

Enhancing Graphic Communication of Geospatial Concepts

Landscape Visualization Procedure for Bailiwick Loggishspear

Communicate through graphics: visualizing geospatial concepts or making a better map

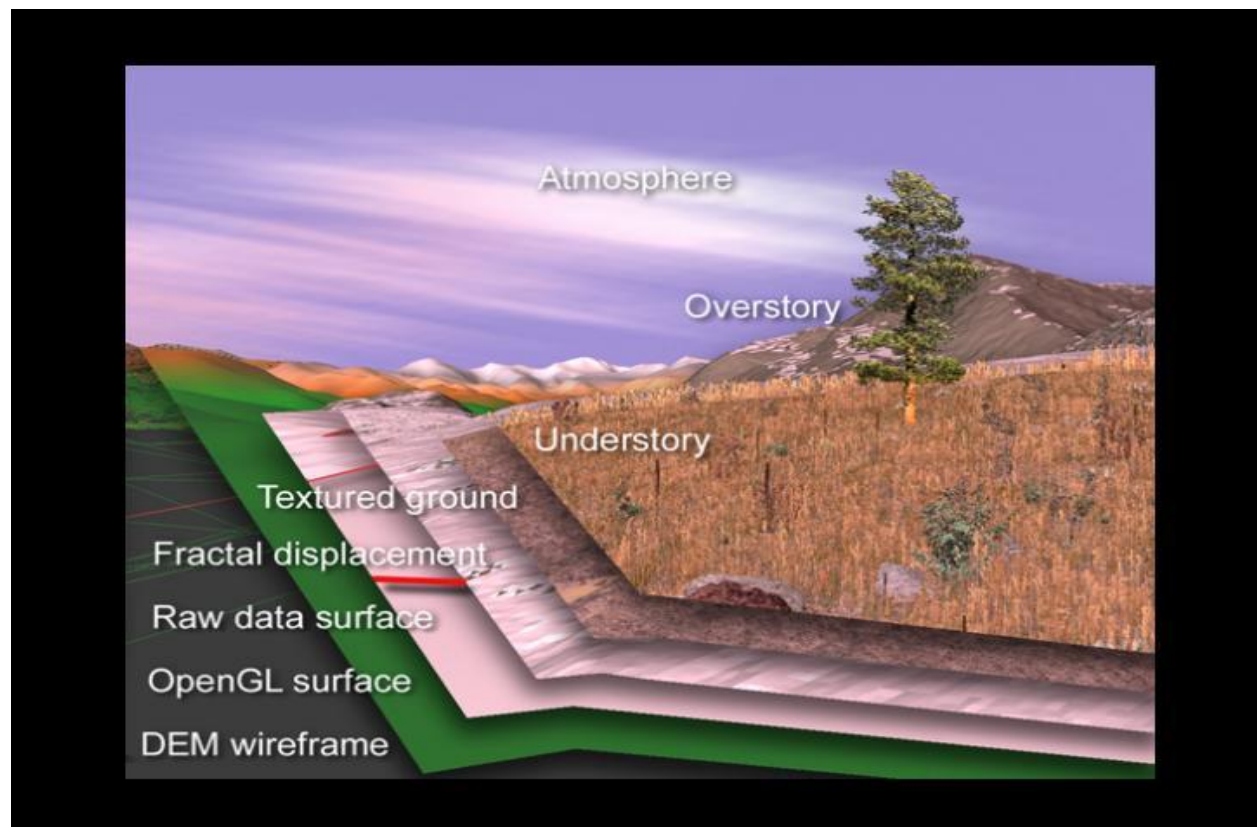
Dave Catts, geographer and cartographer, University of Idaho, NGS, USGS, retired

www.bailiwickloggishspear.com www.loggishspear.com davecatts.imagekind.com

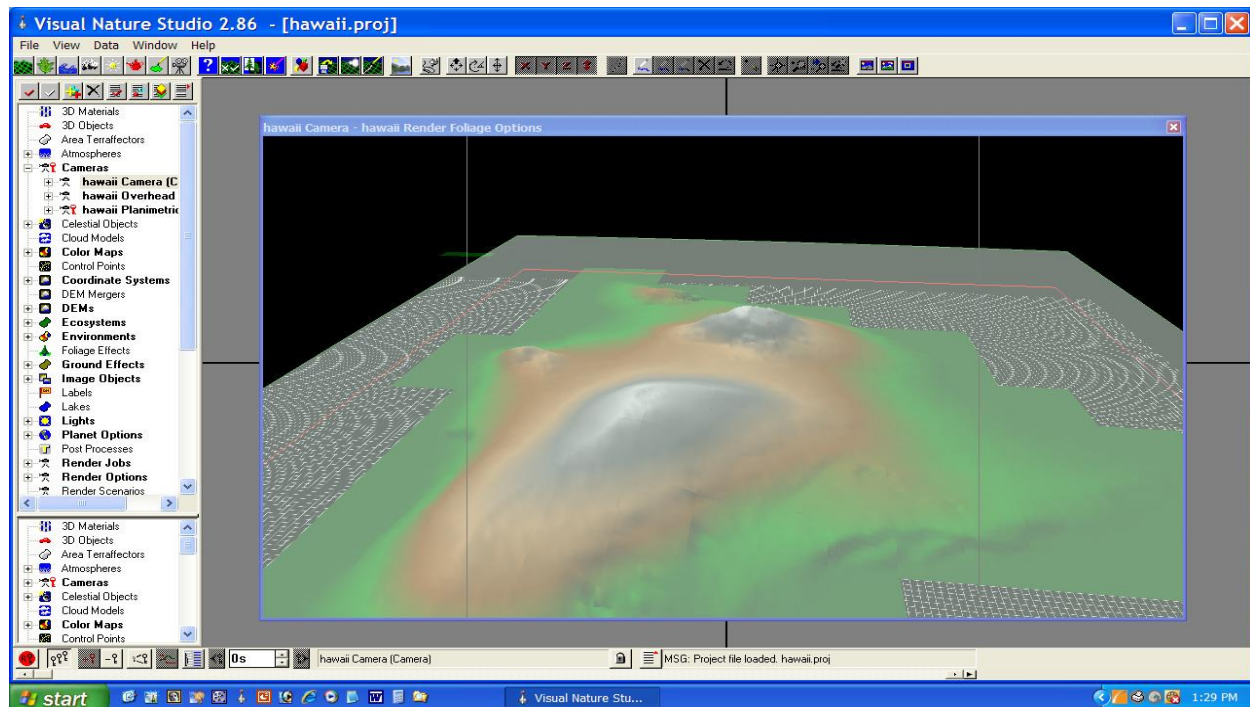
Using 3D Nature “Visual Nature Studio” (VNS) and Adobe Photoshop (PS)

