

Sizing Legends & Title Blocks in MineSight® 3-D

MineSight 3-D (MS3D) Plot Layouts often include Legends and Title Blocks. Each of these objects has a predetermined size that depends on the parameters entered during the creation stage. For both Legends and Title Blocks, there are several things you can do to ensure they are properly sized for your Plot Layout.

Scaling Legends

When creating a Legend, there are three factors that control its overall size in the Plot Layout: the **Font Size** of the **Title**, the **Font Size** of the **Body** text, and the number of **Lines** in the **Title**. Given these inputs, Legend Properties will display a **Minimum Legend Size** at the bottom of the dialog. If the Legend is too large or too small for your plot size, you can adjust these three factors to rescale your Legend.

For example, on a large sheet (~36"x27") the 1.77" x 2.30 Legend from Figure 1 is far too small for the plot. Something that would be legible from a distance, perhaps 6" high, would be preferred.

The current height of the legend is 2.30". By a simple calculation, we find that the 6" legend will be 2.6 times the size of the initial legend. Thus, by multiplying the font sizes for both the title and the body by 2.6, the minimum Legend size is almost 6.

Note: It is important to keep in mind that resizing the Legend inside the Plot Layout does not actually rescale the Legend – it simply defines the area that is used to display the Legend. Thus, if the area is decreased, the Legend will not be completely displayed. Conversely, if the Legend area is increased, it will just show extra white space on the edges of the legend. Examples of increasing and decreasing the Legend

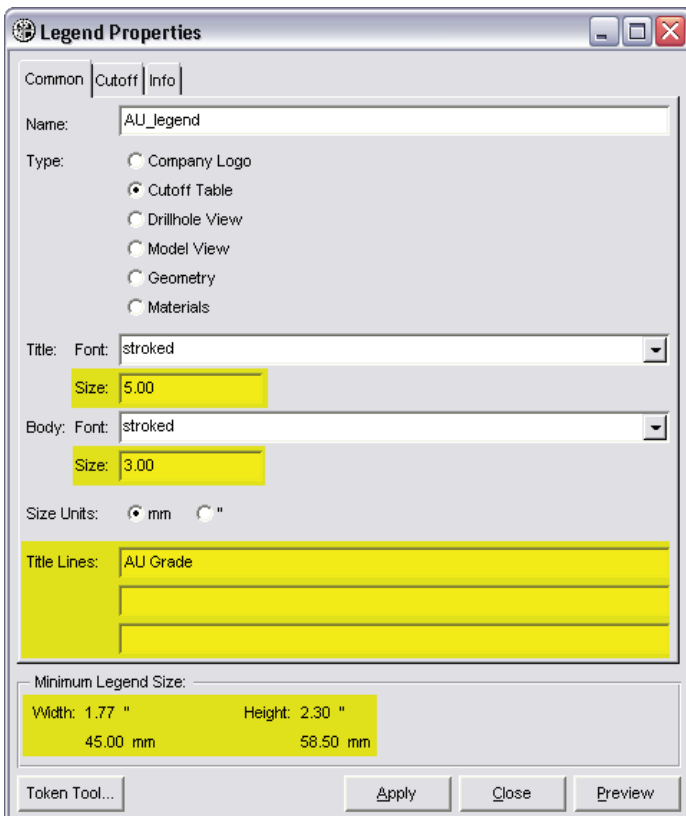


Figure 1. Legend Properties - the Items affecting Legend Size have been highlighted and the minimum size is shown at the bottom

