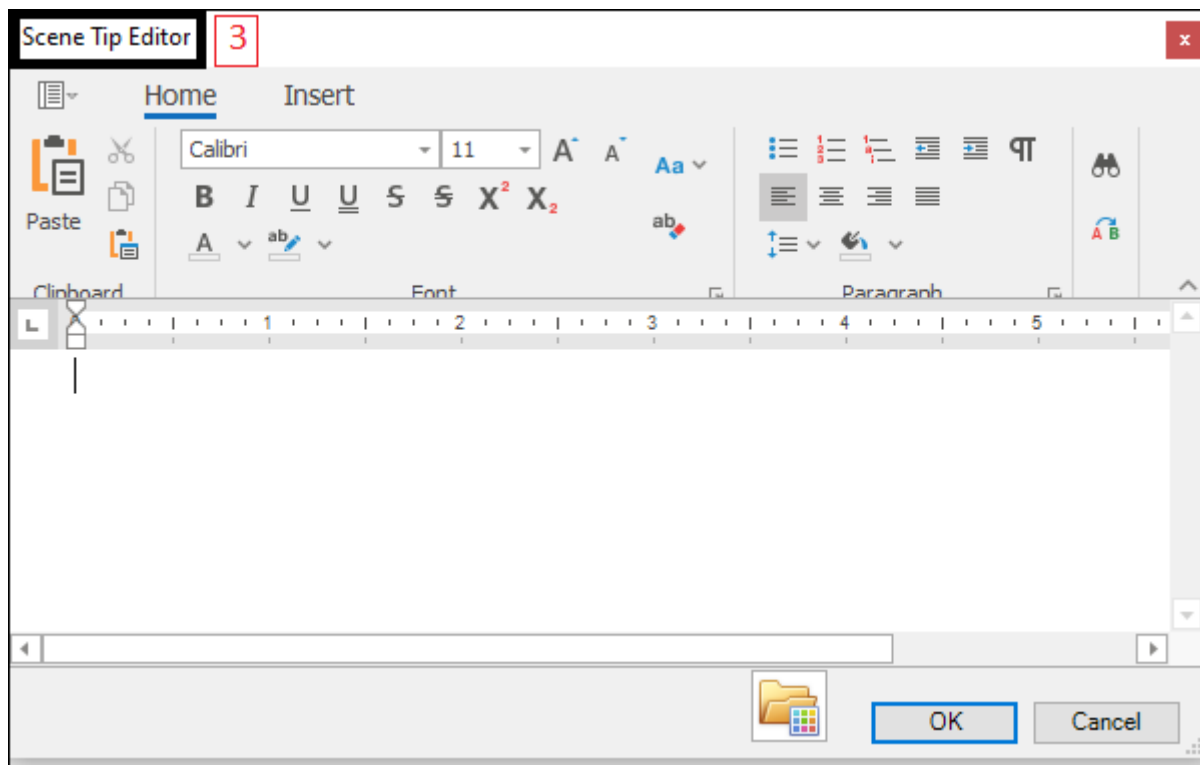
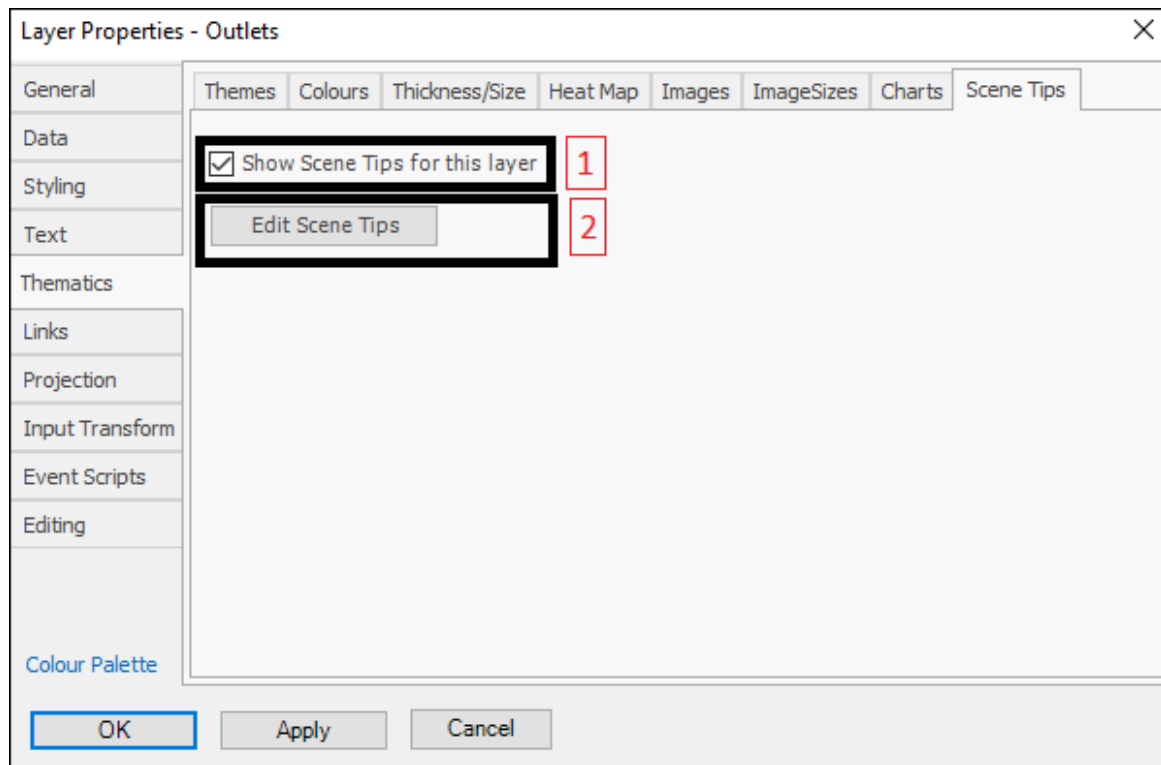
Before using this tool make sure to have Scene Tips enabled by clicking the following button also at the bottom of your spatial pane, when it is greyed it means it's on:



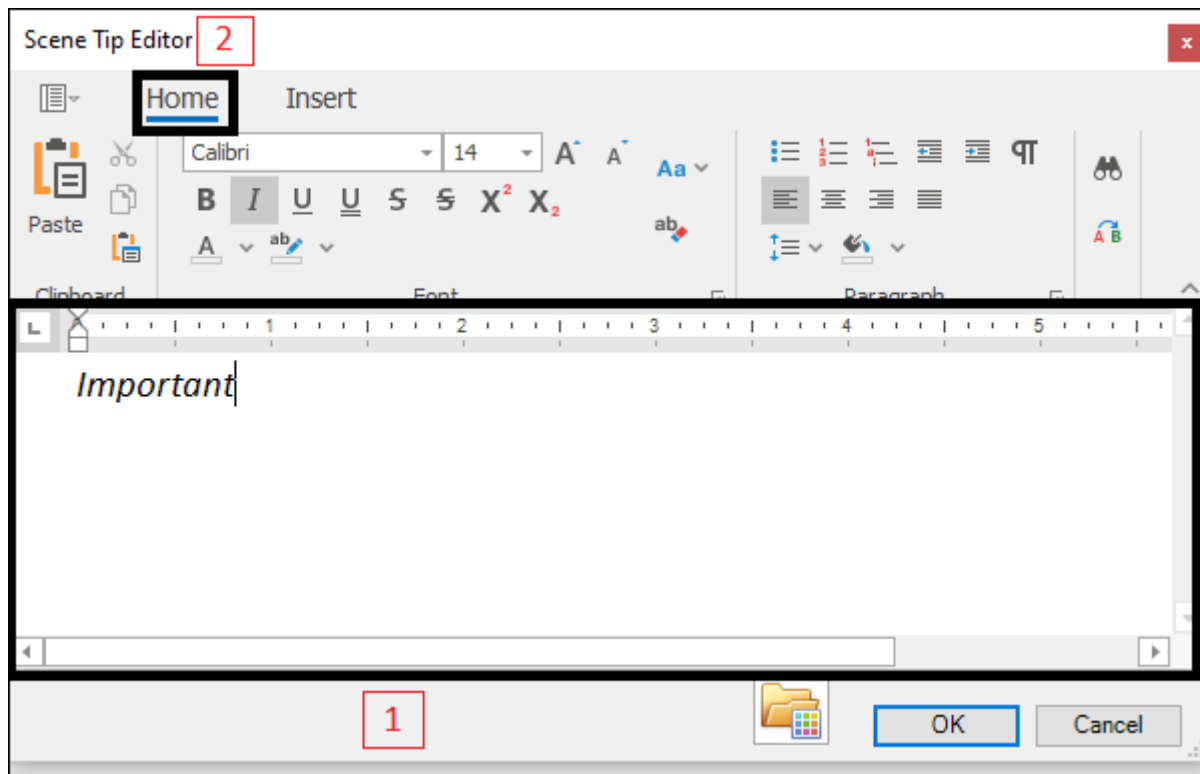
Make sure you are on the layer you want to make scene tips for in the **Layers Description** box before opening **Scene Tips**:



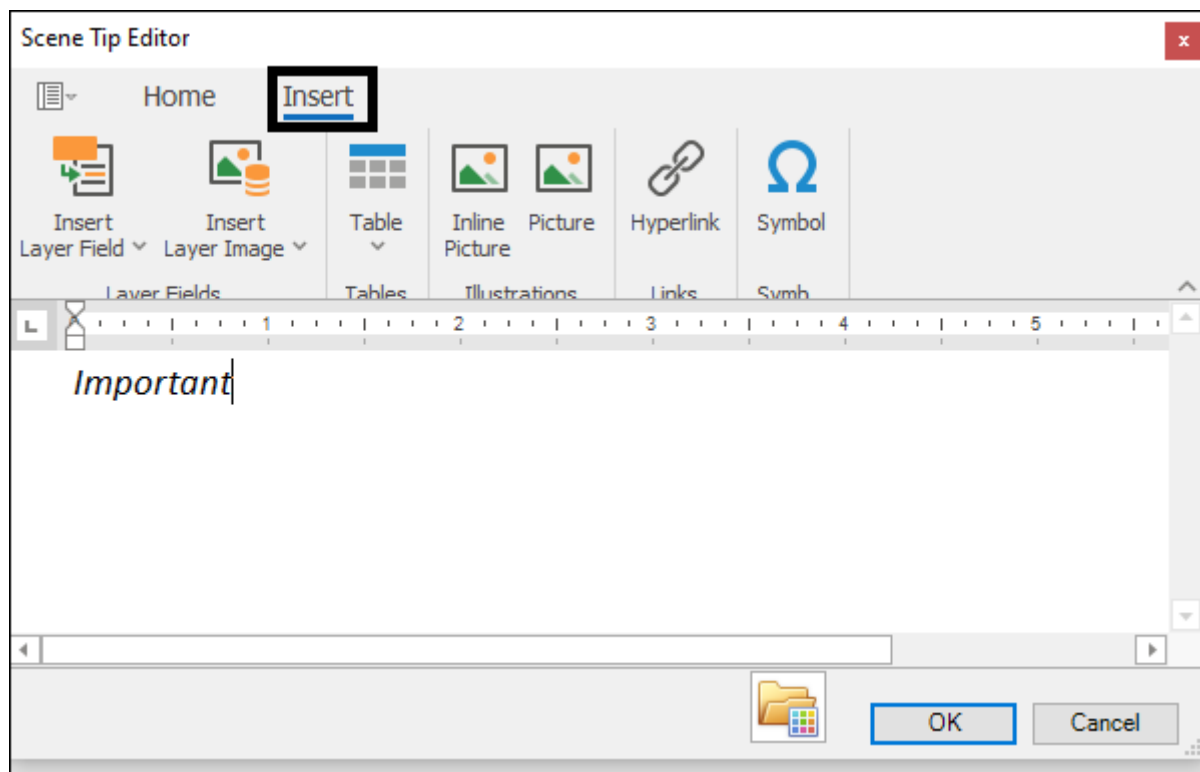
Now you can open up **Scene Tips** which will bring up the following dialogue which is actually part of the **Layer Properties** box for the layer. Make sure **Show Scene Tips** for this layer(1) is ticked on. Click the **Edit Scene Tips button**(2), this will bring up the **Scene Tips Editor**(3):



You can type in your scene tip in the area below(1) and in the **Home** tab(2) you can do various things to format the text:

