

AutoCAD® Map 3D 2009

User's Guide

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Contents

	Users Guide	1
Chapter 1	Getting Started Guide	3
	Getting Started with AutoCAD Map 3D	3
	Overview of Features	3
	Overview of Map Files and Data Sources	8
	The Autodesk Value Chain	12
	Create, Edit, and Share Maps	13
	Integrate GIS and CAD Data from Many Sources	18
	Work with Geospatial Features and Drawing Objects	21
	Manage Data	24
	The Autodesk Spatial Data File (SDF)	25
	Attribute Data	26
	Edit Data In Its Source	27
	Theme and Analyze Data	29
	Send Maps to the Field	33
	Post Maps on a Web Site	33
	Overview of Map Creation	34
	The User Interface	37
	Introduction to the User Interface	37
	Switching Between Workspaces	38
	Menus and Toolbars	39
	Viewing Attribute Data	39

The Task Pane	40
The Command Prompt	44
Finding Information	46
Using InfoCenter	46
Using the Help	47
Tutorials	48
Getting Help with AutoCAD	48
Viewing the Readme	48
Other Sources of Information	48
Autodesk Training Programs and Products	50
Printing this Documentation	51
AutoCAD Map 3D Sample Data and Templates	52
Sample Data - Real World Data Sets and Data from Data Providers	53
Templates for Maps and Map Books	59
Symbols for Water, Gas, Electric, and Emergency Response	61
Symbols for General Use	62
North Arrows, Scale Bars, and Other Map Elements	63
Getting Additional Geospatial Data to Enhance Your Maps	65
Tutorial Sample Files	66
Additional AutoCAD Samples	66
Chapter 2 Setting Up	69
Overview of Setting Up	69
Setting Up AutoCAD Map 3D	72
Overview of Setting Up AutoCAD Map 3D	73
Setting Up Users and Assigning Rights	74
Customizing Your Work Environment	76
Creating New Coordinate Systems	82
Setting Up Object Classification	108
Setting Up for Digitizing	121
Setting Up Your Map File	130
Overview of Setting Up Your Map File	130
Logging Into AutoCAD Map 3D	132
Assigning Coordinate Systems	133
Attaching Drawings	144
Setting Up a Query Library	160
Setting Up Annotation Templates	171
Setting Up Object Data	179
Using Data from Feature Sources	184
Setting Up Data Sources for Drawings	184
Setting Options	194
Overview of Setting Options	195
Setting Task Pane Options	199
Setting Drawing Options	202
Setting Multi-user Options	205

	Setting System Options	206
	Setting Coordinate System Options	208
	Setting Coordinate Geometry Options	210
	Setting Data Source Options for Drawings	212
	Setting Data View Options	214
	Setting Geospatial Feature Editing Options	216
	Setting Metadata Options	217
	Setting InfoCenter Options	218
	Associating Database Versions with File Extensions	219
	Setting Query Options (DWG)	220
	Using Associative Hatch	222
	Saving Option Settings	224
	Setting Raster Image Options	226
	Customizing and Automating Import and Export	236
Chapter 3	Bringing In Data	253
	Overview of Bringing In Data	253
	Before You Bring In Data	258
	Creating a Map	258
	Organizing Layers in Your Map	261
	Bringing in GIS Features	265
	Overview of Bringing In GIS Features	266
	Filtering Features When You Add Them to a Map	270
	Bringing In Features from Oracle	271
	Bringing In Features from ArcSDE	274
	Bringing In Features from SQL Server	279
	Bringing In Features from MySQL	282
	Bringing In Features from SHP	285
	Bringing In Features from SDF	287
	Accessing Data from ODBC	289
	Bringing In Features from WFS	293
	Repairing Broken Feature Connections	295
	Bringing In Drawing Data From DWG Files	296
	Overview of Bringing in Drawing Data From DWG Files	297
	Bringing In Drawing Objects from AutoCAD Layers	301
	Bringing In Drawing Objects by Object Class	302
	Bringing In Drawing Objects by Location	304
	Bringing In Drawing Objects by Property	306
	Bringing In Drawing Objects Based on Attached Data	308
	Bringing In Drawing Objects Based on Topology	311
	Combining Conditions	313
	Converting Data From Other Formats to Drawing Objects	315
	Overview of Converting Geospatial Data to Drawing Objects	316
	Styling Drawing Data Converted From a Geospatial Data Store	321

Supported Import Formats	323
Specifying an Area to Import	351
Specifying an AutoCAD Layer During Import	352
Assigning an Object Class During Import	354
Performing a Coordinate Conversion During Import	357
Importing Attribute Data	358
Specifying How to Import Points	361
Importing Polygons	363
Creating Centroids for Polygons	364
Importing Objects with Links to an External Database	366
Displaying Attribute Data as Text	368
Adding Rasters and Surfaces	370
Overview of Adding Rasters and Surfaces	370
Adding Raster-Based Surfaces to Your Map	373
Adding 2D Rasters	375
Adding an Image from a WMS (Web Map Service)	377
Making an Image Transparent	381
Specifying Image Insertion Point	382
Using Other Raster Image Formats	385
Joining Data to GIS Features	439
Overview of Joins	439
Creating a Join	440
Modifying or Removing Joins	444
Editing Joined Data	446
Using Joins with Calculated Properties	448
Sharing Joined Data with Others	449
Adding Attributes to Drawing Objects	450
Storing Attribute Data in the Drawing (Object Data)	451
Overview of Linking Database Records to Objects	451
Creating a Link Template	454
Opening a Linked Database Table	456
Manually Linking Database Records to Objects	457
Automatically Linking Database Records to Objects	458
Converting Object Data to Database Links	461
Editing Database Links	464
Editing a Link Template	466
Using Open Source FDO Providers	467
Bringing In AutoCAD Civil 3D Data	470

Chapter 4	Managing Data	475
	Overview of Managing Data	475
	About Geospatial Feature Classes, Data Stores, and Schemas	479
	Overview of Geospatial Data	479
	Working with FDO Schemas	481
	Working with Oracle Data	482
	Working with SQL Server Data	486

	Working with MySQL Data	489
	Working with SDF Data	491
	Working with SHP Data	494
	Working with ODBC Data	496
	Working with ESRI ArcSDE Data	498
	Working with WFS Data	500
	Working with Feature Sources	501
	Overview of Working with Feature Sources	501
	Setting Up Database Users	502
	Creating a Data Store	504
	Deleting a Feature Source	507
	Working with Schemas	507
	Overview of Working with Schemas	507
	Creating a New Schema	509
	Setting Up Constraints in the Schema Editor	511
	Exposing a Native Database View in a Schema	514
	Importing and Exporting a Schema	517
	Viewing a Schema	518
	Editing a Schema	519
	Deleting Schemas	521
	Undoing Schema Changes	522
	Migrating Data	522
	Overview of Migrating Data	523
	Migrating GIS Data (Bulk Copy)	523
	Understanding How Bulk Copy Converts Data Types	526
	Fixing Geometry Issues After a Bulk Copy	528
	Reviewing the Bulk Copy Log Information	529
	Migrating DWG Data to GIS	530
Chapter 5	Visualization and Styling	533
	Overview of Visualization and Styling	533
	Controlling the Display of Your Map	535
	Overview of the Display Manager	535
	Controlling Display Order	537
	Setting Map Scale	538
	Creating Multiple Display Maps	539
	Styling Features	540
	Overview of Styling Features	540
	Defining Scale Ranges	543
	Styling Point Features	544
	Styling Line Features	546
	Styling Area Features	547
	Labeling Features	549
	Saving and Loading Styled Feature Layers	549
	Styling Drawing Layers	549
	Overview of Styling Drawing Layers	550

	Styling a Drawing Layer	554
	Creating a Style	556
	Combining Styles	558
	Modifying a Style	559
	Saving a Display Style in the Library	561
	Referencing a Library Style	563
	Creating and Modifying a Display Manager Scale	
	Threshold	564
	Viewing Styles at All Scale Thresholds	566
	Styling Raster Images	567
	Overview of Styling Raster Images	567
	Changing Brightness, Color, or Transparency for Raster	
	Images	569
	Viewing Raster Images	570
Chapter 6	Creating and Editing Data	573
	Overview of Creating and Editing Data	573
	Working with Features	575
	Overview of Working with Features	576
	Creating New Features	577
	Checking In Features	582
	Checking Out Features	583
	Cancelling Check Out	585
	Updating Edits Automatically	586
	Editing Features	588
	Working Offline	600
	Managing Versions	602
	Working with Drawing Objects	604
	Overview of Working with Drawing Objects	604
	Editing Data in Attached Drawings	605
	Cleaning Up Drawing Data	636
	Creating, Editing, and Managing Topologies	688
	Using Map Editing Tools	785
	Working with Polygon Objects	810
	Adding and Deleting Annotation	835
	Using Object Classification	836
	Entering Coordinate Geometry	850
	Overview of Coordinate Geometry Commands	850
	Using Angle and Distance to Specify a Point	852
	Using Bearing and Distance to Specify a Point	854
	Using Deflection and Distance to Specify a Point	856
	Using Azimuth and Distance to Specify a Point	857
	Working with Attribute Data and Object Data	859
	Viewing External Data Sources for Drawing Object Data	859
	Entering and Editing Object Data	873
	Digitizing Objects	884

	Overview of Digitizing Maps	884
	Overview of Digitizing Objects	890
	Digitizing Using MAPDIGITIZE	892
	Attaching Object Data As You Digitize	893
	Linking Database (SQL) Records as You Digitize	895
Chapter 7	Annotating Maps	899
	Overview of Annotating Maps	899
	Adding Labels	900
	Adding Labels to Features	900
	Allowing Labels to Obscure Points	903
	Displaying Fixed Labels at Point Locations	903
	Annotating Drawing Objects	904
	Overview of Annotation	905
	Attaching Annotation to Objects	907
	Refreshing Annotation	909
	Updating Annotation	910
	Deleting Annotation from Drawings	911
	Working with Annotation Layers	912
	Creating Annotation Layers	912
	Styling an Annotation Layer	913
	Adding Text to an Annotation Layer	914
	Editing an Annotation	915
	Adding a Legend	916
	Annotating with AutoCAD Text Objects	918
Chapter 8	Analyzing Data	919
	Overview of Analyzing Data	919
	Getting Information About Features and Objects	920
	Getting Information about Features	921
	Getting Information About Drawing Objects	935
	Measuring and Tracking Coordinates	939
	Overview of Measuring and Tracking	939
	Tracking Coordinates	941
	Measuring Geodetic Distance	943
	Measuring Coordinate Geometry	944
	Creating Themes	953
	Overview of Creating Themes	953
	Theming Features	955
	Theming Drawing Data	965
	Analyzing Raster-Based Surfaces	975
	Overview of Analyzing Raster-Based Surfaces	975
	Adding and Modifying Contour Lines	976
	Draping Map Data Over 3D Surfaces	979
	Viewing Surfaces in 3D	981

	Using Hillshading and Vertical Exaggeration	986
	Theming Surfaces to Analyze Height, Slope, and Aspect	989
	Changing Colors in a Themed Surface	991
	Finding and Selecting Data	993
	Finding and Selecting Features	993
	Buffering Features in Your Map	1004
	Finding and Querying Drawing Objects	1006
	Analyzing Drawing Topologies	1085
	Overview of Analyzing Drawing Topologies	1086
	Performing a Shortest Path Trace	1090
	Performing a Best Route Analysis	1093
	Performing a Flood Trace	1099
	Overlaying Two Topologies	1102
	Dissolving a Composite Topology	1108
	Buffering a Topology	1111
	Querying a Topology	1114
	Saving a Temporary Topology	1120
Chapter 9	Publishing and Sharing Maps	1123
	Overview of Publishing and Sharing	1123
	Publishing Maps	1126
	Overview of Publishing Maps	1126
	Publishing a Map to a Plotter	1127
	Publishing to DWF	1128
	Publishing to PDF	1136
	Publishing to a Web Page	1137
	Using eTransmit	1139
	Publishing to MapGuide	1140
	Viewing Publish to MapGuide Results	1141
	Publishing Map Books	1144
	Converting and Exporting	1164
	Overview of Converting and Exporting	1166
	Supported Objects	1170
	Supported Formats	1172
	Exporting To Autodesk SDF (Spatial Data File)	1173
	Exporting DWG Data to SDF2 Format	1175
	Exporting To ESRI Arc/INFO Coverages	1178
	Exporting to ESRI ArcSDE	1179
	Exporting to ESRI ShapeFile	1180
	Exporting To MapInfo MIF/MID	1183
	Exporting To MapInfo TAB	1185
	Exporting To MicroStation Design (DGN) Versions 7 and 8	1186
	Exporting To Geographic Markup Language (GML)	1189
	Exporting To VML (Vector Markup Language)	1190
	Exporting to Multiple Classes	1191
	Exporting To Shape Multiclass	1194

	Mapping Drawing Attributes to Feature Class Properties	1197
	Exporting Text Enclosed in a Polyline	1199
	Exporting Polygons from a Polygon Topology	1200
	Saving Drawing Objects to a DXF File	1202
	Exporting Maps to DWG Format	1202
	Exporting DWG Data to an FDO Data Store	1203
	Exporting DWG Data to an Image Format	1207
	Moving DWG Data to a Spatial Data Store and Back Again	1207
	Saving or Exporting a Display Manager Layer	1210
	Exporting and Printing Attribute Data	1212
	Overview of Exporting Attribute Data	1213
	Exporting from the Data Table	1214
	Printing from the Data View	1215
	Creating a Drawing Object Report (DWG)	1217
Chapter 10	Working with Metadata	1223
	Overview of Working with Metadata	1223
	Setting Metadata Options	1225
	Creating and Viewing Metadata	1227
	Working with Metadata Style Sheets	1229
	Working with Metadata Templates	1231
	Overview of Metadata Templates	1231
	Using Metadata Templates	1232
	Previewing Metadata Templates	1234
	Setting a Default Metadata Template	1235
	Deactivating Metadata Templates	1236
	Exporting Metadata Templates	1237
	Removing Metadata Templates	1238
	Editing Metadata	1239
	Overview of Editing Metadata	1239
	Updating Metadata	1243
	Copying and Pasting Metadata	1244
	Adding and Deleting Records in the Metadata Editor	1245
	Working with Compound Metadata Elements	1246
	Using the Record Navigator	1247
	Auditing Metadata	1249
	Sharing Metadata	1250
	Overview of Sharing Metadata	1250
	Importing Metadata	1251
	Exporting Metadata	1253
	Publishing and Printing Metadata	1255
	Reference Guide	1257

Chapter 11	Command Reference	1259
	Mapping Commands	1259
	Discontinued Commands	1274
	Wildcard Characters	1278
	Improving Performance	1279
Chapter 12	Expression Evaluator	1283
	Functions	1283
	Arithmetic Functions	1283
	String-Handling Functions	1285
	Equality and Conditional Functions	1286
	Symbol-Handling Functions	1287
	Conversion Functions	1287
	Other Functions	1288
	Variables	1288
	Dot Variables	1289
	Object Data Variables	1292
	Block Attribute Variables	1292
	SQL Variables and Expressions	1293
	Object Classification Variables	1294
	AutoLISP Variables	1294
	EED Expressions	1294
	Using Color in Expressions	1295
	Tips and Suggestions for the Expression Evaluator	1297
Chapter 13	Expression Builder	1299
	Using the Expression Builder	1299
	Dialog Boxes	1301
Chapter 14	Analyzing Data Dialog Boxes	1303
	Buffer Features dialog box	1303
	Buffer Warning dialog box	1304
	Contour dialog box	1305
	Hillshade Settings dialog box	1306
Chapter 15	Annotation Dialog Boxes	1307
	Annotation Delete dialog box	1307
	Annotation Refresh dialog box	1307
	Annotation Text dialog box	1308
	Annotation Update dialog box	1309
	Define Annotation Template dialog box	1310

	Edit Expression dialog box	1312
	Insert Annotation dialog box	1312
	New Annotation Template Name dialog box	1314
Chapter 16	Autodesk MapGuide Dialog Boxes	1315
	Publish to Autodesk MapGuide	1315
	Publish to MapGuide Results	1316
	Expression dialog box	1316
	Define New Object Data Field dialog box	1317
	New Layer dialog box	1318
	Autodesk MapGuide Export dialog box	1318
	Autodesk MapGuide Import dialog box	1320
Chapter 17	Cleaning Up Maps Dialog Boxes	1323
	Cleanup Methods Page	1323
	Error Markers Page	1325
	Select Actions Page	1326
	Drawing Cleanup	1328
	Drawing Cleanup Errors dialog box	1329
	Select Objects Page	1331
Chapter 18	Coordinate Systems Dialog Boxes	1335
	MAPDIST	1335
	Assign Global Coordinate System dialog box	1336
	Select Drawings to Assign Coordinate System dialog box	1337
Chapter 19	Data Connect Dialog Boxes	1339
	Create a Join / Edit a Join dialog box	1339
	Create Data Store dialog box	1340
	Feature Information dialog box	1341
	Feature Source Scope	1341
	Feature Source Administration dialog box	1342
	Feature Source Connection dialog box	1342
	Manage Layer Data dialog box	1343
	Save Features dialog box	1343
	Save Version dialog box	1344
	User Credentials dialog box	1345
	View Query Statement dialog box	1345
Chapter 20	Data Table Dialog Box	1347
	Data Table dialog box	1347

Chapter 21	Digitizing Dialog Boxes	1351
	MAPDIGITIZE (Digitize command)	1351
	Data to Attach dialog box	1352
	Digitize Setup dialog box	1353
	Link Template Data Entry dialog box	1355
	Link Template Key Column Entry dialog box	1356
Chapter 22	Display Manager Dialog Boxes	1357
	MAPDISPLAYLIBRARY (Display Library command)	1357
	MAPDISPLAYMANAGER (Display Manager command)	1357
	Alter Block Insertion dialog box	1357
	Alter Line Format dialog box	1358
	Alter Linetype dialog box	1359
	Alter Lineweight dialog box	1359
	Alter Plotstyle dialog box	1360
	Copy Scale dialog box	1360
	Define Hatch dialog box	1361
	Define Text dialog box	1362
	Edit Text Instance dialog box	1364
	Import Old Theme dialog box	1364
	New Scale dialog box	1365
	Range of Values dialog box	1365
	Select Display Element dialog box	1368
	Source Drawing Scope dialog box	1369
	Style Band dialog box	1369
	Style Label dialog box	1370
	Style Line dialog box	1372
	Style Point dialog box	1373
	Style Area dialog box	1374
	Style Text Layer dialog box	1376
	Thematic Mapping dialog box	1377
	Thematic Values dialog box	1379
	Theme dialog box	1380
Chapter 23	Editing Maps Dialog Boxes	1385
	ADEFILLPOLYG (Fill Closed Polyline command)	1385
	ADERSHEET (Rubber Sheet command)	1386
	ADETRANSFORM (Transform command)	1387
	MAPFEATUREMERGE	1388
	MAPFEATURESPLIT	1389
	MAPIGNORESPLITMERGERULES	1391
	MAPLINESTRINGCREATE	1392
	MAPLINESTRINGEDIT	1393
	MAPMULTILINESTRINGCREATE	1394

	MAPMULTILINESTRINGEDIT	1395
	MAPMULTIPOINTCREATE	1396
	MAPMULTIPOINTEDIT	1397
	MAPMULTIPOLYGONCREATE	1398
	MAPMULTIPOLYGONEDIT	1399
	MAPPOINTCREATE	1401
	MAPPOLYGONCREATE	1401
	MAPPOLYGONEDIT	1402
	Break Objects at Boundary dialog box	1404
	Split and Merge Rules dialog box	1405
	Trim Objects at Boundary dialog box	1408
Chapter 24	External Databases Dialog Boxes	1411
	Associate Database Versions dialog box	1411
	Column dialog box	1412
	Column Values dialog box	1414
	Configure Data Source dialog box	1415
	Connect Data Source dialog box	1416
	Convert Object Data to Database Links dialog box	1416
	Define Link Template dialog box (MAPOD2ASE)	1418
	Define Link Template dialog box (MAPDEFINELT)	1419
	Source dialog box	1420
	Disconnect Data Source dialog box	1420
	Header/Footer dialog box	1421
	Link Template Properties dialog box	1422
	Page Setup dialog box	1423
	Select Database Version dialog box	1424
	Select Existing Link Template dialog box	1425
	Select Link Template dialog box	1426
	Select Link Templates dialog box	1426
	Select Query dialog box	1427
	Select Table dialog box (MAPBROWSETBL)	1428
	Sort dialog box	1428
	Table Filter dialog box	1429
	Table Filter History dialog box	1432
	Table Properties dialog box	1433
	Zoom Scale dialog box	1433
Chapter 25	Import Export Dialog Boxes	1435
	Attribute Data dialog box	1435
	Block Mapping dialog box	1437
	Conflict Resolution dialog box	1437
	Coordinate System Translation dialog box	1439
	Define Link Template dialog box (MAPIMPORT4)	1440
	Export dialog box	1440

	Object Class Attribute Mapping dialog box	1445
	Import dialog box	1446
	Import Data Options dialog box (MAPIMPORT4)	1450
	Layer Mapping dialog box (MAPIMPORT4)	1452
	Layer Mapping dialog box (Import)	1452
	Layers to DGN Levels dialog box	1453
	Link Template to Export dialog box	1454
	Map Data Elements to Block Name dialog box (MAPIMPORT4)	1454
	Map Data Elements to Layers dialog box (MAPIMPORT4)	1455
	Map Data Elements to SQL dialog box (MAPIMPORT4)	1457
	Map Export dialog box	1458
	Map Export Options dialog box	1459
	New Property Data Type dialog box	1461
	Feature Class Property Mapping dialog box	1461
	Property Value Mapping	1462
	Map Import dialog box	1463
	New Layer dialog box	1464
	Object Data Table dialog box (Export)	1464
	Object Data Table dialog box (Import)	1465
	Object Data/External Database Mapping dialog box	1465
	Point Mapping dialog box	1466
	Design File Input Settings	1467
	Design File Output Settings	1470
Chapter 26	Managing Data Dialog Boxes	1471
	Schema Editor	1471
	Bulk Copy	1474
	Create Data Store Dialog Box	1476
Chapter 27	Metadata Dialog Boxes	1479
	Metadata Viewerdialog boxesMetadata ViewerMetadata Viewer	1479
	Metadata Editor	1483
	Attribute Editor	1485
	Metadata Options dialog box	1485
	Import Metadata Options dialog box	1486
	Export Metadata dialog box	1487
	Create Metadata Template dialog box	1488
	Compound Element Metadata Editors	1488
Chapter 28	Object Classification Dialog Boxes	1511
	MAPSELECTCLASSIFIED (Select Classified Objects command)	1511
	MAPSELECTUNCLASSIFIED (Select Unclassified Objects command)	1512
	MAPSELECTUNDEFINED (Select Undefined Objects command)	1512

	Attach Object Class Definition File dialog box	1513
	Classified Property List dialog box	1514
	Classify dialog box	1514
	Classify Objects dialog box	1515
	Color Range Editor dialog box	1515
	Define Object Classification dialog box	1517
	Layer Range Editor dialog box	1521
	Linetype Range Editor dialog box	1521
	Lineweight Range Editor dialog box	1522
	New Object Class Definition File dialog box	1523
	New Property dialog box	1523
	Plotstyle Range Editor dialog box	1524
Chapter 29	Object Data Dialog Boxes	1527
	Attach Object Data dialog box	1527
	Attach/Detach Object Data dialog box	1528
	Edit Object Data dialog box	1529
	Rename Table dialog box	1531
	Select Link Template Key dialog box	1531
Chapter 31	Polygon Object Dialog Boxes	1551
	MAPPOLYLINETOPOLYGON (Convert Polylines to Polygons command)	1551
	MAPUSEMPOLYGON	1552
	MAPMPEDIT (Edit Polygon command)	1552
	MPSPLIT (Split Polygon command)	1555
	Create Polygons From Topology dialog box	1557
	Polygon Fill Properties dialog box	1558
Chapter 32	Printing and Publishing Dialog Boxes	1561
	Create Map Book/Edit Map Book dialog box	1561
	Identify Map Book Template Placeholders dialog box	1563
	Map Book Properties dialog box	1564
	Tile Properties dialog box	1565
	Select Plot Set to Convert dialog box	1565
	Map Information dialog box	1566
	Plot Map Set dialog boxes	1567
Chapter 33	Query Dialog Boxes	1569
	Alternate Font dialog box	1569
	Change Category dialog box	1569
	Data Condition dialog box	1570
	Define New Category dialog box	1572
	Define Query dialog box	1572

	Define Range Table dialog box	1577
	Define Text dialog box	1580
	Hatch Options dialog box	1582
	Load Internal Query dialog box	1583
	Location Condition dialog box	1584
	New Range Table dialog box	1587
	Output Report Options dialog box	1587
	Property Condition dialog box	1589
	Query Library Administration dialog box	1593
	Rename Category dialog box	1595
	Rename Range Table dialog box	1595
	Run Library Query dialog box	1596
	Save Current Query dialog box	1596
	Set Property Alterations dialog box	1598
	SQL Condition History dialog box	1601
	SQL Link Condition dialog box	1601
	Type SQL Condition dialog box	1605
Chapter 34	Raster Image Dialog Boxes	1607
	MAPIFRAME (Image Frame command)	1607
	Image Correlation dialog box	1607
	Image Information dialog box	1609
	Image Management dialog box	1609
	Image Management Layout dialog box	1611
	Image Select dialog box	1611
	Insert Image dialog box	1612
	Raster Extension Options dialog box	1614
	Transparency Color dialog box	1617
Chapter 35	Saving Objects Dialog Boxes	1619
	ADEREMOBS (Remove Objects from Save Set command)	1619
	ADESELOBS (Select Objects for Save Back command)	1620
	ADESHOWOBS (Show Objects in Save Set command)	1621
	Save Objects to Source Drawings dialog box	1621
	Who Has It Information dialog box	1623
Chapter 36	Setting Map Options Dialog Boxes	1625
	MAPABOUT (About AutoCAD Map 3D command)	1625
	MAPAUTOCHECKOUT	1625
	MAPDOCKWSPACE (Dock Task Pane command)	1626
	MAPEDITSETAUTO	1626
	MAPFEATUREEDITTOOLS	1626
	MAPWSFOCUS	1627
	MAPWSPACE (Task Pane command)	1628

MAPWSREFRESH	1628
AutoCAD Map Options dialog box	1628
Coordinate Geometry Setup dialog box	1637
Define/Modify Drawing Set dialog box	1638
Drawing Maintenance dialog box	1640
Drawing Set Display Filter dialog box	1642
Drawing Settings dialog box	1642
Drawing Statistics dialog box	1646
Drive Alias Administration dialog box	1647
Feature Editing Options dialog box	1648
Generate Object Data Index dialog box	1650
Index Maintenance dialog box	1650
Remove Object Data Index dialog box	1652
Select Alias dialog box	1652
Undefined Alias Referenced dialog box	1653
User Administration dialog box	1653
User Information dialog box	1655
User Login dialog box	1656
 Chapter 37 Topology Dialog Boxes	 1657
MAPEDITDIR (Edit Direction command)	1657
MAPEDITRES1 (Edit Direct Resistance command)	1658
MAPEDITRES2 (Edit Reverse Resistance command)	1658
MAPLINKADD (Add Topology Link command)	1659
MAPLINKDEL (Delete Topology Link command)	1660
MAPLINKEDIT (Edit Topology Link command)	1661
MAPLINKREV (Reverse Direction of Topology Link command)	1662
MAPLINKUPD (Update Topology Link command)	1662
MAPNODADD (Add Topology Node command)	1663
MAPNODEDEL (Delete Topology Node command)	1664
MAPNODEEDIT (Edit Topology Node command)	1665
MAPNODINS (Insert Topology Node command)	1665
MAPNODUPD (Update Topology Node command)	1666
MAPPOLYADD (Add Topology Polygon command)	1667
MAPPOLYDEL (Delete Topology Polygon command)	1667
MAPPOLYUPD (Update Topology Polygon command)	1668
AutoCAD Map Confirmation dialog box - MAPTOPOADMIN Delete	1669
AutoCAD Map Confirmation dialog box - MAPTOPOEDIT	1669
AutoCAD Map Confirmation dialog box - MAPTOPOADMIN Rename	1670
Centroid Objects dialog box	1671
Create Closed Polylines dialog box	1672
Create Network Topology - Create New Nodes dialog box	1673
Create Network Topology - Select Links dialog box	1674
Create Network Topology - Select Nodes dialog box	1676

Create Node Topology - Select Nodes dialog box	1677
Create Polygon Topology - Create New Centroids dialog box	1679
Create Polygon Topology - Create New Nodes dialog box	1680
Create Polygon Topology - Select Centroids dialog box	1681
Create Polygon Topology - Select Links dialog box	1683
Create Polygon Topology - Select Nodes dialog box	1684
Create Polygon Topology - Set Error Markers dialog box	1686
Create Topology - Select Topology dialog box	1688
Create Topology Warning dialog box	1690
Delete Topology dialog box	1690
Edit Direct Resistance dialog box	1691
Edit Direction dialog box	1691
Edit Reverse Resistance dialog box	1692
Edit Topology dialog box	1692
Link Objects dialog box	1694
Load Topology Conflict dialog box	1695
Load Topology dialog box	1696
Load Topology From Source Drawing dialog box	1697
Network Topology Analysis - Choose Locations dialog box	1698
Network Topology Analysis - Output dialog box	1699
Network Topology Analysis - Resistance and Direction dialog box	1701
Network Topology Analysis - Select Method dialog box	1703
Node Objects dialog box - Network and Polygon Topologies)	1705
Node Objects dialog box (Node topology)	1706
Rename Topology dialog box	1707
Select Data dialog box - Topology Overlay	1708
Topology Buffer - Create New Centroids and Nodes dialog box	1710
Topology Buffer - New Topology dialog box	1711
Topology Buffer - Set Buffer Distance dialog box	1712
Topology Dissolve - Create New Centroids and Nodes dialog box	1713
Topology Dissolve - Create Nodes dialog box	1714
Topology Dissolve - New Topology dialog box	1716
Topology Dissolve - Object Data dialog box	1717
Topology Dissolve - Set Parameter dialog box	1718
Topology Overlay Analysis - Analysis Type dialog box	1719
Topology Overlay Analysis - Create New Centroids and Nodes dialog box	1722
Topology Overlay Analysis - Create Nodes dialog box	1723
Topology Overlay Analysis - Output Topology dialog box	1724
Topology Overlay Analysis - Output Attributes dialog box	1726
Topology Overlay Analysis - Select Overlay Topology dialog box	1727
Topology Query dialog box	1728
Topology Query Result dialog box	1730
Topology Selection dialog box	1731
Topology Statistics dialog box	1731

Chapter 38	Viewing Dialog Boxes	1733
	Quick View Drawings dialog box	1733
	Zoom Drawing Extents dialog box	1734
	Define Document View dialog box	1735
	Define Key View dialog box	1737
	Document View dialog box	1738
	Key View dialog box	1739
Chapter 39	Programming Interfaces	1741
	Glossary	1743
	Index	1767

Users Guide

This section explains AutoCAD Map 3D's features by introducing concepts, providing step-by-step procedures, and providing quick reference information.

For information on AutoCAD commands, refer to the *AutoCAD Help*.

Getting Started Guide



This section introduces the main concepts of AutoCAD Map 3D, provides a quick tour of the user interface, and describes the documentation available to help you learn more about the program.

For a general overview of working with geospatial data, see *Best Practices for Managing Geospatial Data*.

For a tutorial that introduces the concepts and leads you through the basic steps of creating a map, see *Introducing AutoCAD Map 3D 2009*.

Getting Started with AutoCAD Map 3D

Overview of Features

AutoCAD Map 3D is the leading engineering solution for creating and managing spatial data. Bridging the gap between Computer Aided Design (CAD) and Geographic Information Systems (GIS), AutoCAD Map 3D provides direct access to the leading data formats used in design and GIS. AutoCAD Map 3D enables the use of AutoCAD® tools for maintaining a broad variety of geospatial information and allows design processes to integrate GIS functions in a single environment for more efficient workflows. The results are better designs, increased productivity, and better data quality.

Feature	Description
Built on the AutoCAD® platform	AutoCAD Map 3D is built on the latest release of AutoCAD® software and is enhanced with a suite of geospatial tools. It contains all the features and functionality of AutoCAD, which is automatically installed when you install AutoCAD Map 3D,

Feature	Description
	so you know you're working with proven, reliable, industry-leading software.
Geographic Coordinate Systems	Work with more than 4,000 real-world coordinate systems or define your own custom coordinate system and use tools such as transform, rubber sheeting, and track coordinates to accurately georeference your AutoCAD design data.
Direct Data Access	AutoCAD Map 3D software integrates computer-aided design (CAD) and geographic information system (GIS) data. Directly access and edit spatial data that resides in a variety of data sources including files and databases such as DWG™ and ESRI SHP, Oracle®, and ESRI® ArcSDE® managed databases or use Oracle, Microsoft® SQL Server™ and MySQL to store spatial data without expensive middleware. Access raster imagery and connect to web services such as Web Map Services (WMS) and Web Feature Services (WFS) to take advantage of publicly available data sources. Direct access means no data translations, which helps ensure data integrity.
Data Exchange	AutoCAD Map 3D is interoperable with all major design and GIS software, so you can read, write, and convert data between standard formats, including DWG™, Arc/Info® coverages, SHP and E00 from ESRI®, MapInfo MIF/MID™, MapInfo TAB, MicroStation® DGN (V7 and V8), Generalized Markup Language (GML 3.1.1), Ordnance Survey MasterMap (DNF) (GML2, read-only), Vector Product Format (VPF, read-only), Autodesk SDF, and Spatial Data Transfer Standard (SDTS, read-only). After working with the data, you can maintain it in a DWG™ file; convert it to an external file, or move it into a spatial database.
Data Cleanup	Using Drawing Cleanup tools, you can automate the often time-consuming correction of common drafting and digitizing errors. Delete duplicates, correct undershoots and dangling objects, and more. Help ease the integration of data into your GIS or mapping system with clean and accurate spatial data.

Feature	Description
DWG™ Query	Using DWG query functionality, multiple users can access, search and edit the same sets of DWG files or base maps simultaneously. This efficient and reliable way to work collaboratively with DWG-based information reduces the need for version control and minimizes time wasted waiting for data.
Lightweight COGO Tools	Input and Inquiry tools help you create and measure simple Coordinate Geometry (COGO) for lines, curves, closed polylines, and polygons. This functionally streamlines the process of drawing plats and existing conditions by allowing for the input of geometry in terms of bearing, direction, deflection, and azimuth angle.
CAD editing on Geospatial Data	Data accessed through FDO can be directly edited with standard AutoCAD commands such as Pedit, Trim, Break, Join, Offset, Extend, Rotate, Move, and Cut/Copy/Paste. Easily edit polygon objects with new split and merge functions, and use the new Expression Builder to populate attributes with data calculations and intrinsic object properties.
Classification	Organize objects in your drawing by the real-world features that they represent (e.g. roads, parcels, cables, or water pipes). When you create an object using object classification, the object automatically takes its properties and values from its object class, maintaining consistency and establishing standards in your drawing. By applying a classification to an existing or new object, you can be assured that it meets your standards for both data and display. To download free industry-specific toolkits that can help fast-track the classification process, visit http://www.autodesk.com/map-downloads
Map Creation and Stylization	Cartography tools enable you to create maps that, in the past, had to be created with additional GIS-specific software. Easily create stylized maps that highlight specific features or information such as service areas, zoning districts, land usage, pipe and cable installation dates and diameters, and much more. Call out details with attribute-driven labels that provide text along a curve and segment-stitching functionality. Blend data using transparency, save and reuse styles in any project, saving

Feature	Description
	time and streamlining map production. Move beyond basic CAD maps to advanced cartography and presentations.
GIS Analysis	Answer questions about your data and make decisions. Utilize information in vector and tabular formats and link the data together. Perform data queries, create thematic maps, build topologies, create reports, perform buffer and tracing analysis, and much more. With integrated GIS tools, AutoCAD Map 3D provides easy visualization and evaluation of design and asset management projects.
GRID (Raster) Surfaces	Visualize and analyze large-scale topographic information—digital elevation models (DEM) and ESRI GRID files—for elevation, slope, and aspect, as well as create contours and perform sunlight studies with hillshading. Use draping functionality to combine topography data with aerial photographs and vector data for stunning and revealing 3D renderings that can be published to 3D DWF files for viewing in free Autodesk® Design Review software by non-technical users.
Database Integration	AutoCAD Map 3D provides open, standards-based database support. Easily join CAD objects to commonly used databases such as Microsoft® Access and easily store CAD and GIS data in popular relational database management systems (RDBMSs) including ESRI® ArcSDE® managed databases. Use existing data models or create your own schemas using straightforward tools and use databases such as Oracle®, Microsoft® SQL Server™ or MySQL® to store spatial data without expensive middleware.
Data Management Tools	Easily and effectively manage spatial data in virtually any format. Use intuitive tools to quickly and easily create users, define schemas (databases and files) or load data models via XML Metadata Interchange (XMI) from industry standard modeling programs. Easily move and convert data that resides in one data store to another (e.g., SDF/SHP to Oracle). AutoCAD Map 3D acts as a hub for managing large amounts of spatial data, allowing you to unlock legacy spatial information and streamline workflow.

Feature	Description
Spatial Data File (SDF)	The spatial data file (SDF) enables you to organize and manage your data as real-world features. Increased storage capacity and faster performance compared to DWG make this easy-to-manage file-based data repository a smart choice when an enterprise database doesn't make sense. SDF supports rich geometry, multiple tables, and spatial indexing and provides a solid foundation for a smooth transition to an RDBMS in the future if the need arises.
Metadata	Maintain your investment in spatial data with tools to create and edit metadata (the who, what, when, where, why, and how) about your spatial information and publish it in standard formats including International Organization for Standardization (ISO) (19115 and 19139) and Federal Geographic Data Committee (FGDC). With automatic metadata creation it is easy for you to share your data with other people in your organization or externally with contractors and regulatory agencies.
Publishing Tools	Distribute your geospatial data, maps and designs in a variety of ways to meet your organizations needs. For instance, create and design maps within AutoCAD Map 3D and quickly publish them to the internet using Autodesk MapGuide® Enterprise software, or distribute them as individual geo-referenced DWF™ files, multisheet DWF Map Books and paper plots. Help ensure that customers and teams throughout the organization are using the latest information.
Extensibility via Open Source	With the power of FDO Data Access Technology (FDO) on the desktop, AutoCAD Map 3D makes it easy for you to take advantage of the open source world by extending data access with third party and open source FDO Providers for data stores not currently supported by Autodesk (e.g., ESRI Personal Geodatabase and PostGIS). To help make it easier for developers to extend capabilities of FDO, Autodesk released FDO as an open source project (http://fdo.osgeo.org) under the Open Source Geospatial Foundation (OSGeo) http://www.osgeo.org . This initiative en-

Feature	Description
	ables developers all over the world to tap into powerful geospatial data access technology.
Robust API	AutoCAD Map 3D comes with robust .NET application programming interfaces (APIs) that organizations can use to create custom tools and automate common procedures. Additionally, AutoCAD Map 3D and Autodesk MapGuide Enterprise software share a unified geospatial API as well as unified FDO data access technology that can be used to build custom applications which share business logic and common code.

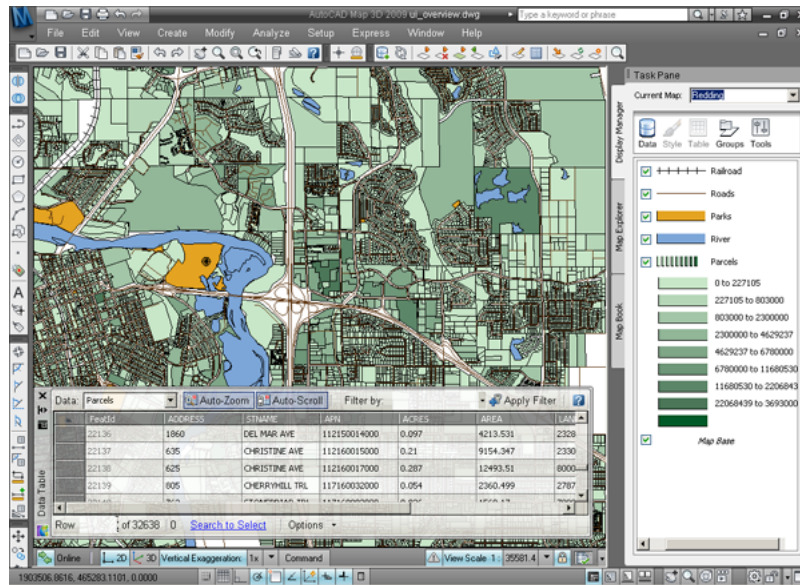
Overview of Map Files and Data Sources

What is a map?

When we refer to a map in AutoCAD Map 3D we are referring to a file that has links to all the data and images you want to include in your map.

An AutoCAD Map 3D map can include standard AutoCAD objects, spatial data from a database, raster images, and attribute data.

You coordinate all this data using the Display Manager. Each set of data is represented by a layer in the Display Manager.



For an introduction to the parts of the AutoCAD Map 3D window, see *AutoCAD Map 3D User Interface Overview*.

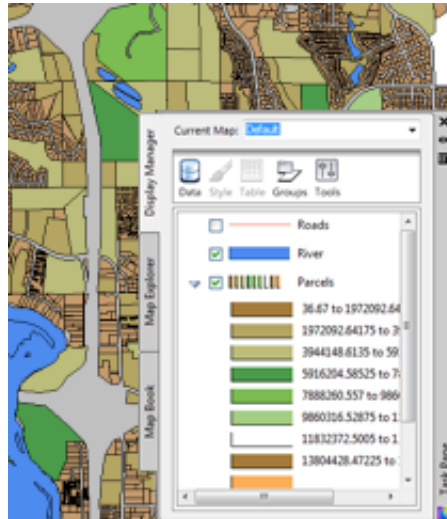
Display Manager layers are not the same as AutoCAD layers. Each layer in the Display Manager represents a specific set of data. For example, a raster layer might display an aerial photograph of a city, an SDF layer might display an SDF file representing parcels within the city, and a drawing layer might display objects from the current drawing or from an attached drawing file representing geographic features such as rivers.



This map contains a surface raster image, parcels stored in an SDF file, and river data stored in a DWG file. Each set of data comes from a different source and appears on its own layer in the Display Manager

In the Display Manager, you can style each layer separately and view and plot the result. You can specify line styles, color, and weights; fill colors and styles; labels; and more.

Use themes to style layers according to their attribute values, for example, to vary fill color by property value or parcel area.



What's in a map file?

Each AutoCAD Map 3D map file contains the information for connecting to the data sources, drawings, raster images, and attribute data for its contents. It also stores queries, object data, styling information, printing layouts, and any customized settings.

Whenever you open a map file, all of this information is immediately available to you.

For example, a city planner can create a map that connects to an SDF file containing parcel data, the city assessor's Oracle database of parcel ownership information, the county's raster server of aerial photos, and queries that locate selected parcels and highlight them. A facilities manager can create a map for a building and attach drawings with electrical and floor plan information and a database of maintenance information.

What is a data source?

A data source is any source of information that can be used in a map. It can be a spatial database created with Oracle, SQL Server or another relational database management system; a file-based spatial data store, such as Autodesk SDF or ESRI SHP; an AutoCAD drawing file; a spreadsheet or other ODBC source that contains attribute data; or a raster image, such as a TIFF or DEM file.

In the map file, the items in the map are all connected to their original sources. If the information in the sources changes, the items in your map change too. If you make changes to items, the original sources update to show those changes.

What can you do with a finished map?

Once you've created a map, AutoCAD Map 3D provides many ways to share the map with others. You can share maps even with viewers who don't have access to AutoCAD Map 3D. For example, you can print maps; save them as DWFs (which can be viewed with Autodesk Design Review, available from the Autodesk Website); publish them to MapGuide; convert all the data to AutoCAD DWG data; or post them on the Web.

To share a map and all its data with another AutoCAD Map 3D user, you can package all the map's files with the eTransmit feature.

Some information in an AutoCAD Map 3D file cannot be read by AutoCAD, such as links to external spatial data. To share a map with an AutoCAD user, convert all the data in your map to DWG format, including data from spatial

data stores. For more information, see [Exporting Maps to DWG Format](#) on page 1202

The Autodesk Value Chain

The Autodesk Geospatial Value Chain provides a useful model to help understand how organizations currently use geospatial technology, and provides a deliberate path for growing and extending their capabilities over time. The Autodesk Geospatial product line effectively supports an organization at any stage, as well as facilitates easy transition from one stage to the other as the organization's geospatial data needs evolve. The following section outlines each stage in the value chain.

- **Stage 1:** At Stage 1, organizations use a CAD product, such as AutoCAD or AutoCAD LT® to design and manage infrastructure data. AutoCAD is a world-leading design tool that is used to create a majority of the world's infrastructure design data. However, it does not support georeferencing (geographic location in the real world), multi-user editing, or GIS data formats. When an organization needs to add location intelligence to its data, bring in data from other sources, or allow multiple designers to edit the same data, it has outgrown Stage 1 and may be ready to move to Stage 2 or Stage 3.
- **Stage 2:** At Stage 2, an organization uses CAD files as its primary data source and AutoCAD Map 3D for collaboration and to share this infrastructure information. AutoCAD Map 3D makes it easier to share data or split the workload. Project teams can use their AutoCAD knowledge and training while taking advantage of more traditional GIS tools and functions. When an organization wants to extend its CAD information to more people and leverage additional mapping capabilities—to know, for example, where there are undeveloped parcels or how many manholes are on new roads—they may be ready to move to Stage 3.
- **Stage 3:** In Stage 3, an organization increases the value of its data by applying standards and organizing data using the AutoCAD Map 3D platform. By organizing data and leveraging FDO Data Access Technology—Autodesk's geospatial data access platform—organizations can enhance the performance of large data sets and use their CAD and geospatial data together to make business decisions. To scale the availability of data to a larger number of people, the organization moves to Stage 4.
- **Stage 4:** To extend the use of their information, organizations transition from Stage 3 to Stage 4. They move from a file-based environment using

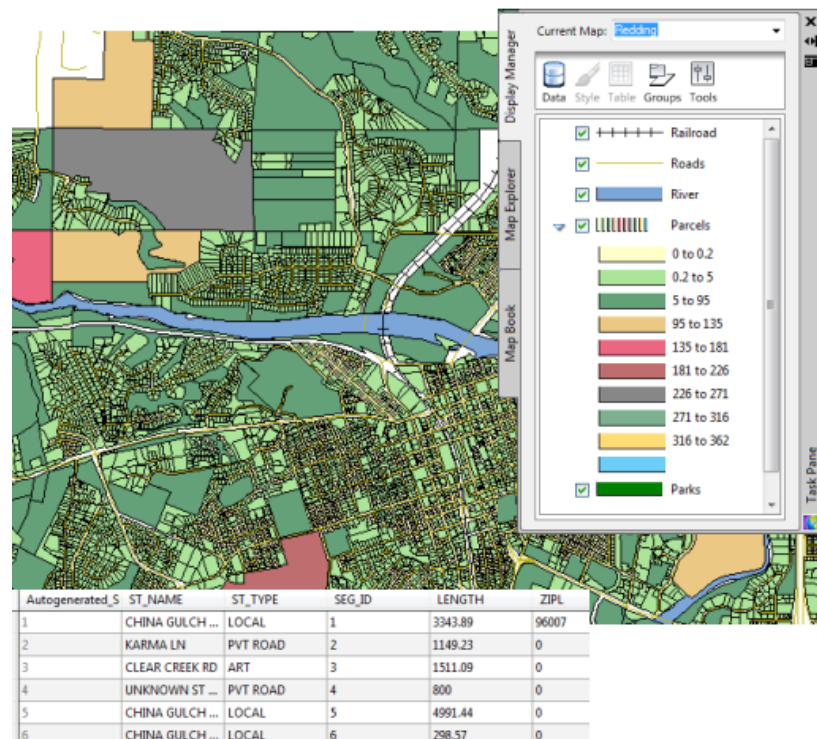
DWG, SHP, or SDF to a spatial database environment using the full functionality of a relational database management system (RDBMS) to allow hundreds of people to create, edit, and manage the same data. While the information in Stage 3 and Stage 4 may be the same, organizations in Stage 4 leverage the added power of an RDBMS to scale the availability and management of their geospatial information.

- **Stage 5:** When an organization moves from Stage 4 to Stage 5, it shares spatial data with other departments and applications and makes spatial data a central part of its IT ecosystem. The organization integrates geospatial data and GIS functionality with other business systems, such as assessor databases, permitting systems, and Enterprise Resource Planning (ERP) systems. Autodesk, Autodesk resellers, partners, and system integrators build powerful solutions to meet the organization's specific business goals and processes.

For further information on Autodesk Geospatial and the value chain visit <http://www.autodesk.com/geospatial>.

Create, Edit, and Share Maps

AutoCAD Map 3D lets you view and edit data from many sources. You can style and theme the data, edit the data, and publish single maps or map books. Use the full set of AutoCAD editing tools and commands to add or change map objects, no matter what the object source and without converting the data. View and style with the ease of GIS, edit with the power of CAD.

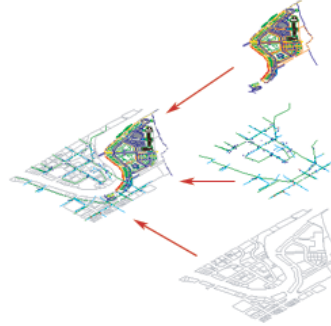


The layers in **Display Manager** on page 1748 represent the data sources to which this map is connected. Their data appears in the map immediately, but you can style it to change its appearance. The **Data Table** on page 1747 lets you edit the information for individual items in a layer.

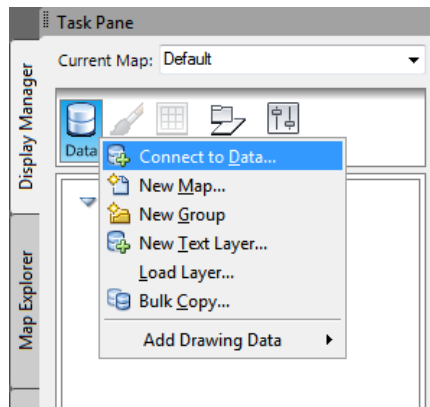
Create Maps

Create a map by connecting to the data to include.

Use data from many formats, including feature databases such as Oracle and ArcSDE, file-based feature sources such as SDF or SHP, Web servers such as WMS and WFS, CAD drawing files, raster images (including surfaces that show elevation) and other formats such as DGN or SDTS.



Connect to the data from the Task Pane.



The Data Connect dialog box lets you choose the data source and which feature classes to add to your map. Each feature class you add becomes a layer in the Display Manager.

Style Objects

Use styling to change the appearance of objects and features in your map. For example, you can change the linetypes and colors for roads and use symbols for schools and libraries. You can also use color themes to show the elevation of terrain or illustrate the population density of counties.

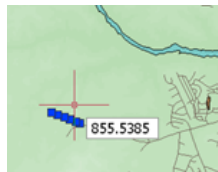


The colors give the viewer an immediate sense of the population distribution in California

Your styles and themes are saved in your map. You can export styles to share with others.

Edit Data

When you connect to data sources, your map is a window onto that data. The data remains in its source location — any changes you make appear in the source and any changes in the source are immediately reflected in your map.



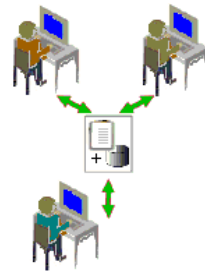
Use the powerful, high-precision AutoCAD tools to edit the feature, then save your changes back to the data source.

When you check out a feature for editing, AutoCAD Map 3D locks the feature so no one else can edit it (to the extent supported by the data source). You check in the feature when you are finished editing it to update its source. If you prefer, you can work offline and update the source when you reconnect.

You can also import data, rather than connecting to it. Importing breaks the connection to the source and adds a “snapshot” of the data to your map.

Share Data

AutoCAD Map 3D makes it easy to share data, both within and outside your organization.



When you edit data in the original source, your changes are immediately visible to others in your organization.

