

# New Object Editor Features

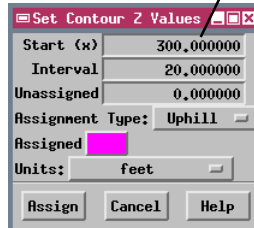
## Set Contour Z Values

The Object Editor provides a new, streamlined way to assign Z values to vector contour lines. Using the Set Contour Z Values tool, you can select a group of contours by drawing a traverse line, and assign Z values to the entire group by specifying a starting value and a contour interval. Contours to which Z values have been assigned are automatically drawn in a special "Assigned" color so that you can keep track of your progress. You can enter contour values in units such as feet, and they are automatically converted to meters. The contours you select for each assignment operation should represent a constant sense of slope (uphill or downhill). If your traverse line crosses a ridge top or valley bottom, any contour line that is crossed twice is not assigned a Z value, and a warning prompt is shown in the Status line at the bottom of the View window.



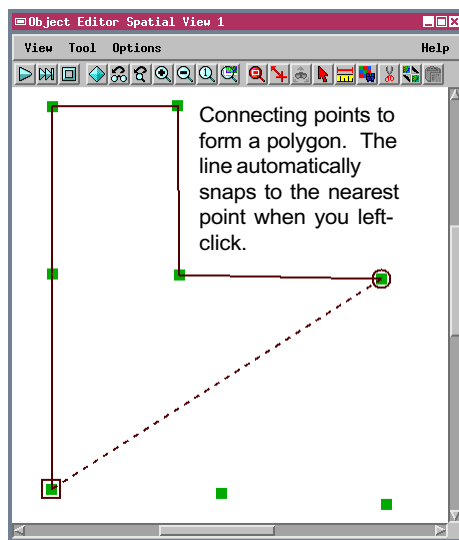
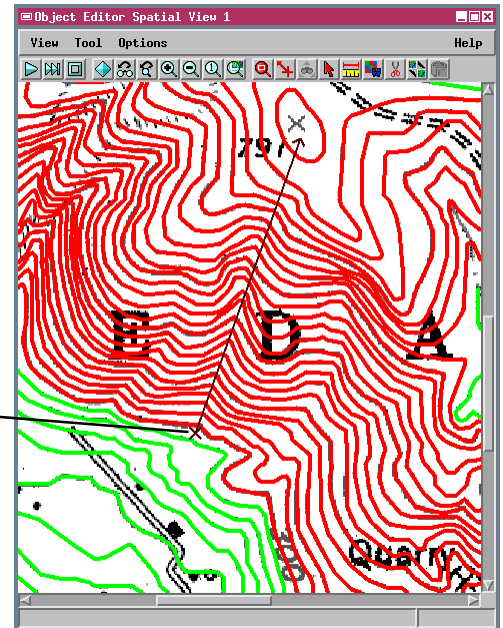
Set Contour Z Values

For each group of contours, set the Start Value, Interval, and Assignment Type (Uphill or Downhill).



The start of the traverse line is marked by the X.

Crossing a contour that already has a Z value assigned automatically sets the Start Value. Crossing two contours with Z values sets both the Start value and the Assignment Type.



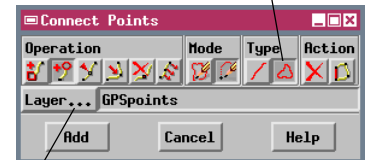
## Connect Points

The Connect Points procedure allows you to create vector or CAD lines and polygons by snapping segments to the locations of pre-existing points. For example, you can quickly draw lines connecting GPS waypoints taken along a pipeline route, or draw polygons connecting points outlining field or property boundaries. The points can be in the vector or CAD object you are editing, or in one or more reference objects (including TIN objects and pinmapped database tables.) The Connect Points controls include the standard tools found in the Line / Polygon Edit Controls. With the default Add End tool selected, simply position the mouse cursor on or near the next point and press the left mouse button; the line automatically snaps to the coordinates of the point.

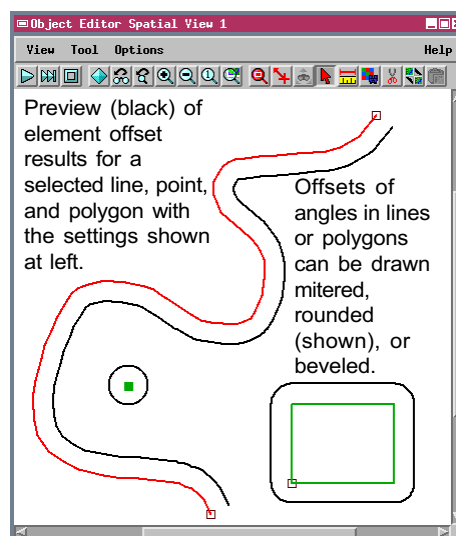
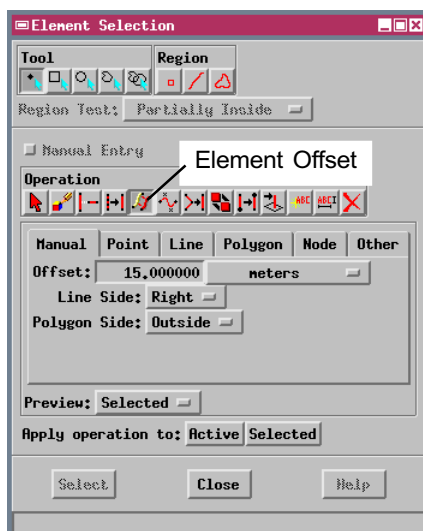


Connect Points

Use the Type icon buttons to determine whether you draw a simple line connecting the points, or a closed polygon.



You can connect points residing in different objects by using the Layer button to choose the current point layer.



## Element Offset

The editing tools for vector and CAD objects now include the Element Offset operation, which creates lines offset a specified distance from selected elements. You can choose to create offset lines on the left side, right side, or both sides of a selected line. If you select a point or node, the operation creates a circle around the element with a radius equal to the offset distance. If you select a polygon, the operation creates a polygon offset inside or outside of the selected polygon (or both). Several options are provided for rendering offsets of corners and acute angles. You can also choose to preview the results for the active element or for all selected elements before applying the operation.