

Display Settings

Display Settings allows control of various view display and property settings

The tabs (and sub-tabs) on the Display Settings form give you access to specific areas of the views available



Toolbar

The toolbar gives you the following options

Open File

Locate and open an xpdsx file that contains pre-set values for the Display Settings tabs

Save File

Save the current Display Settings tab values to an xpdsx file.

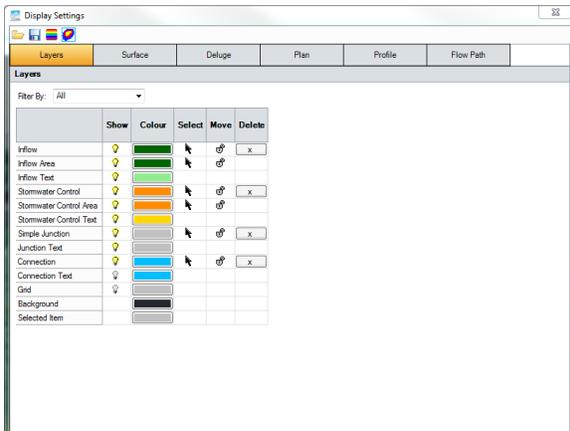
Default colours

Set the display colours for all items listed on the form to a predefined list of colours.

Default Deluge colours

Set the Deluge display colours to a predefined colour set.

Layers Tab



This table dictates the on/off status, display colour and object control of the listed layer items.

The layers can be filtered using the drop down list above the table. This allows the table to be reduced to only showing the layers required.

Surface Tab

Colour options



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Section Pages

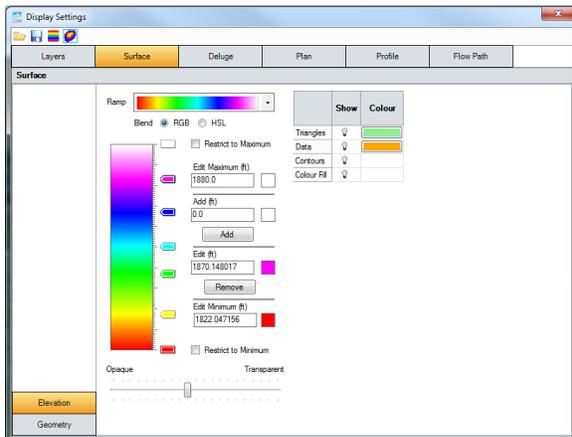
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Workflow - What's next...?



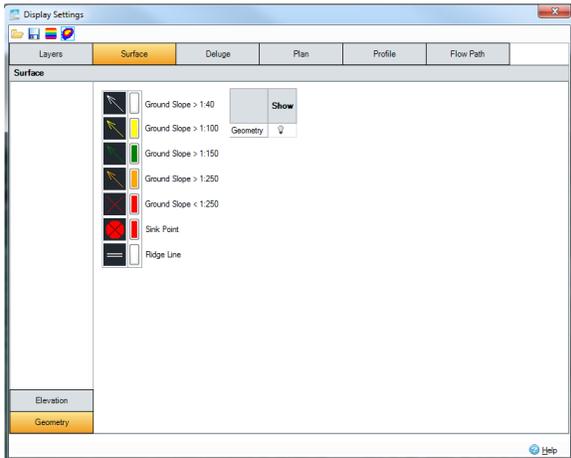
Connect **Inflows** to your **Stormwater Control**, specify **Inlets** or **Outlets** or connect to another Stormwater Control or **Junction**.



The table dictates the visible status, and colour of the listed layer items.

The **colour ramp** dictates the colours of the Contours and Colours Fill that can be rendered for a **Surface**.

