

Create New Object from Template

DID YOU KNOW . . . you can create new geometric or raster objects from a template saved in TNT's Editor?

What Creating a New Object from a Template Gives You

- Create a new object from a previously saved template or an existing object
- An object of same data type, georeference, and database structure
- Geometric object with the same style objects and database tables
- Raster object with contrast tables, color maps, and null masks

Click on this icon or select the option from the menu to choose your template object.

Note lack of elements.

Name (4 objects)	Modified	Size	Type
CBSOILS_Like	2010-10-06	158 KB	Vector
DEM_8bit	2010-10-06	185 KB	Raster
Raster Template	2010-10-06	108 Bytes	Raster
Vector Template	2010-10-06	36 Bytes	Vector

Class
lBc
lBd
lBf
lBg
lBgB
lBgD
lBc

Select a previously created template or any existing object to use as a template.

When an existing vector object is selected as a template, a new vector object is created with the same georeference and database structure but with no elements (illustration above). Rasters created from templates have no initial cell values.

How to Create a New Object from a Template

- In the Editor - Layer Manager, click on Create Object From Template icon, or select Create From Template from the Object menu.
- Select the template desired or any object to use as a template for a new object.

WANT TO KNOW MORE?

See the Technical Guide entitled Spatial Editor:
Creating and Using Geodata Templates