To share finished maps, you can print single-page or multi-page maps to paper or to a file, publish to DWF, export to another format such as DGN or SHP, publish to a Web page, or export all your map data in a format that can be used by MapGuide.

More Information

For information about...	See...
Adding feature data to maps	Bringing in GIS Features on page 265
Adding drawing objects to maps	Bringing In Drawing Data From DWG Files on page 296
Importing data from other formats	Overview of Converting Geospatial Data to Drawing Objects on page 316
Editing features	Working with Features on page 575
Editing drawing objects	Working with Drawing Objects on page 604
Styling features	Styling Features on page 540
Styling drawing objects	Styling Drawing Layers on page 549

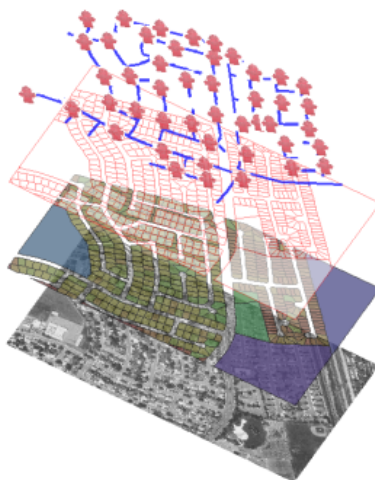
For information about...	See...
Creating themes	Creating Themes on page 953
Creating multi-page maps	Publishing Map Books on page 1144
Publishing to DWF	Publishing to DWF on page 1128
Exporting to other formats	Converting and Exporting on page 1164

Integrate GIS and CAD Data from Many Sources

Use data from many sources and edit it in its original source—you won't need to manually transfer data between applications.

Spatial Data

Combine feature data from a spatial database with objects from CAD drawings, raw geometry from a spreadsheet, and raster images.



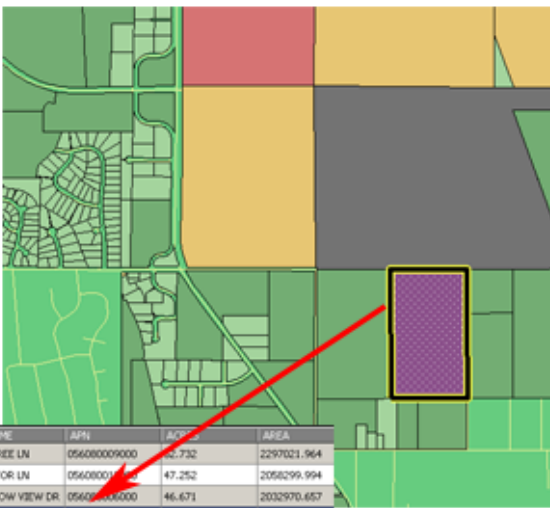
Combine data from many sources.

Features and objects are automatically transformed to the coordinate system used in the map.

Attribute Data

Use the Data Table to view and edit attribute data. The Data Table displays attribute data for spatial tables (which have geometry) and non-spatial tables (which contain only attributes).

You can highlight data for specific features and objects in your map. AutoCAD Map 3D maintains the link between spatial data and attribute data; when you update the attribute data, the updates are dynamically reflected in your drawing.



FeatId	ADDRESS	STNAME	APN	ACRES	AREA
8	4700	FIG TREE LN	056080009000	62.732	2297021.964
9	7080	AVIATOR LN	056080001000	47.252	2058299.994
10	4001	MEADOW VIEW DR	056080005000	46.671	2032970.657
11	4500	FIG TREE LN	056080005000	47.064	2084942.862
12	7677	AIRPORT RD	056590013000	1.6	69717.399
13	7649	AIRPORT RD	056590012000	1.88	81900.1
14	7611	AIRPORT RD	056590011000	4.104	178762.952

Data for a selected parcel appears in the Data Table.

Raster Images

Raster images add context to your map. Add aerial photos, contour maps, DEM surfaces, and many other raster formats.

When you add a raster or surface to your map, AutoCAD Map 3D reads the placement data from the raster file.

- Georeferenced images are displayed in the correct location.
- Surface rasters are draped over your elevations.



More Information

For information about...	See...
Accessing feature data	Bringing in GIS Features on page 265
Accessing drawing objects	Bringing In Drawing Data From DWG Files on page 296
Importing from other formats	Overview of Converting Geospatial Data to Drawing Objects on page 316
Joining attribute data to spatial data	Joining Data to GIS Features on page 439
Linking attribute data to drawing objects	Adding Attributes to Drawing Objects on page 450
Using raster images	Adding Rasters and Surfaces on page 370

Work with Geospatial Features and Drawing Objects

Using AutoCAD Map 3D, you can work both with CAD objects and with geospatial features. You can combine them in your map, edit either type of object, and move objects from one format to the other.

Features

A feature is the spatial description of a real-world entity such as a road or a utility pole. Features are stored in a spatial database or file in formats such as Oracle, ArcSDE, SDF, or SHP. The spatial database or file is referred to as a feature source.

Using Open Source FDO Data Access Technology, AutoCAD Map 3D natively accesses spatial data, providing easy management of large geospatial data sets while streamlining entire workflows. To work with features, connect to the database or file and then select the sets of features (feature classes) to include in your map.

Drawing Objects

A drawing object is any object in a DWG file, such as a line, circle, or closed polyline.

You can create and store drawing objects in the current map, or you can attach a DWG file to the current map and query in objects from that file. AutoCAD Map 3D remembers the original location of the objects and saves edited objects back to their original file.

Working with Features vs. Objects

You work with features and objects in your map in different ways. The table below outlines the differences.

Action	Spatial Features	Drawing Objects
Add objects to a map	Use Data Connect to connect to your data and select the feature classes. All features from the feature class immediately appear in your map. See Bringing in GIS Features on page 265.	Attach drawings to the current map, and then run a query to bring selected objects from those drawing into your map. See Bringing In Drawing Data From DWG Files on page 296.

Action	Spatial Features	Drawing Objects
Use attribute data	<p>Attribute data in your data source is visible in the Data Table. You can join data from an external source to the feature and use the combined set of data for theming or styling. See Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table on page 928.</p>	<p>Use Attach Data Source to connect the attribute data to the map. Create a link template for the attribute data table. See Setting Up Data Sources for Drawings on page 184 and Viewing Properties and Attributes of Drawing Objects on page 937.</p> <p>Link records in the object data table to objects in your drawing. See Adding Attributes to Drawing Objects on page 450.</p> <p>Use Object Data to store attribute data in the map itself. See Storing Attribute Data in the Drawing (Object Data) on page 451.</p>
Edit objects	<p>Select the feature and check it out. Edit it using AutoCAD commands and special feature editing commands. Check the feature in to update it and unlock it in the feature source. See Working with Features on page 575.</p>	<p>Select the object. Edit it using AutoCAD commands. See Working with Drawing Objects on page 604.</p> <p>If the object is from an attached drawing, save it back to update and unlock the object in the attached</p>

Action	Spatial Features	Drawing Objects
	<p>TIP Some AutoCAD commands will not work on features. To use these commands, extract the feature geometry, edit the geometry using the AutoCAD commands, and update the feature with the new geometry. See Using AutoCAD Commands on Features on page 597.</p>	<p>drawing. See Editing and Saving Objects in Attached Drawings on page 611.</p>
Style objects	Use the Style Editor. See Styling Features on page 540.	Use the Properties Palette. See Styling Drawing Layers on page 549.
Theme objects	Use the Theme option on the Style Editor. See Theming Features on page 955.	Add a Theme style. See Theming Drawing Data on page 965.
Classify features and objects	All features are classified.	Apply Object Classification. See Using Object Classification on page 836.
Filter a layer to see only objects that match certain criteria	Edit the query for the layer. See Filtering a Feature Layer on page 1002.	From Display Manager, query in objects from the current drawing to create a drawing-based layer that contains just those objects on page 313. Other objects become part of the Map Base layer.
Convert objects between drawing and spatial data format	Use Extract Geometry From Feature. See Extracting Feature Geometry on page 598. Only the geometry is converted. Properties and attribute data are not converted.	Use New Feature From Geometry. See Creating a New Feature from a Drawing Object on page 581.

Action	Spatial Features	Drawing Objects
	You can also export your entire map to a DWG file, converting its features to DWG objects in the resulting file. See Exporting Maps to DWG Format on page 1202. Attribute data is not converted.	Only the geometry is converted. Properties and attribute data are not converted. You can also export drawing objects to Oracle, SDF, or SHP format. See Moving DWG Data to a Spatial Data Store and Back Again on page 1207.

Manage Data

FDO features use schemas to define their feature classes and feature properties. You can edit the schema (for spatial data formats that support editing), or create a new data store and add a schema to it.

You can move DWG data to [Oracle format](#), [ESRI ArcSDE format](#) on page 1203, or [Autodesk SDF](#) on page 25, or copy data from one spatial data format to another using Bulk Copy.

More Information

For information about...	See...
Creating and editing schemas	Working with Schemas on page 507
Exporting DWG objects to Oracle or ESRI ArcSDE	Exporting DWG Data to an FDO Data Store on page 1203
Exporting DWG objects to SDF format	Overview of Converting and Exporting on page 1166 and Importing Autodesk SDF (Spatial Data Files) on page 323
Copying data between geospatial formats	Migrating Data on page 522

The Autodesk Spatial Data File (SDF)

Autodesk SDF lets you store geometry and attribute information in a file-based geospatial format. This format gives you great flexibility for moving data from one format to another, including to and from DWG format.

- Use Data Connect to connect directly to an SDF file. Because this is a direct connection, any edits you make are made to the SDF file.
- You can import data from SDF. The imported data becomes drawing objects in your map and the live connection to the SDF file is broken. This is one way to convert the data from SDF to DWG.
- You can copy data to SDF format from other geospatial formats, and from SDF to those formats, using Bulk Copy. For example, you can copy an SDF feature to SHP format, and vice versa.

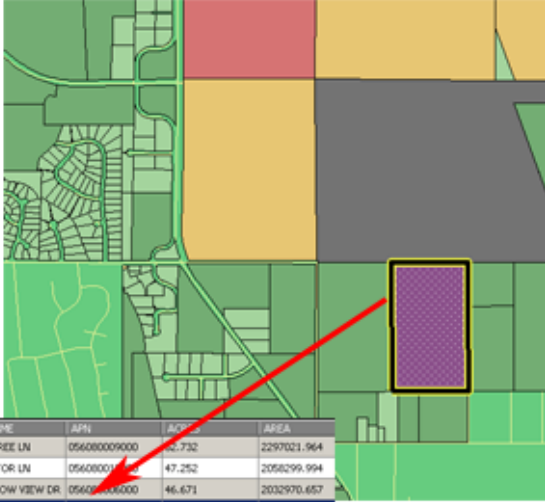
More Information

For information about...	See...
Connecting to SDF files	Bringing In Features from SDF on page 287
Importing SDF data as DWG objects	Overview of Converting Geospatial Data to Drawing Objects on page 316 Importing Autodesk SDF (Spatial Data Files) on page 323
Exporting DWG objects to SDF format	Overview of Converting and Exporting on page 1166 and Importing Autodesk SDF (Spatial Data Files) on page 323
Copying data to SDF format from other geospatial formats, and from SDF to those formats	Migrating Data on page 522

Attribute Data

Attribute data is additional, non-geometry data about a drawing object or feature. For example, if you have a drawing of parcels, you might have attribute data from the assessor's department that lists the owner and improvements for each parcel.

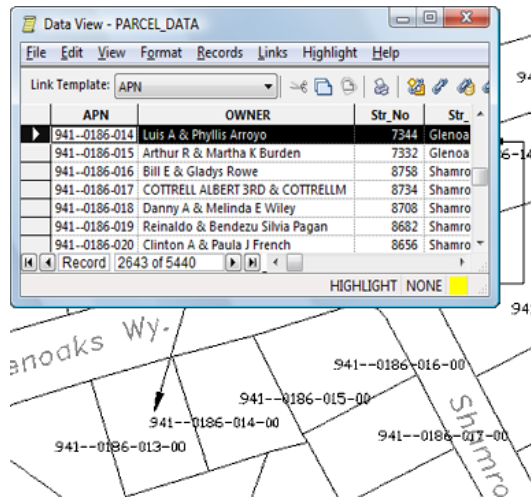
Use the Data Table to view both spatial data and attribute data in a feature source.



FeatId	ADDRESS	STNAME	APN	ACRES	AREA
8	4700	FIG TREE LN	056080009000	62.732	2297021.964
9	7080	AVIATOR LN	056080001000	47.252	2058299.994
10	4001	MEADOW VIEW DR	056080006000	46.671	2032970.657
11	4500	FIG TREE LN	056080005000	47.864	2084942.862
12	7677	AIRPORT RD	056590013000	1.6	69717.399
13	7649	AIRPORT RD	056590012000	1.88	81900.1
14	7611	AIRPORT RD	056590011000	4.104	178762.952

The Data Table displays geometry and attribute data for a feature. You can search and theme features based on any data in the feature source.

To link attribute data to drawing objects, attach the database to the current map and then use a link template to connect the data to the objects.



Link attribute data to drawing objects, then highlight objects in your map by selecting the linked data in the table.

More Information

For information about...	See...
Viewing attribute data for features	Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table on page 928
Linking attribute data to drawing objects	Setting Up Data Sources for Drawings on page 184 Adding Attributes to Drawing Objects on page 450

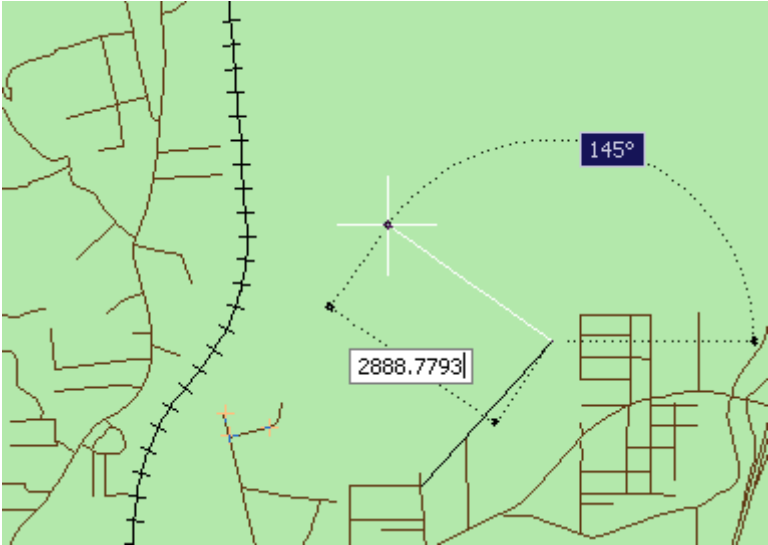
Edit Data In Its Source

When you connect to a feature source, your map is a window onto the data. Your edits are made directly to the source.

When you edit objects from attached drawings, AutoCAD Map 3D keeps track of the original location of each object and saves them back to their original source.

Use queries to find a specific feature or object based on its location, its properties, or attribute data linked to it from another source.

Once you find the feature or object, edit it using the full power of CAD editing commands. AutoCAD Map 3D includes all the AutoCAD editing tools as well as tools specifically designed for creating maps, such as using coordinate geometry to specify a point.



While you edit, AutoCAD Map 3D locks the original objects so no other users can modify them, to the degree that the feature source supports locking.

Spatial Data Type	Locking Capability
Oracle and ArcSDE	Individual features are locked when you check them out.
Attached drawings (DWG)	Individual objects are locked when you query them into the map.

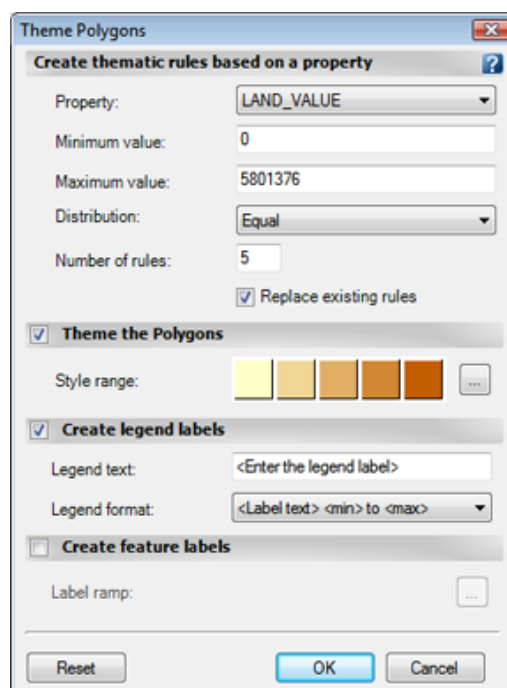
More Information

For more information...	See...
Editing feature data	Working with Features on page 575

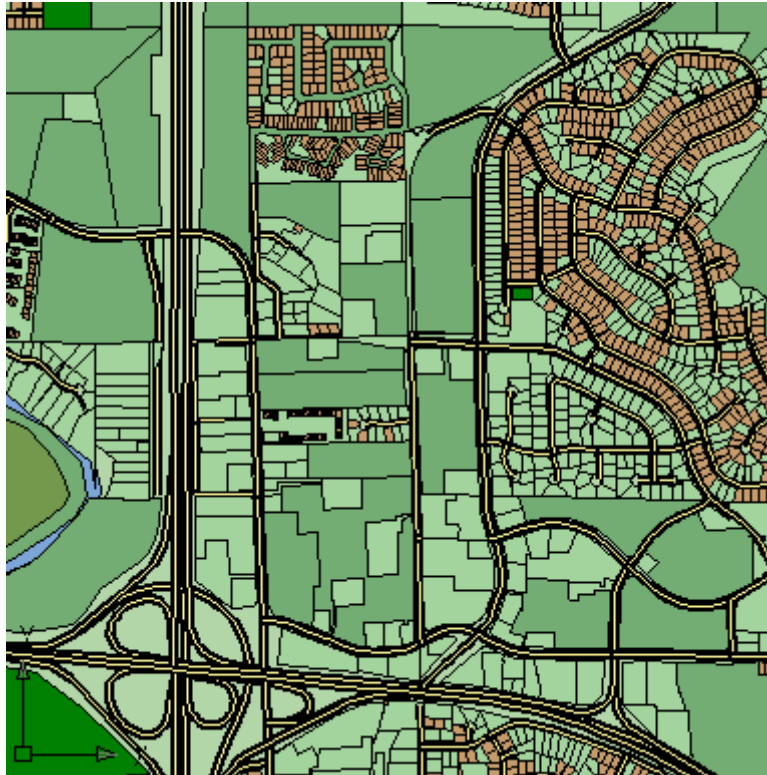
For more information...	See...
Editing drawing objects	Working with Drawing Objects on page 604

Theme and Analyze Data

Create styled and themed maps, and use buffers to analyze data.



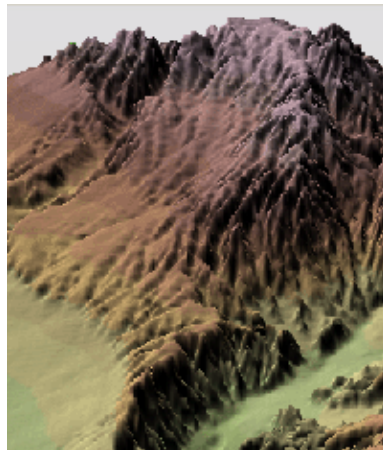
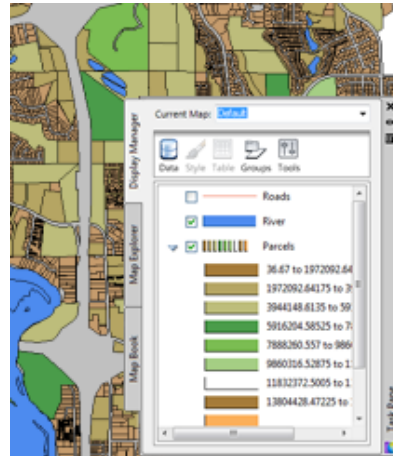
Use the Theme option in the Style Editor to create style ramps that vary the color of features, depending on the value of a particular attribute.



In this example, parcels are different shades of green depending on their land value.

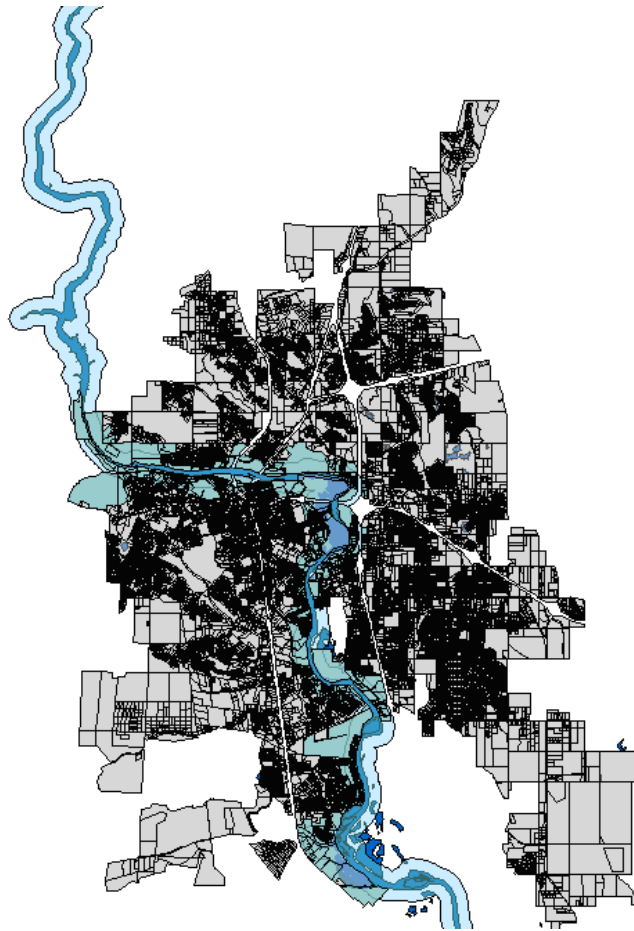
Create complex styles, such as roads with a thick black line with a double yellow stripe down the middle, or use specific colors and line types for different features.

Create themes by varying the style based on an attribute of the feature; for example, change the color of parcels based on their size.



Analyze geospatial data by exaggerating elevations or looking at maps in different light conditions.

Use buffers to analyze features by proximity.



This map contains a buffer that defines an area within 1000 feet of the river. You can use the buffer to determine which parcels lie within the flood zone.

More Information

For information about...	See...
Creating styles	Styling Features on page 540 and Styling Drawing Layers on page 549
Creating themes	Creating Themes on page 953

For information about...	See...
Analyzing surfaces	Analyzing Raster-Based Surfaces on page 975
Using buffers	Buffering Features in Your Map on page 1004

Send Maps to the Field

You can plot/print your maps, publish them to DWF or PDF format, or create a multi-page map book.

When you publish maps electronically, you can include attribute data.

More Information

For information about...	See...
Plotting	Publishing a Map to a Plotter on page 1127
Publishing to DWF	Publishing to DWF on page 1128
Creating multi-page map books	Publishing Map Books on page 1144

Post Maps on a Web Site

You can publish your map as a single HTML page or you can publish it to MapGuide.

When you save your map in HTML format, the result is a “snapshot” of the map that can be viewed by any Web browser.

When you publish to MapGuide, all layers, layer definitions, dynamic labels, queries, filters, and styles (including point, line, raster, and other styles) in your map are published in the format that MapGuide needs. If you set up different styles for different zoom levels, the map’s appearance changes as the

end-user changes the zoom level in a Web browser and uses the stylization rules you established in AutoCAD Map 3D.

More Information

For information about...	See...
Publishing to a Web page	Publishing to a Web Page on page 1137
Publishing to MapGuide	Publishing to MapGuide on page 1140
Exporting to MapGuide 6.5 and earlier	Exporting DWG Data to SDF2 Format on page 1175

Overview of Map Creation

The following table provides an overview of the workflow you follow when you create a map. To learn more about this workflow, see *Tutorial: Building a Map*.

Task	Procedure
Assign a coordinate system to the map	Click Setup menu ► Assign Global Coordinate System.
Connect to a feature source and display features in your map	<ol style="list-style-type: none">1 In the Display Manager, click Data ► Connect to Data.2 Select the feature source. Click Connect.3 Select the feature classes. Click Add To Map.
Connect to a drawing and display drawing objects in the map	<ol style="list-style-type: none">1 In the Display Manager, click Data ► Add Drawing Data ► Attach Source Drawings.

Task	Procedure
	<ol style="list-style-type: none"> 2 In the Display Manager, click Data ► Add Drawing Data ► Query Source Drawing. 3 Define a query that selects the objects you want. 4 Click OK.
Filter the display of drawing objects in the map	<ol style="list-style-type: none"> 1 In the Display Manager, click Data ► Add Drawing Data ► Query Current Drawing. 2 Define a query that selects the objects you want. 3 Click OK.
Filter a feature source layer	In the Display Manager, right-click the layer ► Query to Filter Data.
Attach attribute data to a drawing object	<ol style="list-style-type: none"> 1 In the Map Explorer, right-click Data Sources ► Attach. 2 Double-click the table to open Data View. 3 Create a link template and link records in the table to objects in the drawing.
Create object data tables	<p>Click Setup menu ► Define Object Data. Once the tables are defined, you can attach data to objects.</p> <p>Click Create menu ► Attach/Detach Object Data.</p>

Task	Procedure
Style features in your map to show themes or to highlight specific features.	In the Display Manager, right-click a layer ► Edit Style. In the Style Editor, specify the style you want.
Style drawing objects in your map to show themes or to highlight specific objects.	In the Display Manager, right-click a layer ► Add Style ► choose a style type. On the Display tab of the Properties palette, specify the style settings. For themes, in the Display Manager, right-click a layer ► Add Style ► Theme. Specify the theme in the Thematic Mapping dialog box.
Edit a feature from a feature source	<ol style="list-style-type: none"> 1 Select the feature in your map. 2 Right-click the feature ► Check-out Feature. 3 Make your edits. 4 Right-click the feature ► Check-in Feature.

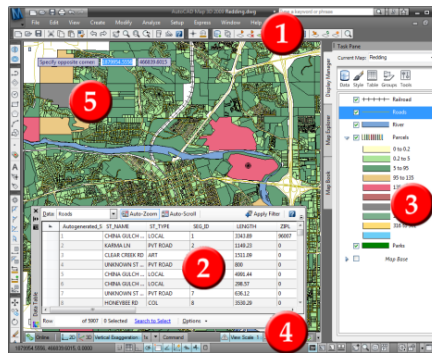
See also:

- [Attaching Drawings](#) on page 144
- [Modifying Attached Drawing Settings](#) on page 152
- [Setting Options](#) on page 195
- [Working with the Display Manager](#) on page ?
- [Working with Features](#) on page ?
- [Working with Map Books](#) on page ?

The User Interface

Introduction to the User Interface

The menus, toolbars, and [Task Pane](#) on page 1764 provide quick access to the most commonly used tools. The [Data Table](#) on page 1747 lets you view attribute data for features (Data View shows attribute data for drawing objects). For experienced AutoCAD users, the command interface allows for efficient editing using keyboard entry. For an interactive look at the user interface, see *Taking a Quick Tour of AutoCAD Map 3D*.



- 1 [Menus and toolbars](#) on page 39. The menus and toolbars include the commands you need to complete your mapping tasks.
- 2 [Data Table and Data View](#) on page 39. Display spatial and attribute data in a table format. Use the Data Table for viewing spatial data and attribute data for geospatial features; use the Data View for viewing attribute data linked to drawing objects.
- 3 [Task Pane](#) on page 40. The Task Pane has three tabs for managing and displaying maps and publishing multi-page map books.
- 4 *Status bar*. Check the current cursor location, change exaggeration and scale settings, switch between 2D and 3D, and use common tools.
- 5 [Command interface at the cursor](#) on page 44. Launch commands and respond to prompts at the cursor location using Dynamic Input.

See also:

- [Customizing Your Work Environment](#) on page 76
- [Switching Between Workspaces](#) on page 38
- [Setting Options](#) on page 195

Switching Between Workspaces

You can customize the AutoCAD Map 3D work environment to look and function the way you want. For example, you can add options to the menus and the toolbars.

AutoCAD Map 3D comes with predefined workspaces. Each workspace shows a different set of commands and toolbars. You can switch between the following workspaces:

- Map 3D for Geospatial — the default workspace, customized for working with feature sources
- Map 3D for Drawings — customized for working with drawing objects
- Map Classic — sets up the menus (including the AutoCAD menus) the way they were in earlier versions of the product

No matter which workspace you use, all AutoCAD and AutoCAD Map 3D commands are available, many from right-click menus.

To change the workspace

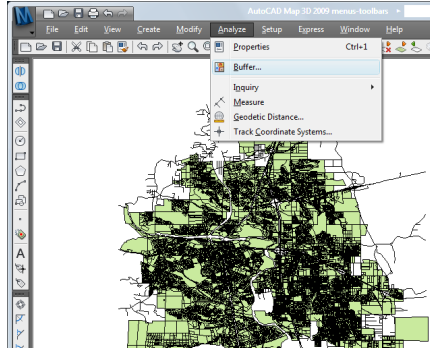
- 1 Click View menu ► Menu/Toolbar Layout.
- 2 Select a workspace.

See also:

- [Menus and Toolbars](#) on page 39
- [Customizing Your Work Environment](#) on page 76

Menus and Toolbars

In AutoCAD Map 3D, the menus and toolbars are organized so the commands you need for a specific task are together. For example, the commands you need to analyze map data are on a menu called Analyze.



The Analyze menu contains analysis commands

Only the options you need most are presented by default.

You can customize the menus and toolbars to include the commands you want. You save your customized settings as a “workspace.”

For information about the AutoCAD Map 3D predefined workspaces, see [Switching Between Workspaces](#) on page 38.

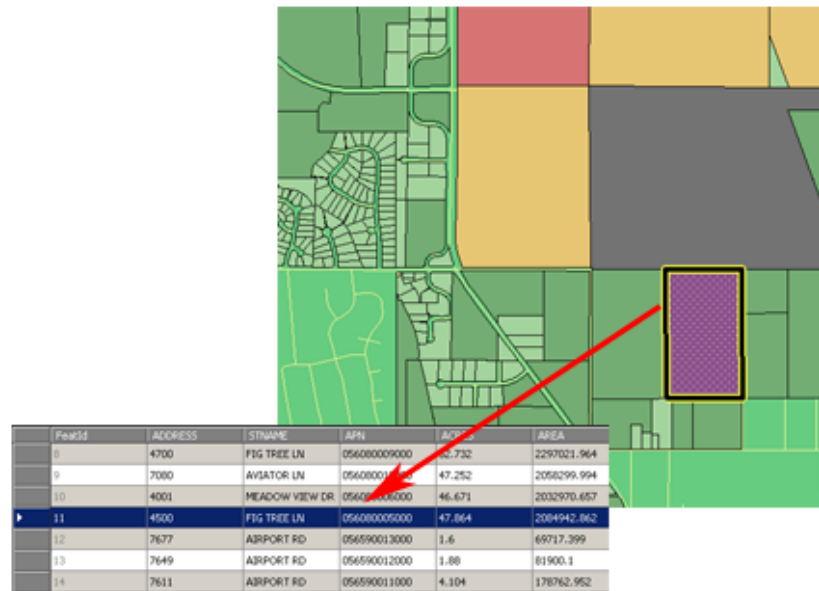
See also:

- [Customizing Your Work Environment](#) on page 76

Viewing Attribute Data

AutoCAD Map 3D provides a window onto your attribute data. You can view and edit the data, link data to objects in your map, and find features and objects based on attribute data.

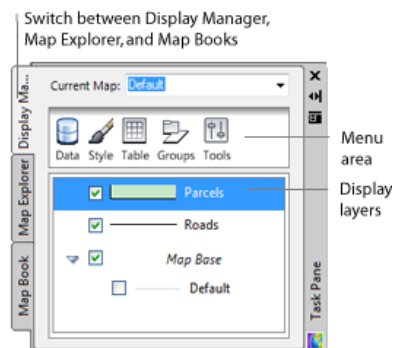
- To view attribute data for features, use the Data Table.
- To view attribute data linked to drawing objects use the Data View.



Use both the Data Table and Data View to find features and objects in your map by selecting linked data in the table, or find data in the table by selecting features and objects in your map.

The Task Pane

The Task Pane provides centralized access to the tasks and tools you need to create, manage, display, and publish maps.



Switch between Display Manager, Map Explorer, and Map Books in the Task Pane

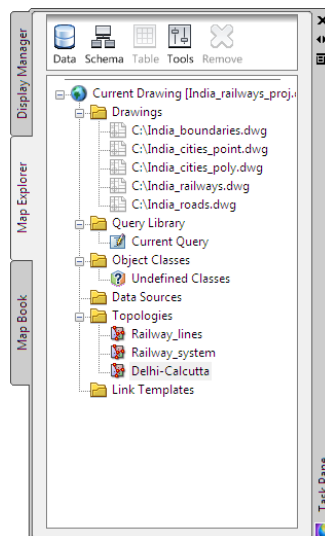
Each view of the Task Pane has its own menu area. You can also right-click any item in the Task Pane to see a customized menu for that item.

See also:

- [Setting Task Pane Options](#) on page 199

Map Explorer

Use Map Explorer to manage the data sources included in your current map.

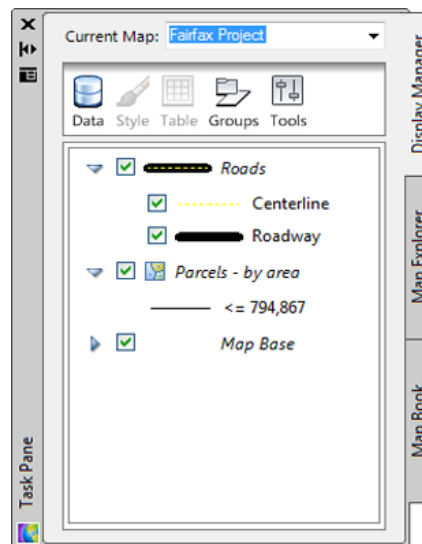


Use Map Explorer to manage the following:

- [feature sources](#) on page 266 (such as Oracle, ArcSDE, SHP, and SDF)
- [attached source drawings](#) on page 297
- [drawing queries](#) on page 1023
- [object classes](#) on page 109
- [external data sources for drawing objects](#) on page 184
- [topologies](#) on page 689
- [link templates](#) on page 451



Display Manager

The Display Manager lets you create display maps. Each display map contains a set of styled layers. You can have more than one display map in a map file, and you can style the same data differently in each one.



Use [Data Connect](#) on page 1746 to add features to your map, or drag data sources into Display Manager to add them as layers. For example, drag an SDF file from Windows® Explorer into the layer area to add it.



Select a layer and click  to change its appearance, or click  to view and edit its attributes.

You can organize layers by groups you create, or by the draw order (z-order) in which you want them to appear in your map.

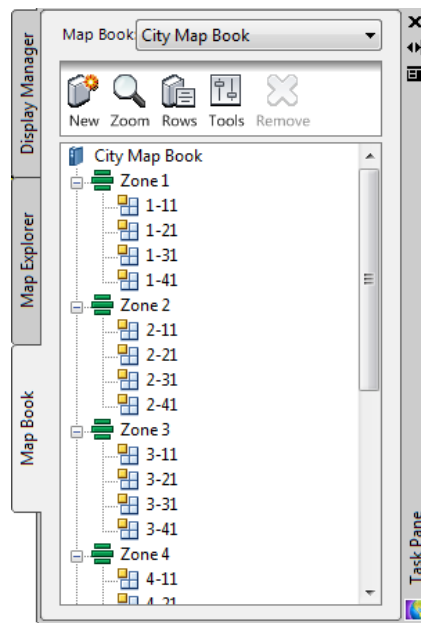
You can also right-click any layer to see options specific to that layer.

See also:

- [Overview of the Display Manager](#) on page 535
- [Bringing In Drawing Data From DWG Files](#) on page 296
- [Bringing in GIS Features](#) on page 265
- [Adding Rasters and Surfaces](#) on page 370
- [Accessing Data from ODBC](#) on page 289
- [Styling Features](#) on page 540
- [Overview of the Data Table](#) on page 921
- [Viewing Properties and Attributes of Drawing Objects](#) on page 937
- [Organizing Layers in Your Map](#) on page 261
- [Controlling Display Order](#) on page 537

Map Book

Use Map Book to create printed maps, map books, and multi-page DWFs from styled maps. Map Book uses the AutoCAD Sheet Set Manager, and provides a tree view of the tiles in the map book, like pages in an atlas. Use navigation arrows to move between tiles in your map.



See also:

- [Publishing Map Books](#) on page 1144

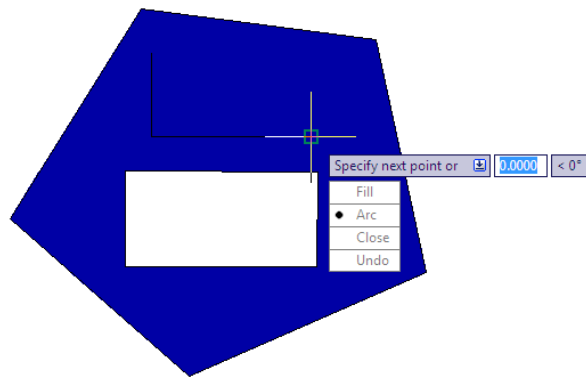
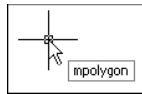
The Command Prompt

AutoCAD Map 3D provides a command interface near the cursor. This interface is called Dynamic Input. The older command line window is hidden by default, but you can display it at any time.

With Dynamic Input, you can

- Launch commands by typing them directly into the drawing area.
- Respond to command prompts in a tooltip or tooltip menu near the cursor, instead of on the command line.
- View the location of the crosshairs as coordinate values in a tooltip.
- Enter coordinate values in the tooltip when a command prompts for a point, instead of on the command line.

- View distance and angle values when a command prompts for a second point.



For more information, see *Dynamic Input* in the AutoCAD Help.

NOTE With the command line hidden, some detailed information for some commands is not visible. To see this information, display the command line by pressing CTRL+9 on the keyboard.


To hide or show the command line

- Press CTRL+9 on the keyboard
To display the AutoCAD text window with all your past command-line input history, press F2. To hide this information, press F2 again.

To turn dynamic input on or off

- On the status bar, click , or press F12.

To control Dynamic Input settings

- Right-click  and click Settings.

NOTE By default, Dynamic Input is set to relative (not absolute) coordinates. For example, entering 10,10 and then 20,20, draws a line from 10,10 to 30,30. This is one of the settings you can change if you frequently enter absolute coordinates.

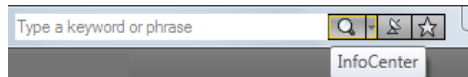
To turn off dynamic input temporarily

- Hold down the F12 key while you work.

Finding Information

Using InfoCenter

InfoCenter is available from the menu bar in AutoCAD Map 3D.



Type a question and click Search (the magnifying glass) to search multiple sources (for example, Help, the New Features Workshop, and specified files) at one time, or choose to search a single file or location. To add a location (file or document) to search, click the arrow next to Search and select Add Search Location.

The results are displayed as links on the InfoCenter Search Results panel. You can click any of these links to display the topic, article, or document.

You can change some settings for InfoCenter. For more information, see Specify InfoCenter Settings in the Help.

Using the Help

AutoCAD Map 3D Help contains the AutoCAD Help, AutoCAD Map 3D online User's Guide, Reference Guide, Getting Started Guide, and additional information.

The online User's Guide displays related information on three tabs:

- **Concept** — Conceptual information about performing the task and hints to help you use the feature.
- **Procedure** — Step-by-step instructions to perform the task.
- **Quick Reference** — The commands you need for this task, and where to find them on the menus and toolbars.

Use the tabs in the left pane to find information:

Contents	Topics are listed by subject. Browse by selecting and expanding topics. If you use the Index or Search tabs to find a topic, the Contents tab updates to show you where that topic is. Both AutoCAD Map 3D and AutoCAD Help topics are listed in the Contents.
Index	In the alphabetical list of keywords, look up the name of a feature, command, or operation, or an action you want the program to perform. You can look up topics for both AutoCAD Map 3D and AutoCAD.
Favorites	Create your own list of favorite topics. To add a topic to the list, open the Favorites tab and click the Add button.
Search	Find information using a question phrased in everyday language. The resulting topics are ranked by relevance. NOTE Depending on the language version of the product, the Search tab provides either the traditional Microsoft® search that locates keywords and exact phrases, or a natural-language search that analyzes phrases or questions.

Tutorials

Try the tutorials to get started or to learn AutoCAD Map 3D's advanced functionality.

To launch the tutorials, click Help menu ► Tutorials.

Getting Help with AutoCAD

AutoCAD Map 3D includes the complete functionality of AutoCAD, including all the AutoCAD commands and system variables. Help for the two programs is integrated into a single Help file. For help with AutoCAD commands, search for the command name in the Help file.

Viewing the Readme

The Readme contains updates about this release of AutoCAD Map 3D, including late-breaking product news and known software issues.

View the Readme

Other Sources of Information

Additional Documentation

- *Best Practices for Managing Geospatial Data*— Learn the key concepts of working with geospatial data and the best way to use AutoCAD Map 3D to achieve your goals.
- *GIS Skills for Engineers*— See over 80 animations that help you take your skills to the next level.
- [Developer Documentation](#) on page 1741 — Learn how to use the AutoCAD Map 3D Application Programming Interfaces (APIs), including ObjectARX, ObjectARX Managed Wrappers, ActiveX, and AutoLISP. For more information, click Help menu ► Additional Resources ► AutoCAD Map 3D Developer Help.

- *FDO Developer Help* — Use the FDO developer help to extend the functionality of the feature source providers. See *FDO Developer's Guide*, *The Essential FDO*, and the API references for each provider:
 - *FDO Provider for Oracle API Reference*
 - *FDO Provider for ArcSDE API Reference*
 - *FDO Provider for SQL Server API Reference*
 - *FDO Provider for MYSQL API Reference*
 - *FDO Provider for SHP API Reference*
 - *FDO Provider for SDF API Reference*
 - *FDO Provider for ODBC API Reference*
 - *FDO Provider for Raster API Reference*
 - *FDO Provider for WMS API Reference*
- *Specialized AutoCAD Manuals* — Other AutoCAD manuals, such *Build Your World* and *Getting Started*, are available on the product CD. For information on printing these manuals, see [Printing this Documentation](#) on page 51.
- *New Features Workshop* — View a series of animated demos, tutorials, and new feature overviews designed to help you learn about the new features in AutoCAD Map 3D and AutoCAD. Click Help menu ► New Features Workshop.

Other Online Resources

- *Product Support Resources*— Get answers quickly and efficiently via email or get Product Support phone numbers.
- *AutoCAD Map 3D Discussion Groups*— Share product information, ideas, and solutions with other AutoCAD Map 3D and other Autodesk product users.
- *Training Resources*— Learn about the training resources available for AutoCAD Map 3D and other Autodesk products.
- *Developer Center*— Learn about programming and development tools to help customize AutoCAD Map 3D or build your own applications.

- *Subscription Center* — Access your subscription services including support and training through the InfoCenter Communication Center. For more information, see *Overview of Communication Center* in the AutoCAD help.
- *Communication Center* — Receive Autodesk company news and product announcements, breaking news from Autodesk Product Support, new article notifications, tips, and more. For more information, see *Overview of Communication Center* in the AutoCAD help.
- *Geospatial Resource Center* — Access maps, images, and other content (such as blocks, symbol libraries, manufacturer content, and online catalogs) to help create your maps and drawings. For more information, see *Geospatial Resource Center*.

For an overview of the types of information available to help you learn and use AutoCAD Map 3D, see *Learning Resources*

Autodesk Training Programs and Products

Training programs and products from Autodesk help you learn the key technical features of your Autodesk software and improve your productivity. For the latest information about Autodesk training, visit <http://www.autodesk.com/training> or contact your local Autodesk office.

Autodesk Authorized Training Centers

Be more productive with Autodesk software. Get trained at an Autodesk Authorized Training Center (ATC) with hands-on, instructor-led classes to help you get the most from your Autodesk products. Enhance your productivity with proven training from over 1,400 ATC sites in more than 75 countries. For more information about Autodesk Authorized Training Centers, contact atc.program@autodesk.com or visit the online ATC locator at <http://www.autodesk.com/atc>.

Autodesk Courseware

Autodesk publishes many courseware titles each year for users at all levels to improve their productivity with Autodesk software. The preferred training materials of Autodesk partners, these books are also well-suited for self-paced, standalone learning. All courseware simulates real-world projects with hands-on, job-related exercises. Autodesk Official Training Courseware (AOTC) is developed by Autodesk. Autodesk Authorized Training Courseware (AATC)

is developed by Autodesk partners, including titles in a growing number of languages. Autodesk Official Certification Courseware (AOCC) teaches the knowledge and skills assessed on the Certification examinations. Visit <http://www.autodesk.com/aotc> to browse the Autodesk Courseware catalog.

Autodesk Certification

Gain a competitive edge with your career by obtaining Autodesk Certification, validating your knowledge and skills on Autodesk products. Autodesk provides an end-to-end solution for assessing your readiness for certification, preparing for certification, and obtaining certification. For more information on Autodesk Certification, visit <http://www.autodesk.com/certification>.

e-Learning

Autodesk e-Learning for Autodesk Subscription customers features interactive lessons organized into product catalogs. Each lesson is 20-40 minutes in length and features hands-on exercises, with an option to use a simulation or the software application. You can also use an online evaluation tool that identifies gaps in skills, determines what lessons will be most helpful, and gauges learning progress.

If you are a member of Autodesk subscription, you can access e-Learning and other subscription services from within your Autodesk product. For more information about Autodesk subscription resources, visit <http://www.autodesk.com/subscription>.

Printing this Documentation

You can print the Help and other manuals.

Printing PDF Versions of the Help

Most of the onscreen Help, including AutoCAD Map 3D Users Guide (the help system), the AutoCAD User's Guide, and the AutoCAD Command Reference, are available in PDF format.

Some AutoCAD manuals, including Building Your World and Getting Started, are available only in PDF format.

NOTE You must have Adobe® Acrobat Reader™ installed to view and print PDF documents.

To print the AutoCAD Map 3D Users Guide

- 1 Open the AutoCAD Map 3D *User's Guide*.
- 2 Click the Print icon.

WARNING The User's Guide is over 1000 pages long! You may want to print individual chapters.

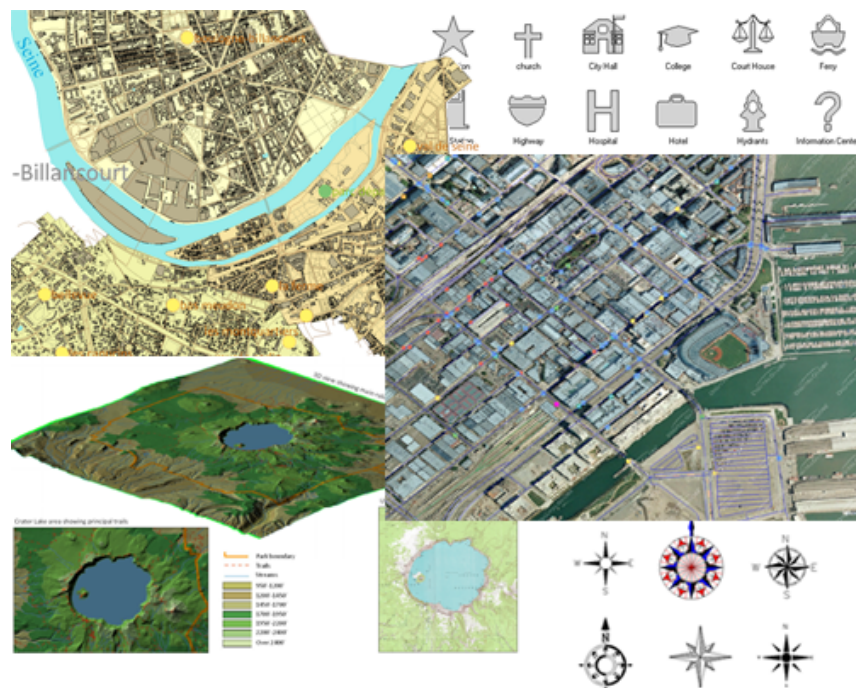
To print the other manuals

- 1 Insert the AutoCAD Map 3D CD or DVD into the drive.
- 2 When the CD Browser starts, click the Documentation tab. If the CD Browser does not start automatically, double-click the *Setup.exe* file.
- 3 On the Documentation tab, select the book to print.
- 4 Click the Print icon.

AutoCAD Map 3D Sample Data and Templates

AutoCAD Map 3D comes with an extensive set of sample data. Use this data to experiment with map techniques before deploying your own data.

Also included with AutoCAD Map 3D are sample symbol sets, templates, and map elements, such as north arrows, scale bars, and legends, that you can use to create maps more quickly and easily, enhance new and existing maps, and help promote standards and improve consistency. They can also serve as the basis for developing your own data.



© IGN - 2007, NAVTEQ, DigitalGlobe, Intermap Technologies
AutoCAD Map 3D comes with sample data, symbols, and templates

Sample Data - Real World Data Sets and Data from Data Providers

Most of the AutoCAD Map 3D sample data is stored in a folder called "AutoCAD Map 3D 2009 Sample Data". Depending on which version of the product you have, this folder is located on your product DVD, on a separate CD, or as a separate download.

Due to the large files that are included (aerial images, DEMs, and so on), the sample data folder is not installed by default. To explore it, you must copy the folder of data to the root of your C: drive.

For all data connections to be correct and connected automatically, the final location of your sample data should be: C:\AutoCAD Map 3D 2009 Sample Data. If you put it in a different location, you will need to fix data connections.

The sample data folder includes the following:

■ City of Redding, California

A real-world data set from the City of Redding, California, in the United States. Data includes parcel data, soil drawings, water data, metadata, and more.



■ Institut Géographique National, France

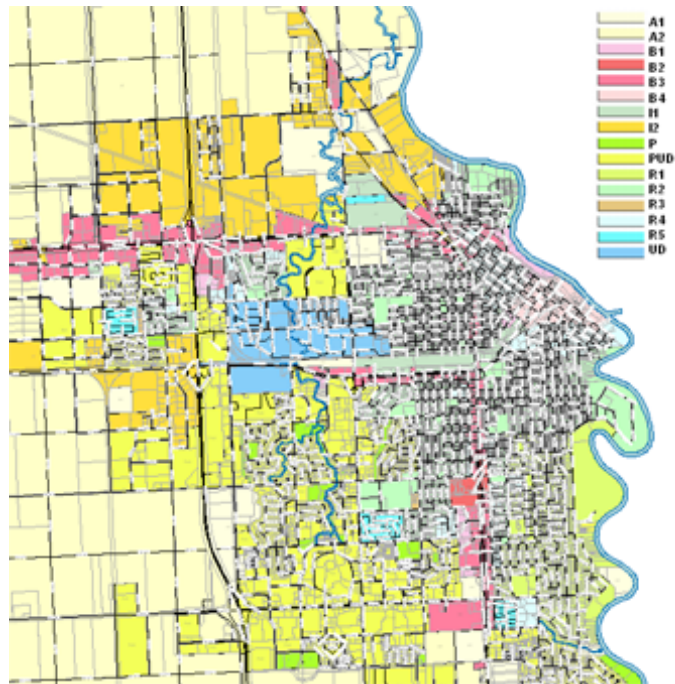
A comprehensive set of sample data from Institut Geographique National (IGN), the national mapping agency of France. The data covers "department 92" in France. Departments are administrative units of France, roughly analogous to English counties. Department 92 includes several cities just outside of Paris. The area is often called Haute-de-Seine.



- **DigitalGlobe ImageConnect**
A "plug-in" you can install on top of AutoCAD Map 3D that allows you to bring in georeferenced satellite and aerial photos from DigitalGlobe's online image server. ImageConnect is a quick, cost-effective way to add high-resolution imagery to your maps.
- **Map Book Templates**
A copy of the map book templates that are installed with AutoCAD Map 3D.



- **More 3D Elevation Data**
Additional DEMs to experiment with.
- **Sample Maps**
These maps use sample data from NAVTEQ, Intermap Technologies, and DigitalGlobe, and other real-world maps from Redding, Grand Forks, Crater Lake, and more.



