REFERENCE

# **Legend Designer Overview**

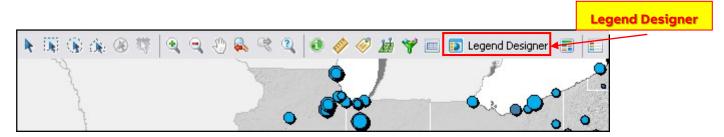
ABB Ability Velocity Suite

## **Legend Designer**

We are excited to announce the new Legend Designer in EV Energy Map! Legend Designer The Legend Designer gives you the ability to completely customize your legend. In addition you can now add multiplelegends, text boxes, and images (think inset maps, charts, or company

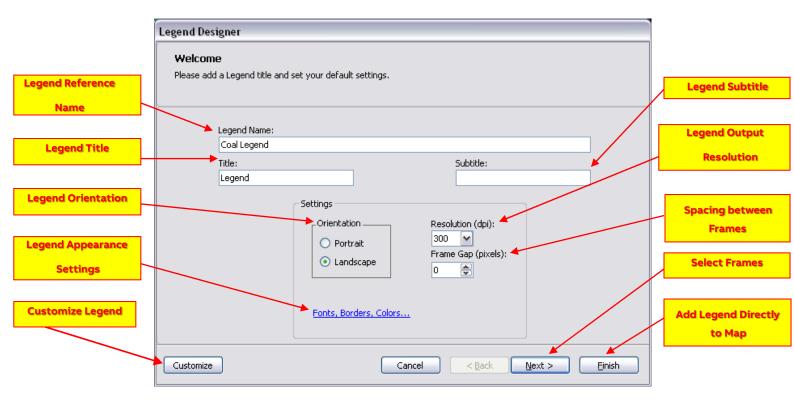
logos!) to your map. Once your legend iscreated, use the Legend Manager to easily manage the visibility of the legend on your map, edit a legend, or deleteit. As always, please let us know (<a href="mailto:velocity-support.pges@abb.com">velocity-support.pges@abb.com</a>) if you have any questions or enhancement suggestions in regards to this new functionality.

To create your legend it is best to have your map completely done, all layers/queries added and themes created. Using the Legend Designer is considered a last step in the map making process. To create your legend simply click on the Legend Designer button in the tool bar to launch the Legend Designer tool.



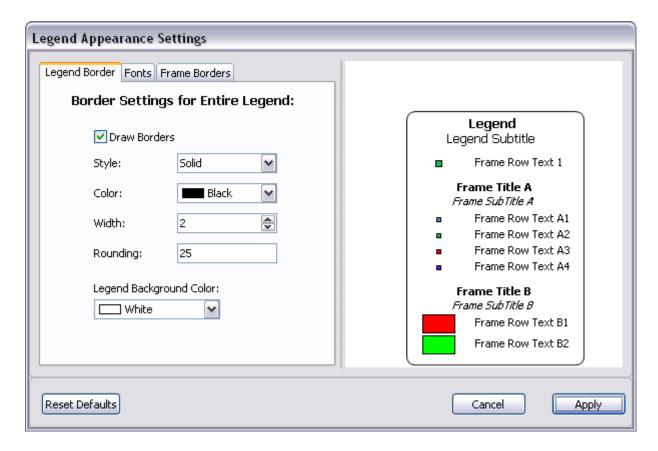
### Legend Designer Designer

The Legend Designer will guide you through the steps to make your legend. The first page will allow you to set basic things like a reference name for your legend, a title, subtitle, orientation, fonts, border styles and background colors. Settings made here will persist to future legends.