Generating Planimetric Shots of medium-scale VNS models (1x1-degree, 2x2-degree, 2x8-degree at 1/3 arc second or 30-meters) with **1. hypsometric tints** (Ground Effects with elevation shading); **2. National Land Cover Data** (NLCD) derived vegetation and; **3. Landsat** Thematic Mapper Enhanced (TME+) imagery to make a combined image per the philosophy of Gestalt as inverse: small variations per pixel contribute to the entire scene.

Other technologies: Newtek Lightwave, Adobe 3D Studio Max, Wavefront Technologies Maya, and Pixar Renderman. The link is the 3D models of environments or objects. You can move the models created in VNS to these technologies. I am using VNS and Adobe Photoshop as an information conduit from Model creation, image integration and editing, to final Artwork for sale on Imagekind.



Open a New Visual Nature Studio Project



Start VNS and Create Project ...

Name the Project uniquely; then use the 3D Nature-provided *U. S. Geological Survey* (USGS) **National Land Cover Data** (NLCD) Template; or use the Project-specific “modified NLCD Environment” to load into the Project directly. When the 3D Nature “NLCD Template”, or the Project-independent “modified NLCD Environment” are loaded, all the Ecosystems associated with that Environment will also load and make associations to National Land Cover Data (NLCD) coverage GeoTIFFs as Colormaps. Also, when the NLCD Environment and Ecosystems load, all the associate Images of Foliage will also load at that time in the Image category. The “association” of NLCD-defined ecosystems is made in the Environment Editor with the “Grab All” button on the Ecosystems tab.

Import Wizard: ingest ALL digital elevation models (DEMs). Use the *USGS The National Map* (TNM) interface; or see *JAXA-APALOS* (Japan) images at 1-degree by 1-degree at 30-meter resolution. As the individual DEMs load to make the VNS Terrain, make note of the Maximum Elevation of the entire Terrain by watching the Message Dialogue window at the bottom. On data Import Wizard, a Geographic Projection will be created for Coordinate Systems. Some other Geographic systems may be created in duplicate, as Geographic.1 and Geographic.2

When ALL DEMs are loaded, right-click the Matrix and Open a Planimetric Camera. Size the window for the **Planimetric Camera** as large as it can be with proportions to the shape of the

Terrain area (1). First be sure that the Keyframe Group button is activated: it is in the extreme lower left and appears as three silver keys overlaid on each other; and will “group” all Keyframes in the section of the editor menu when only one is set. Open the Render Options and the Perspective Camera Editor settings at the same time and adjust: (2) the final image size in Render Options, (3) the Camera elevation and (4) the Camera Width. These FOUR parameters should put the light gray box just over the limits of the Terrain in the Camera window. **So, combine manipulating interactively these four parameters together: 1. Sizing the Camera window in the Matrix, 2. sizing the Render Options, Tiled Output Image size, and the 3. Camera Editor, Camera Position and 4. Camera Width of View.** Add a Keyframe at Camera Position: this is repeated with each adjustment as Keyframe 0, or 0.0 seconds in no animation. Set the Camera Height to 25Km and Keyframe it also: this will give the planimetric perspective a very narrow field of width of the Camera Width of View and make adjustments in fine-tuning the final Width of View. The Camera Target should be at the center of the completed Terrain Tiles: you can Keyframe this also, so it does not “wander” during the Project development. *Be careful: the Output Image should be divisible by the number of Image Tiles in each direction (X, Y) or the Render Job will alert you that the Output Image size is not divisible by the Tiles designated.* For high-resolution output images of 10,000 by 10,000 pixels, I generally use 8 or 10 tiles in each X and Y directions (so 64 or 100 Tiles generated) and then Concatenate Tiles checkbox them all for a singular output image file. This Tiling and Concatenation makes Rendering Jobs for large image output move along faster.