Geometry options

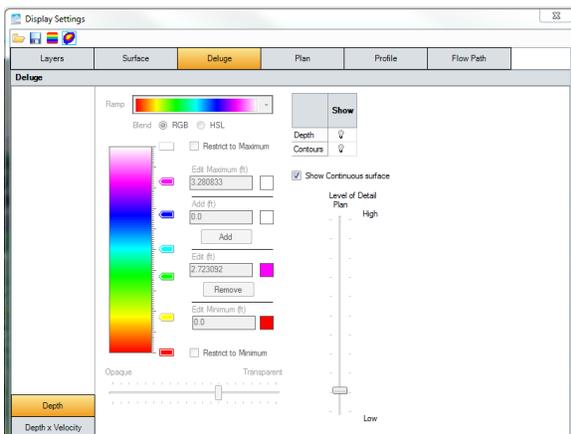


The table dictates the visible status of the listed layer items.

The colour table dictates the colours of the Geometry that can be rendered for a **Surface**.

Deluge Tab

Depth options



The table dictates the visible status of the listed layer items.

The [colour ramp](#) dictates the colours of the Depth that can be rendered after Deluge analysis for a [Surface](#).

The Deluge water surface can be drawn as a series of independent grid levels (as analysed) or as a continuous surface. When Show Continuous Surface is ticked the grid level is applied at the centre of each grid square and the level linearly interpolated in between.

The Level of Detail slider allows you to specify the maximum number of grid squares that will be displayed along both axis of the Depth rendering.

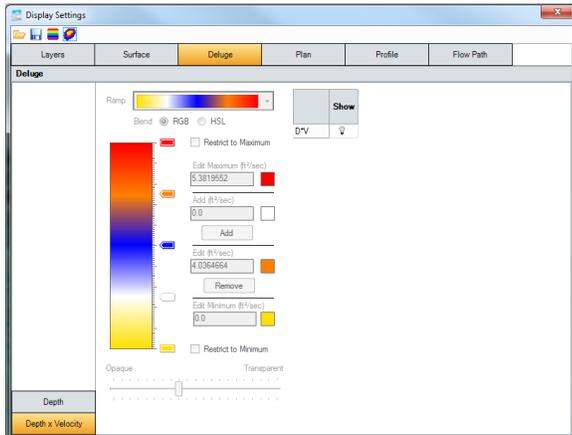
Depth x Velocity options

The table dictates the visible status of the listed layer items.

The [colour ramp](#) dictates the colours of the "Depth x Velocity" that can be rendered after Deluge analysis for a [Surface](#).

Plan Tab

Text Height (m)	<input type="text" value="4.000"/>
(Max) Icon Height (m)	<input type="text" value="10.000"/>
Connection Line Width (Pixels)	<input type="text" value="2"/>
Grid Size (m)	<input type="text" value="25.000"/>
Restore Plan view on Open	<input checked="" type="checkbox"/>



Text Height - Set the text height on Plan

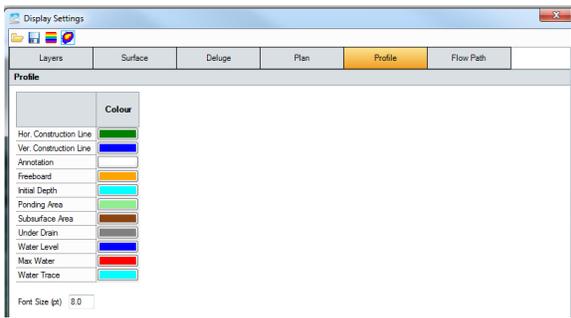
Icon Height - Set the maximum icon size when zooming on Plan

Connection Line Width - set the line width used to render Connections.

Grid Size - set the tick interval of the Grid when shown on Plan.

Restore Plan view on Open - Set the Plan to remember the view/zoom setting that were last used.

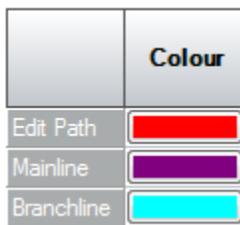
Profile Tab



The table dictates the colours of the items shown on profiles.