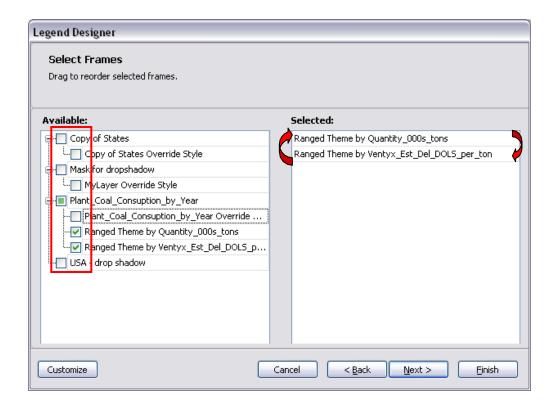


# Legend Appearance Settings Fonts, Borders, Colors...

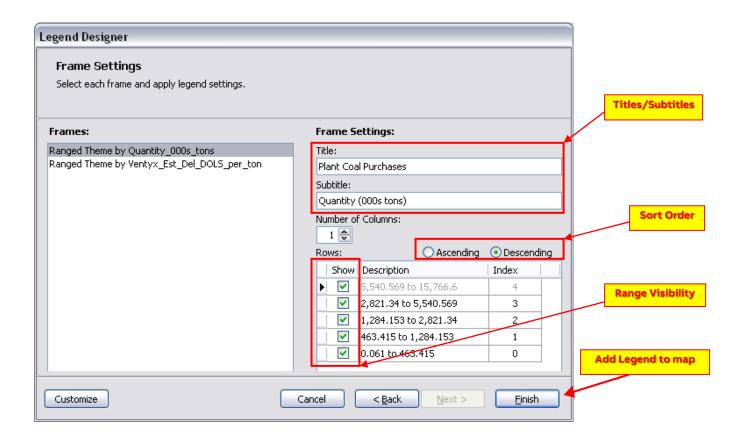
The Legend Appearance Settings window allows you to change how your legend looks (background colors, text, and border line styles). On the right is a preview of any changes that you make.



Clicking Next from the Welcome window brings you to the Select Frames window. On the left, simply check the box next to the layers/themes you want to include. On the right, drag and drop the frames as you want them to be ordered in your legend.



Clicking Next from the Select Frames window takes you to the Frame Settings window where you can change layer/theme titles and subtitles, text in theme ranges, which ranges are visible, and sort order for themes.



Clicking Finish will add your legend directly to your map. Clicking Customize will take you to the Customize Legend window where you can manipulate all aspects of your legend.

### **Customize Legend Window**

The Customize Legend window can be accessed either by clicking on the Customize button

Customize

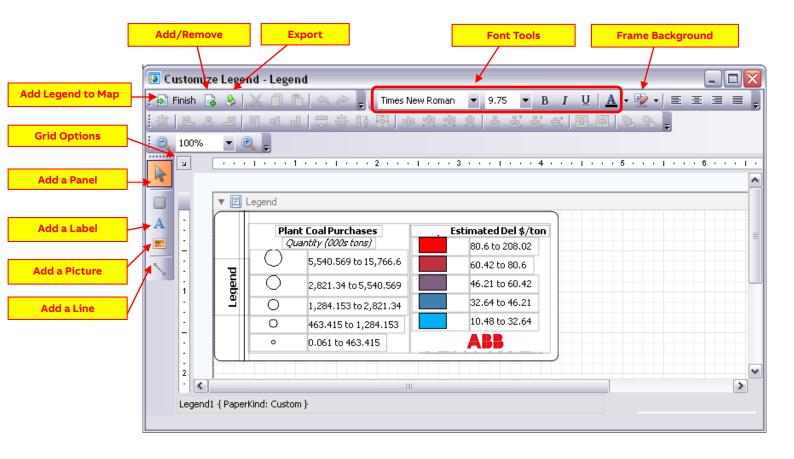
in the Welcome and Frame Settings windows or by double-clicking on a legend from your map. In this tool, you can modify each frame's position, background and border style, color and size. You can also customize text, add/remove frames, pictures, labels and lines. Once the customization is complete, click the Finish button

Finish

to add the legend to the map or click on the Export button

to save the legend to an image file. The Add/Remove Frames button

in the Customize Legend window will open the Select Frames window so that you may easily add or removed layers/frames to or from your legend.

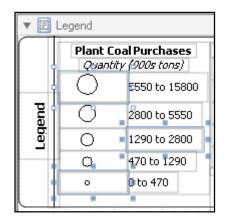


Under Grid Options in the Customize Legend window you have the option for selecting the grid units, grid size, snap settings, and Selection Mode.

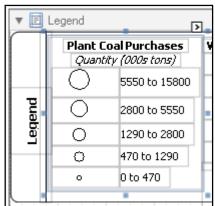


The two things to note in the Grid Options menu are Selection Mode and Snapping Mode. Under SelectionMode you have two options: Individual or Group. By selecting Individual you can select multiple elements of each Frame. When set to Group you will only be able to select the frames and not the individual elements of each control. Changing the Selection Mode makes it easier to move Frame Elements and Frames around. Take a look at the examples below noting the different selections.

