TOC Widget XML Configuration

Version 3.1.5 - Feb. 4, 2013

The configuration file for the TOC widget allows for the configuration of the TOC widget without changes to the source code. Below is a list of the xml elements (tags) and what they do.

The following section pertains to all child elements of the labels element.

<visibilitylabel>Layer Visibility</visibilitylabel>

The visibilitylabel element defines the label that will be displayed at the top of the widget above the layer tree.

<expandall>Expand All Layers</expandall>

The expandall element defines the label that will be displayed in the layer menu for the command that expands all layers and legends in the TOC.

<collapseall>Collapse All Layers</collapseall>

The collapseall element defines the label that will be displayed in the layer menu for the command that collapses all layers and legends in the TOC.

<zoomtomakevisible>Zoom To Make Visible</zoomtomakevisible>

The zoomtomakevisible element defines the label that will be displayed in the layer menu for the command that zooms to a layers visible extent if that layer is scale dependent.

<generatinglegendmsg>Generating TOC Legend

The generatinglegendmsg element defines the label that will be displayed in the widget when the legends contents are still processing and legends be drawn.

The following section pertains to all child elements of the tocsettings element.

<expanded everything="false">false</expanded>

The expanded element defines if the items in the TOC should be expanded (open) by default. The everything attribute further defines that everything including the legends should be open and expanded.

<collapselegends>true</collapselegends>

The collapselegends element defines if the items in the TOC should have their legends (open) by default. This value is ignored if the everything attribute of the expanded element is true.

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<disablezoomtomenuoption>true</disablezoomtomenuoption>

The disablezoomtomenuoption element defines if the items in the TOC should have zoom to commands in the layer menu.

<legendtimeout>60</legendtimeout>

The <u>legendtimeout</u> element defines if the number of seconds that is the max amount of time a request for a legend will execute. This is sometimes necessary for older or slow servers.

<excludegraphiclayers>true</excludegraphiclayers>
<excludebasemaplayers>true</excludebasemaplayers>
<usenewesridescription>false</usenewesridescription>