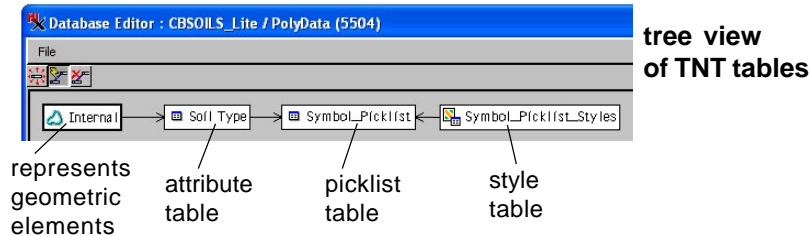


Brand New in 2009!

## Picklists for Geometric Attributes

### Relationships of picklist and style table

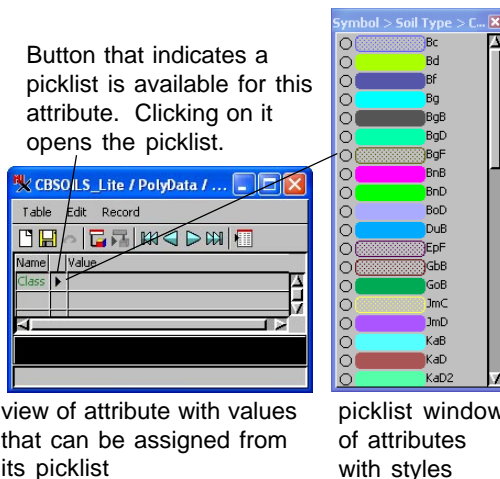


A picklist provides the set of allowable values for a particular attribute associated with elements in a geometric object. For example, the allowable soil types for a county-wide soil map would contain the soil types known to occur in that county while the choices for location of pipe discharge into a stream could be head of stream, right bank, or left bank. Picklists are particularly useful in the Spatial Editor with only one click necessary for assigning attributes to new elements.

- Assign attributes with a single mouse click
- No keyboard required
- Use symbols/patterns to quickly identify correct choice
- Picklists automatically available in templates created from geometric objects with picklists
- Fill out multiple fields in a table from picklists
- Populate all computed fields after selection from picklist

Picklists are set up as primary key fields in related-only tables. Any field in another table that points to that primary key field, automatically has all the primary key values available as a pick list for assignment of attributes in the table that references the primary key. Styles, such as point symbols and line patterns, will be displayed in the picklist as shown below if the primary key that provides the picklist is used to provide the drawing styles for the geometric object. Attribute assignment from a picklist requires **only a single mouse click**.

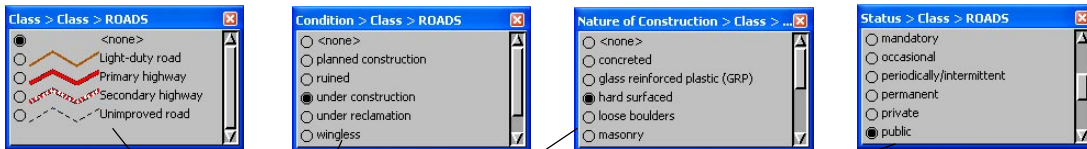
Attribute picklists, along with the entire database structure, are maintained in geometric object templates and are immediately available when creating a new geometric object from a template. Picklists require a relational database structure, which can be set up in the TNT products even for geometric file types supported for direct display that do not support relational databases in their native format, for example shapefiles and MapInfo TAB files.



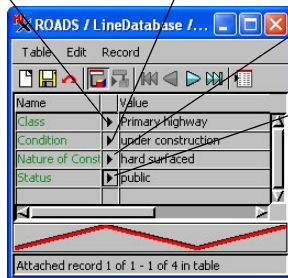
## Using Picklists When Editing Shapefiles

You can create picklists using the TNT products for **shapefiles** and other file types supported for direct use that lack relational databases in their native format. The format-extending information that lets you use picklist attribute assignment is maintained in a TNT link file (\*.rlk). The picklist tables will not be available in other software packages that use these shape and other files. However, the main table (in the case of shapefiles, the same-named \*.dbf) with attributes assigned from the picklist(s) maintains its availability to all software just as if attributes had been entered manually.

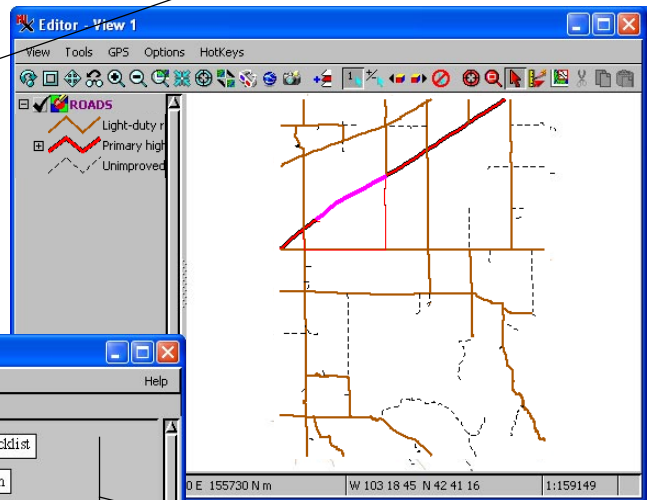
picklists for road attributes



attribute table attached to road lines

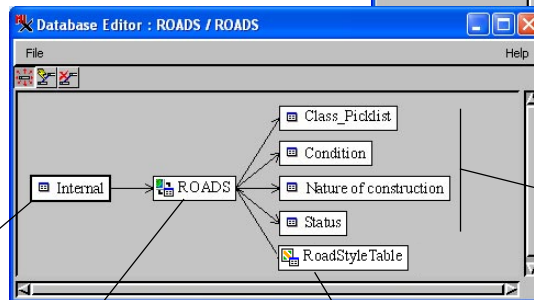


add or edit roads in shapefile using picklists



tree view of road tables

represents road lines



attribute table for road lines

road styles

road picklists

All of the illustrations above were captured in the Spatial Editor while directly editing a **shapefile** in TNTmips. The main attribute table attached to the road lines represents the native \*.dbf file with the same name as the shapefile. The record illustrated is attached to the active element (shown in magenta) from the road lines. The picklist tables (four tables at top) can be created with conventional database techniques in the Editor or any other TNT process with a View window, added from the databases of other existing geometric objects, or generated by the picklist wizard provided in TNT. These tables are stored in the link file (\*.rlk) that is automatically created when you select a file in an external format supported for direct use. The properties of the main table are manipulated in TNT to establish the necessary relationships for picklist use. These relationships are established automatically if you use the picklist wizard to create the table. The bottom illustration shows the TNT tree view of element and table relationships in the TNT products: the elements are related to the ROADS table (\*.dbf), the roads table is related to all of the picklist tables, and the road style assignments are related to the roads table.