When not Rendered, the Terrain surface will be shown interactively on the screen in OpenGL format. It is a simplified view of the Terrain but can move dynamically to set up animation videos flying through the VNS environment at full resolution with full detail in NTSC, PAL, or HDTV video formats. For this example of static planimetric images, no video or animation is needed with the required Keyframes. This subject material covers only Keyframe Frame 0 ... which is at 0.0 seconds.

Disable **Atmospheres** and **Skies**, and other enabled features **Clouds** and **Starfields**.

Adjust **Sun** to approximately 20-degrees west and 20-degrees north of the elevation model overall. Tibor Toth taught me to illuminate northwest-to-southeast features with Sun’light from two directions; which requires that you adjust the Sun light strength of the two Sun sources to compensate at 1AU collectively.

Add a Vector to the overall Terrain. From Scene-at-a-Glance (S@G), select Vector, and Clone or Add a new Vector. Select the upper left with a right mouse click, then the upper right, then the lower right, then the lower left, then the upper left again; and close with a left mouse click. To add a Vector, Create (top pf screen button), adjust the color of the Vector, and Add Points by right-clicking the extremes of the Elevation boundaries, and complete the “four corners” with a left-click, so five points are added in all. Name the Vector to something appropriate.

Open the **Vector Editor** from S@G and begin to adjust the geographic coordinates of the newly added Vector. Select a Geographic Coordinate System and move to the tab for Select Points and adjust the location of each of the five closed-circuit points to the exact geographic position of the corners of the Terrain. Make the Elevation (Z) of the Vector consistent as just-above the Maximum Elevation of the entire Terrain model. From a Planimetric Camera, the Vector will position itself at the surface even though its “floats” above the Terrain; but will mark the Geographic extents of the Output Image. Select one point at a time by the counter and adjust these approximate-as-digitized values to exact geographic as decimal degrees fields for each of the four corners; and the first Point is repeated as the fifth Point.

On the left is the **Scene-at-a-Glance** (S@G) listing. Disable the Atmosphere, Sky, Atmosphere, *et cetera* from the S@G listing by right-clicking each subject line. Open the Light Editor and move the Sun to five degrees north and five degrees west of the northwestern extreme of the entire Terrain model. Increase the Terrain Editor exaggeration to between 300 and 500 percent. For shaded relief, usually 150% is recommended; but as these views are planimetric, the amount of shaded relief will not be a noticeable from overhead and this exaggeration accentuates minuet changes in the terrain. In the Planet Editor, select a Universal Transverse Mercator Projection and define it by Zone number based upon latitude and longitude of the Terrain. This will create a Geographic GRS80 and UTM GRS80 Coordinate System list in S@G.

Create a **Coordinate System** for the output map design, preferably Universal Transverse Mercator (UTM) with the unique Zone Number selected for the data area. In the Planet Options, make this overall Projection System the one that you prefer, and assign a Vertical Exaggeration (VE) as a percentage. Typically, perspective views of terrain recommend 150% VE but overhead Planimetric views can have much higher VE percentages.

Load Colormap(s) and enable “Match to Ecosystems”; and add NLCD image to the bottom of the menu and Grab All Ecosystems into the Colormap match list. These coverages are by State so you may need to include several NLCD GeoTIFFs to cover your Project area.

1. For the **Hypsographic Tint** layer, use a **Ground Effects** from S@G and bring up the Ground Effect Editor. Load the Component **Acadia.shd** or **Cadillac.shd** for hypsometric tints for the Ground Effect; and adjust the Maximum Elevation of the Gradient to the Elevation number that you used in the previous step. You change the open-ground Ground Effect by changing Material and the Texture that the Material is represented by ... either a flat Hue, Saturation, and Lightness or Red, Green, Blue; or a series of Hues or Colors; or add a Fractal Texture or “Bumpmapping” that is layered and more complicated. Load the hypsometric tints Component as a Ground Effect and adjust elevation to just under the highest elevation in the dataset (Acadia.shd and Cadillac.shd) reminiscent of Raven Maps

2. For the **National Land Cover Data (NLCD)**, load the USGS NLCD ERDAS Imagine GeoTIFF format file for each State that the Terrain represents. Each is in Albers Conical Projection and georectified. In Color Maps, load the New Image ... each State represented by one ERDAS Image GeoTIFF file; and "Grab All" Ecosystems in the Editor to associate with the coloring of the Image and the Range Color of the Ecosystem, associated with the Environment. Be sure to checkbox the Ecosystems by Color Match option so that specific colors in the NLCD image will match the Ecosystems that were loaded when the NLCD Environment was created. Check the Coordinate System Georeferencing of the NLCD image in the Image Object Library.
3. For the **satellite imagery**, use Landsat 4,5,7,8 or Spot Image, IKONOS, or other imagery to represent the distribution of ecosystems and development for the entire scene. Create a Color Map of the satellite image and Select new image to load the satellite image into the Color Map. Select the checkbox to colorize pixels. Check the Coordinate System Georeferencing of the satellite image in the Image Object Library.

