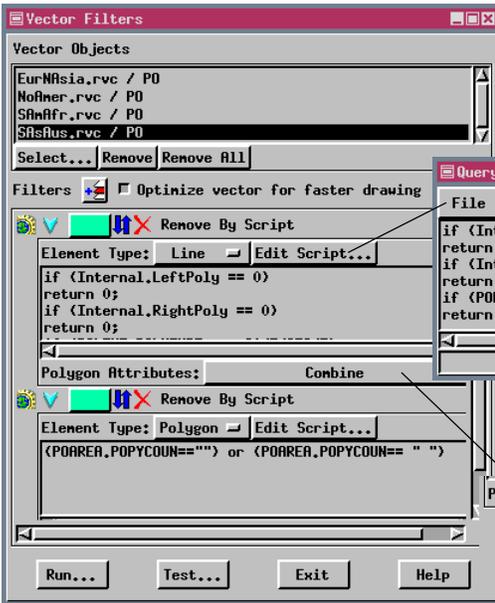


Filter Vectors Using Scripts



A Remove By Script filter has been added to the suite of filters already available in the Vector Filters process (Prepare / Vector / Filters). This filter is also available in the Spatial Data Editor. The advantages of using the filtering process are that you can filter multiple objects at one time and you

can filter more than one element type in a single run. Additionally, there are three options for how to assign polygon attributes when line removal makes two polygons into one.

The query you use to select elements for deletion must apply to all objects chosen for processing. The data-

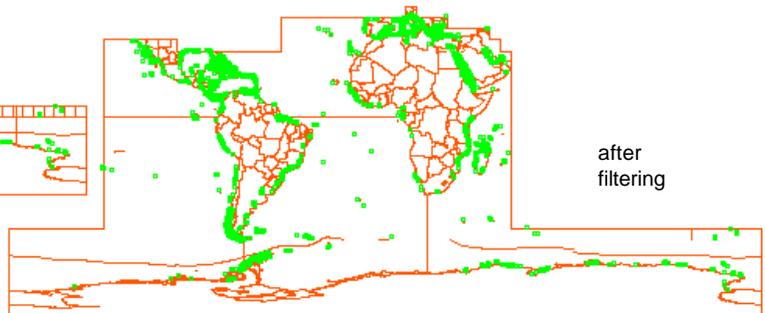
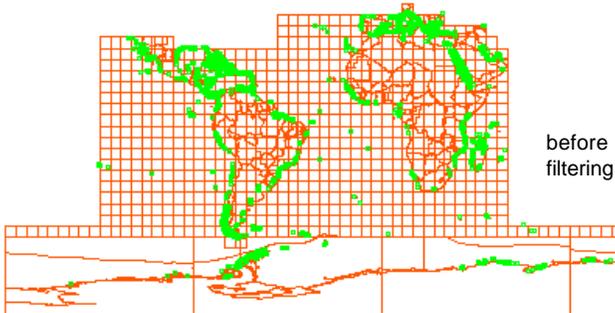
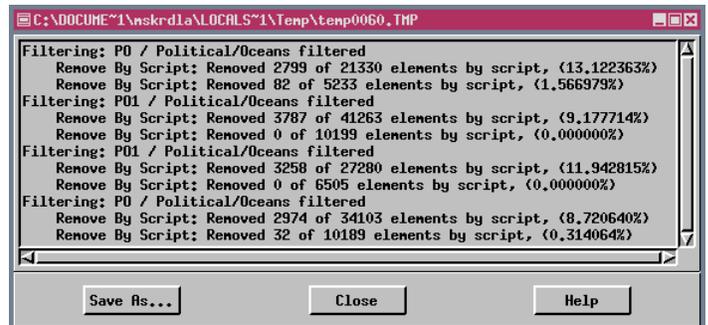
base structure need not be identical, but the tables and fields used in the query must be in all selected objects. In the example illustrated, the PO

(Political and Oceans) objects imported from the Digital Chart of the World (DCW), which breaks the world into quadrants, have the same database structure. The imported DCW data contains grid lines and other features with the same attribute values that clutter

the data without adding any useful information. Such vector objects are ideal candidates for the Remove By Script filter. You can see from the result below that some manual editing is still necessary. The filter script was written to retain the external grid lines so that countries that are split at the edge of a quadrant will retain their attributes.

As with other filters, you can make a test run to see if your script produces the desired results before creating your filtered output objects. You can also choose to view the filter log (shown below) after the test or after the output objects are created. A case like this where all the input objects have the same name may lead to some uncertainty as to which is which in the filter log, but rest assured the objects are listed in the log in the same order they are listed at the top of the Vector Filters window and filters are listed in the order they are applied (top to bottom).

As with other filters, you can make a test run to see if your script produces the desired results before creating your filtered output objects. You can also choose to view the filter log (shown below) after the test or after the output objects are created. A case like this where all the input objects have the same name may lead to some uncertainty as to which is which in the filter log, but rest assured the objects are listed in the log in the same order they are listed at the top of the Vector Filters window and filters are listed in the order they are applied (top to bottom).



The filters did not do all the clean up necessary for this object, but the manual editing job that remains has been greatly simplified.