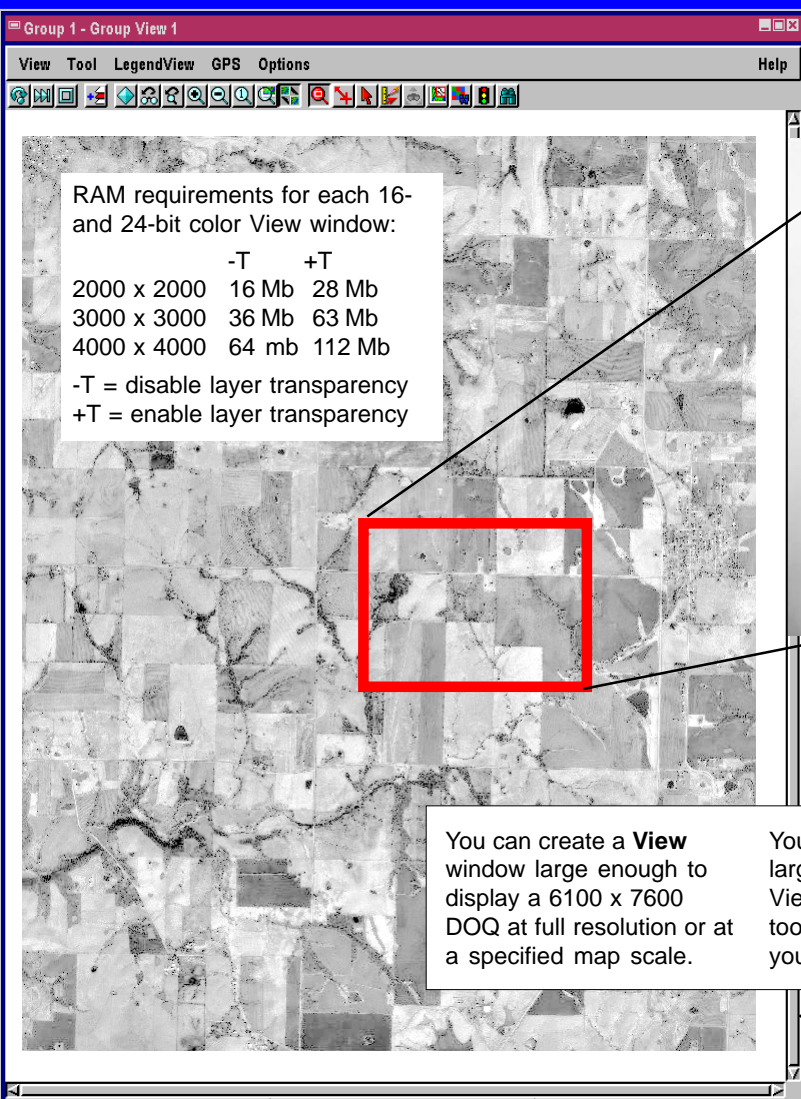


Large Workspace and View Windows

You can make your workspace as large as you want without running out of RAM. However, each View window open in the workspace requires real memory. If you have lots of RAM, you can benefit from very large View windows.

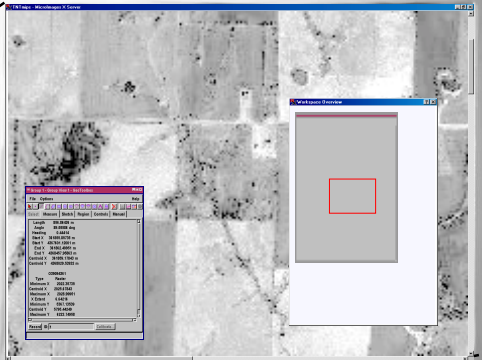


The screenshot shows a software window titled "Group 1 - Group View 1". It features a menu bar with "View", "Tool", "LegendView", "GPS", "Options", and "Help". Below the menu is a toolbar with various icons. The main area displays a large, grayscale aerial image of a landscape. A red rectangle highlights a specific area within the image. A text box overlaid on the image provides RAM requirements for different view window sizes and resolutions.

RAM requirements for each 16- and 24-bit color View window:			
	-T	+T	
2000 x 2000	16 Mb	28 Mb	
3000 x 3000	36 Mb	63 Mb	
4000 x 4000	64 mb	112 Mb	

-T = disable layer transparency
+T = enable layer transparency

The real view on your monitor can be moved anywhere in the workspace quickly.



Use the GeoToolbox and other display features as you study large maps and images.

You can create a **View** window large enough to display a 6100 x 7600 DOQ at full resolution or at a specified map scale.

You can create a **workspace** large enough for very large View windows plus all the tools and interface elements you need.

The View window window can be resized up to the dimensions of the entire workspace. You could display large image at full resolution or a specified map scale and use the relocation or scrolling tools to move anywhere in the image very quickly.

A large View window
An even larger workspace

Memory. Each view window requires real memory, so you should create multiple, very large View windows only if you lots of RAM on your system. For example, a single 2000 x 2000 View window requires 28 Mb of RAM (or 16 Mb of RAM if you disable layer transparency).

Processing. As the size of a View window increases, the amount of geodata it can hold increases. The TNT display process uses many techniques to optimize its display efficiency. Nevertheless, it takes longer to retrieve and display lots of geodata than it does to display a small amount of geodata.

Virtual Memory. If you use up all your real memory with large View windows, your operating system will automatically begin to use virtual memory. As the system swaps memory to and from your hard disk, the display process will become very slow. If you hit the virtual memory slowdown, disable layer transparency, open fewer View windows, or use smaller View windows.