- Symbols

A copy of the symbol sets, north arrows and scale bars that are installed with AutoCAD Map 3D.

For more information about the data, see the documentation in the AutoCAD Map 3D 2009 Sample Data folder.

In addition, smaller sets of sample data are installed with AutoCAD Map 3D:

- Additional sample data and maps, including Crater Lake, US Geology, and Grand Forks, North Dakota are installed here:

. \Program Files\AutoCAD Map 3D 2009\Sample\Maps

- Tutorial sample files

Templates for Maps and Map Books

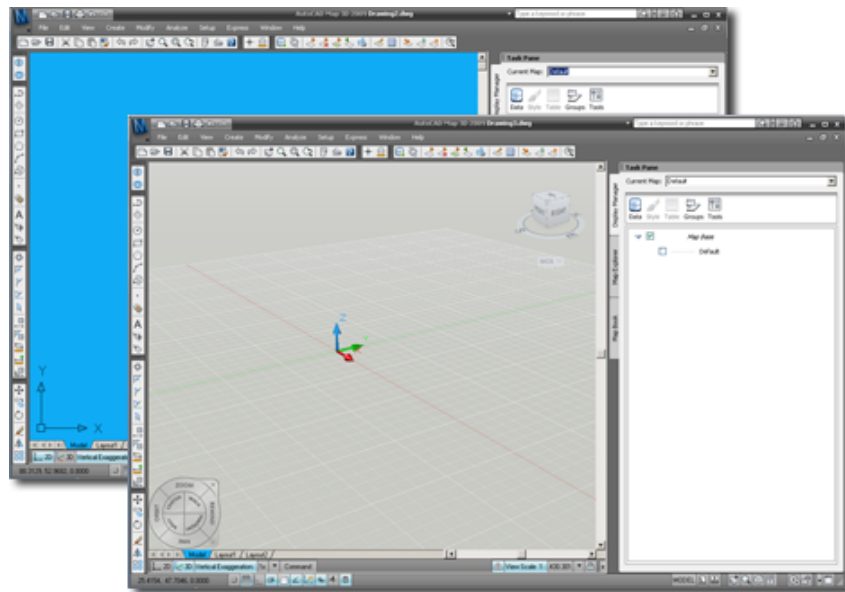
Templates allow you to reuse or standardize map settings, layouts, layer definitions and settings, block definitions, data connections, coordinate system information, and more.

Instead of manually reproducing the settings and common parts of your maps, you save them in a template file (.dwt) and then you can use the template as you create new files.

This helps time and improves consistency if you are creating a series of maps.

AutoCAD Map 3D comes with two types of templates:

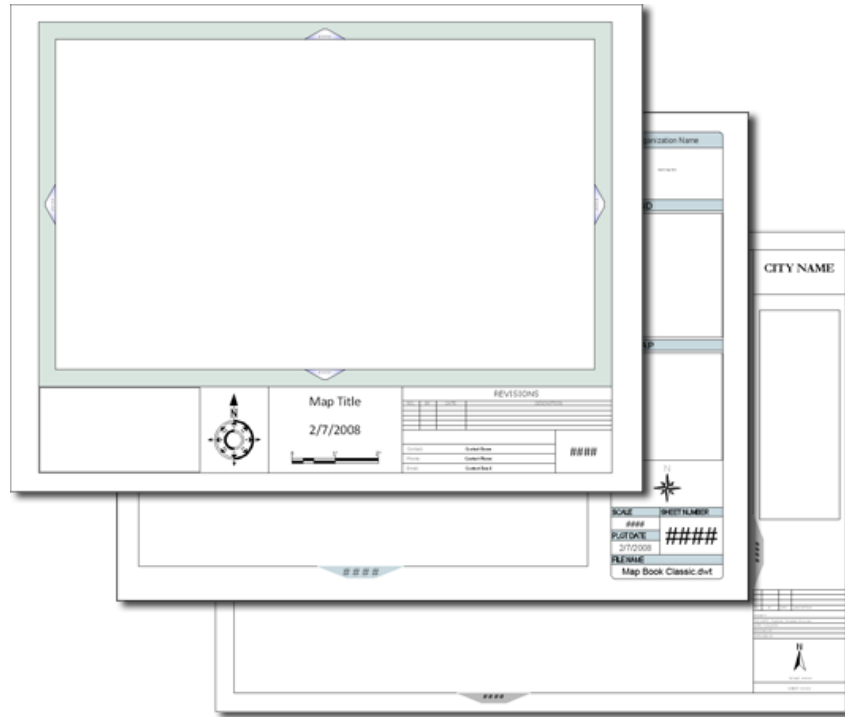
- Templates for creating new maps
There are four templates available to choose from - map2d.dwt, map2diso.dwt, map3d.dwt, map3diso.dwt - with settings to optimize 2D display, 3D display, and iso and ansi settings, respectively. To create a new map using one of these templates, click File > New, and then select a template from the list.



Example map templates - map2d.dwt and map3d.dwt

- Templates for creating tiled Map Books and tiled DWFs

These allow you to quickly create attractive printed Map Books or tiled DWGs with a minimal amount of layout work. There are three different designs available, each with numerous paper sizes, both metric (ISO) and imperial (ANSI). You use Map Book templates in the Map Books feature. Each design is unique, with its own navigation arrows, layout settings, title blocks, and more.



Example Map Book Templates: Elegant, Classic, and Original Designs

You can use these both these types of templates as-is or adapt them to suit your needs.

Templates are available in **\Documents and Settings\<user name>\Local Settings\Application Data\Autodesk\ AutoCAD Map 3D 2009\R17.2\enu\Templates**

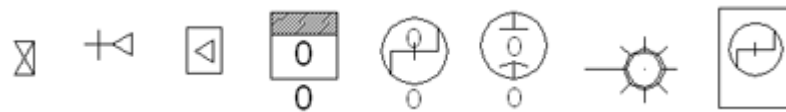
Additional, industry specific templates are available in the Industry Toolkits, which are available as free downloads on autodesk.com.

Symbols for Water, Gas, Electric, and Emergency Response

AutoCAD Map 3D comes with a number of sample symbol sets to help you create maps for water networks, gas utilities, electric utilities (North America), and emergency response planning. You can use the sample symbols as-is or use them as a basis for developing your own symbols.

Using symbols helps can help promote standardization and consistency in your organization, and can also improve communication through the use of familiar symbology.

Each set of symbols comes in a separate DWG file. For example, there is Map - Water.dwg, Map - Electric.dwg, and so on. There are a number of different files for Emergency Response.



Example Electric Symbols from "Map - Electric.dwg"



Example Gas Symbols from "Map - Gas.dwg"



Example Water Symbols from "Map - Water.dwg"



Example Emergency Response Symbols from "Map - ER Incident Centers.dwg"

The symbols are available in **\Program Files\AutoCAD Map 3D 2009\Sample\Symbols**.

The symbols are in dynamic block format, making them easy to rotate, resize, and color. They are colored by block, which optimizes them for use in DWGs, but you can also use them in the Display Manager's Style Editor when styling points.

To set up the symbols for easy drag and drop into your DWG maps, you can add them to a Tool Palette.

Symbols for General Use

In addition to the sample symbols for utilities like water and gas, AutoCAD Map 3D comes with sample symbols for more general purpose uses, such as points of interest, transportation and local government.

Like the industry symbols, you can use the general purpose symbols as-is, or as a basis for developing your own symbols.

Using symbols helps can help promote standardization and consistency in your organization, and can also improve communication through the use of familiar symbology.

The symbols come in two formats:

- Dynamic Block (Map - Points of Interest.DWG) - These symbols are in dynamic block format so you can easily scale and rotate them. Outline and fill colors have been optimized for use in the Display Manager's Style Editor - so you can easily control outline and fill separately. Doing so, means they are black by default when viewed in the DWG.



Example General Use Symbols from "Map - Points of Interest.dwg", as Seen When Styling Points Using the Style Editor

- Bitmap versions in .png format for more a graphical representation of your points

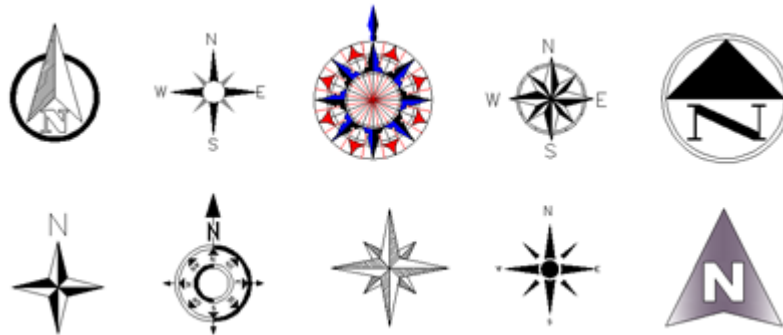


Example Bitmap Symbols

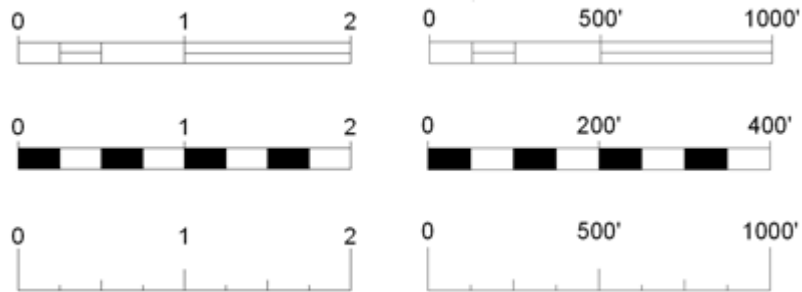
The general use symbols are available in \Program Files\AutoCAD Map 3D 2009\Sample\Symbols.

North Arrows, Scale Bars, and Other Map Elements

Sample north arrows and scale bars (both metric and imperial) are available as dynamic blocks for you to insert into your maps.



Example North Arrows



































Example Scale Bars

Because they are in dynamic block format, they are easy to scale, rotate and color. In addition, the scale bars have attributes that allow you to set the correct scale.

The samples are available in **\Program Files\AutoCAD Map 3D 2009\Sample\Symbols**.

Also available in AutoCAD Map 3D 2009 is a new legend style, which is automatically available when you add a legend to a map. It has an improved, modern design and is easier to read.

Land Use	
	Industrial
	Mixed Use
	Multiple Family
	Office
	Open Space
	Public
	Retail
	Rural Single Family
	Single Family
	Specific Plan
	Enterprise Zones
	Flood Zone
	Parcels
	Roads
	Rivers
	City Boundary

Land Use	
	Industrial
	Mixed Use
	Multiple Family
	Office
	Open Space
	Public
	Retail
	Rural Single Family
	Single Family
	Specific Plan
	Enterprise Zones
	Flood Zone
	Parcels
	Roads
	Rivers
	City Boundary

New Legend Style - How it Looks in Your Map Drawing and When It Is Published

Getting Additional Geospatial Data to Enhance Your Maps

As you create maps, you may want to add data to enhance them. For example, you may want to add raster 3D elevation data to help you create 3D maps, add new vector data such as land plots or points of interest, or add satellite imagery for your area.

So that you can get the high resolution precision geospatial data you need quickly, easily and at lower cost, Autodesk has partnered with leading geospatial data providers to provide a geodata portal that gives you access to all the geospatial data you need.

Visit the geodata portal at <http://www.autodesk.com/geodata>.

Examples of the types of data available on the portal:

- Aerial and satellite imagery from DigitalGlobe
- 3D raster elevation data from Intermap Technologies

- Vector data such as roads and land parcels from NAVTEQ
- Weather data from WeatherBug



Data from: Intermap Technologies, NAVTEQ, and DigitalGlobe

Tutorial Sample Files

The tutorials are accessible from the Help menu.

After installation, the tutorial sample files are located in *Program Files\AutoCAD Map 3D 2009\Help\Map 3D Tutorials*. The tutorials advise you to copy the sample files to your *My Documents* folder so you do not modify the original files.

Additional AutoCAD Samples

AutoCAD provides additional sample drawings, sample sheet sets, sample blocks, VBA samples, and more.

After installation, the files are located in *C:\Program Files\AutoCAD Map 3D 2009\Sample*.

Setting Up

2

Overview of Setting Up

You can customize AutoCAD Map 3D and set up each map file you create to make your work easier and more productive.

The following tables summarize your setup options on a product-wide and map-wide basis.

On a product-wide level...	Use this method...	To get this result...
Set up user access.	Click Setup menu ► User Administration.	The system administrator assigns login names and passwords to users, and specifies what each user can do within the product. See Setting Up Users and Assigning Rights on page 74.
Set up your workspace.	Click View menu ► Menu/Toolbar Layout ► Customize.	Customize the menus, toolbars, and dockable windows. See Customizing Your Work Environment on page 76.
Create new coordinate systems.	Click Setup menu ► Define Global Coordinate System.	Create a completely new coordinate system or use a predefined coordinate system as a basis for creating your own. See Defining Coordinate Systems on page 82.

On a product-wide level...	Use this method...	To get this result...
Set up object classification.	<ol style="list-style-type: none"> 1 Select a sample object for the object class. 2 Attach an object definition file. 3 On the Map Explorer tab of the Task Pane, right-click Object Classes. Click Define Object Class. 	<p>Define a set of standard objects for your organization so that new objects of that type use the properties you defined.</p> <p>See Overview of Setting Up Object Classification on page 109.</p>
Set up for digitizing	<ol style="list-style-type: none"> 1 Configure the digitizer in the AutoCAD Options dialog box. 2 Register the map using the TABLET command. 3 Set digitizing specifications in the Digitize Setup dialog box. 4 Use the MAPDIGITIZE command to digitize the objects. 	<p>Convert paper-based graphical information into a digital format using drawing commands to trace data from the paper map into a DWG file.</p> <p>See Setting Up for Digitizing on page 121 and Overview of Digitizing Objects on page 890.</p>
Set default values and settings.	Click Setup menu ► AutodCAD Map Options.	<p>Change settings that affect the work environment, how the program starts up, whether users need to log in, and settings for your current drawings, data sources, and more.</p> <p>See Setting Options on page 194.</p>
Set options related to images you added with Raster Extension.	Click Setup menu ► Raster Options.	<p>Changes settings related to the Raster Extension, such as where image-related files are stored, how images display in maps, and memory usage options. These</p>

On a product-wide level...	Use this method...	To get this result...
		options do not affect images you added with Data Connect. Setting Raster Image Options on page 226
Customize and automate import and export operations.	Edit the <i>mapexport.ini</i> file using a text editor such as WordPad.	Modify the .ini files that specify import and export settings. See Customizing the Import and Export .ini Files on page 240.
On a map-wide basis...	Use this method...	To get this result...
Assign a coordinate system.	Click Setup menu ► Assign Global Coordinate System.	Specify the coordinate system used for attached drawings and for the current drawing. See Assigning Coordinate Systems on page 133
Attach drawings.	Drag the drawing file from Windows Explorer to the Map Explorer tab of the Task Pane.	Work with objects from other drawings by attaching those drawings to the current map and querying in the objects. See Overview of Attaching Drawings on page 144
Modify the settings for attached drawings.	Click Setup menu ► Define/Modify Drawing Set.	Specify how attached drawings work with the current drawing and view information about attached drawings. See Modifying Attached Drawing Settings on page 152.
Set up queries.	1 To save the current query, click Setup menu ► More DWG Options ► Define Query.	Save and reuse queries in a library. See Overview of Using the Query Library on page 161.

On a map-wide basis...	Use this method...	To get this result...
	<p>2 To run a saved query, click Edit menu ► DWG Query.</p>	
Define annotation templates.	Click Setup ► Define Annotation Template.	<p>Define the information to display in an annotation and the layout of that information. Then you can insert instances of the annotation into your drawing.</p> <p>See Defining Annotation Templates on page 174</p>
Set up object data.	Click Setup menu ► Define Object Data.	<p>Create tables with fields for text and numerical information. Attach records from the table to objects.</p> <p>See Creating an Object Data Table on page 180.</p>
Set up data sources for drawings.	Drag the database file from Windows Explorer to the Map Explorer tab of the Task Pane.	<p>Attach a database to your map and link records from that table to objects in your map.</p> <p>See Attaching a Data Source on page 187.</p>

Setting Up AutoCAD Map 3D

See also:

- [Overview of Setting Up Your Map File](#) on page 130
- [Setting Options](#) on page 194
- [To add a new user](#) on page 75
- [To create a new workspace](#) on page 77
- [To add menu and toolbar options](#) on page 78
- [To add entire menus or toolbars to a workspace](#) on page 78
- [To switch between Map 3D Geospatial, Map 3D Drawing and Map Classic workspaces](#) on page 78

- [To restore the default colors](#) on page 79
- [To show the command line interface in the Map3D Geospatial and Drawing workspaces](#) on page 79
- [To hide the map status bar](#) on page 80
- [To enable Update Edits Automatically by default](#) on page 80
- [To disable connection pooling by default](#) on page 80
- [To turn file selection dialog boxes on or off](#) on page 80
- [To turn other dialog boxes on or off](#) on page 80

Overview of Setting Up AutoCAD Map 3D

You can customize AutoCAD Map 3D to make your work easier and more productive. Your changes affect all future sessions of AutoCAD Map 3D.

See also:

- [Overview of Setting Up Your Map File](#) on page 130
- [Setting Options](#) on page 194

The following table summarizes your customization options.

To do this...	Use this method...	To get this result...
Assign a coordinate system.	Click Setup menu ► Assign Global Coordinate System.	Specify the coordinate system used for attached drawings and for the current drawing. See Assigning Coordinate Systems on page 133
Attach drawings.	Drag the drawing file from Windows Explorer to the Map Explorer tab of the Task Pane.	Work with objects from other drawings by attaching those drawings to the current map and querying in the objects. See Overview of Attaching Drawings on page 144
Modify the settings for attached drawings.	Click Setup menu ► Define/Modify Drawing Set.	Specify how attached drawings work with the current drawing and view information about attached drawings. See Modifying Attached Drawing Settings on page 152.

To do this...	Use this method...	To get this result...
Set up queries.	<ol style="list-style-type: none"> 1 To save the current query, click Setup menu ► More DWG Options ► Define Query. 2 To run a saved query, click Edit menu ► DWG Query. 	Save and reuse queries in a library. See Overview of Using the Query Library on page 161.
Define annotation templates.	Click Setup ► Define Annotation Template.	Define the information to display in an annotation and the layout of that information. Then you can insert instances of the annotation into your drawing. See Defining Annotation Templates on page 174
Set up object data.	Click Setup menu ► Define Object Data.	Create tables with fields for text and numerical information. Attach records from the table to objects. See Creating an Object Data Table on page 180.
Set up data sources for drawings.	Drag the database file from Windows Explorer to the Map Explorer tab of the Task Pane.	Attach a database to your map and link records from that table to objects in your map. See Attaching a Data Source on page 187.

Setting Up Users and Assigning Rights

The system administrator controls who has access to AutoCAD Map 3D by assigning login names and passwords to users. Also, the system administrator can specify the *privileges* or operations available to each user.

AutoCAD Map 3D stores the settings for several AutoCAD Map 3D options with your login name, which means that these option settings are in effect whenever you log in under that name to that copy of AutoCAD Map 3D on that machine. After you log in, AutoCAD Map 3D sets up your user environment, including user privileges and user-specific options, such as Task Pane options and Data Source options.

See also:

- [Setting Task Pane Options](#) on page ?
- [Setting Data Source Options](#) on page ?

To add a new user

- 1 Click Setup menu ➤ User Administration.
- 2 Under User Profile, in the Login Name box, enter a name for the user.
The login name must be unique. It is not case sensitive. Use any characters except the following: " / \ [] : ; | = , + * ? < >
- 3 In the Password box, enter a password for the user. Passwords are case sensitive.
- 4 Under Privileges, specify the operations available to the user by selecting one or more of the following:
 - Superuser — User can perform user administration tasks, set system options, and perform any other AutoCAD Map 3D operation.
The default superuser login name is SuperUser (case insensitive) and the password is SUPERUSER (case sensitive). If security is an issue, make sure you change the default superuser login and password.
 - Alter Drawing Set — User can attach and detach drawings. If this option is not selected, the user can activate and deactivate drawings, but cannot attach and detach them.
 - Alter Object Class — User can define and edit object class definitions. If this option is not selected, users can only assign object classes and change the current object classification file.
 - Edit Drawing — User can edit objects and save them back to source drawings. If this option is not selected, the user can edit objects but cannot save them back to source drawings.

- Draw Query — User can execute Draw mode queries, which copy objects into the current drawing. If this option is not selected, users can do Preview and Report mode queries only.

5 Click Add.

6 Click OK.

To edit an existing user profile, select the name in the User List and modify the settings you want. Click Update.

Quick Reference

MAPUSERADMIN

Performs administrative functions

Menu	Setup menu ► User Administration
Command Line	MAPUSERADMIN
Task Pane	In Map Explorer, right-clickCurrent Drawing ► User Admin
Dialog Box	User Administration dialog box

Customizing Your Work Environment

Your work environment – that is, the way the menus, toolbars, and dockable windows are laid out – is saved in a workspace.

You can customize a workspace to look and function just the way you want, or create a new workspace. You can save different workspaces for different tasks, use them to help you streamline common tasks, or set up best practices for mapping tasks and workflow.

For example, you can set up a map creation workspace to streamline acquiring, integrating, and building maps, and another workspace for creating and publishing map books and atlases.

Within a session, you can easily switch between workspaces.

Listed below are the predefined workspaces that are included with AutoCAD Map 3D:

- Map 3D Geospatial - For more information on Geospatial features, see [Work with Geospatial Features and Drawing Objects](#) on page 21
- Map 3D Drawing
- Map 3D Classic

You can customize any of these workspaces and easily switch between them.

See also:

- [Switching Between Workspaces](#) on page 38
- [To create a new workspace](#) on page 77
- [To add menu and toolbar options](#) on page 78
- [To add entire menus or toolbars to a workspace](#) on page 78
- [To switch between Map 3D Geospatial, Map 3D Drawing and Map Classic workspaces](#) on page 78
- [To restore the default colors](#) on page 79
- [To show the command line interface in the Map3D Geospatial and Drawing workspaces](#) on page 79
- [To hide the map status bar](#) on page 80
- [To enable Update Edits Automatically by default](#) on page 80
- [To disable connection pooling by default](#) on page 80

To create a new workspace

- 1 Click View menu ► Menu/Toolbar Layout ► Customize.
- 2 In the Customize User Interface dialog box, under Customizations In All CUI Files, right-click the Workspace node, and select New, or right-click an existing workspace, and select duplicate.
- 3 Select the new workspace.
- 4 Under Workspace Contents, click Customize Workspace.

- 5 In the Customizations In All CUI Files tree, check the items you want to include.
- 6 Click Done.
- 7 Click OK.

To add menu and toolbar options

- 1 In the Customize User Interface dialog box, under Customizations In All CUI Files, select the workspace you want to modify.
- 2 Under Customizations In All CUI Files, expand the item you want to customize so that you can see all the items underneath it.
For example, expand the Topology menu to see the topology options underneath.
- 3 Under Command List, click and drag the tool you want to include to the item in Customizations In All CUI Files.
- 4 Click Apply.
- 5 Click OK.

To add entire menus or toolbars to a workspace

- 1 In the Customize User Interface dialog box, under Customizations In All CUI Files, select the workspace you want to modify.
- 2 Under Workspace Contents, click Customize Workspace.
- 3 In the Customizations In All CUI Files tree, check the items you want to include.
- 4 Click Done.
- 5 Click OK.

To switch between Map 3D Geospatial, Map 3D Drawing and Map Classic workspaces

- 1 Right-click any toolbar or in the menu toolbar area, select ACAD and scroll down to Workspaces.
A floating toolbar will open with all workspace options available. You can either dock this toolbar, leave it floating or close it.

- 2 In the Workspaces toolbar, use the drop-down list to select the workspace you want. Unless you specify otherwise, AutoCAD Map 3D opens with the Map 3D Geospatial workspace.

For more information, see [Switching Between Workspaces](#) on page 38.

To restore the default colors

- 1 Click Setup menu ► AutoCAD Options.
- 2 In the Options dialog box, click the Display tab, and then click Colors.
- 3 In the Color Options dialog box, select the element you want to change by clicking the images for the Model tab or Layout tabs.
As you click areas of the images, the selection is displayed in the Window Element list. You can also change an attribute by selecting it from the Window Element list. For example, for the Map background, select Model Tab Background.
- 4 From the Color list, click Select Color.
- 5 In the Select Color dialog box, click the Color Books tab, and then select AutoCAD Map 3D Colors from the Color Book list.
The AutoCAD Map 3D color book displays the default colors used in the application. You can select a color or use the color book as a reference. It does not control the defaults in the application; do not attempt to modify it.
- 6 Select a color by clicking a color chip.
For example, click the blue Map Background chip to use the new map background color (model tab).
- 7 Click OK.
- 8 In the Color Options dialog box, click Apply and Close to record the current option settings in the system registry and close the dialog box.
- 9 In the Options dialog box, click OK.

To show the command line interface in the Map3D Geospatial and Drawing workspaces

- 1 Click View ► Menu/Toolbar Layout ► Customize.
- 2 In the Customize User Interface dialog box, click Map 3D for Geospatial or Map 3D for Drawings.

- 3 In the Workspace Contents area, double-click Palettes, scroll to the bottom of the list, and then click Command Line.
- 4 In the Properties area under Appearance, click Show, and then select Yes from the drop-down list.
- 5 Under Workspace Contents, click the Customize Workspace button.
- 6 Click OK.

To hide the map status bar

- 1 At the Command prompt, enter mapstatusbar.
- 2 Enter hide.

To enable Update Edits Automatically by default

- 1 At the Command prompt, enter mapeditsetautodefault
- 2 Enter active.

To disable connection pooling by default

- 1 At the command prompt, enter mapconnectionpooling.
- 2 Enter deactive.

To turn file selection dialog boxes on or off

NOTE If you use scripts to automate some AutoCAD Map 3D functions, you may find it useful to turn dialog boxes off.

- 1 At the command prompt, enter filedia.
- 2 To turn dialog boxes on, enter 1. To turn dialog boxes off, enter 0.


To turn other dialog boxes on or off

- 1 At the command prompt, enter cmddia.
- 2 To turn dialog boxes on, enter 1. To turn dialog boxes off, enter 0.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

MAPEDITSETAUTODEFAULT

Specifies the default setting for updating edits to the feature source automatically

Command Line	MAPEDITSETAUTODEFAULT
---------------------	-----------------------

MAPSTATUSBAR

Toggles the Map status bar on and off

Command Line	MAPSTATUSBAR
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MAPCONNECTIONPOOLING

Toggles connection pooling on and off

Command Line	MAPCONNECTIONPOOLING
---------------------	----------------------

Creating New Coordinate Systems

AutoCAD Map 3D comes with an extensive library of coordinate systems. If no suitable coordinate system exists, you can define a customized coordinate system.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [To define coordinate systems](#) on page 82
- [To work with grid data files and datum shifts](#) on page 95

Defining Coordinate Systems

You can define customized coordinate systems in AutoCAD Map 3D.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Assigning a Coordinate System to the Current Drawing](#) on page 137

To define coordinate systems

- [To define a coordinate system](#) on page 85
- [To define a datum](#) on page 86
- [To define an ellipsoid](#) on page 88
- [To create a coordinate system category](#) on page 89
- [To modify or delete a coordinate system](#) on page 90
- [To modify or delete a datum](#) on page 91
- [To modify or delete an ellipsoid](#) on page 92
- [To edit or delete a coordinate system category](#) on page 94

Overview of Creating New Coordinate Systems

You can create a completely new coordinate system or use a predefined coordinate system as a basis for creating your own. You can also modify or

delete any coordinate systems that you define. You cannot delete any of the predefined coordinate systems supplied with AutoCAD Map 3D.

When you define a coordinate system you must specify the following parameters:

- [map projection](#) on page 1755 — Used to convert points from latitude and longitude to Cartesian coordinates.
and one of the following:
- [datum](#) on page 1747 — Reference point, line, or surface for mapping.
- [ellipsoid](#) on page 1750 — Geometric surface whose plane sections are all circles or ellipses.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

For this item...	Define, delete, or modify using this method...
Global coordinate system	To define a coordinate system on page 85 To modify or delete a coordinate system on page 90
Datum	To define a datum on page 86 To modify or delete a datum on page 91
Ellipsoid	To define an ellipsoid on page 88 To modify or delete an ellipsoid on page 92
Coordinate system category	To create a coordinate system category on page 89 To edit or delete a coordinate system category on page 94

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu Setup menu ► Define Global Coordinate System

Command Line ADEDEFCRDSYS

Dialog Box Global Coordinate System Manager dialog box

Defining a Global Coordinate System

You can define new coordinate systems based on your own data or use a predefined coordinate system as a basis for creating your own.

Depending on the projection you use to define a custom coordinate system, you must provide certain information. For example, if you use the Transverse Mercator projection, you must specify a longitude value called the central meridian.

False Origin

When defining a custom coordinate system, you may want to enter a false origin, with northing and easting values. For example, if you are using the Transverse Mercator projection, and the central meridian bisects the mapping region, half of the X coordinates are negative values. Coordinate system definitions usually include an offset called the false origin that is added to all coordinates to make them positive. The X coordinate of this offset is called the false origin easting. The Y coordinate of this offset is called the false origin northing.

Scale Reduction Factor

To produce the smallest possible distance between the projection surface and any point in the region you are mapping, you must specify a scale reduction factor. This is particularly important when you are mapping large regions. For the Transverse Mercator projection, you enter this value in the Scale Reduction Factor At The Central Meridian edit box.

See also:

■ [Overview of Coordinate Systems](#) on page 134

- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

To define a coordinate system

- 1 Click Setup menu ➤ Define Global Coordinate System.
- 2 In the Global Coordinate System Manager dialog box, select a category.
- 3 Do one of the following:
 - To create a new coordinate system, click Define.
 - To create a new coordinate system based on an existing, predefined coordinate system, select the coordinate system from the Coordinate Systems In Category list. Click Modify.
- 4 On the General tab of the Define Coordinate System dialog box, enter a unique code in the Code box.

The code must be unique within a category and across all coordinate systems and must not contain spaces. Only the following characters are valid: A-Z (upper or lower case), 0-9, dash, and underscore.

If you are creating a new coordinate system based on an existing, predefined coordinate system, you must change the code before you can change any of the other information.
- 5 Enter a description.

AutoCAD Map 3D displays the description in the Coordinate Systems In Category list of the Global Coordinate System Manager dialog box.
- 6 In the Units box, select the units to use for this coordinate system.
- 7 Under Coordinate System Type, select one of the following:
 - To base the coordinate system on a [datum](#) on page 1747, select Geodetic. Click Select to specify the datum.
 - To base the coordinate system on an [ellipsoid](#) on page 1750, select Non-Geodetic. Click Select to specify the ellipsoid.
- 8 On the Projection tab, select a projection.

The projection you choose determines how many projection parameters you must enter and the units you can use.
- 9 Optionally, under False Origin, enter Northing and Easting values.
- 10 Under Projection Parameters, enter values for the remaining fields in the dialog box. Click OK.

These fields vary according to the projection you select.

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

Defining a New Datum

You can define new datums based on your own data or use a predefined [datum](#) on page 1747 as a basis for creating your own.

When defining a custom datum, select the conversion technique, either Molodensky, Bursa/Wolfe, or Seven Parameter Transformation. After choosing the conversion technique, specify the appropriate conversion parameters for the technique you chose.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [Defining an Ellipsoid](#) on page 87

To define a datum

- 1 On the General tab of the Define Global Coordinate System dialog box or the Modify Global Coordinate System dialog box, select Geodetic. Click Define.
- 2 In the Datum Manager dialog box, click Define.
- 3 On the General tab of the Define Datum dialog box, enter a code and description for the [datum](#) on page 1747.

The code must be unique within a category and across all coordinate systems and must not contain spaces. Only the following characters are valid: A-Z (upper or lower case), 0-9, dash, and underscore.

AutoCAD Map 3D displays the description in the Datums list of the Datum Manager dialog box.

- 4 Under Ellipsoid, select or define an [ellipsoid](#) on page 1750 to use for the new datum.

For information about defining ellipsoids, see [Defining an Ellipsoid](#) on page 88.

- 5 On the Datum Conversion tab, select a conversion technique from the Datum Conversion Technique list.
- 6 Enter the appropriate conversion parameters for the conversion technique you selected.

Under Conversion Parameters, under Vector Component Deltas To WGS-84 In Meters, enter the vector component deltas to WGS-84.

If you use the Bursa/Wolfe or Seven Parameter Transformation conversion method, fill in all four edit boxes under Rotation Angle From WGS-84 In Arc Seconds.

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

Defining an Ellipsoid

You can define a new [ellipsoid](#) on page 1750 based on your own data or use a predefined ellipsoid as a basis for creating your own.

When defining a custom ellipsoid, you must specify the calculation method and values used to determine the dimensions of the ellipsoid. After choosing

the calculation method, you supply two of the required values, and AutoCAD Map 3D determines the remaining two values for you.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [Defining a New Datum](#) on page 86

To define an ellipsoid

- 1 Do one of the following:
 - On the General tab of the Define Datum dialog box or the Modify Datum dialog box, under Ellipsoid, click Define.
 - Under Coordinate System Type on the General tab of the Define Global Coordinate System dialog box, select Non-Geodetic. Click Define.
- 2 In the Ellipsoid Manager dialog box, click Define.
- 3 In the Define Ellipsoid dialog box, enter a code and description for the [ellipsoid](#) on page 1750.

The code must be unique within a category and across all coordinate systems and must not contain spaces. Only the following characters are valid: A-Z (upper or lower case), 0-9, dash, and underscore.

AutoCAD Map 3D displays the description in the Available Ellipsoids list.
- 4 Under Ellipsoid Dimensions, do the following:
- 5 Select a calculation method.
- 6 Enter values for the two parameters that correspond to the calculation method you chose. AutoCAD Map 3D computes the other two values based on the ones you enter.
- 7 Click OK.

Quick Reference

ADEDEFCDRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCDRDSYS
Dialog Box	Global Coordinate System Manager dialog box

Creating a Coordinate System Category

You can organize your coordinate systems by creating categories and moving coordinate systems into those categories.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

To create a coordinate system category

- 1 Click Setup menu ► Define Global Coordinate System.
- 2 In the Global Coordinate System Manager dialog box, click Category Manager.
- 3 In the Coordinate System Category Manager, click New.
- 4 Type a name in the Category Name box.
- 5 From the Available Categories list, select a category that contains coordinate systems to include in the new category.
- 6 In the Coordinate Systems In Category list, select the coordinate systems to include in the new category.
- 7 Click Add.
You can select any number of coordinate systems from existing categories to include in the new category.
- 8 When you have finished adding coordinate systems, click OK.

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu Setup menu ► Define Global Coordinate System

Command Line ADEDEFCRDSYS

Dialog Box Global Coordinate System Manager dialog box

Modifying or Deleting a Global Coordinate System

You can modify or delete any coordinate systems that you define. You cannot modify or delete predefined coordinate systems supplied with AutoCAD Map 3D.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Creating a Coordinate System Category](#) on page 89

To modify or delete a coordinate system

- 1 Click Setup menu ► Define Global Coordinate System.
- 2 In the Global Coordinate System Manager dialog box, select the category that contains the global coordinate system to modify or delete.
- 3 Select the coordinate system from the Coordinate Systems In Category list.
- 4 To modify the coordinate system, click Modify.
To delete the coordinate system, click Remove. Click OK.
- 5 If you are modifying the coordinate system, in the Modify Global Coordinate System dialog box, change information as necessary.
To modify a predefined coordinate system, you must change the code on the General tab before you can make changes to the other coordinate system properties.

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

Modifying or Deleting a Datum

You can modify or delete any [datum](#) on page 1747 that you define. You cannot modify or delete predefined datums supplied with AutoCAD Map 3D.

If you modify or delete a datum that you have defined, you must also modify or delete any coordinate systems that reference that datum.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [To define an ellipsoid](#) on page 88

To modify or delete a datum

- 1 On the General tab of the Define Global Coordinate System dialog box or the Modify Global Coordinate System dialog box, select Geodetic. Click Define.
- 2 In the Datum Manager dialog box, select a [datum](#) on page 1747.
- 3 To modify the datum, click Modify.
To remove the datum, click Remove.
- 4 If you are modifying the datum, on the General tab of the Define Datum dialog box, change the code and description for the datum.
To modify a predefined datum, you must change the code on the General tab before you can make changes to the other datum properties.

- 5 Under Ellipsoid, select or define an [ellipsoid](#) on page 1750 to use for the datum.
For information about defining ellipsoids, see [Defining an Ellipsoid](#) on page 88.
- 6 On the Datum Conversion tab, select a conversion technique from the Datum Conversion Technique list.
- 7 Enter the appropriate conversion parameters for the conversion technique you selected.

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

Modifying or Deleting an Ellipsoid

You can modify or delete any ellipsoids that you define. You cannot modify or delete predefined ellipsoids supplied with AutoCAD Map 3D.

If you modify or delete an [ellipsoid](#) on page 1750 that you have defined, you must also modify or delete any coordinate systems that reference that ellipsoid.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Creating New Coordinate Systems](#) on page 82
- [To define an ellipsoid](#) on page 88

To modify or delete an ellipsoid

- 1 On the General tab of the Define Datum dialog box or the Modify Datum dialog box, under Ellipsoid, click Define.

- 2 In the Ellipsoid Manager dialog box, select an [ellipsoid](#) on page 1750.
- 3 To modify the ellipsoid, click Modify.
To delete the ellipsoid, click Remove.
- 4 If you are modifying an ellipsoid, enter a code and description for the ellipsoid.
To modify a predefined ellipsoid, you must change the code before you can make changes to the other ellipsoid properties.
- 5 Under Calculation Method, select a calculation method.
- 6 Enter the appropriate ellipsoid dimension parameters for the calculation method you selected.

Quick Reference

ADEDEFCDRSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCDRSYS
Dialog Box	Global Coordinate System Manager dialog box

Modifying or Deleting a Coordinate System Category

You can modify categories by adding or removing coordinate systems, or moving coordinate systems from one category to another. You can also delete categories.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Creating a Coordinate System Category](#) on page 89

To edit or delete a coordinate system category

- 1 Click Setup menu ► Define Global Coordinate System.
- 2 In the Global Coordinate System Manager dialog box, click Category Manager.
- 3 In the Coordinate System Category Manager, select a category.
- 4 To modify the category, click Edit.
To delete the category, click Remove.
- 5 If you are modifying the category, do one or more of the following:
 - To remove coordinate systems from the category, click the coordinate system names in the list under the Category Name box. Click Remove.
 - To add coordinate systems to the category, click the coordinate system names in the list under the Available Categories list. Click Add.
 - To add coordinate systems from different categories, select the category name in the Available Categories list.

Quick Reference

ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

Grid Data Files and Datum Shifts

AutoCAD Map 3D uses grid data files to specify [datum](#) on page 1747 shift information and Grid Data Catalog files to determine the order for those files when converting from one datum to another.

See also:

- [Creating New Coordinate Systems](#) on page 82

- [Overview of Coordinate Systems](#) on page 134

To work with grid data files and datum shifts

- [To set up a new grid data file](#) on page 97
- [To set up a new grid data file for the United States](#) on page 100
- [To set up a new grid data file for Australia or New Zealand](#) on page 102
- [To use the new high accuracy GDA94 datum](#) on page 103
- [To use version 2 of the Canadian National Transformation](#) on page 104
- [To use version 1 of the Canadian National Transformation](#) on page 105
- [To modify a coordinate system definition file](#) on page 108

Overview of Grid Data Files and Datum Shift Issues

When converting between certain coordinate systems in North American, Australia, and New Zealand, AutoCAD Map 3D uses grid based data files called grid data files to obtain [datum](#) on page 1747 shift information.

For United States, Australia, and New Zealand geography, the grid data files are in the public domain and are distributed with AutoCAD Map 3D. The grid data files which cover Canadian geography are not in the public domain and must be obtained from the proper authorities in Canada.

AutoCAD Map 3D uses Grid Data Catalog (GDC) files to determine the order in which grid data files are used in areas of overlap when converting from one [datum](#) on page 1747 to another.

See also:

- [Creating New Coordinate Systems](#) on page 82
- [Datum Shift Issues for North American Users](#) on page 103
- [Grid Data Files for Australia and New Zealand](#) on page 101
- [Grid Data Files for the United States](#) on page 97
- [Coordinate System Files](#) on page 105
- [Australian Datum Transformation and Coordinate System Changes](#) on page 102

You can do the following with grid data files

To do this...	See this topic...
Set up a new grid data file	Grid Data Catalog (GDC) Files on page 96
Specify a new grid data file for the United States	Grid Data Files for the United States on page 97
Specify a new grid data file for Australia or New Zealand	Grid Data Files for Australia and New Zealand on page 101
Use the high accuracy GDA94 datum for Australia	Australian Datum Transformation and Coordinate System Changes on page 102
Specify a grid data version to resolve differences between source and destination coordinate systems for Canada	Datum Shift Issues for North American Users on page 103
Modify a coordinate system file	Coordinate System Files on page 105

Grid Data Catalog (GDC) Files

AutoCAD Map 3D uses Grid Data Catalog (GDC) files to determine the order in which grid data files are used in areas of overlap when converting from one [datum](#) on page 1747 to another in certain parts of the world, such as North America, Australia, and New Zealand.

In the case of an overlapping coverage, AutoCAD Map 3D selects the grid data file with the smallest grid cell in the region of the conversion. If the grid cell sizes are the same, AutoCAD Map 3D selects the grid data file that appears first in the GDC file.

Grid Data Catalog files are ASCII text files with a *.gdc* extension that are stored, by default, in the *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f* folder. The base name of a GDC file is generally based on the transformation with which it is associated. For example, the GDC file for the NAD27 to NAD83 transformation is *Nad27toNad83.gdc*.

Each line in a GDC file points to a grid data file (also known as a datum shift data file). GDC files also often include comments that are preceded by a pound

sign (#) and a fallback datum definition that is used when none of the grid data files provide coverage for a point being converted.

See also:

- [Datum Shift Issues for North American Users](#) on page 103
- [Coordinate System Files](#) on page 105
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [Grid Data Files for the United States](#) on page 97
- [Grid Data Files for Australia and New Zealand](#) on page 101
- [Australian Datum Transformation and Coordinate System Changes](#) on page 102

To set up a new grid data file

- 1 When you obtain a new grid data file, copy it into the appropriate folder under the Autodesk shared coordinate system folder, by default *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f*.
- 2 Open the appropriate GDC file in any text editor or word processor that can produce an ASCII file, such as Notepad or Wordpad.

NOTE Back up GDC files before you edit them, so you can restore them to their previous state, if necessary.

- 3 Edit the file to point to the name and location of your new grid data file.
- 4 Make other changes needed, such as rearranging or replacing grid data files, changing the fallback [datum](#) on page 1747 definition, or adding comments.

Grid Data Files for the United States

AutoCAD Map 3D uses North American Datum Conversion (NADCON) grid data files from the National Geodetic Survey to obtain latitude and longitude shift information for converting between coordinate systems within the United States. A pair of grid data files is required for each area or state covered: a *.las* file is required for latitude shift values (latitude seconds) and a *.los* file for longitude shift values (longitude seconds).

The NADCON files include grid data files for transformations between NAD83 and state readjustments to HARN (High Accuracy Resolution Network) projects.

The .las and .los files are in the public domain and are distributed with AutoCAD Map 3D. The files are stored in the Autodesk shared coordinate system folder, by default *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f\Usa\Nadcon*.

The following is a list of NADCON grid data files.

Files (.las and .los)	NADCON (North American Datum Conversion)	Area/State
conus	NAD27 to NAD83	United States (USA) - lower 48 states including EEZ
alaska	Alaska to NAD83	Alaska
hawaii	Old Hawaiian to NAD83	Hawaii
prvi	Puerto Rico to NAD83	Puerto Rico, Virgin Islands
stlrnc	St. Lawrence Island to NAD83	St Lawrence: off the coast of Alaska
stpaul	St. Paul Island to NAD83	St Paul: Pribiloff Islands off the coast of Alaska
stgeorge	St. George Island to NAD83	St George: Pribiloff Islands off the coast of Alaska
<i>HARN Readjustments</i>		
alhp gn	NAD83 to NAD83 (HARN)	Alabama
azhp gn	NAD83 to NAD83 (HARN)	Arizona
cahp gn	NAD83 to NAD83 (HARN)	California, south of 38 degrees North
cnhp gn	NAD83 to NAD83 (HARN)	California, north of 38 degrees North

Files (.las and .los)	NADCON (North American Datum Conversion)	Area/State
cohpgn	NAD83 to NAD83 (HARN)	Colorado
emhpgn	NAD83 to NAD83 (HARN)	Idaho and Montana, east of 113 degrees West
ethpgn	NAD83 to NAD83 (HARN)	Texas, east of 100 degrees West
flhpgn	NAD83 to NAD83 (HARN)	Florida
gahpgn	NAD83 to NAD83 (HARN)	Georgia
kyhpgn	NAD83 to NAD83 (HARN)	Kentucky
lahpgn	NAD83 to NAD83 (HARN)	Louisiana
mdhpgn	NAD83 to NAD83 (HARN)	Maryland and Delaware
mehpgn	NAD83 to NAD83 (HARN)	Maine
mihpgn	NAD83 to NAD83 (HARN)	Michigan
mshpgn	NAD83 to NAD83 (HARN)	Mississippi
nbhpgn	NAD83 to NAD83 (HARN)	Nebraska
ndhpgn	NAD83 to NAD83 (HARN)	North Dakota
nehpgn	NAD83 to NAD83 (HARN)	New England (Connecticut, Massachusetts, New Hampshire, Rhode Island, and Vermont)
nmhpgn	NAD83 to NAD83 (HARN)	New Mexico
nyhpgn	NAD83 to NAD83 (HARN)	New York
okhpgn	NAD83 to NAD83 (HARN)	Oklahoma

Files (.las and .los)	NADCON (North American Datum Conversion)	Area/State
pvhpgn	NAD83 to NAD83 (HARN)	Puerto Rico, Virgin Islands
sdhpgn	NAD83 to NAD83 (HARN)	South Dakota
tnhpgn	NAD83 to NAD83 (HARN)	Tennessee
vahpgn	NAD83 to NAD83 (HARN)	Virginia, excluding West Virginia
wihpgn	NAD83 to NAD83 (HARN)	Wisconsin
wmhpgn	NAD83 to NAD83 (HARN)	Idaho and Montana, west of 113 degrees West
wohpgn	NAD83 to NAD83 (HARN)	Washington and Oregon
wthpgn	NAD83 to NAD83 (HARN)	Texas, west of 100 degrees West
wyhpgn	NAD83 to NAD83 (HARN)	Wyoming

For more information about NADCON grid data files, refer to the *National Geodetic Survey web site*.

See also:

- [Datum Shift Issues for North American Users](#) on page 103
- [Coordinate System Files](#) on page 105
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [Grid Data Files for Australia and New Zealand](#) on page 101
- [Australian Datum Transformation and Coordinate System Changes](#) on page 102

To set up a new grid data file for the United States

- 1 When you obtain a new grid data file, copy it into the appropriate folder under the Autodesk shared coordinate system folder, by default

**C:\Program Files\Common Files\Autodesk
Shared\GIS\CoordSys\11f\Usa\Nadcon.**

- 2 Open the appropriate GDC file in any text editor or word processor that can produce an ASCII file, such as Notepad or Wordpad.

NOTE Back up GDC files before you edit them, so you can restore them to their previous state, if necessary.

- 3 Edit the file to point to the name and location of your new grid data file.
- 4 Make other changes needed, such as rearranging or replacing grid data files, changing the fallback [datum](#) on page 1747 definition, or adding comments.

Grid Data Files for Australia and New Zealand

AutoCAD Map 3D comes with grid data files for Australia and New Zealand. These files are installed in folders under the Autodesk shared coordinate system folder, by default *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f*.

Following is a table of the grid data files and GDC files used for Australia and New Zealand.

Area	Transformation	Grid Data File (GSB)	GDC File
Australia	AGD84 to GDA94	QLD_1299.gsb	agd84ToGda94.gdc
Victoria	AGD66 to GDA94	vic_0799.gsb	agd66ToGda94.gdc
Tasmania	AGD66 to GDA94	tas_1098.gsb	agd66ToGda94.gdc
Northern Territory	AGD66 to GDA94	Nt_0599.gsb	agd66ToGda94.gdc
New Zealand	New Zealand	nzgd2kgrid9911.gsb	Nzgd49ToNzgd2K.gdc

For more information about Australia and New Zealand coordinate systems, go to <http://www.ga.gov.au>.

See also:

- [Australian Datum Transformation and Coordinate System Changes](#) on page 102
- [Datum Shift Issues for North American Users](#) on page 103
- [Coordinate System Files](#) on page 105
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [Grid Data Files for the United States](#) on page 97

To set up a new grid data file for Australia or New Zealand

- 1 When you obtain a new grid data file, copy it into the appropriate folder under the Autodesk shared coordinate system folder, by default
C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f\.
- 2 Open the appropriate GDC file in any text editor or word processor that can produce an ASCII file, such as Notepad or Wordpad.

NOTE Back up GDC files before you edit them, so you can restore them to their previous state, if necessary.

- 3 Edit the file to point to the name and location of your new grid data file.
- 4 Make other changes needed, such as rearranging or replacing grid data files, changing the fallback [datum](#) on page 1747 definition, or adding comments.

Australian Datum Transformation and Coordinate System Changes

The Geocentric Datum of Australia (GDA) is the new Australian coordinate system, replacing the Australian Geodetic Datum (AGD). GDA is part of a global coordinate reference frame and is directly compatible with the Global Positioning System (GPS).

Due to differences in the way the two datums were created, the GDA94 coordinates of a point appear to be about 200 meters northeast of the AGD coordinates of the same point. The precise size and orientation of the difference will vary from place to place. For more technical information on the GDA, go to <http://www.icsm.gov.au/icsm/gda/>

The new implementation of GDA94 and the associated [datum](#) on page 1747 transformations are available by using the coordinate system files supplied in AutoCAD Map 3D.

See also:

- [Grid Data Files for Australia and New Zealand](#) on page 101
- [Coordinate System Files](#) on page 105
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

To use the new high accuracy GDA94 datum

1 Reassign one of the following coordinate systems to your drawing:

- AMG66-49-Grid through AMG66-57-Grid
- AMG-49-Grid through AMG-57-Grid
- MGA-48-Grid through MGA-58-Grid
- ISG_54-2-Grid through ISG_56-2-Grid
- SGC-Grid
- VICT-Grid
- LL-AGD84-Grid

For example, if you have a drawing that uses AM666-49, reassign it to AM666-49-Grid before using GDA94.

2 Do one of the following:

- To define a new coordinate system using high accuracy [datum](#) on page 1747 transformations, use ASTRLA66-Grid and ASTRLA84-Grid.
- To define a new coordinate system using the 3-Dimensional Similarity Transformations, use ASTRLA66-7P, STRLA66-Tasm-7P, ASTRLA66-VictNSW-7P, ASTRLA66-ACT-7P, and ASTRLA84-7P.

Datum Shift Issues for North American Users

If the source and destination coordinate systems use different datums, AutoCAD Map 3D automatically performs a [datum](#) on page 1747 shift. Within

North America, this is most often a shift between the NAD27 and NAD83 datums.

For United States users, AutoCAD Map 3D uses the freely distributable [NADCON grid data files](#) on page 97 supplied by USGS.

Canadian users may use either version 1 or version 2 of the Canadian National Transformation supplied by Geomatics Canada. If both versions of the Canadian National Transformation are present, AutoCAD Map 3D uses version 2.

WARNING Geomatics Canada no longer supports version 1, and many Canadian provinces do not consider it to produce valid results. If you are in Canada and doing NAD Shifts, it is recommended that you use version 2.

