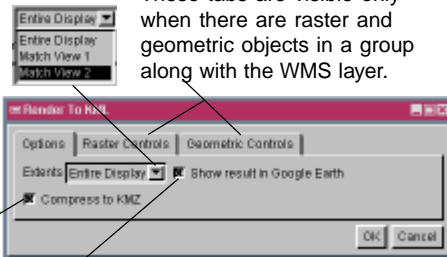


Spatial Display

Render Web Map Service (WMS) Layers to KML

The Render to KML feature in the Display process creates a KML or KMZ file from the WMS layers in your groups or map layouts. The KML or KMZ file created stores the WMS layer as a ground overlay image in PNG format and enable you to dynamically view the geodata provided by the WMS layer. When the original data provided by the WMS is amended, the image accessed by the KML is automatically updated. There are two refresh types in Google Earth: Time-Based Refresh and View Based-Refresh. The Render to KML process defines a default View-Based refresh of 2 seconds. When you fly over your image, zoom in/out, the image from the WMS is refreshed in 2 seconds based on the default value set in the KML code. Since there is no Time -Based Refresh defined during the Render to KML process, you view the last loaded image without any refreshment unless you move over the WMS image. If you want to change the default value for the View-Based Refresh and/or or define a Time-Based refresh to get a refreshed image periodically, you can use the Google Earth tools once you display your KML or KMZ file in Google Earth.

Select any open view window or Entire Display to specify the extents of the geodata layers in the KML file. The WMS layer is rendered in full extents regardless of the selection.



These tabs are visible only when there are raster and geometric objects in a group along with the WMS layer.

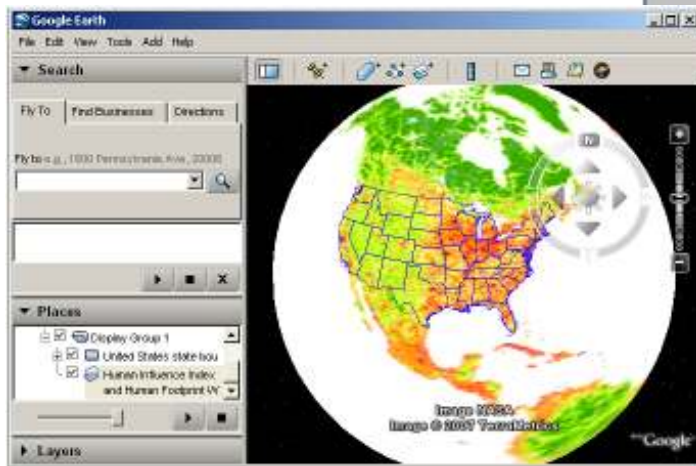
Toggle on this button to create a KMZ file.

Toggle on this button to automatically launch Google Earth displaying the KML/ KMZ file generated.

The Render to KML window opens solely with the Options panel for WMS layers. The Raster Controls, and Geometric Controls are visible only if you have a geometric and/or raster layer in any of the groups along with the WMS layers. The Options panel allows you to render your WMS layer in KMZ format (the compressed form of KML) and to launch Google Earth automatically to display the KML or KMZ file generated. You can render your group/layout to KML in the extents of any open

view window choosing from the Extents list that automatically includes the name of the view window when opened. Note that the WMS layer(s) in groups/layouts are always rendered in its full extents even the extent of any open 2D or 3D view window is specified for the rendering process.

The illustration to the right shows the vector object (USA State Border) displayed over a WMS layer from Socioeconomic Data and Applications Center (Human Influence Index and Human Footprint at http://beta.sedac.ciesin.columbia.edu/mapserver/map/HF_HII) in TNTmips. When this group is rendered to KML, the WMS layer is rendered in full extents regardless of the extents you specified for the other geospatial layers. The illustration below shows the KMZ file created in Google Earth.



The WMS layer gets the geodata from the server as an image overlay in PNG format as defined by the TNTmips Render to KML process to support transparency. The illustration above shows a WMS layer that doesn't include transparent cells. The illustration to the right shows the WMS layer from FAO GeoNetwork (Global population density estimates) that supports transparency for water bodies.

