AGUACEROWX IN-DEPTH GUIDE

Layouts and on-map text

A layout is everything drawn over the map besides the data: the legend, the bundle title, the model name, init and valid times, the forecast hour, layer labels, live min/max and lightning readouts, the watermark and custom headers. Style and place each piece, lock the map to a 16:9 or 9:16 frame, and save the look as a named layout you can switch to in one click or attach to bundles, workflows and scenes.

01 Open the Layout tab and save a layout

02 Place any item: X, Y, anchor and units

03 Style the legend

04 Set the text style for the whole layout

05 Bundle name, model name and init time

06 Valid time and forecast hour

07 How text items share a spot

08 Layer labels, viewport min/max and the lightning counter

09 Place or remove the watermark

10 Custom headers in a layout

11 Lock the canvas aspect and resolution

12 Save, update and organize layouts

13 Use layouts with boards, bundles, workflows and scenes

14 Layouts in exports, Broadcast mode and mobile

15 Where layouts are saved

16 Recipe: a 16:9 TV layout with the legend at lower left and your logo

17 Recipe: a 9:16 layout for vertical video

18 Common questions

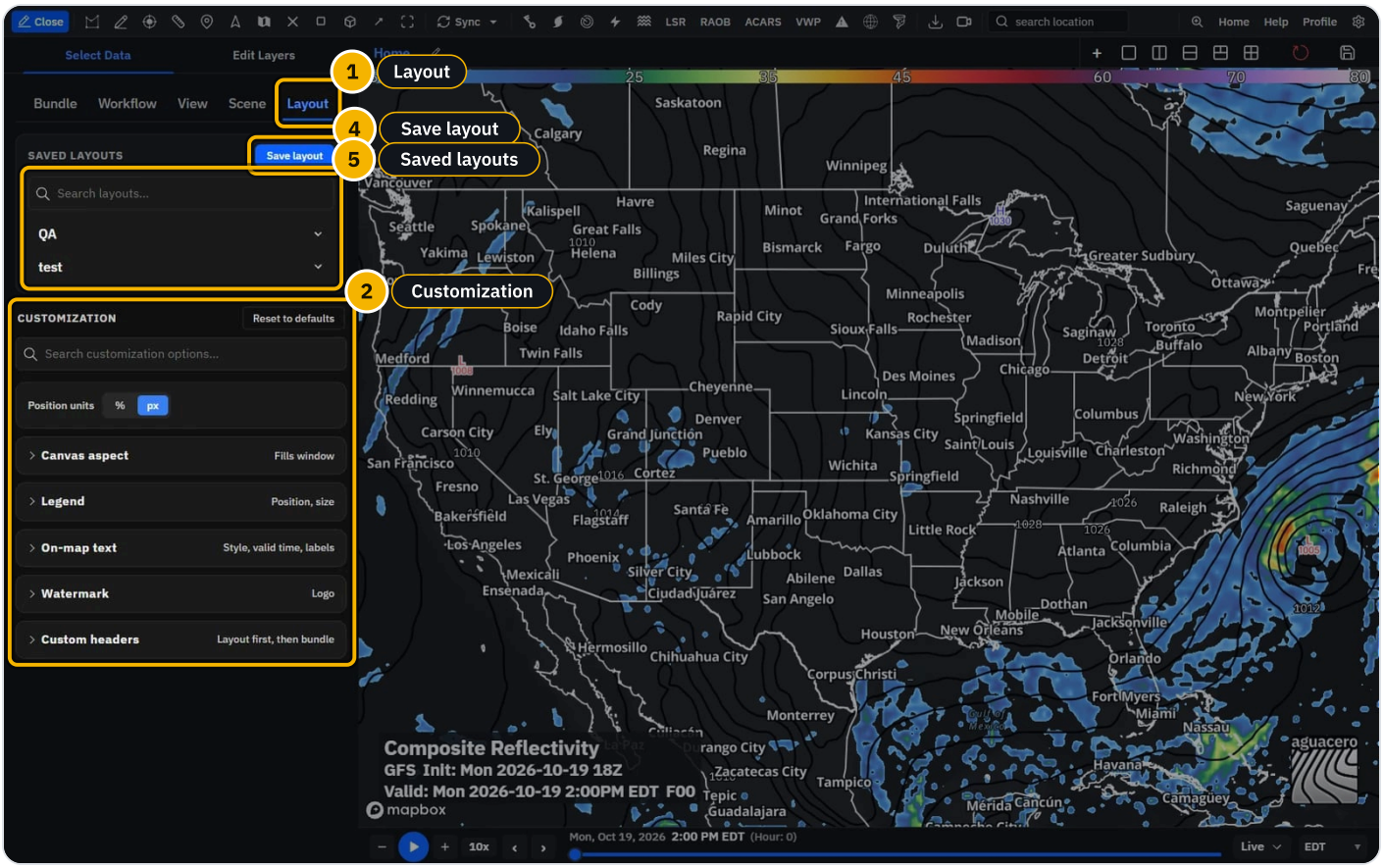
BEFORE YOU START

- Open the sidebar with the **Edit** button on the toolbar (it reads **Edit:** and the bundle's name) or `F1` and click the **Layout** tab. The map updates as you change settings.
- Styling map text is free on every plan. Saving layouts needs a signed-in account. Custom headers in a layout need Creator, and turning the watermark off needs Commercial.
- Each board has one layout, shared by all of its panels. When you are signed in, your working layout is kept in your account and comes back after a reload.
- While the banner is in Broadcast mode, the **Layout** tab is unavailable to signed-in users: the banner draws its own title, time and legend.

