

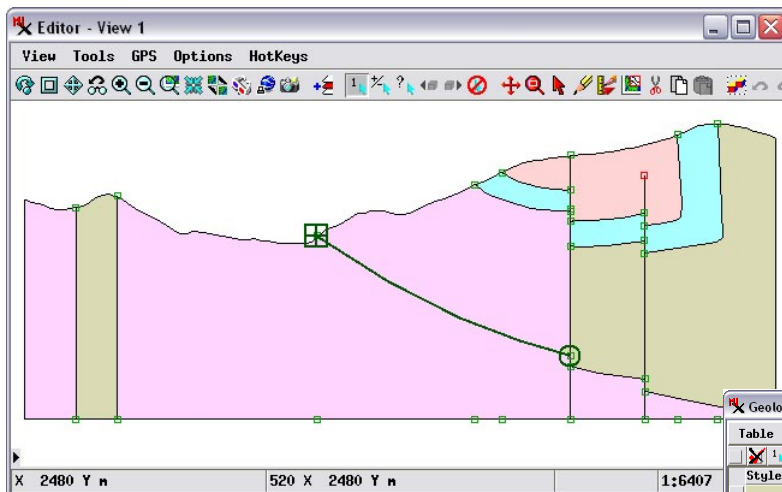
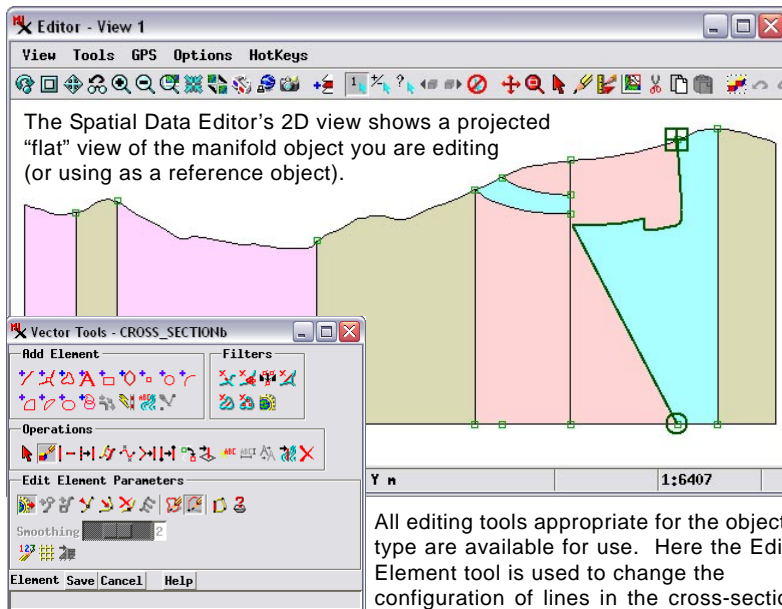
Edit Manifold Objects

Manifold objects are raster, vector, or CAD objects with 3D georeference control points (using the Manifold transformation model) defining the shape and position of the object in 3D space. Any manifold object can be edited or used as a reference object in the TNTmips Editor. For example, you can use the Generate Cross Section tool in the GeoToolbox to create a manifold vector object representing a prototype geologic cross-section (see the Technical Guide entitled *Create Cross-Section Manifold Objects*) and then use the Editor to edit the computer-generated subsurface contact lines to fit your geologic interpretation.

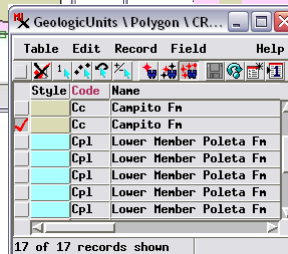
Since they have a fully 3D shape, manifold objects are shown in 3D views but not in typical 2D view windows. But to enable

you to easily make editing changes, the Editor's 2D view window shows a flattened, planar view of the manifold object. All editing tools appropriate for the object type are available for use. A 3D view window is also automatically provided when you work with a manifold object so that you can see the effect of your edits in a perspective view. The illustrations below show several stages in the editing of a prototype cross-section (vector manifold object) to create the final interpretive section.

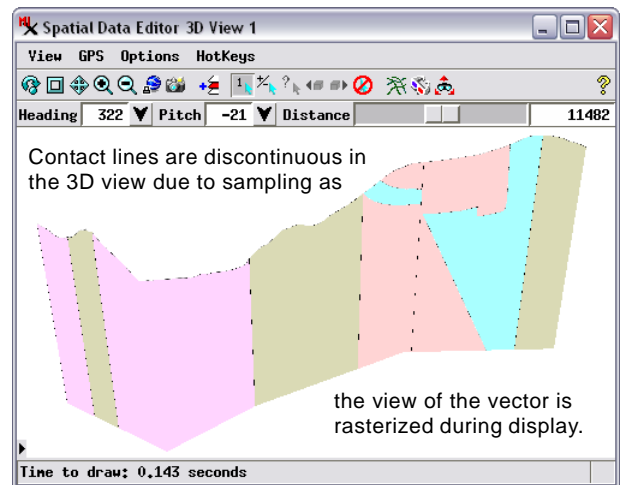
When you select a manifold object as a reference in the Editor, you can create a new editable object over it that automatically acquires manifold georeference from the reference manifold object. For example, you can select a raster manifold object as reference, then create and edit a new vector object (with manifold georeference) to serve as an overlay with annotation or additional geologic features.



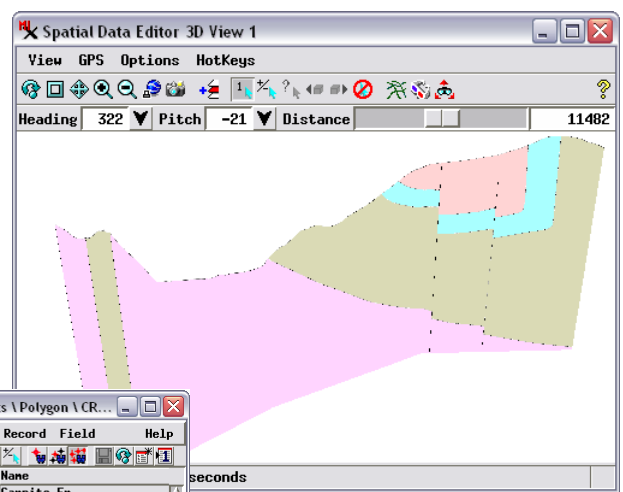
As you delete or add polygon boundaries, remember to check attribute attachments to the polygons and make any necessary changes to preserve the correct style assignments. Here a large polygon is being subdivided by a new line (green) and the database record attachments of the two new subpolygons need to be reviewed.



Style	Code	Name
Cc	Capito Fn	Cc
Cc	Capito Fn	Cc
Cpl	Lower Member Poleta Fn	Cpl
Cpl	Lower Member Poleta Fn	Cpl
Cpl	Lower Member Poleta Fn	Cpl
Cpl	Lower Member Poleta Fn	Cpl
Cpl	Lower Member Poleta Fn	Cpl



You can monitor the progress of your edits in the Spatial Data Editor's 3D view window.



3D perspective view of the partially-edited vector manifold at left after the database record attachments have been cleaned up to create the proper style assignments for the polygons.