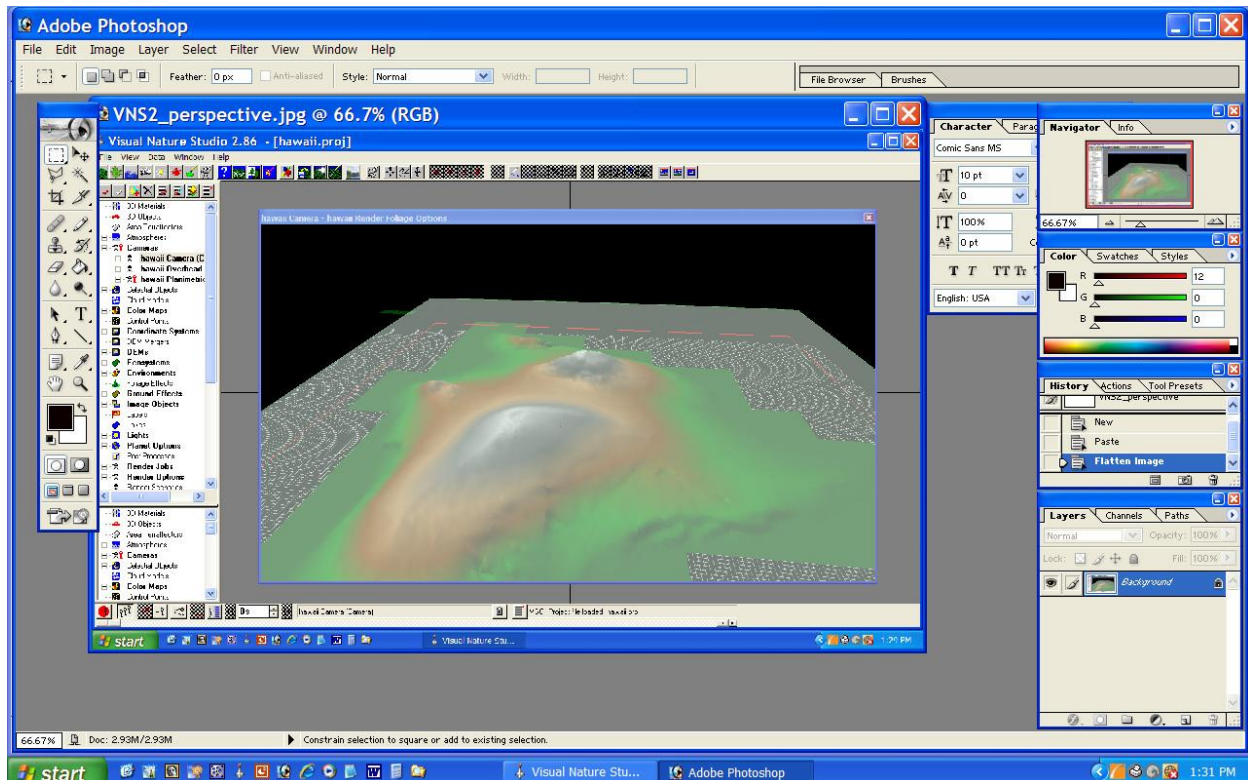
Create an **Environment** with "No Foliage" and make no association to ANY Ecosystem. VNS must ALWAYS have ONE Environment active, so be sure to turn on another Environment BEFORE you turn off the other Environment. So, with "Foliage" (NLCD) and "No Foliage" (No Environment and no Foliage) ... so just Ground Effects or an overlaid Image such as Landsat, Spot, or other satellite image over the Terrain directly.

To **Preview Render** a scene within a Camera, you must Select Options as to what elements of the VNS Project you want to view. Look at the S@G and Clone or Create a Render Options selection for each viewing scenario: one Render Options with vegetation "Foliage" and one Render Options with bare ground "No Foliage" of the Ground Effects or a draped planar image (satellite or map). Be sure that the appropriate Camera window in the Matrix has the appropriate Render Options active. When you are "Preview Rendering" (F-9 key), an active Camera window and things do not look quite correct, you can adjust the Render Options or use the cursor to pick certain places in the generate image to diagnose the problem. In the Diagnostics Window, much information is recorded for each cursor click. To clear the Preview Render of the Camera window, hit the F-8 key to go back to the OpenGL view of the Terrain. Preview Render is great to "sample" a Render Job before you spot trouble in the final output.

From the **Render Job Editor**, set up two Render Jobs: one with "Foliage" **Render Option** and one with "No Foliage" **Render Option** in the naming convention. Select the Planimetric Camera, and one of the two Render Options set up to create three matching images: one with Foliage and two with No Foliage. Image #1 hypsometric tints of the Ground Effects with tinted shaded relief, Image #2 satellite or map image over shaded relief, and Image #3 foliage canopy over top of shaded relief. When running the second No Foliage Render Options on the third Render Job, be sure to rename the Output Image uniquely as not to overwrite the previous execution of this Render Job and Render Options. You will have three matching-in-dimension

and concatenated image files ... one with the geographic trim line of the Vector that you added to at least one "No Foliage" Render Job.

Combining and Augmenting the VNS images in Adobe Photoshop



Load all three images created above into an Adobe Photoshop session. Each should be the same size; and one image should have a colored Vector defining the Geographic extents of the VNS Terrain for a trim area of geographic coordinates.