01 Open the Layout tab and save a layout

Change how the map is labeled, then save the result as a named layout.

1. Open the sidebar and click the **Layout** tab. **Saved layouts** is at the top and **Customization** below it.
2. Under **Customization**, click a section to open it: **Canvas aspect**, **Legend**, **On-map text**, **Watermark** or **Custom headers**.
3. Change what you need. Each change shows on the map right away.
4. Click **Save layout**, enter a **Name**, **Category** and **Subcategory**, and click **Save layout** in the dialog.
5. To switch looks later, open the layout's category under **Saved layouts** and click its name.



The Layout tab: saved layouts at the top, Customization below.

TIPS

- Type in **Search customization options...** to jump to a setting, for example “time zone”, “bar width” or “9:16”. Matching sections open by themselves.
- The built-in layout puts the legend across the top, the bundle name, model, init and valid times at the bottom left on a dark plate, and the watermark at the bottom right.
- **Reset to defaults**, next to **Customization**, puts the board back on the built-in layout.

02 Place any item: X, Y, anchor and units

Every item on the map is placed the same way: an X and Y position, an anchor point, and, if you like, a custom header to measure from.

PLACEMENT CONTROLS	
Position units	**%** or **px**, at the top of **Customization**. Switching converts every position in the layout and becomes your account default for new layouts and headers. Default %.
X / Y	Where the item's anchor point sits, measured from the panel's top-left corner (the watermark's from the board's). 0–100% for text items and the watermark. The legend's Y runs from −15 to 110% so it can sit above or below the map. In px, the range is the panel's size. Type a value, then press `Enter` or click away.
Anchor	The point of the item that sits at X and Y: **Top left**, **Top center**, **Top right**, **Center left**, **Center**, **Center right**, **Bottom left**, **Bottom center** or **Bottom right**. It also decides which way the item grows; a **Bottom right** item grows up and to the left.
Anchor position and size to custom header	Measures X and Y from the first visible custom header instead of the panel, and scales the item with the header. When no header shows, the item falls back to the panel.
Font size	4–72 px for text items. Sizes are set for an 800 × 600 map and scale with the panel, so text keeps its share of the map on bigger and smaller screens.