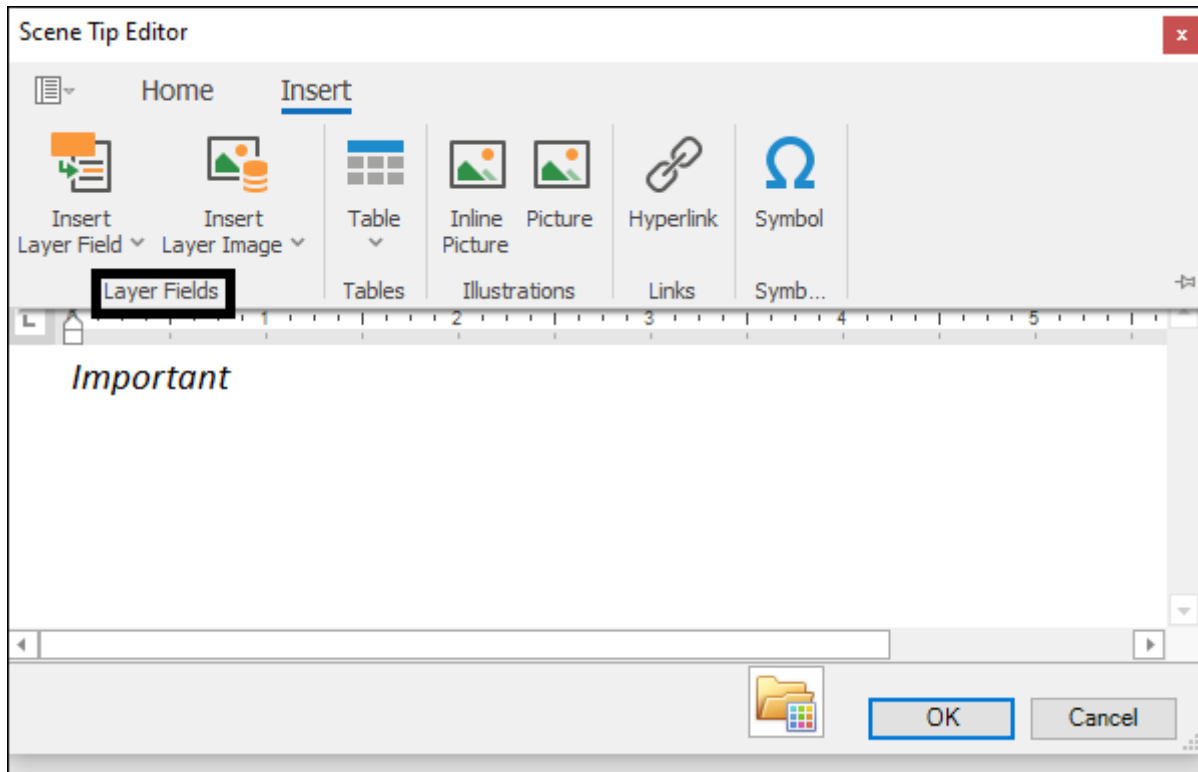


Now in the **Insert** tab are a number of things you can do to customize your scene tip:

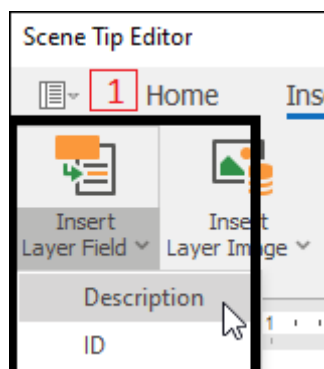


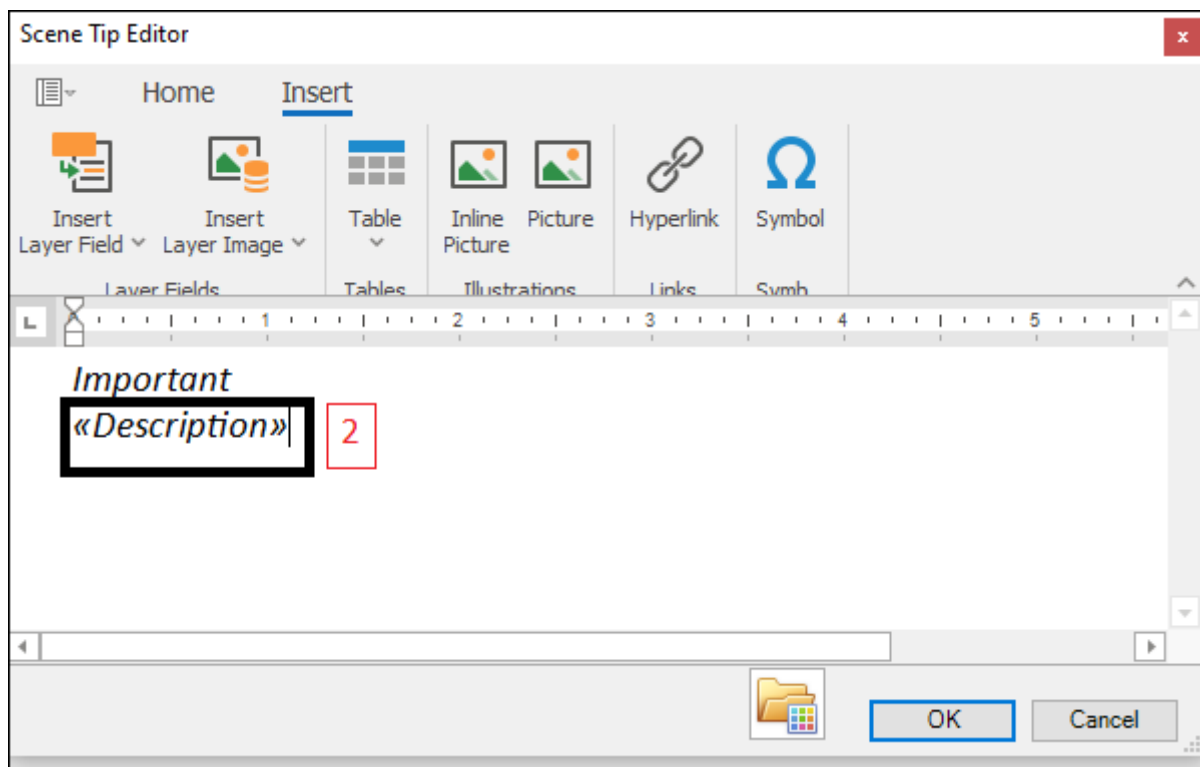
We will take up each section of the tab.

Layer Fields

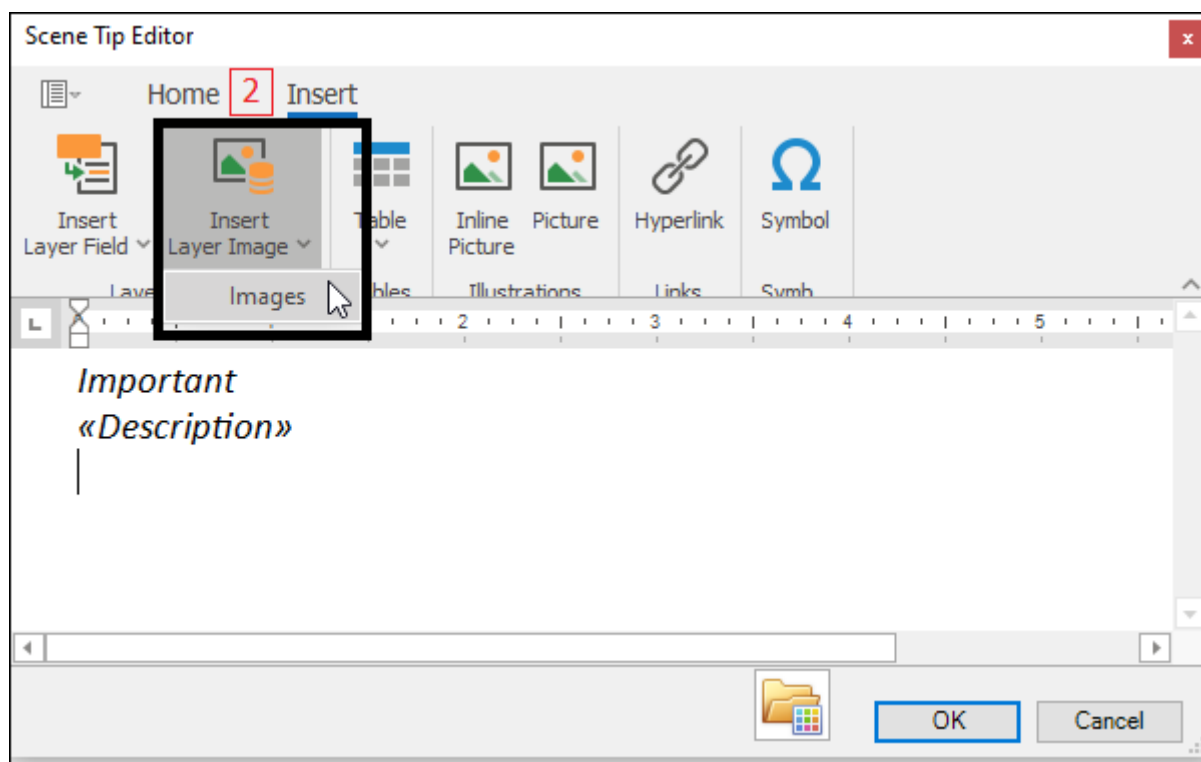
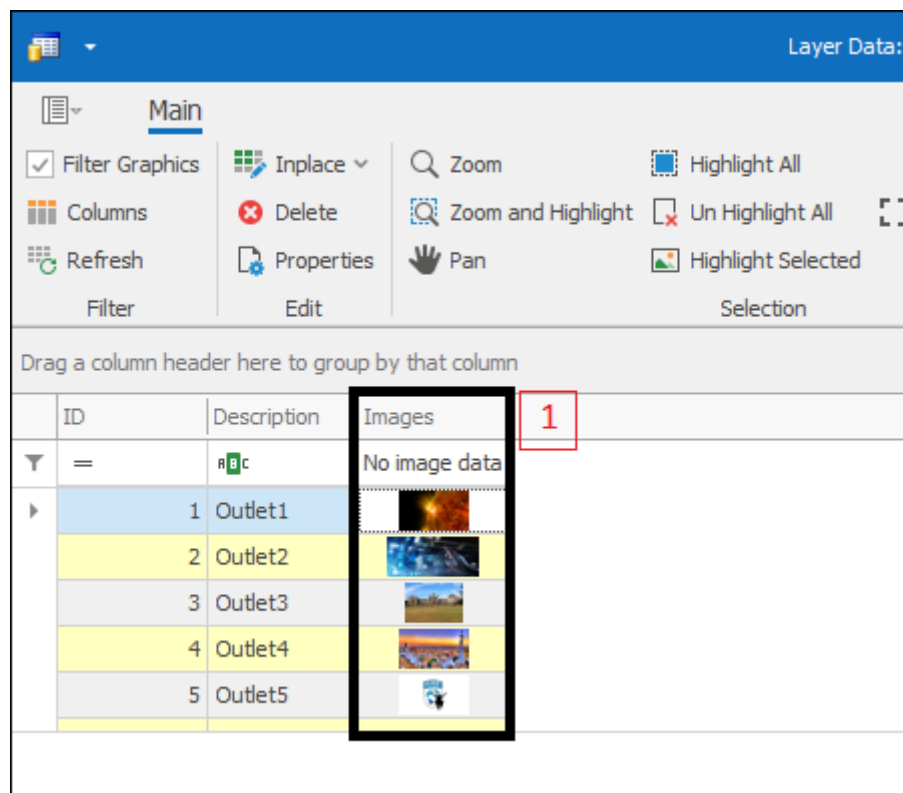


