

Clipping to a Project Boundary

TNTmips can prepare tilesets whose structure conforms to those described by Google, Microsoft, and NASA for their popular viewers. These include:

- Tile Overlays for Google Maps
- Super-Overlays for Google Earth
- Custom Tile Layers for Microsoft Bing Maps
- Tile Layers for NASA's World Wind

and also TNT raster object tilesets for use in MicroImages' commercial products. Each of these standard tilesets must conform to its vendor's specific file naming and directory structure. Each directory level contains tile files of specified size, image file format, and zoom level. These tileset structures are designed to ensure rapid retrieval and display of the required tiles at any zoom level. Tile formats and tileset zoom levels are described, respectively, in the Technical Guides entitled *Tilesets: Tile Image Formats* and *Tilesets: Setting Zoom Levels*.

When you prepare tilesets in the Export to Tilesets and Auto Mosaic processes in TNTmips, you can select a geometric object to

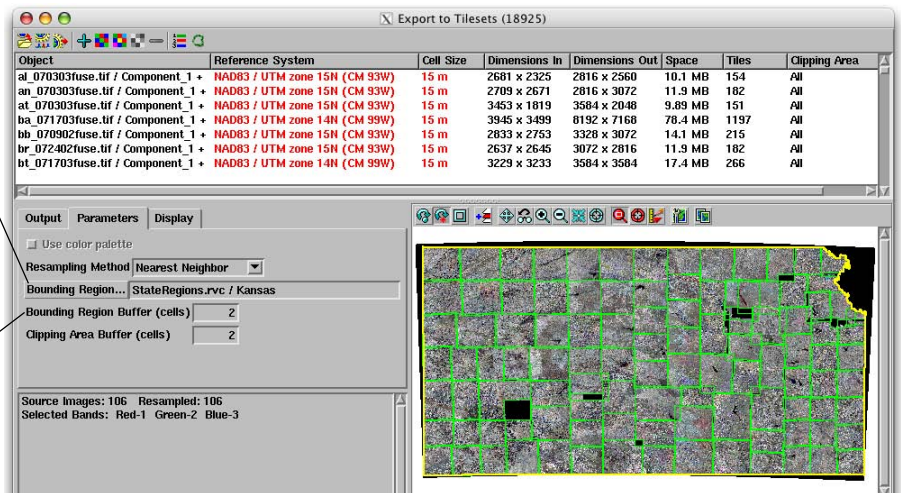
provide the polygon(s) to limit the overall extents of the output tileset or tilesets. You also have the option to apply an outer buffer zone to these boundary polygons. (The TechGuide entitled *Tilesets: Clipping Input Images* describes how you can also apply clipping to one or more of the individual input objects to restrict the image areas used to create each tileset.)

You can choose any previously-created geometric object to define the project boundary (Bounding Region) to limit the extent of the output tileset (in Auto Mosaic) or set of tilesets (in Export to Tilesets). The object you choose can be a region, vector, or shape object in any coordinate reference system. If you choose a vector or shape object that includes more than one polygon/shape, the outline of the union of these polygons (i.e., the outer boundary excluding islands) is used to define the bounding area. You can also use standard drawing tools to manually draw one or more polygons in the view and save the result as a region object to define the bounding region, as described in the *Tilesets: Clipping Input Images* TechGuide.

Export to Tilesets Process

In the Export to Tilesets process, use the Bounding Region pushbutton on the Parameters tabbed panel to select the geometric object to define the bounding area for all of the output tilesets. The outline of the selected object is automatically shown as an overlay in the Export to Tilesets window's view. In the illustration to the right, tilesets are being created for county images of the state of Kansas, and the bounding area is the outer boundary of the state (shown in yellow).

To create a buffer zone around the bounding region, enter the desired value in cells in the *Bounding Region Buffer* field on the same tabbed panel.



Auto Mosaic Process

To apply a project boundary in Auto Mosaic, choose Limit to Region from the Selection menu on the Extents tabbed panel and press the Bounding Region pushbutton to select the desired geometric object. The outline of the selected object is automatically shown as an overlay in the Mosaic window's view. In the illustration to the right, quarter-quadrangle orthoimages from a Nebraska county are being mosaicked to a tileset, and the bounding region is the county boundary (shown in yellow).

In Auto-Mosaic the same buffer zone setting is used for clipping areas and the bounding region. Set the buffer zone width in cells in the *Clipping Area Buffer* field on the Parameters tabbed panel.