Font Size - Set the text font size on the Profile

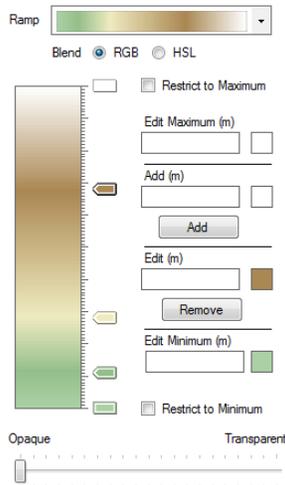
Path Tab



The table dictates the visible status of the listed layer items

Colour Ramp

The colour ramp shows the blended ramp used for Surface Elevation/Deluge rendering. If no pegs are defined the blend is between the end peg colours. End peg values and colours can be adjusted as described below but they cannot be deleted. Moving the mouse over the ramp will display the elevation value at the mouse position. Pegs can be used to introduce a colour change in the blend. See Add and Remove below for peg editing. Right click on the Ramp to display a menu also described below.



Ramp

The drop down provides several default colour ramps. Any of the colour ramps can be used with either Surface or Deluge however some are more appropriate to one than the other.

Blend

When blending the ramp between pegs the control can blend the **RGB** (Red, Green, Blue) settings for the peg colours or the **HSL** (Hue, Saturation, Luminance) settings. Although the blending results can be very similar, the difference is more pronounced when blending 'opposite' colours e.g.: Green and Magenta.

Restrict to Maximum

If this checkbox is ticked any value above the maximum value is not coloured on Plan.

If the checkbox is un-ticked the maximum colour is used for all values equal to or above the maximum.

Edit Maximum

This field is the maximum value of the colour ramp. When used for the Surface, this value is set to the Maximum Z value from the surface.

Changing the value and/or the colour will update the Max peg. This field can be set to a value larger if required, but helper text at the bottom of the form shows the absolute maximum value.

Add

Clicking on the colour ramp will enter a value, appropriate to its position, in this field. The colour is set to the colour at the click position. Alternatively the user can enter a value and a colour. Clicking Add will add a new peg.

Edit

Clicking on a peg will enter the peg details in this field. Changing the value and/or the colour will update the selected peg.

Remove

When a peg is selected clicking Remove will delete the peg.

Edit Minimum

This field is the minimum value of the colour ramp. When used for the Surface, this value is set to the Minimum Z value from the surface.

Changing the value and/or the colour will update the Min peg. This field can be set to a smaller value if required, but helper text at the bottom of the form shows the absolute minimum value.

Restrict to Minimum

If this checkbox is ticked any value below the minimum value is not coloured on Plan.

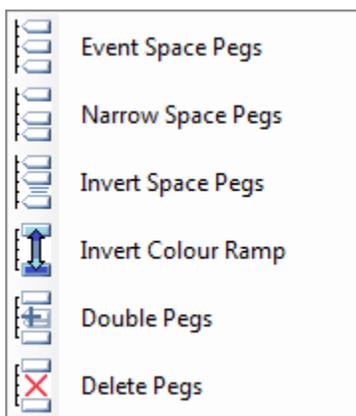
If the checkbox is un-ticked the minimum colour is used for all values equal to or below the minimum.

Opaque – Transparent

Moving the slider sets the transparency of the colours on Plan. The transparency setting is not reflected on the ramp.

Right-Click menu

The Right-Click menu on the Ramp provides some simple adjustment actions



Even Space Pegs - Evenly distributes the pegs on the ramp

Narrow Space Pegs - Distributes the pegs with a bias towards the Minimum.

Invert Space Pegs - Reverses the peg distribution.

Invert Colour Ramp - Reverses the ramp colours settings.

Double Pegs - Doubles the number of pegs. Typically when viewing contours this option will double the number of contours.

Delete Pegs - Deletes all the intermediate pegs but not the end peg Min and Max settings