

USING TRUE TYPE MILITARY FONTS WITH THE ARCVIEW SYMBOL PALETTE FOR MILITARY  
SYMBOLOLOGY  
(UPDATED 1/20/98 FOR USE WITH WINDOWS 95)

Introduction.

This note describes how the military true type fonts can be used to generate marker fonts in the ARCVIEW symbol palette. Depending on the fonts and “characters” selected the symbols created can be used for depiction of military units, posts, installations and equipment. This note concentrates on how to use the fonts and symbols for order of battle/unit symbology.

Originally this instruction only covered Windows NT and UNIX systems. This version has been create to provide fontsets to work with ArcView for Windows 95. These fonts may work on NT and UNIX but this has yet to be tested. For Windows NT and UNIX use the symbols in the other file *milsym.zip* also available from the DSIG home page.

There are eight font sets that can be used.

Milmod01.ttf  
Milmod02.ttf  
Milred01.ttf  
Milsym01.ttf  
Milsym02.ttf  
Milsym03.ttf  
Milsym04.ttf  
Milsym05.ttf

ArcView For Windows - Loading Military Symbols In True Type Format.

Load the fonts supplied using the Windows Control Panel/Fonts/File/Install new fonts. The new fonts are now available to all programs using the Windows fonts.

Creating Marker Symbols From The Fonts.

Open the symbol palette from the **Window** menu by selecting **Show Symbol Window**. The Symbol Palette opens. (Alternatively, make a theme active and double click on the theme’s legend to open the legend editor and then double click on the symbol to bring up the Marker Palette.)

Click the **Font Palette** button at the top of the Symbol Window to show the names of each available font. Scroll down and select the military font to be used. Note that some of the symbols are displayed below the buttons. Click the Create Markers button at the bottom of the palette. The Symbol Window changes to the Marker Palette and the new markers are added after the existing markers.

It is possible to create a palette only containing the new symbols derived from the fonts. From the Palette Manager select **Type/Marker** and then select the **Clear** button to clear out the palette before creating the markers from the Font Palette. (If any other **Type** is selected then that type of ‘symbol’ will be cleared. Leaving the default selection as **All** will result in all fills, pens, markers and colors being cleared.)

When reviewing the new palette, unwanted symbols can be deleted with the delete **X** button.

### Saving The New Palette.

To save the new palette for future use directly, first select the Palette Manager button in the Symbol Window. Next select which **Type** you wish to add to the new palette. (Select **All** if you wish your new palette to contain a complete palette otherwise you will only be saving the appropriate subset.) Then select **Save** and the palette with a .avp extension. (Note that ARCVIEW for Windows has a symbols directory where you may choose to select your new symbols.)

### Loading A New Palette.

If you wish to change palettes first decide which, if any, of the existing elements of the palette you wish to clear. Then, using the Palette Manager select **Load** and browse to the palette file. The new palette will be added after the existing elements. (Hint: check the font that is selected in the marker palette to ensure it is the one you wish to you use from now on!)

### A Suggested Way To Use The Military Markers With A Legend To Indicate Unit Size But Not Role.

From the **View** menu select **New Theme** and choose the **Point** option. Name the new theme, e.g. FFOrbat.shp, and save it as a shape file. The new theme will automatically be in editing mode. With the new theme active, from the **Theme** menu select **Table** to bring up the table for the new theme. To create a field to be used for the unit title, from the **Edit** menu select **Add Field** and type in the **Name** "Unit Title", with **Type String**. To allow for different marker symbols in the shape file add another field which you can **Name** "Size", of **Type Number**.

Make the View window active and from the View toolbar select the drawing and editing button to drop down and select the "Point" button if not already selected and active. Then digitize on screen the new unit location. Immediately a record is created in the theme's table. Make the table window active and select the Edit tool button. You can then name the unit in the table for future labeling purposes. Also for each unit add a value in the size field using the following look-up table:

1	Section
2	Unit larger than a section or squad but smaller than a platoon
3	Platoon
4	Company
5	Battalion
6	Regiment
7	Brigade
8	Division
9	Corps

When you have finished creating new units stop editing the theme by selecting **Theme** from the View menu and then selecting **Save Edits**. (You can add more units in the same way later.) Bring up the Legend Editor from the View window by selecting the **Theme** menu and **Edit Legend**. (Alternatively make the new theme active and double click on the legend.) Load the legend **millegend1.avl** supplied by ESRI and **Apply** it.

If you wish you can create your own legend using the Legend Editor and save it for future use.

You can use the "Unit Name" Field to autolabel the symbols in the view but make sure you choose an appropriate font – not a milsymbol TT font!

John Day  
Marketing Representative-ESRI Washington DC  
Environmental Systems Research Institute, Inc.  
2070 Chain Bridge Rd., Suite 180  
Vienna, VA 22182-2536

Voice (703) 506-9515 ext. 8054  
Fax (703) 506-9514  
Email [john\\_day@esri.com](mailto:john_day@esri.com)

13<sup>th</sup> July 1998