

## Import

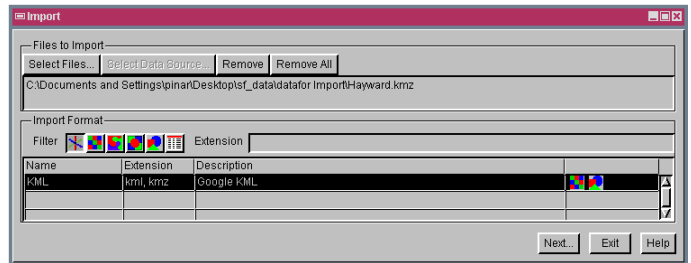
# Geospatial Objects from Google KML

Google's Keyhole Markup Language is a transportable container for moving geodata to and from Google Earth. Various products can be used to create, use, or exchange data stored in KML/KMZ files for subsequent use with Google Earth or other purposes. A KML file can be a simple geometric data layer that may or may not be accompanied by external linked raster files in common formats. A KML or KMZ file can also be a complex encapsulated layout of geometric, tabular, and raster geodata layers and supporting attribute, style, and other information.

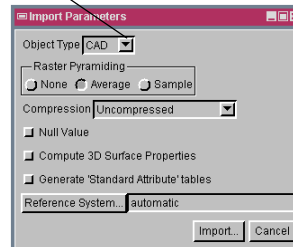
Using TNTmips to import a KML or KMZ file will separate the KML layout folders and components into vector, CAD, and raster objects with the necessary subobjects. The files will be imported into geometric and raster objects in the geographic coordinate system (CRS) by default. However, you can choose to convert file's contents during import into a different CRS from among the thousands supported by the TNT products. After importing the TNT objects, the result can be viewed, modified, replaced, assembled into new layouts, and so on using the geospatial analysis capabilities of the TNT products. For information on how to move TNT objects into KML/KMZ files, see the following Technical Guides: *Export: Geometric Objects to KML*; *Export: Rasters for Google Earth*; *Spatial Display: Render Raster Objects to KML*; *Spatial Display: Render Point Symbols to KML*; and *Spatial Display: Render Map Layouts to KML*.

Each folder in the KML or KMZ file that contains point, line, and/or polygons is imported into a CAD or vector. Using the Import parameters window you choose if each folder's contents are to be converted to a vector or CAD object. If you target that the folder is to be converted into a vector object, the import creates its topology optimized for faster drawing and prepares element IDs and standard attribute tables. The object is created with a single, separate attribute table for the points, lines, and polygon elements. If a CAD object is designated as the target for a folder it will have a single attribute table for all elements in the CAD object. If display styles have been defined for elements in the folder during its creation or by its use in Google earth, these will also be imported for the CAD object. The attribute table for every CAD or vector object will have two reference fields created by default. The Name field is the element name in the KML file. The Description field contains Google Earth's information table contents in the HTML format.

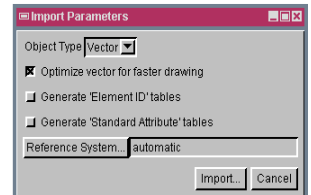
The Import Parameters window is also used to set the options for the raster objects imported from the KML/KMZ file. These settings include the desired raster compression, the pyramiding method and the null value. You can also optionally compute 3D properties from the geometric features in each folder during import from a raster in the file if appropriate (for example, when the raster is co-registered DEM).



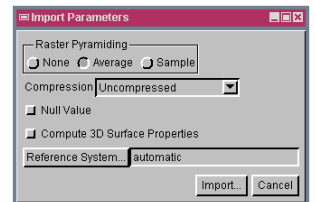
Specify the object type to import - geometric objects.



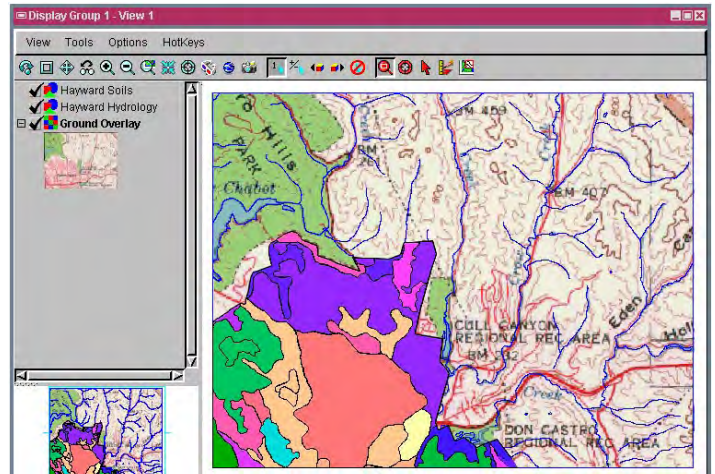
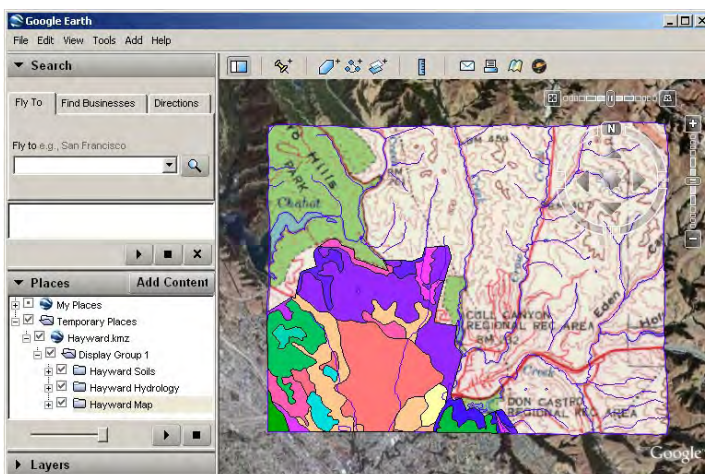
The KML/KMZ file contains raster and geometric object(s).



The KML/KMZ file contains only geometric object(s).



The KML/KMZ file contains only raster object(s).



The illustrations above show two geometric layers (Soils and Hydrology) displayed over a raster layer (Topo Map). The illustration to the left shows the KMZ file containing these layers in Google Earth. As shown in the Places panel of Google Earth, the content of each layer is kept as a separate folder. The illustration to the right shows the same layers after importing the KMZ file into TNTmips Project File. The Hydrology and Soils layers were imported into CAD objects and the Map layer was imported into a raster object.