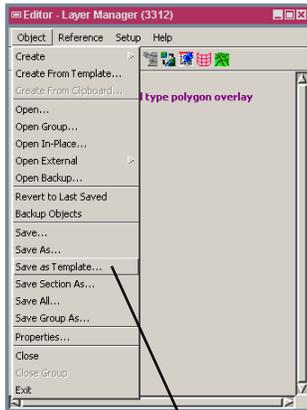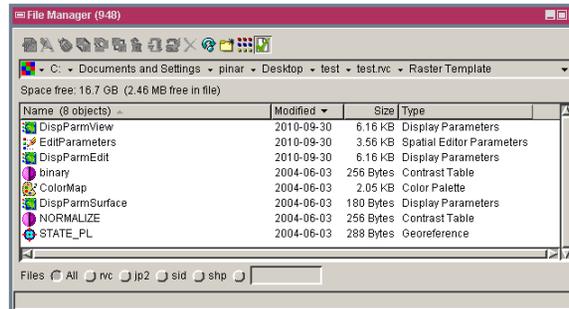# Create Geodata Templates

DID YOU KNOW . . . you can create templates for use in making new objects from any existing, editable object in TNT's Editor?

What Creating Geodata Templates Give You

- *Save any object that can be directly opened in the Editor as a template*
- *Create a new object of same data type, georeference and database structure*
- *Create geometric object templates with style object and other subobjects*
- *Create raster object templates with subobjects such as contrast tables, color maps, etc.*

The illustrations show the subobjects of saved raster (above) and vector templates (below). The templates shown have no elements (vector) or cell values (raster) but they have all the subobjects that the original vector / raster has.

Choose Save as Template from the Object menu to save the active layer as a geodata template for use in creating similar objects. Note that this choice is dimmed unless the layer is an editable layer.
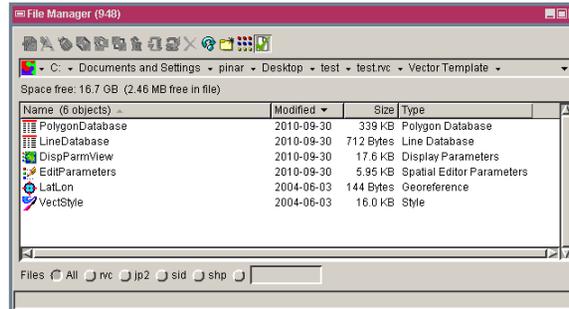
How to Create Geodata Templates

- *In the Editor - Layer Manager, click on the* Open Object For Editing *icon or create a new object.*
- *After editing, choose Save as Template from the Object menu.*
- *Select output template object when prompted.*

WANT TO KNOW MORE?

See the Technical Guide entitled Spatial Editor:
Creating and Using Geodata Templates