Select All (cntrl-A) the Foliage image, and Copy (cntrl-C) the Foliage image. Move over top of the Hypsometric tint image and Paste (cntrl-V) the Foliage image on top to make a new Photoshop Layer. Then select the Satellite image and repeat: Select All (cntrl-A) the Satellite image, and Copy (cntrl-C) the Satellite image. Move over top of the Hypsometric tint image and Paste (cntrl-V) the Satellite image on top of the Foliage Layer to make a third Photoshop Layer.

Adjustments to the three VNS image Layers in Photoshop

Grab the NLCD Layer blue for a water area. The Selected area from the NLCD Layer can be used to accentuate the water area on the Thematic Mapper satellite Layer. The satellite Layer

water area can be cut-and-pasted to a separate "satellite water" Layer and augmented with shadowing and other Layer effects to designate shoreline. Adjust the water blue in the Hypsometric tint Layer to a grayish color. Leave the Hypsometric Layer Density as is; but adjust the NLCD Layer to around 60-percent and the satellite Layer to around 70-percent transparency. Fine tune the percentages of these three Layers to match the desired output look-and-feel of the final composited image or map. And as always, embed your sign or signature into the final product before you Save the Photoshop .PSD file (Layered); then "Flatten" and Save it out as a TIFF, JPEG or BMP image for final printing or availability.

Fine adjustments to the Adobe Photoshop model by Layers

Warning: at this stage of composition, be sure to Save frequently in Photoshop PSD format.

The blending of the three Layers (hypsography, land cover and satellite) is critical to achieve the overall impression of the final composited image. First Select the water in the land cover Layer with Select, Color Range, and use the selected set of pixels to "cookie cut" out the satellite water as a separate Layer (satellite water). In the hypsography Layer, adjust the color of the water tint to a light greyscale. Place the "satellite water" on the top of all Layers and added a Blending option that provides shoreline stippling as if small waves reflecting off the shoreline (Inner Glow with Noise), and add a Drop Shadow, Outside to give the appearance of a shaded slope into the water on the northwest side of water areas. Adjust the Light Direction and the Density accordingly on these two Blending options for the separate "satellite water". Finally, be sure that the transparency of the hypsography Layer is 100% Density, the land cover at 60% Density and the satellite image at 70% Density. If there are other features that you want to include in the photo map edition of the image, go ahead and add them as separate Layers. Boundaries as Lines or Brush, bridges as Lines, and other enhancements such as internal Text for named places, lakes, rivers, mountain peaks and authority notations can be added with scale differentiation to determine a scaled size to appropriate features.

Photo map additions such as text, image collar and geographic references

When converting a multi-Layer Photoshop image as a composite photo map with a collar, start by Flattening the stack of Layers in Photoshop with the button feature in the upper right corner of the Layer menu. This Flattened Layer becomes the Background for creating a photo map. Make any adjustments of the Background with Image, Adjust, Brightness and Contrast or Adjust Curves or other color adjustments to lighten the look of the image for appropriate overlaid information. Then Image, Image Size, and add a white border around the entire Background image to provide adequate working space for collar information.

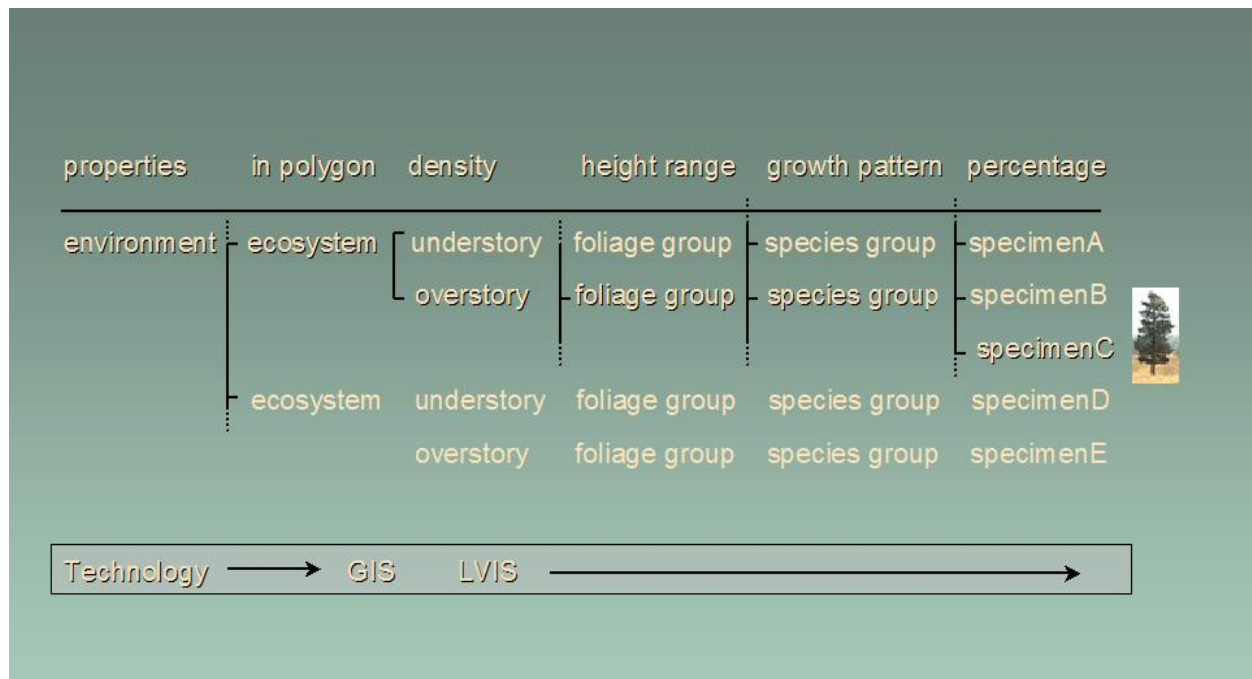
When adding Geographic Coordinates to the four corners of the map, use the **Alt-167** ley to insert the degree symbol, the single quote for minutes and the double quote for seconds. Add a Map Title to the upper left and the lower right. Add a bar scale if the printing size is

