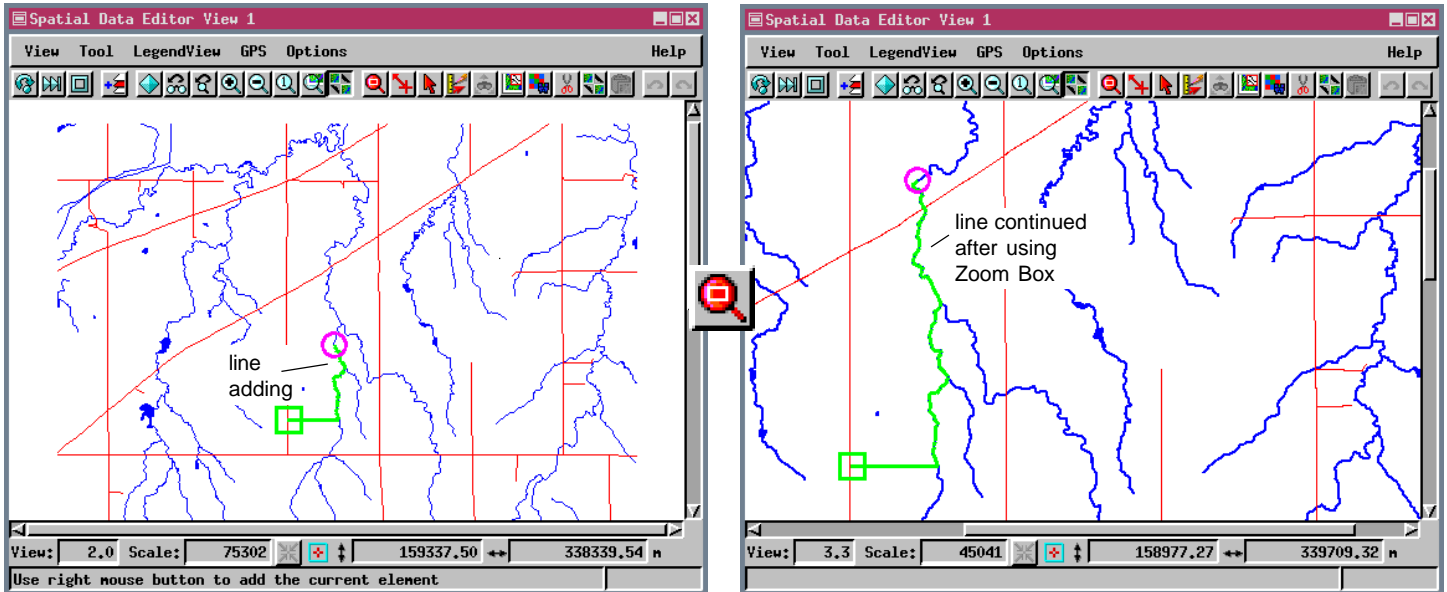


Interoperate Tools When Editing

Have you ever started drawing or tracing a line in the Spatial Data Editor then decided you needed to use some other tool first and returned to the line tool to discover your line in progress is gone? This behavior has been changed so that the temporary, in progress elements for each drawing tool are maintained. The illustrations below show the Add Line tool returning after using the Zoom Box. You could also switch between adding lines, polygons, arcs, and so on with the temporary element retained for each.



Spline Lines in 3D

You can now use the Cubic and Quadratic BSpline methods to spline 3D lines. The lines are splined in the XY plane and Z values for the new line vertices are interpolated. A portion of a line is shown here for both splining methods when the Spline tool is active, with the lines before and after splining overlaid in a 2D view, and in 3D perspective view with a Z offset between lines.