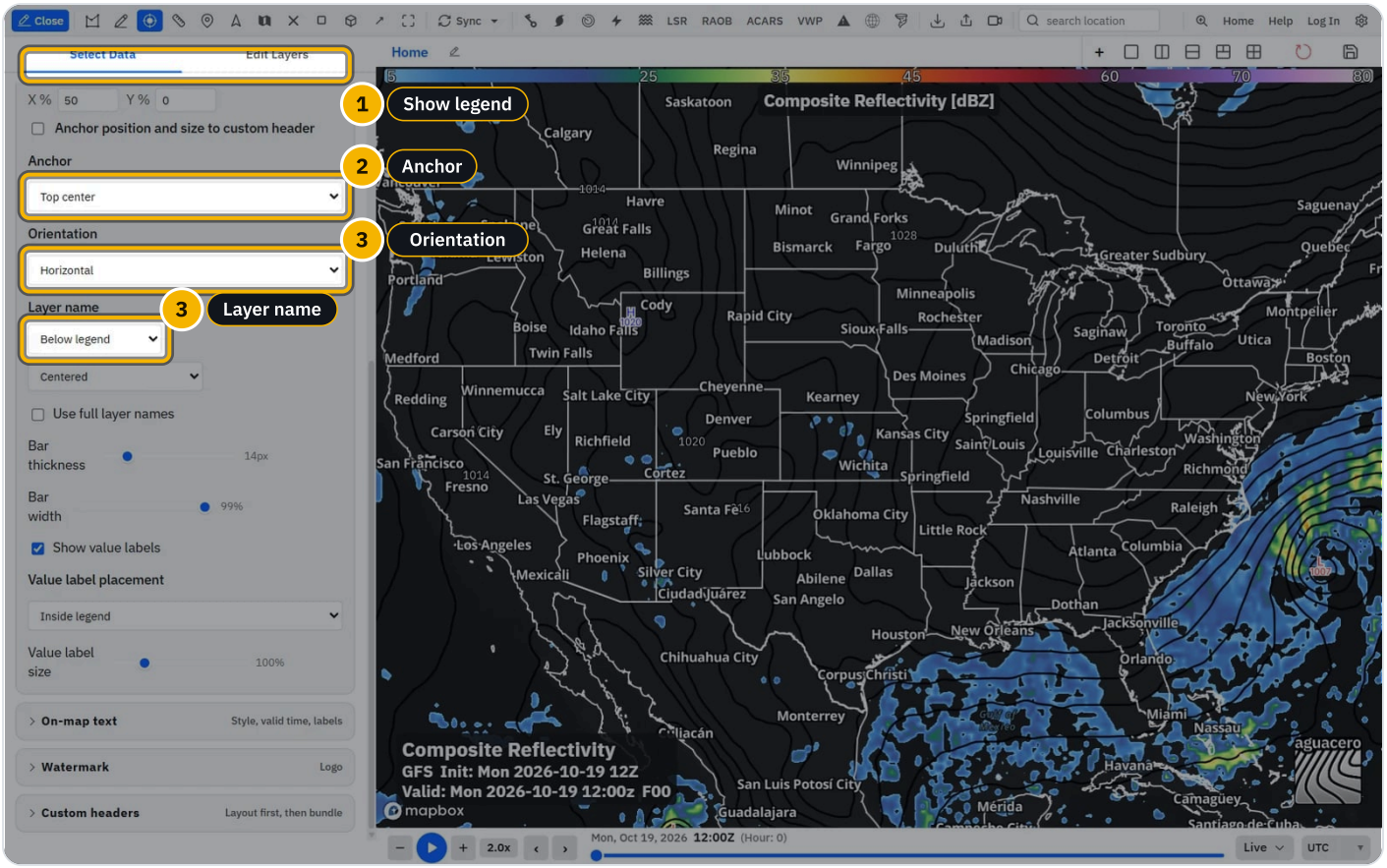
TIPS

- Match the anchor to the corner you aim for. The built-in caption uses **Bottom left** at X 2, Y 97, and the watermark **Bottom right** at X 98, Y 97.
- px positions remember the panel size they were set on and scale from it, so a layout keeps its look on a laptop and on a big monitor. Lock the canvas aspect when you need the same frame everywhere.

03 Style the legend

The legend shows a color bar for each layer with a color table. Put it on the map, above or below it, or inside a header, and choose how its bar, title and numbers look.

1. Open **Legend** and keep **Show legend** ticked.
2. Set **X**, **Y** and **Anchor**. For a vertical legend, Y sets where its column starts; it runs down toward the bottom of the map.
3. Pick an **Orientation**, then set the layer name, the bar and the value labels.



The Legend section of the Layout tab.

LEGEND

Show legend	Draws the legends. On by default. Clear it to hide every legend on the board.

X / Y	Default X 50, Y 0: centered along the top. Y runs from –15 to 110%.
Anchor position and size to custom header	Places the legend on the first visible custom header and sizes it to the header.
Anchor	Default **Top center**.
Orientation	**Horizontal** (default) or **Vertical**.
Layer name	The layer's name with its bar: **Hidden**, **Above legend** or **Below legend** (default).
Layer name alignment	**Centered** (default), **Offset right (flush with bar)** or **Offset left (flush with bar)**. Shown when the layer name is on.
Use full layer names	Uses each layer's full name instead of its short name. Shown when the layer name is on.
Bar thickness	8–48 px. Default 14 px.
Bar width	How much of the available length the bar uses, 10–100%. Default 99%. Reads **Bar height** when the legend is vertical.
Show value labels	The numbers or category names on the bar. On by default.
Value label placement	**Inside legend** (default) or **Outside legend**.
Value label size	50–300%. Default 100%.

The legend's title and badge follow the layout's text style. The layer name uses the font, color, outline and background from **On-map text → Default color, outline & background**, and that background is the dark badge behind the layer name in the built-in layout. Clear **Background** there to drop the badge, or change its color, opacity, size and corner radius. The value labels use the same text color and outline.

TIPS

- A Y below 0, or of 100 and above, moves the legend off the map. Image and video exports grow to show it above or below the map instead of covering the data; on the live map it can be cut off at the panel's edge.
- A vertical legend down the right edge (**Top right**, X 98, Y 10) suits tall 9:16 frames.
- In Broadcast mode the banner draws the legend, so these settings don't apply.

04 Set the text style for the whole layout

One style covers every on-map text item and the legend's layer name. Give any single item its own style when it needs to stand out.

1. Open **On-map text**.
2. Pick a **Default font family**.
3. Under **Default color, outline & background**, set the text color, outline and background plate.
4. To style one item differently, open it (for example **Valid time**) and tick **Custom color, outline & background**. It starts as a copy of the default style, with its own **Font family**.

DEFAULT COLOR, OUTLINE & BACKGROUND	
Default font family	Every font in the app, with fonts you uploaded in **Settings** → **Fonts** (Professional and up) at the top. The built-in layout uses your **Default font** from **Settings** → **Appearance** (IBM Plex Sans unless you changed it).
Text color	Click the swatch or type a hex code. The built-in layout uses #f4f4f4.
Gradient	Turns the text color into a two-color gradient with **Color 1**, **Color 2**, **Angle** (0–360°, default 90°) and **Strength** (0–100%, where **Color 2** takes over). Click **Solid** to go back.
Bold	On in the built-in layout.
Italic	Off in the built-in layout.

Outline	A thin line around the letters. On in the built-in layout, with **Outline color** #111111 and **Outline thickness (px)** 1. Thickness runs 0–8 px in steps of 0.5.
Background	A plate behind each text item. On in the built-in layout: #161616 at 88%. **Background color** can also be a gradient.
Background opacity	0–100% in steps of 5.
Background size	The padding around the text, 0.5× to 3.0×. Default 1.0×.
Corner radius	0–24 px. The built-in layout uses 5 px.
Background outline	A border around the plate, off in the built-in layout. **Background outline color** and **Background outline width** (0–4 px, steps of 0.25).
Custom color, outline & background	In each item. Gives that item its own font family and style. Clear it to go back to the default style.

TIPS

- Over busy radar, keep **Outline** on even without a plate; it keeps light text readable on light colors.
- Changing the default style changes every item that doesn't have a custom style, including the legend's layer name.

05 Bundle name, model name and init time

The caption that tells viewers what they are looking at: the bundle's name, the model and the run it came from.

Each item below also has **X / Y**, **Anchor position and size to custom header**, **Anchor**, **Font size** and **Custom color, outline & background**, which work as described in **Place any item** and **Set the text style**.

BUNDLE NAME	
Show bundle name	Draws the name of the bundle loaded in the panel. On by default, 16 px, bottom left. It updates when you rename or switch bundles.

