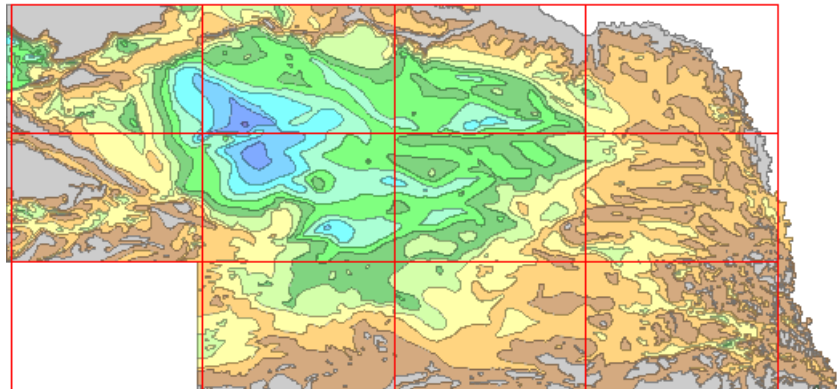


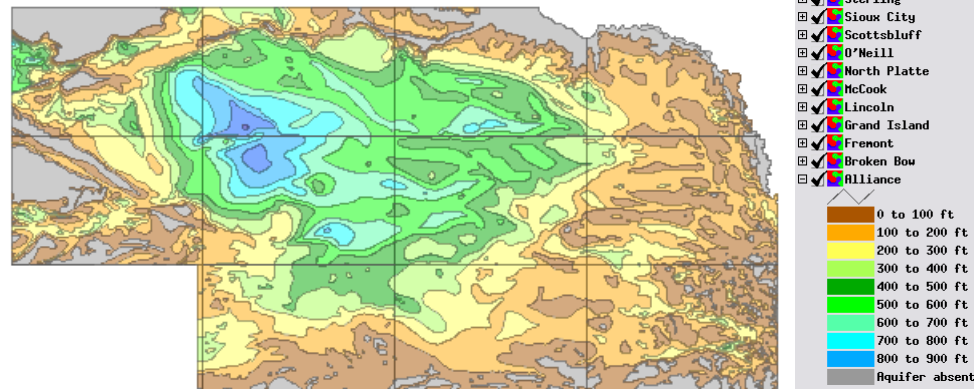
Separate Vector Objects by Polygons

When you use the Extract from Vector process (Geometric / Extract from / Vector) in TNTmips, you can choose to create multiple extracts at the same time using the polygons in a second vector object. One output vector object is created for each polygon in the separation vector. The polygon attribute value you select is used to name the output vector objects, which you can direct to a single output Project File or to separate Project Files (which are given the same name as the contained vector object). An example of this multiple extraction by polygon is illustrated below, where a vector groundwater map for a state is extracted to separate vector objects for individual map quadrangles. The data-specific settings for this extraction are shown in the illustration to the right. (You can also extract to separate output vectors using an attribute of the input vector object itself; see the Technical Guide entitled (*Geometric Extract: Separation of Vectors by Attribute*).

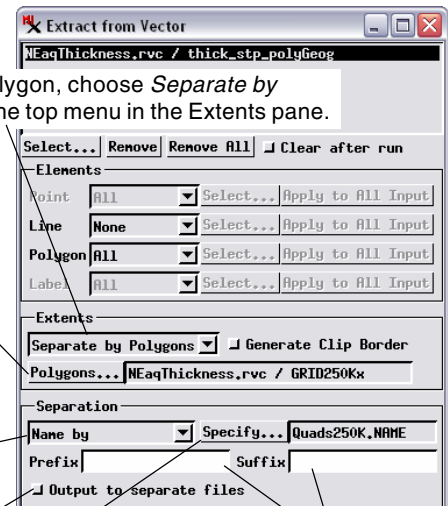
After selecting the input vector object, use the Elements controls to choose which type(s) of vector element to extract. To extract by polygon, select *Separate by Polygons* from the menu in the Extents pane and choose the vector object containing the polygons. You are immediately prompted to choose a polygon



Input vector object with color-filled polygons indicating variations in thickness of a groundwater aquifer in Nebraska. The red outlines are 1:250,000 map grid polygons in the vector object used for the separation by polygon.



Twelve vector objects extracted by polygon from the input aquifer thickness object. The option to generate a clip border for each output object was not used in this example. A database field containing the name of the map quadrangle was used to name the output vector objects (shown in the illustration of the View window sidebar to the right; the aquifer thickness legend for one of the output vector objects is also shown).



To extract by polygon, choose *Separate by Polygons* from the top menu in the Extents pane.

You can change the selected polygon vector object if needed by pressing the Polygons button.

The Separation menu selection is fixed at *Name by* when you choose to *Separate by Polygons*.

This toggle determines whether all output objects are saved to the same Project File or to separate files.

The attribute in the selected database field is used to name the output objects (and files if saving to separate files). You can change this selection later if needed by pressing the Specify button.

You can use the Prefix and Suffix fields to enter text to be automatically added to all of the object names.

database table and field containing the attribute you wish to use to name the extracts. These names can also include a prefix and/or suffix that you specify in the Prefix and Suffix text fields. If the attribute field you choose is not unique to an individual polygon (that is, multiple polygons have this same attribute), then the duplicate output object names are automatically altered by adding a number to the end of the name so that each output vector object has a unique name.

After setting all of the extraction parameters, press the Run button to start the extraction. If all extracts are being saved to the same Project File, you are prompted to select an existing file or to create a new Project File. If you have chosen to output to separate files, you are prompted to select (or create) the folder to contain the output Project Files.

When you extract from multiple vector objects at the same time, separation by polygon settings apply only to the vector object currently highlighted in the input list. Separation by polygon options must be set up independently for each input vector object.