See also:

- [Creating New Coordinate Systems](#) on page 82
- [Grid Data Files for Australia and New Zealand](#) on page 101
- [Grid Data Files for the United States](#) on page 97
- [Coordinate System Files](#) on page 105
- [Australian Datum Transformation and Coordinate System Changes](#) on page 102

To use version 2 of the Canadian National Transformation

- 1 Obtain a copy of the data file.
Contact Information Services, Geodetic Survey Division, Geomatics Canada
615 Booth Street
Ottawa, Ontario, K1A 0E9
(613) 995-4410
<http://www.geod.nrcan.gc.ca>
- 2 Once you have the file, copy it into the Autodesk shared coordinate system folder, by default *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f\Canada*, and give it the name *Ntv2_0.gsb*.
- 3 Using a text editor such as Notepad, open *Nad27ToNad83.gdc* (located by default in the *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f* folder).

- 4 Delete the initial pound sign (#) from the line that begins:
#. \Canada\Ntv2_0.gsb.

To use version 1 of the Canadian National Transformation

- 1 Obtain a copy of the data file.
- 2 Copy it into the *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f\Canada* folder, and give it the name grid11.dac.
- 3 Open Nad27ToNad83.gdc.
- 4 Delete the initial pound sign (#) from the line that begins:
#. \Canada\grid11.dac.

For more information on editing GDC files, see [Grid Data Catalog \(GDC\) Files](#) on page 96.

Coordinate System Files

AutoCAD Map 3D uses certain files for storing coordinate system definitions and defining [datum](#) on page 1747 transformation information.

Following is a list of these files. Files that should not be modified are marked with an asterisk (*).

File	Description
agd66ToGda94.gdc	Grid Data Catalog file for transformations within Australia. Default grid data files: Vic_0799.gsb, nt_0599.gsb, and TAS_1098.gsb. Default fallback datum on page 1747: ASTRLA66.
agd84ToGda94.gdc	Grid Data Catalog file for transformations within Australia. Default grid data file: QLD_1299.gsb. Default fallback datum: ASTRLA84-7P.
GeoidHeight.gdc	Grid Data Catalog file for determining the geoid height for any position in the United States. Default data files are

File	Description
	GEO96AN.GEO, GEO96AS.GEO, GEO96HW.GEO, GEO96NC.GEO, GEO96NE.GEO, GEO96NW.GEO, GEO96PR.GEO, GEO96SC.GEO, GEO96SE.GEO, and GEO96SW.GEO. Fallback datum definition is not recommended.
Nad27ToNad83.gdc	Grid Data Catalog file for transformations within North America. Default data files: Conus.l?s, Alaska.l?s, PrVi.l?s, Hawaii.l?s, STGEORGE.l?s, STLRNC.l?s, and STPAUL.l?s. Default fallback datum: NAD27-48.
Nad83ToHarn.gdc	Grid Data Catalog file for transformations within North America. Default grid data files: alhp gn.l?s, azhp gn.l?s, cnhp gn.l?s, cohpn gn.l?s, cshpn gn.l?s, emhp gn.l?s, ethp gn.l?s, flhp gn.l?s, gahp gn.l?s, hihp gn.l?s, kshp gn.l?s, kyhp gn.l?s, lahpn gn.l?s, mdhp gn.l?s, mehpn gn.l?s, mihp gn.l?s, mshp gn.l?s, nbhp gn.l?s, ndhp gn.l?s, nehpn gn.l?s, nmhp gn.l?s, nvhp gn.l?s, nyhp gn.l?s, ohhp gn.l?s, okhp gn.l?s, pvhp gn.l?s, sdhp gn.l?s, tnhp gn.l?s, uthpn gn.l?s, vahpn gn.l?s, wihpn gn.l?s, wmhp gn.l?s, wohpn gn.l?s, wthpn gn.l?s, vvhp gn.l?s, and wyhp gn.l?s. Fallback datum definition is not recommended.
Nzgd49ToNzgd2K.gdc	Grid Data Catalog file for transformations within New Zealand. Default grid data file: nzgd2kgrid9911.gsb. Default fallback datum: NZGD49-7P.
Vertcon.gdc	Grid Data Catalog file for computing the modeled difference in orthometric height between the North American Vertical

File	Description
	Datum of 1988 (NAVD 88) and the National Geodetic Vertical Datum of 1929 (NGVD 29) for a given location specified by latitude and longitude. Default grid data files: VERTCONC.94, VERTCONE.94, and VERTCONW.94. Fallback datum definition is not recommended.
Category.csd *	A binary compiled file used for storing coordinate system category definitions. Also called a dictionary file.
Coordsys.csd *	Coordinate systems dictionary file.
Datums.csd *	Datums dictionary file.
Elipsoid.csd *	Ellipsoids dictionary file.
.mrt files *	Multiple Regression Transformation binary files that store the coefficients required for multiple regression analysis. The base name of the file is the same as the key name of the datum with which it is associated.
.94 files *	Grid data files used by Vertcon.gdc.
.geo files *	Data files for determining the geoid height for any position in the United States. These are in GEOID96 format and are used by GeoidHeight.gdc.
.gsb files *	Grid data files for Canada, Australia, and New Zealand. Both latitude and longitude shifts (as well as accuracy values) are incorporated into a single .gsb file. The file structure also supports the concept of multiple grids, and sub-grids within a major grid.

File	Description
.las and .los files *	Grid data files for United States geography.

See also:

- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95
- [Grid Data Catalog \(GDC\) Files](#) on page 96
- [Grid Data Files for Australia and New Zealand](#) on page 101
- [Grid Data Files for the United States](#) on page 97

To modify a coordinate system definition file

- 1 Find the file to modify in the Autodesk shared coordinate system folder, by default *C:\Program Files\Common Files\Autodesk Shared\GIS\CoordSys\11f*.
- 2 Make a backup copy of the file before modifying it.

NOTE Files that should not be modified are marked with an asterisk (*) in the table on the Concept tab of this topic.

- 3 Edit the file in a text editor.

Setting Up Object Classification

- [Overview of Setting Up Object Classification](#) on page 109
- [Defining an Object Class](#) on page 111
- [Using Base Object Classes](#) on page 114
- [Specifying Ranges and Defaults](#) on page 116
- [Modifying an Object Class Definition](#) on page 118
- [Creating an Object Classification File](#) on page 119

See also:

- [Overview of Setting Up Object Classification](#) on page 109
- [Attaching an Object Class Definition File](#) on page 849
- [To set up object classification](#) on page 109

- [To define an object class](#) on page 112
- [To base a new object class on an existing class](#) on page 115
- [To specify that an object class can be used only as a base class](#) on page 115
- [To specify a default value and a range for a property](#) on page 116
- [To modify an object class definition](#) on page 118
- [To create a new object classification file](#) on page 120

See also:

- [Overview of Setting Up Object Classification](#) on page 109

Overview of Setting Up Object Classification

Object classes define a set of standard objects for your organization. When a user adds one of these standard objects to a drawing that uses object classification, the object is created using the properties you have defined and is a “classified” object.

A classified object is created using the appropriate object type. It has the object data, external data, and topology data that you have defined for the object class, and all properties included in the object class definition have values that fall within the range you specified for the property.

When users edit the properties of classified objects, they can enter only values that fall within the ranges you have specified for the property.

NOTE To define an object class, you must have [Alter Object Class privileges](#) on page 74.

See also:

- [Using Object Classification](#) on page 836
- [Understanding Object Classification](#) on page ?

To set up object classification

- Determine the standard objects for your organization.
- Determine the hierarchy of object classes.
You can create categories of object classes and have all object classes in a category inherit certain settings from the base object class for that category.

- Create a sample object that has all the data and properties that to include in the object class definition file.
- [Attach](#) on page 849 an existing object definition file or [create](#) on page 120 a new object class definition file.
- [Define](#) on page 112 the new object class.
To use this object class as a [base class](#) on page 115, [set the default value and the range of allowable values](#) on page 116 for each object that you include.
- Store the object class definition file in a location that is accessible to all the people in your organization who need it.
- You can attach the object class definition file to your drawing template so it is attached to all new drawings.

Quick Reference


ATTACHDEF

Changes the current feature definition file

Menu	Click Setup ► Classification Tools ► Attach Definition File.
Command Line	ATTACHDEF
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Attach Definition File
Dialog Box	Attach Object Class Definition File dialog box

FEATUREDEF

Defines a new object class based on an example in thecurrent drawing

Menu	Click Setup ► Classification Tools ► Define Object Class.
Icon	 Define Object Class
Command Line	FEATUREDEF
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Define Object Class

Dialog Box Define Object Classification dialog box

NEWDEF

Creates a new object class definition file

Menu Click Setup ► Classification Tools ► New Definition File.

Command Line NEWDEF

Task Pane In Map Explorer, under Current Drawing, right-click Object Classes ► New Definition File

Dialog Box New Object Class Definition File dialog box

Defining an Object Class

Define an object class by selecting a sample object in your drawing, choosing which of its properties to include in the definition, and specifying the allowable settings.

For example, if you want to define an object class for manhole covers, select an existing manhole cover in your drawing.

If you do not have a sample object in your drawing, create an object with the data and property settings that you want to include in the object class definition.

For each object class, AutoCAD Map 3D stores information on how to create the object, what properties it should have, what data should be attached, and what topology information should be associated with it. All objects you create using this object class definition will have the selected properties and values.

Editing Object Class Definitions

To define an object class, you must have [Alter Object Class Privileges](#) on page 74.

WARNING Only one person should edit object class definitions at a time. If two people edit at the same time, one set of edits may be lost.

If the definition file has just been edited by someone else, quit AutoCAD Map 3D and restart to get the updated definitions.

Renaming an Object Class

When you rename an object class, you change the name only in the object class definition file. Any objects tagged with the object class name are unchanged. Since these objects point to a name that no longer exists in the object class definition file, the objects become undefined. You can search for these undefined objects and update their object class name.

See also:

- [Using Base Object Classes](#) on page 114
- [Modifying an Object Class Definition](#) on page 118
- [Attaching an Object Class Definition File](#) on page 849

NOTE To define an object class, you must have [Alter Object Class privileges](#) on page 74.

To define an object class

- 1 Select a sample object for the object class.
The sample object must have the properties, links, and attributes that you want to include in the definition of the object class.
- 2 If an object definition file is not attached, enter attachdef at the command prompt and attach the file.
- 3 On the Map Explorer tab of the Task Pane, right-click Object Classes. Click Define Object Class.
- 4 When prompted to select a sample object, select the sample object. Press Enter.
- 5 In the [Define Object Classification dialog box](#) on page 1517, enter a name and a description.
- 6 To [base this object class on an existing object class](#) on page 115, select the existing object class from the Based On list.
To use this object class as a base only, select Use As Base Object Classification Only.
- 7 On the Applies To tab, select the object type for this object class.
You must select the object type before you can select properties on the Properties List tab.

For best results, select the most specific object type that applies to all objects in this class.

NOTE If you plan to use this object class with objects from a drawing source, do not select more than one object type.

- 8
- On the Properties List tab, select each of the properties you want to include in the definition. For each property, [enter a default value and a range of possible values](#) on page 116.
To specify a lineweight, enter the decimal value as an integer. For example, to specify a lineweight of 0.13, enter 13.
- 9
- On the Class Settings tab, select the object to use to create the feature. For example, if you are defining an object class for roads, select Polyline as the creation method.


NOTE You can select only objects that match the object type you selected on the Applies To tab.

You can also specify the icon to display for the object class and whether or not you want the object class to appear on the Map Explorer tab of the Task Pane.

Quick Reference

FEATUREDEF

Defines a new object class based on an example in the current drawing

Menu	Click Setup ► Classification Tools ► Define Object Class.
Icon	 Define Object Class
Command Line	FEATUREDEF
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Define Object Class
Dialog Box	Define Object Classification dialog box

Using Base Object Classes

You can create hierarchies of object classes. When you base a new object class on an existing object class, the new object class has all the properties of the base class.

You cannot change base properties, but you can modify their attributes, including the default value and the range of allowable values, and you can include additional properties.

NOTE To define an object class, you must have [Alter Object Class privileges](#) on page 74.

Sample Use

- 1 Define an object class called Roads with the basic properties that you want to assign to all roads.
- 2 Define object classes called Primary Roads, Local Roads, and Fire Roads, and base each of them on Roads.

Because the new object classes are based on Roads, they include all the properties selected for Roads.

When you select all objects in a base class, objects in object classes based on that class are also selected.

Using Object Classes as Base Classes Only

Sometimes when you create a base class, you intend that it be used only as a base for other object classes and not to create objects in drawings. For example, you may not want the object class Roads to be used to create roads. You want people to create roads using the Primary Roads and Secondary Roads classes that are based on the Roads class. You can specify that an object class can be used only as a base class.

Editing Base Classes

To edit a definition for an object class, you must have a sample object in the drawing. However, if you use an object class as a base class only, you will not have any example objects. For these object classes, you must edit the .xml definition file directly.

See also:

- [Defining an Object Class](#) on page 111
- [Setting Up Object Classification](#) on page 108

NOTE To define an object class, you must have [Alter Object Class privileges](#) on page 74.

To base a new object class on an existing class

- 1 [Define the object class](#) on page 112.
- 2 For Based On, select the object class on which you want to base this new object class.
The selected properties of the base object class appear in the list.
- 3 You cannot clear any of the properties of the base object class, but you can edit the property attributes, including the default and the range of allowable values.
- 4 Add any additional properties you want, and finish defining the object class.

To specify that an object class can be used only as a base class

- 1 [Define the object class](#) on page 112.
- 2 In the [Define Object Classification dialog box](#) on page 1517, select Use As Base Object Classification Only.


Users can select objects using the base object class, but they cannot create objects using it.

Quick Reference

FEATUREDEF

Defines a new object class based on an example in the current drawing

Menu	Click Setup ► Classification Tools ► Define Object Class.
-------------	---

Icon	 Define Object Class
Command Line	FEATUREDEF
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Define Object Class
Dialog Box	Define Object Classification dialog box

Specifying Ranges and Defaults

When you define an object class, you can specify a range of allowable values and a default value for new objects created using the object class.

When someone creates a new object using this object class, AutoCAD Map 3D creates the object using the current settings for the property. If the current settings do not match the range, the object is created using the specified default value.

When users edit the values for properties associated with the object class, they can only values that are within the allowable range. (This applies only if you edit the properties using the Object Class Data tab of the Properties palette.)

When users classify existing objects, they can skip objects whose values are not within the specified range. If they do not skip these objects, the objects are assigned the default values.

NOTE To define an object class, you must have [Alter Object Class privileges](#) on page 74.

See also:

- [Defining an Object Class](#) on page 111
- [Setting Up Object Classification](#) on page 108

NOTE To define an object class, you must have [Alter Object Class privileges](#) on page 74.

To specify a default value and a range for a property

- 1 [Create the object class and select the object type](#) on page 112 on the Applies To tab of the [Define Object Classification dialog box](#) on page 1517.


- 2 On the Properties List tab, select a property.
- 3 Under Property Attributes, for Default, enter the default value for this property.
- 4 For Range, specify the range of allowable values.
Click ... to select from a list of properties if available, otherwise, enter the values.
 - To enter a list of values, separate them with commas, for example: 1,5,9
 - To enter a range of numbers, enclose the first and last numbers in square brackets and separate the numbers with a comma, for example: [3,7]
 - You can combine a range with additional values, for example: 1,[3,7],9
 - To delete a range, enter two dashes ("--").

Note that range values are case-sensitive. For example, if you specify "Road" as an allowable value in the range, "ROAD" will not match this value and will be considered outside of the range.

Quick Reference

FEATUREDEF

Defines a new object class based on an example in the current drawing

Menu	Click Setup ► Classification Tools ► Define Object Class.
Icon	 Define Object Class
Command Line	FEATUREDEF
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Define Object Class
Dialog Box	Define Object Classification dialog box

Modifying an Object Class Definition

To add properties to an object class definition, you must have a sample object that includes the properties you want to add.

Notes and Warnings

When you rename an object class, you change the name only in the object classification file. Any objects tagged with the object class name are unchanged. Since these objects point to an object class name that no longer exists in the object classification file, the objects become undefined. You can search for these undefined objects and update their object class name.

NOTE To modify an object class, you must have [Alter Object Class privileges](#) on page 74.

See also:

- [Defining an Object Class](#) on page 111
- [Setting Up Object Classification](#) on page 108

NOTE To modify an object class definition, you must have [Alter Object Class privileges](#) on page 74.

To modify an object class definition


- 1 Open a drawing that contains an object classified with the object class you want to modify.
To add properties to the object class definition, the sample object must have the properties you want to add to the object class definition.
- 2 If an object classification file is not attached, enter attachdef at the command prompt and attach the file.
- 3 On the Map Explorer tab of the Task Pane, right-click the object class whose definition you want to modify. Click Define Object Class.
- 4 Select the sample object. This object must be classified with the object class you want to modify.
- 5 In the [Define Object Classification dialog box](#) on page 1517, modify properties.
 - You cannot change the object type used for the feature.

- On the Properties List tab, select or clear properties you want to include in the definition. For each new property, [enter a default value and a range of possible values](#) on page 116.
To specify a linewidth, enter the decimal value as an integer. For example, to specify a linewidth of 0.13, enter 13.
- On the Class Settings tab, specify the icon to display for the feature and whether the data appears on the Map Explorer tab of the Task Pane.

Quick Reference

FEATUREDEF

Defines a new object class based on an example in thecurrent drawing

Menu	Click Setup ► Classification Tools ► Define Object Class.
Icon	 Define Object Class
Command Line	FEATUREDEF
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Define Object Class
Dialog Box	Define Object Classification dialog box

Creating an Object Classification File

The object classification file contains information on object classes you have defined. You can create a new object classification file.

As a general rule, you want to use the same object classification file across all your drawings. This ensures that you have the same object class definitions for all source drawings attached to a drawing. You may want to attach the object classification file to the drawing template, and make sure that everyone has the same alias to the path.

If the object classification file is shared by users in your organization, store it on the network in a place accessible to all users.

To use object classification, users attach the object classification file to their drawing. They can then create standard objects using the object class definitions.

Only the object classes defined in the object classification file attached to a drawing can be assigned to objects or used to create new objects.

NOTE To create a new object classification file, you must have [Alter Object Class privileges](#) on page 75.

See also:

- [Attaching an Object Class Definition File](#) on page 849
- [Setting Up Object Classification](#) on page 108

To create a new object classification file

- 1 On the Map Explorer tab of the Task Pane, right-click Object Classes. Click New Definition File.
- 2 Specify a name for the new object classification file. Click OK.

NOTE To create a new object classification file, you must have [Alter Object Class privileges](#) on page 75.

Quick Reference

NEWDEF

Creates a new object class definition file

Menu	Click Setup ► Classification Tools ► New Definition File.
Command Line	NEWDEF
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► New Definition File
Dialog Box	New Object Class Definition File dialog box

Setting Up for Digitizing

- [Overview of Digitizing](#) on page 121
- [Configuring the Digitizer](#) on page 122
- [Registering the Map](#) on page 124
- [Setting Digitizing Specifications](#) on page 127

See also:

- [Digitizing Objects](#) on page 884
- [Overview of Digitizing Maps](#) on page 884
- [To prepare for digitizing](#) on page 121
- [To configure the digitizer](#) on page 123
- [To register the map](#) on page 126
- [To set digitizing specifications](#) on page 129

Overview of Digitizing

Digitizing is the process of converting paper-based graphical information into a digital format. When you digitize a map, you use drawing commands to trace data from the paper map into a DWG file.

See also:

- [Digitizing Objects](#) on page 884
- [Configuring the Digitizer](#) on page 122
- [Registering the Map](#) on page 124
- [Setting Digitizing Specifications](#) on page 127

To prepare for digitizing

- 1 [Configure the digitizer.](#) on page ?
- 2 [Register the map.](#) on page ?
- 3 [Set the digitizing specifications.](#) on page ?

Quick Reference

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

TABLET

Calibrates, configures, and turns on and off an attached digitizing table

Command Line	TABLET
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MAPDIGISETUP

Sets up user options for digitizing nodes and linear objects

Menu	Click Map ► Data Entry ► Digitize Setup.
Command Line	MAPDIGISETUP
Dialog Box	Digitize Setup dialog box

Configuring the Digitizer

You must configure the digitizer so a movement on the digitizing tablet can be recorded directly into an existing drawing file as you digitize.

To configure the digitizing tablet, you define screen pointing areas. A screen pointing area is a rectangular region on the digitizer surface within which the digitizer acts like a mouse and can access windows, menus, and dialog boxes. You can configure two screen pointing areas, one *fixed* and one *floating*.

When you digitize, the fixed screen pointing area is disabled. To access the menus from the digitizer, use the floating screen pointing area.

You can toggle between the fixed and floating screen pointing areas with the F12 key.

See also:

- [Registering the Map](#) on page 124

- [Setting Digitizing Specifications](#) on page 127
- [Digitizing Objects](#) on page 884
- [Overview of Digitizing Maps](#) on page 884

To configure the digitizer

- 1 Click Setup menu ► AutoCAD Options. In the Options dialog box, click the System tab.
- 2 Select your digitizer in the Current Pointing Device list.
- 3 Start the TABLET command, and use the CFG option to configure the tablet. Specify the fixed screen pointing area and a floating screen pointing area in a corner of your tablet area.
- 4 Mark the floating screen area on your tablet with a marker or piece of paper.
When you complete the configuration, two new options appear on the status bar at the bottom of the AutoCAD Map 3D window. TABLET and FLOAT let you toggle the two modes.

You must use the Options dialog box to disable the mouse while you are digitizing.

- 1 Click Setup menu ► AutoCAD Options. In the Options dialog box, click the System tab.
- 2 Under Accept Input From, select Digitizer Only.
- 3 Click OK.

When you complete digitizing, return to the Options dialog and select the Digitizer And Mouse option to use both input devices.

Quick Reference

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS

Task Pane

Right-click in the drawing area ► Options

TABLET

Calibrates, configures, and turns on and off an attached digitizing table

Command Line

TABLET

Registering the Map

Registration is the process of making a map's coordinate system correspond to the Cartesian coordinate system used by AutoCAD Map 3D.

You select specific calibration and control points for each map that you digitize.



The crosses in this illustration mark the digitizer calibration points.

Choosing the Number of Calibration Points

Selecting a maximum of nine points is a good rule; specifying more only increases computation time with little increase in precision. If the original is not badly distorted, four corner points and some intermediate points should be sufficient. It is more important to distribute the points evenly around the whole map than to concentrate more points in an area.

Calibration Options

To complete the calibration, select one of the following transformation options:

- **Orthogonal** — Needs only two digitized and specified calibration points to create a transformation consisting of arbitrary translation, uniform scaling, and rotation. This method is not recommended unless only two control points can be found.
- **Affine** — Requires three calibration points. Allows a tablet transformation combining translation, independent X and Y scaling, rotation, and some skewing. Provides an arbitrary linear transformation in two-dimensional space. This is the preferred method for registering paper maps drawn in a Cartesian coordinate system.
- **Projective** — Needs at least four calibration points. Makes a transformation equivalent to a perspective projection of any plane onto another plane. Allows for some stretching of an original paper drawing by different amounts along a perspective projection. This is the best option for orthophotos.

The TABLET command calculates the errors associated with the available transformation options, depending on how many points you digitized. When the calculations are complete, or when you cancel the calculations, a table showing the results of your calibration appears. Here is a sample output:

Transformation type:	Orthogonal	Affine	Projective
Outcome of fit:	Success	Success	Exact
RMS Error:	154	79	
Standard deviation:	67	1	
Largest residual:	208	80	
At point:	3	4	
Second largest residual:	191	8	
At point:	4	3	

There are four possible responses from the calibration calculations for each transformation type:

- **Exact** — Number of points specified is correct for this type of transformation.
- **Success** — More points specified than needed. For a Success, the RMS error and standard deviation are reported.
- **Impossible** — Not enough points specified to define a transformation.
- **Failure** — Points specified are colinear or coincidental. The transformation may not have valid definition.

If you get either Impossible or Failure, do not use that transformation. If all the results are Impossible or Failure, check the calibration on the digitizer, recalibrate, and digitize the map again.

RMS Error, Standard Deviation, and Residual Values

The RMS error indicates how uniform or extreme the required transformation is: the lower the value, the better the calibration.

Standard deviation is reported at all calibration points. The residual error is the difference between the actual calibration point and the computed transformation point. A large difference indicates a procedural error. You may have entered the wrong coordinates or digitized a wrong point.

If the RMS and standard deviation values seem high, you might have made an error when entering location values or the map might have slipped during calibration. In this case, restart the procedure to calibrate the digitizer.

See also:

- [Configuring the Digitizer](#) on page 122
- [Setting Digitizing Specifications](#) on page 127
- [Digitizing Objects](#) on page 884
- [Overview of Digitizing Maps](#) on page 884

To register the map

- 1 Tape the map on the tablet. The map on the tablet should be flat, with no bumps or wrinkles, and securely fastened.

- 2 Start the TABLET command and use the CAL option.
- 3 Digitize the control points of the map, and enter X and Y coordinate values for the locations.
- 4 When you complete the control points, press Enter. Wait for the calculations to complete.
- 5 At the prompt, enter the calibration option to use. Select the transformation that gave an Exact outcome. If all the transformations were a Success, select the option with the lowest RMS and standard deviation errors.

Quick Reference

TABLET

Calibrates, configures, and turns on and off an attached digitizing table

Command Line TABLET

Setting Digitizing Specifications

To use the options provided by the MAPDIGITIZE command, you must configure the digitizer and register the map.

Attaching Data

You can link data to objects as you digitize. Although you can store data in AutoCAD Map 3D as block attributes, you can perform more sophisticated analysis of the data if you use one of the following methods:

- Data linked to an object is stored as object data in the drawing.
- Data linked to an object is stored in an external database.

Label Point

A *label point* is the point used to insert text to describe the digitized object. You can specify a label point for each object as you digitize.

Layer

Plan the layers you will use in your drawing. A *layer* is a logical grouping of data, which simplifies organizing and viewing data. For more information, look up "layers, creating" in the help index.

Each object that represents a different type of map data should go on a separate layer. For example, a polyline representing a coastline could go on a layer named COASTLINE, interstate highways on a layer named INTERSTATE, land boundaries on a layer named LOTS.

If you have not established a scheme for layer names, you can create one using the numeric feature-classification code found in some digital source data. For example, major roads might be on a layer named "170-201". A better naming convention combines names that suggest their function and a structure that allows selection with wild cards and groups of layer names. For example, you might decide that all topographic objects should go on layers beginning with the letters TP. So you might put rivers on a layer named TP_RIVERS, and contours on a layer named TP_CONTOURS. To freeze, thaw, lock, or unlock all layers with topographic data, you use the expression TP*. For more information on wild-card characters, look up "wild-card characters" in the help index.

Block Name or Linetype

To represent nodes using blocks available in the current drawing, select a block name or ACAD_POINT for the block name.

Choosing ACAD_POINT places a point object at each node position. For information about changing the appearance of this point object, look up DDPTYPE in the help index.

Wherever possible, use the linetypes supplied with AutoCAD Map 3D to indicate different types of boundaries, road types, and waterways. Using standard linetypes ensures consistency across maps and helps you keep track of what you have digitized. Associate each linetype with a different layer.

Object Snap

Use object snap to tie nodes or segments to linear objects that are already in place. For example, always use object snap to position junctions of pipes, roads, or railways.

Width

Linear objects that contain three-dimensional information cannot have a width.

See also:

- [Registering the Map](#) on page 124
- [Configuring the Digitizer](#) on page 122
- [Digitizing Objects](#) on page 884
- [Overview of Digitizing Maps](#) on page 884

To set digitizing specifications

- 1 At the command prompt, enter mapdigisetaup.
- 2 In the [Digitize Setup dialog box](#) on page 1353, select an object type.
Select Nodes to digitize points or blocks. Select Linear to digitize polylines.
- 3 To attach data to objects as you digitize them, select Attach Data.
Click Data To Attach and select the table to use for the data. As you digitize the objects, you are prompted for the data to attach to the object.
- 4 To change the label point for objects as you digitize them, select Prompt For Label Point.
- 5 Specify the layer for new objects.
- 6 Specify the block (for nodes) or the linetype (for linear objects) to use when creating the new objects.
- 7 Specify whether to snap to the closest endpoint (for nodes) or insertion point (for linear objects).
- 8 For nodes, select whether to specify the rotation and scale of each node block.
For linear objects, select whether the objects are 2D or 3D. For 2D objects, specify a width.
- 9 Click OK to close the dialog box and save your settings.

Quick Reference

MAPDIGISETUP

Sets up user options for digitizing nodes and linear objects

Menu	Click Map ► Data Entry ► Digitize Setup.
Command Line	MAPDIGISETUP
Dialog Box	Digitize Setup dialog box

Setting Up Your Map File

See also:

- [Setting Up AutoCAD Map 3D](#) on page 72
- [Setting Options](#) on page 194
- [To log in to AutoCAD Map 3D](#) on page 133
- [To assign coordinate systems](#) on page 134
- [To attach drawings](#) on page 144
- [To set up a query library](#) on page 161
- [To set up annotation templates](#) on page 171
- [To set up object data](#) on page 179
- [To set up data sources for drawings](#) on page 184

Overview of Setting Up Your Map File

You can set up each map file you create to make your work easier and more productive.

See also:

- [Setting Up AutoCAD Map 3D](#) on page 72
- [Setting Options](#) on page 194

The following table summarizes your customization options for a map file.

To do this...	Use this method...	To get this result...
Assign a coordinate system.	Click Setup menu ► Assign Global Coordinate System.	Specify the coordinate system used for attached drawings and for the current drawing. See Assigning Coordinate Systems on page 133
Attach drawings.	Drag the drawing file from Windows Explorer to the Map Explorer tab of the Task Pane.	Work with objects from other drawings by attaching those drawings to the current map and querying in the objects. See Overview of Attaching Drawings on page 144
Modify the settings for attached drawings.	Click Setup menu ► Define/Modify Drawing Set.	Specify how attached drawings work with the current drawing and view information about attached drawings. See Modifying Attached Drawing Settings on page 152.
Set up queries.	<ol style="list-style-type: none"> 1 To save the current query, click Setup menu ► More DWG Options ► Define Query. 2 To run a saved query, click Edit menu ► DWG Query. 	Save and reuse queries in a library. See Overview of Using the Query Library on page 161.
Define annotation templates.	Click Setup ► Define Annotation Template.	Define the information to display in an annotation and the layout of that information. Then you can insert instances of the annotation into your drawing. See Defining Annotation Templates on page 174

To do this...	Use this method...	To get this result...
Set up object data.	Click Setup menu ► Define Object Data.	Create tables with fields for text and numerical information. Attach records from the table to objects. See Creating an Object Data Table on page 180.
Set up data sources for drawings.	Drag the database file from Windows Explorer to the Map Explorer tab of the Task Pane.	Attach a database to your map and link records from that table to objects in your map. See Attaching a Data Source on page 187.

Logging Into AutoCAD Map 3D

When you log into AutoCAD Map 3D, your work environment is automatically set up as it was last saved, including user privileges and user-specific options.

Depending on your organization, you may be required to log in. System Administrators can set this AutoCAD Map 3D multi-user option.

If user login is not required, you can work with AutoCAD Map 3D without logging in. However, you may log in at anytime to restore settings that you've saved to your user name or to use privileges associated with your user name.

User Privileges

To perform some AutoCAD Map 3D commands, you must be logged in as a user with the appropriate privileges.

Example: To change Multi-user settings in the AutoCAD Map Options dialog box, you must have Superuser privileges.

The default superuser name is Superuser, and the default superuser password is SUPERUSER (case sensitive).

TIP You can customize many AutoCAD Map 3D settings. Some of these customizations are saved to your user name. To customize the settings differently for each drawing, set up multiple user names and log in with the appropriate name for each drawing.

See also:

- [Setting Multi-user Options](#) on page 205
- [Setting Up Users and Assigning Rights](#) on page 74

To log in to AutoCAD Map 3D

- 1 Click Setup menu ► User Login.
- 2 In the Login Name box, enter the login name provided to you by your system administrator.
- 3 In the Password box, enter your password.
The default superuser login name is SuperUser (case insensitive) and the password is SUPERUSER (case sensitive). If security is an issue, make sure you change the default superuser login and password. See [To add a new user](#) on page 75.
- 4 Click OK.

Quick Reference

MAPLOGIN

Allows you to log in as an AutoCAD Map 3D user

Menu	Setup menu ► User Login
Command Line	MAPLOGIN
Task Pane	In Map Explorer, right-clickCurrent Drawing ► User Login
Dialog Box	User Login dialog box

Assigning Coordinate Systems

With AutoCAD Map 3D, you can combine data from maps that use different coordinate systems.

See also:

- [Defining Coordinate Systems](#) on page 82

- [Grid Data Files and Datum Shifts](#) on page 94

To assign coordinate systems

- [To use coordinate systems with maps](#) on page 135
- [To assign a coordinate system to a source drawing](#) on page 136
- [To assign a coordinate system to the current drawing](#) on page 138
- [To determine if a coordinate system is geodetic](#) on page 139
- [To turn off a global coordinate system](#) on page 140
- [To see the assigned coordinate system for a source drawing](#) on page 141
- [To transform the coordinate system of a drawing](#) on page 142

Overview of Coordinate Systems

With AutoCAD Map 3D, you can combine data from maps using different coordinate systems. To do this, you specify the coordinate system used for attached drawings and for the current drawing. When you bring objects from attached drawings into the current drawing, the objects are transformed to the coordinate system of the current drawing.

The coordinate system you assign to your drawing specifies the system that was used when creating the drawing. For example, if you created a map using Universal Transverse Mercator, Zone 27, US Survey Feet, you assign the code UTM-27F to the map.

You specify the coordinate system used for the current drawing and for attached source drawings before querying any items from the source drawings. When you query objects from source drawings, AutoCAD Map 3D automatically converts them to the coordinate system of the current drawing. This operation is called *coordinate transformation*. When you save objects back to source drawings, AutoCAD Map 3D reverses the conversion.

The coordinate system code and definition are stored in the drawing file. You can share the drawing with anyone using Autodesk Map 2000 Release 4 or later, and they will have the correct coordinate system.

When the coordinate system you select is assigned to the selected attached drawings, a backup file, with a *.bak* extension, is made of each source drawing before assigning the coordinate system information.

The coordinate systems supplied with AutoCAD Map 3D include the Universal Transverse Mercator System and the State Plane Coordinate systems used in the USA, as well as many international coordinate systems used around the

world. For a complete listing of supported systems, see the Global Coordinate System Manager dialog box.

See also:

- [Overview of Creating New Coordinate Systems](#) on page 82
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

To use coordinate systems with maps

- [Assign a coordinate system](#) on page 136 to your current drawing and to the source drawings.
- [Set Coordinate System Options](#) on page 208
- [Define a coordinate system](#) on page 84

Quick Reference


ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu	Setup menu ► Assign Global Coordinate System
Icon	 Assign Coordinate System
Command Line	ADESETCRDSYS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Coordinate System
Dialog Box	Assign Global Coordinate System dialog box

Assigning a Coordinate System to a Source Drawing

You must specify a coordinate system for each attached source drawing to take advantage of the coordinate transformation capabilities in AutoCAD Map 3D.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Transforming the Coordinate System of a Drawing](#) on page 142
- [Viewing the Assigned Coordinate System for a Source Drawing](#) on page 141
- [Removing an Assigned Coordinate System](#) on page 140
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

To assign a coordinate system to a source drawing

- 1 Click Setup menu ► Assign Global Coordinate System.
- 2 In the [Assign Global Coordinate System dialog box](#) on page 1336, under Source Drawings, click Select Drawings and select the source drawings. You cannot assign a coordinate system to a source drawing that currently has queried objects in the current drawing.
- 3 Under Source Drawings, enter the coordinate system code for the selected source drawings.

If you do not know the code, click Select Coordinate System. In the Select Global Coordinate System dialog box, select a category. Select from a list of available coordinate systems. You can also search for coordinate systems by code or description using the Search box. Click Properties to view the properties of the selected coordinate system.

To remove an assigned coordinate system, in the Code box in the Assign Global Coordinate System dialog box, type a period.
- 4 Click OK.

Quick Reference

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu

Setup menu ► Assign Global Coordinate System

Icon



Assign Coordinate System

Command Line

ADESETCRDSYS

Task Pane

In Map Explorer, right-click Current Drawing ► Coordinate System

Dialog Box

Assign Global Coordinate System dialog box

Assigning a Coordinate System to the Current Drawing

You must specify a coordinate system for the current drawing to take advantage of the coordinate transformation capabilities in AutoCAD Map 3D.

After you bring objects into the current drawing, do not change the coordinate transformation options if you plan to save changes back to source drawings. The save-back process uses the original settings to determine whether adjustments are necessary to restore objects to the correct coordinate system.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Transforming the Coordinate System of a Drawing](#) on page 142
- [Assigning a Coordinate System to a Source Drawing](#) on page 136
- [Removing an Assigned Coordinate System](#) on page 140
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Overview of Grid Data Files and Datum Shift Issues](#) on page 95

To assign a coordinate system to the current drawing

- 1 Click Setup menu ➤ Assign Global Coordinate System.
- 2 In the [Assign Global Coordinate System dialog box](#) on page 1336, under Current Drawing, enter the coordinate system code for the current drawing.


If you do not know the code, click Select Coordinate System. In the Select Global Coordinate System dialog box, select a category. Select from a list of available coordinate systems. You can also search for coordinate systems by code or description using the Search box. Click Properties to view the properties of the selected coordinate system.

- 3 Click OK.

Quick Reference

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu	Setup menu ➤ Assign Global Coordinate System
Icon	 Assign Coordinate System
Command Line	ADESETCRDSYS
Task Pane	In Map Explorer, right-clickCurrent Drawing ➤ Coordinate System
Dialog Box	Assign Global Coordinate System dialog box

Using a Geodetic Coordinate System

All geographic data is created in some coordinate system, and in the context of some [datum](#) on page 1747. A datum includes [ellipsoid](#) on page 1750 information and a datum definition. For example, the Gauss-Kruger Conformal projection system used in Germany uses the Bessel ellipsoid and Potsdam datum definition. Some coordinate systems only specify the ellipsoid; these are non-geodetic. Coordinate systems that specify the complete datum are geodetic.

Most of the coordinate systems supplied with AutoCAD Map 3D are geodetic, but about ten percent are non-geodetic. Therefore, you should determine whether the coordinate systems you use are geodetic or non-geodetic before you assign a coordinate system to a drawing. If you have data in a drawing that uses a non-geodetic coordinate system, but don't know what datum the data came from, you might introduce errors if you convert the drawing to a geodetic coordinate system.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Transforming the Coordinate System of a Drawing](#) on page 142
- [Overview of Creating New Coordinate Systems](#) on page 82
- [Defining a New Datum](#) on page 86
- [Defining an Ellipsoid](#) on page 87

To determine if a coordinate system is geodetic


- 1 Click Setup menu ► Assign Global Coordinate System.
- 2 In the [Assign Global Coordinate System dialog box](#) on page 1336, under Current Drawing or Source Drawings, click Select Coordinate System.
- 3 In the Category list, select the category that contains the coordinate system you want.
- 4 In the Coordinate Systems In Category list, select a coordinate system.
- 5 Click Properties.

The type of coordinate system is displayed under Coordinate System Type on the General tab of the Global Coordinate Systems Properties dialog box. If the coordinate system is geodetic, the [datum](#) on page 1747 is displayed in the Datum box.

Quick Reference

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu	Setup menu ► Assign Global Coordinate System
Icon	 Assign Coordinate System
Command Line	ADESETCRDSYS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Coordinate System
Dialog Box	Assign Global Coordinate System dialog box

Removing an Assigned Coordinate System

For ADE data, using the AutoCAD Map 3D coordinate systems requires many complex calculations that can decrease performance when querying objects from attached drawings and saving back the objects. With FDO data these calculations are unnecessary, so there is no performance impact.

You can turn off a coordinate system while working in a particular drawing.

See also:

- [Overview of Coordinate Systems](#) on page 134

To turn off a global coordinate system


- 1 Click Setup menu ► Assign Global Coordinate System.
- 2 In the [Assign Global Coordinate System dialog box](#) on page 1336, in the Code box under Current Drawing, enter a period (.). Press Enter.
- 3 Click OK.

Quick Reference

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu	Setup menu ► Assign Global Coordinate System
-------------	--

Icon	 Assign Coordinate System
Command Line	ADESETCRDSYS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Coordinate System
Dialog Box	Assign Global Coordinate System dialog box

Viewing the Assigned Coordinate System for a Source Drawing

If the current drawing has an assigned coordinate system, you can view the code in the Drawing Settings dialog box.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Transforming the Coordinate System of a Drawing](#) on page 142
- [Assigning a Coordinate System to a Source Drawing](#) on page 136
- [Removing an Assigned Coordinate System](#) on page 140

To see the assigned coordinate system for a source drawing

- 1 Click Setup menu ► Define/Modify Drawing Set.
- 2 Click Drawing Settings.

AutoCAD Map 3D displays the active drawing's global coordinate system code to the right of the drawing name.

Quick Reference

ADEDWGSTAT

Displays drawing statistics

Menu Setup menu ► More DWG Options ► Drawing Statistics

Command Line	ADEDWGSTAT
Task Pane	In Map Explorer, right-click Drawings ► Statistics
Dialog Box	Drawing Statistics dialog box

Transforming the Coordinate System of a Drawing

You can transform an existing map from one coordinate system to another by querying the objects from the attached source drawing into the current drawing.

The original source drawing is unchanged, but the objects in the current drawing use the new coordinate system.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Assigning a Coordinate System to a Source Drawing](#) on page 136
- [Assigning a Coordinate System to the Current Drawing](#) on page 137
- [Querying Objects from Attached Drawings](#) on page 1023

To transform the coordinate system of a drawing

- 1 Open a new drawing.
- 2 Attach the drawing whose coordinate system you want to transform. See [Attaching Drawings](#) on page 144.
- 3 In the new drawing, assign the new coordinate system to the current drawing. See [Assigning a Coordinate System to the Current Drawing](#) on page 138.
- 4 If you have not already assigned a coordinate system to the original drawing, do that now. Assign the coordinate system that was used to create the original drawing. See [Assigning a Coordinate System to a Source Drawing](#) on page 136.
- 5 Define a query to bring in all objects from the source drawing. The easiest way to do this is to define a location condition and use the Boundary Type "All." This retrieves all objects in the source drawing. See [Finding All Objects in a Specified Location](#) on page 1027.


As the objects are retrieved from the source drawing into the current drawing, they are transformed from the coordinate system of the source drawing to the coordinate system of the current drawing.

Once the objects are in the new drawing, you can detach the source drawing and save the new drawing. The objects are unchanged in the source drawing, but they use the new coordinate system in the new drawing.

Quick Reference


ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box


ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu	Setup menu ► Assign Global Coordinate System
Icon	 Assign Coordinate System
Command Line	ADESETCRDSYS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Coordinate System
Dialog Box	Assign Global Coordinate System dialog box

Attaching Drawings

When you attach a drawing to the current drawing, you can work with any objects and data in that drawing, edit them, and save them back to the attached drawing.

See also:

- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297

To attach drawings

- [To create a drawing set](#) on page 146
- [To attach drawings](#) on page 148
- [To activate a drawing](#) on page 149
- [To activate a group of drawings](#) on page 149
- [To create a drive alias](#) on page 150
- [To open an active attached drawing](#) on page 152

Overview of Attaching Drawings

You can work with objects from other drawings by *attaching* the other drawings to the current drawing. The group of drawings attached to the current drawing is called a *drawing set*.

Example: You have separate drawings for each quadrant of a town. You attach those drawings to the current drawing, and then view all the quadrants simultaneously.

Aligning Attached Drawings

If an attached drawing has a global coordinate system assigned to it, objects from that drawing are automatically converted to their appropriate size and location in the current drawing.

If an attached drawing does not have a global coordinate system assigned to it, you can specify how to align objects from that drawing when they are copied into the current drawing.



Attached Drawings

Current Drawing

Tile drawings by specifying the drawing offset for each attached drawing.

For each attached drawing, you can specify a drawing offset. You can also specify how objects from the attached drawings are scaled or rotated when they are brought into the current drawing.

For information about passwords and security, see AutoCAD help.

See also:

■ [Setting Transformation Options](#) on page 155

- [Viewing Information about Attached Drawings](#) on page 159
- [Viewing Objects in the Save Set](#) on page 624

To create a drawing set

- 1 If necessary, [create a drive alias](#) on page 150.
- 2 [Attach the drawings](#) on page 146 you plan to use with the project.
- 3 [Activate the drawings](#) on page 149 to query.


If you no longer use an attached drawing with the current drawing, you can remove the drawing from the drawing set.

To modify the settings for attached drawings, such as the offset, scale, or save back extents, see [Modifying Attached Drawing Settings](#) on page 152.

Quick Reference

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Attaching a Drawing

Nested Drawings

If you attach a drawing that has other drawings already attached to it, those other drawings appear in the list as nested drawings.

You can query objects from nested drawings. If a top level drawing is not active, you cannot see or activate nested drawings. However, if the top level drawing is active, you can deactivate a nested drawing.

Working with Xrefs

To query data in an external reference, delete the external reference from the attached drawing and attach the reference drawing to the current drawing

The Order of Attached Drawings

The order in which you attach drawings can affect the properties of objects retrieved by queries.

If two drawings use the same name for a block, layer, group, or text style, AutoCAD Map 3D will use the definition from the first retrieved object that uses that item.

For example, if you create a query to retrieve objects on LAYER_A, and LAYER_A does not exist in the current drawing, AutoCAD Map 3D uses the definition of LAYER_A in the first active attached drawing that contains objects on LAYER_A. Objects retrieved from LAYER_A in other drawings acquire the color and linetype that is defined for LAYER_A in this drawing. This change also applies when you save changes back to attached drawings.

TIP To maintain consistency between drawings, define blocks, layers, groups, and text styles in the current drawing. For example, if you define a LAYER_A in the current drawing, AutoCAD Map 3D applies the current drawing definition of LAYER_A to objects retrieved from LAYER_A in all attached drawings, and when you save back, applies the current drawing layer definition to the saved objects.

For information about passwords and security, see AutoCAD help.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Viewing Information about Attached Drawings](#) on page 159
- [Viewing Objects in the Save Set](#) on page 624
- [Modifying Attached Drawing Settings](#) on page 152

To attach drawings

- Drag the file from Windows Explorer to the Map Explorer tab of the Task Pane.

- or -

- 1 Open the drawing to which you want to attach another drawing.
- 2 Click Setup menu ► Define/Modify Drawing Set.
- 3 In the [Define/Modify Drawing Set dialog box](#) on page 1638, click Attach.
- 4 In the Select Drawings to Attach dialog box, select the drawings to attach. Click Add.


To modify the settings for attached drawings, such as the offset, scale, or save back extents, see [Modifying Attached Drawing Settings](#) on page 152.

For information on viewing the attached drawings, see [Viewing All Objects in Selected Attached Drawings](#) on page 618.

Quick Reference

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Activating a Drawing

When you run a query to retrieve objects from attached drawings, AutoCAD Map 3D retrieves objects only from active drawings.

You cannot make a drawing active or inactive when there are locked objects in the drawing.

NOTE If an attached drawing is active in the current drawing, you cannot open that drawing directly.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Modifying Attached Drawing Settings](#) on page 152

To activate a drawing

- 1 In the Map Explorer tab of the Task Pane, right-click the drawing name. Click Activate.

NOTE To activate a nested drawing, you must first activate the drawing to which it is attached.


To activate a group of drawings

- 1 Click Setup menu ➤ Define/Modify Drawing Set.
- 2 Select the drawings to activate.
- 3 Click Activate.

Quick Reference

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ➤ Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS

Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Creating a Drive Alias

If you plan to share drawings with other users, use drive aliases to specify the location of attached drawings.


Example: You connect to the drawing server as drive J, but another user connects as drive K. This makes it difficult to share drawings, since your drawing specifies J as the location for the attached files. However, if you both assign the same drive alias to the server, such as ProjectMaps, you can specify the location of the attached drawings by this drive alias.

AutoCAD Map 3D provides a default drive alias called C. To store drawings in a location other than drive C, create a drive alias for the location.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Modifying Attached Drawing Settings](#) on page 152

To create a drive alias

- 1 Click Setup menu ► Define/Modify Drawing Set.
- 2 In the Define/Modify Drawing Set dialog box, click Attach.
- 3 In the Select Drawings to Attach dialog box, click .
- 4 In the [Drive Alias Administration dialog box](#) on page 1647, type a name for the alias.

The name must use only alphanumeric characters (including hyphen and underscore), contain no spaces or colons, and start with a character.

NOTE If you are creating a drive alias for a drawing with an undefined alias, type that alias name exactly.

- 5 Specify a path for the new alias.

6 Click Add.

Quick Reference


ADEDEFCRDSYS

Defines a global coordinate system

Menu	Setup menu ► Define Global Coordinate System
Command Line	ADEDEFCRDSYS
Dialog Box	Global Coordinate System Manager dialog box

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Opening an Active Attached Drawing

You cannot directly open an attached drawing that is activated in the current drawing. You must first deactivate it in the current drawing.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Modifying Attached Drawing Settings](#) on page 152


To open an active attached drawing

- 1 Do one of the following:
 - [Deactivate](#) on page 149 the attached drawing.
 - Close the drawing containing the attached drawing.
- 2 To open the drawing, click File menu ► Open.

Quick Reference

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Modifying Attached Drawing Settings

- [Overview of Modifying Attached Drawing Settings](#) on page 153
- [Creating a Drawing Description](#) on page 154
- [Setting Transformation Options](#) on page 155
- [Setting Save Back Extents](#) on page 158
- [Viewing Information about Attached Drawings](#) on page 159

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [To create a drawing description](#) on page 155

- [To set transformation options](#) on page 157
- [To set save back extents](#) on page 158
- [To view information about attached drawings](#) on page 160

Overview of Modifying Attached Drawing Settings

You can specify how attached drawings work with the current drawing. You can also view information about attached drawings.

NOTE You cannot specify drawing settings for nested drawings.

See also:


- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297

To do this...	Use this method...
Create a drawing description	Click Setup menu ► Define/Modify Drawing Set. Click the Drawing Settings tab. See Creating a Drawing Description on page 154.
Specify how to adjust the scale, rotation, and XY offset of objects retrieved from an attached drawing.	Click Setup menu ► Define/Modify Drawing Set. Click the Drawing Settings tab. See Setting Transformation Options on page 155.
Specify save back extents that are different from the drawing extents.	Click Setup menu ► Define/Modify Drawing Set. Click the Drawing Settings tab. See Setting Save Back Extents on page 158.
View information about attached drawings such as the number and type of objects, symbol tables, object data tables, and object classes.	In the Map Explorer tab of the Task Pane, right-click Drawings. Click Statistics. See Viewing Information about Attached Drawings on page 159.

Quick Reference

AEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ➤ Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	AEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ➤ Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

AEDWGSTAT

Displays drawing statistics

Menu	Setup menu ➤ More DWG Options ➤ Drawing Statistics
Command Line	AEDWGSTAT
Task Pane	In Map Explorer, right-click Drawings ➤ Statistics
Dialog Box	Drawing Statistics dialog box

Creating a Drawing Description

Providing a description for an attached drawing helps you and other users identify the drawing more easily.

TIP You can filter a drawing list by the drawing description. For example, when you are selecting drawings to Quick View, you could display only drawings with the word 'sewer' in their description.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297

To create a drawing description


- 1 Click Setup menu ► Define/Modify Drawing Set.
- 2 Click Drawing Settings.
- 3 In the [Drawing Settings dialog box](#) on page 1642, select the drawing for which you want to add a description.
- 4 In the Drawing Description box, enter a description.
- 5 Click Apply.

If you later want to modify the description, return to the Drawing Settings dialog box and enter a new description.

Quick Reference

ADEDRAWINGS

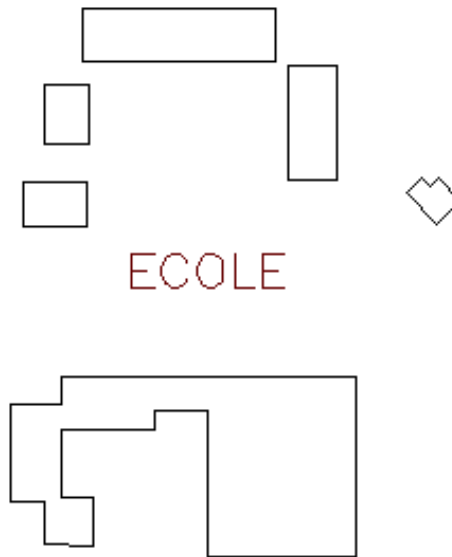
Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Setting Transformation Options

Set simple transformation options to specify how to adjust the scale, rotation, and XY offset of objects retrieved from an attached drawing. Use these settings to make items from the attached drawings appear at the proper orientation, size, and placement in the current drawing.