MODEL NAME	
Model name	Draws the model’s name in capitals, for example HRRR. On by default, 13 px, bottom left.

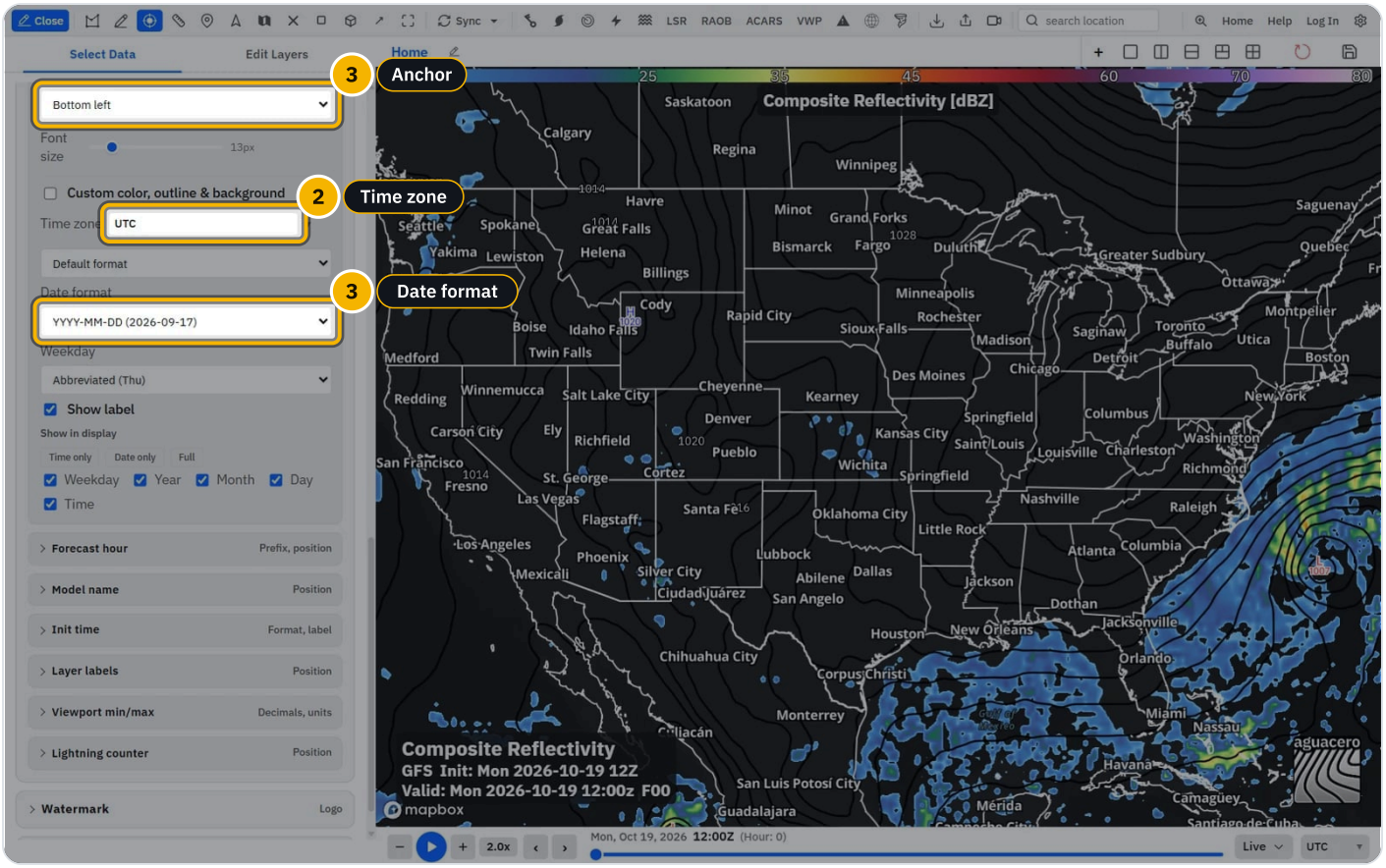
INIT TIME	
Show init time	Draws the start time of the model run, always in UTC. On by default, 13 px, bottom left. Shows only for models that have a run time.
Default format / Compact / ISO-style	The unlabeled list under the font controls. **Compact** and **ISO-style** leave out the weekday. Default **Default format**.
Date format	How the date is written. See the list under **Valid time and forecast hour**. Default YYYY-MM-DD.
Weekday	**Abbreviated** (Thu, default) or **Full** (Thursday). Shown when the **Weekday** part is ticked and the format is **Default format**.
Show label	Puts the label prefix in front. On by default.
Label prefix	Up to 24 characters. Default “Init:”. Greyed out while **Show label** is off; leave it empty for no label.
Show in display	Presets **Run only**, **Date only** and **Full**, or tick **Weekday**, **Year**, **Month**, **Day** and **Run (Z)** (the run hour, such as 12Z) one by one. All on by default.

06 Valid time and forecast hour

The valid time follows the time slider. Pick the time zone, how the date is written and which parts show, and add the forecast hour.

1. Open **On-map text** → **Valid time** and keep **Show valid time** ticked.
2. Pick a **Time zone**. Type to search, or choose local time.
3. Choose a format and a **Date format**, then pick the parts under **Show in display**.

4 Open **Forecast hour** to add or change the F-hour.



On-map text → Valid time: position, time zone and date format.

