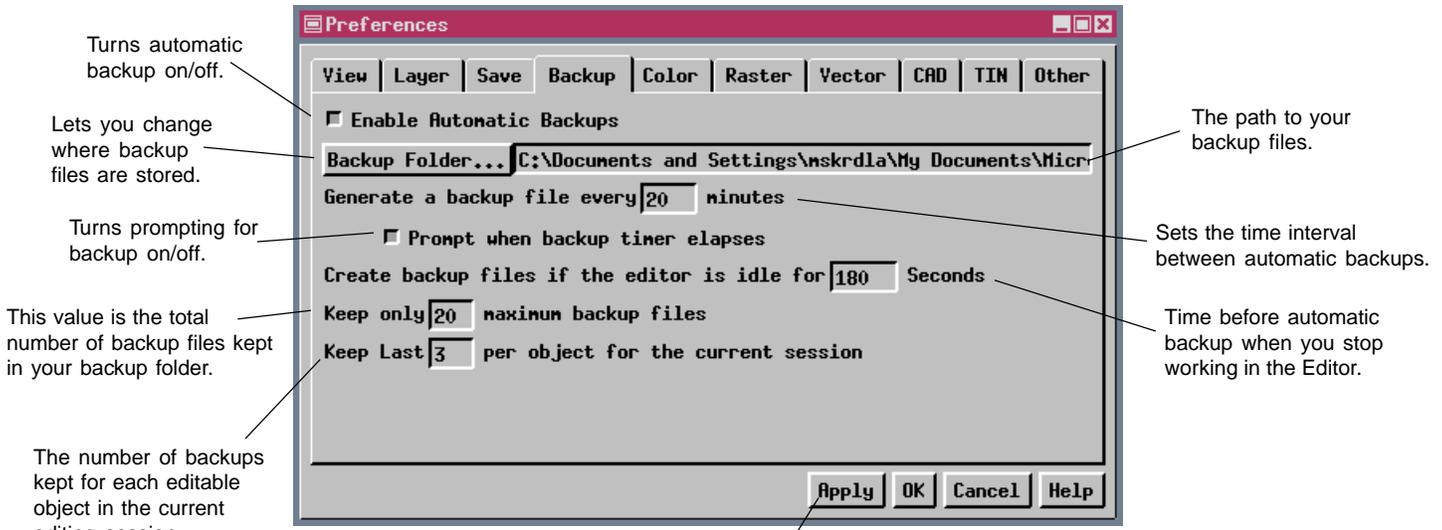
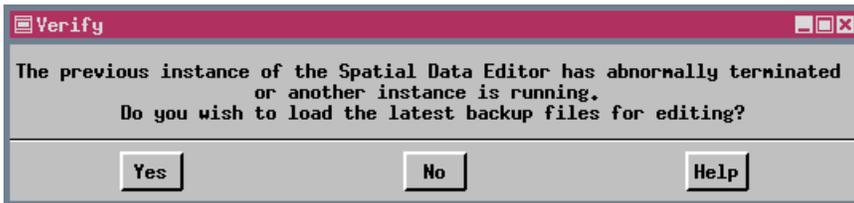


Automatic Backup Options When Editing

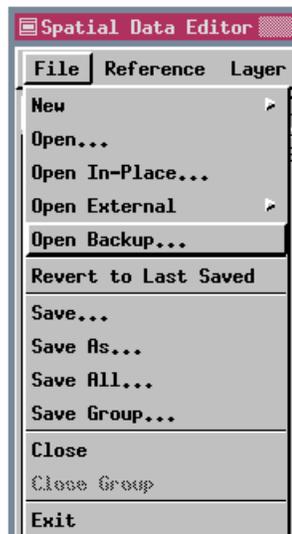
The Spatial Data Editor now has options that are independent of the Save Timer for automatic backup of your editing work. This backup is accomplished in the background according to the parameters you set in the Editor Preferences without you having to take any further action, such as clicking OK, unless you have *Prompt when backup timer elapses* turned on. The backup copies the object you are editing and is much faster than saving (no optimization, no search tree rebuild, and so on). The backup file also contains the “Undo” information from your editing session. A status window opens to let you know a backup of your workspace is being performed. Backup is automatic after the period of inactivity you specify. A backup is not created when scheduled if you have not made any changes since the last backup.



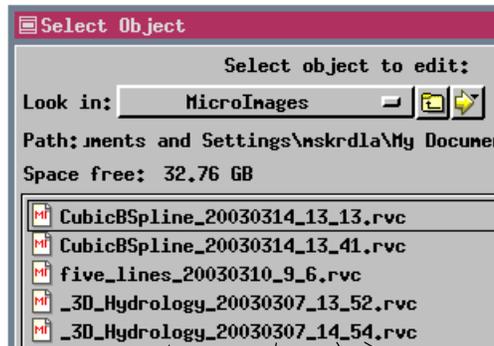
The Preferences window is now non-modal, which means you can do other work in the Editor with it open, so an Apply button has been added to let you activate changes without closing the window.



The Editor now detects whether it was correctly or abnormally terminated the last time it was run. If you launch a second instance of the Editor, the process thinks the last Editor session was abnormally terminated because there is no notification of normal exit.



If it was abnormally terminated, such as by power outage or exiting TNTmips without first exiting the Editor, you will be asked if you want to open the most recent backup file. If you say yes, the object in the most recent backup file is automatically located and loaded in the Editor. You can choose to open a backup file at any time by selecting Open Backup from the File menu in the Spatial Data Editor. When you make this menu choice, the Select Object window opens with the contents of your backup directory displayed. Thus, you never need to navigate to your backup directory unless you choose to do so.



Automatic naming of backup files uses the name of the object you are editing and appends it with the date and time it was created.