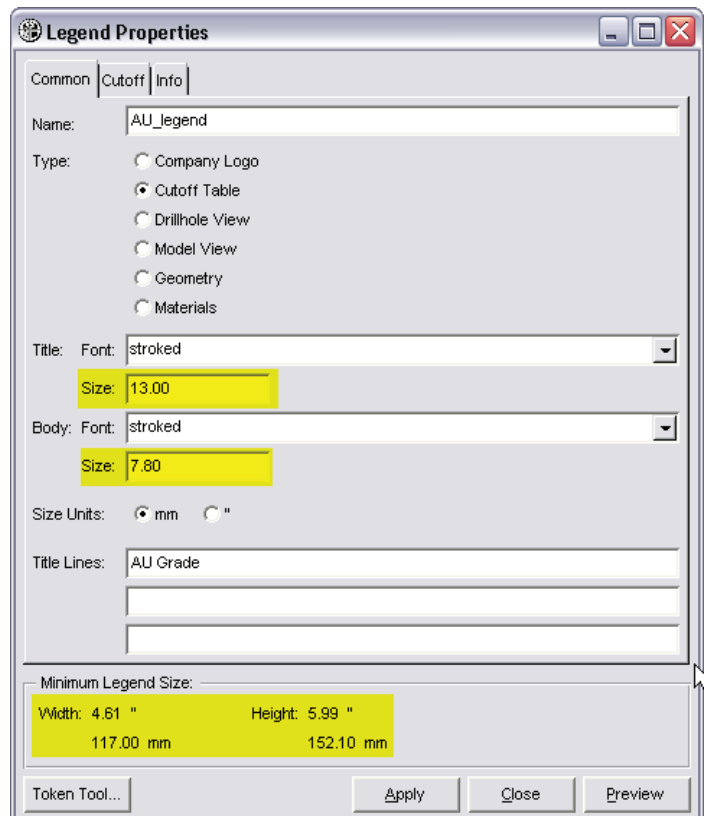


Figure 2. Increasing the title and body font size increases the minimum Legend Size

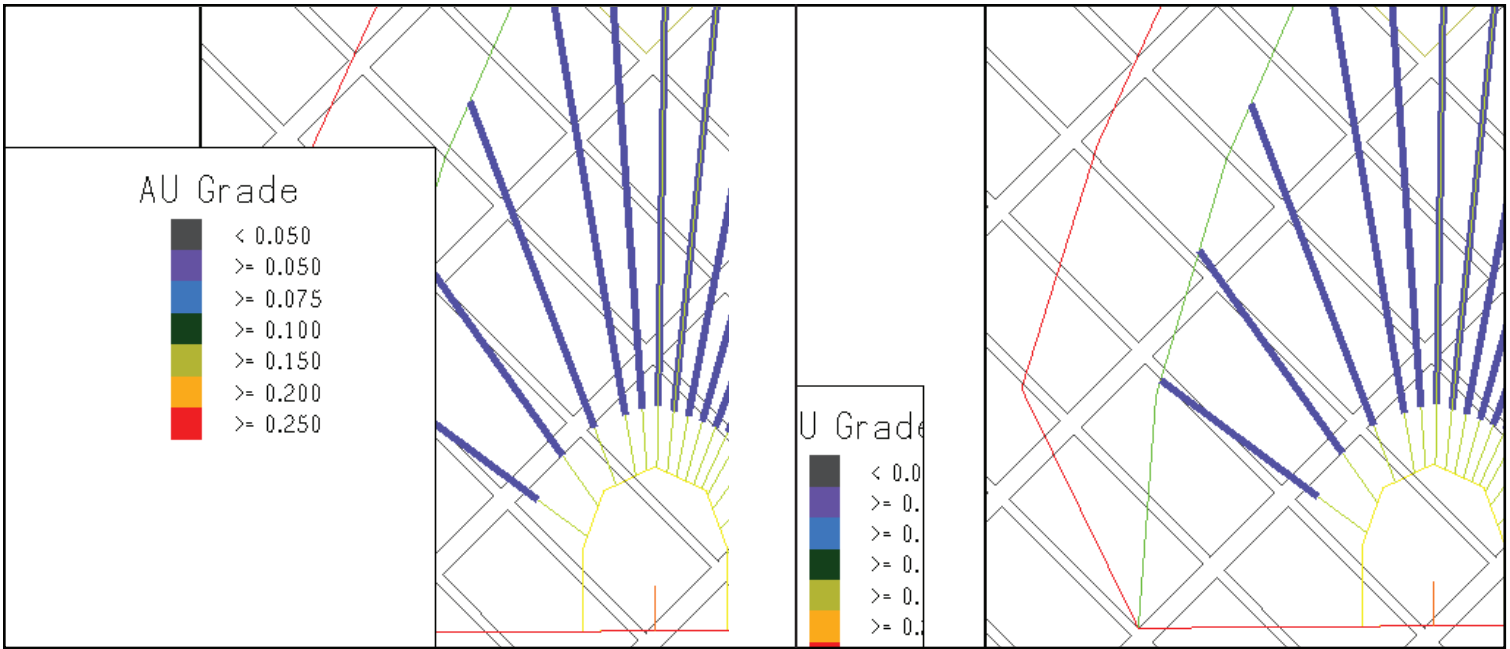
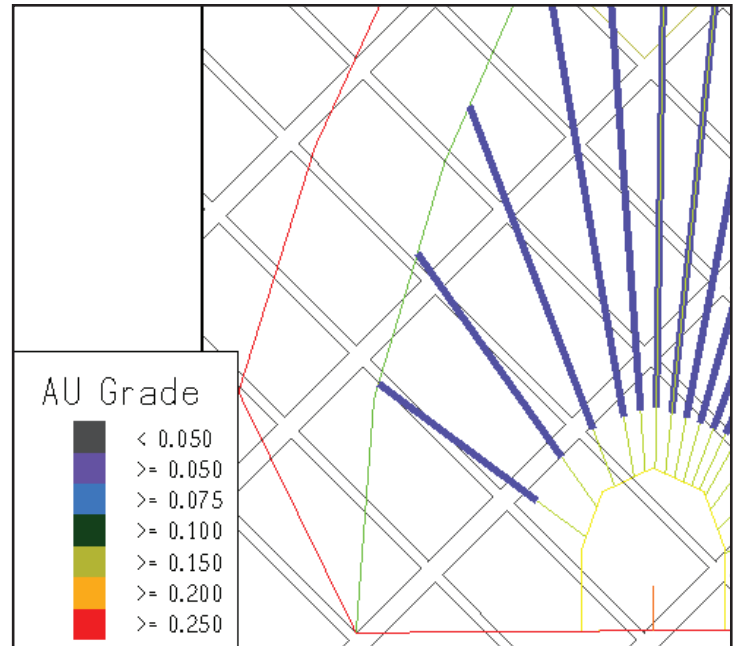