undetermined, and a verbal scale and representative fraction if the output scale is determined. Add compilation notes, data sources, and projection and datum information to the lower left corner of the image map collar.

Add individual Text Layers for each piece of Text you want to add. For each Text Layer, select an appropriate Gradient to highlight the text with Drop Shadow and Outside Glow to the lettering. When this is done one time for one piece of text, it can be drag-and-dropped onto all other added Text Layers to add consistency to the “trenching” of the letters over top of the image. Embed your sign or signature into the final product before you Save the Photoshop .PSD file (Layered); then “Flatten” and Save it out as a TIFF, JPEG or BMP image for final printing or availability.

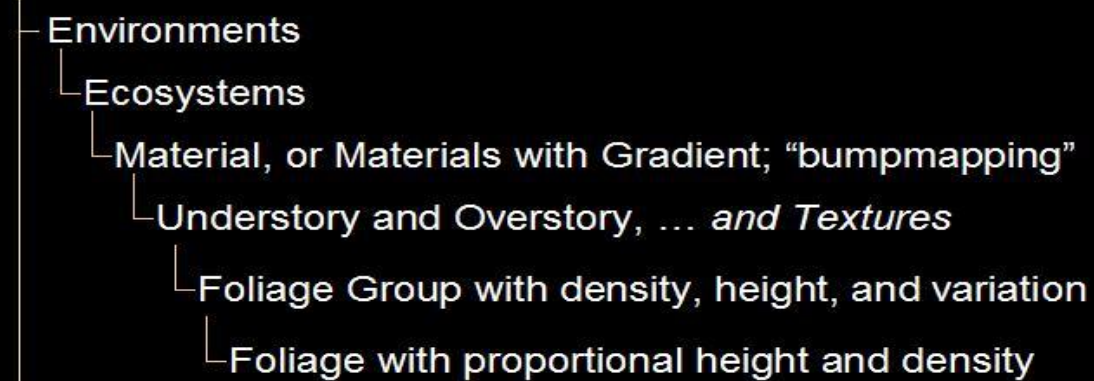
Spatial analysis is enhanced in landscape visualization by providing dimensionally discordant and temporal tools

- enhances cultural lexicology and geospatial terminology
- environment allows more natural simulation
- material and content associations are transferable
- placement rules and associations are easily changed
- realistic content and context
- foliage elements are transferable
- perspective is scalable
- content thresholds can be designated
- temporal scale : animation of movement or change
- product scalable : a multiuse/multipurpose model