#### Individual

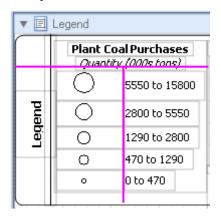


#### Group

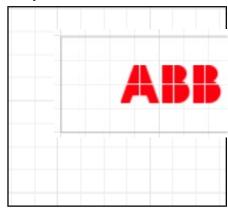


Snapping Mode has two options as well, Snap Lines or Snap to Grid. Selecting Snap to Line will snap Frames or Elements to each other. You'll know when something is snapping by the magenta lines that appear. Snap to Grid will allow you to snap Frames or Elements to the grid itself. You can fine tune the grid by changing the Grid Size in the Grid Options menu. Lastly you can turn Snapping off all together by unchecking the Snapping Onbox. When a Frame or Frame Element is selected the arrow keys can be used to move the selection around.

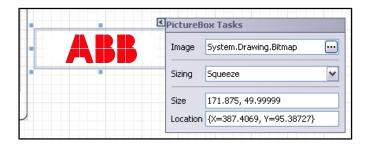
#### **Snap Lines**



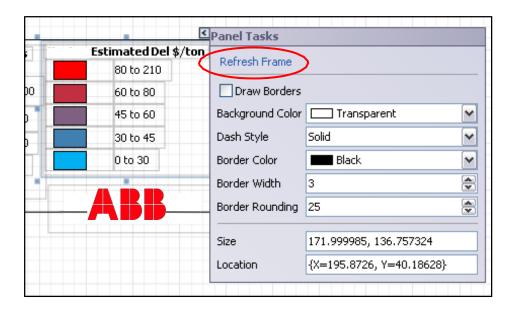
#### **Snap to Grid**



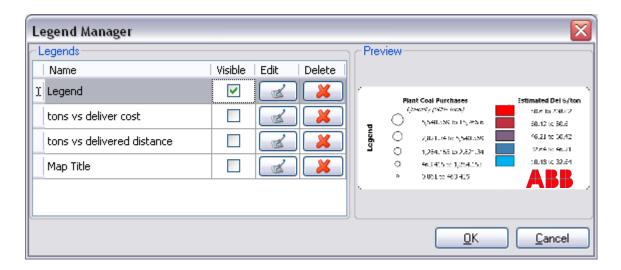
When a Frame or Frame Element is selected in the Customize Legend window a Smart Tag becomes available at the upper right of the selection. Depending on the selected Frame or Element there are different options available. For example when a text Frame or Element is selected you have the ability to change the text angle and the text itself. When using the Insert Picture tool use the Smart Tag to select the image you want to use.



Another function of the Smart Tag is to refresh themes. Select the Frame for the theme you want to refresh, click on the Smart Tag and click on Refresh Theme. You may need to go into the Add/Remove Frames menuto make changes to the sort order or visibility of ranges of the theme, as the refresh will set your theme back to its original state.

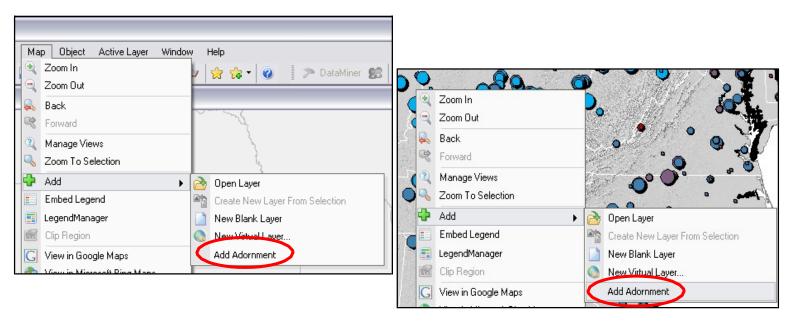


Once legends have been created there are two ways to edit them. You can double click on the legend itself or you can click on the Legend Manager. Here you can turn the visibility of your legends on and off, launch the Customize Legend window by clicking the Edit button or remove the legend all together by using the Delete button.



#### **Add Adornment**

There are two ways to add an image file (adornment) to your map. The first option is to click on the Map menu, choosing Add, then Add Adornment. An Adornment can also be added by right clicking in the Map Window and choosing Add → Add Adornment.



Just browse to the desired image file and click Open. The image will be placed in the map and can be moved anywhere. Placing the cursor in the bottom right corner of the adornment will allow us to resize the image.

To remove the Adornment, right click on it and choose Remove.







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