Figure 3. When the Legend is resized within the Plot Layout, the Legend area is resized, but the scale of the Legend does not change, resulting in the pictures above

Figure 4: The Legend area information can be entered manually in the Plot Layout from the information provided in the **Minimum Legend Size** in the Legend Properties

Figure 5: Using the **Minimum Legend Size** information from the Legend Properties, we have produced a Legend area that properly matches the Legend size



area in the Plot Layout are shown in Figure 3. **Thus, Legend resizing should be done in the Legend Properties as described above.**

Once the Legend has been properly scaled in the **Legend Properties**, add it to the Plot Layout and position it. On the **Area** tab of the Plot Layout, you can select one of three methods for both x and y sizing of the Legend area. These methods will allow you to specify a combination of x and y position along with width or height to position the Legend. Here, you can enter the **Minimum Legend Size** parameters from the **Legend Properties** to produce a “good fit”.

Scaling Title Blocks

Unlike Legends, the Title Block area cannot be resized within the Plot Layout; all size and scale changes must be made within the **Title Block Properties** dialog. **New in MS3D v4.6-02, the Title Block Editor has an option to scale the row height, column width, or font size for all cells at once.**

When a Title Block is created, the first step to properly sizing is to ensure that the columns are wide enough to fit the text. To check this, hit **Preview** in the **Title Block Editor**.

Area Configuration:

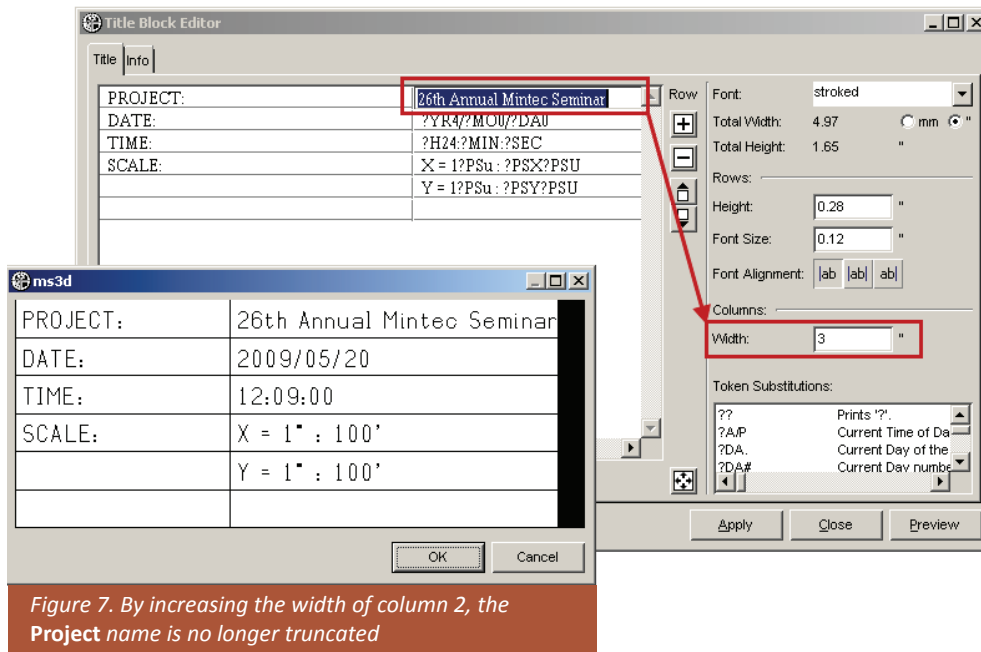
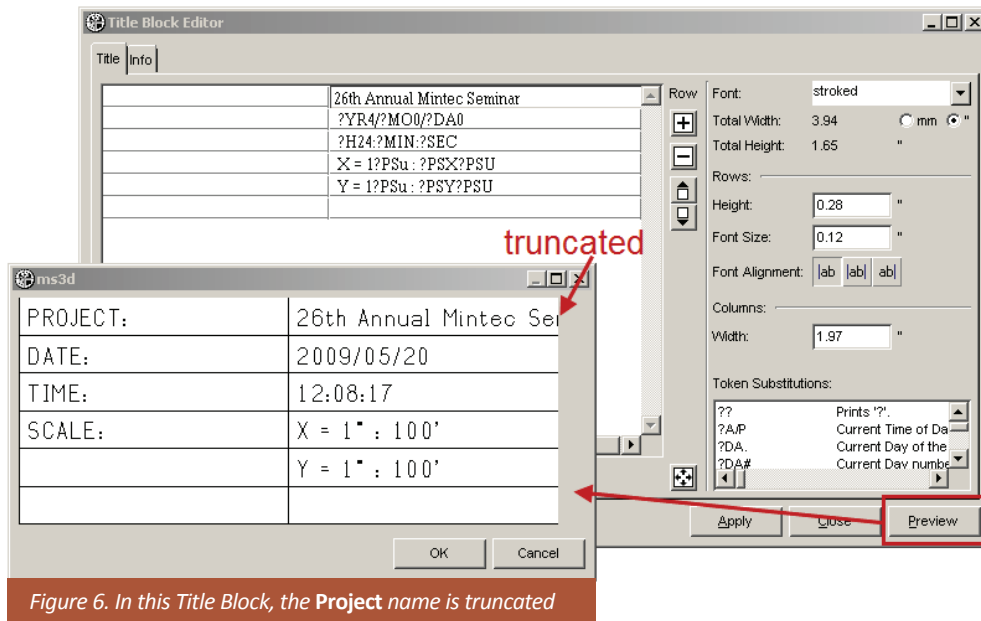
Left cm/in %

Width cm/in %

Bottom cm/in %

Height cm/in %





In Figure 6, the second column in the Title Block is not wide enough to accommodate the **Project** name. This can be resolved by clicking on one of the cells in the second column, and increasing the width for this column only. Enter the new value in the Width field, hit Tab to confirm the change, and **Preview** again as shown in Figure 7.

Notice that in the upper right corner of the **Title Block Editor**, the **Total Width** and **Total Height** are displayed for the current parameters. The units can be displayed in either mm or inches. The **Total Width** is determined by summing the column widths for each column; similarly, the row heights are summed to determine the **Total Height**.

New in MS3D v4.6-02: Title Block Scale Function

Once the Title Block has been properly adjusted, it can easily be scaled to another size by using the **Title Block Scale** function. This function operates on all cells and allows you to scale either or all of the following parameters: font size, row height, column width. The scaling can be relative to the current sizes or can be an absolute value in mm or inches, depending on which units you've chosen in the **Title Block Editor**.