AutoCAD Map 3D stores this information with the current drawing. The attached drawing does not change, which is useful for overlaying drawings or tiling them.



You can rotate objects from attached drawings so they match the rotation of the current drawing.

Example: You have individual maps for each square-mile sector. You create a drawing that encompasses a 5-square mile area, and you attach each of the square-mile maps. You set the appropriate offset for each attached map so it appears correctly in the current drawing.

If you save edited objects back to attached drawings, the objects are restored to their original rotation, scale, and offset.

NOTE If you have set a global coordinate system code, these simple transformation options are unavailable.

Use these simple transformation settings to *temporarily* adjust objects from attached drawings so they align correctly in the current drawing. You can also *permanently* edit the location, rotation, or scale of an object.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Moving, Rotating, and Scaling an Object](#) on page 789

To set transformation options


- 1 Click Setup menu ► Define/Modify Drawing Set.
- 2 Click Drawing Settings.
- 3 In the [Drawing Settings dialog box](#) on page 1642, select the drawing whose objects you want to transform.
- 4 Under Simple Transformation, select On/Off.
- 5 In the Scale box, enter the scale factor to scale the objects.
A value of 2 doubles the size of objects; a value of 0.5, halves the size of objects.
- 6 In the Rotation box, enter the angle in degrees to rotate the objects.
- 7 In the Offset (X,Y) boxes, enter the amount to offset objects using the drawing units from the attached drawing.
- 8 To select coordinates manually, click Pick.
When prompted, specify the points on which to base the simple transformation. AutoCAD Map 3D calculates the scale, rotation, and offset based on the four points you specify; the base point for the rotation is 0,0.
- 9 Click Apply.

This procedure transforms objects from the attached drawing as they are queried into the current drawing. When objects are saved back to the attached drawing, the transformation is undone. To permanently transform selected objects, use the [ADETRANSFORM](#) on page 789 command.

Quick Reference

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS

Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Setting Save Back Extents

For an attached drawing, you can specify save back extents that are different from the drawing extents.

This is useful if you save objects back to attached drawings based on their location. If you don't specify save back extents, AutoCAD Map 3D uses the attached drawing extents as the save back extents.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Viewing Objects in the Save Set](#) on page 624

To set save back extents

- 1 Click Setup menu ► Define/Modify Drawing Set.
- 2 Click Drawing Settings.
- 3 In the [Drawing Settings dialog box](#) on page 1642, select the drawing for which you want to define save back extents.
- 4 Under Save Back Extents, click Define <.
- 5 Specify the boundary by using your pointing device or by entering coordinates on the command line. When you finish specifying the boundary, press Enter.
- 6 Click Apply.


TIP To view the save back extents, click Show <.

NOTE Simple transformations modify the default save back extents but do not affect user-defined save back extents.

Quick Reference

ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ➤ Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ➤ Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box

Viewing Information about Attached Drawings

View information about attached drawings such as the number and type of objects, symbol tables, object data tables, and object classes:

- Object Counts — The number and type of objects in the attached drawing.
- Symbol Tables — Displays information stored in symbol tables, for example, block names, layer names, linetypes, and registered applications (regapps).

NOTE Regapps are registered applications that contain extended data (Xdata).

- Object Data — Displays information stored in object data.
- Object Classes — Displays object classes used in the selected drawings and the number of objects in each object class.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Editing Data in Attached Drawings](#) on page 605

To view information about attached drawings

- 1 In the Map Explorer tab of the Task Pane, right-click Drawings. Click Statistics.
- 2 Select drawings from the Active Drawings list.
- 3 Click a button:
 - Object Counts displays the number of each type of object in the selected drawings.
 - Symbol Tables displays all symbol tables in the selected drawings.
 - Object Data displays all link templates, object data tables, and attributes.
 - Object Classes displays objects used in the selected drawings and the type of data in each object class.

Quick Reference

ADEDWGSTAT

Displays drawing statistics

Menu	Setup menu ► More DWG Options ► Drawing Statistics
Command Line	ADEDWGSTAT
Task Pane	In Map Explorer, right-click Drawings ► Statistics
Dialog Box	Drawing Statistics dialog box

Setting Up a Query Library

You can save and organize your queries in the query library.

See also:

- [Defining Queries](#) on page 1006
- [Executing Queries](#) on page ?

To set up a query library

- [To use the query library](#) on page 161
- [To save a query](#) on page 164
- [To run a query from the Query Library](#) on page 165
- [To run a query from Map Explorer](#) on page 165
- [To run an external query](#) on page 166
- [To reference an external query in the query library](#) on page 167
- [To add a category to the query library](#) on page 168
- [To edit a query saved with the current drawing](#) on page 170
- [To edit an external query](#) on page 170

Overview of Using the Query Library

If you plan to run a query more than once, you can save it. Once you have saved a query, you can run it anytime.

- [Saving a Query](#) on page 163— Save the current query to the query library or to an external file.
- [Running a Saved Query](#) on page 165— Run a query saved in the query library.

Each drawing has a query library where you can organize your saved queries into categories.

- [Adding an External Query to Your Library](#) on page 167
- [Using Query Library Categories](#) on page 168
- [Editing a Saved Query](#) on page 169

See also:

- [Defining Queries](#)
- [Executing Queries](#) on page ?

To use the query library


- 1 On the Map Explorer of the Task Pane, right-click Query Library. Click Administration.

- 2 In the [Query Library Administration dialog box](#) on page 1593, under Category, select the category for the query you want, or click New to [create a new category](#) on page 168.
- 3 Under Available Queries, select the query.
You can assign the query to a different category, change the query's name, description or location, or add an external query to the library.
- 4 If you've modified the settings for an existing query, click Update. If you've added a new query, click Add
- 5 Click OK.

Quick Reference


ADEQUERYLIB

Maintains the library of queries

Menu	Setup menu ► More DWG Options ► Query Library
Icon	 Query Library
Command Line	ADEQUERYLIB
Task Pane	In Map Explorer, right-clickQuery Library ► Administration
Dialog Box	Query Library Administration dialog box

ADERUNQUERY

Runs queries in the Query Library

Menu	Click Map ► Query ► Run Topology Query.
Icon	 Run Query
Command Line	ADERUNQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Execute As Preview-or- Right-clickCurrent Query ► Execute As Defined-or- Right-click a query ► Execute As Preview-or- Right-click a query ► Execute As Defined

Dialog Box Run Library Query dialog box

ADERUNXQUERY

Runs externally saved queries

Menu Edit menu ► More DWG Querying Options ► Run External Query

Command Line ADERUNXQUERY

Saving a Query

If you plan to use a query more than once, you can save it.

You can save the query with the current drawing, or you can save it to an external file. Saving to an external file is useful if you want to share a query with another user or use it in another drawing.

If you save the query to an external file you can specify several additional settings:

- **Save List Of Active Drawings** — Sets the drawing status to Active for drawings involved in the saved query.
- **Save Location Coordinates** — Stores the coordinates used for location queries. If you don't save the location query coordinates, AutoCAD Map 3D prompts you for them when you execute the query.
- **Keep Reference In Library** — Maintains a list of the external queries in the Query Library. If you plan to reference the query in the Query Library, you must provide a name and description for it.
- **Save Alter Properties** — Saves the property alteration definition with the query.
- **Auto Execute** — Executes the query in addition to loading it. If you don't select Auto Execute, AutoCAD Map 3D displays the query in the Define Query dialog box and waits for you to click Execute Query. Do not select this option if you want to modify a query before you run it.

You can .

See also:

- [Overview of Queries](#) on page 1023
- [Executing Drawing Queries](#) on page 1071
- [Adding an External Query to Your Library](#) on page 167


To save a query

- 1 Click Setup menu ► More DWG Options ► Define Query.
- 2 Make sure the query to save is the current query. If it is not, modify the current query or click load a different query.
- 3 Click Save Query.
- 4 In the [Save Current Query dialog box](#) on page 1596, select a category for the query.
- 5 Enter a name and description for the query.
- 6 Select any other query options you want.
- 7 To save the query to an external file, select Save To External File and specify a file name.
To display the external query in the Run Library Query dialog box and the Query Library Administration dialog box, select Keep Reference In Library.
- 8 Click OK.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY

Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Running a Saved Query

After you save queries, you can load, revise, and execute them.

NOTE If you plan to modify an externally saved query before executing it, do not set Auto Execute in the Save Current Query dialog box. That way, when you run the query, AutoCAD Map 3D displays the query in the Define Query dialog box but does not execute it.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Drawing Queries](#) on page 1071
- [Adding an External Query to Your Library](#) on page 167
- [To run a query from the Query Library](#) on page 165
- [To run a query from Map Explorer](#) on page 165
- [To run an external query](#) on page 166

To run a query from the Query Library

- 1 Click Edit menu ► DWG Query.
- 2 In the [Run Library Query dialog box](#) on page 1596, select the category for the query.
- 3 Select the query in the Available Queries list.
- 4 Click Execute Query.

To run a query from Map Explorer

- 1 On the Map Explorer of the Task Pane, right-click the query name.

- 2 Do one of the following:
 - Click Execute As Preview to execute the query as a preview query, regardless of whether it was defined as a preview, draw, or report mode query.
 - Click Execute As Defined to execute the query using the query mode with which it was defined.

To run an external query


- 1 Click Edit menu ► More DWG Querying Options ► Run External Query.
- 2 In the Run External Query dialog box, select the query.
- 3 Click OK.

If you turned off the Auto Execute option when you saved the query, the query loads but doesn't execute. To execute the query, click Setup menu ► More DWG Options ► Define Query. In the Define Query dialog box, click Execute Query.

Quick Reference

ADERUNQUERY

Runs queries in the Query Library

Menu	Click Map ► Query ► Run Topology Query.
Icon	 Run Query
Command Line	ADERUNQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Execute As Preview-or- Right-clickCurrent Query ► Execute As Defined-or- Right-click a query ► Execute As Preview-or- Right-click a query ► Execute As Defined
Dialog Box	Run Library Query dialog box

ADERUNXQUERY

Runs externally saved queries

Menu	Edit menu ► More DWG Querying Options ► Run External Query
Command Line	ADERUNXQUERY

Adding an External Query to Your Library

You can list an external query in the query library. By adding a reference to the external query to the library, you can organize the query with your other queries. In addition, you can give the query a name and a description to help you identify it.

You can add an external query to the Query Library for more than one drawing.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Drawing Queries](#) on page 1071
- [Adding an External Query to Your Library](#) on page 167

To reference an external query in the query library


- 1 Click Setup menu ► More DWG Options ► Query Library.
- 2 In the [Query Library Administration dialog box](#) on page 1593, select a category.
- 3 Under Selected Query, make sure the Query Type is set to External.
- 4 Click Browse. Select the file that contains the external query.
- 5 Specify a name and description for the query.
- 6 Click OK.

To execute the query, click Edit menu ► DWG Query.

Quick Reference

ADEQUERYLIB

Maintains the library of queries

Menu	Setup menu ► More DWG Options ► Query Library
Icon	 Query Library
Command Line	ADEQUERYLIB
Task Pane	In Map Explorer, right-clickQuery Library ► Administration
Dialog Box	Query Library Administration dialog box

Using Query Library Categories

The Query Library lets you organize your queries into categories.

You can move a query to a new category, change a query's name or description. If you move an external query, you can specify the new location for the query.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Drawing Queries](#) on page 1071
- [Adding an External Query to Your Library](#) on page 167

To add a category to the query library

- 1 Click Setup menu ► More DWG Options ► Query Library.
- 2 In the [Query Library Administration dialog box](#) on page 1593, do one of the following:
 - To add a category, under Category, click New.
Enter a name for the category. Click OK. Do not include spaces in the name.
 - To assign a query to a different category, under Category, select the current category of the query.
From the Available Queries list, select the query. Click Category.
In the Change Category dialog box, under New Category, select the new category for the query. Click OK.


- To change the name or description of a query, under Category, select the category for the query.
Under Available Queries, select the query.
Under Selected Query, edit the query's name or description. For external queries, you can specify a new location for the query.
Click Update.
- To delete or rename a category, select the category and click Remove or Rename.
You cannot remove a category that contains queries. You must first delete the queries or move the queries to a different category and then remove the empty category.

3 Click OK.

Quick Reference

ADEQUERYLIB

Maintains the library of queries

Menu	Setup menu ► More DWG Options ► Query Library
Icon	 Query Library
Command Line	ADEQUERYLIB
Task Pane	In Map Explorer, right-clickQuery Library ► Administration
Dialog Box	Query Library Administration dialog box

Editing a Saved Query

Once you've saved a query to the query library, you can reload the query at any time to review it or revise it.

If you save the query to an external file, it is saved as an AutoLISP script. Using a text editor, you can modify an external query file and include AutoLISP API commands. For more information, refer to "Editing Query Files", under "Using Interface Functions" in the online AutoCAD Map 3D AutoLISP Reference.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Drawing Queries](#) on page 1071
- [Adding an External Query to Your Library](#) on page 167

To edit a query saved with the current drawing

- 1 On the Map Explorer of the Task Pane, right-click a query name. Click Edit. The [Define Query dialog box](#) on page 1572 appears with the selected query loaded.
- 2 [Modify any conditions](#) on page 1043.
- 3 [Modify any property alterations](#) on page 1069.
- 4 In the Define Query dialog box, click Save.
To save the changes to a new query, enter a new name and description. Click OK.
- 5 In the Define Query dialog box, click OK to save your changes without running the query.

To edit an external query


- 1 Click Edit menu ➤ More DWG Querying Options ➤ Run External Query.
- 2 In the Run External Query dialog box, select the query.
- 3 Click OK.
The external query runs and becomes the current query.
- 4 Click Setup menu ➤ More DWG Options ➤ Define Query.
- 5 [Modify any conditions](#) on page 1043.
- 6 [Modify any property alterations](#) on page 1069.
- 7 Click Save.

NOTE To be able to edit an external query before you execute it, do not set Auto Execute in the Save Current Query dialog box. That way, when you execute the query, AutoCAD Map 3D loads the query in the Define Query dialog box but does not execute it.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Setting Up Annotation Templates

To set up annotation templates

- [To set up annotation](#) on page 173
- [To make an XREFed drawing with annotation templates available in the current drawing](#) on page 173
- [To define an annotation template](#) on page 174
- [To change an annotation template](#) on page 176
- [To delete all references to a selected annotation template](#) on page 178
- [To delete an annotation template](#) on page 178

Overview of Annotation Templates

In an annotation template, you define the information to display in the annotation and the layout of that information. Annotation templates are stored as specially named blocks within your drawing.

After you create an annotation template, you can insert instances of the annotation into your drawing. Creating annotation templates and inserting annotation is similar to creating and inserting blocks.

Using Annotation Templates from XREF Drawings

Use annotation to label objects with data value, such as the following:

- Attributes, such as object data
- Display properties, such as a lineweight
- Geometric values, such as the line direction
- Graphics, such as arrows, static text, or other geometry, added with standard AutoCAD drawing commands

Text and properties are defined in the annotation template, and any values defined by expressions are determined when the annotation is inserted. When you add or remove textual elements or change properties or expressions in an annotation template, the existing annotations based on that template do not refresh automatically. Use the Refresh or the Update command to see those changes.

Annotation templates are stored in the drawing as special blocks. The two things that distinguish an annotation template block from a regular block are:

- The block name is prefixed with "ACMAP_ANN_TEMPLATE_" followed by the annotation template name as specified in the Define Annotation Template dialog box.
- There are special table objects stored within the block's extension dictionary.

If you attach a drawing containing annotation templates as an XREF, the block names in the XREFed drawing have a prefix that consists of the XREF drawing file name followed by a vertical bar. Because the annotation commands identify annotation templates by looking for the "ACMAP_ANN_TEMPLATE_" at the beginning of the block name, the templates within the XREFed drawing will not be available via the annotation commands. Therefore, you will not be able to edit those annotation templates or use them to annotate any objects in the main drawing.

When you BIND an XREFed drawing containing annotation templates, the XREFed block names will still have a prefix. To make these annotation templates available in the current drawing, alter the block name of the annotation template blocks using the RENAME command.

If you use the Insert option when you BIND an XREFed drawing containing annotation templates, any annotation templates in the XREFed drawing are immediately available in the main drawing as annotation templates. However,

if there is a name conflict between an annotation template in the XREFed drawing and one in the main drawing, the template in the main drawing is retained, and the similarly-named template in the XREFed drawing is discarded.

For more information, see [Attach, Update, and Bind External References](#) in the AutoCAD help.

See also:

- [Overview of Annotation](#) on page 905

To set up annotation

- 1 [Define an annotation template.](#) on page ?
- 2 [Attach annotation to objects.](#) on page 907

When you BIND an XREFed drawing containing annotation templates, you must remove a prefix from the XREFed block names to make them available in the current drawing.



To make an XREFed drawing with annotation templates available in the current drawing


- 1 Using the RENAME command, select Blocks from the Named Objects list.
- 2 Select the annotation template from the list of blocks in the Items list.
You will find blocks with names like
xrefdwgname\$0\$ACMAP_ANN_TEMPLATE_templatename.
- 3 Remove *xrefdwgname\$0\$* from the name of each template you want.

Quick Reference

MAPANNTemplate

Defines and modifies annotation templates

Menu	Click Setup ► Define Annotation Template,  .
Icon	 Define Annotation Template
Command Line	MAPANNTemplate

Dialog Box	Define Annotation Template dialog box
MAPANTEXT	
	Creates and edits annotation text
Menu	At the Command prompt, enter mapanntext.
Icon	 Edit Annotation Text
Command Line	MAPANTEXT
Dialog Box	Annotation Text dialog box

Defining Annotation Templates

Annotation may have both textual and graphic contents. The textual contents, as well as properties such as layer, color, insertion point, etc., are defined in the annotation template, and any values defined by expressions are determined when the annotation is inserted. When you add or remove textual elements or change properties or expressions in an annotation template, the existing annotations based on that template do not refresh automatically. Use the Refresh or the Update command to see those changes.

See also:

- [Attaching Annotation to Objects](#) on page 907

To define an annotation template

- 1 Click Setup ► Define Annotation Template.
- 2 Click New.
- 3 In the [New Annotation Template Name dialog box](#) on page 1314, type a name for the template, and click OK.
A new drawing window opens, called Map Annotation Template Editor.dwg. Define the template in this window and save it before returning to the Define Annotation Template dialog box.
- 4 On the command line, enter mapanntext. Press Enter.
This opens the [Annotation Text dialog box](#) on page 1308, in which you specify what text will be included in the annotation template.

- 5 In the Annotation Text dialog box, under Attribute, enter a Tag name and Value for the annotation text.

For the value, enter static text or an expression that displays different



text depending on the object being annotated. Click to select from a list of available properties and attributes.

NOTE To add multiple pieces of text to a template, each one must have a tag name that is unique within that template.

- 6 Specify the Object Properties and Text Options for the annotation text. Enter static values or expressions that are evaluated against the object to



annotate. Click to select from a list of available properties and attributes.

- 7 Click OK.
- 8 In the Map Annotation Template Editor.dwg window, click where the text should start.
- 9 Optionally, to include geometry as a part of the annotations, create it in the Map Annotation Template Editor.dwg.
- 10 When you finish adding elements to the template, click Save Annotation on the AnnTemplate toolbar.
The Map Annotation Template Editor.dwg window closes, returning to the Define Annotation Template dialog box.
- 11 In the Define Annotation Template dialog box, specify default properties and insertion options.
These settings control the appearance of the annotation template block. If you selected ByBlock for any of the properties or options in the Annotation Text dialog box, these are the settings that will be used.
- 12 Click OK.

Quick Reference

MAPANNTEMPLATE

Defines and modifies annotation templates

Menu Click Setup ► Define Annotation Template, Ä¶.

Icon



Define Annotation Template

Command Line MAPANNTemplate

Dialog Box Define Annotation Template dialog box

MAPANNTText

Creates and edits annotation text

Menu At the Command prompt, enter mapanntext.

Icon



Edit Annotation Text

Command Line MAPANNTText

Dialog Box Annotation Text dialog box

Changing Annotation Templates

You can change the expressions in an existing template, for example, the expression used to determine the value or location of the text element. You can change the template definition, for example, adding or removing text elements.

After changing a template, refresh or update the annotation associated with that template to see the text changes in your drawing. If you change the graphic elements in the template, the elements update automatically.

See also:

- [Overview of Annotation](#) on page 905
- [Refreshing Annotation](#) on page 909
- [Updating Annotation](#) on page 910

To change an annotation template



- 1 Click Setup ► Define Annotation Template.

- 2 In the Template Name list, click the template to change.
- 3 Do one or more of the following:
 - Click Copy to make a copy of the template.
 - Click Rename to rename the template.
 - Click Edit Template Contents to modify the text or geometry elements of the template.
 - Change any properties or insertion options.

Quick Reference


MAPANNTemplate

Defines and modifies annotation templates

Menu	Click Setup ► Define Annotation Template,  .
Icon	 Define Annotation Template
Command Line	MAPANNTemplate
Dialog Box	Define Annotation Template dialog box

MAPANNTText

Creates and edits annotation text

Menu	At the Command prompt, enter mapanntext.
Icon	 Edit Annotation Text
Command Line	MAPANNTText
Dialog Box	Annotation Text dialog box

Deleting Annotation Templates

You can delete an annotation template only if you first delete all references to that template from the drawing.

See also:

- [Overview of Annotation](#) on page 905
- [Deleting Annotation from Drawings](#) on page 911

To delete all references to a selected annotation template

- 1 Delete all references to the annotation template you plan to delete.
- 2 Click Setup menu ► More Annotation Options ► Delete.
- 3 Select an annotation template. Click OK.
All annotation based on the selected template is deleted.


To delete an annotation template

- 1 Click Setup ► Define Annotation Template.
- 2 Select the annotation template to delete from the Template Name list.
- 3 Click Delete.
The selected annotation template is deleted.

Quick Reference

MAPANNTEMPLATE

Defines and modifies annotation templates

Menu	Click Setup ► Define Annotation Template, Ä¶.
Icon	 Define Annotation Template
Command Line	MAPANNTEMPLATE
Dialog Box	Define Annotation Template dialog box

Setting Up Object Data

Object data is attribute data that is attached to individual objects and stored in tables in the drawing. To use object data, first define the format for the table, and then create each record as you attach it to an object.

See also:

- [Entering and Editing Object Data](#) on page 873
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Altering Object Properties Using Object Data](#) on page 1051

To set up object data

- [To set up object data](#) on page 179
- [To create an object data table](#) on page 180
- [To modify an object data table](#) on page 182
- [To rename or remove an object data table](#) on page 183

Overview of Setting Up Object Data

Object data tables store text and numerical information related to an object.

See also:

- [Creating an Object Data Table](#) on page 180
- [Entering and Editing Object Data](#) on page 873
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Altering Object Properties Using Object Data](#) on page 1051

To set up object data

- 1 [Specify a set of fields for the table.](#) on page ?
- 2 Assign a name, description, data type, and default value to each field.
- 3 [Use a separate procedure](#) on page ? to attach a record from the table to an object.

Quick Reference

ADEDEFDATA

Defines object data

Menu Setup menu ► Define Object Data

Icon



Define Object Data

Command Line ADEDEFDATA

Dialog Box Define Object Data dialog box

Creating an Object Data Table

You can create multiple object data tables in a single drawing. For example, you can create one table with pipe flow information and a separate table with inspection information.

Using the Same Table Name in Other Drawings

Take care when naming your tables. If you use the same table name in more than one source drawing, be sure that all tables with same name have the same fields and field types. If your current drawing has more than one source drawing with the same object data table name, AutoCAD Map 3D uses the object table definition (or structure) for the first drawing that you activate. If the other source drawings have tables with the same name but with different fields, you will not be able to use those tables in the current drawing. If necessary, you can rename or redefine an object data table.

See also:

- [Entering and Editing Object Data](#) on page 873
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Altering Object Properties Using Object Data](#) on page 1051

To create an object data table

- 1 Click Setup menu ► Define Object Data.

- 2 In the [Define Object Data dialog box](#) on page 1539, select a table to modify, or click New Table to create a new table.
 - If you select an existing table, the Object Data Fields list displays fields already defined for the table.
 - If you click New Table, enter a name for the new table.
- 3 To create a new data field, fill in the Field Definition area:
 - Enter a name and description for the field.
 - Select the field type. The type specifies what kind of information can be entered in the field. For example, if you specify a numeric type, you will not be able to enter letters in the field.
 - Specify the default value for the field. This value is attached to the object unless you change it.
- 4 Click Add to add the new field to the table.
- 5 Add any additional fields to the table.

Quick Reference

ADEDEFDATA

Defines object data

Menu

Setup menu ► Define Object Data

Icon



Define Object Data

Command Line

ADEDEFDATA

Dialog Box

Define Object Data dialog box

Modifying an Object Data Table

You can add, modify, and delete fields in newly defined object data tables until you perform a save operation (either saving objects back to source drawings or saving the current drawing). Once you perform a save operation,

the table can be modified only by a Superuser. Also, you cannot modify an object data table if you have already queried any object from a source drawing.

When you modify an object data field, AutoCAD Map 3D updates all instances of the field attached to objects. If the object data table is large, this process may take a long time.

Renaming and Deleting Tables

You can rename or delete object data tables if you have Superuser privileges. You cannot rename or delete an object data table if you have already queried any object from a source drawing.

If you rename a table, the new name must not duplicate an existing table name.

WARNING When you delete an object data table from a drawing, the table is deleted from all attached, active source drawings.

See also:

- [Creating an Object Data Table](#) on page 180
- [Entering and Editing Object Data](#) on page 873
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Altering Object Properties Using Object Data](#) on page 1051

Use the MAPLOGIN command to log in as a Superuser, or contact your system administrator.

To modify an object data table

- 1 Click Setup menu ► Define Object Data.
- 2 In the [Define Object Data dialog box](#) on page 1539, under Table, select the object data table to modify.
- 3 Click Modify.
- 4 In the [Define New Object Data Table dialog box](#) on page 1537, delete, add, or update the fields:
 - To add a field, under Field Definition, enter a name, type, description, and default value for the field. Click Add.

- To modify a field, under Object Data Fields, select the field to modify. Under Field Definition, change any information. Click Update. AutoCAD Map 3D updates the object data field and all instances of it attached to objects. If you change the data type of a field from Real to Integer, AutoCAD Map 3D drops everything to the right of the decimal point, leaving only the value to the left of the decimal point.
- To delete a field, under Object Data Fields, select the field to delete. Click Delete.

To rename or remove an object data table


- 1 Click Setup menu ➤ Define Object Data.
- 2 In the Define Object Data dialog box, under Table, select the object data table you want to rename or remove.
- 3 To rename the table, click Rename. Enter a new table name and click OK. To delete the table, click Delete. The table and its object data fields and field values are deleted from every object to which they are attached.

NOTE When you delete an object data table from a drawing, the table is deleted from all attached, active source drawings.

Quick Reference

ADEDEFDATA

Defines object data

Menu	Setup menu ➤ Define Object Data
Icon	 Define Object Data
Command Line	ADEDEFDATA
Dialog Box	Define Object Data dialog box

Using Data from Feature Sources

A feature is the spatial description of a real-world entity such as a road, a utility pole, or a river. Features are stored in a spatial database or file. The spatial database or file is referred to as a feature source. You can bring feature source data into your map using Data Connect. For detailed information about using feature sources, see [Working with Feature Sources](#) on page 501.

Setting Up Data Sources for Drawings

You can attach a database to your drawing and link records from that table to objects in your drawing.

To set up data sources for drawings

- [To use a database in a drawing](#) on page 185
- [To display information about a database table](#) on page 185
- [To open a table or database query](#) on page 185
- [To open a linked table or query](#) on page 185
- [To attach a data source by dragging the database file to the Task Pane](#) on page 188
- [To attach a data source by right-clicking the Data Sources folder in the Task Pane](#) on page 188
- [To automatically configure a data source](#) on page 191
- [To manually configure a data source](#) on page 192
- [To modify an existing data link file](#) on page 192
- [To connect a data source](#) on page 193
- [To disconnect a data source](#) on page 193

Overview of Attaching Data Sources to Drawings

A data source is a database table or a set of tables.

When you attach a data source to a drawing, the data source is listed on the Map Explorer tab of the Task Pane. You can view and edit data in the data source or link records from the data source to objects in the drawing.

While keeping the data source attached, you can disconnect the data source to save resources and reconnect when you are ready to work with the data.

TIP You can work with an external database table without using the database application itself.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Linked to Drawing Objects](#) on page 938

- [To use a database in a drawing](#) on page 185
- [To display information about a database table](#) on page 185
- [To open a table or database query](#) on page 185
- [To open a linked table or query](#) on page 185

To use a database in a drawing

Do one of the following:

- From Windows Explorer, drag a database file to the Map Explorer tab of the Task Pane.
If the Map Explorer tab does not immediately display the data source, right-click a blank space in the Map Explorer tab. Click Refresh.
- Right-click the Data Sources folder on the Map Explorer tab and select Attach.
AutoCAD Map 3D automatically creates the files it needs to communicate with the database application. However, for some database types, you must configure these files yourself.
- Click File menu ➤ Attach/Detach ➤ Attach External Records.

To display information about a database table

- Right-click the table name in the Map Explorer tab. Click Properties.
You can see information such as column names and types.

To open a table or database query

- Double-click the item.

To open a linked table or query

- Double-click the link template name.

NOTE The instructions in this section of the Help will not work if you connect your database using the dbConnect command. For information on using the dbConnect command and features, look up "dbconnect" in the help index.

Quick Reference

MAPATTACHDB

Attaches a data source to the current drawing

Menu	File menu ► Attach/Detach ► Attach External Records
Command Line	MAPATTACHDB
Task Pane	Drag a data source onto the Map Explorer tab

MAPCONFIGDB

Configures the connection to an external data source

Menu	Click Setup ► Create/Edit a Source of Data ► External Records.
Command Line	MAPCONFIGDB
Task Pane	In Map Explorer, right-clickData Sources ► Configure
Dialog Box	Configure Data Source dialog box

MAPCONNECTDB

Connects to an attached data source

Menu	File menu ► Connect/Disconnect ► Connect To External Records
Command Line	MAPCONNECTDB
Task Pane	In Map Explorer, right-click a data source or a link template ► Connect-or- To connect all data sources: Right-clickData Sources ► Connect All
Dialog Box	Connect Data Source dialog box

MAPDETACHDB

Detaches a data source from the current drawing

Menu	File menu ► Attach/Detach ► Detach External Records
Command Line	MAPDETACHDB
Task Pane	In Map Explorer, right-click a data source ► Detach
Dialog Box	Source dialog box

MAPDISCONNECTDB

Disconnects an attached, connected database

Menu	File menu ► Connect/Disconnect ► Disconnect From External Records
Command Line	MAPDISCONNECTDB
Task Pane	In Map Explorer, right-click a data source ► Disconnect-or- To disconnect all data sources: Right-clickData Sources ► Disconnect All
Dialog Box	Disconnect Data Source dialog box

Attaching a Data Source

To use data from an external data source, attach the data source to the drawing. When you attach a data source, it appears in the Map Explorer tab of the Task Pane along with the tables and database queries associated with it.

For the following data sources, AutoCAD Map 3D automatically creates the files it needs to communicate with the data source:

- .dbf
- .db
- .mdb
- .xls (must have at least one named range)
- .udl

For other data sources, you must [manually create the files](#) on page 189 before you can attach the data source.

Tips

You can [set an option](#) on page 212 to have AutoCAD Map 3D prompt you for the database version each time you attach a data source or you can specify a default version.

AutoCAD Map 3D stores the [UDL \(Universal Data Link\)](#) on page 1765 files in a specific directory. If it does not find a UDL file in this directory, it creates a new UDL file. You can change the directory used for UDL files.

See also:

- [Configuring a Data Source](#) on page 189
- [Associating Database Versions with File Extensions](#) on page 219
- [Setting Data Source Options for Drawings](#) on page 212
- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Linked to Drawing Objects](#) on page 938

To attach a data source by dragging the database file to the Task Pane

- 1 Using Explorer or My Computer, select the database file and drag it to the Map Explorer tab of the Task Pane.
You can drag and drop databases with the following extensions: *.udl*, *.db*, *.dbf*, *.mdb*, and *.xls*.
- 2 If prompted, select a version and click OK.
- 3 If prompted, enter your user name and password.

To attach a data source by right-clicking the Data Sources folder in the Task Pane

- 1 Right-click the Data Sources folder on the Map Explorer tab of the Task Pane and select Attach.
- 2 In the Attach Data Source dialog box, select the file location and type.
You can attach databases with the following extensions: *.udl*, *.db*, *.dbf*, *.mdb*, and *.xls*.
- 3 Click Attach.

AutoCAD Map 3D creates the necessary configuration files and attaches the database.

For information on using specific database types with AutoCAD Map 3D, see the AutoCAD help.

Quick Reference

MAPATTACHDB

Attaches a data source to the current drawing

Menu	File menu ► Attach/Detach ► Attach External Records
Command Line	MAPATTACHDB
Task Pane	Drag a data source onto the Map Explorer tab

MAPDETACHDB

Detaches a data source from the current drawing

Menu	File menu ► Attach/Detach ► Detach External Records
Command Line	MAPDETACHDB
Task Pane	In Map Explorer, right-click a data source ► Detach
Dialog Box	Source dialog box

Configuring a Data Source

Microsoft Windows uses [UDL \(Universal Data Link\)](#) on page 1765 files to point to specific data sources. The UDL file lists the location of the data, the type of database, the version of the database, and the appropriate database driver.

For each data source that you use with AutoCAD Map 3D, you must have a UDL file in the AutoCAD Map 3D data source directory. Once the UDL file exists in the data source directory, you can attach the data source to any drawing.

For most data sources, AutoCAD Map 3D creates the UDL file automatically when you attach a database. However, for some database types, you will need to manually create the UDL file.

When you edit or create a UDL file, you use the Microsoft Windows Data Link Properties dialog box. For more information on using this dialog box, refer to your Microsoft Windows documentation.

Drivers

To read external data files, AutoCAD Map 3D uses drivers that translate the data to a standard format. The first time you use a data source with AutoCAD Map 3D, AutoCAD Map 3D determines the appropriate driver for the data source. It stores this information in the UDL file.

AutoCAD Map 3D supports these drivers:

- Jet provider, which works with Microsoft Access database files
- SQL Server provider
- Oracle provider
- ODBC driver, which works with ODBC-compliant databases

These drivers are installed with AutoCAD Map 3D.

Because the ODBC provider works with many different database types, it requires additional information about each specific database type. It gets this information from a Data Source Name (DSN) that registers information about the database type. You need only one DSN for each database type.

For the following ODBC-compliant databases, AutoCAD Map 3D creates a DSN for you when you attach the database:

- Microsoft Access
- dBase
- Microsoft Excel
- Paradox
- Microsoft Visual FoxPro

By default, AutoCAD Map 3D connects to Microsoft Access using the Jet provider, which does not require a DSN. If you want to connect to Microsoft Access using the ODBC driver, you must create a DSN.

For information on creating a DSN, refer to your Microsoft Windows documentation.

Displaying Configuration Dialog Boxes

When you attach a data source that does not already have a UDL file, AutoCAD Map 3D creates the UDL file and determines the settings for Windows data source configuration.

If the Expert variable is set to 3 or more, AutoCAD Map 3D determines the settings, and displays the data source configuration dialog boxes so you can review or modify the settings.

NOTE If you are using the ODBC provider, before you manually create the data link file, you must have a DSN (Data Source Name) for the database software. Windows may have created this file when you installed your database software.

See also:

- [Accessing Data from ODBC](#) on page 289
- [Setting Data Source Options for Drawings](#) on page 212
- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Linked to Drawing Objects](#) on page 938

- [To automatically configure a data source](#) on page 191
- [To manually configure a data source](#) on page 192
- [To modify an existing data link file](#) on page 192

To automatically configure a data source

- 1 Drag and drop one of the following database types onto the Map Explorer tab of the Task Pane:
 - Microsoft Access
 - dBASE
 - Microsoft Excel (must have at least one named range; do not use DATABASE or other reserved words as a range name)
 - Paradox
 - Microsoft Visual FoxPro

To manually configure a data source

- 1 At the command prompt, enter *mapconnectdb*.
- 2 Type a name for the data source and click OK. The data link file will have the same name.
- 3 On the Provider tab of the Data Link Properties dialog box, select the database provider. If you are using the ODBC provider, select the name of the DSN.
- 4 Enter additional information as needed and click OK. The Data Link Properties dialog box is a Microsoft Windows dialog box.

For help on database configuration, see the AutoCAD help. Additional information is available by clicking Help in the Data Link Properties dialog box.

To modify an existing data link file

- 1 At the command prompt, enter *mapconnectdb*.
- 2 Select the data source and click OK.
- 3 Make the modifications and click OK. The Data Link Properties dialog box is a Microsoft Windows dialog box.

NOTE If you modify a data link file for a data source that is currently attached and connected, the changes will not take effect until the next time you connect the data source.

NOTE If you have more than one copy of a UDL file, be sure to edit the copy in the AutoCAD Map 3D data links directory.

Quick Reference

EXPERT

Controls whether certain prompts are issued (system variable)

Command Line EXPERT

MAPCONFIGDB

Configures the connection to an external data source

Menu	Click Setup ► Create/Edit a Source of Data ► External Records.
Command Line	MAPCONFIGDB
Task Pane	In Map Explorer, right-clickData Sources ► Configure
Dialog Box	Configure Data Source dialog box

Connecting a Data Source

To free up memory or database connections, you can disconnect a data source but keep it attached to the current drawing. When you want to use the data source again, reconnecting is a one-step process.

TIP You can set an option to [automatically connect](#) on page 212 to all attached data sources each time you open a drawing.

See also:

- [Setting Data Source Options for Drawings](#) on page 212
- [Overview of Attaching Data Sources to Drawings](#) on page 184
- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Linked to Drawing Objects](#) on page 938

To connect a data source

- On the Map Explorer tab of the Task Pane, double-click the data source.

To disconnect a data source

- Right-click the data source. Click Disconnect.

Quick Reference

MAPCONNECTDB

Connects to an attached data source

Menu	File menu ► Connect/Disconnect ► Connect To External Records
Command Line	MAPCONNECTDB
Task Pane	In Map Explorer, right-click a data source or a link template ► Connect-or- To connect all data sources: Right-clickData Sources ► Connect All
Dialog Box	Connect Data Source dialog box

MAPDISCONNECTDB

Disconnects an attached, connected database

Menu	File menu ► Connect/Disconnect ► Disconnect From External Records
Command Line	MAPDISCONNECTDB
Task Pane	In Map Explorer, right-click a data source ► Disconnect-or- To disconnect all data sources: Right-clickData Sources ► Disconnect All
Dialog Box	Disconnect Data Source dialog box

Setting Options

You can change many settings that affect the work environment, how the program starts up, whether users will need to log in, and settings for your current drawings, data sources, and more.

See also:

- [Setting Raster Image Options](#) on page 226
- [Setting Data Source Options for Drawings](#) on page 212
- Setting AutoCAD Options (look up “interface options, setting” in the help index)
- [To use the AutoCAD Map Options dialog box](#) on page 196
- [To set Task Pane options](#) on page 200
- [To hide or display the Task Pane at startup](#) on page 200
- [To hide or display the Task Pane within your current session](#) on page 200
- [To refresh Map Explorer](#) on page 200

- [To adjust the transparency of the Task Pane](#) on page 200
- [To set drawing options](#) on page 204
- [To set multi-user options](#) on page 206
- [To set system options](#) on page 208
- [To specify coordinate system options](#) on page 209
- [To set coordinate geometry options](#) on page 211
- [To quickly change the azimuth bearing](#) on page 211
- [To set data source options](#) on page 213
- [To change the expert setting](#) on page 213
- [To change the default data link file directory](#) on page 213
- [To set Data View options](#) on page 215
- [To specify Feature Edit Options](#) on page 217
- [To set metadata options](#) on page 218
- [To associate database versions with files extensions](#) on page 219
- [To set query options](#) on page 221
- [To have hatch created by property alteration be associative](#) on page 223
- [To set AutoCAD Map 3D options](#) on page 225

Overview of Setting Options

The following table summarizes the options you can set and where these settings are located.

To change settings for...	Go to...
Default display of the Task Pane	AutoCAD Map Options dialog box ► Task Pane on page 1629 tab.
The current drawing	AutoCAD Map Options dialog box ► Current Drawing on page 1629 tab.
Login and object locking	AutoCAD Map Options dialog box ► Multi-User on page 1635 tab
Log files and data sources	AutoCAD Map Options dialog box ► System on page 1635 tab
Coordinate systems	AutoCAD Map Options dialog box ► Current Drawing on page 1629 tab

To change settings for...	Go to...
Coordinate geometry	Coordinate Geometry Setup dialog box on page 1637
Data sources for drawings (and file extension associations for them) and the Data View window	AutoCAD Map Options dialog box ► Data Source on page 1634 tab
Metadata	Metadata Options dialog box on page 1225
Queries	AutoCAD Map Options dialog box ► Query on page 1631 tab <hr/> NOTE There are also query-related settings on the following tabs: ■ Save Back on page 1633 ■ System on page 1635 ■ Task Pane on page 1629
Associative hatch for drawing objects with boundaries	AutoCAD Map Options dialog box ► Query on page 1631 tab
Raster images	Raster Extension Options dialog box on page 1614
Import defaults	mapimport.ini on page ? and mapforeign-fileproperties.ini on page ?
Export defaults	mapexport.ini on page ?


To use the AutoCAD Map Options dialog box

- 1 Click Setup menu ► AutoCAD Map Options.
- 2 Click a tab.
- 3 Modify options.
- 4 Click OK to save the settings.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

MAPDOCKWSPACE

Docks and undocks the Task Pane

Command Line	MAPDOCKWSPACE
Task Pane	Double-click the title bar (floating) or the double bar at the top of the pane (docked)
Dialog Box	MAPDOCKWSPACE (Dock Task Pane command)

MAPWSPACE

Shows or hides the Task Pane

Menu	View menu ► Task Pane
Command Line	MAPWSPACE
Task Pane	Right-click a blank area ► Close
Dialog Box	MAPWSPACE (Task Pane command)

MAPWSREFRESH

Redisplays the Task Pane

Command Line	MAPWSREFRESH
Task Pane	Right-click a blank area ► Refresh
Dialog Box	MAPWSREFRESH

MAPCGAZBASE

Sets the azimuth base

Icon



Azimuth Distance

Command Line	MAPCGAZBASE
---------------------	-------------

MAPCGSETUP

Specifies coordinate geometry settings

Menu	At the Command prompt, enter mapcgsetup.
-------------	--

Icon



Setup COGO Options

Command Line	MAPCGSETUP
Dialog Box	Setting Coordinate Geometry Options

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Setting Task Pane Options

You can specify what to display in the Task Pane and what displays when you start the program.

- **Map Explorer Categories To Display** — Lets you select which categories (nodes) you want to display on the Map Explorer tab of the Task Pane. The visibility of some nodes is dependent on the visibility of others. For example, the Tables node is visible in the Map Explorer tab of Task Pane only when you select both Data Sources and Tables.

NOTE When you attach drawings with the Topologies node visible, AutoCAD Map 3D creates a list of all the topologies to display under Topologies in Map Explorer. If you attach a large number of drawings containing topologies at the same time, the creation of the topology list increases the processing time. To reduce processing time, hide the Topologies node before attaching the drawings.

- **Show Task Pane On Startup** — Specifies whether to display the Task Pane when you start AutoCAD Map 3D.
If the Task Pane is not visible, you can display it by entering mapwspace on the command line.
- **Show Properties Palette On Startup** — Specifies whether to display the Properties palette when you start AutoCAD Map 3D.
If the Properties palette is not visible, you can display it by entering properties on the command line.
- **Show Display Manager On Startup** — Specifies whether to use the Display Manager, or the older Thematic Manager on startup.
This setting takes effect the next time you start AutoCAD Map 3D.

See also:

- [The Task Pane](#) on page 40
- [Getting Information About Drawing Objects](#) on page 935
- [To set Task Pane options](#) on page 200
- [To hide or display the Task Pane at startup](#) on page 200
- [To hide or display the Task Pane within your current session](#) on page 200

- [To refresh Map Explorer](#) on page 200
- [To adjust the transparency of the Task Pane](#) on page 200

To set Task Pane options

- 1 Click Setup menu ➤ AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the Task Pane tab.
- 3 Modify the options you want:
 - Under Map Explorer Categories To Display, select the categories to display on the Map Explorer tab of the Task Pane.
 - Select which palettes you want to show at startup.
- 4 Click OK.

To hide or display the Task Pane at startup

- 1 Click Setup menu ➤ AutoCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, click the [Task Pane](#) on page 1629 tab.
- 3 Select Show Task Pane On Startup.

To hide or display the Task Pane within your current session

- Click View menu ➤ Task Pane.

To refresh Map Explorer

- Right-click a clear area in Map Explorer, and click Refresh; or enter mapwsrefresh at the Command prompt.


To adjust the transparency of the Task Pane

- 1 Right-click the title bar of the Task Pane and choose Transparency.
- 2 In the Transparency dialog box, adjust the transparency level.
- 3 Click OK.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

MAPDOCKWSPACE

Docks and undocks the Task Pane

Command Line	MAPDOCKWSPACE
Task Pane	Double-click the title bar (floating) or the double bar at the top of the pane (docked)
Dialog Box	MAPDOCKWSPACE (Dock Task Pane command)

MAPWSPACE

Shows or hides the Task Pane

Menu	View menu ► Task Pane
Command Line	MAPWSPACE
Task Pane	Right-click a blank area ► Close
Dialog Box	MAPWSPACE (Task Pane command)

MAPWSREFRESH

Redisplays the Task Pane

Command Line	MAPWSREFRESH
Task Pane	Right-click a blank area ► Refresh
Dialog Box	MAPWSREFRESH

Setting Drawing Options

You can specify general settings and coordinate transformation options for the current drawing. If you are working with drawings that were created using different global coordinate systems, AutoCAD Map 3D standardizes the drawings based on the current drawing's global coordinate system.

NOTE Once you bring objects into the current drawing, do not change the coordinate transformation options if you plan to save changes back to source drawings. The save-back process determines whether adjustments are necessary to restore objects to the correct coordinate system when you save them back to source drawings.

Activate Attached Source Drawings

Set any of the following options:

- **From Last Session At Startup** — Activates the drawings that were active the last time you quit AutoCAD Map 3D. If you don't select this option, all drawings are inactive on startup.
- **After Attaching** — Sets the status of a drawing to Active when you attach it. If you don't select this option, all drawings are inactive when you attach them.

Coordinate Transformation Adjustments: Adjust Sizes And Scales area

Set any of the following options:

- **For Changes In Units** — Use this option when you are working with text and block objects from a source drawing that uses different coordinate system units than the current drawing. For example, if your source drawing uses meters and the current drawing uses U.S. Survey Feet, you can scale text and blocks so that their size or scale measures in feet rather than meters.
If you don't select this option, AutoCAD Map 3D does not adjust the size or scale of text and block objects. For example, if you have a block that is five meters long in the source drawing, it will be five feet long when you bring it into the current drawing.

Do not change this setting after you bring objects into the current drawing, or you might introduce unintended changes to text and blocks when you save them back to their source drawings.

- For Map Distortion — Use this option to adjust the size and scale of text and blocks to correct for map distortion introduced when you represent a spherical object (earth) in a Cartesian coordinate system.
For example, two objects, located at the northern and southern extremes of a map, of equal length in coordinate system X will remain the same length when transformed to coordinate system Y.
If you don't select this option, the two objects will be scaled to different lengths in coordinate system Y according to the relative map distortion (or grid scale factor).
For Map Distortion in the Adjust Sizes And Scales area is available only if you selected the previous option, For Changes In Units.

Coordinate Transformation Adjustments: Adjust Rotations area

Set any of the following options:

- For Map Distortion — Adjusts the angle of text and blocks to correct for map distortion due to the convergence angle (the deviation of the Y axis of a Cartesian coordinate system from true north).
- For Zero-Rotation Objects — Specifies that text and blocks that have a rotation value of zero in the source drawing are adjusted to correct distortion due to the convergence angle.
If you select this option, AutoCAD Map 3D calculates the convergence angle for text and blocks with a zero rotation value. If you don't select this option, AutoCAD Map 3D does not rotate text and blocks with a zero rotation value, even if there is a convergence angle.
For Zero-Rotation Objects is available only if you selected the previous option, For Map Distortion, in the Adjust Rotations area.

Select Adjust Elevations to adjust the elevation (Z axis) of objects when you select For Changes In Units and For Map Distortion under Adjust Sizes And Scales.

Data Source Options

Set any of the following options:

- Select Reconnect Data Source When Drawing Opens to reconnect the databases that were connected the last time you quit AutoCAD Map 3D.
- In the Number Of SQL Conditions To Keep In History List box, enter the number of SQL conditions to store in the SQL condition history list. Reducing the size of this list saves memory and reduces the number of conditions you must scroll through when you search for a particular condition. The first condition added to the list is the first one to be dropped when AutoCAD Map 3D reaches the maximum number you specify.

See also:

- [Activating a Drawing](#) on page 148
- [Overview of Coordinate Systems](#) on page 134
- [Setting Data Source Options for Drawings](#) on page 212

To set drawing options

- 1 Click Setup menu ► AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the [Current Drawing](#) on page 1629 tab.
- 3 Modify the options you want. For information on each option, see the Concept tab of this topic.
- 4 Click OK.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu

Setup menu ► Autodesk Map Options

Icon



Options

Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Setting Multi-user Options

You can specify options that affect how AutoCAD Map 3D operates for all users, across all drawings. For example, you can set login or object locking options. The system administrator controls these settings.

These options apply to all AutoCAD Map 3D users in a single installation and are set by the system administrator. The settings affect all drawings and, in network installations, are common to all users.

Force User Login

You must have Superuser privilege to set this option.

If Force User Login is enabled, users are required to log in at AutoCAD Map 3D startup. If a user attempts to halt log in by pressing the Escape key, AutoCAD Map 3D assigns view-only privileges, and the user cannot alter the drawing set, edit drawings, or perform queries. Once logged in, a user may log in under a different login name, even while working in a drawing with active source drawings.

If Force User Login is not enabled and the user does not log in, AutoCAD Map 3D uses the user's operating system login name to identify the user when locking objects, creating the .DWK file, and restoring options. A user may log in using his or her login name while working in drawings, including drawings with attached source drawings.

Enable Object Locking

Protects objects that are being edited from being modified by other AutoCAD Map 3D users.

You cannot change the Enable Object Locking option while drawings are attached. If this option is not selected, only one user at a time can attach a drawing.

Object locking is recommended on networked systems to avoid conflicts when querying and editing. If you are working on a stand-alone system, you don't need object locking.

See also:

- [Logging Into AutoCAD Map 3D](#) on page 132
- [Sharing Attached Drawings](#) on page 606


To set multi-user options

- 1 Click Setup menu ➤ AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the [Multi-User](#) on page 1635 tab.
- 3 Modify the options you want. For information on each option, see the Concept tab of this topic.
- 4 Click OK.

Quick Reference

MAOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ➤ Autodesk Map Options
Icon	 Options
Command Line	MAOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ➤ Options
Dialog Box	AutoCAD Map Options dialog box

Setting System Options

You can specify options that affect the operation of a single installation of AutoCAD Map 3D.

Log File Options

- Select Log File Active to create a log file for AutoCAD Map 3D messages.
- In the File Name box, provide the path and name for a log file in which to record error, warning, and diagnostic messages. The default name is *acadmap.log*. Optionally, you can click Browse to search your file system for an existing file. AutoCAD Map 3D appends messages to the file you select.
- Specify one of the following under Message Level:
 - Level 0: Error Messages — The log file contains error messages that describe potential problems you may encounter. For example, if you attempt to attach a drawing that is already attached, AutoCAD Map 3D produces an error message that is stored in the log file.
 - Level 1: Error And Warning Messages — The log file contains warning messages in addition to error messages. Warning messages alert you to potential problems. For example, if you use duplicate link template names, AutoCAD Map 3D produces a warning message that is stored in the log file.
 - Level 2: Error, Warning And Diagnostic Messages — The log file contains status messages as well as error and warning messages.

