View.Menu

COLLABORATORS			
	TITLE : View.Menu		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

View.Menu

1.1 Menu: View

```
6%
 View tiles at 6%.

12%
 View tiles at 12%.

25%
 View tiles at 25%.

50%
 View tiles at 50%.

100%
 View tiles at 100%.


Scale 50% & Grab
 Preview whole track at 50% and save image.

Scale 25% & Grab
 Preview whole track at 25% and save image.


Show Tiles
 Toggle tile display.

Show Grid
 Toggle track grid display.

Show Tiles Grid
 Toggle grid on tiles.

Show Tile Numbers
 Toggle tile numbers.

Show Paths
 Toggle track paths display.
```

```
                    Show Lap Markers
                     Toggle lap markers display.

                    Show Boundaries
                     Toggle boundaries display.

                    Show Secrets
                     Toggle secrets display.

                    Show Routes
                     Toggle routes display.

                    Show Surfaces
                     Toggle surfaces display.

                    Show Objects
                     Toggle objects display.

                    Show Cameras
                     Toggle cameras display.

                    Show Car Start
                     Toggle car start position display.


                    Redraw
                     Redraw track.
```

1.2   View/6%

```
  View the track at 4 by 4 (6%) pixel tile size.
 Settings/Rescale Tiles  setting if enabled will
physically rescale all the sets of loaded tiles to display the tiles more
accurately when scaled.  This process can take extra time to complete, but
only when loading tiles or changing view modes.  If this option is too slow
then disable the Settings/Rescale Tiles option and the tiles will be left at
their original size, but the track will look a little strange as only the
top-left corner of the tile will ever be drawn.
```

1.3   View/12%

```
  View the track at 8 by 8 (12%) pixel tile size.
 Settings/Rescale Tiles  setting if enabled will
physically rescale all the sets of loaded tiles to display the tiles more
accurately when scaled.  This process can take extra time to complete, but
only when loading tiles or changing view modes.  If this option is too slow
then disable the Settings/Rescale Tiles option and the tiles will be left at
their original size, but the track will look a little strange as only the
top-left corner of the tile will ever be drawn.
```

1.4   View/25%

   View the track at 16 by 16 (25%) pixel tile size.
 Settings/Rescale Tiles setting if enabled will
physically rescale all the sets of loaded tiles to display the tiles more
accurately when scaled. This process can take extra time to complete, but
only when loading tiles or changing view modes. If this option is too slow
then disable the Settings/Rescale Tiles option and the tiles will be left at
their original size, but the track will look a little strange as only the
top-left corner of the tile will ever be drawn.

1.5   View/50%

   View the track at 32 by 32 (50%) pixel tile size.
 Settings/Rescale Tiles setting if enabled will
physically rescale all the sets of loaded tiles to display the tiles more
accurately when scaled. This process can take extra time to complete, but
only when loading tiles or changing view modes. If this option is too slow
then disable the Settings/Rescale Tiles option and the tiles will be left at
their original size, but the track will look a little strange as only the
top-left corner of the tile will ever be drawn.

1.6   View/100%

   View the track at normal 64 by 64 (100%) pixel tile size.
 Settings/Rescale Tiles has no effect on this size
unless to view size has been increased from a smaller scale.

1.7   View/Scale 50% & Grab

   This will display the track at 50% of it's original size. This option
serves no purpose other than for saving out images of track layouts for
use in the game.

   After the scaling of the track is complete a filerequester will appear
giving you the option to save the current image as an IFF file.

1.8   View/Scale 25% & Grab

   This will display the track at 25% of it's original size. This option
serves no purpose other than for saving out images of track layouts for
use in the game.

   After the scaling of the track is complete a filerequester will appear
giving you the option to save the current image as an IFF file.

1.9 View/Show Tiles

Shows/hides the tiles on the track.

1.10 View/Show Grid

Shows/hides the tracks grid.

1.11 View/Show Tiles Grid

Shows/hides a grid placed over the tile sets.

1.12 View/Show Tiles Numbers

Shows/hides tile numbers of the track.

1.13 View/Show Paths

Shows/hides the track path, weapon path, jump points and lap markers.

1.14 View/Show Lap Markers

Shows/hides the lap markers.

1.15 View/Show Boundaries

Shows/hides the collision boundaries.

1.16 View/Show Secrets

Shows/hides the secret lines.

1.17 View/Show Routes

Shows/hides the computer car routes.

1.18   View/Show Surfaces

Shows/hides the tracks surfaces.

1.19   View/Show Objects

Shows/hides object and cash placements.

1.20   View/Show Cameras

Shows/hides the track side camera positions.

1.21   View/Show Car Start

Shows/hides the car start position and direction at the beginning of the race.

1.22   View/Redraw

Redraws the entire display, useful if the track has become garbled after editing and Settings/Auto Redraw is not enabled.