For example, to make the Title Block twice as big, click the **Scale** button to activate the **Title Block Scale** dialog. Toggle the **Font Size**, **Height**, and **Width**, choose **Multiply**, and enter 2 for the factor, as shown in Figure 8.

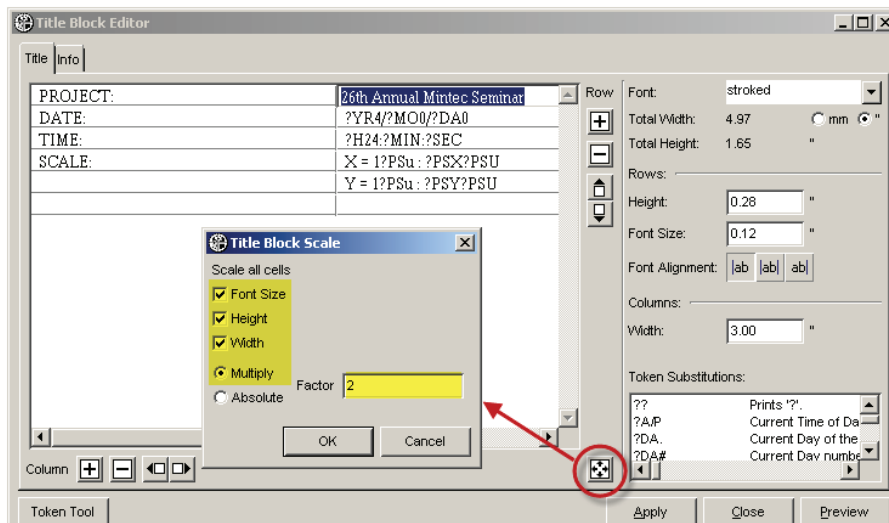


Figure 8. Use the Title Block Scale function to scale the entire Title Block by a factor of 2

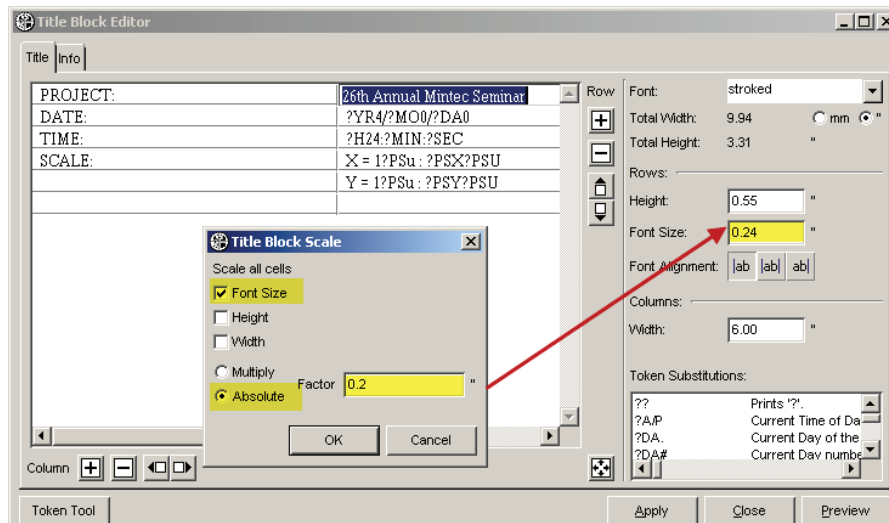


Figure 9. Set the absolute value of the font in all cells

The **Scale** function can also assign an absolute value to one or all of the parameters. If in the above example, you want to set a uniform font size for all cells, toggle **Font Size**, select **Absolute**, and enter a font size, as shown in Figure 9. The **Absolute** option works in the units you've chosen in the **Title Block Editor**, either mm or inches.

The **Scale** function makes it easy to set the Title Block to the exact size required by your plot.

Tip:

Create Multiple Legends and Title Blocks to Use with Different Plot Sizes

If you often find yourself plotting to multiple paper sizes, it can be extremely beneficial to create multiple Legends and Title Blocks to use with specific paper sizes. By creating the Legends and Title Blocks at the proper size for each plot, you will cut down on time spent resizing your Title Block and Legend each time you want to plot to a different paper size.