Number of Drawings Loaded Into Memory At Once

When you attach and activate drawings, AutoCAD Map 3D opens them in memory. You do not see the open drawings, but AutoCAD Map 3D must open them to perform operations.

The number of drawings that AutoCAD Map 3D can open in memory at the same time depends on several factors. These include the size of the drawings, amount of memory, and your system setup.

The number you specify here does not limit the number of active drawings. AutoCAD Map 3D opens and closes files in memory as it needs them. If your system has a lot of memory, you can enter a larger number (up to 200) to make queries go faster.

Default Directories

To specify a default directory for externally saved queries or cache files, enter the path in the appropriate box. Or click Browse to locate an existing directory.

See also:

- [Editing Data in Attached Drawings](#) on page 605
- [Overview of Using the Query Library](#) on page 161


To set system options

- 1 Click Setup menu ► AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the [System](#) on page 1635 tab.
- 3 Modify the options you want. For information on each option, see the Concept tab of this topic.
- 4 To to enhance the performance of AutoCAD Map 3D, click Clear Cache.
- 5 Click OK.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Setting Coordinate System Options

You can set a number of options to determine how AutoCAD Map 3D performs coordinate system transformations and responds when you open drawings with embedded coordinate system definitions.

These options apply only to the current drawing. Each time you open a drawing, these settings take effect, but they do not affect other drawings.

Coordinate Transformation Adjustments

Coordinate transformation allows the manipulation of the coordinate geometry. Use the Coordinate Transformation Adjustment options to specify how AutoCAD Map 3D performs coordinate transformations through adjustments for size, scale, rotation, and elevation.

After you query objects into a drawing from source drawings, do not change the coordinate transformation options if you plan to save changes back to the source drawings.

NOTE The AutoCAD Map 3D simple transformation options, available in the Drawing Settings dialog box, cannot be used with coordinate transformations.

Storing Coordinate Systems in the Drawing

When you open a drawing that has a coordinate system that is not in your dictionary, AutoCAD Map 3D can add that coordinate system definition to your dictionary. You can choose to always add the definitions, never add the definitions, or have AutoCAD Map 3D prompt you each time.

Units

Specify the units to use when displaying geodetic distance.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Defining Coordinate Systems](#) on page 82
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Setting Drawing Options](#) on page 202

To specify coordinate system options


- 1 Click Setup menu ► AutoCAD Map Options. Click the [Current Drawing](#) on page 1629 tab.
- 2 Under Coordinate Transformation Adjustments, specify how you want AutoCAD Map 3D to perform coordinate transformations.

- 3 Click the [Coordinate Systems tab](#) on page 1636.
 - Under Coordinate System Definitions Stored In Drawing, specify how you want AutoCAD Map 3D to respond when you open drawings with embedded coordinate system definitions.
 - Under Geodetic Distance, select the units to use when displaying geodetic distance.
- 4 Click OK.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Setting Coordinate Geometry Options

You can set the following coordinate geometry options:


- If North on your map is not aligned with the Y axis, specify the angle for North.
- If azimuth bearings on your map are measured relative to South, set the azimuth base to South. Otherwise, leave it set to North.
- If your COGO information sometimes includes elevation information, set the COGO commands to prompt for 3D data. If you never include 3D data, you can turn this prompt off.

See also:

- [Overview of Coordinate Geometry Commands](#) on page 850

To set coordinate geometry options

- 1 From the Input and Inquiry toolbar typically located at the bottom left

of your application window, select .

- 2 In the [Coordinate Geometry Setup dialog box](#) on page 1637, set any of the following options.

- To change the setting for North, under Set North Direction, specify the direction from the Y axis to North on your map. Enter a number that represents the angular distance measured clockwise from the Y axis.
- Specify whether bearings in your map are relative to North or South.
- To have AutoCAD Map 3D always prompt for elevation, grade, or slope, select Prompt For 3D Data Input.

- 3 Click OK to save your settings.

To quickly change the azimuth bearing

- 1 At the command prompt, enter *mapcgazbase*.
- 2 Enter *n* for North or *s* for South and press Enter.

Quick Reference

MAPCGAZBASE

Sets the azimuth base

Icon



Azimuth Distance

Command Line

MAPCGAZBASE

MAPCGSETUP

Specifies coordinate geometry settings

Menu At the Command prompt, enter mapcgsetup.

Icon



Setup COGO Options

Command Line MAPCGSETUP

Dialog Box Setting Coordinate Geometry Options

Setting Data Source Options for Drawings

You can specify a number of options for attaching data sources.

- Specify whether data sources, tables, database queries, and link templates appear on the Map Explorer tab of the Task Pane.
- Specify whether AutoCAD Map 3D automatically reconnects the data sources that were connected the last time you closed this drawing.
- Specify the default driver to use when you drop an MDB file onto the Map Explorer tab.
- Specify the default database version for files with a .db, .dbf, or .xls file extension that you drop on the Map Explorer tab.
- Change the Expert setting to display or hide the data source configuration dialog boxes. An Expert setting of 3 or above displays the configuration dialog boxes. An Expert setting of 2 or less hides the dialog boxes.
- Change the default location for [UDL \(Universal Data Link\)](#) on page 1765 files.

See also:

- [Overview of Attaching Data Sources to Drawings](#) on page 184
- [Overview of Linking Database Records to Objects](#) on page 451
- [To set Data View options](#) on page 215
- [To set data source options](#) on page 213
- [To change the expert setting](#) on page 213
- [To change the default data link file directory](#) on page 213

To set data source options

- 1 Click Setup menu ► AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628:
 - On the [Task Pane](#) on page 1629 tab, select the items to display on the Map Explorer tab.
 - On the [Current Drawing](#) on page 1629 tab, specify whether to automatically connect to attached data sources when you open a drawing and how many filters or conditions should be stored in the History List.
 - On the [Data Source](#) on page 1634 tab, specify the default driver to use when you drop an MDB file on the Map Explorer tab of the Task Pane. Click Associate to specify the default database version

To change the expert setting

- 1 At the command prompt, enter expert.
- 2 Enter an expert setting.

For information on the Expert system variable, look up "system variables" in the help index.

To change the default data link file directory

- 1 Click Setup menu ► AutoCAD Options.
- 2 On the Files tab of the Options dialog box, specify the Data Sources Location.

Quick Reference

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu

Setup menu ► Autodesk Map Options

Icon



Options

Command Line

MAPOPTIONS

Task Pane

In Map Explorer, right-click Current Drawing ► Options

Dialog Box

AutoCAD Map Options dialog box

Setting Data View Options

Data View options apply to a single user's AutoCAD Map 3D environment. All drawings opened by a particular user display these settings, but they do not affect others who open the same drawings.

Display Of Multiple Tables

You can specify the number of Data Views to use when displaying tables.

- **Show Each Table In A Separate Data View:** Opens a new Data View window for each open table. Move between tables by clicking on the window you want.
- **Show All Tables In One Data View:** Opens only one Data View window. When you open a new table, the previous table is automatically closed.

Data Views

You can specify the behavior of the Data View.

- **Open In Read-Only Mode:** Opens the Data View in read-only mode. When this option is selected, you cannot edit data in the Data View.
- **Save Format And Style Changes With Drawing:** Saves all formatting changes, such as column width, font, color, or borders, that you make in the Data View.

- **Keep On Top:** Specifies whether the Data View window remains on top of all other windows, even when it is not the active window.

See also:

- [Overview of Viewing External Data Sources for Drawing Objects](#) on page 860
- [Overview of Linking Database Records to Objects](#) on page 451

To set Data View options

- 1 Click Setup menu ► AutoCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the [Data Source](#) on page 1634 tab.
- 3 Modify the options you want.
- 4 To change the number of filters that AutoCAD Map 3D displays in the Table Filter History dialog box, select the [Current Drawing](#) on page 1629 tab. Enter a new number.
- 5 Click OK.

Quick Reference

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options

Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Setting Geospatial Feature Editing Options

You can specify options for editing geospatial features.

- **Automatic Checkout:** You must check out geospatial features before editing them. This option allows you check out features automatically when you edit them.
- **Automatic Edit Update:** When you edit geospatial features in AutoCAD Map 3D you can also update the original data resources. This option allows you to automate updating your feature source.
- **Feature Checkout Options:** You can check out geospatial features with as drawing objects or geospatial features.

Features checked out as AutoCAD drawing objects	Features checked out as geospatial features
Allows you to use many common ACAD editing commands	Allows you to use some common ACAD editing commands in addition to geospatial feature-specific editing commands (for example, MAPFEATURESPLIT on page 1389 and MAPFEATUREMERGE on page 1388)
Edited features represented as AutoCAD geometries (for example, closed polylines are used to represent polygonal features)	Edited features are represented as geospatial geometries (for example, MAPPOLYGONS).
Most existing custom or third-party editing applications (LISP, VB or ObjectARX) should continue to work. Some may require minor updates.	Supports multipart (multipolygons, multilines, and multipoints) geospatial features and editing, such as the Hawaiian islands.
Some existing AutoCAD Map 3D editing commands will continue to work on features (for example, rubbersheeting [ADER-SHEET on page 1386]).	Preserves and allows you to edit M and Z values.
Allows you to use feature styling.	Allows you to use feature styling.

- Checkin Prompt Timer: This option allows you to set a recurring check-in prompt.

See also:

- [Editing Features](#) on page 588

To specify Feature Edit Options

- 1 Click the Feature Editing Options icon on the Data toolbar, or enter mapfeatureeditoptions at the command prompt.
- 2 Select the options you want using the checkboxes. If you select the checkin prompt, specify the prompt interval in minutes.
- 3 Click OK.

Quick Reference

MAPFEATUREEDITOPTIONS

Specifies options for editing features

Icon



Feature Edit Options

Command Line

MAPFEATUREEDITOPTIONS

Dialog Box

Feature Editing Options dialog box

Setting Metadata Options

AutoCAD Map 3D 2009 supports FGDC metadata down to the feature source and object class levels. You can set options for your metadata on the Metadata Options dialog box. Options for metadata include metadata template import and export, latitude/longitude precision, and automatic updating.

See also:

- [Setting Metadata Options](#) on page 1225

To set metadata options

- 1 [Launch the Metadata Viewer](#) on page 1228.
- 2 On the Metadata Viewer toolbar, click Options.
- 3 Do any of the following:
 - To use a metadata template, click the Template tab and select Use Template and select the template you want from the list. If no templates appear, click Import and import an FGDC-compliant template.
 - To set Latitude/longitude precision, click the Preference tab and set the number of digits that display after the decimal point for your reported latitude and longitude values from 0 to 10. Both values are 6 by default.
- 4 Click OK.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line	MAPMETADATAOPTIONS
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Dialog Box	Metadata Options
-------------------	------------------

Setting InfoCenter Options

The InfoCenter, located on the top menu bar, helps you find information about AutoCAD Map 3D 2009 quickly. When you type a question into its text-entry box, the InfoCenter searches the AutoCAD Map 3D documentation as well as any documents you add to the search settings.

Using the InfoCenter, you can:

- Search a custom set of the documents, such as all the User Guides and Tutorials. If you're a developer, you can set InfoCenter to search your favorite developer Help.
- Search a specific document.

- Add your own documents to the search.
- Keep up-to-date on your favorite RSS feeds, such as the Knowledge Base and the Discussion Boards.

For details about the InfoCenter, see the AutoCAD help.

Associating Database Versions with File Extensions

This information applies only to drawing objects.

When you drag and drop a database onto the Map Explorer tab of the Task Pane, you can select the version of the database used to create the database.

By default, AutoCAD Map 3D prompts you each time to specify the version that was used. If all your databases were created with a specific version of the software, you can set an option to automatically select that version.

See also:

- [Attaching a Data Source](#) on page 187
- [Configuring a Data Source](#) on page 189
- [Setting Data Source Options for Drawings](#) on page 212
- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Linked to Drawing Objects](#) on page 938

To associate database versions with files extensions


- 1 Click Setup menu ➤ AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the [Data Source](#) on page 1634 tab.
- 3 Under Associate Database Versions With File Extensions, select Associate.
- 4 In the [Associate Database Versions dialog box](#) on page 1411, under each database name, do one of the following:
 - To be prompted each time you drag and drop a database file onto the Map Explorer tab of the Task Pane, select Always Prompt.
 - To associate a database file extension with a specific version of the database software, select Always Use. Select the correct version.

When you drop a database file onto the Map Explorer tab, AutoCAD Map 3D checks the file extension and uses the specified version of the database software.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ➤ Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ➤ Options
Dialog Box	AutoCAD Map Options dialog box

Setting Query Options (DWG)

You can set several options that determine how queries run, how they appear onscreen, and how they are saved.

On the Task Pane Tab

You can hide or display the query node on the Map Explorer tab of the Task Pane.

NOTE The Queries option that appears under the Data Sources category is for database queries.

Options you set on the Task Pane tab apply to a single user's AutoCAD Map 3D environment. All drawings opened by a particular user display these settings, but they do not affect others who open the same drawings.

On the Query Tab

You can set specific query options, including the default joining operator, display parameters for preview queries, and options for location conditions.

Options you set on the Query tab apply only to the current drawing. Each time you open this drawing, these settings take effect, but they do not affect other drawings.

On the Save Back Tab

You can set options that determine if queried objects are added to the save set.

Options you set on the Save Back tab apply only to the current drawing. Each time you open this drawing, these settings take effect, but they do not affect other drawings.

On the System Tab

You can specify a default directory for externally saved queries.

See also:

- [The Task Pane](#) on page 40
- [Overview of Queries](#) on page 1023


To set query options

- 1 Click Setup menu ► AutodCAD Map Options.
- 2 Click the [Task Pane](#) on page 1629 tab to hide or display the query node on the Map Explorer tab of the Task Pane.
- 3 Click the [Query](#) on page 1631 tab to set specific query options.
- 4 Click the [Save Back](#) on page 1633 tab set options that determine if queried objects are added to the save set.
- 5 Click the [System](#) on page 1635 tab to specify a default directory for externally saved queries.
- 6 Click OK.

Quick Reference

MAOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAOPTIONS
Task Pane	In Map Explorer, right-click Current Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Using Associative Hatch

You can set an option to specify whether hatch objects created by property alteration queries and thematic mapping are associative.



Hatch patterns used in thematic maps.

Associative hatch maintains a link between a hatch object and its boundary: if the boundary is modified, the hatch updates automatically. However, if the boundary is modified so that it no longer encloses the hatch or if any of the boundary objects are deleted, the association between the hatch and the boundary is lost.

When querying multiple files, it is very easy to lose the association between a hatch object and its boundary. If you want associative hatch, the easiest solution may be to delete the old hatch object and recreate the associative hatch after you finish modifying the attached drawings.

To maintain an existing association, keep these points in mind:

- If you modify an object that is part of a hatch boundary, be sure your changes do not break the boundary. That is, you can enlarge a circle, but don't trim it. You can extend the corner of a square, but don't open it up.
- To save a new associative hatch object to an attached drawing, all the boundary objects must be in the same attached drawing. In addition, all objects must be saved to the attached drawing at the same time. If any of the boundary objects are saved to a different file or are saved at a different time, the association is lost.
- When you add an associative hatch object to the save set, all its boundary objects are added automatically. If any of the boundary objects are locked, the hatch is not added to the save set.
- When you remove an associative hatch object from the save set, boundary objects are removed from the save set automatically.
- When you add a boundary object to the save set, hatch objects associated with that boundary are *not* added to the save set automatically. To maintain the association, add the hatch object to the save set.
- When combining solid hatch with text, use the DRAWORDER command to make the text visible on top of the hatch.

See also:

- [Overview of Altering the Properties of Queried Drawing Objects](#) on page 1044
- [Setting Polygon Options](#) on page 832


To have hatch created by property alteration be associative

- 1 Click Setup menu ► AutodCAD Map Options. Select the [Query](#) on page 1631 tab.
- 2 Under Query Options, select Create Associative Hatch Objects.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Saving Option Settings

AutoCAD Map 3D saves your options in one of three places, depending on the option type.

- Drawing options are saved in the drawing.
- User and installation options are saved in the *acadmap.ini* file. On startup, AutoCAD Map 3D searches for the *acadmap.ini* file first in the current directory, then in all the directories listed in the AutoCAD Map 3D path, and finally in the AutoCAD Map 3D executable directory. If it does not find the *acadmap.ini* file, the program creates the file in the current working directory.
- Multi-user options are saved in the binary *acadmap.sys* file. The *acadmap.sys* file is located in the AutoCAD Map 3D executable directory. After setting the multi-user options, the system administrator should make the file read-only to prevent users from modifying or deleting it.

NOTE When you uninstall AutoCAD Map 3D, *acadmap.ini* is also uninstalled. If you have modified the settings in this file, you should save *acadmap.ini* prior to uninstalling. If you uninstall and then re-install AutoCAD Map 3D, you can simply replace the newly installed *acadmap.ini* with the saved one. Note that Map release 4 and earlier saved option settings in the *ade.ini* file. If you uninstall release 4 or earlier and then install a newer release of AutoCAD Map 3D, you cannot replace the newly installed *acadmap.ini* with the saved *ade.ini*. Instead, you will need to reset your options in the AutoCAD Map Options dialog box.

See also:

- [Setting Drawing Options](#) on page 202
- [Setting Task Pane Options](#) on page 199
- [Setting System Options](#) on page 206
- [Setting Multi-user Options](#) on page 205
- [Setting Data Source Options for Drawings](#) on page 212
- [Setting Up Users and Assigning Rights](#) on page 74

To set AutoCAD Map 3D options

- 1 Click Setup menu ➤ AutodCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, modify the options you want.
- 3 Click OK.

Quick Reference


OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ➤ AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ➤ Options

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ➤ Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ➤ Options

Setting Raster Image Options

or raster images inserted with Raster Extension, set options in the Raster Extension Options dialog box.

- [To change options for images inserted with Raster Extension](#) on page 226
- [To set the resource file directory](#) on page 228
- [To change how image frames are displayed](#) on page 229
- [To change the image display quality](#) on page 230
- [To choose an image detach method](#) on page 231
- [To turn on Shift + left-click](#) on page 232
- [To set the correlation defaults](#) on page 233
- [To configure memory for images](#) on page 235

Overview of Setting Raster Image Options

Raster image options are available for images you insert using the Raster Extension. You can connect to many raster image files using Data Connect, but you may still use the Raster Extension to insert and correlate raster images with formats that are not supported by Data Connect, or to specify correlation information for images that do not contain this information within their files.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Modifying Raster Images](#) on page 420

To change options for images inserted with Raster Extension

- [Set the resource file directory.](#) on page ?
- [Change how frames are displayed.](#) on page ?
- [Change image display quality.](#) on page ?
- [Choose a method for detaching images.](#) on page ?
- [Use Shift + Left-click to select raster images.](#) on page ?

- [Set correlation defaults.](#) on page ?
- [Configure image-related memory options.](#) on page ?

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Setting the Resource Files Directory

Resource files store information about an image's insertion point, scale, rotation, and density. The Resource File Directory indicates where AutoCAD Map 3D will search for resource files for images you insert with Raster Extension (not those you add with Data Connect). Resource files have the same base name as the raster image with a .res extension.

When you insert an image, AutoCAD Map 3D looks for associated correlation sources, such as world files, resource files, and tab files. By default, AutoCAD Map 3D looks in the directory containing the image. However, for resource files, you can specify an additional location. The additional location applies only to resource files (.res). It does not apply to other correlation sources.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Modifying Raster Images](#) on page 420
- [Viewing Image Information](#) on page 405
- [Creating a Search Path for Raster Images](#) on page 410

To set the resource file directory

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the Paths tab.
- 3 Under Resource File Directory, type the directory path for the resource files or click Browse to select a directory.
- 4 If you want AutoCAD Map 3D to search the Resource File Directory before searching the image directory, select Use Resource File Directory Before Using Image Directory.
- 5 Click OK to save your changes.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Changing How Image Frames Are Displayed

For images you insert with Raster Extension, you can choose to display the image frame in front of an image, behind an image, or you can hide the frame. When the frame is behind the image, you can still select the image by selecting the frame. However, if you hide the frame, you cannot select the image by selecting the frame.

These options do not apply to images you add with Data Connect.

NOTE If you use the Toggle Frames command to hide frames, and then redisplay them, the frames appear in front of the images.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Manually Adjusting the Image Frame During Insertion](#) on page 396
- [Selecting an Image](#) on page 424
- [Displaying Image Frames](#) on page 425
- [Using Shift + Left-click to Select Images](#) on page 232

To change how image frames are displayed

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the General tab.
- 3 Under Display Preferences, select an option from the Image Frame list.
 - Frame Drawn Above Image displays the frame above the image.
 - Frame Drawn Below Image hides the frame behind the image. You can still select the image by selecting the frame.
 - Frames Off hides the frame. If frames are hidden, you select images by pressing Shift + left-click [select method](#) on page 424.
- 4 Click OK.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Changing Image Display Quality

For images you insert with Raster Extension, you can choose high quality or draft quality display. High quality dithers the pixels so that the areas between shading appear more gradual. Draft quality can speed up the performance of your system, but may reduce the quality of how some color and grayscale images appear onscreen. These options do not affect images you add with Data Connect.

NOTE The display quality setting affects only how AutoCAD Map 3D displays the image onscreen. It does not alter the contents of the image file.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Modifying Raster Images](#) on page 420
- [Changing Image Display Quality and Speed](#) on page 429
- [Adjusting Image Brightness, Contrast, and Fade](#) on page 427

To change the image display quality

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the General tab.
- 3 Under Display Preferences, select a Display Quality option:
 - High dithers the pixels, making differences in shading more gradual. If you are using a 256 color palette to display images, dithering helps make an image that has more than 256 shades appear more realistic.
 - Draft does not dither the pixels. This setting is recommended for bitonal images.
- 4 Click OK.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Choosing an Image Detach Method

When you delete images you added with Raster Extension, from a map, information about that image is still stored in the map file. To delete this information, detach the image. You can choose whether images are detached automatically when you remove the last instance of the image from the map. This option does not affect images you added with Data Connect.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Modifying Raster Images](#) on page 420
- [Hiding, Unloading, Detaching, and Erasing Images](#) on page 412

To choose an image detach method

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the General tab.
- 3 Under Image Detach Preferences, select one of the following methods:
 - Ask Before Detach prompts you to detach an image when you erase all image frames that reference that image.
 - Always Detach automatically detaches an image when you erase all image frames that reference that image.
 - Never Detach does not detach an image when you erase all image frames that reference that image.
- 4 Click OK.

NOTE You can manually detach an image by using the IMAGE command.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Using Shift + Left-click to Select Images

For images you insert with Raster Extension, you can change your selection method. This is useful when you are zoomed in on the image and you cannot see the image frame. This option does not affect images you add with Data Connect.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Selecting an Image](#) on page 424
- [Modifying Raster Images](#) on page 420

To turn on Shift + left-click

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the General tab.
- 3 Select Shift + Left-click Image Select to be able to [select images](#) on page 424 by pressing Shift and clicking the left mouse button.
Clear if you do not want to use this feature.
- 4 Click OK.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Setting Correlation Defaults

Most images have correlation data that is stored in the image file header or in a correlation source file. However, some images may not have any correlation data. For those cases, you can specify default correlation data. In addition, if the correlation source does not contain information on scale or density, AutoCAD Map 3D uses the default settings for those items.

NOTE Setting default correlation data can save you time if you have multiple images that require the same insertion point, scale, rotation, and density.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Correlating a Raster Image During Insertion](#) on page 393
- [Setting Image Density](#) on page 398
- [Viewing Image Information](#) on page 405
- [Modifying the Correlation Settings for an Image](#) on page 432

To set the correlation defaults

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the Image Defaults tab.

- 3 Under Insertion Point, type default insertion point coordinates in the X and Y boxes. The precision of these points depends on the precision value in the Drawing Units dialog box. For more information about the AutoCAD UNITS command, see the AutoCAD help.
- 4 To set an elevation for image frames, type the elevation in the Z insertion point box.
This value is useful to establish the elevation of a floor plan image, for example.
- 5 In the Rotation box, type a default rotation angle for images. The unit of measurement depends on the selected value in the Drawing Units dialog box.
- 6 In the Scale box, type a default scale for images. Image scale does not change the scale of the vector drawing.
- 7 In the Density box, type a default density for images. This should usually be the scanned resolution. For example, if the majority of your images were scanned at 300 dots per inch, then type 300 in this box.
- 8 In the Units box, select the default unit for the insertion point and density of images. For example, if the majority of your images were scanned at 300 dots per inch, then select Inch as the default.
- 9 Click OK.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Configuring Memory Use

AutoCAD Map 3D reserves 25% of the total physical memory (RAM) on your system for inserting images with the Raster Extension. If you increase the

default amount, more of the physical memory is used for images and less is available for other operations in AutoCAD Map 3D and for other applications you might be running.

If you require additional memory for your images, the Raster Extension uses a temporary swap file. For example, if you insert a 100 MB file, and the Memory Limit is 8 MB, AutoCAD Map 3D stores the remaining 92 MB in a temporary file. You can specify where the swap file is created.

You can change the following Raster Extension memory settings:

- **Temporary File Location** — The default directory for the temporary swap files is the Windows *temp* directory.

TIP For best performance, use a local drive for your temporary swap file. It is recommended that you do not use the drive where the operating system is installed as the drive for the swap file unless this is your only local drive.

- **Memory Limit** — Specify the maximum amount of computer memory that AutoCAD Map 3D can use to store image files.

NOTE The more physical RAM you have, the higher you can make your Memory Limit. The higher the Memory Limit, the less swapping to hard disk occurs and the faster your images load and display. However, do not allocate all available physical RAM because doing so slows overall performance.

NOTE Close and restart AutoCAD Map 3D after adjusting these settings.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Unloading an Image](#) on page 417

To configure memory for images

- 1 Click Setup menu ► Raster Options.
- 2 In the [Raster Extension Options dialog box](#) on page 1614, select the Memory tab.
- 3 To locate a drive for your temporary swap file location, click Browse under Temporary File Location, and locate a drive.

- 4 To change the amount of memory reserved for inserting images, type a new value in the Memory Limit box. Be careful that you do not use all of your system resources.

NOTE You can click Default to return this setting to the recommended value.

- 5 Click OK to accept the changes.

You must quit and restart AutoCAD Map 3D for these settings to take effect.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Customizing and Automating Import and Export

Use profiles and .ini files to customize and automate import and export.

- [To create a profile](#) on page 239
- [To use a profile](#) on page 239
- [To export to .shp as folder-based rather than file-based](#) on page 245
- [To export to .shp as file-based rather than folder-based](#) on page 245
- [To change the segmentation size for splines, polylines with bulges, arcs, and ellipses](#) on page 246
- [To change the default seed file for exporting DGN files](#) on page 246
- [To export DGN files in imperial units rather than metric](#) on page 247
- [To import Shapefiles, MIF/MID, TAB, or VPF as folder-based, multi-select, or file-based](#) on page 247
- [To specify DGN cell import options](#) on page 248
- [To import objects using RGB \(True Color\) colors](#) on page 248
- [To specify language encoding settings for GML in Asian languages](#) on page 249
- [To specify object properties](#) on page 250

Overview of Customizing Import and Export

Use profiles and .ini files to customize and automate import and export.

To customize or automate this...	Use this method...
Export settings	Save a profile in the Export dialog box. See Using Profiles on page 238
Import settings	Save a profile in the Import dialog box. See Using Profiles on page 238
Export defaults	Edit the mapexport.ini file. See Customizing the Import and Export .ini Files on page 240
Import defaults	Edit the mapimport.ini file. See Customizing the Import and Export .ini Files on page 240

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu

Click File ► Convert DWG To ► Map 3D Export.

Icon



Export Map File

Command Line

MAPEXPORT

Dialog Box

Export dialog box

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu

Click File ► Create DWG From ► Map 3D Import..

Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Using Profiles

To reuse or share your settings, save them as a profile.

Export Profiles

When you save an export profile, it does not store the current file name or the current selection set.

When you load an export profile, if the specified data source doesn't exist, Include Table Data is set to No.

Import Profiles

When you save an import profile, it does not store the current file name.

When you load an import profile, the table settings are reset for any input layers that match an input layer name in the saved profile. Layers that do not match an input layer in the saved profile are not reset.

- If the specified coordinate system code isn't in the dictionary, the coordinate system is set to <None>.
- If the data field name to be used for a layer doesn't exist, the drawing layer is set to Layer 0. If the specified drawing layer doesn't exist, it will be created.
- If the data field name to use for the block name doesn't exist, or if the specified block doesn't exist, the block is set to ACAD_POINT.

When you load an import profile containing object class settings, AutoCAD Map 3D checks for potential problems and handles them as follows:

- If the appropriate object classification file is not attached to the drawing, the object class settings are ignored.

- If the object class settings to be used for a layer contradict the import file, the object class settings are not applied.
- If the specified object class does not exist, the object class assignment is set to <None>.
- If the object class attribute settings conflict with the import file, AutoCAD Map 3D displays the [Conflict Resolution dialog box](#) on page 1437.

Compatibility with Previous Releases

- Profiles saved with AutoCAD Map 3D 2004-2007 and versions 4.5, 5, and 6 are compatible with this release.
- Profiles saved with Autodesk Map 2000 Release 4 or earlier cannot be used with this release.
- Profiles created in this release may contain additional information that cannot be used with previous releases. Such incompatible profile information is ignored when a profile is used in a previous release.

See also:

- [Overview of Converting Geospatial Data to Drawing Objects](#) on page 316
- [Overview of Converting and Exporting](#) on page 1166

To create a profile

- 1 Open the Import or Export options dialog box.
- 2 Specify the settings you want to save.
- 3 Click Save.
- 4 Enter a name for the profile.

To use a profile

- 1 Open the Import or Export options dialog box.
- 2 Click Load.
- 3 Select the profile.

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu Click File ► Convert DWG To ► Map 3D Export.

Icon



Export Map File

Command Line MAPEXPORT

Dialog Box Export dialog box

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Customizing the Import and Export .ini Files

Some of the defaults for import and export settings are stored in *.ini* (initialization) files. When you use a new format with AutoCAD Map 3D, the information about that format is added automatically to the *.ini* files. However, in some instances, you may want to modify these files yourself. In addition, you can set some formatting options in these files.

You can modify the following *.ini* files:

- *mapexport.ini* — Set options to export a file-based format as a folder based format (which is especially useful for Shapefiles); to specify how to segment arcs and circles; to define the default seed file for exporting DGN files (which determines defaults such as units of measure and 2D vs. 3D); and to specify language encoding settings for exporting GML data in Asian languages.

- *mapimport.ini* — Set options to use for file or folder selection; to set default import options for DGN; to import object colors to their RGB (True Color) equivalent; and to specify language encoding settings for importing GML data in Asian languages.
- *mapforeignfileproperties.ini* — Set options to specify linetype, linewidth, font, and justification.

Exporting to ArcView ShapeFiles

If you are exporting to ArcView ShapeFiles, you can treat it as a folder-based format. To do this, you must modify the following items in the *MapExport.ini* file:

- Specify that it requires a folder rather than a file.
- Specify that it requires a prefix name.
- Specify that it no longer requires a type (point/line/polyline/text).

If you modify these items, be sure to modify them only for a driver that supports this change.

Segmenting Certain Entity Types When Exporting

When you export Splines and polylines with bulges, they are broken into polyline segments. The number of degrees used for segmentation is set by the SegmentationDegrees option. By default, SegmentationDegrees is 2 degrees.

In addition, when you exporting to a file format that doesn't support arcs or ellipses, such as Shape or Coverage, or doesn't support ellipses that have axes at an angle, such as MIF/MID, you can further modify the segmentation by changing the value for FME_ARC_DEGREES_PER_EDGE. By default, FME_ARC_DEGREES_PER_EDGE is 5 degrees.

You can change SegmentationDegrees and FME_ARC_DEGREES_PER_EDGE to be larger or smaller.

Exporting to MicroStation DGN Files

When exporting to DGN files, AutoCAD Map 3D reads a seed file to determine default information, such as whether the destination DGN file will be in imperial units or metric and whether the file will be 2D or 3D. There are separate seed files for DGN version 7 and version 8. For more information about seed files, see [MicroStation Design \(DGN\) Versions 7 and 8](#) on page 340.

To change the default units of measure (or other defaults), you must change the default seed files specified in the *MapExport.ini* file.

Specifying the File and Folder Selection Options to Use for Import

By default, when you import ArcView ShapeFiles, MapInfo MIF/MID, MapInfo TAB, or VPF files, you can select one or more files in a folder to import. This is called multi-select.

If you want, you can change the settings in the *mapimport.ini* file so that these formats are considered folder-based formats (you select a folder and all the files in the folder are imported) or single-select formats (only one file can be selected for import). Note that VPF can be folder-based or multi-select only.

Importing DGN Cells

When you import data from a DGN file, you can specify many of the DGN import options available in Driver Options.

Importing Object Colors as RGB (True Color) Colors

By default, objects are imported using the ACI (AutoCAD Color Index) color. When you import from DGN or MIF/MID, you can specify that objects maintain their RGB color values.

Even if you import using RGB colors, white objects are always imported to the ACI White, which displays white on a black background and black on a white background. Black objects are assigned the ByLayer color. If you want to export objects to MIF/MID as black, change the layer color to black before exporting.

Note that if your Model Tab Background color is something other than Black or White and you import using RGB colors, you may not be able to see objects whose color is close to the background color.

Language Encoding Settings for Importing and Exporting GML Data

When exporting GML data in Asian languages, you must verify that *mapexport.ini* contains the language encoding settings needed to export valid GML data for the language you want.

Using Fixed schema mode when exporting is recommended, as it can recognize certain multi-byte characters that can be problematic in Create mode.

When importing GML data in Asian languages, you must verify that the language encoding settings specified in AutoCAD Map 3D's *mapimport.ini*

file match the settings in your incoming file. The settings need to match for the import to be successful.

Adding Custom Tags

If you are familiar with the options for a driver, you can add custom tags. Use the format:

Driver:XXX

Where XXX is the code you want to send to the driver. Add the line to the appropriate section of the *MapExport.ini* file. Incorrect tags will have unpredictable results.

Location of the .ini File

When exporting, AutoCAD Map 3D looks first for the *.ini* file in the current directory. If no *.ini* file is there, it uses the *.ini* file in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder. To always use the same settings, do not create additional *.ini* files.

Changing Font, Linestyle, Lineweight, or Justification

You can set a number of formatting options in the *mapforeignfileproperties.ini* file. Use the [DGN_V7_FieldMapping] or [DGN_V8_FieldMapping] section to enable a particular formatting option:

- igds_font=MapFont
- igds_justification=MapJustification
- igds_weight=MapLineWeight
- igds_style=MapLineStyle

DGN Fonts

Use the [DGN_V7_Font] section or [DGN_V8_Font] section to map DGN font numbers to textstyles that you've defined.

DGN Linestyles

Use the [DGN_V7_LineStyle] or [DGN_V8_LineStyle] section to map DGN line styles to linestyles loaded in the AutoCAD Map 3D drawing.

DGN Lineweight

Use the [DGN_V7_LineWeight] or [DGN_V8_LineWeight] section to map DGN lineweights to allowable AutoCAD Map 3D lineweight values.

The DGN lineweight range is 0-31. AutoCAD Map 3D lineweights are in 100ths of a millimeter and only the following values are supported: 0, 5, 9, 13, 15, 18, 20, 25, 30, 35, 40, 50, 53, 60, 70, 80, 90, 100, 106, 120, 140, 158, 200, 211, -1, -2 and -3. The AutoCAD Map 3D values -1, -2, and -3 indicate ByLayer, ByBlock, and by lineweight default respectively.

DGN Justification

Use the [DGN_V7_Justification] or [DGN_V8_Justification] section to map the DGN justification to AutoCAD vertical and horizontal modes or AutoCAD attachment.

DGN justification values range from 0-14:

0 is Left/Top, 8 is Center/Bottom, 1 is Left/Center, 9 is Right Margin/Top, 2 is Left/Bottom, 10 is Right Margin/Center, 3 is Left Margin/Top, 11 is Right Margin/Bottom, 4 is Left Margin/Center, 12 is Right/Top, 5 is Center/Bottom, 13 is Right/Center, 6 is Center/Top, 14 is Right/Bottom, 7 is Center/Center, Default is 5

The following values are supported for AutoCAD Map 3D justifications:

TopLeft, TopCenter, TopRight, MiddleLeft, MiddleCenter, MiddleRight, BottomLeft, BottomCenter, BottomRight, BaseLeft, BaseCenter, BaseRight, BaseAlign, BottomAlign, MiddleAlign, TopAlign, BaseFit, BottomFit, MiddleFit, TopFit, BaseMid, BottomMid, MiddleMid, TopMid

MIF Justification

Use the [MIF_Justification] section to set justification for MIF. Allowed MIF Justifications are left, center, and right.

When importing from MIF to AutoCAD Map 3D, the last mapping in the table is used.

Arc/INFO and E00 Justification

Use the [ARCINFO_Justification] and [E00_Justification] sections to set justification for Arc/INFO and E00.

When importing from Arc/INFO or E00 to AutoCAD Map 3D, the last mapping in the table is used.

See also:

- [Overview of Converting Geospatial Data to Drawing Objects](#) on page 316

- [Overview of Converting and Exporting](#) on page 1166
- [Supported Formats](#) on page 1172
- [To export to .shp as folder-based rather than file-based](#) on page 245
- [To export to .shp as file-based rather than folder-based](#) on page 245
- [To change the segmentation size for splines, polylines with bulges, arcs, and ellipses](#) on page 246
- [To change the default seed file for exporting DGN files](#) on page 246
- [To export DGN files in imperial units rather than metric](#) on page 247
- [To specify DGN cell import options](#) on page 248
- [To import Shapefiles, MIF/MID, TAB, or VPF as folder-based, multi-select, or file-based](#) on page 247
- [To import objects using RGB \(True Color\) colors](#) on page 248
- [To specify language encoding settings for GML in Asian languages](#) on page 249
- [To specify object properties](#) on page 250

To export to .shp as folder-based rather than file-based

- 1 Open the *mapexport.ini* file using a text editor such as WordPad.
This file is located in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder
- 2 Find the [SHP] section.
- 3 Specify File=False.
- 4 Specify Rootname=True.
- 5 Specify EntTypes=All.
- 6 Save and close the *..ini* file.

To export to .shp as file-based rather than folder-based

- 1 Open the *mapexport.ini* file using a text editor such as WordPad.
This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder.

- 2 Find the [SHP] section.
- 3 Specify File=True.
- 4 Specify Rootname=False.
- 5 Specify EntTypes=Types.
- 6 Save and close the .ini file.

To change the segmentation size for splines, polylines with bulges, arcs, and ellipses

- 1 Open the *mapexport.ini* file using a text editor such as WordPad.
This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder.
- 2 Find the [Options] section.
- 3 To change the segmentation of splines and polylines with bulges, edit the SegmentationDegrees value to the number you want.
By default, the value is 2 degrees.
- 4 To change the segmentation of arcs and ellipses, find the File section pertaining to one of the following file formats: Arc/INFO, E00, MIF, MapInfo, or Shape.
- 5 Delete the semicolon at the beginning of the following line:
Driver:FME_ARC_DEGREES_PER_EDGE=5
- 6 Change the FME_ARC_DEGREES_PER_EDGE value to the number you want.
- 7 Save and close the .ini file.

To change the default seed file for exporting DGN files

- 1 Open the *mapexport.ini* file using a text editor such as WordPad.
This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder.
- 2 Find the [DGCN_V7] or [DGN_V8] section . This is where the default seed file is specified.
- 3 Change the default seed file to the seed file you want.

NOTE Make sure to choose a seed file for the appropriate version of DGN. If you export to DGN version 7 using a DGN version 8 seed file, the operation will fail.

- 4 Save and close the .ini file.

To export DGN files in imperial units rather than metric

- 1 Open the *mapexport.ini* file using a text editor such as WordPad.
- 2 Find the [DGN_V7] or [DGN_V8] section.
- 3 Change the default seed file to the seed file you want.
For example, change the default seed file to one that specifies imperial units rather than metric:

```
Driver:RUNTIME_MACROS=_SEED,"C:\Program Files\Common  
Files\Autodesk Shared\GIS\ImportExport\4.0\design\seed3d_ft.dgn"
```

NOTE Make sure to choose a seed file for the appropriate version of DGN. If you export to DGN version 7 using a DGN version 8 seed file, the operation will fail.

- 4 Save and close the .ini file.

To import Shapefiles, MIF/MID, TAB, or VPF as folder-based, multi-select, or file-based

- 1 Open the *mapimport.ini* file using a text editor such as WordPad.
This file is located in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder
- 2 Find the File section pertaining to one of the following file formats: ShapeFile, MIF/MID, TAB, or VPF.
The File section is preceeded by a comment such as, "This section determines how you want to Import Mif/Mid files" and has several lines containing the word File.
- 3 Delete the semicolon at the beginning of the line for the option you want:
 - File=MultiSelect
The format will be considered a multi-select, file-based format. This means that you will be able to select one or more individual files in the Import Location dialog box to include in the import process.

- **File=SingleSelect**
The format will be considered a single-select, file-based format. This means that you will be able to select one file only in the Import Location dialog box. Note that this is not a valid option for VPE.
 - **File=False**
The format will be considered a folder-based format and all files in the selected folder will be included in the import process.
- 4 Make sure there is a semicolon at the beginning of the line for the options you do not want to use. The semicolon tells AutoCAD Map 3D to ignore the line.
 - 5 Save and close the .ini file.

To specify DGN cell import options

- 1 Open the *mapimport.ini* file using a text editor such as WordPad. This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder.
- 2 Find the [DGN_V7_V8] section.

NOTE You can also use the [Cell Expansion options in the Import dialog box](#) on page 340 to expand cells as blocks or points, or to explode them.

- 3 Find Driver:DGN_XPAND_CELL.
- 4 Change this to CELLS2BLOCKS, EXPLODECELLS, or CELLS2POINTS.
- 5 Save and close the .ini file.

To import objects using RGB (True Color) colors

- 1 Open the *mapimport.ini* file using a text editor such as WordPad. This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder.
- 2 Find the Color section for either DGN_V7-V8 or MIF (MapInfo).
- 3 Delete the semicolon at the beginning of the line for the option you want:
 - **Color=Closest ACI only**
The RGB values from the file will be converted to the closest ACI value.

- **Color=RGB only**
The RGB values from the file will be preserved. Objects whose color is black (0,0,0) will be assigned the color ByLayer. Objects whose color is white (255,255,255) will be assigned the color ACI White.
 - **Color=Equivalent ACI and RGB**
For any RGB value that exactly matches an ACI, the objects will be imported using the ACI color value. All other objects will use their RGB values.
- 4 Make sure there is a semicolon at the beginning of the line for the options you do not want to use. The semicolon tells AutoCAD Map 3D to ignore the line.
 - 5 Save and close the .ini file.

To specify language encoding settings for GML in Asian languages

- 1 Open the *mapimport.ini* or *mapexport.ini* file using a text editor such as WordPad.
- 2 Find the [GML2] section.
- 3 Delete the semicolon at the beginning of the lines for the language encoding settings you want to use. For example, for *mapimport.ini*, here are the settings you can use for Japanese.

Driver:GML2_FEATURE_ENCODING=Shift-JIS

Driver:GML2_MAPPING_FILE_ENCODING=Shift-JIS

For *mapexport.ini* you can use:

Driver:GML2_FEATURE_ENCODING=Shift-JIS

Driver:GML2_OUTPUT_ENCODING=Shift-JIS

Driver:GML2_MAPPING_FILE_ENCODING=Shift-JIS

Below is a summary of some of the specific settings you can use.

Language	Possible Settings
Chinese	Big5 GB2312 GB18030 GBK
Japanese	EUC-JP

Language	Possible Settings
	Shift-JIS
Korean	EUC-KR KSC5601

- 4 Save and close the .ini file.

To specify object properties

- 1 Open the *mapforeignfileproperties.ini* file using a text editor such as WordPad.
This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D 2009\R17.2* folder.
- 2 For information on each of the settings, refer to the instructions in the file.

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu Click File ► Convert DWG To ► Map 3D Export.

Icon  Export Map File

Command Line MAPEXPORT

Dialog Box Export dialog box

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon  Import Map File

Command Line	MAPIMPORT
Dialog Box	Import dialog box

Bringing In Data

3

Overview of Bringing In Data

A map file in AutoCAD Map 3D is a specialized drawing (DWG) file in which you can combine data from many sources. A map file holds all the information needed to create, edit, view, and publish your map, including the following:

- Drawing objects and information about attached drawing files
- Attribute information
- Information needed to connect to databases like Oracle and ArcSDE
- Information needed to connect to geospatial files
- Information needed to connect to web-based resources
- Metadata
- Styling information
- Map layouts

AutoCAD Map 3D is your window onto all this data. You have two ways to access data: you can connect to drawing files, geospatial files, or other data sources and view and edit entities in their original sources, saving your changes

in the native format; or you can convert the data to DWG format, breaking any connection to the original source.

To do this...	Use this method...	To get this result...
<p>Edit features from the following sources in their native format:</p> <ul style="list-style-type: none"> ■ ArcSDE on page 274 ■ Autodesk SDF on page 287 ■ ESRI SHP on page 285 ■ MySQL on page 282 ■ ODBC on page 289 ■ Oracle on page 271 ■ SQL Server on page 279 ■ WFS on page 293 	<ol style="list-style-type: none"> 1 In Display Manager, click Data ► Connect To Data. 2 Select the data source and feature classes. 	<p>All features in the selected feature class appear in the map. Any edits you make are saved back to the original source.</p>
<p>Use formats that are not listed in the Data Connect window on page 467</p>	<ul style="list-style-type: none"> ■ To connect to the data, use an open-source or third-party provider on page 467. ■ To use a copy of the data on page 316, Click File ► Create DWG From ► Map 3D Import. 	<p>If you use a provider to connect to the data, you can edit it directly in its native format. If you convert and import it, you edit a copy of the data in DWG format.</p>
<p>Join attribute data to features from Oracle, SDF, etc. on page 439</p>	<ol style="list-style-type: none"> 1 Connect to the source of attribute data (for example, connect to an ODBC source such as a Microsoft Access table) using 	<p>Both the original data for the feature layer and the joined data appear in the Data Table.</p>

To do this...	Use this method...	To get this result...
	<p>Data ► Connect To Data.</p> <ol style="list-style-type: none"> Right-click a layer and click Create A Join. Specify the connected attribute data source. 	
Add DWG objects from the current drawing on page 296	<ol style="list-style-type: none"> In Display Manager, click Data ► Add Drawing Data ► Query Current Drawing. Define a query to retrieve objects. 	Only the objects that match your query are added to the map.
Add drawing objects from other drawings	<ol style="list-style-type: none"> Attach the drawings to the current drawing, on page 144. In Display Manager, click Data ► Add Drawing Data ► Query Source Drawing. Define a query to retrieve objects. See Bringing In Drawing Data From DWG Files on page 296. 	Only the objects that match your query are added to the map. When you edit the objects, you can choose to update the original drawings or not.

To do this...	Use this method...	To get this result...
Convert geospatial data to drawing data on page 316	<ul style="list-style-type: none"> ■ Click File ► Create DWG From ► Map 3D Import. 	A copy of the data is added to the map in DWG format. The connection to the original source is broken, and changes are not saved back to that source.
Convert SDF files to drawing data on page 323	<ul style="list-style-type: none"> ■ Click File menu ► Create DWG From ► Autodesk SDF for the current version of SDF. See Overview of Converting Geospatial Data to Drawing Objects on page 316. ■ File menu ► Create DWG From ► Autodesk SDF 2 (MapGuide 6.x) for the version supported by MapGuide 6.5 and earlier. See Importing Autodesk SDF 2 on page 325. 	A copy of the data is added to the map in DWG format. The connection to the original source is broken, and changes are not saved back to that source.
Add attribute data to use with drawing objects	<ol style="list-style-type: none"> 1 Add the data source to the map. See Setting Up Data Sources for Drawings on page 184. 2 Define a link template for the data. See Creating a Link Template on page 454. 3 Link records to drawing objects. See Manually Linking 	You can view or edit the data by double-clicking the table name in Map Explorer.

To do this...	Use this method...	To get this result...
	Database Records to Objects on page 457.	
Add raster images on page 370 in the following formats: DEM, ESRI Grid, DTED, JPEG and JPEG2K , PNG, MrSID, TIFF, ECW	<ol style="list-style-type: none"> 1 In Display Manager, click Data ► Connect To Data. 2 Specify the folder that contains the raster and select the raster. 	The image appears in your map, where you can style it or move it behind other features.
Add raster images in other formats on page 385	<ol style="list-style-type: none"> 1 Click Map ► Image ► Insert. 2 Select the image and specify the image placement and settings. <p>For ECW and MrSID formats, you must download the free raster object enabler available from http://www.autodesk.com/Raster-OE</p>	The image appears in your map, where you can clip it on page 436 or change its transparency on page 430, brightness and other settings on page 420.
Connect to data from Civil 3D on page 470	<ol style="list-style-type: none"> 1 From Civil 3D, export feature data (such as parcels and alignments) in SDF format and save surfaces in DEM format. 2 Connect to the resulting files in AutoCAD Map 3D. 	The data appears in your map like any other SDF or DEM data.

See also:

- [Overview of Map Creation](#) on page 34

Before You Bring In Data

Creating a Map

When you create a new map file, you do the following:

- **Choose a template.**
The *map2d.dwt* template contains the optimal display settings, tools, and views for 2D maps, while the *map3d.dwt* template is optimized for 3D maps. You can also create your own templates. For information on this, see the AutoCAD Help topic called “Use a Template File to Start a Drawing.”
- **Assign a coordinate system.**
Data you add to your map file is transformed to use the coordinate system assigned to your map. When you save it back to its source, it is transformed back to its original coordinate system.
- **Add data.**
You can combine data from many sources.
 - **Geospatial data**
For many geospatial formats, such as Oracle and ArcSDE, you can connect to the source to add data using [FDO](#) on page 1750 Data Access Technology. You access data live, in its native format. You can extend your data access capabilities by adding an open source or third-party [FDO provider](#) on page 1750.

You can also convert data from most of these formats to DWG format. To do this, you import the data (rather than connect to it). However, this method adds only a snapshot of the data and your changes do not update the data at its source.

For other formats, such as MicroStation Design (DGN) and Arc/INFO, you must import the data.
 - **Drawing (DWG) data**
You can attach AutoCAD drawing files to your map and query in objects from those drawings, or import data from non-drawing sources to add it as drawing data.

NOTE When you import data, you make a copy of the data and bring that copy into your map as drawing objects. When you edit the data, you are editing the copy. The original data is unchanged.

■ **Raster data**

Connect to raster images and surfaces, or use the Raster Extension feature.

■ **Attribute data**

Join additional attributes to GIS features, or add attributes to drawing objects using database linking or object data.

■ **Data from AutoCAD Civil 3D**

Export Civil 3D feature data, such as parcels and alignments, in SDF format. Connect to the resulting SDF file in AutoCAD Map 3D. You can also save surfaces as DEMs in Civil 3D and connect to the resulting DEM files in AutoCAD Map 3D.

■ **Create Display Manager layers.**

Geospatial data that you add to your map is automatically organized into display layers by feature class. You can also add drawing data to layers. Layers give you control over draw order (Z-order), styling, and more.

See also:

- [Assigning a Coordinate System to the Current Drawing](#) on page 137
- [Bringing in GIS Features](#) on page 265
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297
- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Joining Data to GIS Features](#) on page 439
- [Adding Attributes to Drawing Objects](#) on page 450
- [Adding Rasters and Surfaces](#) on page 370
- [Using Open Source FDO Providers](#) on page 467
- [Bringing In AutoCAD Civil 3D Data](#) on page 470
- [Organizing Layers in Your Map](#) on page 261
- [Overview of Visualization and Styling](#) on page 533

- [Overview of Creating Themes](#) on page 953
- [Overview of Creating New Features](#) on page 577
- [Getting Help with AutoCAD](#) on page 48

To create a map

- 1 Start a new drawing, choosing either the *map2d.dwt* or *map3d.dwt* template, or a custom map template you created.
- 2 [Assign a coordinate system to the map.](#) on page 137

NOTE If you do not assign a coordinate system to the map, data that you bring into the map will appear using its native coordinate system. If you bring in data from more than one coordinate system, entities may not align correctly in the map.

