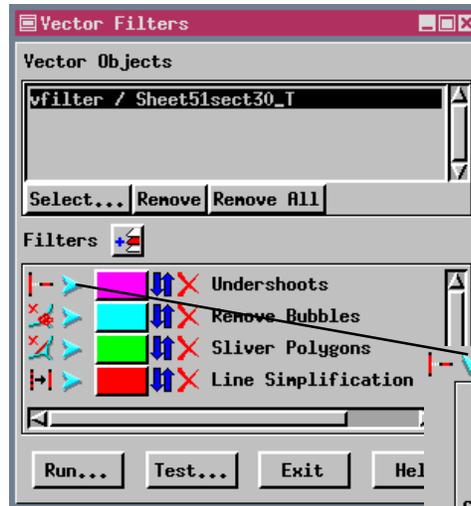
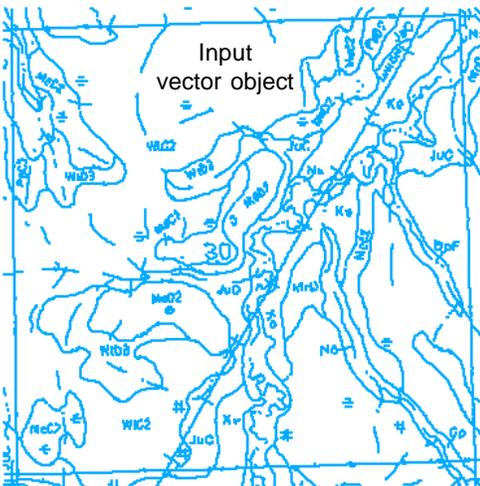


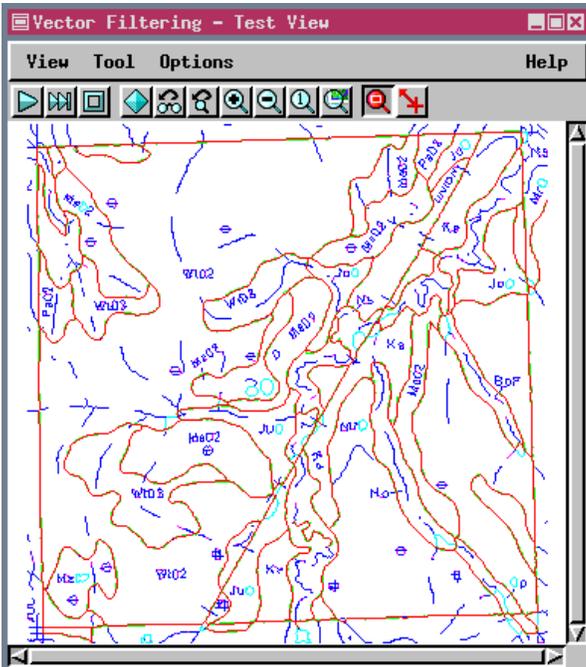
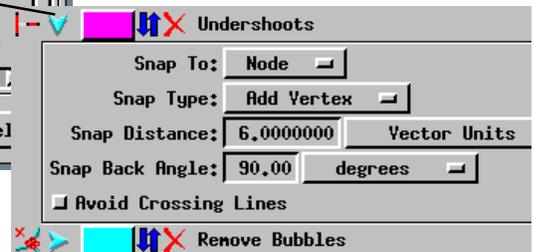
Vector Filters

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.

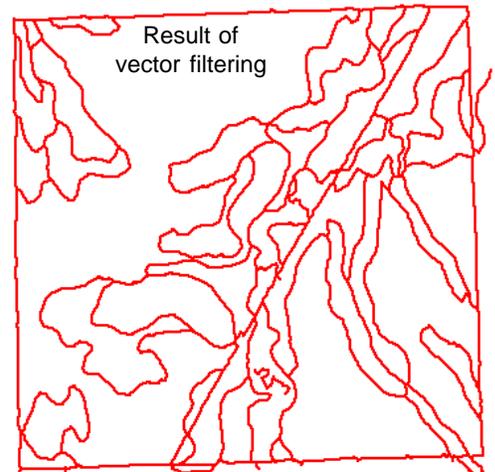


You can select multiple vectors to apply the same filter set to. You can include the same filter twice in a set by simply selecting it twice (you might, for example, apply the line simplification filter before and after removing sliver polygons). Each selected vector is tested separately. The filtered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

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



The Filter process lets you interactively determine the best filtering parameters for your vector objects by providing a Test function and Test View window. The image in the Test View window progressively indicates the appearance of the vector object after each filter is applied. In the illustration at the left, the blue lines are original elements that will be removed by filtering (if you are running an Undershoots filter only, these lines will remain). Magenta lines show gaps that will be filled by the Undershoots filter, but removed by a later filter. The lines drawn in cyan represent the lines that survive application of the Remove Bubbles filter. Green lines are those that remain after application of the Sliver Polygons filter. The red lines show the final result after application of the Line Simplification (line thinning) filter. Lines not filtered out will be drawn in the color assigned to the last filter. Lines drawn in the original or intermediate filter colors are not part of the final filtered result. Any of the assigned drawing colors can be changed by clicking on the Test Color button and selecting a different color.



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.

