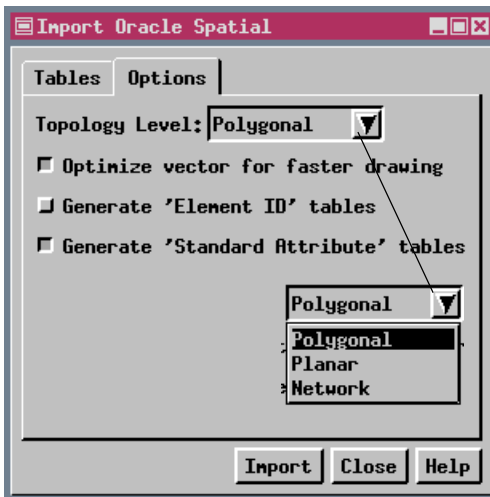


Oracle Spatial Import Options

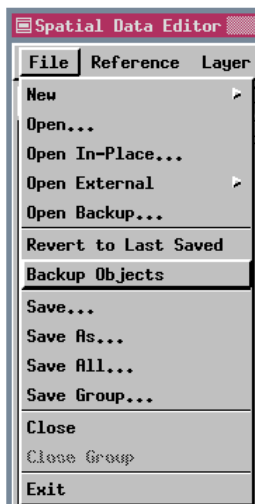


TNTmips lets you choose the topology level for Oracle Spatial layers you import as TNT vector objects. You can choose from polygonal, planar, or network topology (see the color plates entitled *Vector Object Topology Types* and *Behavior of Topology Types*) using the Topology Level option menu. Spatial layers in Oracle Spatial have no topology. It is possible that geometries in a spatial layer may not violate a particular topology type if the layer came from a topological system and has not been altered spatially.

If you know the layer you want to import has polygons with attributes, choose polygonal topology for the imported vector object. Attributes associated with lines and points will also be imported when polygonal topology is selected. If you know the layer you want to import could have polygons but they have not been designated as such and do not have attributes, you could choose either polygonal or planar topology. An example of such a

layer would be hydrology that does have lakes but was created as a lines only layer in Oracle Spatial. If you want to assign attributes to the lakes after import, choose polygonal topology. If you are only interested in the line information, choose planar topology. If you are only interested in the line information and the layer has additional characteristics, such as an elevated aquaduct crossing drainage canals, choose network topology. If you have line data with continuous lines that do not cross because of a 3D component but would cross when projected onto a 2D plane, such as flight paths or infrastructure information (sewer, water, buried cable, and so on), choose network topology.

You are also presented choices for optimizing the vector object produced by import and creating element ID and/or standard attributes tables. It is recommended that you choose to optimize your vector because optimization decreases vector object display times. It is not unusual for an optimized vector to display five times faster than the same vector object without optimization. Optimization changes the way a vector object's elements are stored but has no effect on topology. Element ID tables contain two fields, Current and Original, that are updated when validating the object after lines or polygons have been split or deleted. If you do not care what an element's original ID number was, there is no reason to include this table since the table with the same name as the imported vector object (see the *Importing Vector Objects from Oracle Spatial Layers* color plate) has a field with ID numbers. Standard attributes tables are generally useful, providing information, such as line length and polygon area, that is available for general perusal or can be retrieved with a mouse click for a specific element.



Editable Object Backup On Demand

The new automatic backup feature in the Spatial Data Editor is described on the *Automatic Backup Options When Editing* color plate. The automatic backup feature causes less disruption of your work than the periodic saves prompted by the Save Timer because backup is faster (no optimization, no search tree rebuild, and so on) than saving. Automatic backup may result from the passage of a designated period of time or a period of inactivity in the Editor providing changes have been made. You, however, are not at the mercy of these preset timers to determine when your backup is made. You can select Backup Objects from the File menu in the Spatial Data Editor window and all editable layers that have been changed since the last backup was made will be backed up immediately. This can be quite useful if you are trying to track down where a problem occurs.