

System

Create Output Files and Objects

There are two object selection procedures in TNTmips: input and output. Selection of input objects is discussed in the *System: Select Objects for Use* Technical Guide.

TNT processes may create single or multiple objects in one or more Project Files or one or more files in supported external formats. To create an output object:

- Create new folder if desired
- Choose file (new or existing)
- Add descriptions to files/objects
- Accept default or provide object name
- Start the process

Single Output Object

The method of accepting a name and starting a process for a single output object can be as simple as a single mouse click if the desired output file is chosen by default. If there is no default name, you must enter a name for OK or <enter> to have an effect.

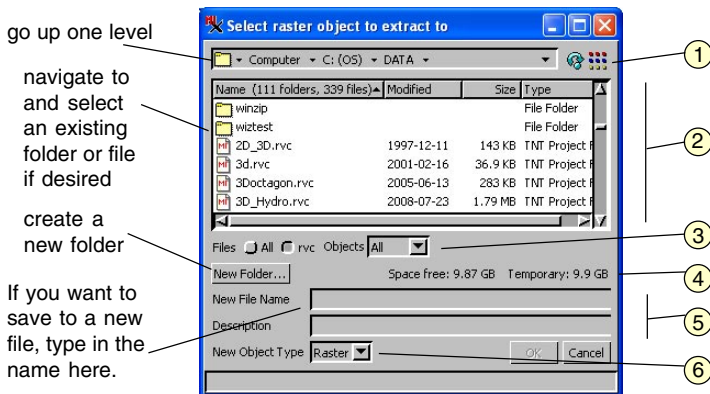
- OK accepts the name and starts the process regardless of any other focus within the window,
- <enter> accepts the name and starts the process if the name or description field has focus.

- <enter> accepts the current name and moves to naming the next in the list if the name or description field has focus; it does not start the process after all are named;
- Auto-Name generates all names to match the input, then click OK to start the process.

All the window components listed for single output objects are also present when creating multiple output objects. A few new components are also introduced.

The output object list provides the names of the input objects, the corresponding output name once it is assigned, and the output location, or path. Right click in the Name column and choose Reset to change an output object name whether it has been manually entered or generated by the auto-naming function. Choosing Reset allows you to change both the name of the object and the destination file. You can change the output object name and retain the already specified location by highlighting that object in the list and entering a new name.

When Auto-Name is used before a file is selected, each input object will be copied to a separate, new Project File that is named the same as the object. A Question window appears so you can verify that was your intent. If you click OK in this window, the process starts.



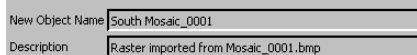
go up one level

navigate to and select an existing folder or file if desired

create a new folder

If you want to save to a new file, type in the name here.

After a file is selected, the name and description fields are for the output object.

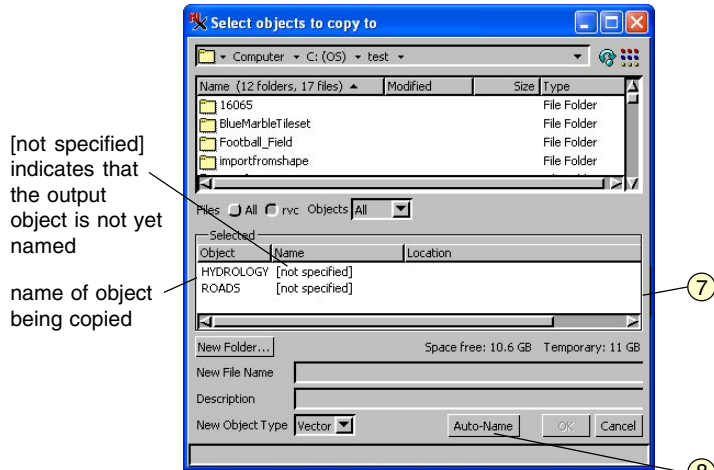


- 1 Navigate Bar, Refresh, and Views (Details or List)
- 2 Scrolling list for directory level shown in Navigate Bar
- 3 Filters for file and object type to be applied to list above
- 4 Create new folder, free space on drive, and temporary space
- 5 File and object name and description
- 6 Object type for the selected object

Multiple Output Objects

There may be more steps necessary to generate multiple output objects, such as naming each object, but if the desired output file happens to be chosen by default, it can still be accomplished with a single click.

- OK accepts the current name and moves to naming the next in the list regardless of focus; after all are named OK starts the process;



[not specified] indicates that the output object is not yet named

name of object being copied

- 7 Output object list, which includes input object name for each
- 8 Automatically generates names for output objects based on input

File and Object Filters

The file and object type filters (see 3 and below) provide variable content depending on file types you have previously selected and object types currently selected.

