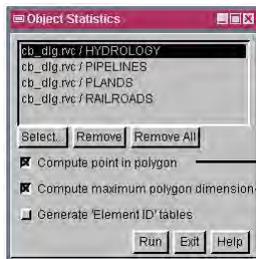


Vector Standard Attributes

DID YOU KNOW . . . you can automatically generate database tables with standard descriptive statistics for lines and polygons?

What Vector Standard Attributes Give You

- Create descriptive statistics for each polygon and line element
- Generate database tables called POLYSTATS and LINESTATS
- Use standard statistics values in vector processes



The Vector Standard Attributes process generates LINESTATS and POLYSTATS tables for the selected vector objects.

toggling on these buttons generates additional fields in the POLYSTATS table but increases computation time.

Table	Edit	Record	Help
Record 1 of 43			
Area	977.44011850	m ²	
BoundLen	164.88618404	m	
CentX	-103.26500343		
CentY	42.63217880		
AreaIncl	977.44011850	m ²	
BoundNotIncl	164.88618404	m	
CentXNotIncl	-103.26500343		
CentYNotIncl	42.63217880		
PointInPolyX	-103.26494019		
PointInPolyY	42.63213721		
MaxDim	60.83256855	m	
Roughness	10.26195898		
CompactRatio	1.48776472		
CompactRatioI	1.48776472		

Vector Layer icon



Update Standard Attributes option generates an updated standard statistics table if you have Maintain Standard Attributes button toggled on in the Object Properties window.

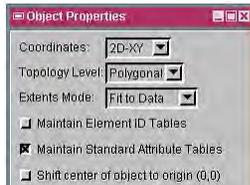


Table	Edit	Record	Help
Record 1 of 227			
Length	135.56504370	m	
DistSE	111.57784731	m	
CentX	-103.25226714		
CentY	42.74954825		
MidDistPX	-103.25211593		
MidDistPY	42.74946427		

How to Compute Vector Standard Attributes

- Select Geometric/Attributes/Standard from the menubar.
- Click on the Objects button to select the vector object or objects.
- Click on the Run button to calculate statistics; or
- In the Spatial Data Editor, open the vector object for editing.
- Select Layer/Properties from the Spatial Data Editor menu.
- Toggle on the Maintain Standard Attributes button and click OK.
- Right-click on the Vector Layer.
- Select Update Standard Attributes from the right mouse button menu.

WANT TO KNOW MORE?



See the section entitled *Standard Attributes* in the *Process* volume of the:

Online Reference Manual