- 3 Add [features](#) on page 268 and [drawing objects](#) on page 300 to the map.
- 4 Optionally, add attribute data to [features](#) on page 439 and [drawing objects](#) on page 450.
- 5 Optionally, [To add a raster-based surface to your map](#) on page 374.
- 6 Optionally, [add open-source or third-party providers](#) on page 467 to access additional data formats, or [add data from AutoCAD Civil 3D](#) on page 470.
- 7 [Organize the layers](#) on page 261 that comprise your map.
- 8 Change the appearance of the map using [styles](#) on page 533 and [themes](#) on page 953.

NOTE You can create multiple display maps from the same data. See [Creating Multiple Display Maps](#) on page 539.

- 9 Optionally, [create new features](#) on page 578 or drawing objects. You can use many [AutoCAD commands](#) on page 48.

Quick Reference

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu

Setup menu ► Assign Global Coordinate System

Icon



Assign Coordinate System

Command Line

ADESETCRDSYS

Task Pane

In Map Explorer, right-click Current Drawing ► Coordinate System

Dialog Box

Assign Global Coordinate System dialog box

ADEATTACHDATA

Attaches object data to objects

Menu

Create menu ► Attach/Detach Object Data

Icon



Attach/Detach Object Data

Command Line

ADEATTACHDATA

Dialog Box

Attach/Detach Object Data dialog box

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Organizing Layers in Your Map

Display Manager organizes the data in your map into layers, which you can display and style independently. Each layer contains one type of data. For example, you might have a layer of drawing objects, a layer that represents a

feature class from Oracle, a DEM surface layer, and a raster image layer. When you use [FDO](#) on page 1750 to connect to a data source (via Data Connect), each feature class or image in that data source becomes a separate layer automatically. You can create drawing layers for drawing objects, and these objects can be members of multiple layers.

NOTE Display Manager layers are different from the classic “AutoCAD layers” you see in the Layer Properties Manager. AutoCAD users cannot see Display Manager layers unless they use AutoCAD Map 3D. You use different techniques to style the two different layer types.

You can view the layers in Display Manager in two ways:

- **Layers By Group** organizes the list of layers. For example, you can create a group for as-built data and a separate group for proposed changes.
- **Draw Order** determines the draw order (Z-order) of the layers. Items at the top of the draw order are drawn on top of items below them on the list.

If an object is a member of more than one layer, it is styled by each layer of which it is a member. For example, if a line is in both the Transportation layer and the Roads layer, it will be styled by both layers. If the layers specify conflicting style or visibility settings, the object uses the style and visibility settings of whichever layer is higher in the Display Manager list.

You can specify a thumbnail icon for drawing layers, which is used in Display Manager and in any legends you create for this map. This affects drawing layers only, and is not available for feature layers.

See also:

- [Overview of the Display Manager](#) on page 535
- [Controlling Display Order](#) on page 537
- [Bringing in GIS Features](#) on page 265
- [Bringing In Drawing Data From DWG Files](#) on page 296
- [Adding Rasters and Surfaces](#) on page 370
- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [To add a feature layer using FDO \(Oracle, ArcSDE, SDE, SHP, WFS\)](#) on page 263
- [To add a drawing layer](#) on page 263

- [To add a raster-based surface to your map](#) on page 374
- [To create a group](#) on page 263
- [To change the draw order](#) on page 263
- [To change the thumbnail style for a drawing layer](#) on page 264

To add a feature layer using FDO (Oracle, ArcSDE, SDF, SHP, WFS)

- [Connect to the FDO source.](#) on page 265

To add a drawing layer

- [Attach a drawing and query in objects](#) on page 296

To add a raster or surface layer

- [Connect to the raster or surface file or folder.](#) on page 370

To create a group

- 1 In [Display Manager](#) on page 1748, change to the Layers By Group view by clicking Order ► Layers By Group.

NOTE If you see the Groups button instead of the Order button, you are already in the Layers By Group view.

- 2 In [Display Manager](#) on page 1748, click Data ► New Group.
- 3 To change the group name, select the group then click the existing name. Type a new name and press Enter.
- 4 Drag layers into the group.

NOTE Until you use the Draw Order view to specify a draw order, AutoCAD Map 3D uses the Layers By Group order as a default draw order for the map. Once you use the Draw Order view, changes in the Layers By Group view do not affect the draw order.

To change the draw order

- 1 In [Display Manager](#) on page 1748, ensure you are in the Draw Order view. Click Groups ► Draw Order if needed.

- 2 Drag layers up or down to change their display order.

Items at the top of the draw order are drawn on top of items below them on the list.

To change the thumbnail style for a drawing layer

- 1 Select the layer.
- 2 In [Display Manager](#) on page 1748, click the Style button.
- 3 On the Display tab of the Properties palette, next to Thumbnail Preview, select the style of thumbnail to use.
For example, select the polyline icon to display an icon of a wavy line, or choose the polygon icon to display hatch or fill.

This setting affects both the Display Manager layer and the legend for this map.

Quick Reference

Change the display order of Display Manager layers

Control which layers appear on top (or behind) other layers

Task Pane	In Display Manager, drag an item up or down in the list
------------------	---

New Display Manager Group

Creates a new Display Manager group

Task Pane	In Display Manager, click Data ► New Group
------------------	--

Sort Layers in Display Manager

Sorts the map layers alphabetically

Task Pane	In Display Manager, click the thin down arrow next to the Map list and choose Sort Contents
------------------	---

Bringing in GIS Features

When you access data through [FDO](#) on page 1750, you use an [FDO provider](#) on page 1750 to connect directly to a data source, such as SDF, SHP, Oracle, SQL Server, or ArcSDE, and work in its native format.

For FDO data sources with geometry, you select the feature classes to include in your map.

A feature is the spatial description of a real-world entity, such as a road, a utility pole, or a river. Features are organized into collections, called feature classes, and are stored in a spatial database or file. The spatial database or file is sometimes referred to as a [feature source](#) on page 1751.

See also:

- [Filtering Features When You Add Them to a Map](#) on page 270
- [Overview of Geospatial Data](#) on page 479
- [Working with FDO Schemas](#) on page 481

- [To access data through FDO](#) on page 268
- [To filter feature data when you add it to a map](#) on page 270
- [To bring in features from Oracle](#) on page 272
- [To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier](#) on page 274
- [To set up your system for ArcSDE 9.2 \(or if you use the 9.1 client and you access the ArcSDE 9.2 server\)](#) on page 276
- [To set up your system for ArcSDE 9.1 \(or if you use the 9.2 client and you access the ArcSDE 9.1 server\)](#) on page 277
- [To bring in features from ESRI ArcSDE](#) on page 277
- [To bring in features from SQL Server](#) on page 280
- [To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier](#) on page 281
- [To bring in features from MySQL](#) on page 283
- [To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier](#) on page 284
- [To bring in features from SHP](#) on page 286
- [To bring in features from SDF](#) on page 288
- [To access ODBC data](#) on page 291
- [To create a DSN in Windows XP](#) on page 292
- [To define the table ranges needed to access Excel data](#) on page 292
- [To bring in features from WFS](#) on page 294

- [To reconnect to feature data without losing styling information](#) on page 296

Overview of Bringing In GIS Features

A feature is the spatial description of a real-world entity such as a road, a utility pole, or a river. Features are stored in a spatial database or file. The spatial database or file is referred to as a [feature source](#) on page 1751.

The feature source could be a database (such as Oracle, ArcSDE, SQL Server, or MySQL), a file-based feature source (such as SDF or SHP), a web server (such as WFS), or a table of feature geometry data (such as Microsoft Access).

You use [FDO](#) on page 1750 to connect directly to a data source and work in its native format. Each data source type uses its own [FDO provider](#) on page 1750, and each provider has different capabilities.

For example, Oracle and ArcSDE support locking on the feature level. When you check out a feature, other users cannot edit it, even though they can view your edits and edit other features in the feature source. Oracle and ArcSDE also support persistent locking, so the object stays locked until you check it back in.

SHP feature sources, on the other hand, support locking on the file level. When you check out a feature, its entire SHP file is locked. Other users cannot edit features from that file until you close the map, which releases your lock (even if you still have features checked out at the time). Be careful to check in your changes before you close the map.

[Versioning](#) on page 1765 allows multiple copies of a spatial dataset to be stored and tracked by date of creation, date of change, and so on. Not every FDO provider supports versioning.

A [schema](#) on page 1760 is the definition of multiple feature classes and the relationships between them. It determines the criteria an individual feature must meet in order to be a member of a particular feature class. For some feature sources, you can add and edit a schema and its feature classes and properties. For more information about editing schemas, see [Working with Schemas](#) on page 507.

NOTE WMS and Raster are used to access images, not features. You cannot edit or lock these images, and they do not use schemas.

FDO Provider Capabilities

The following table lists the level of locking, versioning, and schema editing supported by each feature source type.

Feature Source Type	Lock Level	Persistent Locking	Versions	Edit Schema
ArcSDE on page 274	Feature	Yes	Yes	No
MySQL on page 282	None	No	No	Yes
ODBC on page 289	File	No	No	No
Oracle on page 271	Feature	Yes	Yes	Yes
SDF on page 287	None	No	No	Yes
SHP on page 285	File	No	No	Yes
SQL Server on page 279	None	No	No	Yes
WFS on page 293	N/A	N/A	No	No
WMS on page 377	N/A	N/A	N/A	N/A
Raster on page 370	N/A	N/A	N/A	N/A

Once you connect to a feature source, you select the types of features to include in your map. Each type of feature is called a [feature class](#) on page 1750. AutoCAD Map 3D displays all the features from the selected features classes in your map, and each feature class becomes a layer in Display Manager. For example, a feature class called Roads contains individual streets and appears on a layer

called Roads in Display Manager. You can apply a single style to this layer, and all the streets in the layer will use that style.

See also:

- [To bring in features from Oracle](#) on page 272
- [To bring in features from ESRI ArcSDE](#) on page 277
- [To bring in features from SQL Server](#) on page 280
- [To bring in features from MySQL](#) on page 283
- [To bring in features from SHP](#) on page 286
- [To bring in features from SDF](#) on page 288
- [To access ODBC data](#) on page 291
- [To bring in features from WFS](#) on page 294
- [To add a raster-based surface to your map](#) on page 374
- [To create a map with styled feature layers](#) on page 541
- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591
- [About Geospatial Feature Classes, Data Stores, and Schemas](#) on page 479
- Help menu ► Best Practices Guide, [Overview of Geospatial Data](#) on page 479, and [Working with FDO Schemas](#) on page 481

To access data through FDO

- 1 Make sure your feature source is set up correctly. If you have questions, refer to the *Readme* file.
- 2 Find out your user name and password, if required.
Your CAD Manager or Database Administrator can help you with this.
- 3 Open or [create the map](#) on page 258 that will include the data from this feature source.
- 4 If you are working with data from various coordinate systems, assign a coordinate system to the current map. See [Assigning a Coordinate System to the Current Drawing](#) on page 137.

All the data you bring into this map will be converted to the map's coordinate system. If you edit the data and save it back to its source, it will be converted back to its original coordinate system.

- 5 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 6 In the left pane of the Data Connect window, select the feature source.
- 7 In the right pane, enter a name for this connection and specify the information needed to connect to the feature source. Click Connect.
- 8 In the Add Data To Map section, under Schema, select the feature classes to include in your map.
- 9 If necessary, click Edit Coordinate Systems to specify the coordinate system for the incoming data.

You must specify the coordinate system that the data uses in its data source. Do not specify the coordinate system for the current map—AutoCAD Map 3D will transform the data to the target coordinate system when it adds it to your map. Hold your cursor over the entry in the Data Connect window to see its coordinate system and spatial context information.
- 10 Click Add To Map.

To bring in a subset of the data, click the down arrow and select Add To Map With Query. See [Filtering Features When You Add Them to a Map](#) on page 270. To filter data after you've added the data to your map, see [Filtering a Feature Layer](#) on page 1002.

Features from the selected feature classes appear in your map. You can style, theme, and edit the features.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

Quick Reference

Connect Feature Source

Connects a feature source

Menu Click File ► Connect To Data.

Icon	
	Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Filtering Features When You Add Them to a Map

When you connect to a geospatial data store, you can choose Add To Map With Query to filter the data you bring into your map.

You can filter a single layer or multiple layers at one time. You can filter the data by its location in the map or by property conditions that you define. For example, you can add only streets that cross a circle you draw on the map, or only parcels on a particular street.

See also:

- [Filtering a Feature Layer](#) on page 1002

To filter feature data when you add it to a map

- 1 [Connect to the data source](#) on page ? in the Data Connect window.
- 2 Under Add Data To Map, check the layers to add.
- 3 Click the Add To Map down arrow and select Add To Map With Query to create your expression.
Any query you create will apply to all selected layers.
- 4 Create the expression for your query.
 - To filter the layer based on one of its properties (for example, to add only the parcels whose Address property specifies a particular street), create a query that evaluates a property.
 - To filter the layer based on location (for example, to bring in only roads within a circle you define by drawing it on the map), create a location-based query.

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Bringing In Features from Oracle

You can bring features from an Oracle data source into your map, creating a [feature layer](#) on page 1751 in Display Manager. When you do this, you can:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- View and edit the features
- Style, theme, and edit the features.
- Lock individual features when you check them out for editing.
- Keep features checked out and locked even when you close your drawing. Features are not checked back in and unlocked until you specify.
- Automatically update the data source with any edits you make. Your edits are immediately visible to anyone else using the data source.
- Create versions of your data. [Versioning](#) on page 1765 creates a copy of the data in the data source. Your changes are made to the new version of the data. Versioning is useful for proposed changes or changes that need approval. When the changes are final, you can make your version the current one.
- Use a data source set up for AutoCAD Map 3D. If your data source schema is not set up to work with AutoCAD Map 3D, AutoCAD Map 3D will create a custom mapping so you can use the data in your map.

- View and edit the schema definition.
- Create an Oracle data source.
- Move SHP data into Oracle to take advantage of better data sharing.
- Bring in a static copy of Oracle data as drawing objects.
- Customize the Oracle [FDO provider](#) on page 1750.

In the 2008 release of AutoCAD Map 3D, a new column called **geometrytype** was added to the table named **F_AttributeDefinition**. To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier, you must first connect to the data store containing this table and run a SQL script. Instructions for this are on the Procedure tab of this topic. To do this, you must have the privileges required to execute the ALTER TABLE request. In the command line, enter the following:

```
sqlplus <datastorename>/<yourpassword>@<tnsServiceName>
@<MapInstallDir>/Fdo/bin/com/AlterSchemaOracle.sql; exit;
```

NOTE For information on customizing this provider, refer to the *FDO API Reference* and the *FDO Provider for Oracle API Reference*. The API has custom commands for gathering information about a provider, transmitting client services exceptions, getting lists of accessible data stores, creating connection objects, and creating and dropping spatial indexes.

See also:

- [Working with Oracle Data](#) on page 482
- [Creating a Data Store](#) on page 504
- [Migrating Data](#) on page 522
- [Importing From Oracle](#) on page 345
- [Styling Features](#) on page 540
- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591

To bring in features from Oracle

- 1 Make sure your feature source is set up correctly.

- 2 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 3 In the Data Connect window, select Add Oracle Connection in the Data Connections By Provider list.
- 4 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 5 Under Service Name, enter the service name for the Oracle data store. If you do not know this name, check with your System Administrator.
- 6 Click Login.
- 7 In the User Name & Password dialog box, enter your user name and password.
Optionally, select Remember Password if you want AutoCAD Map 3D to log you in whenever you open this drawing.
- 8 Under Data Store, enter the data store name. If you do not know this name, check with your System Administrator.
To select from a list of data stores, click the down arrow.

NOTE If the data store is not in the list, it may not use a AutoCAD Map 3D schema. Select Show All Data Stores to add these to the list. AutoCAD Map 3D will create a mapping to use these data stores with AutoCAD Map 3D.

- 9 Optionally, select a version of the data store.
- 10 Click Connect.
- 11 In the feature class list, select the feature classes to include in the map.
- 12 Click Add To Map.
To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you've added the data to your map, see [Filtering a Feature Layer](#) on page 1002.

Features from the selected feature classes appear in your map. You can style, theme, and edit the features.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier

- 1 Verify that you have the privileges required to execute the ALTER TABLE request.

- 2 In the command line, enter the following:

```
sqlplus <datastorename>/<yourpassword>@<tnsServiceName>  
@<MapInstallDir>/Fdo/bin/com/AlterSchemaOracle.sql;  
exit;
```

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Bringing In Features from ArcSDE

When you view and edit features from an ArcSDE data source, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Style, theme, and edit the features.
- Lock individual features when you check them out for editing.
- Keep features checked out and locked even when you close your drawing. Features are not checked back in and unlocked until you specify.

- Automatically update the data source with any edits you make.
Your edits are immediately visible to anyone else using the data source.
- Create versions of your data. [Versioning](#) on page 1765 creates a copy of the data in the data source. Your changes are made to the new version of the data. Versioning is useful for proposed changes or changes that need approval. When the changes are final, you can make your version the current one. To use this feature, you must have versioning support turned on in your database.

NOTE Long transactions must be set in the data store to be available in AutoCAD Map 3D.

- View the schema definition.
- Bring in a static copy of ArcSDE data as drawing objects.

Supported Versions

AutoCAD Map 3D supports ArcSDE 9.1 and 9.2. To use ArcSDE, install the following *DLL* files on the computer on which you run AutoCAD Map 3D:

For version 9.1	For version 9.2
<i>pe91.dll</i>	<i>pe.dll</i>
<i>sde91.dll</i>	<i>sde.dll</i>
<i>sg91.dll</i>	<i>sg.dll</i>

The provider for this data store will check for the 9.2 versions of the *DLL* files first, and will use them if they are found. If the 9.2 versions are not found, it will check for (and use) the 9.1 versions. The client *DLL* version should match the server version that is being used.

If the client and server versions of ArcSDE do not match (for example if you use the 9.1 client and you access the ArcSDE 9.2 server), set up your system for the server version you are using.

Set up the services and hosts files for the appropriate version, and then use these names when you connect to the data in the Data Connect dialog box. For example, specify *arcsdehost\esri_sde_nv*, and not the values. Setup instructions are on the Procedure tab of this topic.

The PATH environment variable must reference the local folder containing these *DLL* files. To accomplish this, you can install an ArcGIS 9.1 Desktop application or the ArcSDE SDK. For more information about ArcGIS 9.1 Desktop applications and the ArcSDE SDK, refer to the ESRI documentation.

NOTE For information on customizing this provider, refer to the *FDO API Reference* and the *FDO Provider for ArcSDE API Reference*.

See also:

- [Working with ESRI ArcSDE Data](#) on page 498
- [Importing ESRI ArcSDE Data](#) on page 327
- [Styling Features](#) on page 540
- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591

To set up your system for ArcSDE 9.2 (or if you use the 9.1 client and you access the ArcSDE 9.2 server)

- 1 Install the following *DLL* files on the computer on which you run AutoCAD Map 3D.
Copy the files to the directory in which the ArcSDE provider is installed. Usually, the directory is *C:\Program Files\AutoCAD Map 3D 2009\FDO\bin*
pe.dll
sde.dll
sg.dll
- 2 Add entries in your *C:\Windows\system32\drivers\etc\services* file.
The entries look like this:

```
esri_92ora 6161/tcp #ArcSDE 9.2 - Oracle  
esri_92sql 6161/tcp #ArcSDE 9.2 - SQLServer 2005  
esri_sde 5151/tcp #ArcSDE 9.1- Oracle  
esri_sde_ss 5152/tcp #ArcSDE 9.2 - SQLServer
```
- 3 If you have trouble connecting, add a new line in your *C:\Windows\system32\drivers\etc\hosts* file.
The line looks like this:

```
192.168.0.100 arcsdehost
```

To set up your system for ArcSDE 9.1 (or if you use the 9.2 client and you access the ArcSDE 9.1 server)

- 1 Install the following *DLL* files on the computer on which you run AutoCAD Map 3D.
Copy the files to the directory in which the ArcSDE provider is installed. Usually, the directory is *C:\Program Files\AutoCAD Map 3D 2009\FDO\bin*
pe91.dll
sde91.dll
sg91.dll
- 2 Add entries in your *C:\Windows\system32\drivers\etc\services* file.
The entries look like this:

```
esri_92ora 6161/tcp #ArcSDE 9.2 - Oracle  
esri_92sql 6161/tcp #ArcSDE 9.2 - SQLServer 2005  
esri_sde 5151/tcp #ArcSDE 9.1- Oracle  
esri_sde_ss 5152/tcp #ArcSDE 9.2 - SQLServer
```
- 3 If you have trouble connecting, add a new line in your *C:\Windows\system32\drivers\etc\hosts* file.
The line looks like this:

```
192.168.0.100 arcsdehost
```

To bring in features from ESRI ArcSDE

- 1 Make sure your feature source is set up correctly. For a list of issues, refer to the *Readme*.
- 2 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 3 In the Data Connect window, select Add ArcSDE Connection in the Data Connections By Provider list.
- 4 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 5 Under Server Name and Instance Name, enter the information for the ArcSDE database. If you do not know the name, check with your System Administrator.
- 6 Click Login.

- 7 In the User Name & Password dialog box, enter your user name and password.
Optionally, select Remember Password if you want AutoCAD Map 3D to log you in whenever you open this drawing.
- 8 Click OK.
- 9 In Data Connect, under Data Store, enter the database name. If you do not know this name, check with your System Administrator.
To select from a list of databases, click the down arrow. AutoCAD Map 3D connects to the specified server and instance and lists the available databases. If you set up your hosts and services files as described, use these names. For example, specify *arcsdehost\esri_sde_nv*, and not the values.
- 10 Optionally, select a version of the database.
- 11 Click Connect.
- 12 In the feature class list, select the feature classes to include in the map.
- 13 Click Add To Map.
To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you've added the data to your map, see [Filtering a Feature Layer](#) on page 1002.

Features from the selected feature classes appear in your map.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

Quick Reference

Connect Feature Source

Connects a feature source

Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Bringing In Features from SQL Server

When you view and edit features from a SQL Server data source, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Style, theme, and edit the features.
- Automatically update the data source with any edits you make.
Your edits are immediately visible to anyone else using the data source.
- View and edit the schema definition.
- Create a SQL Server data source.
- Move other geospatial data (for example, SHP data) into SQL Server, to take advantage of better data sharing.

In the 2008 release of AutoCAD Map 3D, a new column called **geometrytype** was added to the table named **F_AttributeDefinition**. To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier, you must first connect to the data store containing this table and run a SQL script. Instructions for this are on the Procedure tab of this topic.

NOTE You can customize the SQL Server [FDO provider](#) on page 1750. The API has custom commands to support schema read/write and geospatial and non-geospatial data read/write. For more information, refer to the *FDO API Reference* and the *FDO Provider for SQL Server API Reference*.

See also:

- [Working with SQL Server Data](#) on page 486
- [Creating a Data Store](#) on page 504
- [Migrating Data](#) on page 522
- [Styling Features](#) on page 540

- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591

To bring in features from SQL Server

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add SQL Server Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Under Service Name, enter the information for the SQL Server data source.
If you do not know the name, check with your System Administrator.
- 5 Click Login.
- 6 In the User Name & Password dialog box, enter your user name and password.
Optionally, select Remember Password if you want AutoCAD Map 3D to log you in whenever you open this drawing.
- 7 Click OK.
- 8 In Data Connect, under Data Store, enter the data store name. If you do not know this name, check with your System Administrator.
To select from a list of data stores, click the down arrow. AutoCAD Map 3D connects to the specified server and instance and lists the available data stores.

NOTE If the data store is not in the list, it may not use a AutoCAD Map 3D schema. Select Show All Data Stores to add these to the list. AutoCAD Map 3D will create a mapping to use these data stores with AutoCAD Map 3D.

- 9 Click Connect.
- 10 In the feature class list, select the feature classes to include in the map.
- 11 Click Add To Map.
To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you've added the data to your map, see [Filtering a Feature Layer](#) on page 1002.

Features from the selected feature classes appear in your map. You can style, theme, and edit the features.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.


To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier

- 1 Verify that you have the privileges required to execute the ALTER TABLE request.
- 2 In the command line, enter the following:
`cd <MapInstallDir>/Fdo/bin/com`
- 3 Do one of the following:
 - For SQL Server 2005, enter `sqlcmd -UMyUserName -P MyPassword -S SQLServerHostName -d MyDatastore -i AlterSchemaSQLServer.sql`
 - For SQL Server 2000, enter `isql -UMyUserName -P MyPassword -S SQLServerHostName -d MyDatastore -i AlterSchemaSQLServer.sql`

Quick Reference

Connect Feature Source

Connects a feature source

Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Bringing In Features from MySQL

When you view and edit features from a MySQL data source, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Style, theme, and edit the features.
- Automatically update the data source with any edits you make.
Your edits are immediately visible to anyone else using the data source.
- Use a data store set up for AutoCAD Map 3D or in other applications. If your data source schema is not set up to work with AutoCAD Map 3D, for example, AutoCAD Map 3D will create a custom mapping so you can use the data in your map.
- View and edit the schema definition.
- Create a MySQL data source.
- Move data from other geospatial sources (for example, SHP data) into MySQL, to take advantage of better data sharing.

For AutoCAD Map 3D 2009, the recommended version of MySQL is 5.0.27.

In the 2008 release of AutoCAD Map 3D, a new column called **geometrytype** was added to the table named **F_AttributeDefinition**. To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier, you must first connect to the data store containing this table and run a SQL script. Instructions for this are on the Procedure tab of this topic.

NOTE The MySQL architecture supports different storage engines, each with varying characteristics and capabilities. The API has custom commands for gathering information, transmitting exceptions, getting lists of accessible data stores, and creating connection objects. There is support for spatial data types and spatial query operations. For more information, refer to the *FDO API Reference* and the *FDO Provider for MYSQL API Reference*.

See also:

- [Working with MySQL Data](#) on page 489

- [Creating a Data Store](#) on page 504
- [Migrating Data](#) on page 522
- [Styling Features](#) on page 540
- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591

To bring in features from MySQL

- 1 Before connecting to a MySQL database, install the library file *libmysql.dll*.
- 2 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 3 In the Data Connect window, select Add MySQL Connection in the Data Connections By Provider list.
- 4 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 5 Under Service Name, enter the information for the MySQL data source.
If you do not know the name, check with your System Administrator.
- 6 Click Login.
- 7 In the User Name & Password dialog box, enter your user name and password.
Optionally, select Remember Password if you want AutoCAD Map 3D to log you in whenever you open this drawing.
- 8 Click OK.
- 9 In Data Connect, under Data Store, enter the data store name. If you do not know this name, check with your System Administrator.
To select from a list of data stores, click the down arrow. AutoCAD Map 3D connects to the specified server and instance and lists the available data stores.

NOTE If the data store is not in the list, it may not use a AutoCAD Map 3D schema. Select Show All Data Stores to add these to the list. AutoCAD Map 3D will create a mapping to use these data stores with AutoCAD Map 3D.

- 10 Click Connect.

11 In the feature class list, select the feature classes to include in the map.

12 Click Add To Map.

To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you've added the data to your map, see [Filtering a Feature Layer](#) on page 1002.

Features from the selected feature classes appear in your map. You can style, theme, and edit the features.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

To use AutoCAD Map 3D 2009 to access FDO data stores that were created in AutoCAD Map 3D 2007 and earlier

1 Verify that you have the privileges required to execute the ALTER TABLE request.

2 In the command line, enter the following:

```
cd <MapInstallDir>/Fdo/bin/com  
  
mysql --user=MyUserName --password=MyPasswordMyDatabase  
<AlterSchemaMySQL.sql> MyLogFile  
  
quit
```

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Bringing In Features from SHP

You can access existing spatial and attribute data in ESRI SHP files, which store both geometry and attributes (data) for features. A single shape can have a number of separate files: SHP (shape geometry), SHX (shape index), PRJ (projection information), CPG (code page files), IDX (spatial index), and DBF (shape attributes in dBASE format). AutoCAD Map 3D treats each SHP and associated DBF file as a feature class with a single geometry property.

When you view and edit features from a SHP data source, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Style, theme, and edit the features.
- Lock the file when you connect to it.
- Automatically update the data source with any edits you make.
- View and edit the schema definition.

You can bring SHP data into your map in two ways:

- Use Data Connect to view and edit the data directly in the SHP file. Use this method to edit geometry and attributes or to style and theme the data. For information, click the Procedure tab at the top of this Help topic.
- Import the data into this drawing, which converts it to drawing objects. Use this method to clean the data or to create a DWG file. You can export the objects back to SHP format.

NOTE For information on customizing the SHP [FDO provider](#) on page 1750, refer to the *FDO API Reference* and the *FDO Provider for SHP API Reference*.

See also:


- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Converting and Exporting](#) on page 1164
- [Working with SHP Data](#) on page 494
- [Styling Features](#) on page 540

- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591

To bring in features from SHP

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add SHP Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Under Source File Or Folder, specify the location of the file. To include multiple files in a group, specify a folder.



Click  to browse to a file. Click the folder icon to browse to a folder.

- 5 Click Connect.
- 6 In the feature class list, select the feature classes to include in the map.
- 7 Verify that the coordinate systems are correct. To change a coordinate system, click the coordinate system and select a new one from the list.
- 8 Click Add To Map.
To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you've added the data to your map, see [Filtering a Feature Layer](#) on page 1002.


Features from the selected feature classes appear in your map. You can style, theme, and edit the features.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

Quick Reference

Connect Feature Source

Connects a feature source

Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Bringing In Features from SDF

You can access spatial and attribute data in an Autodesk Spatial Data File (SDF). SDF supports spatial indexing and can store geometric and non-geometric data with minimum overhead.

When you view and edit features from an SDF data source, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Style, theme, and edit the features.
- Automatically update the data source with any edits you make.
- View and edit the schema definition.
- Move SDF data into other geospatial formats, to take advantage of better data sharing

NOTE The procedures here apply to the current version of SDF (SDF3). For SDF 2 files (created for MapGuide version 6.5 or earlier), you cannot use these procedures. Instead, [import](#) on page 325 the file.

You can bring SDF data into your map in three ways:

- Use Data Connect to view and edit the data directly in the SDF file. Use this method to edit geometry and attributes or to style and theme the data. For information, click the Procedure tab at the top of this Help topic.
- Import the data into the current map, which converts the SDF data to drawing objects. Use this method to clean the data or to create a DWG file. You can export the objects back to SDF.

- For SDF 2 files (created for MapGuide version 6.5 or earlier), use the separate [SDF 2 Import](#) on page 325 and [SDF 2 Export](#) on page 1175 commands.

NOTE For information on customizing this provider, refer to the *FDO API Reference* and the *FDO Provider for SDF API Reference*.

See also:

- [Editing a Schema](#) on page 519
- [Importing Autodesk SDF 2](#) on page 325
- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Converting and Exporting](#) on page 1164
- [Working with SDF Data](#) on page 491
- [Migrating Data](#) on page 522
- [Styling Features](#) on page 540
- [To create a map with styled feature layers](#) on page 541
- [To edit a feature using feature editing commands](#) on page 591

To bring in features from SDF

- 1 In the [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add SDF Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Under Source File, specify the file.
- 5 Click Connect.
- 6 In the feature class list, select the feature classes to include in the map.
- 7 Verify that the coordinate systems are correct. To change a coordinate system, click the coordinate system and select a new one from the list.
- 8 Click Add To Map.

To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you’ve added the data to your map, see [Filtering a Feature Layer](#) on page 1002.


Features from the selected feature classes appear in your map. You can style, theme, and edit the features.

If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

NOTE For SDF files created for MapGuide version 6.5 or earlier, you cannot use this procedure. Instead, [import](#) on page 326 the file.

Quick Reference

Connect Feature Source

Connects a feature source	
Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Accessing Data from ODBC

Use an ODBC connection to access attribute or point data in Microsoft Access, Microsoft Excel, or dBASE.

Attribute data allows you to join information from a non-geometry source to a geometric feature. For example, you can join assessor data to a parcel layer. For information about joins, see [Joining Data to GIS Features](#) on page 439.

Point data can include survey points, [LIDAR](#) on page 1754 data, or GPS data, which is typically specified either by Latitude and Longitude columns or by XY coordinates.

By default, AutoCAD Map 3D maps each table in the database to a “feature class” while each column becomes a “property.”

When you view and edit data from an ODBC database, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Style, theme, and edit the features.
- Lock the file when you connect to it.
- Automatically update the data source with any edits you make. Your edits are immediately visible to anyone else using the data source.
- Define feature classes for any relational database table with X, Y (and, optionally, Z) columns. Object locations are stored in separate properties in the object definition of a feature, which is accessible through the Geometry class property. You cannot create or delete feature schemas.

Microsoft Excel Data

To access Microsoft Excel data, you must define table ranges in Excel. These named ranges in the worksheet can then be treated as separate ODBC tables, with each one mapping to an [FDO](#) on page 1750 feature class. If you don't define named ranges, no feature classes are available to add to your map. Instructions for defining a table range are on the Procedure tab of this topic.

Microsoft Access Data

Some Microsoft Access databases have primary keys that are auto-generated by the application. You can load data from Microsoft Access databases without these primary keys and use that data for joins, etc. However, without a primary key you cannot create and update data.

To perform a AutoCAD Map 3D location query in a Microsoft Access database that contains long integer values (longs), use the tools in Access to remove the indexes from location-based x/y columns.

NOTE For information on customizing this provider, refer to the *FDO API Reference* and the *FDO Provider for ODBC API Reference*.

See also:

- [Working with ODBC Data](#) on page 496
- [Styling Features](#) on page 540

- [Theming Features](#) on page 955
- [Using Feature Editing Commands](#) on page 590
- [To access ODBC data](#) on page 291
- [To create a DSN in Windows XP](#) on page 292
- [To define the table ranges needed to access Excel data](#) on page 292

To access ODBC data

- 1 In the [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add ODBC Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Under Source Type, select one of the following:
 - Data Source Name (DSN) — Use a DSN you have defined in your Windows Control Panel. See below.
 - Connection String — The connection string specifies the driver and path to use.
- 5 Under source, specify the table.
 - Data Source Name (DSN) — Click the browse button and select the DSN.
 - Connection String — Specify the driver and path. For a Microsoft Access database, use the format:
`Driver={Microsoft Access Driver (*.mdb)};DBQ=pathname\filename.mdb`
 Where *pathname\filename.mdb* is the complete path and filename of the Microsoft Access database. Note the curly braces and the space before “ (*.mdb) ” For more information, see the ODBC documentation on the Microsoft Web site.
- 6 If required by the table, enter your user name and password.
- 7 Click Connect.

- 8 Under Add Data To Map, select the tables.
- 9 For each table, specify the coordinate system.
- 10 Specify the columns to use for point geometry. This can be latitude/longitude or X, Y, and Z coordinates. To specify the column name, click in the field, then click the down arrow to choose from a list of column names.
- 11 Click Add To Map.
If Add To Map is greyed, check that you have specified the coordinate system and X and Y columns for the table.

To create a DSN in Windows XP

- 1 From your Windows desktop, click Start menu ► Settings ► Control Panel and open the Administrative Tools control panel.
- 2 Double-click Data Sources (ODBC).
- 3 In the ODBC Data Source Administrator, click User DSN or System DSN. A User DSN is visible only to you. A System DSN is visible to all users on the current machine.
- 4 Click Add and select the driver to use.
For example, to create a DSN for an Access database, select Microsoft Access Driver.
- 5 In the ODBC Microsoft Access dialog box, enter information about the data. When you finish, click OK. Click OK again to close the ODBC Data Source Administrator dialog box.

The DSN you defined will appear in the DSN list in the Data Connect window.

To define the table ranges needed to access Excel data

- 1 In Excel, open the Excel worksheet.
- 2 Select all the data by pressing Ctrl + A.
- 3 Click Insert menu ► Name ► Define to define a named range.
- 4 Enter a name for the feature class, for example, Country_Literacy.
- 5 Close Excel.

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Bringing In Features from WFS

You can bring in web-based features that have been published to a public web server using the WFS (Web Feature Service) open standard developed by the OpenGIS Consortium (OGC).

Once you have located the WFS data you want, determine the URL of the page that serves the published layers. Often, this is not a standard web page that you can open in a browser, but a page that has been programmed using a scripting language such as CGI, PHP, or ASP. See below for some examples. You paste the address into the Data Connect window in AutoCAD Map 3D to access the data on that page.

When you bring in features from a WFS data source, you can do the following:

- Select the feature classes to include in your map.
- Set conditions to limit the features in your map.
- Reproject the data to the coordinate system of your map. Attribute data may also be available for the WFS layers.

- Style and theme features. You cannot edit features from a WFS data source.

Example WFS Data Sources

WFS Data Source	Description
http://demo.cubewerx.com/demo/cube-serv/cubeserv.cgi?datastore=Foundation	Data layers such as boundaries, terrains, physiography, utilities, and more.
http://regis.inter-graph.com/wfs/dcmetro/request.asp?	Virginia, USA Census tracts, Congressional districts, counties, interstates, POI, and places.

NOTE For information on customizing this provider, refer to the *FDO API Reference* and *The Essential FDO*.

See also:

- [Working with WFS Data](#) on page 500
- [Adding an Image from a WMS \(Web Map Service\)](#) on page 377
- [Styling Features](#) on page 540
- [To create a map with styled feature layers](#) on page 541

To bring in features from WFS

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add WGS Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Under server name, specify the URL for the WFS server. Click the down arrow to choose from a list of recently-used URLs.
- 5 If required, enter your user name and password.
- 6 Click Connect.
- 7 In the Add Data To Map area, select the feature classes to include.


- 8 For each feature class you select, verify the coordinate system.
- 9 Click Add To Map.

To bring in a subset of the data, click the down arrow and select [Add To Map With Query](#) on page 270. To filter data after you’ve added the data to your map, see [Filtering a Feature Layer](#) on page 1002.

Features from the selected feature classes appear in your map. If you need additional properties related to this data, you can connect additional data to a feature source layer using a [join](#) on page 439.

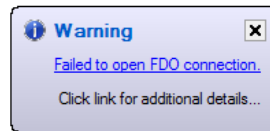
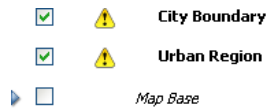
Quick Reference

Connect Feature Source

Connects a feature source	
Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Repairing Broken Feature Connections

If a data file moves from its original location, you may get an error when you open the map that references that data. For example, someone else might create a map using an SDF file. That person then sends the map and SDF file to you. If you store the SDF file with a different path name than the one used by the original map creator, AutoCAD Map 3D will display an error.



To resolve this problem, you need to reconnect the data using the correct path. By doing so, you maintain styling information.

TIP To avoid this problem, use eTransmit to package and transfer files for a map. Although this method does not work for database data (such as Oracle or SQL Server data stores), it will preserve the connections of all file-based data, such as SDF and SHP.

See also:

■ [Using eTransmit](#) on page 1139

To reconnect to feature data without losing styling information

- 1 In Data Connect, select the data connection that is broken.
For example, select SDF_1, if the first SDF connection is broken.
- 2 For Source File Or Folder, type or browse to the correct data store location.
- 3 Click Connect, but do not click Add.
Clicking Add creates a new layer in your map, without the styling information from the original layer.

Bringing In Drawing Data From DWG Files

Your map can include drawing objects from the current drawing or from other drawings. To include objects from other drawings, you must first attach those drawings to your map.

NOTE To properly open a DWG file that was created with, or contains feature source provider data, do not double-click the icon that represents the file. Click File ► Open.

Each set of objects you select is stored in a layer in Display Manager. A layer that includes drawing objects is a [drawing layer](#) on page 1748.

Drawing layers in Display Manager are different from “classic” AutoCAD layers that you see in the AutoCAD Layer Properties Manager. AutoCAD users who do not have AutoCAD Map 3D do not have Display Manager and so cannot see Display Manager layers.

You style AutoCAD layers using the Layer Properties Manager. When you bring in data by object class, location, property, or query, and store that data in a Display Manager drawing layer, you can style and theme the layer using Display Manager tools, and use the mapping and GIS tools available in AutoCAD Map 3D.

See also:

- [Attaching a Drawing](#) on page 146
- [Use these procedures to bring drawing objects into your map](#) on page 300
- [To bring in drawing objects from AutoCAD layers in the current drawing](#) on page 301
- [To bring in drawing objects based on object classes in the current drawing](#) on page 303
- [To bring in drawing objects based on location](#) on page 304
- [To bring in drawing objects based on object properties](#) on page 307
- [To bring in drawing objects based on object data or external \(SQL\) data](#) on page 309
- [To bring in drawing objects based on object data](#) on page 309
- [To bring in drawing objects based on external \(SQL\) data](#) on page 310
- [To bring in drawing objects based on topology](#) on page 312
- [To bring in drawing objects by combining query conditions](#) on page 313

Overview of Bringing in Drawing Data From DWG Files

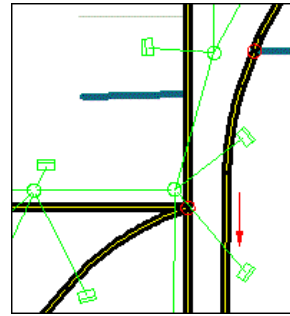
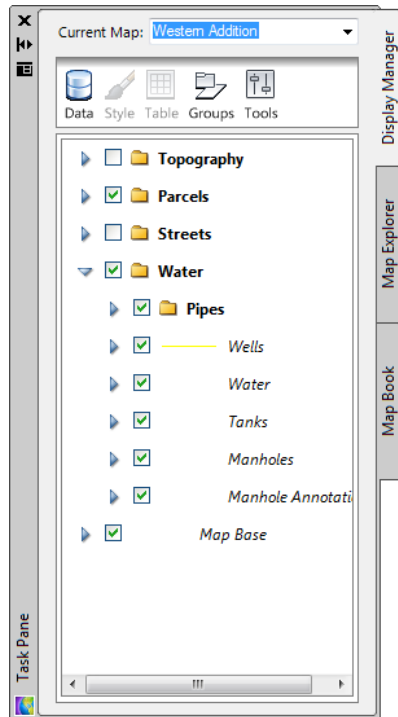
You can include drawing objects in your map so you can view, edit, style and theme them.

You can select objects from the current drawing and from attached drawings. For information about attached drawings, see [Attaching Drawings](#) on page 144.

Each set of objects you select is stored in a [drawing layer](#) on page 1748 in Display Manager.

When you create a drawing layer based on...	It includes...	From...
AutoCAD Layer on page 301	All the objects on the selected AutoCAD layer	The current drawing
Object class on page 302	All the objects in the selected object class	The current drawing
Topology on page 311	All the objects in the selected topology	The current drawing
Location on page 304	All the objects in the specified location	The current drawing, attached source drawings, or a selected topology
Object property on page 306	All objects that have the selected property, such as elevation, layer, or area	The current drawing, attached source drawings, or a selected topology
Attached data on page 308	All objects with the specified data, such as object data or linked records from an external database	The current drawing, attached source drawings, or a selected topology

In this city map example, there are separate drawing layers for each set of entities comprising the water system.



Use the Display Manager check boxes to turn off layers, which hides the objects on that layer, or to turn off styles, which displays the drawing objects on that layer without styles. For more information on styling drawing layers, see [Overview of Styling Drawing Layers](#) on page 550.

Map Base

Objects in the current drawing that are not included in any layer are included in the Map Base layer. You can hide all objects on this layer.

NOTE Objects from attached drawings that you have queried into the current drawing using a standard query are added to the Map Base layer. To style these objects separately in your map, create a query to bring them into the display.

See also:

- [Attaching Drawings](#) on page 144
- [Assigning Coordinate Systems](#) on page 133
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects by Property](#) on page 306
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Overview of Bringing In GIS Features](#) on page 266
- [Overview of Adding Rasters and Surfaces](#) on page 370

Use these procedures to bring drawing objects into your map


- [To bring in drawing objects from AutoCAD layers in the current drawing](#) on page 301
- [To bring in drawing objects based on object classes in the current drawing](#) on page 303
- [To bring in drawing objects based on location](#) on page 304
- [To bring in drawing objects based on object properties](#) on page 307
- [To bring in drawing objects based on object data or external \(SQL\) data](#) on page 309
- [To bring in drawing objects based on topology](#) on page 312

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
-------------	---

Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Bringing In Drawing Objects from AutoCAD Layers

In your map, you can create a [drawing layer](#) on page 1748 in Display Manager that includes all the objects from selected AutoCAD layers in the current drawing.

For example, you can create a layer that includes all the fire hydrants by selecting the HYDRANT AutoCAD layer.

You can organize layers into groups. Grouping layers lets you quickly turn off the display of all the objects in the group.

TIP To select just some of the objects on an AutoCAD layer, use a query to add the objects to your map and combine several conditions. For example, select only the fire hydrants within 1000 meters of a corporation yard.

See also:

- [Combining Conditions](#) on page 313
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects by Property](#) on page 306
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Bringing in GIS Features](#) on page 265

To bring in drawing objects from AutoCAD layers in the current drawing

- 1 In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Drawing Layer.

- 2 In the [Select Layers dialog box](#) on page 1368, select the AutoCAD layers that include the objects to display.
AutoCAD Map 3D creates a layer in Display Manager for each AutoCAD layer you select.
- 3 To group the layers, select Group Selection.
If you combine the layers in a group, you can turn the display of the group on or off.
- 4 Click OK.

The new layer appears in Display Manager. All objects on the selected AutoCAD layer are included in this layer. If you selected multiple AutoCAD layers, multiple layers are created in your map. To see the objects, you may need to zoom to the drawing extents. Click Map ► Drawings ► Zoom Drawing Extents.

Quick Reference

New Display Manager Layer - AutoCAD Layer

Creates a new layer from AutoCAD layers in Display Manager

Task Pane	In Display Manager, click Data ► Add Drawing Data ► Drawing Layer
Dialog Box	Select Display Element dialog box

Bringing In Drawing Objects by Object Class

In your map, you can create a [drawing layer](#) on page 1748 in Display Manager that includes all the objects in an object class in the current drawing.

For example, to create a layer that includes all the primary roads, select the PRIMARY_ROADS object class.

You can organize layers into groups. Grouping layers lets you quickly turn off the display of all the objects in the group.

TIP To select just some of the objects in an object class, use a query to add the objects to your map and combine conditions. For example, you can select only the primary roads in the West quadrant of the county.

See also:

- [Combining Conditions](#) on page 313
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects by Property](#) on page 306
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Bringing in GIS Features](#) on page 265

To bring in drawing objects based on object classes in the current drawing

- 1 In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Object Class.
- 2 In the [Select Classes dialog box](#) on page 1368, select the object classes that include the objects to display.
AutoCAD Map 3D creates a layer in Display Manager for each object class you select.
- 3 To group the object class layers, select Group Selection.
If you combine the layers in a group, you can turn the display of the group on or off.
- 4 Click OK.

The new layer appears in Display Manager. All objects in the selected object class are included in this layer. If you selected multiple object classes, multiple layers are created. To see the objects, you may need to zoom to the drawing extents. Click Map ► Drawings ► Zoom Drawing Extents.

Quick Reference

New Display Manager Layer - Object Class

Creates a new object class layer in the Display Manager

Task Pane	In Display Manager, click Data ► Add Drawing Data ► Object Class...
------------------	---

Bringing In Drawing Objects by Location

In your map, you can create a [drawing layer](#) on page 1748 in Display Manager that includes the objects in a specified location. You can select from objects in the current map, in attached drawings, or in a topology.

For example, you can select all utility poles within 100 feet of a specified road or all parks within a specified quadrant of the city.

TIP You can use a query to combine a location condition with other conditions. For example, you can find all parcels that are zoned residential and are within 500 meters of a contaminated well.

See also:

- [Attaching Drawings](#) on page 144
- [Combining Conditions](#) on page 313
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Property](#) on page 306
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Bringing in GIS Features](#) on page 265

To bring in drawing objects based on location

- 1 Do one of the following:
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Current Drawing.
 - In Display Manager, click Data ► Add Drawing Data ► Query Source Drawing. Be sure you have [attached](#) on page 144 the DWG files to query.
 - In Display Manager, click Data ► Add Drawing Data ► Query Topology.

- 2 In the [Define Query dialog box](#) on page 1572, click Location.
- 3 In the [Location Condition dialog box](#) on page 1584, select a boundary to determine the type of area to query.
Select Fence to specify a new polyline; select Polyline to use an existing polyline.
- 4 Choose a selection type:
 - Inside includes only objects that are completely inside the boundary.
 - Crossing includes all objects that are inside the boundary or crossing the boundary.
- 5 If you select the Polyline boundary, specify a polyline mode.
- 6 To define the coordinates of the boundary, click Define and use any AutoCAD Map 3D selection method to define the boundary.
- 7 Click OK.
- 8 Optionally, define another condition. See [Combining Conditions](#) on page 313.
- 9 In the Define Query dialog box, click OK.

The new layer appears in Display Manager. Objects that meet the conditions of the query are included in this layer. To see the objects, you may need to zoom to the drawing extents. Click Map ► Drawings ► Zoom Drawing Extents.

Quick Reference

New Display Manager Layer - Query

Creates a new query layer in Display Manager

Task Pane	In Display Manager, click Data ► Add Drawing Data and then select a query type
Dialog Box	Define Query dialog box

Bringing In Drawing Objects by Property

In your map, you can create a [drawing layer](#) on page 1748 in Display Manager that includes objects that have a specific property. You can select from objects in the current map, or from objects in attached drawings.

For example, you can select all roads with a dashed linetype.

TIP You can combine a property condition with other conditions to create very specific queries. For example, you could find all parcels that are zoned Residential and have an elevation lower than 50.

Additional Information

- If an object has the property set to BYLAYER, it will be selected only if you set the search value to BYLAYER.
For example, if you search for a DASHED linetype, you will get only objects that have the linetype set to DASHED; you will not get objects that have that linetype because they reside on a layer with a DASHED linetype. To get these objects, you must set the search value to BYLAYER.
- Custom objects will not appear in the Object Type values list until you load the DBX module for the object.
- Because topology information is stored in object data, use a data condition to search for the following properties of topology objects: area, length, perimeter, direction, direct resistance, and reverse resistance.

See also:

- [Attaching Drawings](#) on page 144
- [Combining Conditions](#) on page 313
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Bringing in GIS Features](#) on page 265

To bring in drawing objects based on object properties

- 1 Do one of the following:
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Current Drawing.
 - In Display Manager, click Data ► Add Drawing Data ► Query Source Drawing. Be sure you have [attached](#) on page 144 the DWG files to query.
 - In Display Manager, click Data ► Add Drawing Data ► Query Topology.
- 2 In the [Define Query dialog box](#) on page 1572, click Property.
- 3 In the [Property Condition dialog box](#) on page 1589, select a property.
- 4 Select an operator.

For some properties, such as layer, the only available operator is = (equal).
- 5 Enter a value for the property.

To select from a list of values, click Values. For example, if you select the layer property, click Values to display a list of layers in the drawings.

You can use wild-card characters to enter values for the following properties: Block Name, Color, Text Style, Object Type, Group, Layer, Feature Class, Linetype, and Plotstyle.
- 6 Click OK.
- 7 Optionally, define another condition. See [Combining Conditions](#) on page 313.
- 8 In the Define Query dialog box, click OK.

The new layer appears in Display Manager. Objects that meet the conditions of the query are included in this layer. To see the objects, you may need to zoom to the drawing extents. Click Map ► Drawings ► Zoom Drawing Extents.

Quick Reference

New Display Manager Layer - Query

Creates a new query layer in Display Manager

Task Pane	In Display Manager, click Data ► Add Drawing Data and then select a query type
Dialog Box	Define Query dialog box

Bringing In Drawing Objects Based on Attached Data

In your map, you can add a [drawing layer](#) on page 1748 in Display Manager that contains objects based on attribute data associated with the object, for example, object data or data in a linked external database. Select from objects in the current map, or from objects in attached drawings.