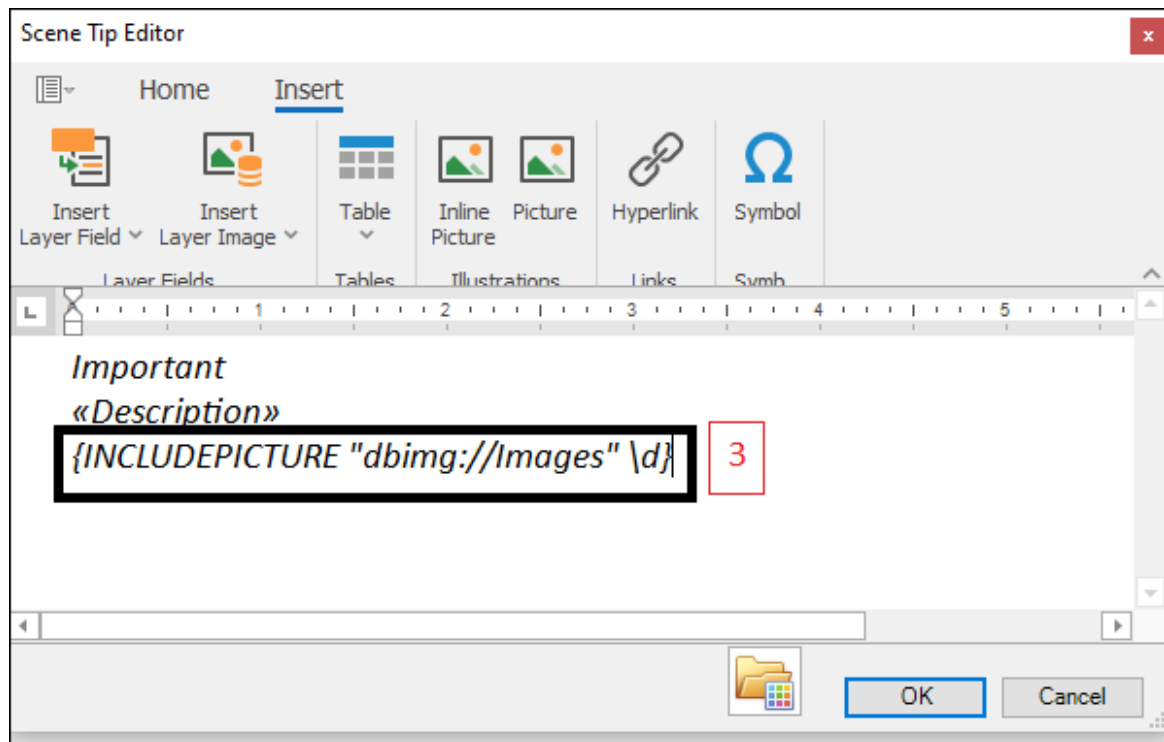
The first thing you can do is **Insert Layer Field**(1) which brings up a dropdown list where you can select a field in your layer data to display in the scene tip. So, I will choose **Description** here for example which means when I hover over a point in my scene the **Description** of that point will be displayed. This is then inserted in the area below(2):



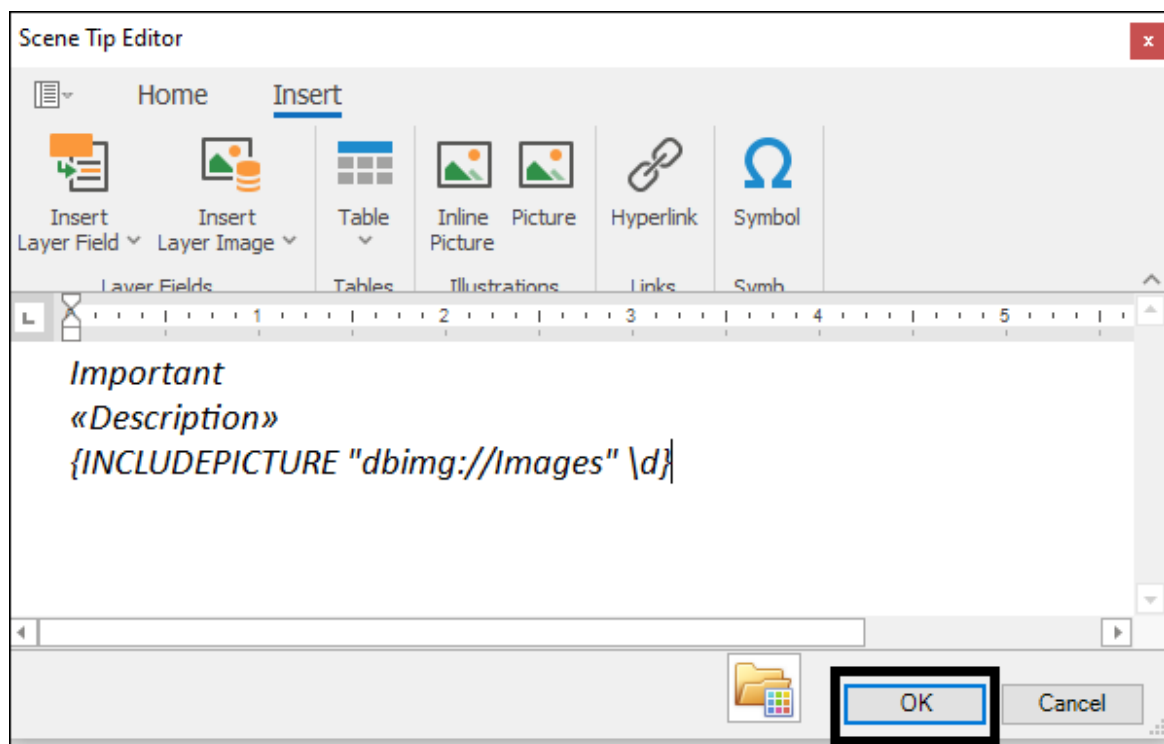


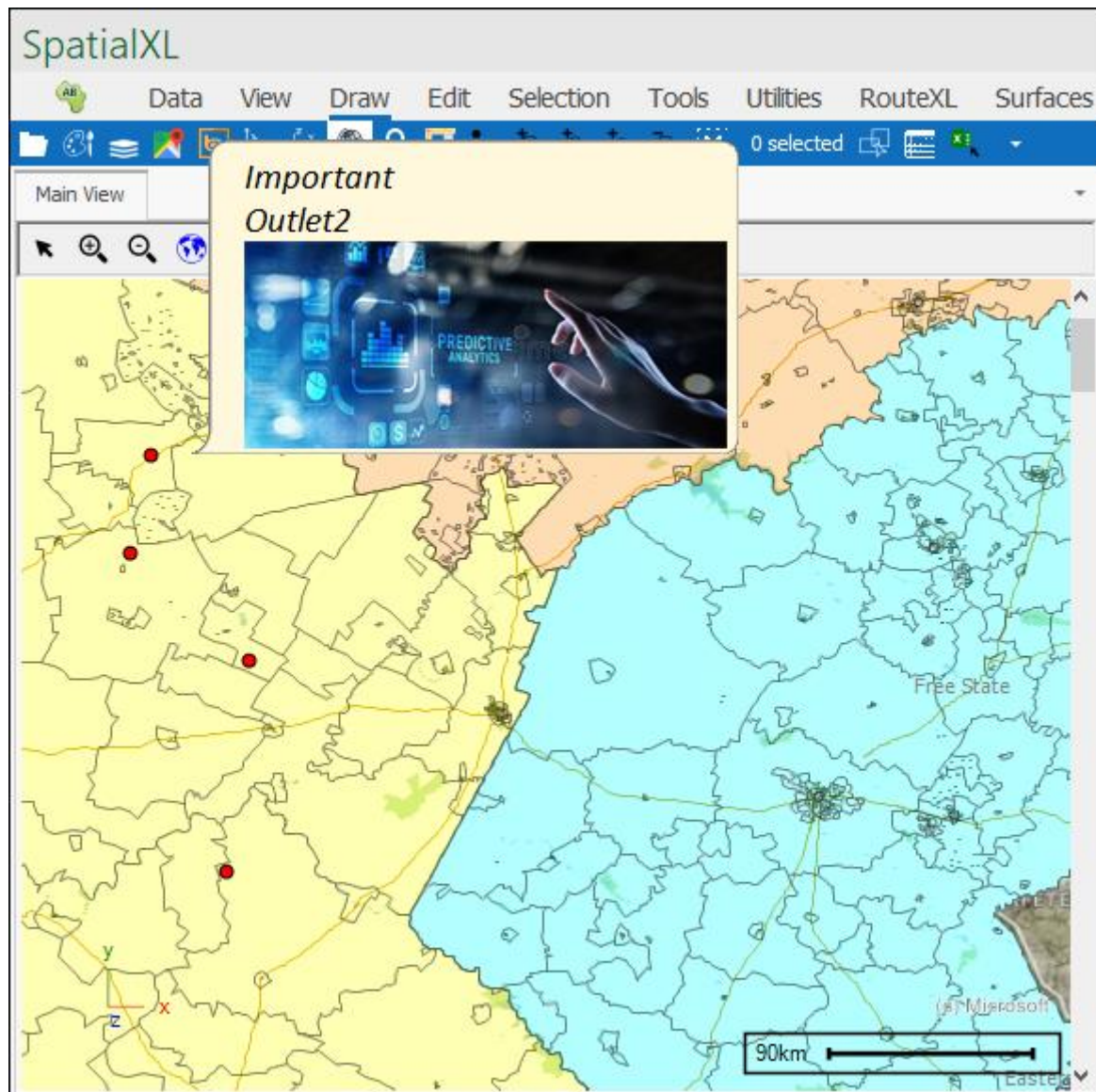
Then if you have an image column in your layer data grid(1) you can choose to have this inserted into your scene tip as well by clicking the **Insert Layer Image**(2) button which will bring up a dropdown list where you can choose the column. The corresponding image for each point will be displayed in the scene tip when the point is hovered over. I will choose the Images column in my data. This is then inserted below(3):



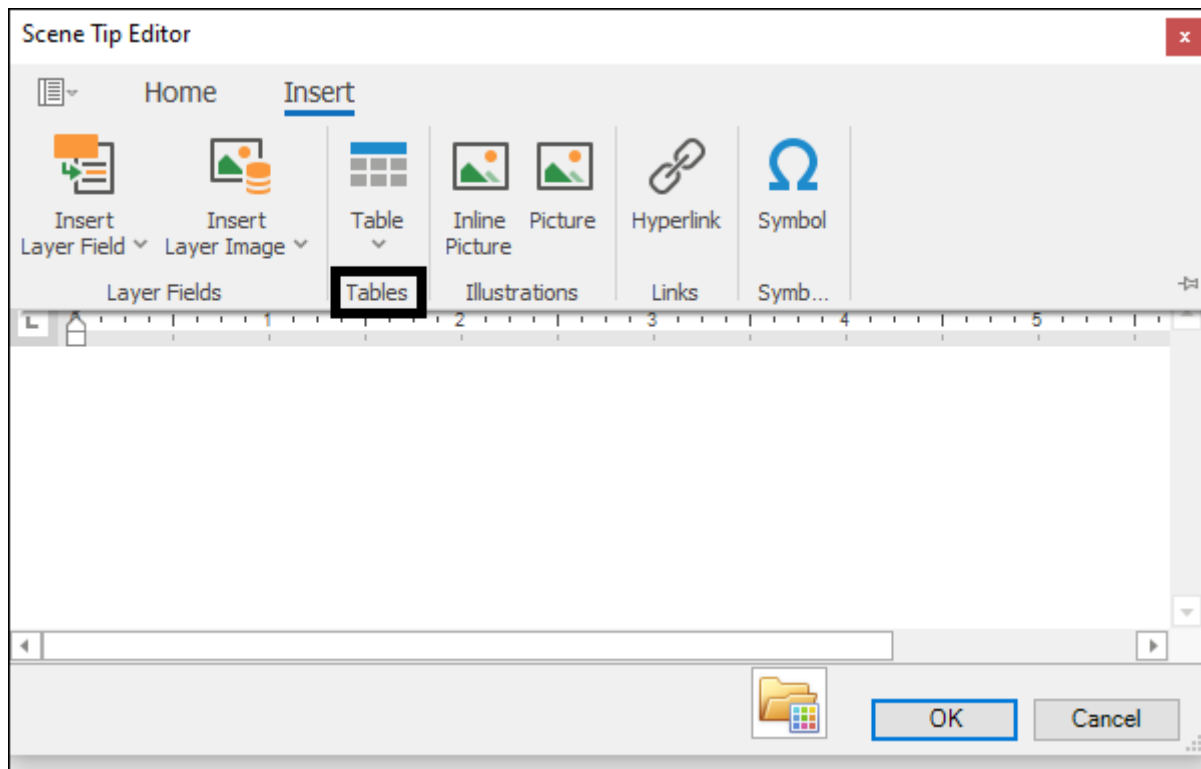


If I am done, then I can click **OK**, and my scene tip will have been saved and now I can go to my scene and view it:

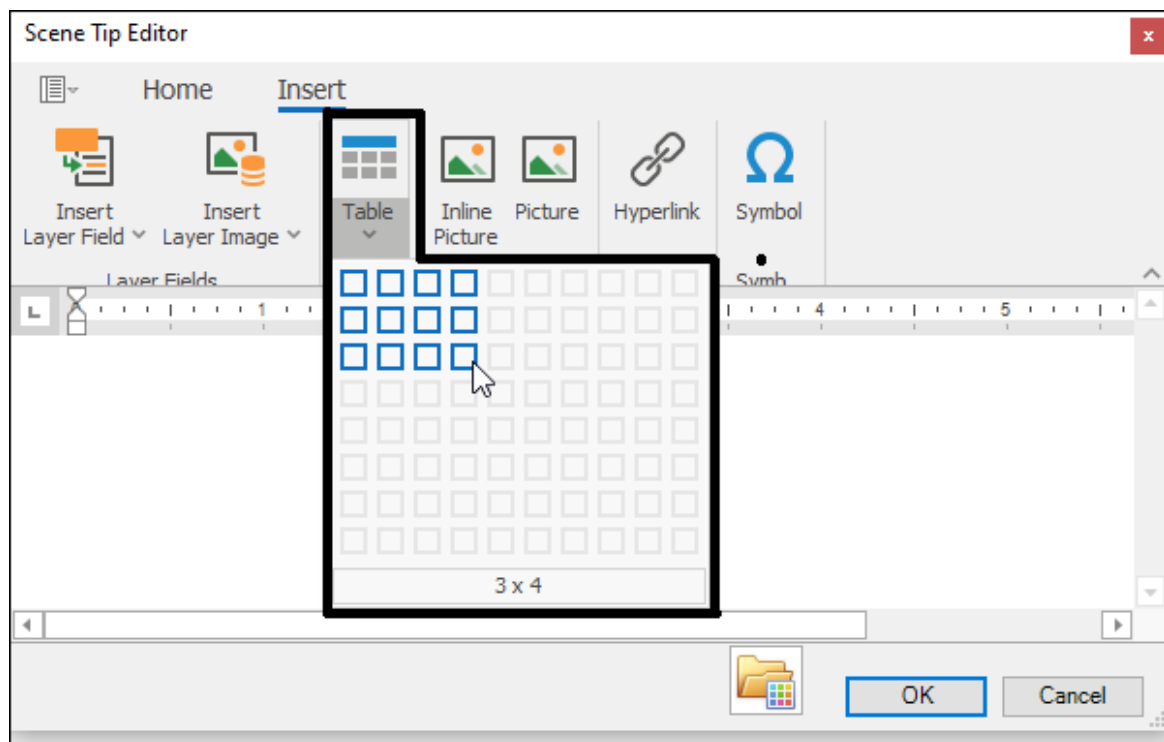




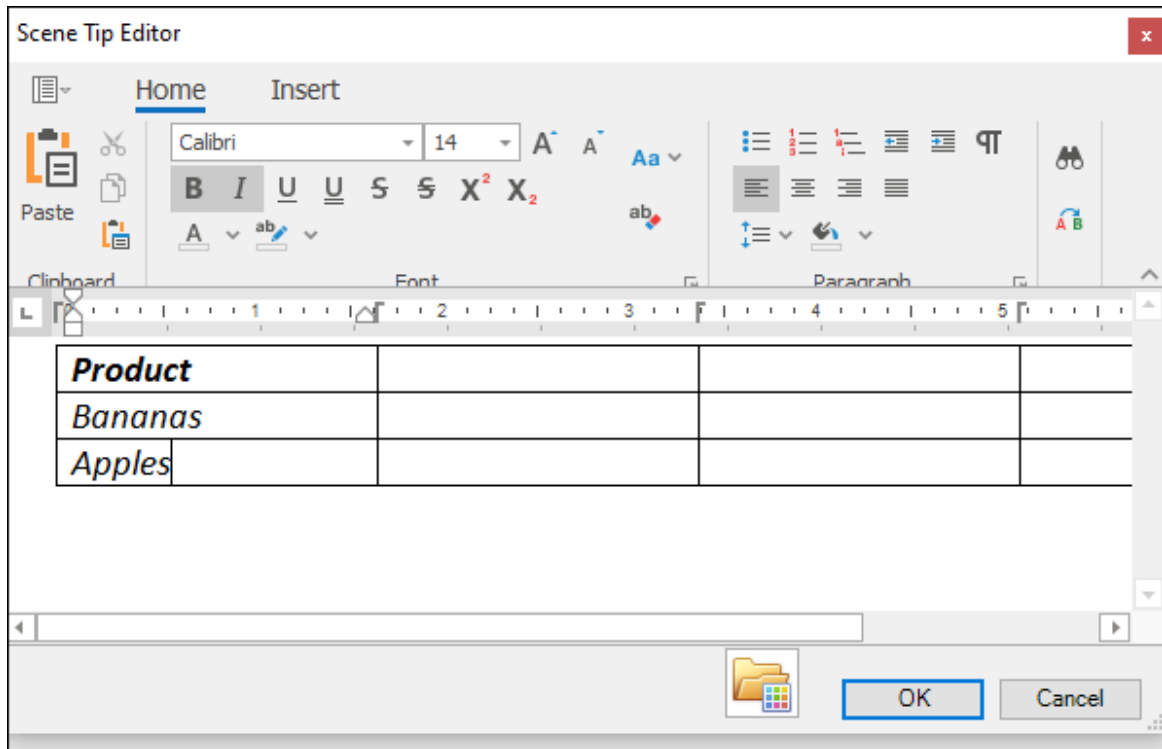
Tables



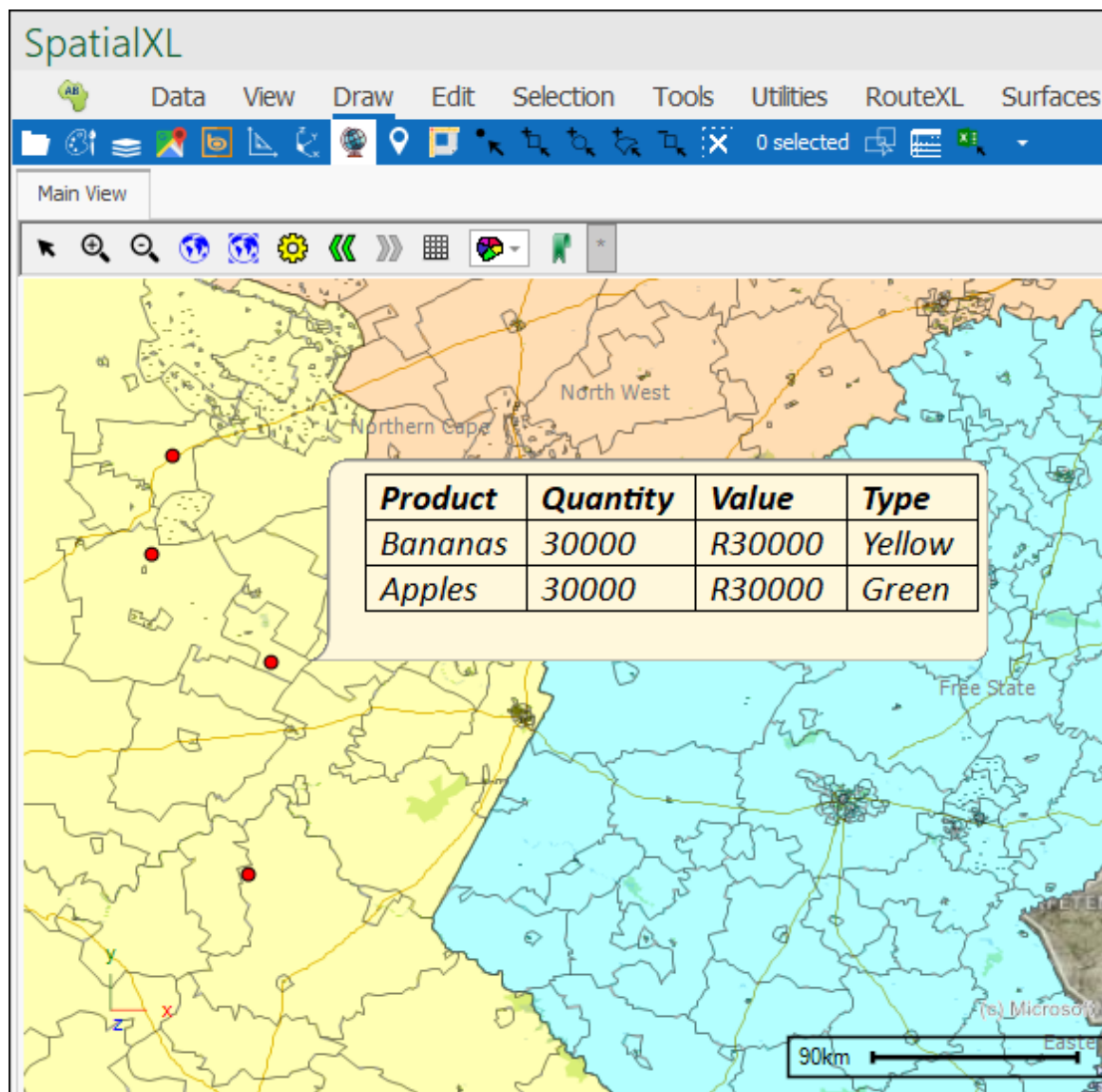
What you can also put in a scene tip is a table. Simply select the **Table** button and then in the dropdown select how many cells you want in the table by moving your cursor over the cells and then clicking:



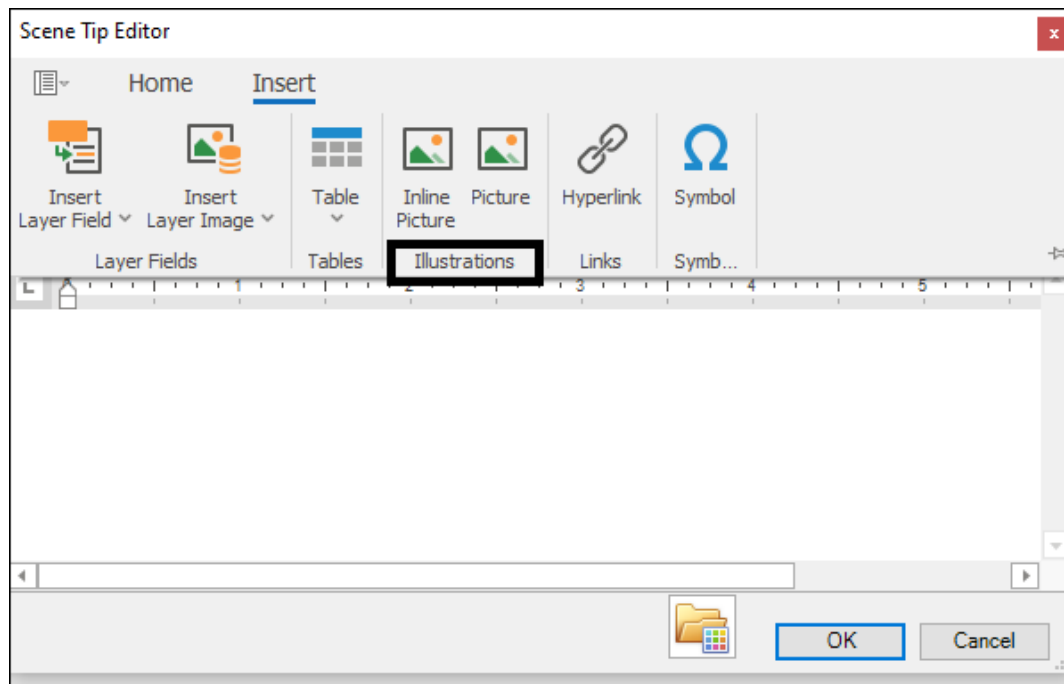
A table is then added where I can insert whatever data I want:



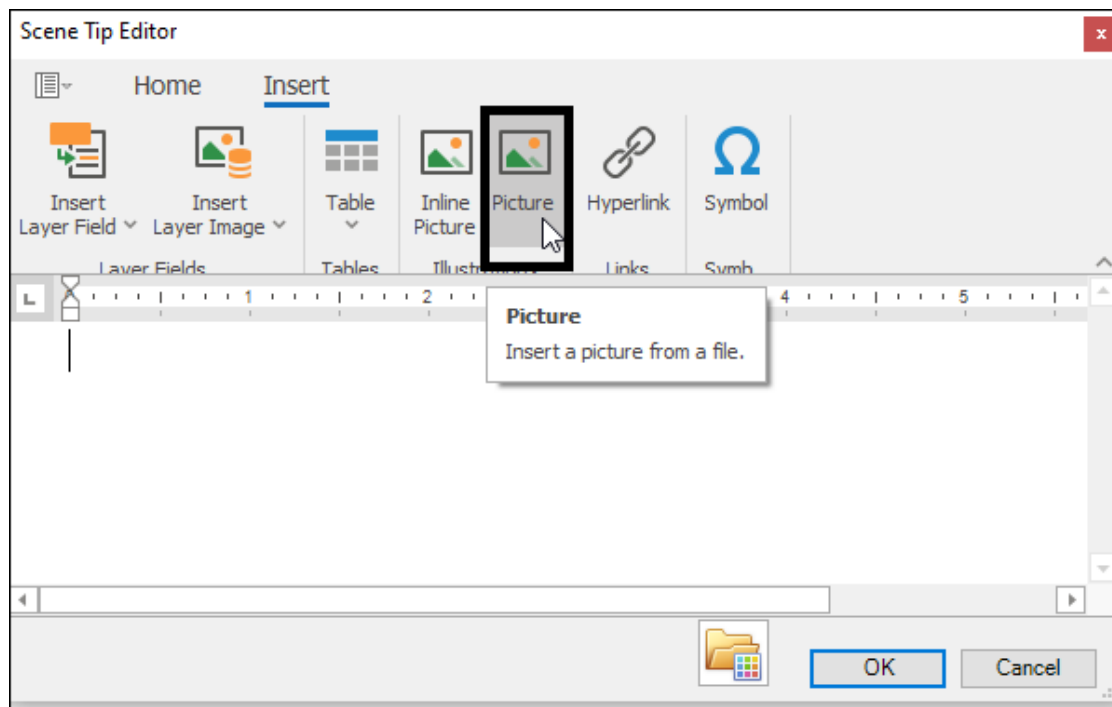
As always, I will click **OK** when I'm done and then I can go to my scene and view the scene tip:

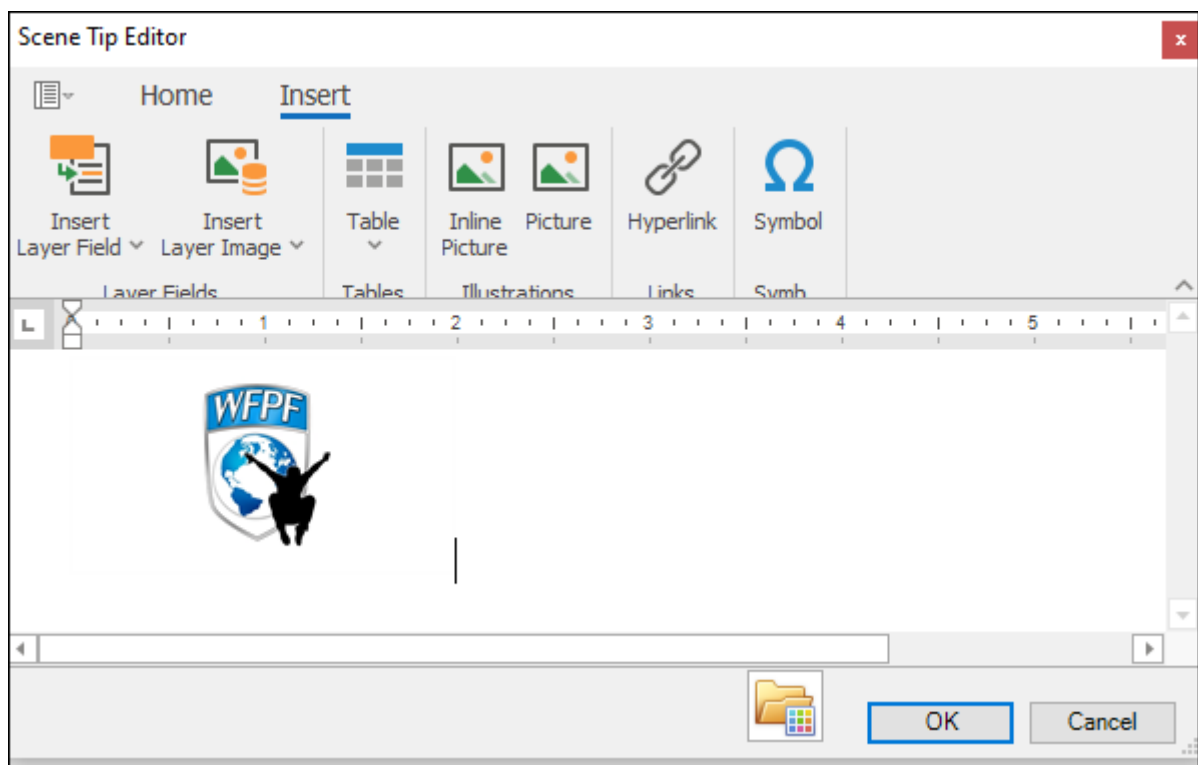
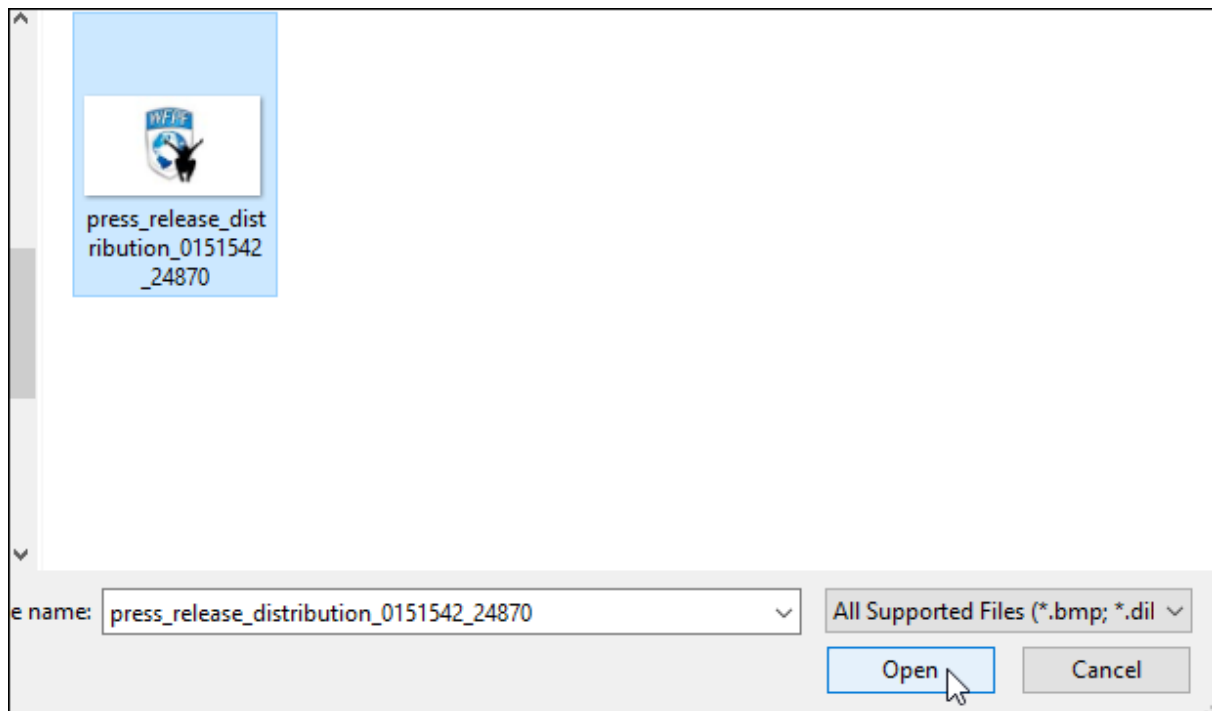


Illustrations

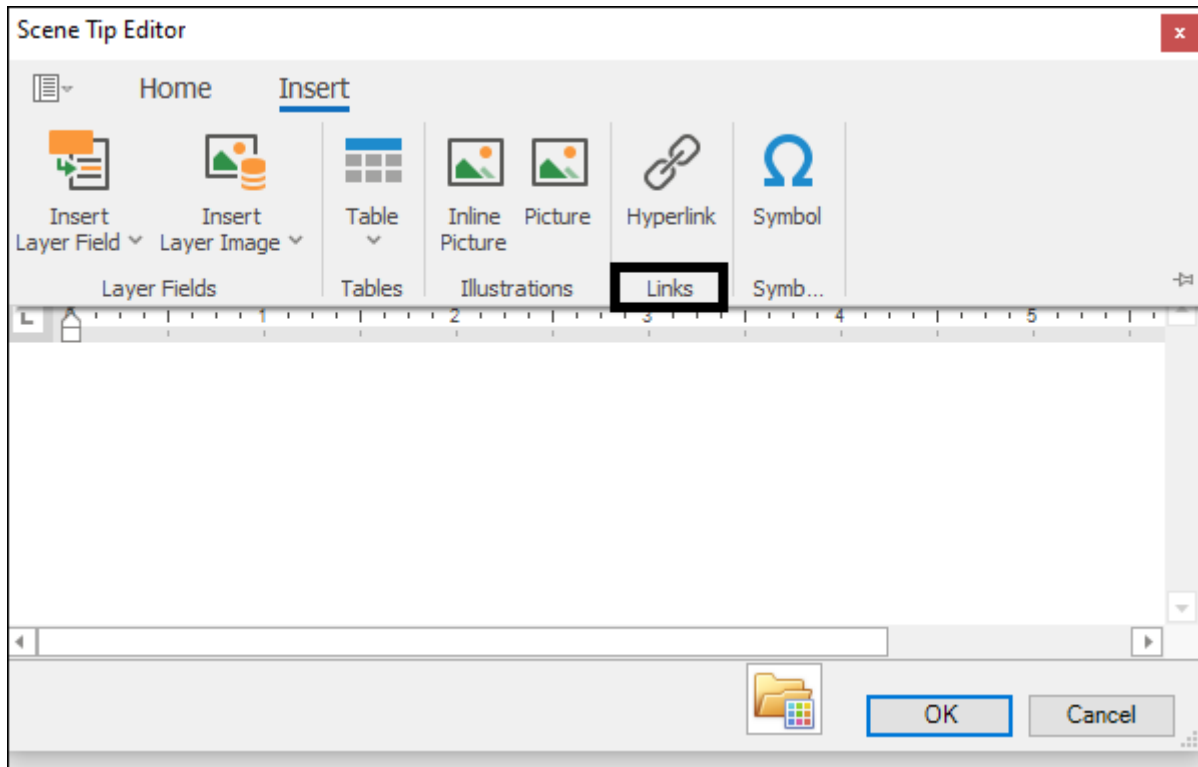


You can add images into your scene tip. Simply click the **Picture** button and then browse to the picture you want to bring in:

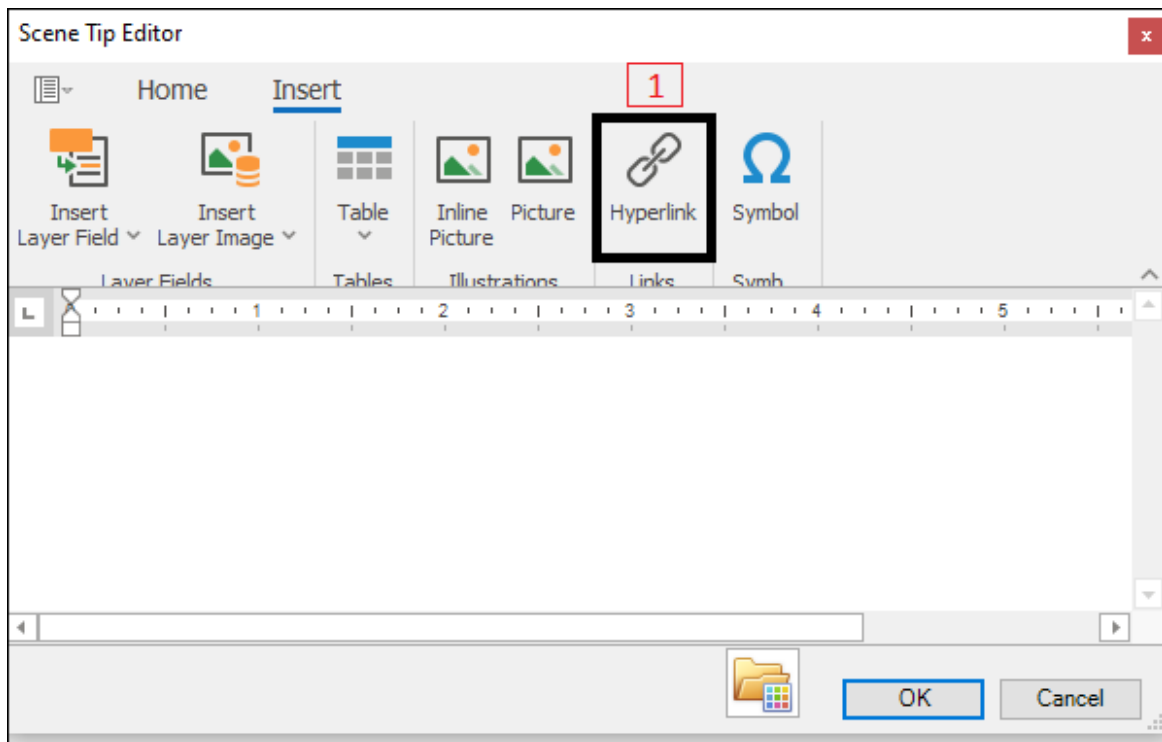




Links

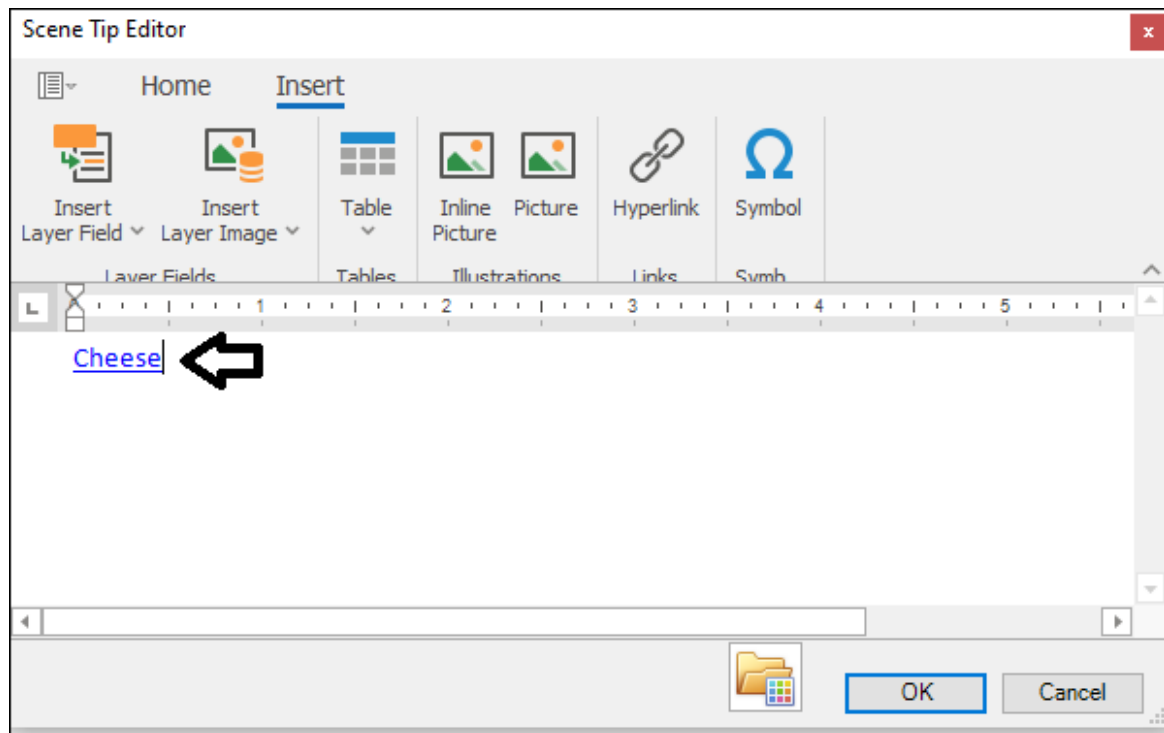


You are also able to insert hyperlinks into your scene tip. To do so click the **Hyperlink** button(1) which will bring up the **HyperlinkForm**(2) dialogue:

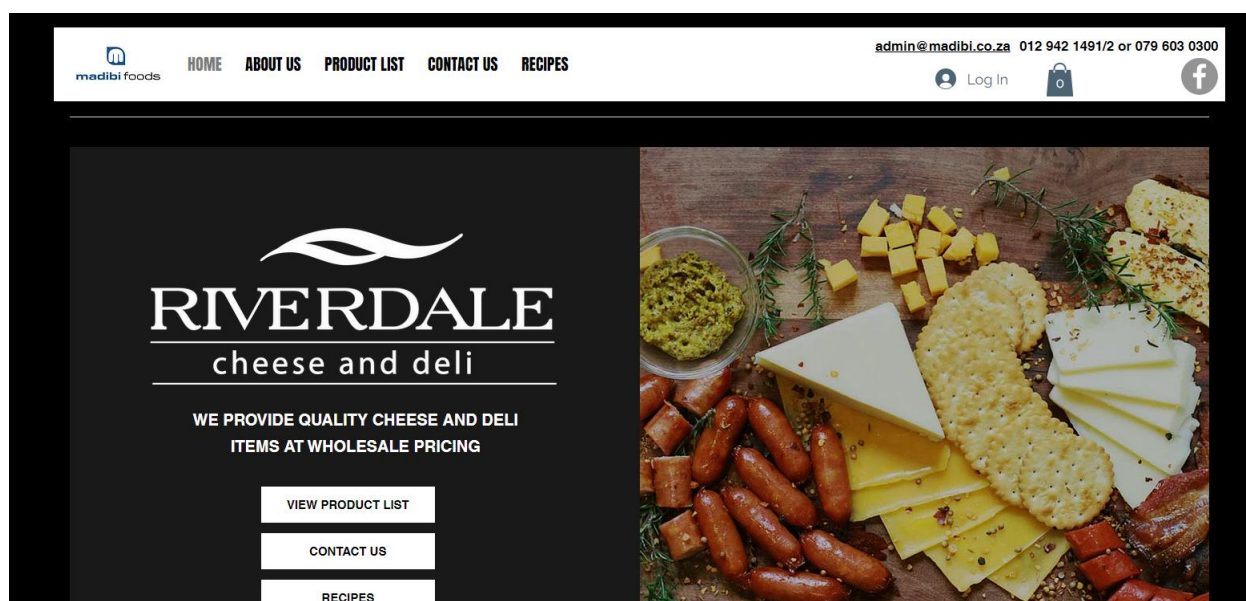
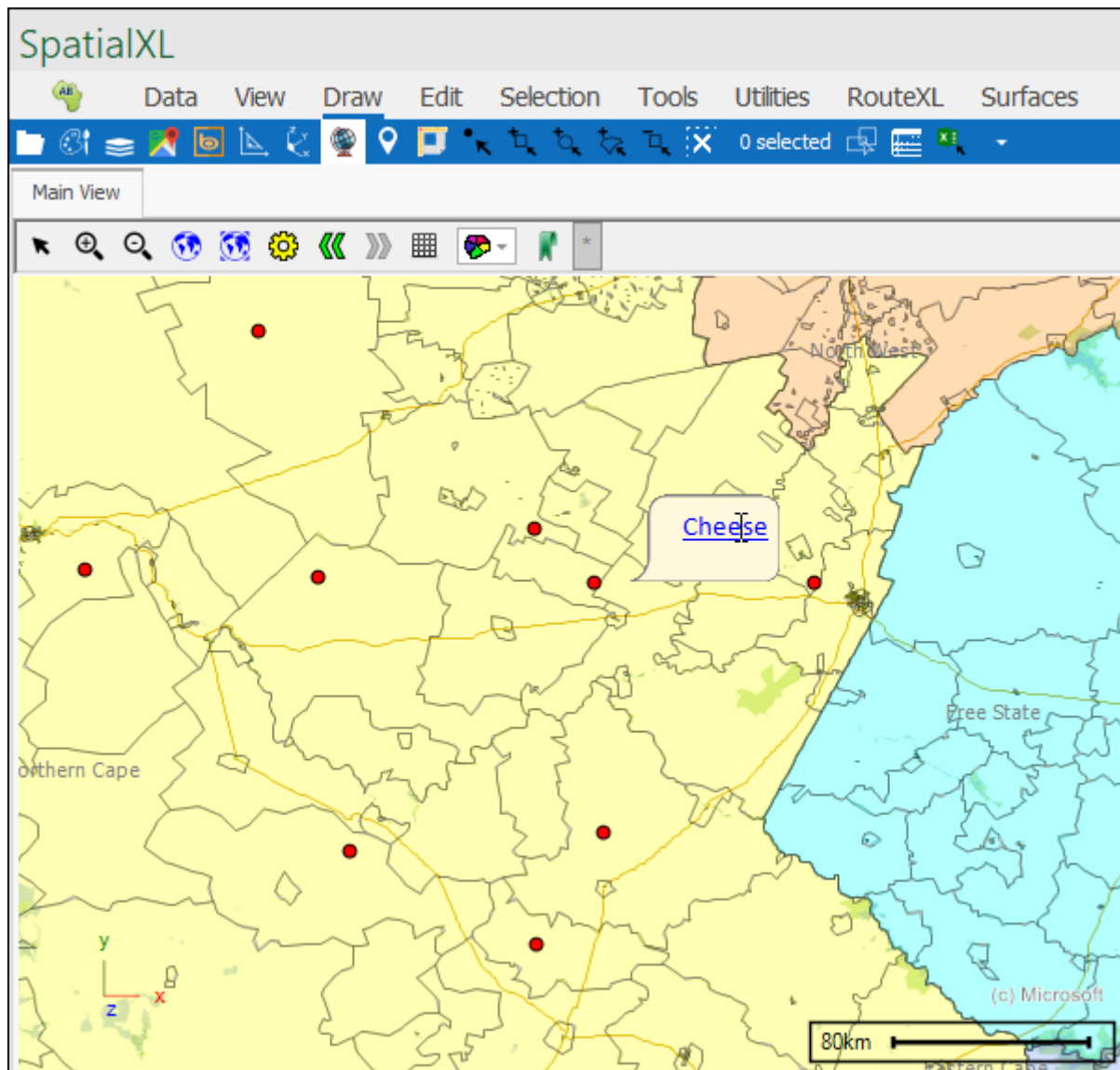


First type in the text you would like to display at **Text to display**(1). Then if you would like there to be a scene tip for the link type this in at **ScreenTip**(2). The **TargetFrame**(3) is not really applicable in our products so you wouldn't have to choose anything on this one. At **Link to**(4) choose where it is you're linking to. Finally at **Address**(5) enter in the URL or browse to it using the three little dots(6). Click **OK**(7) when done:

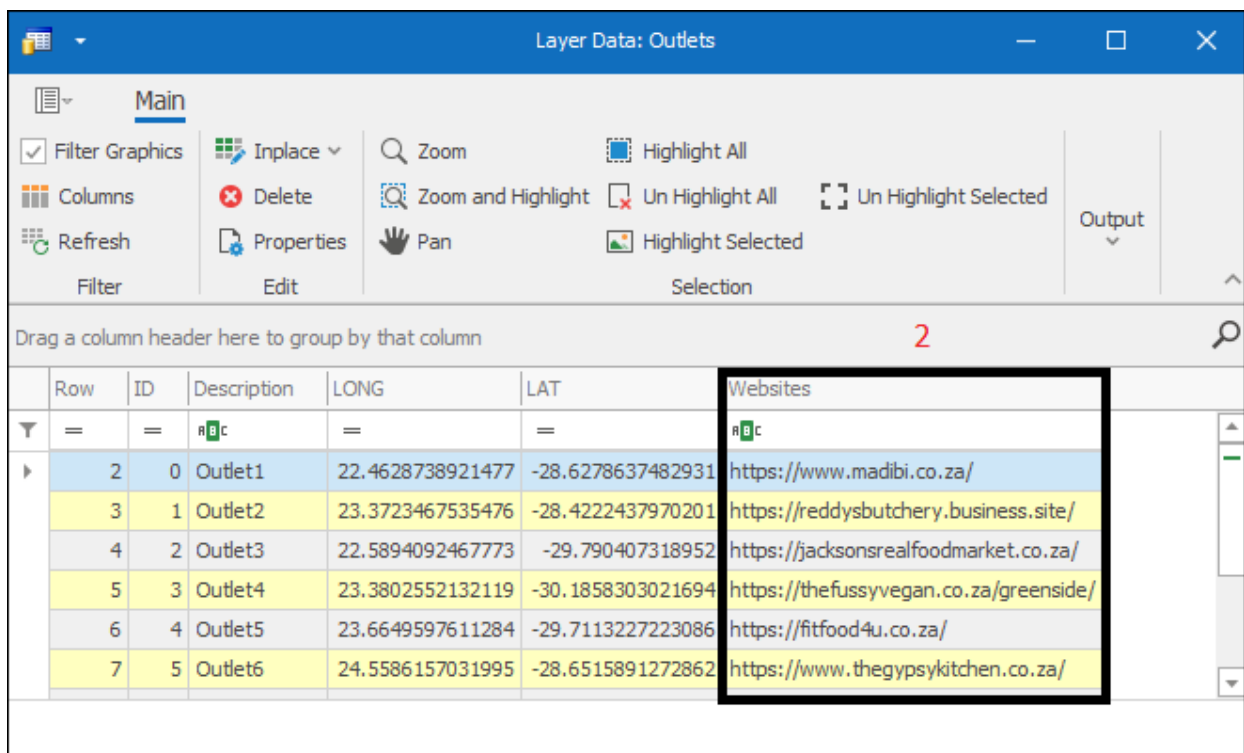
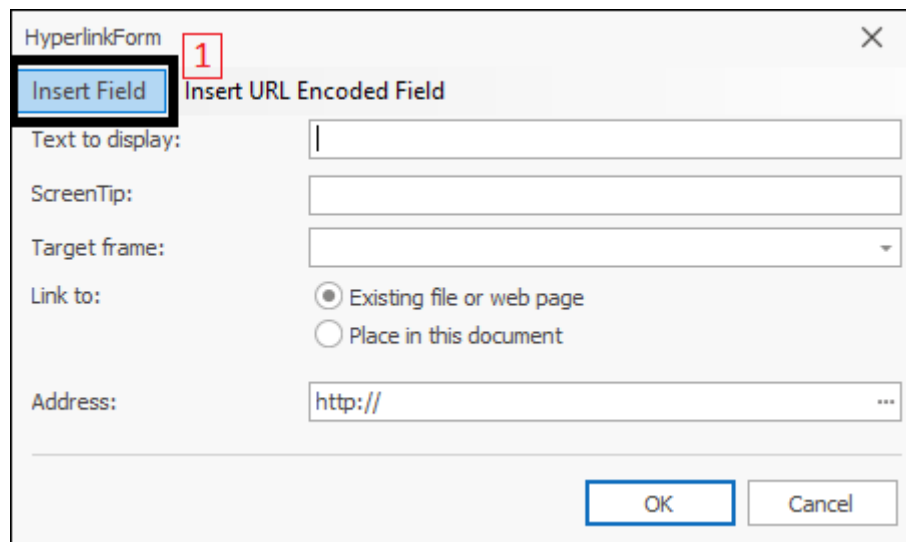
Your hyperlink is now inserted below:



If I am done, I can click **OK** and go to my scene and see the scene tip. I can click on the link, and it will take me to the webpage:



Now there is another way of inserting hyperlinks into your screentips and that is to use the **Insert Field**(1) button. You could use this if you had a column in your layer data which contained URLs(2):

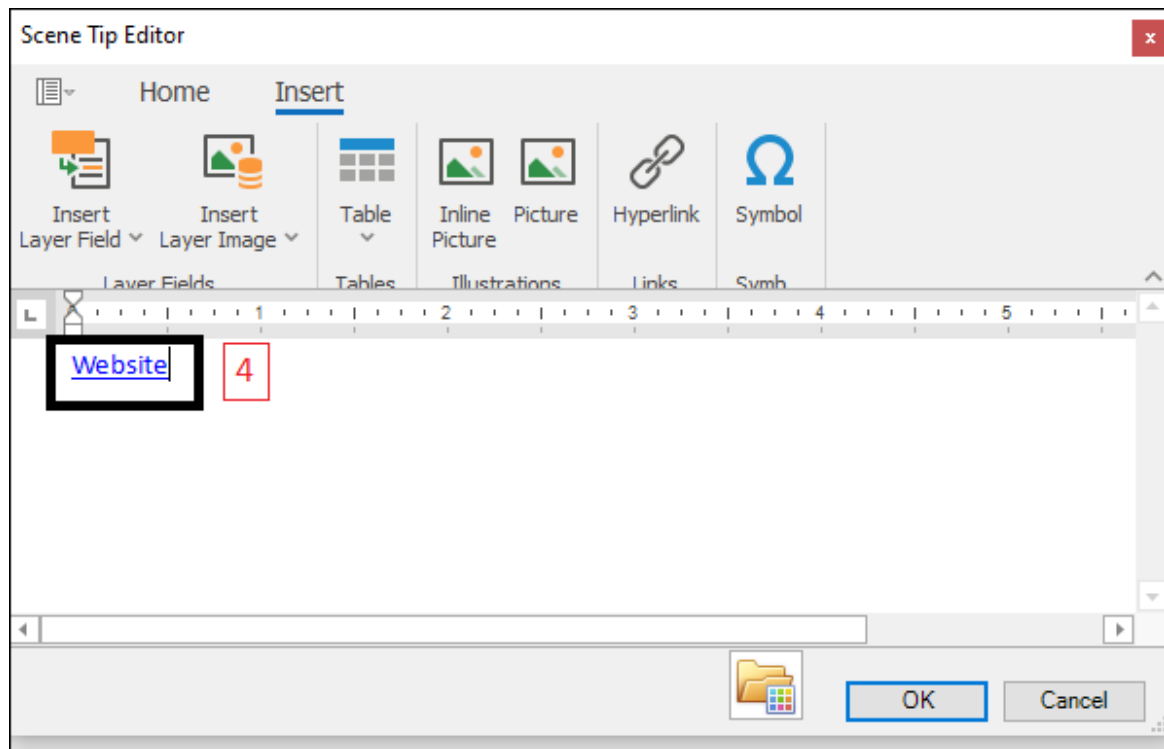


Once you click on this button you will get a dropdown list(1) where you will select the field which contains the URLs. This is then inserted in the **Address** field

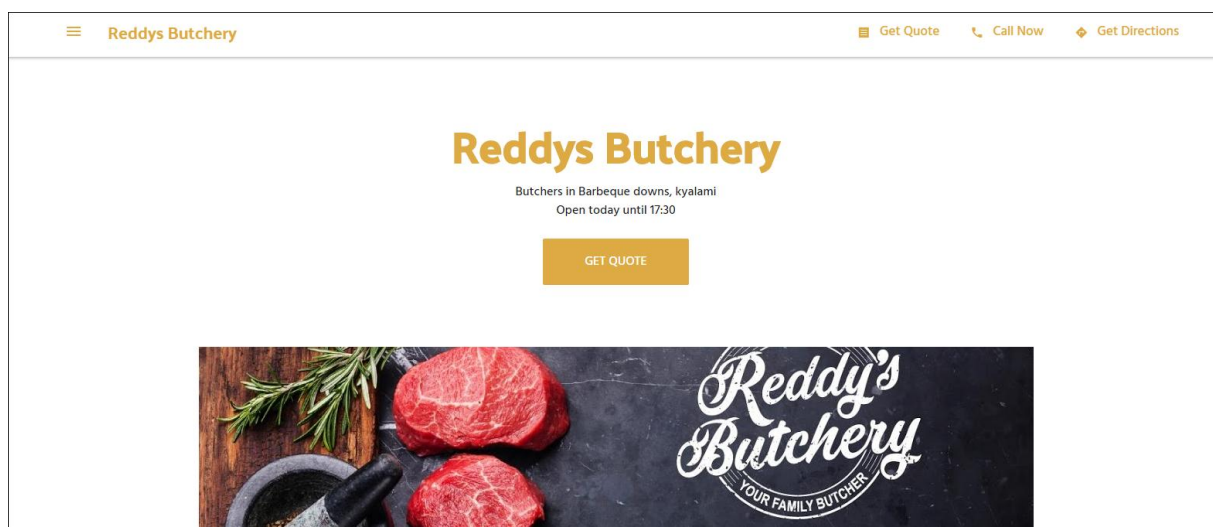
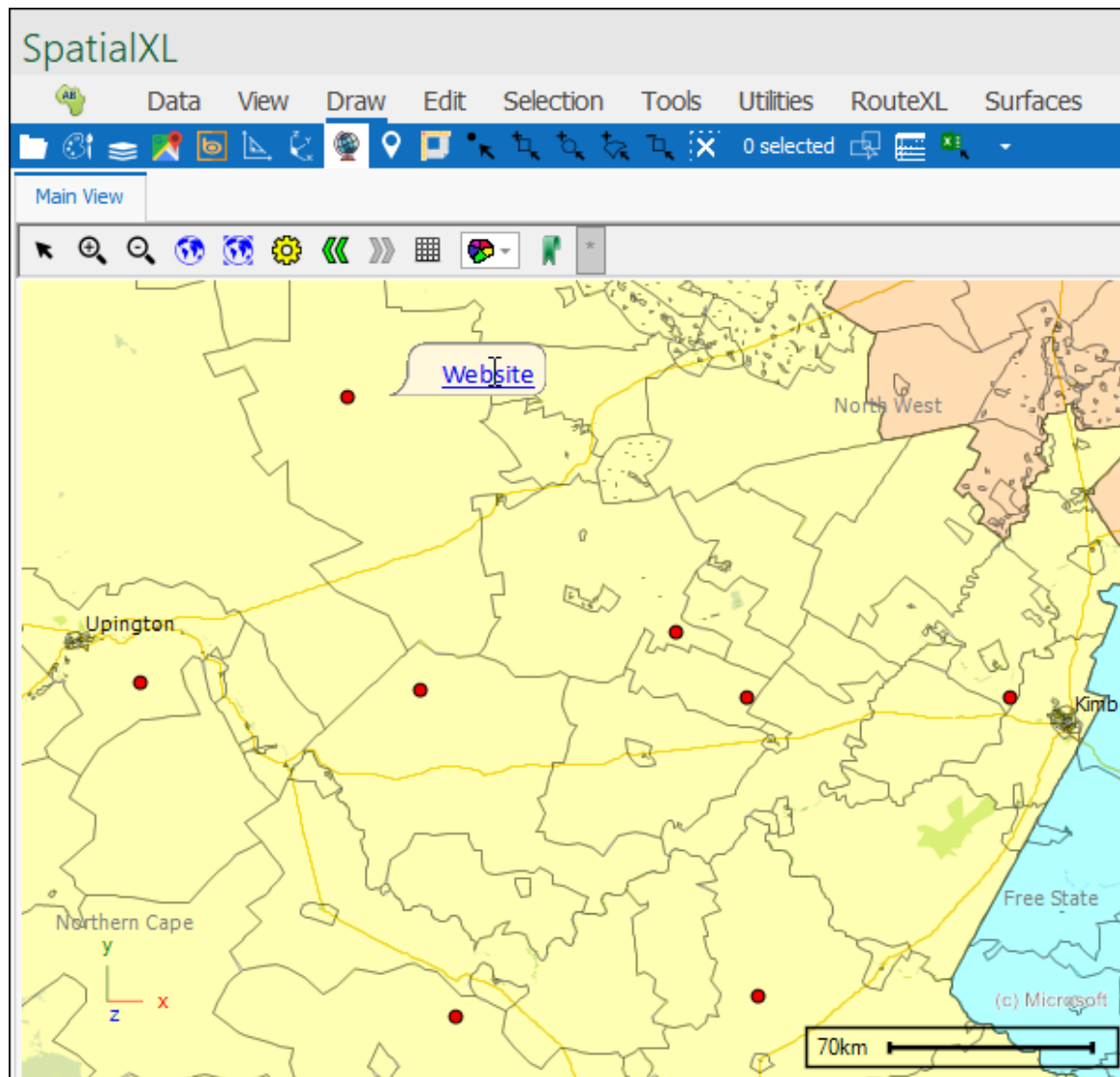
below(2). Click **OK**(3) when done and your hyperlink has been inserted in your scene tip(4):

The screenshot shows the 'HyperlinkForm' dialog box. The 'Insert Field' tab is selected, and a list of fields is displayed. The 'Websites' field is highlighted with a blue background and a mouse cursor. A red box with the number '1' is placed below the list. The 'Address:' field is empty. The 'OK' and 'Cancel' buttons are at the bottom right.