VALID TIME	
Show valid time	Draws the valid time of the frame on screen. On by default, 13 px, bottom left.
24-hour time	Uses a 24-hour clock in any time zone. Off by default; UTC always shows 24-hour time.
Time zone	The app's time zone. Changing it here changes times across the app, on every board. A layout remembers the zone it was saved with and switches to it when you load the layout from this tab.
Default format / Compact / ISO-style	The unlabeled list under **Time zone**. **Default format** can include the weekday. **Compact** leaves out the weekday and writes UTC times with a capital Z (18:00Z instead of 18:00z). **ISO-style** leaves out the weekday.

Date format	YYYY-MM-DD (2026-09-17, default), MM/DD/YYYY, MM/DD/YY, DD/MM/YYYY, DD/MM/YY, **Month name** (Sep 17, 2026), **Full month** (September 17, 2026), **Day first, month name** (17 Sep 2026) or **Day first, full month** (17 September 2026). Month and weekday names follow the app language.
Weekday	**Abbreviated** (Thu, default) or **Full** (Thursday). Shown when the **Weekday** part is ticked and the format is **Default format**.
Show label	Puts “Valid:” in front. On by default.
Show in display	Presets **Time only**, **Date only** and **Full**, or tick **Weekday**, **Year**, **Month**, **Day** and **Time** one by one. All on by default.

FORECAST HOUR

Show forecast hour	Draws the forecast hour for model data, such as F06. On by default, 13 px, bottom left.
Prefix	Text before the hour number, up to 12 characters. Default “F”.
Forecast hour on its own line (not joined to the valid time)	Draws the forecast hour by itself instead of on the valid time’s line. To hide the date and time as well, clear **Show valid time**.

TIPS

- For TV, try **Default format** with **Month name**, an **Abbreviated** weekday and your local zone. It reads like “Valid: Thu Sep 17, 2026 6:00PM CDT”.
- In UTC, times read like 18:00z, or 18:00Z with **Compact**. **Compact** with **YYYY-MM-DD** keeps the line short for forecast discussions.

07 How text items share a spot

Items placed at the same spot join into one caption block instead of piling up on each other.

TIPS

- When the bundle name, model name, init time, valid time and forecast hour sit at the same spot with the same style, they form one block: the bundle name on top, the model name and init time on the second line, the valid time and forecast hour on the third. That is the built-in caption.
- Outside that block, the model name and init time share a line when they sit at the same spot, and so do the valid time and forecast hour (unless **Forecast hour on its own line** is ticked).
- Items count as “the same spot” when X and Y are within 1 unit of each other and the anchor matches. Move an item away to take it out of the block.
- The block needs one style for all its items. If you give one of them **Custom color, outline & background** without moving it, the lines are drawn separately at the same spot and overlap. Move that item, or style the whole layout instead.

08 Layer labels, viewport min/max and the lightning counter

Three optional readouts: a list of the layers on the map, the lowest and highest values in view, and a live lightning strike count.

Each one also has **X / Y**, **Anchor position and size to custom header**, **Anchor**, **Font size** and **Custom color, outline & background**.

LAYER LABELS	
Show layer labels	Lists the names of the panel’s visible layers. Off by default; when on, it sits at the bottom right (X 98, Y 90) at 11 px.
Use full layer names	Uses each layer’s full name instead of its short name.

VIEWPORT MIN/MAX	
Show viewport min/max	Shows the lowest and highest value in view for each gridded layer on the panel, and updates as you pan and zoom. Off by default; top left (X 1, Y 14) at 15 px.
Show	**Min and max** (default), **Min only** or **Max only**.
Show variable name	Starts each line with the layer’s short name. On by default.
Show Min: / Max: labels	Puts “Min:” and “Max:” before the values. Off by default.
Show units	Adds the layer’s unit after the values. On by default.
Decimal places	0–4. Default 1.

LIGHTNING COUNTER	
Show lightning counter	Shows the strike count for the panel’s lightning. It appears only when the panel has a visible lightning layer. Off by default; top left (X 1, Y 6) at 15 px. It is the same switch as the counter in the lightning menu, and each saved layout keeps its own setting.

TIPS

- These three readouts still show in Broadcast mode, where the rest of the layout is replaced by the banner.

09 Place or remove the watermark

The AguaceroWx mark sits on the map and in exports. Every plan can move it; Commercial can turn it off.

WATERMARK	
Show watermark	On by default. Turning it off needs a Commercial plan; on other plans, clearing it opens **Commercial feature** with an **Email us** button, and a layout saved with it off still shows it.
X / Y	Default X 98, Y 97.
Anchor position and size to custom header	Puts the mark on the first visible custom header of the panel closest to the top right and sizes it to the header. Without a visible header it stays on the board.
Anchor	Default **Bottom right**.

TIPS

- The mark belongs to the board, not a panel: it appears once however many panels there are, and X / Y place it across the whole board.
- In Broadcast mode the banner has its own logo and watermark switches in **Settings** → **Appearance** → **Banner**.
- The mark isn't drawn in the mobile layout.

10 Custom headers in a layout CREATOR

Put your own logos and lower thirds in the layout so they stay on screen as you load different bundles.

1. Open **Custom headers** under **Customization**.
2. Click **Add custom header** (**Add another custom header** once there is one) and click **Use** on a header in the picker.
3. Its controls open below the row: drag it on the map or type its position, width and opacity. Click **Done** when finished, and **Edit** to open them again.

