Vector Filters

TNTmips provides a variety of filters for modification of vector objects. These filters include removing dangling lines (overshoots), sliver polygons, excess nodes, and bubbles; simplifying (thinning) lines; closing undershoots; dissolving polygons; and line densification (splining). All vector filters are now available in a single process and can be run one right after the other on one or more vector objects. Filters are run in the order selected, with subsequent filters being applied to the results of previous filtering operations. Click on the Test button to preview the complete filter series selected, then modify parameters and test again as many times as necessary before electing to save the output. All these filters are also available in the Object Editor (and TNTedit) for individual use on any vector object you are editing.

You can select multiple vectors to apply the same filter set to. You can include the same filter twice in a set by simply selecting it twice (you might, for example, apply the line simplification filter before and after removing sliver polygons). Each selected vector is tested separately. The filtered results for all vectors are generated when you click on Run.

Click on the Show Details arrow to list and set the filter parameters.

When you run the process and create a new vector object, you can view a report of how many elements were affected by each of the filters selected.