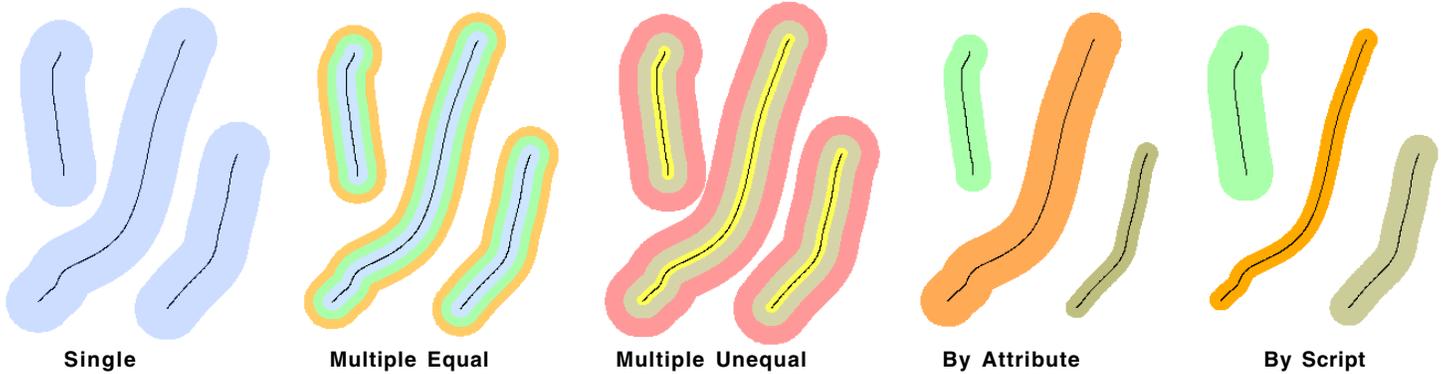


Buffer Zone Distance Options



The Buffer Zone Generation process (Geometric / Compute / Buffer Zones) provides a variety of options for setting buffer zone distance. Use the Mode menu in the Distance box on the Buffer Zone Generation window to choose the distance mode: Single, Multiple Equal, Multiple Unequal, By Attribute, or By Script. Sample results for these modes for a set of three lines are illustrated above.

Single Buffer Distance

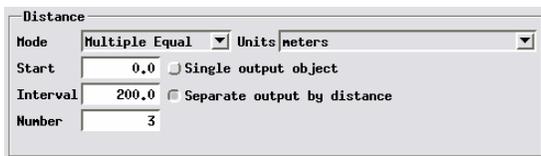
To set a single buffer distance for all elements, choose Single from the Mode menu. Enter the desired distance in the Value field. For all modes, choose the distance unit to use from the Units menu.



Multiple Equal Distances

The Multiple Equal selection from the Mode menu creates multiple buffers with equal spacing between them. Enter the buffer distance spacing in the Interval field and the number of intervals in the Number field. Enter a non-zero value in the Start field if you want the outside of the first buffer to be at a distance not equal to the specified interval. (A Start value of 0 is equivalent to setting the Start value equal to the interval value.)

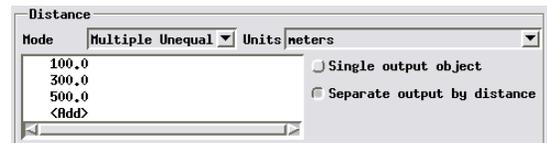
When the selected output object type is CAD, you can use the radio buttons in the Distance box to choose whether to create the buffers in a *Single output object* or *Separate output by distance* (save each buffer distance result in its own object). If you choose Vector or Region for the output, these buttons are inactive and *Separate output by distance* is set automatically.



Multiple Unequal Distances

When you select the Multiple Unequal mode, you enter a series of buffer distances (distances from the starting element) in the provided text pane. To enter a distance, click on the field labeled <Add>, type the distance value, and press the Enter key.

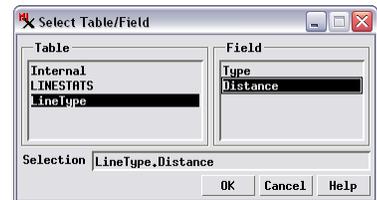
A new <Add> field appears automatically below the previous value so that you can enter as many buffer distances as necessary. For CAD output you can choose to create buffers in a single output object or separate objects as described previously.



Distances By Attribute

The By Attribute selection from the Mode menu lets you set the buffer distance for each element from a numeric field in database records attached or related to the elements. This option is not available if you are buffering more than one type of element at the same time (such as lines plus points).

When you choose the By Attribute option, the standard Select Table/Field window opens so that you can choose the desired database table and field that contains the distance values. Your selection is then shown in the field below the Mode menu. You can choose a different table and field at any time by pressing the Specify pushbutton.



Distances By Script

When you select the By Script option from the Mode menu, a script pane and script editor controls are provided so that you can enter a script that specifies distances based on any type of element attribute value. For each specified attribute value, use the *return* keyword to set the desired buffer distance as illustrated below. This option is not available if you are buffering more than one type of element at the same time.