Relationship of Terms

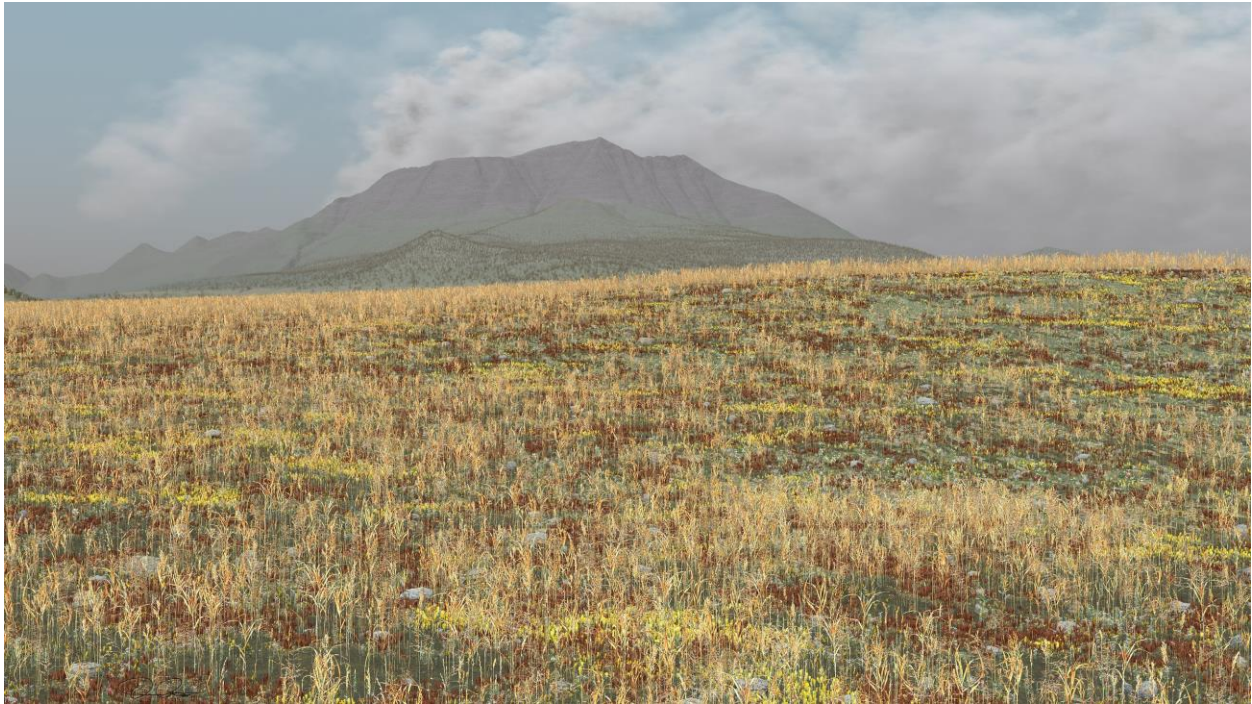
Project



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Copyright 2001, 2006, 2018 of Bailiwick Loggishspear by Dave Catts ... with techniques developed over two decades of in-private home environment of retirement on disability in 2003. The U. S. Geological Survey unsolicited Proposal to the Associate Director of Geography in December 2002 was approved by Barbara Ryan; but "torpedoed" by subordinates, the Keynote Address and the Research Meeting canceled; and I decided to take it "On The Road".

Communication through graphics: communicating geospatial concepts and making a better map: "communicate information of geospatial phenomena within the context of integrated sciences by associations found in data and fieldwork using intelligently designed data and modeling", Landscape Visualization (LVIS) unsolicited proposal to Barbara Ryan, Associate Director for Geography, U. S. Geological Survey, in 2002; now continuing as landscape visualization privately and perpetually.

Federal Geographic Data Committee (FGDC) image inventory sample

I create one of these metadata files for each of the images that I create with Virtual Nature Studio. As each of the corners is in Geographic Coordinates and Universal Transverse Mercator Projection, both of these parameters and values are listed below in FGDC-specified fields:

Identification_Information:

Citation:

Citation_Information: Dave Catts, 2007

Originator: Dave Catts

Publication_Date: 20070226

Title: Acadia, Maine

Geospatial_Data_Presentation_Form: digital data

Description: Mount Desert Island, Maine, USA

Spatial_Domain:

Bounding_Coordinates:

West_Bounding_Coordinate: -68.5000

East_Bounding_Coordinate: -68.1250

North_Bounding_Coordinate: 44.5000

South_Bounding_Coordinate: 44.1875

Place:

Place_Keyword: central Maine coast

Use_Constraints:

These data are not to be used for navigation purposes. Please acknowledge Dave Catts as the source of this information.

Spatial_Data_Organization_Information:

Direct_Spatial_Reference_Method: Raster

Raster_Object_Information:

Raster_Object_Type: Grid Cell

Row_Count: 9787

Column_Count: 8399

Vertical_Count: 1

Spatial_Reference_Information:

Grid_Coordinate_System:

Grid_Coordinate_System_Name: Universal Transverse Mercator

Universal_Transverse_Mercator:

UTM_Zone_Number: 19

Transverse_Mercator:

Scale_Factor_at_Central_Meridian: 0.9996

Longitude_of_Central_Meridian: -69

Latitude_of_Projection-Origin: 0

False_Easting: 500000

False_Northing: 0

Planar_Coordinate_Information:

Planar_Coordinate_Encoding_Method: Row and Column

Planar_Distance_Units: meters

Geodetic_Model:

Horizontal_Datum_Name: North American Datum, 1983

Ellipsoid_Name: GRS_1980

Semi-major_Axis: 6378137.000000

Denominator_of_Flattening_Ratio: 298.257224

Addendum: Typography Font special character standards for Alt Keys

The list below is equivalent to Alt Keys numbered 123 through 175. Hold down the Alt Key and enter one of these three-digit numbers (if the type font is enabled to handle these characters):

{|}~!ÇüéâäàåçêëèîïÿÖöå¢£¥Pfáíóúñªº¿¬¼½¾¿»

Addendum: Microsoft and other programs shortcuts

Many of these Microsoft-inspired control key combinations are adapted by other software manufacturers according to the original purpose of them being developed. The ***second section*** “***Windows program key combinations***” is a standard, widely used and is an asset to memorize.

Windows system key combinations

- F1: Help
- CTRL+ESC: Open **Start** menu
- ALT+TAB: Switch between open programs
- ALT+F4: Quit program
- SHIFT+DELETE: Delete item permanently
- Windows Logo+L: Lock the computer (without using CTRL+ALT+DELETE)

Windows program key combinations

- CTRL+C: Copy
- CTRL+X: Cut
- CTRL+V: Paste
- CTRL+Z: Undo
- CTRL+B: Bold
- CTRL+U: Underline
- CTRL+I: Italic

Mouse click/keyboard modifier combinations for shell objects

- SHIFT+right click: Displays a shortcut menu containing alternative commands
- SHIFT+double click: Runs the alternate default command (the second item on the menu)
- ALT+double click: Displays properties
- SHIFT+DELETE: Deletes an item immediately without placing it in the Recycle Bin

