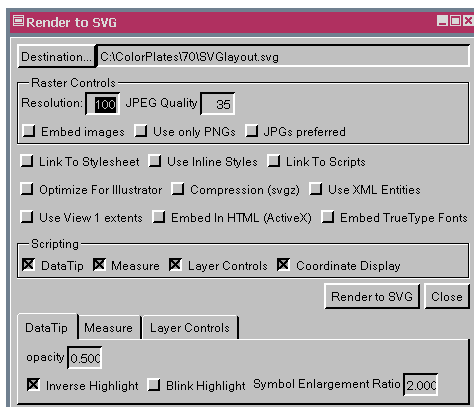


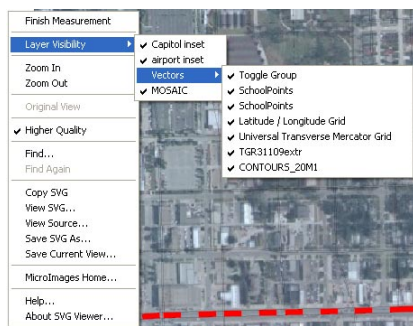
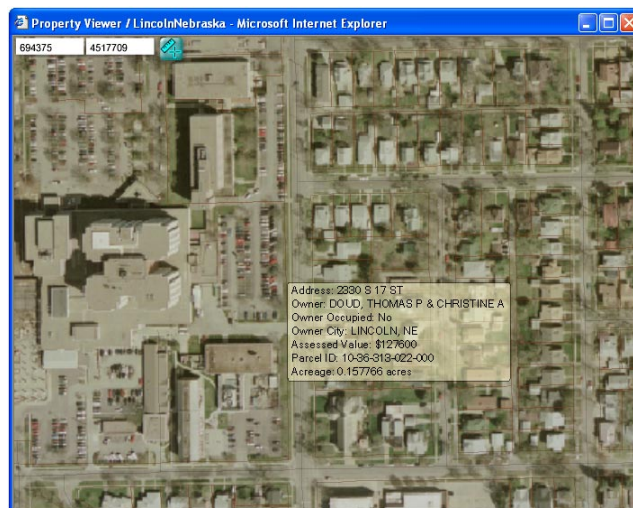
# Render Complex Layouts to SVG



Scalable Vector Graphics (SVG) is a graphics file format and web development language based on XML. SVG is well suited to GIS and mapping applications. The Render to SVG feature in TNTmips provides a wide variety of options for the creation of your SVG files. These options are also supported by the SVG class available for use in SML, the TNT products' scripting language.

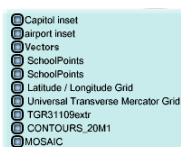
Four interactivity scripts designed for use with geodata can be automatically incorporated into your SVG output. These interactivity scripts provide Data-Tips, a measurement tool, coordinate display, and layer controls. All but the layer controls are cross user agent compatible. The layer controls are designed for Adobe's SVG browser plug-in.

**DataTips.** If you select the DataTips script, the SVG file produced will provide DataTips when you pause the mouse over a visible vector element. The DataTips you receive are as they are setup in TNTmips for the closest element regardless of which layer it is in. Multiline DataTips were supported for individual layers as shown at the right.



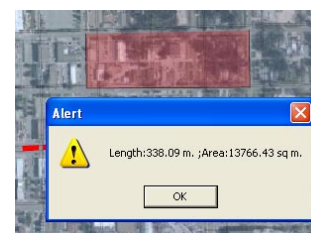
**Layer Controls.** There are two methods for including layer controls in your SVG file: a layer control panel and the Adobe layer control menu. You can choose either, both, or neither. The Adobe layer control menu is available from the right mouse button menu along with other options.

The control panel layer controls (right) are positioned at the upper left of the browser window and the menu layer controls (above) are accessed from a right mouse button menu over the browser.



**Coordinate Display.** This script places coordinate readout boxes (shown above) that provide the current cursor position in the same coordinates as the bottom group within the layout or View.

**Measure.** You can choose the Freehand Measurement Tool paradigm, which draws the line and/or polygon for the measurement as you



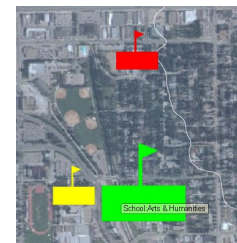
drag the cursor while holding the left mouse button. If you turn this option off, each click produces a vertex in the measurement line/polygon. Dragging is not recommended in this mode. Note the polygon is filled with transparent color as it is drawn.

**Raster Controls.** You can specify whether rasters should be embedded in the SVG file or linked to, the resolution of the output, the degree of compression if using JPEG, and whether JPEG is preferred or only PNGs should be used.

**Other Options.** You can choose whether to link to a stylesheet or use inline styles (some SVG viewers may not support stylesheet lookup), link to scripts, optimize the SVG for use in Illustrator, compress the file (which creates a gzipped SVG file with an svgz extension), use XML entities, embed the SVG in an HTML file, and embed TrueType fonts. You can also choose to clip the output to the extents of the View rather than the full layout. You can also set the highlight mode and the symbol enlargement ratio, which sets the zoom factor for symbol size change when the mouse is paused over the symbol.



without mouseover



without mouseover