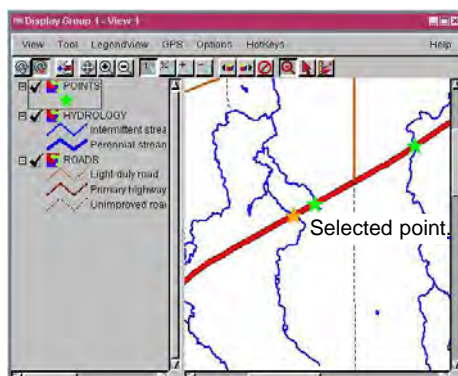


# Create Points for Line Intersections

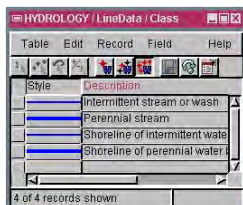
**DID YOU KNOW** . . . you can create vector points where line elements of two different vector objects intersect?

## What Creating Points for Line Intersections Gives You

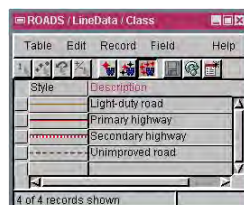
- Create a new vector object that keeps the line intersections as point elements
- Choose to join line database tables with same name and/or structure
- Remove unattached and duplicated records when joining database tables



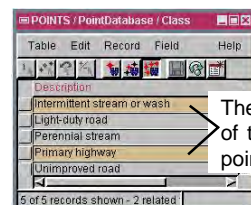
In the example above, a new vector object was created and 76 points were generated from the intersecting line elements of roads and hydrology layers. The points were assigned the attributes of the intersecting lines.



The line database table in the source vector object.



The line database table in the operator vector object.



The point database table in the output vector object.

The attributes of the selected point.

## How to Create Points for Line Intersections

- Select *Geometric/Combine* from the menubar.
- Set *Operation* to *Intersect (AND)* in the *Vector Combinations* window.
- in the *Source* panel, Click on the *Select* button to select the source vector object and set *Line* to *All* and *Polygons* to *None*.
- In the *Operator* panel, click on the *Vector* button to select the operator vector object and choose *Line* from the *Select* menu.
- Click on the *Run* button.

## WANT TO KNOW MORE?

See the tutorial booklet entitled:

# Vector Analysis Operations