General keyboard-only commands

- F1: Starts Windows Help
- F10: Activates menu bar options
- SHIFT+F10 Opens a shortcut menu for the selected item (this is the same as right-clicking an object)
- CTRL+ESC: Opens the **Start** menu (use the ARROW keys to select an item)
- CTRL+ESC or ESC: Selects the **Start** button (press TAB to select the taskbar, or press SHIFT+F10 for a context menu)
- CTRL+SHIFT+ESC: Opens Windows Task Manager
- ALT+DOWN ARROW: Opens a drop-down list box
- ALT+TAB: Switch to another running program (hold down the ALT key and then press the TAB key to view the task-switching window)
- SHIFT: Press and hold down the SHIFT key while you insert a CD-ROM to bypass the automatic-run feature
- ALT+SPACE: Displays the main window's **System** menu (from the System menu, you can restore, move, resize, minimize, maximize, or close the window)
- ALT+- (ALT+hyphen): Displays the Multiple Document Interface (MDI) child window's System menu (from the MDI child window's **System** menu, you can restore, move, resize, minimize, maximize, or close the child window)
- CTRL+TAB: Switch to the next child window of a Multiple Document Interface (MDI) program
- ALT+**underlined letter in menu**: Opens the menu
- ALT+F4: Closes the current window
- CTRL+F4: Closes the current Multiple Document Interface (MDI) window
- ALT+F6: Switch between multiple windows in the same program (for example, when the Notepad Find dialog box is displayed, ALT+F6 switches between the **Find** dialog box and the main Notepad window)

Shell objects and general folder/Windows Explorer shortcuts

For a selected object:

- F2: Rename object
- F3: Find all files

- CTRL+X: Cut
- CTRL+C: Copy
- CTRL+V: Paste
- SHIFT+DELETE: Delete selection immediately, without moving the item to the Recycle Bin
- ALT+ENTER: Open the properties for the selected object

To copy a file

Press and hold down the CTRL key while you drag the file to another folder.

To create a shortcut

Press and hold down CTRL+SHIFT while you drag a file to the desktop or a folder.

General folder/shortcut control

- F4: Selects the **Go to A Different Folder** box and moves down the entries in the box (if the toolbar is active in Windows Explorer)
- F5: Refreshes the current window.
- F6: Moves among panes in Windows Explorer
- CTRL+G: Opens the Go to Folder tool (in Windows 95 Windows Explorer only)
- CTRL+Z: Undo the last command
- CTRL+A: Select all the items in the current window
- BACKSPACE: Switch to the parent folder
- SHIFT+click+Close button: For folders, close the current folder plus all parent folders

Windows Explorer tree control

- Numeric Keypad *: Expands everything under the current selection
- Numeric Keypad +: Expands the current selection
- Numeric Keypad -: Collapses the current selection.
- RIGHT ARROW: Expands the current selection if it is not expanded, otherwise goes to the first child
- LEFT ARROW: Collapses the current selection if it is expanded, otherwise goes to the parent

Properties control

- CTRL+TAB/CTRL+SHIFT+TAB: Move through the property tabs

Accessibility shortcuts

- Press SHIFT five times: Toggles StickyKeys on and off

- Press down and hold the right SHIFT key for eight seconds: Toggles FilterKeys on and off
- Press down and hold the NUM LOCK key for five seconds: Toggles ToggleKeys on and off
- Left ALT+left SHIFT+NUM LOCK: Toggles MouseKeys on and off
- Left ALT+left SHIFT+PRINT SCREEN: Toggles high contrast on and off

Microsoft Natural Keyboard keys

- Windows Logo: **Start** menu
- Windows Logo+R: **Run** dialog box
- Windows Logo+M: Minimize all
- SHIFT+Windows Logo+M: Undo minimize all
- Windows Logo+F1: Help
- Windows Logo+E: Windows Explorer
- Windows Logo+F: Find files or folders
- Windows Logo+D: Minimizes all open windows and displays the desktop
- CTRL+Windows Logo+F: Find computer
- CTRL+Windows Logo+TAB: Moves focus from Start, to the Quick Launch toolbar, to the system tray (use RIGHT ARROW or LEFT ARROW to move focus to items on the Quick Launch toolbar and the system tray)
- Windows Logo+TAB: Cycle through taskbar buttons
- Windows Logo+Break: **System Properties** dialog box
- Application key: Displays a shortcut menu for the selected item

Microsoft Natural Keyboard with IntelliType software installed

- Windows Logo+L: Log off Windows
- Windows Logo+P: Starts Print Manager
- Windows Logo+C: Opens Control Panel
- Windows Logo+V: Starts Clipboard
- Windows Logo+K: Opens **Keyboard Properties** dialog box
- Windows Logo+I: Opens **Mouse Properties** dialog box
- Windows Logo+A: Starts Accessibility Options (if installed)
- Windows Logo+SPACEBAR: Displays the list of Microsoft IntelliType shortcut keys
- Windows Logo+S: Toggles CAPS LOCK on and off

Dialog box keyboard commands

- TAB: Move to the next control in the dialog box
- SHIFT+TAB: Move to the previous control in the dialog box

- SPACEBAR: If the current control is a button, this clicks the button. If the current control is a check box, this toggles the check box. If the current control is an option, this selects the option.
- ENTER: Equivalent to clicking the selected button (the button with the outline)
- ESC: Equivalent to clicking the **Cancel** button
- ALT+**underlined letter in dialog box item**: Move to the corresponding item