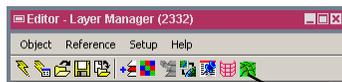


Add 3D Geometric Elements in Editor

DID YOU KNOW . . . you can get Z values from a surface layer when adding geometric elements?

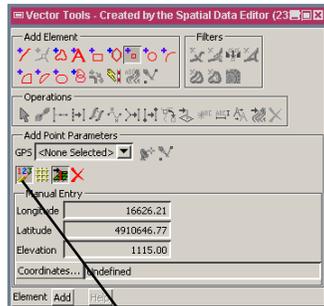
What Getting Z Values from Surface Gives You

- Select a surface layer to provide Z coordinates
- Automatically display Z values when drawing an element
- Edit the Z values if necessary



Click on the Add Terrain icon to add a surface layer.

Click on the Z coordinates from surface layer icon to transfer Z values to elements added.



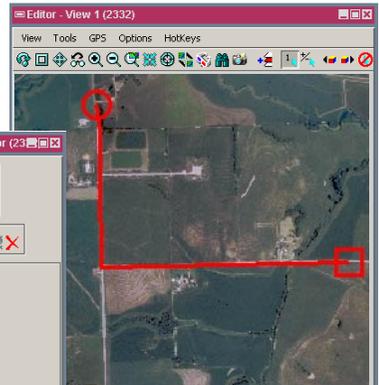
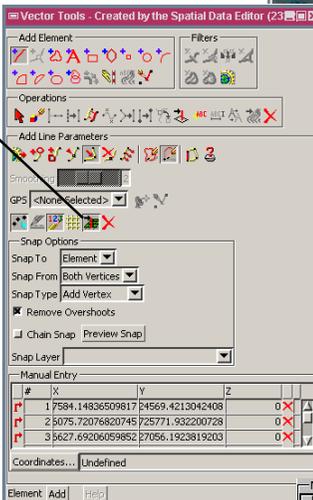
Manual Entry icon

When the Manual Entry icon is pressed, the Manual Entry panel showing the XYZ values of the element added opens. The elevation value comes automatically from the surface layer.

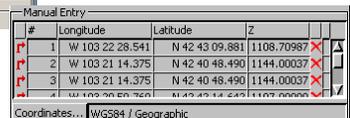
How to Get Z Values from Surface

- In the Editor - Layer Manager window, click on the Add Terrain icon and select a raster to use as a surface layer.
- Create a new 3D vector or open an existing 3D vector.
- In the Vector Tools window, click on the desired Add Line, Add Polygon, or Add Point tool on the Add Element panel.
- Click on the Manual Entry icon and then on the Z coordinates from surface layer icon on the Add Line/Polygon/Point Parameters panel.
- In the Editor - View window, start drawing with the selected tool and edit the desired Z value on the Manual Entry panel if necessary.

Z coordinates from a surface layer can be transferred when adding lines, points, or polygons.



When adding elements in the Editor View window (above), the XYZ values are automatically shown in the Manual Entry panel in the selected Coordinate Reference System.



| # | Longitude | Latitude | Z | | |
|---|-----------------|----------------|------------|---|--|
| 1 | W 103 22 28.541 | N 42 43 09.881 | 1108.70987 | X | |
| 2 | W 103 21 14.375 | N 42 40 48.490 | 1144.00037 | X | |
| 3 | W 103 21 14.375 | N 42 40 48.490 | 1144.00037 | X | |

Coordinates... WGS84 / Geographic



WANT TO KNOW MORE?

See the tutorial booklet entitled:

Editing Vector Geodata