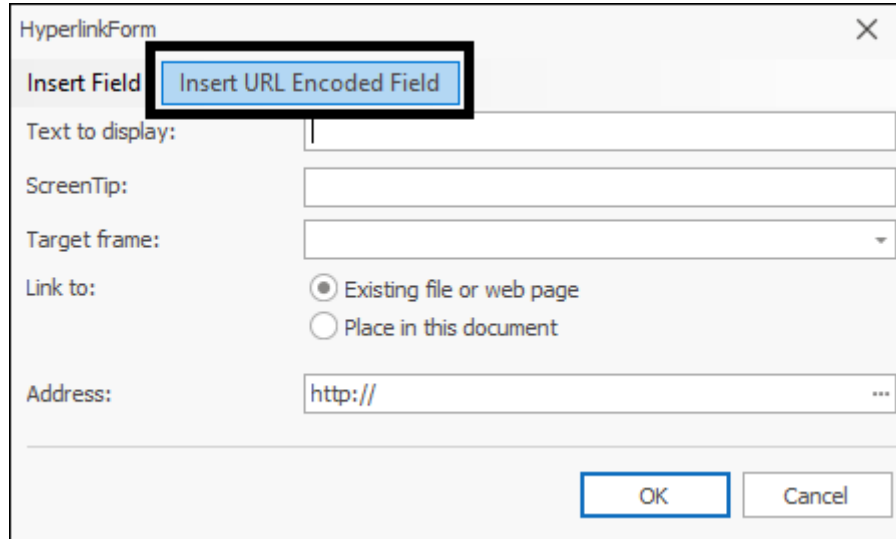
The screenshot shows the 'HyperlinkForm' dialog box with the 'Insert URL Encoded Field' tab selected. The 'Text to display:' field contains 'Website'. The 'ScreenTip:' field is empty. The 'Target frame:' field is empty. The 'Link to:' field has two radio buttons: 'Existing file or web page' (selected) and 'Place in this document'. A red box with the number '2' is placed next to the 'Link to:' field. The 'Address:' field contains '[Websites]'. A red box with the number '3' is placed next to the 'OK' button. The 'OK' and 'Cancel' buttons are at the bottom right.



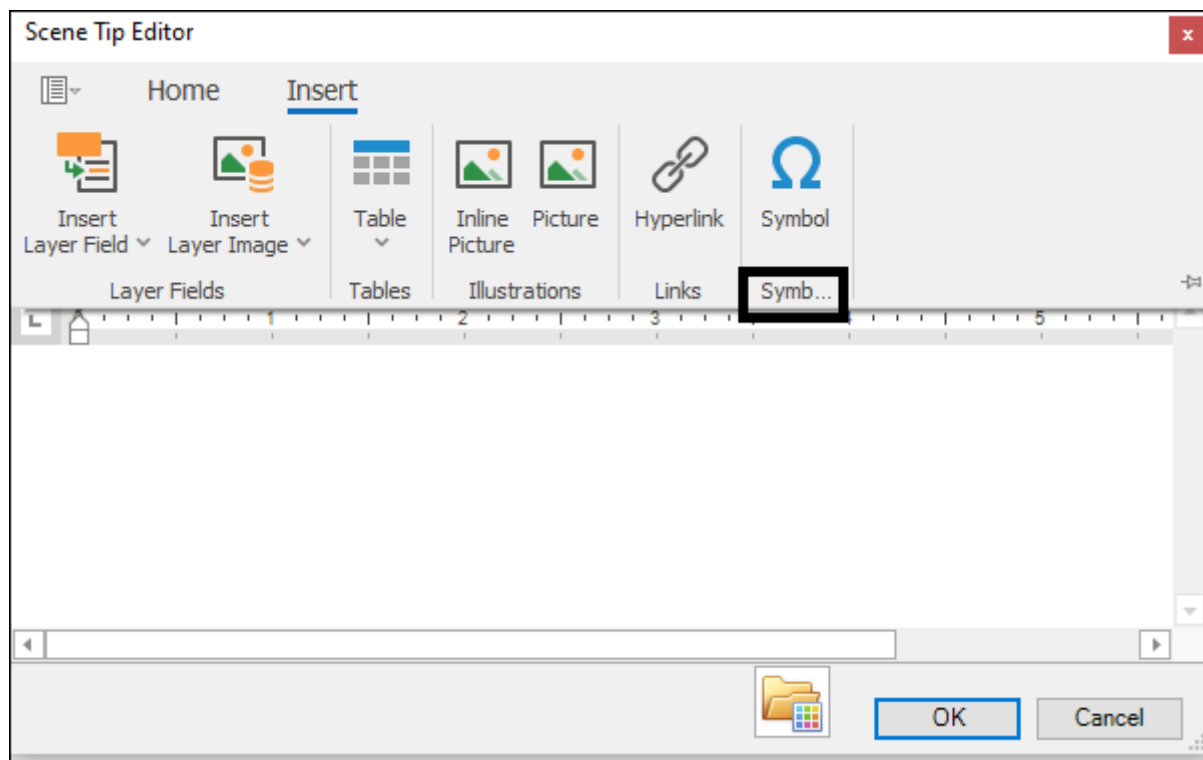
I can now then click **OK** and go to my scene and view the scene tip. Clicking on the link will link me to the corresponding website for each point I hover over:



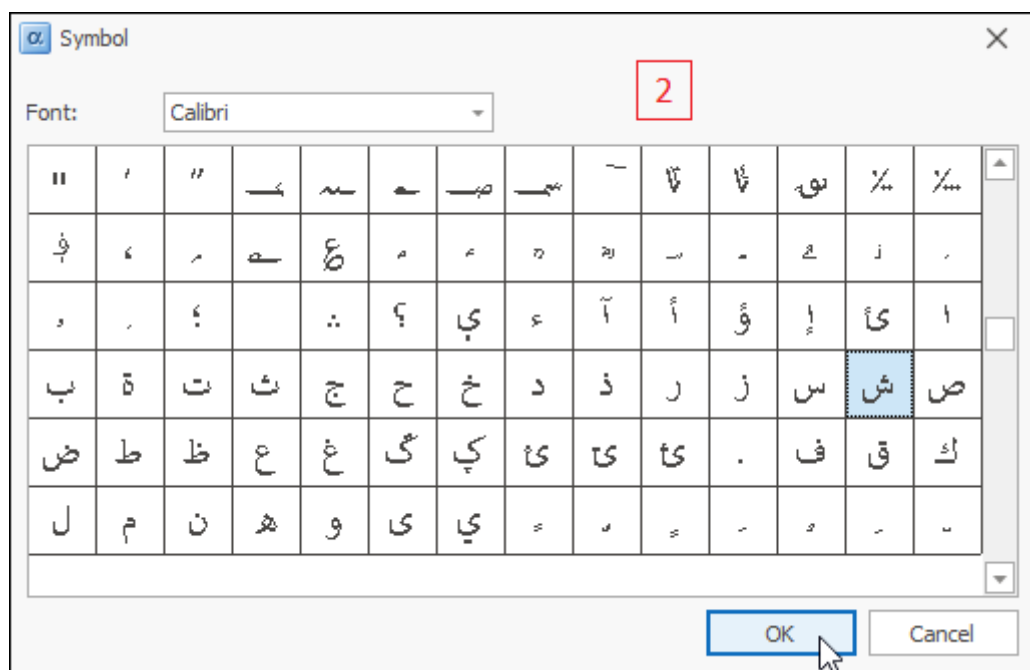
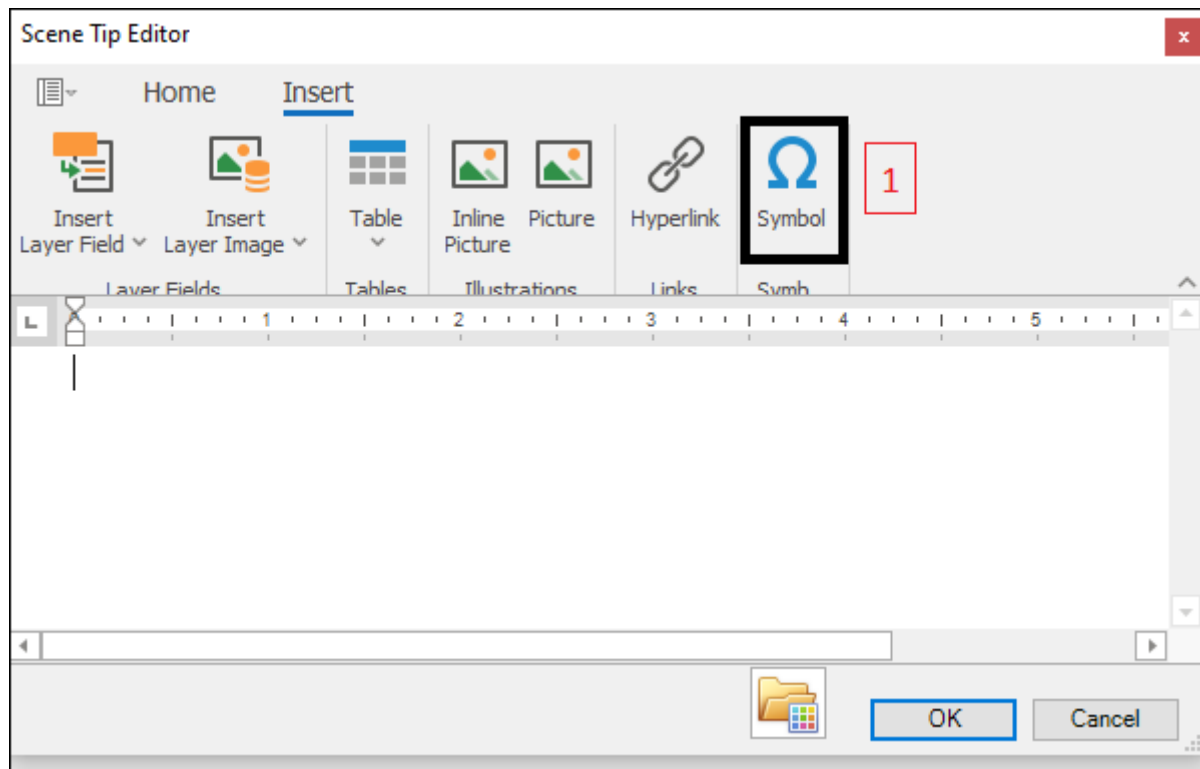
You can also make use of the **Insert URL Encoded Field** button which will insert a field in your layer data where you have URLs but they are not encoded correctly yet:

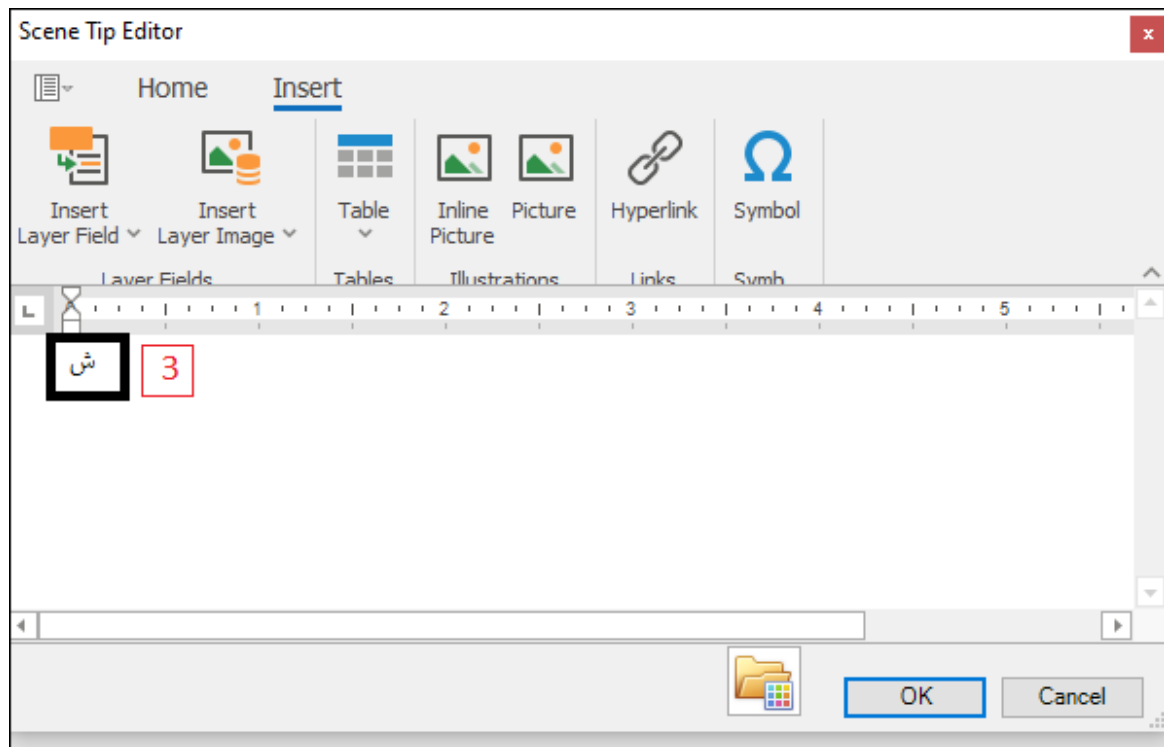


Symbol



You can also insert symbols that don't appear on your keyboard into a scene tip by clicking **Symbol**(1) which will bring up a dialogue(2) where you can select your symbols. These are the inserted below(3):





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