4. Use **Change** to swap the graphic and **Remove** to take it out of the layout.

Layout headers show on every panel of the board, and they override bundle headers: when the layout has any, the bundle's own header layers are hidden. Needs Creator; without it, **Add custom header** opens an upgrade window.

11 Lock the canvas aspect and resolution

Letterbox the live map to a fixed frame, such as 16:9 for TV or 9:16 for vertical video, so screenshots, OBS and exports all see the same picture.

1. Open **Canvas aspect** in the Layout tab, or **Settings** → **Media export** → **Map canvas**. Both show the same controls.
2. Click a ratio. The map is letterboxed to it, even with the sidebar open.
3. Under **Resolution lock**, keep **Fit** or pick an exact size.
4. Click **Off** to let the map fill the window again.

CANVAS ASPECT	
Off	The map fills the window. Default.
16:9	HD, broadcast and YouTube.
9:16	Vertical video: stories and Shorts.
4:3	Classic TV and many still graphics.
16:10	Common desktop screens and some broadcast systems.
3:2	Photo shape and some still graphics.
1:1	Square.
21:9	Ultrawide.
Custom	Type **Width** and **Height** parts, 1–64 each, for example 5 : 4.

RESOLUTION LOCK (SHOWN ONCE A RATIO IS SET)	
Fit	Keeps the ratio and lets the size follow the space available. Default.
720p / 1080p / 1440p / 4K	Pins the map to exact CSS pixels when the window is big enough: 1280 × 720, 1920 × 1080, 2560 × 1440 or 3840 × 2160 at 16:9. Portrait ratios swap them (1080 × 1920 for 9:16 at 1080p), and 1:1 at 1080p is 1080 × 1080.
Custom	Type a **Width** (320–7680) or **Height** (180–4320); the other side follows the ratio.

A line under the chips shows the live size, for example “16:9 · live canvas 1920×1080”. When the window is too small for a locked size, the line says so and the frame is scaled down to fit.

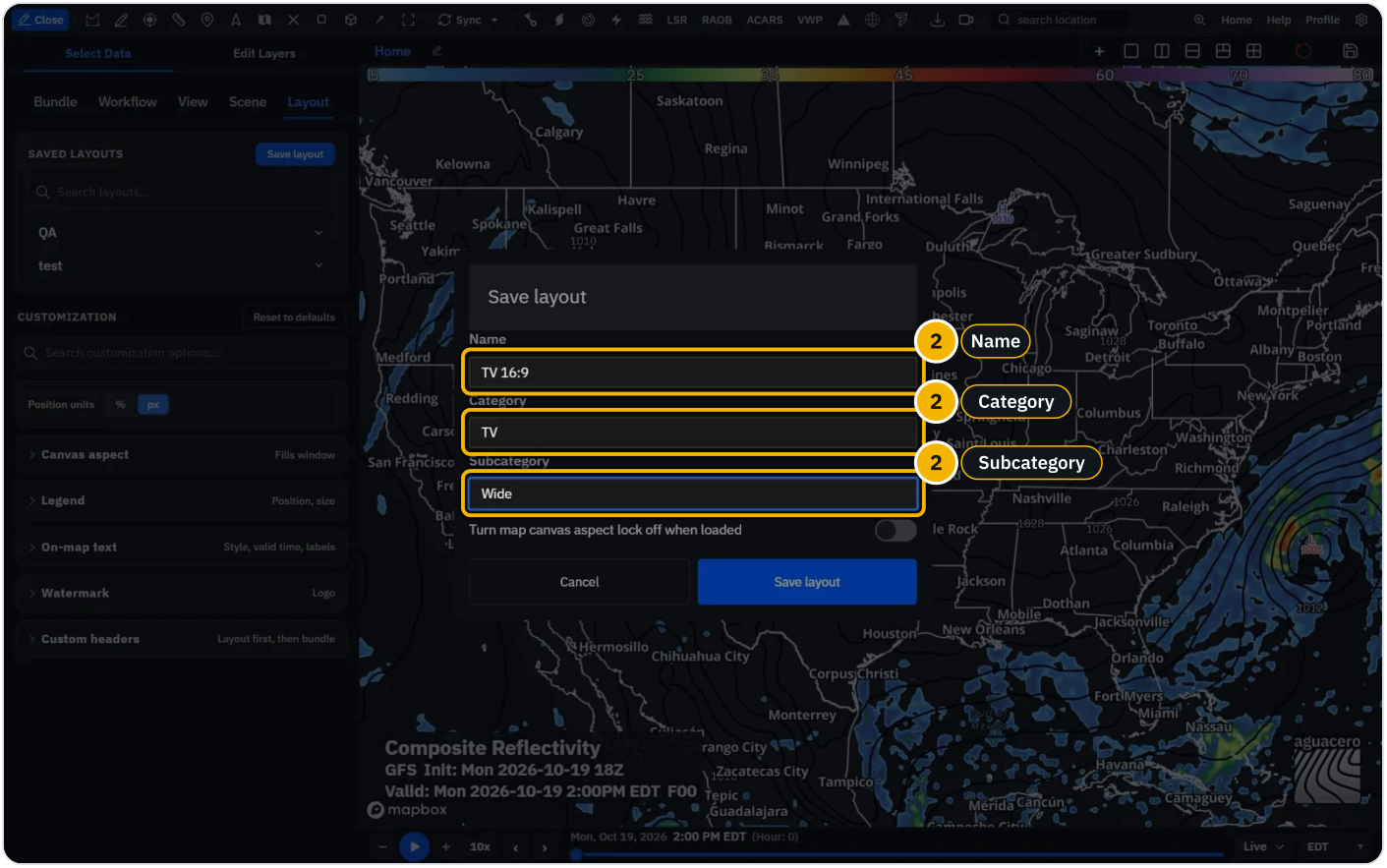
TIPS

- The **Canvas aspect** heading in the Layout tab shows the current ratio, or **Fills window** when the lock is off.
- In the mobile layout the lock isn’t shown live; it applies to exports only (“saved for exports”).
- These settings are saved on this device and to your account. A saved layout can also carry a ratio (see the next section).

