Introduction

Demonstrates how to create, and organize, and to modify the properties of GeoMedia styles.

Software

- GeoMedia Desktop

Data

- Downtown Huntsville, AL

Transcript

0:09

Thank you for watching this eTraining module: Working with Styles in GeoMedia. In this module, you will see how to create new styles, organize them, and modify their properties.

Let's begin with a predefined GeoWorkspace displaying the data of downtown Huntsville, Alabama. This data includes Street Centers, Address Points, Street Casings, and Parcels.

0:32

Start on the **Home** tab in the **Legend** group and click **Styles** to open the **Styles** dialog. The menus and buttons along the top of this dialog provide tools to create, modify, and organize the styles used within a GeoWorkspace. You'll become familiar with these tools as we work though this module.

0:49

In the **New** menu, the tools allow you to either create new styles or create new folders to organize the predefined styles.

1. Start by creating a new folder, and naming it `Transportation`.

You'll copy all styles related to transportation into this folder.

2. Select the top level Style folder to again see all predefined styles.

3. From the **Show** Menu, select **Line Styles** to filter the list.

1:14

4. Use the **View** menu to change from an Icon view to a Detail view. This makes selecting multiple styles easier.

5. You want everything related to transportation, so select everything from Interstate to Railroad Single. Use the shift key with the mouse button to select all of the styles in between.

6. Use the **Copy** button along the top to copy all selected styles.

7. Select the Transportation folder and click **Paste**. This has added all of the copied styles to the Transportation folder.

1:43

Change the view back to Icon and select **Show All Styles**.

To view or modify the default style units, click the **Units** button. This dialog allows you to change the default units for all styles.

8. Change the units for **Font** to **pt**, and click OK.

2:02

Now you'll create a new text style.

9. To place it in the correct location, select the top level Styles folder.

10. Select **New > Text Style**. A new style is placed at the end of the styles list.

11. Name it `Address Text`.

12. To modify this style, select it and click **Properties** from the **Style** tools.

13. Set the size to 8 points, bold, with a red color.

14. Add a check mark next to **Display halo** and define 1 point as the halo thickness and then click OK to update the properties and see a preview.

15. Close the **Styles** dialog, right click on Address Points in the legend, and select **Display On**.

2:45

The address text is now displayed in the Map Window.

16. Right click on the feature class in the legend and select **Fit by Legend Entry** to slightly adjust the view.

17. To better see the Address text, from the **Extent** group on the **Home** tab, select **Zoom to > Nominal Map Scale**. At this scale, the text is much easier to read.

18. Double click on the Address text legend key to open the **Legend Entry Properties**.

19. Scroll down to find my new style, select it, and click OK to apply the style.

The legend key is updated to reflect the change and the new style is applied to the map window.

3:22

Let's modify an area style and access the properties in a slightly different way.

20. From the legend, open the **Legend Entry Properties**.

You'll select an existing style and modify it to create a new style.

21. Start with **Light Yellow** and click **Properties**.

3:39

Many styles are actually a combination of several defined styles. This is true for the Light Yellow area style. This is known as a style collection.

On the left, you can see a tree view, showing the different parts that define this style. It includes the top level that defines the overall style, the boundary style, and the fill style. Each piece is defined independently of the others.

4:02

You'll first modify the fill style.

22. Select it in the tree structure to see the Fill properties.

23. Set the color to a slightly darker yellow, and change the translucency to 25%.

24. Under **Boundary Styles**, select the **Simple Line Style** to see the Line properties.

25. Right click on the **Simple Line Style** and select **Replace**.

26. From the predefined options, select **Wall** to change the style of the line.

27. Rename the line style to call it `Parcel Line`.

28. Change the line color to orange, the translucency to 25%, the line thickness to 1.25 millimeters, and add a check mark next to Interior boundary tint.

4:41

All of the changes made are previewed in the lower-left corner of the dialog.

29. When you are happy with the changes, click OK.

30. From the **Legend Properties**, click **Name Style** and type `Parcels` as the style name.

31. Click **OK** on the **Legend Entry Properties** to apply the new style and see the changes in the Map Window.

5:01

Let's look at a line style to see how the display mode can affect how the style is drawn in the Map Window.

32. Double click on the street center's style key to open the **Legend Entry Properties**. In the Transportation folder, select **Highway** and open the **Properties**.

33. Use the zoom tool on the preview window to get a better view of the style.

34. Notice that this Highway style is a style collection.

A red, foreground line defined over a wider black background line is used to create a line style that is red with a black outline.

5:32

The order in which these elements are drawn in the map window can impact how they look and how they communicate information on the map.

35. Click **Cancel** and **OK** to update the line style for the Street Centers.

36. Change the style scaling to **Paper** to update the view.

37. Zoom into an intersection to see how the Drawing method influences the display.

5:53

This intersection is actually the intersection of 4 line segments. Because there is slight overhang on each segment, the back background interferes with the intersection. We can clean up the display in the **Style Properties**.

38. From the legend, click on the **Street Centers** legend key, open the Transportation folder, select **Highway**, and open the **Properties**.

39. Select the top level of the Highway style collection.

This shows the Style drawing order. Currently it's set to **Order by feature**. This draws all elements for a style collection for each feature before drawing the next feature. An example of this effect is show in the preview window.

6:31

40. Change it to **Order by Style**.

This draws the background elements for all features before drawing all forground elements. Notice in the preview that the intersections are now clear.

41. Click **OK** and **OK** to the **Legend Entry Properties** to update the Map Window.

The intersections have now been cleared.

6:50

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