12 Save, update and organize layouts

Saved layouts live in your account, grouped by category and subcategory. Load one with a click, update it in place or keep copies.

1. Click **Save layout**. If you are signed out, this asks you to sign in.
2. Enter a **Name**, a **Category** and a **Subcategory**. All three are required.
3. Check the canvas switch. With the canvas locked it reads **Switch map canvas to 16:9 when loaded** (or your ratio); with it off it reads **Turn map canvas aspect lock off when loaded**. It starts on when the canvas is locked.
4. Click **Save layout**. The button shows **Saved ✓** and the dialog closes. The new layout becomes the active one.



The Save layout dialog: name, category, subcategory and the canvas switch.

SAVED LAYOUTS	
Search layouts…	Filters by name, category or subcategory and opens every matching category.
Categories	Click a category to open or close it; one opens at a time. Layouts are grouped by subcategory inside it.
Layout name	Loads the layout onto the board. The active layout is highlighted. A badge shows the frame it switches to, such as **9:16**, or **Fills window** when it turns the lock off.
Edit layout	The pencil button. Opens **Edit layout** to save the board's current look over the layout, rename it or move it to another category. With **Overwrite existing layout?** and **Replace its settings with the board's current layout** both on (the default), the layout takes what the board shows now. Turn **Replace its settings…** off to only rename or move it. Turn overwrite off to save a copy with the board's current look instead.

Delete layout	The trash button. Asks first, then deletes the layout for good.
Update active layout with current settings	Saves your changes into the layout you loaded or saved last. Shown when you are signed in and a layout is active. It keeps the layout's canvas ratio up to date with the live one.
Reset to defaults	Puts the board back on the built-in layout and clears the active layout. Saved layouts don't change, and the canvas frame stays as it is.

Edit layout saves the board's current look over the layout by default. To rename a layout without changing its look, turn off **Replace its settings with the board's current layout** before you save.

TIPS

- Drag categories, subcategories and layouts to reorder them. This works when you are signed in and the search box is empty; the order syncs to your account.
- Bind **Open Layout library** in **Settings** → **Keyboard shortcuts** to jump straight to this tab. It has no key by default.
- Loading a layout that carries a ratio switches the map canvas to it. Layouts saved without one leave the canvas alone.

13 Use layouts with boards, bundles, workflows and scenes

A layout applies to a whole board. Bundles, workflows and scenes can carry a layout so it comes back with them.

SETTINGS

Boards and panels	A layout applies to the board the sidebar is editing. Every panel on that board shares its legend and text settings, and layout headers show on every panel. A new board starts with the layout you used last.
Bundles	Turn on **Save layout to bundle** in the bundle save dialog. Loading the bundle in the active panel then applies the layout.

Workflows	Turn on **Save layout to this workflow** in the workflow save dialog.
Scenes	In the scene's **Global settings**, the **Layout** row offers **Unset** (keep the board's layout), **Default** (the built-in layout) or one of your saved layouts. Switch the row to **Per step** to choose on each step's **Layout:** row.

When more than one applies, a step's layout wins over the scene's, which wins over a bundle's, which wins over a workflow's. A step that inherits one says so, for example **Using bundle layout**.

TIPS

- A bundle keeps a copy of the layout as it was when you saved the bundle. Later edits to the saved layout don't change that copy; save the bundle again to pick them up.
- Only loading a layout from the Layout tab changes the canvas frame. Bundles, workflows and scenes leave it as it is.

14 Layouts in exports, Broadcast mode and mobile

Exports draw the layout as you see it. Broadcast mode and the mobile layout replace parts of it.

SETTINGS

Exports	Copy, save, download and GIF and MP4 exports draw the legend, on-map text, watermark and custom headers where they sit live. A legend placed above or below the map makes the image taller to fit it.
Broadcast mode	The banner replaces the legend, the caption, the watermark and custom headers, on the map and in exports. Layer labels are hidden too. The lightning counter and viewport min/max still show. For signed-in users the **Layout** tab and the scene **Layout** rows are greyed out, and layouts saved in bundles, workflows and scenes are skipped.
Mobile layout	The on-map caption, layer labels, custom headers and the watermark aren't drawn on the live map. A locked canvas aspect applies to exports only.

15 Where layouts are saved

What stays with your account, what stays with the board and what lasts only until a reload.

SETTINGS	
Working layout	What the board shows now. Signed in, it is saved to your account a moment after each change and restored to your boards when you sign in or reload. Signed out, it lasts until you reload.
Saved layouts	Stored in your account, with their category order. They show on every device you sign in on.
Position units	An account setting: the default unit for new layouts and headers.
Time zone	An app setting saved to your account. Saved layouts remember a zone and switch to it when loaded.
Canvas aspect	Saved on this device and to your account. A saved layout can carry its own ratio.
Bundles, workflows and scenes	Keep their own copy of a layout when you turn on the layout option while saving them.

16 Recipe: a 16:9 TV layout with the legend at lower left and your logo

A clean on-air frame: title and times at the top left, a compact legend at the lower left, your station logo in the top right corner and the watermark at the bottom right.

1. Open the Layout tab and click **Reset to defaults** to start from the built-in layout.
2. Open **Canvas aspect** and click **16:9**. Under **Resolution lock**, pick **1080p** for an OBS scene or keep **Fit**.
3. Open **Legend**. Set **X** 2, **Y** 97, **Anchor Bottom left**, **Orientation Horizontal**, **Bar width** 35%, **Bar thickness** 18 px and **Layer name Above legend** with **Offset left (flush with bar)**.
4. Open **On-map text**. Pick a bold sans-serif **Default font family** and keep the dark plate, or change its color and **Corner radius** to match your graphics.

5. Open **Bundle name** and set **X** 2, **Y** 3, **Anchor Top left** and **Font size** 24. Give **Model name**, **Init time**, **Valid time** and **Forecast hour** the same X, Y and anchor so they stack under it as one block.
6. In **Valid time**, pick your local **Time zone** and **Month name** under **Date format**.
7. Leave **Watermark** at **X** 98, **Y** 97, **Bottom right**.
8. With Creator, open **Custom headers**, click **Add custom header** and **Use** your logo. In the controls that open, set **Anchor Top right**, **X** 98, **Y** 3 and **Width (% of panel)** 12. Click **Done**.
9. Click **Save layout**. Name it “TV 16:9”, category “TV”, subcategory “Wide”, and leave **Switch map canvas to 16:9 when loaded** on.

TIPS

- Keep the caption items’ styles identical, or they stop stacking and overlap (see **How text items share a spot**).
- Make a 9:16 version for social video with the next recipe; switching layouts switches the frame too.

17 Recipe: a 9:16 layout for vertical video

A tall frame for stories and Shorts, with the caption centered at the top and a vertical legend along the right edge.

1. Open **Canvas aspect** and click **9:16**. Pick **1080p** under **Resolution lock** for a 1080 × 1920 canvas when your window is big enough.
2. Open **Legend**. Set **Orientation Vertical**, **Anchor Top right**, **X** 98, **Y** 12, **Bar height** 60% and **Layer name Hidden**.
3. Open **On-map text** → **Bundle name**: **X** 50, **Y** 3, **Anchor Top center**, **Font size** 28. Give **Model name**, **Init time**, **Valid time** and **Forecast hour** the same position and anchor so they stack under it.
4. In **Valid time**, pick **Compact** and click **Time only** under **Show in display** for a short line that fits a narrow frame.
5. Click **Save layout**, name it “Social 9:16” in the same category as your TV layout, and keep the canvas switch on.

TIPS

- Load “TV 16:9” or “Social 9:16” from **Saved layouts** to flip the whole frame, legend and caption in one click.

18 Common questions

Answers to the questions we hear most about layouts and map text.

Why is the Layout tab greyed out?

The banner is in Broadcast mode. The banner draws its own title, time and legend, so the Layout tab is unavailable to signed-in users. Switch the banner to **Default** in **Settings** → **Appearance** → **Banner**.

Why can’t I save a layout?

Saving needs a signed-in account; **Save layout** asks you to sign in. In the dialog, **Name**, **Category** and **Subcategory** are all required, and names with profanity are rejected.

My layout changed by itself. Why?

Something else applied a layout: a bundle saved with **Save layout to bundle**, a workflow saved with its layout, or a scene with a **Layout** set. Signed out, your changes also reset when you reload.

How do I change a saved layout’s look?

Load it, change what you need, then click **Update active layout with current settings**. Or open **Edit layout** and turn on **Replace its settings with the board’s current layout**. A plain edit only renames it.

Is there a “no layout” option?

Every board always shows a layout. **Reset to defaults** brings back the built-in one. For a bare map, turn off the legend, text items and anything else you don’t want, then save that as its own layout, for example “No Layout”, and load it when you need it.

Why is the valid time in the wrong time zone?

The **Time zone** in **Valid time** is the app’s time zone, and loading a saved layout switches to the zone it was saved with. Pick the zone again and click **Update active layout with current settings**.

Why don’t I see the init time or forecast hour?

They show for model data only. The init time needs a model with a run time, and the forecast hour needs **Show forecast hour** on. Also check that **Show init time** is ticked.

Why are my text items drawn on top of each other?

Items at the same spot join into one block only when they share one style. If one of them has **Custom color, outline & background**, move it to its own spot.

Why can’t I turn off the watermark?

Removing the watermark needs a Commercial plan. On other plans, clearing **Show watermark** opens **Commercial feature** with an **Email us** button. You can still move it anywhere.

Why do layout changes hit every panel?

A layout belongs to the board, so all its panels share it. Put panels that need a different look on another board; each board has its own layout.

Why does my layout look different on my laptop?

Positions and sizes scale with the panel, but a different window shape moves things relative to the map. Lock **Canvas aspect** to a fixed ratio, and save it with the layout, to get the same frame on every screen.

My export has extra space above or below the map. Why?

The legend’s **Y** is below 0 or at 100 or more, so the export grows to fit the legend outside the map. Set Y between 0 and 100 to keep the legend on the map.

Where are the custom header controls?

In the **Custom headers** section of **Customization**. Adding headers needs Creator, and the section is unavailable in Broadcast mode.

Can I open the Layout tab with a key?

`F1` opens the sidebar. To jump straight to the Layout tab, bind **Open Layout library** in **Settings → Keyboard shortcuts**.