For example, if you have a linked database that lists pavement surfaces, you can select all objects with a gravel pavement surface.

TIP Combine a data condition with other conditions to create very specific queries. For example, you could find all parcels that are zoned Residential and are within 500 yards of a contaminated well.

Notes

- You cannot retrieve objects based on constant block attributes.
- For Data queries, the Database Link option tests the link data stored on the object, not the data in the database table. To retrieve objects based on data in the linked database table, create a SQL condition.
- Because topology information is stored in object data, use a data condition to search for the following properties of topology objects: area, length, perimeter, direction, direct resistance, and reverse resistance.

See also:

- [Attaching Drawings](#) on page 144
- [Combining Conditions](#) on page 313
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects by Property](#) on page 306

- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Bringing in GIS Features](#) on page 265
- [To bring in drawing objects based on object data or external \(SQL\) data](#) on page 309
- [To bring in drawing objects based on object data](#) on page 309
- [To bring in drawing objects based on external \(SQL\) data](#) on page 310

To bring in drawing objects based on object data or external (SQL) data

- [To select objects based on object data](#) on page ?
- [To select objects based on external \(SQL\) data](#) on page ?

To bring in drawing objects based on object data

- 1 Do one of the following:
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Current Drawing.
 - In Display Manager, click Data ► Add Drawing Data ► Query Source Drawing. Be sure you have [attached](#) on page 144 the DWG files to query.
 - In Display Manager, click Data ► Add Drawing Data ► Query Topology.
- 2 In the [Define Query dialog box](#) on page 1572, click Data.
- 3 In the [Data Condition dialog box](#) on page 1570, select the type of data to use.
- 4 Specify the location of the data.
 - To retrieve objects based on object class, in the Class list, select the object class of the objects to retrieve. Under Properties, select the specific properties to query.
 - To retrieve objects based on object data, select the table and field to query.
If two attached drawings have a table with the same name, AutoCAD Map 3D recognizes only the fields defined in the first drawing you activate.

- To retrieve objects based on database link data, in the Link Template list, select the link template associated with the objects to retrieve. Under Key Columns, select the key column to query. To search for objects in attached drawings, only link templates defined in your attached drawing are displayed in the list.
 - To retrieve objects based on block attribute information, in the Blocks list, select the block that contains the attribute tag information to query. Under Attribute Tags, select the attribute tag to query, or select * in the Blocks list to see a list of all the attribute tags of all the blocks in the active drawing.
- 5 Select an operator.
When you query database link data, only the = operator is available.
 - 6 Enter the data value.
You can use wild-card characters for Value. For more information about wild cards, see [Wildcard Characters](#) on page 1278.
 - 7 Click OK.
 - 8 In the Define Query dialog box, click OK.

NOTE Before you execute a query with a SQL condition, verify that the appropriate data source is attached and connected.

To bring in drawing objects based on external (SQL) data

- 1 Do one of the following:
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Current Drawing.
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Source Drawing. Be sure you have [attached](#) on page 144 the DWG files to query.
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Topology.
- 2 In the [Define Query dialog box](#) on page 1572, click SQL.
- 3 In the [SQL Link Condition dialog box](#) on page 1601, select the link template for the table to search.

If you chose Attached Drawings in Step 1, the link template list includes only link templates for active attached drawings. If the link template is not listed, verify that it is defined in the attached drawing.

- 4 Create a SQL condition by selecting a column, an operator, and a value. To type the condition, click Type Condition.
- 5 Click Add Condition to add the condition to the Current SQL Condition list.
- 6 To add more conditions, select And or Or. Create another condition.
- 7 When you finish building the SQL condition, click OK.
- 8 Optionally, define another condition. See [Combining Conditions](#) on page 313.
- 9 In the Define Query dialog box, click OK.

The new layer appears in Display Manager. Objects that meet the conditions of the query are included in this layer. To see the objects, you may need to zoom to the drawing extents. Click Map ► Drawings ► Zoom Drawing Extents.

Quick Reference

New Display Manager Layer - Query

Creates a new query layer in Display Manager

Task Pane	In Display Manager, click Data ► Add Drawing Data and then select a query type
Dialog Box	Define Query dialog box

Bringing In Drawing Objects Based on Topology

You can create a [drawing layer](#) on page 1748 in Display Manager that includes all the objects in a topology.

For example, to create a layer that includes all the objects in the Streets topology, select the STREETS topology.

You can organize layers into groups. Grouping layers lets you quickly turn off the display of all the objects in the group.

TIP To select just some of the objects in a topology, combine conditions. For example, you could find only the streets with four or more lanes.

See also:

- [Attaching Drawings](#) on page 144
- [Combining Conditions](#) on page 313
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects by Property](#) on page 306
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Creating Topologies](#) on page 689

To bring in drawing objects based on topology

- 1 In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Topology.
- 2 In the [Select Display Element dialog box](#) on page 1368, select the topologies that include the objects to display.
AutoCAD Map 3D creates a layer in Display Manager for each topology you select.
- 3 To group topology layers, select Group Selection.
If you combine the layers in a group, you can turn the display of the group on or off.
- 4 Click OK.

The new layer appears in Display Manager. All objects in the selected topology are included in this layer. If you selected multiple topologies, multiple layers are created. To see the objects, you may need to zoom to the drawing extents. Click Map ► Drawings ► Zoom Drawing Extents.

Quick Reference

New Display Manager Layer - Topology

Creates a new topology layer in Display Manager

Task Pane In Display Manager, click Data ► Add Drawing
Data ► Topology...

Dialog Box Select Display Element dialog box

Combining Conditions

You can combine query conditions to select specific drawing objects for a new [drawing layer](#) on page 1748 in Display Manager.

For example, you can combine a layer condition with a location condition to find utility lines in the West quadrant of a city.

You can select from objects in the current map, in attached drawings, or in a topology.

See also:

- [Attaching Drawings](#) on page 144
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301
- [Bringing In Drawing Objects by Object Class](#) on page 302
- [Bringing In Drawing Objects Based on Topology](#) on page 311
- [Bringing In Drawing Objects by Location](#) on page 304
- [Bringing In Drawing Objects by Property](#) on page 306
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308

To bring in drawing objects by combining query conditions

- 1 Do one of the following:
 - In [Display Manager](#) on page 1748, click Data ► Add Drawing Data ► Query Current Drawing.
 - In Display Manager, click Data ► Add Drawing Data ► Query Source Drawing. Be sure you have [attached](#) on page 144 the DWG files to query.
 - In Display Manager, click Data ► Add Drawing Data ► Query Topology.

2 In the [Define Query dialog box](#) on page 1572, create the first condition by clicking Query Type.

- Location — Selects objects based on their location. Click Zoom Ext to zoom to the extents of all active attached drawings.
- Property — Selects objects based on an object property, such as layer, color, or area.
- Data — Selects objects based on object class, object properties, database links, object data, or attributes.
- SQL — Selects objects based on linked external data.

When you finish defining the condition, you return to the Define Query dialog box with the condition listed in the Current Query area.

3 Before you create the next condition, select a joining operator.

- And — Finds objects only if both conditions are true.
- Or — Finds objects if either condition is true.
- And Not — Finds objects only if the first condition is true and the second condition is false.
- Or Not — Finds objects if either the first condition is true or the second condition is false.

4 Create the next condition by clicking Query Type.

5 Continue to create conditions.

6 To group conditions, select the first and last condition in the group. Click Group. Conditions inside the parentheses are evaluated first.

7 When you finish defining conditions, click OK.

The new layer appears in Display Manager. Objects that meet the conditions of the query are included in this layer. To see the objects, you may need to zoom to the drawing extents. Click View ► Extents.

Quick Reference

New Display Manager Layer - Query

Creates a new query layer in Display Manager

Task Pane	In Display Manager, click Data ► Add Drawing Data and then select a query type
Dialog Box	Define Query dialog box

Converting Data From Other Formats to Drawing Objects

You can import maps from other formats into AutoCAD Map 3D. The imported data is brought into the current drawing and the geometry is converted to drawing objects. The attribute data and display options associated with the objects can also be imported.

In addition, you can specify an area of the map to import, assign incoming objects to existing object classes, and automatically perform a coordinate conversion on the objects as they are imported.

When you directly access data through FDO (using Data Connect), you make all edits and changes directly to the source. When you import data, you bring in a copy of the data and you cut the connection to the data source. Your changes are made only to the copy in your map.

See also:

- [Supported Import Formats](#) on page 323
- [Bringing in GIS Features](#) on page 265
- [Converting and Exporting](#) on page 1164
- [Digitizing Maps](#) on page 1353

- [To import data from other formats](#) on page 318
- [To style drawing data on import](#) on page 321
- [To specify an area to import](#) on page 351
- [To specify an AutoCAD layer during import](#) on page 353
- [To assign an object class to an input layer](#) on page 355
- [To perform a coordinate conversion](#) on page 357
- [To specify the data to import](#) on page 359
- [To specify how to import points](#) on page 361
- [To import polygons](#) on page 363
- [To create centroids for polygons and closed polylines](#) on page 366
- [To import objects with links to an external database](#) on page 367

- [To import a file with attribute data and display the data as text](#) on page 368

Overview of Converting Geospatial Data to Drawing Objects

During import, AutoCAD Map 3D copies data from the input file into the active AutoCAD Map 3D drawing and converts the data to drawing objects.

Connecting to Data Directly vs. Importing

You can work with your data using Data Connect or by importing it.

When you use Data Connect (from Display Manager), you view and edit data in its source. Edits are saved back to the source. The data stays in its original location.

When you import data, you make a copy of the data and bring that copy into your map. When you edit the data, you are editing the copy. The original data is unchanged.

For some formats, such as MicroStation Design (DGN), Arc/INFO, and SDF 2 (Autodesk MapGuide 6.5 and earlier), you can only import and export the data. For most other formats, you can either connect directly to the data or use import and export.

For more information, see [Overview of Bringing In GIS Features](#) on page 266.

Before You Import a File

Before you import a file, determine the following:

- Determine whether to limit the import to the current display area or to an area that you define.
- Decide where to put objects: on an existing layer in the map, on a new layer, or on a layer specified in the file you are importing.
- Determine which incoming data values to use to populate the object class data fields, and decide how to handle data values that don't fall within the acceptable object class range (keep them as-is or assign them default object class values).

- Assign a coordinate system to the current AutoCAD Map 3D drawing. You need to know which coordinate system is used with the input files.
- Determine whether to import the data as object data or as external data, and whether to use an existing table or create a new one.
- Import point objects as points, text, or blocks. When you import as blocks, be sure you've copied the block you want into the AutoCAD Map 3D drawing.

Supported Formats

For information on importing specific formats, see the following:

- [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323 (version 3, MapGuide Enterprise)
- [Importing Autodesk SDF 2](#) on page 325
- [Importing DXF Files](#) on page 327
- [Importing ESRI Arc/INFO Coverages](#) on page 330
- [Importing From ESRI ArcSDE](#) on page 327
- [Importing ESRI ShapeFiles](#) on page 333
- [Importing Geographic Markup Language \(GML\) Files](#) on page 347
- [Importing MapInfo MIF/MID Files](#) on page 335
- [Importing MapInfo TAB Files](#) on page 338
- [MicroStation Design \(DGN\) Versions 7 and 8](#) on page 340
- [Oracle](#) on page 345
- [Importing SDTS \(Spatial Data Transfer Standard\) Files](#) on page 349
- [Importing VPF \(Vector Product Format\) Files](#) on page 350

See also:

- [Bringing in GIS Features](#) on page 265
- [Converting and Exporting](#) on page 1164
- [Digitizing Maps](#) on page 1353

To import data from other formats

- 1 Do one of the following:
 - If you are importing data from an Oracle or ArcSDE data source, Click File ► Create DWG From ► FDO Connection.
You cannot use the rest of this procedure. Instead, see [Importing From Oracle](#) on page 345 or [Importing From ESRI ArcSDE](#) on page 327.
 - If you are importing an SDF file, click Click File ► Create DWG From ► Autodesk SDF.
 - If you are importing an Autodesk SDF 2 file, click File menu ► Create DWG From ► Autodesk SDF 2 (MapGuide 6.x).
Do not follow the rest of this procedure. Instead, see [Importing Autodesk SDF 2](#) on page 325.
 - If you are importing a DXF file, Click File ► Open. Change Files of Type to DXF.
Select the file you want and click Open. Do not follow the rest of this procedure.
 - If you are importing any other file type, Click File ► Create DWG From ► Map 3D Import.
Continue with the steps below.
- 2 In the Import Location dialog box, under Files Of Type, select the format of the map to import.
- 3 Select the file or folder to import. Click OK.
- 4 For formats with additional options, in the Import dialog box, click Driver Options.
For more information about the formats with additional options and their associated driver options, see one of the following:
 - [Importing ESRI ShapeFiles](#) on page 333
 - [Importing ESRI Arc/INFO Coverages](#) on page 330
 - [Importing Geographic Markup Language \(GML\) Files](#) on page 347
 - [Importing MapInfo MIF/MID Files](#) on page 335
 - [Importing MapInfo MIF/MID Files](#) on page 335
 - [MicroStation Design \(DGN\) Versions 7 and 8](#) on page 340
 - [Importing SDTS \(Spatial Data Transfer Standard\) Files](#) on page 349

- [Importing VPF \(Vector Product Format\) Files](#) on page 350

NOTE Change any driver options before you modify other settings in the Import options dialog box. Changing driver options can invalidate other changes you've made in this dialog box.

- 5 In the [Import dialog box](#) on page 1446, under Spatial Filter, specify whether to limit the area where data will be imported:
 - **None** — Place no area limits on the incoming file.
 - **Current Display** — Limit the import to the current drawing area.
 - **Define Window** — Limit the import to an area you define. To use this option, click Select. Respond to the prompts to define the area.
- 6 Specify the import settings for each input layer (sometimes called a theme, level, or file).
 - [Drawing Layer](#) on page 353— Select a target layer for each layer in the incoming file.
 - [Object Class](#) on page 355— Assign incoming objects to an existing object class and map incoming attribute data to the data fields in the object class. The Object Class fields are available only if you have object classes defined in your map. For more information about setting up object classes, see [Setting Up Object Classification](#) on page ?.
 - [Input Coordinate System](#) on page 357— Specify the coordinate system of the incoming file. If the AutoCAD Map 3D drawing has a coordinate system assigned to it, incoming objects are converted to the coordinate system of the drawing.
 - [Data](#) on page 359— For each layer, specify how to import data.
 - [Points](#) on page 361— For each layer, specify how to treat incoming point objects.

NOTE If you import points that you assigned to an object class with a creation method of Blocks, use the Points column to convert the points to blocks so the objects can be classified. Object classification does not automatically convert points to blocks.

- 7 By default, polygons are imported as polygon objects. To import them as closed polylines, select Import Polygons As Closed Polylines.

- 8 If you assigned incoming objects to object classes and want to use the object class defaults for any incoming data that is out of the defined object class range, select Use Class Defaults For Out Of Range Values.
If you do not select this option, incoming data will be imported as is, which may include some out of range values. If you later view the data on the Object Class tab of the Properties palette, AutoCAD Map 3D automatically modifies the data, using defaults as needed, so that the data is in range and properly classified.
- 9 To save your settings as a profile, click Save. Saved profiles can be loaded when you import other files, and they can be used to automate command-line scripts.
- 10 Click OK to begin the import process.

If you cancel the Import operation, all objects imported prior to canceling will remain in the AutoCAD Map 3D drawing. You can delete these objects and any associated data.

Notes and Warnings

- To copy the contents of a field, right-click in the field to copy and click Copy. Right-click in the target field and click a Paste option. To copy the contents of a field to all other layers, right-click in the field to copy and click Paste To All Layers.
- When pasting into Object Class fields, the object class name and the data mappings are pasted separately. The paste data mappings options are available only if the same fields exist in the incoming data for all mapped fields.
- You cannot copy a "By Data" or "ACAD_TEXT" setting.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line

MAPIMPORT

Dialog Box

Import dialog box

MAPIMPORTFDO

Import FDO data.

Menu

Click File ► Create DWG From ► FDO Connection....

Command Line

MAPIMPORTFDO

Styling Drawing Data Converted From a Geospatial Data Store

When you convert data from a geospatial format to DWG format, you can set up appropriate DWG layers and styling information for the incoming data automatically. This allows you to send out appropriately styled drawing files to AutoCAD users.

You use AutoCAD layers to set up the styles. You can also create blocks, linetypes, and other elements you need for styling. You save these items in a drawing template, and then create a new map using that template to hold the imported data.

To style drawing data on import

- 1 Create a drawing file in AutoCAD Map 3D that defines all the coordinate system, layers, blocks, linetypes, and other elements you need for styling.
 - In Map Explorer, right-click Current Drawing ► Coordinate System and specify the coordinate system.
 - To create layers, --
For information about creating block and other elements, see the AutoCAD Help.
- 2 Change the properties of the layer to reflect the styling you want.
For more information about styling layers, see [Overview of Styling Drawing Layers](#) on page 550.

- 3 Save the resulting drawing as a template (DWT) file.
 - Click File ► Save As.
 - In the Files Of Type list, choose AutoCAD Drawing Template (*.dwt).
 - Name and save the file.
 - Set the template options (English or Metric and New Layer Notification) and click OK. For more information about these options, see the AutoCAD Help.
- 4 When you are ready to import the data, create a new map using the template you created.
 - Click File ► New.
 - Select the template you created and click OK.
- 5 Import the data into the new file.
 - Click File ► Create DWG From ► Map 3D Import.
 - Specify the file to import and click OK.
- 6 In the [Import dialog box](#) on page 1446, under Import Properties For Each Layer Imported, specify the import settings for each input layer (sometimes called a theme, level, or file).
 - [Drawing Layer](#) on page 353— Select a target layer for each layer in the incoming file.
 - [Object Class](#) on page 355— Assign incoming objects to an existing object class and map incoming attribute data to the data fields in the object class. The Object Class fields are available only if you have object classes defined in your map. For more information about setting up object classes, see [Setting Up Object Classification](#) on page ?.
 - [Input Coordinate System](#) on page 357— Specify the coordinate system of the incoming file. If the AutoCAD Map 3D drawing has a coordinate system assigned to it, incoming objects are converted to the coordinate system of the drawing.
 - [Data](#) on page 359— For each layer, specify how to import data.
 - [Points](#) on page 361— For each layer, specify how to treat incoming point objects.

NOTE If you import points that you assigned to an object class with a creation method of Blocks, use the Points column to convert the points to blocks so the objects can be classified. Object classification does not automatically convert points to blocks.

- 7 Click OK.
- 8 Click Map ► Drawings ► Zoom Drawing Extents.
The imported objects use the styling information specified in your template.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu	Click File ► Create DWG From ► Map 3D Import..
Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Supported Import Formats

Importing Autodesk SDF (Spatial Data Files)

SDF is a native Autodesk file-based geospatial format that is optimized for storing large, classified data sets.

SDF is similar to SHP format in that it contains both spatial data and attribute data. However, unlike SHP, it stores both types of data in a single file rather than a set of files.

When drawing data is stored as SDF, you can use Autodesk MapGuide Enterprise 2007 to style and publish the data to the Internet. You can also [publish map data directly to MapGuide](#) on page 1140, without exporting to SDF.

Versions

The current version, which works with AutoCAD Map 3D and Autodesk MapGuide Enterprise, is SDF version 3. AutoCAD Map 3D refers to this version as “SDF.”

SDF version 2 is still supported by MapGuide 6.5 (and earlier releases), and AutoCAD Map 3D can import and export SDF 2 using a separate import/export interface.

Advantages

SDF has the following advantages over DWG:

- It stores and manages an order of magnitude more data than DWG
- It is very fast, allowing Autodesk applications, such as AutoCAD Map 3D and MapGuide, to read and display tens of thousands of features per second.
- It provides the power of a database without the overhead and cost of a full relational database management system (RDBMS) such as SQL Server or Oracle.
- An SDF file can store a single feature class, or it can store multiple feature classes.
- It is easy to manage, providing access to the database schema.

Importing

When importing SDF, you can import each feature class in the SDF to a separate layer. You can specify how you want to bring in attribute data and points. You can also set an option to import polygons as closed polylines.

Driver Options

SDF has no import driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240

To import an SDF file

- [Import from SDF](#) on page 316 – Imports from SDF (version 3).

- [Import from SDF 2](#) on page 325– Imports from SDF (version 2).

To access and work with SDF

- [Connect to SDF](#) on page 287– Allows you to view and edit the SDF data live in its native format (SDF version 3).

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Importing Autodesk SDF 2

While importing SDF 2 files (Autodesk MapGuide 6.5 and earlier), you can perform coordinate conversions, create object data tables from the key, name, and URL fields, and create hyperlinks on imported objects. Import a selected portion of the SDF by specifying four corner points of an area.

NOTE SDF 2 files can only be imported (and exported). They cannot be accessed using Data Connect. However, SDF 3 files, using the new MapGuide technology, use Data Connect. For information, see [To bring in features from SDF](#) on page 288.

See also:

- [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323
- [Exporting DWG Data to SDF2 Format](#) on page 1175
- [Bringing In Features from SDF](#) on page 287

To import SDF 2 files

- 1 Click File menu ► Create DWG From ► SDF 2 (Autodesk MapGuide 6.x).
- 2 In the Autodesk MapGuide Import dialog box, select a file. Click Open.
- 3 In the [Autodesk MapGuide Import dialog box](#) on page 1320, under Import Layer, select the target AutoCAD layer for the SDF information.
To create a new AutoCAD layer, click Create New Layer.
- 4 Under Coordinate Conversion, select Convert From. Enter a coordinate system code.
To select the code from a list, click Select Coordinate System.
- 5 Under Data Elements, select Assign To Object Data Table. Specify the object data table and fields.
To create a new table or field, click Create New Table or Create New Field.
- 6 Optionally, under Data Elements, select Create Hyperlinks From URL.
- 7 Under Import By Location, select Define An Area To Import From The SDF File and enter the coordinates for the area to import.
The coordinates must be in the coordinate system of the SDF file.
- 8 To save your settings as a profile, click Save.
- 9 Click OK.
The objects in the SDF file are imported into the drawing.

Quick Reference

MAPSDFIN

Imports an SDF 2 format file from Autodesk MapGuide 6.5 or earlier

Menu	Click File ► Create DWG From ► Autodesk SDF 2 (MapGuide 6.x).
Command Line	MAPSDFIN
Dialog Box	Autodesk MapGuide Import dialog box

Importing DXF Files

You can use DXF files created by other applications to bring information into AutoCAD Map 3D. When you import objects from DXF files, they do not have links to other objects or to data. For example, a polygon that encloses a parcel ID is not linked to the parcel ID except visually. Data imported from a DXF file does not have any links to object data or external databases.

You cannot attach a source drawing to a DXF file or attach DXF files to another drawing.

See also:

- [Saving Drawing Objects to a DXF File](#) on page 1202

To import a DXF file

- 1 Click File ► Open.
- 2 In the Select File dialog box, under Files Of Type, select DXF (*.dxf).
- 3 Select the file. Click Open.

Quick Reference

OPEN

Opens an existing drawing file

Menu

File menu ► Open

Icon



Open Drawing

Command Line

OPEN

Importing From ESRI ArcSDE

You can import data from a connected ESRI ArcSDE database into your map DWG. Using this option, your data will be imported as drawing objects. The data will be a snapshot of your ArcSDE data. You can also make a live connection with ArcSDE (one where edits will go into the database).

See also:

- [Bringing In Features from ArcSDE](#) on page 274

To import data from an ESRI ArcSDE data source

- 1 Before moving ArcSDE data into your map, assign a coordinate system to the map. This lets you position your data accurately in a real-world geographic location and align imported survey or GPS point data.
- 2 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
For more information, see [Bringing In Features from ArcSDE](#) on page 274

NOTE Follow the steps up until clicking Connect; then stop. Do not add the features to your map.

- 3 Click File ► Create DWG From ► FDO Connection.
- 4 In the Map Import From FDO dialog box, select the ArcSDE data source connection from which to import data.
- 5 Click OK.
- 6 In the [Import dialog box](#) on page 1446, review the Current Drawing Coordinate System to make sure it's correct.
- 7 Under Spatial Filter, specify whether to limit the area where data will be imported:
 - None — Place no area limits on the incoming file.
 - Current Display — Limit the import to the current drawing area.
 - Define Window — Limit the import to an area you define. To use this option, click Select. Respond to the prompts to define the area.
- 8 Specify the import settings for each input layer:
 - [Drawing Layer](#) on page 353— Select a target layer for each layer in the incoming file.
 - [Object Class](#) on page 355— Assign incoming objects to an existing object class and map incoming attribute data to the data fields in the object class. The Object Class fields are available only if you have object classes defined in your map. For more information about setting up object classes, see [Setting Up Object Classification](#) on page ?.

- [Input Coordinate System](#) on page 357— Specify the coordinate system of the incoming file. If the AutoCAD Map 3D drawing has a coordinate system assigned to it, incoming objects are converted to the coordinate system of the drawing.
- [Data](#) on page 359— For each layer, specify how to import data.
- [Points](#) on page 361— For each layer, specify how to treat incoming point objects.

NOTE If you're importing points and have assigned them to an object class with a creation method of Blocks, you must use the Points column to convert the points to blocks so that the objects can be classified. Object classification does not convert points to blocks for you.

- 9 By default, polygons are imported as polygon objects. To import them as closed polylines, select Import Polygons As Closed Polylines.
- 10 If you assigned incoming objects to object classes and want to use the object class defaults for any incoming data that's out of the defined object class range, select Use Class Defaults For Out Of Range Values.
If you do not select this option, incoming data will be imported as is, which may include some out of range values. If you later view the data on the Object Class tab of the Properties palette, AutoCAD Map 3D automatically modifies the data, using defaults as needed, so that the data is in range and properly classified.
- 11 To save your settings as a profile, click Save. These saved profiles can be loaded when you import other files, and they can be used to automate command-line scripts.
- 12 Click OK to begin the import process.
If you cancel the import operation, all objects imported prior to canceling will remain in the AutoCAD Map 3D drawing. You can delete these objects and any associated data.

Quick Reference

MAPIMPORTFDO

Import FDO data.

Menu Click File ► Create DWG From ► FDO Connection....
Command Line MAPIMPORTFDO

Importing ESRI Arc/INFO Coverages

AutoCAD Map 3D supports Arc/INFO version 7.2, 7.3, and 8.x, and E00.

Importing

Arc/INFO stores coverages on your hard disk as a directory of files.

In the coverage directory, each file contains specific data pertaining to the coverage. For example, ARC files contain coordinates for arcs and LAB files contain the coordinates for label points.

NOTE ARC files also contain TIC and Bounds settings. For import, these are driver options, and are not imported or displayed by default. Tics are points with known real-world coordinates. Coverages use tics to ensure that stacked coverages and adjoining tiled coverages align accurately.

The following table shows how coverage features are translated to drawing objects on import:

Coverage Feature	Drawing Object
Point	Point on <i>_point</i> layer, PAT attributes in object data or in an external database.
Arc	Sketch on <i>_arc</i> layer, AAT attributes in object data or in an external database.
Polygon	Closed polyline on <i>_poly</i> layer, PAT in object data attached to polyline. In addition, all segments are duplicated as sketches on the <i>_arc</i> layer.
Point, Arc, and Polygon with FAT (feature allocation table) in dBASE	Geometry converted as above, attribute in object data.
Annotation	Text on <i>_text</i> layer. Text arrows on <i>_textarrow</i> layer.

Coverage Feature	Drawing Object
Tics	Points on <i>_tic</i> layer, attributes in object data.

Importing Restrictions

The following features are not supported when importing an Arc/INFO coverage into a drawing:

- feature attribute tables
- text attributes
- route systems
- address files
- turntables
- LOG files
- fonts
- symbols
- linetypes
- shades

If a coverage has a field that describes Z values, commonly SPOT or ELEVATION, the field is treated only as an attribute. It is not translated into a Z value. You may be able to use a property alteration query to change the elevation of the resulting drawing objects. (This will depend on the object type. Elevation is not supported for all object types.)

When importing polygon coverages, polygon areas may be imported as closed polylines. If you plan to recreate the topology in AutoCAD Map 3D, use the MAPCREATECENTROIDS command to create centroids and move any attribute data from the polyline or polygon to the centroids. Use the *_arc* layer to create the topology using the topology commands.

In addition, AutoCAD Map 3D supports the coverage exchange format E00.

Driver Options

You can set the following options when importing Arc/INFO coverages or E00 files:

Option	Description
Text Curves	Select Follow, Fit, or Ignore.
Optional Feature Types	Select Extract Bounds, or Extract Tics.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To import from Arc/INFO](#) on page 332
- [To recreate an Arc/INFO topology in AutoCAD Map 3D](#) on page 332

To import from Arc/INFO

- [Use the Import instructions.](#) on page 316

To recreate an Arc/INFO topology in AutoCAD Map 3D

- 1 Use the MAPCREATECENTROIDS command to [create centroids](#). on page 748
- 2 [Move any attribute data from the polyline or polygon to the centroids](#) on page 748
- 3 Use the _arc layer to create the topology using the topology commands.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line

MAPIMPORT

Dialog Box

Import dialog box

Importing ESRI ShapeFiles

AutoCAD Map 3D supports up to ArcView version 3.2 and 8.x.

About SHP Files

ESRI SHP files store both geometry and attributes (data) for features. A single shape can have as many as five physical files with the same filename, but different file extensions:

- *.shp*— Geometric data. Data for multiple points, polylines, and polygons can be stored in one SHP file, but each SHP file can store only one type of geometry. For example, a line SHP file can contain data for rivers, roads, and pipes.
- *.shx* — A geometric index to the map features, which can be used by some applications to find features in disparate sections of a large map.
- *.dbf*— Attribute data associated with the map features.
- *.prj*—Projection and coordinate system data. This file is created only if your map has an assigned coordinate system.
- *.idx*—Identifies the index field for the related SHP file, which is the unique identifier for each entity in the SHP file.

Importing

By default, AutoCAD Map 3D considers SHP files a multi-select, file-based format, that is, you select one or more individual *.shp* files during a single import process. You can change the default in the *mapimport.ini* file so that AutoCAD Map 3D considers SHP files a folder-based format (all files in the folder are included in the import) or a single-select format (only one file can be selected for import).

When importing SHP files, it is important that you have the complete set of *.shp*, *.shx*, and *.dbf* in the same folder. The import operation will work if you

have only the *.shp* file, but only the geometries will be imported. To import data with its geometry, you need the full set of files.

The link to the data stored in the *.dbf* file can be maintained during the import operation, or the data can be imported into object data in the AutoCAD Map 3D drawing.

You can import TEXTSTRING information from SHP classes you bring back into AutoCAD Map 3D by importing points as text.

Import Restrictions

SHP files don't include color information. Imported objects will have the same color as the AutoCAD Map 3D layer.

Point symbols, line styles, and fill styles are not maintained when importing from SHP files. Before the translation, put these items into one or more fields in the associated database so you can reassign the display properties of the graphical objects using these values in the drawing file.

Driver Options

SHP does not have import driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [Specifying How to Import Points](#) on page 361
- [To import SHP data](#) on page 334
- [To change the single file/folder default setting for SHP files](#) on page 334
- [To access and work with SHP files](#) on page 335

To import SHP data

- [Use the Import instructions.](#) on page 316

To change the single file/folder default setting for SHP files

- Modify the settings in the *mapimport.ini* file.
For more information, see [To export to .shp as folder-based rather than file-based](#) on page 245

To access and work with SHP files

- [Connect to SHP](#) on page 285 – Allows you to view and edit the SHP live in its native format
- [Bulk Copy](#) on page 522 – Move data to and from SHP to other geospatial data stores.


To import TEXTSTRING information from SHP classes you bring back into AutoCAD Map 3D

- Select the import option to import points as text. See [Specifying How to Import Points](#) on page 361.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu	Click File ► Create DWG From ► Map 3D Import..
Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Importing MapInfo MIF/MID Files

MIF/MID is a file standard used by MapInfo, a desktop mapping system. AutoCAD Map 3D supports MapInfo up to version 7 MIF/MID files.

About MapInfo MIF/MID Files

MapInfo MIF/MID format stores both geometry and attributes (data) for features, and is a set of two physical files that work together:

- *.mif*— Vector geometric data. A single *.mif* file can contain many different types of geometry.
- *.mid*— Attributes for the geometric data.

Importing

By default, AutoCAD Map 3D considers MapInfo MIF/MID a multi-select, file-based format, that is, you select one or more individual *.mif* files during a single import process. To change the default so that AutoCAD Map 3D considers MIF/MID a folder-based format (all files in the folder are included in the import) or a single-select format (only one file can be selected for import), modify the settings in the *mapimport.ini* file.

When you import MapInfo MIF/MID files, it is important that you have both the *.mif* and *.mid* files in the same folder.

Symbol types are similar to AutoCAD Map 3D point objects. You cannot import MIF/MID symbol types directly. However, if you store the symbol type information in a column in a MID file, you can map each symbol type to a block in the current AutoCAD Map 3D drawing. To do this, prepare the MIF file by putting the name of the symbol type into a field in the database. Prepare the AutoCAD Map 3D drawing by creating similar symbols as blocks in the AutoCAD Map 3D drawing. Then, during import, perform a point-block mapping and select the check box to get the block name from data and select the symbol type field you created.

In MapInfo, polygons are represented as closed areas. When you import polygons into AutoCAD Map 3D, they appear as polygons unless you select Import Polygons As Closed Polylines in the Import dialog box.

By default, object colors are imported to their closest ACI (AutoCAD Color Index) color. To import object colors using RGB (True Color), edit the *mapimport.ini* file.

To change the default text justification setting for MIF/MID, edit the *mapforeignfileproperties.ini* file.

Driver Options

MapInfo MIF/MID has no import driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To import from MapInfo MIF/MID](#) on page 337
- [To change import settings for MapInfo MIF/MID](#) on page 337
- [To import object colors using RGB \(True Color\)](#) on page 337

- [To change the default text justification setting for MIF/MID](#) on page 337

To import from MapInfo MIF/MID

- [Use the Import instructions.](#) on page 316

To change import settings for MapInfo MIF/MID

- Edit the *mapimport.ini* file.
For more information, see [To edit the .ini file](#) on page ?.

To import object colors using RGB (True Color)

- Edit the *mapimport.ini* file.
For more information, see [To edit the .ini file](#) on page ?.


To change the default text justification setting for MIF/MID

- Edit the *mapforeignfileproperties.ini* file.
Use the [MIF_Justification] section to set justification for MIF. Allowed MIF Justifications are left, center, and right. For more information, see [To edit the .ini file](#) on page ?.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu	Click File ► Create DWG From ► Map 3D Import..
Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Importing MapInfo TAB Files

MapInfo TAB, also referred to as the MapInfo native format, is a two-dimensional format that stores both feature geometry and attributes (data) in a set of physical files that have the following file extensions:

About MapInfo TAB Files

- *.tab*— The main file for a MapInfo table. It is associated with the appropriate *.dat*, *.id*, *.map*, and *.ind* files.
- *.dat*— Tabular data for a table in MapInfo's native format.
- *.id*— An index to a MapInfo graphical objects *.map()* file.
- *.map*— Contains geographic information describing map objects.
- *.ind*— An index to a MapInfo tabular (*.dat*) file.

With AutoCAD Map 3D, you can import and export MapInfo TAB up to version 7.

Importing

By default, AutoCAD Map 3D considers MapInfo TAB a multi-select, file-based format, that is, you select one or more individual *.tab* files during a single import process. To change the default so that AutoCAD Map 3D considers MapInfo TAB a folder-based format (all files in the folder are included in the import) or a single-select format (only one file can be selected for import), modify the settings in the *mapimport.ini* file.

When you import MapInfo TAB files, it is important that you have the complete set of physical files (*.tab*, *.dat*, *.id*, *.map*, and *.ind*) in the same folder.

Symbol types are similar to AutoCAD Map 3D point objects. You cannot import TAB symbol types directly. However, if you store the symbol type information in a column in a DAT file, you can map each symbol type to a block in the current AutoCAD Map 3D drawing. To do this, prepare the TAB file by putting the name of the symbol type into a field in the database. Prepare the AutoCAD Map 3D drawing by creating similar symbols as blocks in the AutoCAD Map 3D drawing. Then, during import, perform a point-block mapping and select the check box to get the block name from data and select the symbol type field you created.

In MapInfo, polygons are represented as closed areas. When you import polygons, the polygons appear as polygons in AutoCAD Map 3D unless you select Import Polygons As Closed Polylines in the Import dialog box.

By default, object colors are imported to their closest ACI (AutoCAD Color Index) color. To import object colors using RGB (True Color), you must edit the *mapimport.ini* file.

To change the default text justification setting for TAB, edit the *mapforeignfileproperties.ini* file.

Driver Options

MapInfo TAB has no import driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To import from MapInfo TAB](#) on page 339
- [To import object colors using RGB \(True Color\)](#) on page 339
- [To change the default text justification setting for MapInfo TAB](#) on page 339

To import from MapInfo TAB

- [Use the Import instructions.](#) on page 316

To import object colors using RGB (True Color)

- Edit the *mapimport.ini* file.
For more information, see [To edit the .ini file](#) on page ?.

To change the default text justification setting for MapInfo TAB

- Edit the *mapforeignfileproperties.ini* file.
Use the [MAPINFO_Justification] section to set justification for TAB.
Allowed TAB Justifications are left, center, and right. For more information, see [Customizing the Import and Export .ini Files](#) on page 240.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

MicroStation Design (DGN) Versions 7 and 8

You can import and export Microstation DGN version 7 and 8. Bentley Systems, Inc., and MicroStation programs use the DGN format, which is similar to a DWG file; points, lines, areas, text, and other object types can all be present in the same file.

Importing

Data-element information is stored in an external database file and linked to graphic objects. AutoCAD Map 3D imports database link information so you can [maintain the linkage during import](#) on page 366.

By default, object colors are imported to their closest ACI (AutoCAD Color Index) color. To import object colors using RGB (True Color), edit the *mapimport.ini* file.

For DGN8, the Input Layer column lists the model name. To see the layers for a specific model, you may need to scroll the list.

Driver Options for DGN 7

You can set the following options when importing DGN 7 files:

Option	Description
Group Elements By	Choose Geometry to group incoming objects by entity type. Choose Level to group them by their DGN level or level name. Only levels that contain elements will be imported.
Linkage Extraction	Allows you to extract MSLinks and FRAMME attribute linkage values from the DGN 7 file. If you select MSLinks, AutoCAD Map 3D imports up to three links per object for DGN 7. For each link, two fields are added to the object data table: mslinks_n, which specifies the key value, and entity_num_n, which specifies the table. If you select FRAMME, the following fields are added to the object data table: comp_count, comp_num, dgnfile, feat_num, state_num, and ufid.
Coordinate Units	<p>Each DGN 7 file defines a UOR (unit of resolution); in addition, it can define Sub units and Master units. Select Master or Sub to specify which of these units in the DGN 7 file matches the default unit in the AutoCAD Map 3D map. For example, if the default unit in your AutoCAD Map 3D map is meters, and meters are the Sub unit in the imported file, select Sub. If you select Sub or Master, the UORs in the DGN 7 file are converted to Sub or Master units according to the conversion factor in the DGN file header.</p> <p>When you import the file, one Master or Sub unit (whichever you choose) will become one drawing unit in your AutoCAD Map 3D map. The Unit Ratio value indicates the ratio between the Master and Sub units. For example, if the ratio is 1:12 (as it would be for Feet/Inches), imported object coordinates will be scaled 12 times bigger if you select Sub.</p> <p>NOTE When you import or export a DGN file with a master unit of Imperial feet, AutoCAD Map 3D converts the master unit from feet to meters. In addition, it does not recognize any sub-unit selection during the import or export process.</p>
Element Expansion	Select the options to use during import. For example, select Explode Complex Strings to return each component of a

Option	Description
	complex chain as its own feature (no feature will be returned for the complex chain as a whole). Otherwise, all elements of the complex chain merge into a single linear feature, any arcs in the complex chain become linestrings, and any linkages on the component elements themselves are lost. Select Propagate Member Linkages to return the linkages attached to the first component of the complex chain to supplement any existing linkages. Otherwise, any linkages on the component elements themselves are lost and only linkages attached to the complex chain itself are returned.
Cell Expansion	By default, cells are converted into blocks, maintaining the cell grouping. You can choose to convert the cells to points instead. You can also explode the contents of the cells into their component parts, but the explosion is one level deep only.
Reference Files	Select Create DWG to read all external reference files (xrefs) attached to the source data set. If the reference file has nested references, they are also imported, but circular references are not. If you select this option, you specify a location for the folder for these files. If the folder already exists, you can choose to replace it (overwrite its contents) or cancel and specify a different location. The default folder location is the same as the selected DGN file location. If you select Ignore, reference files are not imported and you cannot change the location of the folder.

Driver Options for DGN 8

You can set the following options when importing DGN 8 files:

Option	Description
Group Elements By	Choose Geometry to group incoming objects by entity type. Choose Level or Level Names to group them by their DGN level or level name. Only levels that contain elements will be imported.

Option	Description
Cell Expansion	By default, cells are converted into blocks, maintaining the cell grouping. You can choose to convert the cells to points instead. You can also explode the contents of the cells into their component parts, but the explosion is one level deep only.
Coordinate Units	<p>Each DGN 8 file can define Sub units and Master units. Specify which of these units in the DGN 8 file matches the default unit in the AutoCAD Map 3D map. For example, if the default unit in your AutoCAD Map 3D map is meters, and meters are the Sub unit in the imported file, select Sub.</p> <p>When you import the file, one Master or Sub unit (whichever you choose) will become one drawing unit in your AutoCAD Map 3D map. The Unit Ratio value indicates the ratio between the Master and Sub units. For example, if the ratio is 1:12 (as it would be for Feet/Inches), imported object coordinates will be scaled 12 times bigger if you select Sub.</p> <hr/> <p>NOTE When you import or export a DGN file with a master unit of Imperial feet, AutoCAD Map 3D converts the master unit from feet to meters. In addition, it does not recognize any sub-unit selection during the import or export process.</p> <hr/>
Element Expansion	Select the options to use during import. For example, select Explode Complex Strings to return each component of a complex chain as its own feature (no feature will be returned for the complex chain as a whole). Otherwise, all elements of the complex chain merge into a single linear feature, any arcs in the complex chain become linestrings, and any linkages on the component elements themselves are lost.
Linkage Extraction	Allows you to extract MSLinks and FRAMME attribute linkage values from the DGN 8 file. For each link, two fields are added to the object data table: mslinks_n, which specifies the key value, and entity_num_n, which specifies the table. If you select FRAMME, the following fields are added to the object data table: comp_count, comp_num, dgnfile, feat_num, state_num, and ufid.

Option	Description
Read Reference Files	Select Create DWG to read all external reference files (xrefs) attached to the source data set. If the reference file has nested references, they are also imported, but circular references are not. If you select this option, you specify a location for the folder for these files. If the folder already exists, you can choose to replace it (overwrite its contents) or cancel and specify a different location. The default folder location is the same as the selected DGN file location. If you select Ignore, reference files are not imported and you cannot change the location of the folder.

Other Import Options

You can set a number of options in the *MapForeignFileProperties.ini* file. See [Customizing and Automating Import and Export](#) on page 236.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [Importing Objects with Links to an External Database](#) on page 366
- [To import object colors using RGB \(True Color\)](#) on page 344
- [To maintain a link to external data when you import DGN files](#) on page 344
- [To import DGN files](#) on page 344

To import object colors using RGB (True Color)

- Edit the *mapimport.ini* file.
For more information, see [To edit the .ini file](#) on page ?.

To maintain a link to external data when you import DGN files

- Use a link template to [maintain the linkage during import](#) on page 366.

To import DGN files


- [Use the Import instructions.](#) on page 316

For driver options, see [Design File Input Settings](#) on page 1467.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu	Click File ► Create DWG From ► Map 3D Import..
Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Importing From Oracle

You can import data from a connected Oracle database into your map. Using this option, your data will be imported as drawing objects. The data will be a snapshot of your Oracle data. You can also make a live connection with Oracle (one where edits will go into the database).

See also:

- [Bringing In Features from Oracle](#) on page 271

To import data from an Oracle data source

- 1 Before moving Oracle data into your map, assign a coordinate system to the map. This lets you position your data accurately in a real-world geographic location and align imported survey or GPS point data.
- 2 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
For more information, see [Bringing In Features from Oracle](#) on page 271

NOTE Follow the steps up until clicking Connect; then stop. Do not add the features to your map.

- 3 Click File ► Create DWG From ► FDO Connection.

- 4 In the Map Import From FDO dialog box, select the Oracle data source connection from which to import data.
- 5 Click OK.
- 6 In the [Import dialog box](#) on page 1446, review the Current Drawing Coordinate System to make sure it's correct.
- 7 Under Spatial Filter, specify whether to limit the area where data will be imported:
 - None — Place no area limits on the incoming file.
 - Current Display — Limit the import to the current drawing area.
 - Define Window — Limit the import to an area you define. To use this option, click Select. Respond to the prompts to define the area.
- 8 Specify the import settings for each input layer:
 - [Drawing Layer](#) on page 353— Select a target layer for each layer in the incoming file.
 - [Object Class](#) on page 355— Assign incoming objects to an existing object class and map incoming attribute data to the data fields in the object class. The Object Class fields are available only if you have object classes defined in your Map drawing. For more information about setting up object classes, see [Setting Up Object Classification](#) on page ?.
 - [Input Coordinate System](#) on page 357— Specify the coordinate system of the incoming file. If the AutoCAD Map 3D drawing has a coordinate system assigned to it, incoming objects are converted to the coordinate system of the drawing.
 - [Data](#) on page 359— For each layer, specify how to import data.
 - [Points](#) on page 361— For each layer, specify how to treat incoming point objects.

NOTE If you're importing points and have assigned them to an object class with a creation method of Blocks, you must use the Points column to convert the points to blocks so that the objects can be classified. Object classification does not convert points to blocks for you.

- 9 By default, polygons are imported as polygon objects. To import them as closed polylines, select Import Polygons As Closed Polylines.

- 10 If you assigned incoming objects to object classes and want to use the object class defaults for any incoming data that's out of the defined object class range, select Use Class Defaults For Out Of Range Values.
If you do not select this option, incoming data will be imported as is, which may include some out of range values. If you later view the data on the Object Class tab of the Properties palette, AutoCAD Map 3D automatically modifies the data, using defaults as needed, so that the data is in range and properly classified.
- 11 To save your settings as a profile, click Save. These saved profiles can be loaded when you import other files, and they can be used to automate command-line scripts.
- 12 Click OK to begin the import process.
If you cancel the import operation, all objects imported prior to canceling will remain in the AutoCAD Map 3D drawing. You can delete these objects and any associated data.

Quick Reference

MAPIMPORTFDO

Import FDO data.

Menu	Click File ► Create DWG From ► FDO Connection....
Command Line	MAPIMPORTFDO

Importing Geographic Markup Language (GML) Files

GML (Geography Markup Language) is an OpenGIS® Implementation specification that defines an XML encoding for the transport and storage of geographic information. The specification can be found on the *OpenGIS Consortium web site*.

You can import and export GML in and out of AutoCAD Map 3D.

Importing

With AutoCAD Map 3D, you can import GML version 2 or version 3. There is a separate drop down option that also allows you to import Ordnance Survey of Great Britain MasterMap GML version 2 files.

Because the GML format is flexible and allows you to specify your own schemas, semantics, and options, there are many variations of the format. AutoCAD Map 3D reads many of these, but some may not be compatible with the AutoCAD Map 3D GML driver.

In addition, before importing GML data in Asian languages, you must verify that the language encoding settings specified in the AutoCAD Map 3D *mapimport.ini* file match the settings in your incoming file. The settings need to match for the import to be successful. For more information, see [Customizing the Import and Export .ini Files](#) on page 240.

Driver Options

GML has no import driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To verify language encoding settings for import from GML](#) on page 348
- [To import GML files](#) on page 348

To verify language encoding settings for import from GML

- Make sure the language encoding settings in the *mapimport.ini* file match the settings in your incoming file.
For more information, see [Customizing the Import and Export .ini Files](#) on page 240.

To import GML files

- [Use the Import instructions.](#) on page 316

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Importing SDTS (Spatial Data Transfer Standard) Files

AutoCAD Map 3D supports SDTS (Spatial Data Transfer Standard). SDTS is an import-only format. You cannot export to this format.

Importing

When you select an SDTS catalogue file, AutoCAD Map 3D imports objects and attributes from the dataset specified in the catalogue file. Typically, a dataset is a group of *.ddf* files with the same filename prefix.

AutoCAD Map 3D imports only one record per object. If an object has multiple records attached, only one of the records will be imported.

Driver Options

SDTS has no import driver options.

To import SDTS files

- [Use the Import instructions.](#) on page 316

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line

MAPIMPORT

Dialog Box

Import dialog box

Importing VPF (Vector Product Format) Files

You can import Vector Product Format (VPF) files into AutoCAD Map 3D. You cannot export to this format.

VPF is a standard format, structure, and organization for large geographic databases that are based on a georelational data model. It is commonly used by military departments and defense agencies.

The VPF specification is available on the *National Imaging and Mapping Agency (NIMA) web site*

Importing

By default, AutoCAD Map 3D considers Vector Product Format (VPF) a multi-select, file-based format, that is, you select one or more individual files during a single import process. You can edit the *mapimport.ini* file to specify that all files in the folder are included in the import or that only one file can be selected for import.

NOTE VPF data sets can be very large. You can use a spatial filter to limit the size of the DWG you create from VPF data. See [Specifying an Area to Import](#) on page 351.

Driver Options

VPF has no import driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240

To change the default so that AutoCAD Map 3D considers VPF a folder-based format

- Modify the settings in the *mapimport.ini* file.

For more information, see [To import Shapefiles, MIF/MID, TAB, or VPF as folder-based, multi-select, or file-based](#) [Open the mapi...](#) on page ?.


To import from VPF

- [Use the Import instructions.](#) on page 316

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu	Click File ► Create DWG From ► Map 3D Import..
Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Specifying an Area to Import

When importing data from another file format, you can specify (or limit) the area into which incoming objects will be imported.

You can import objects into the current drawing area, into an area you define in the map, or import the entire file.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315

To specify an area to import

- 1 Click File ► Create DWG From ► Map 3D Import.
- 2 In the [Import dialog box](#) on page 1446, under Spatial Filter, specify whether to limit the area into which data will be imported:
 - None — Place no area limits on the incoming file.
 - Current Display — Limit the import to the current drawing area.

- **Define Window** — Limit the import to a rectangular area you define. To use this option, click Select. Drag your cursor from right to left to define the area. Objects within the rectangular window are imported.
- AutoCAD Map 3D does not display a preview of the incoming data.
- If the coordinate system assigned to the Map drawing differs from the coordinate system specified in the Coordinate System column, AutoCAD Map 3D will perform a reverse transformation to determine the correct coordinate space (area) for the incoming data.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Specifying an AutoCAD Layer During Import

By default, AutoCAD Map 3D imports data to an AutoCAD layer with the same name as the layer (sometimes called a schema, level, or file) in the input file. If an AutoCAD layer with this name already exists, objects are copied to that layer. Otherwise, a new AutoCAD layer is created and objects are copied to the new layer.

If you assign the input layer to an object class with a layer property, the default will instead be the default AutoCAD layer defined by the object class, and the Drawing Layer field displays <By Class>.

You can specify one of the following layer options:

- Put objects on an existing AutoCAD layer.

- Put objects on a new AutoCAD layer.
- Put objects on an AutoCAD layer based on data attached to the objects.
- Put objects on the AutoCAD layer specified by the assigned object class (available only if you assigned the input layer to an object class with a layer property).

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Bringing In Drawing Objects from AutoCAD Layers](#) on page 301

To specify an AutoCAD layer during import

- 1 Click File ► Create DWG From ► Map 3D Import.
- 2 In the [Import dialog box](#) on page 1446, review the target drawing layer for each input layer (sometimes called a schema, level, or file) in the incoming file.
- 3 To change the AutoCAD layer, click in the Drawing Layer field for the input layer to change. In the [Import dialog box](#) on page 1446, do one of the following:
 - To import objects to an existing AutoCAD layer, click Create on Existing Layer. Click the down arrow and select the layer.
 - To import objects to a new AutoCAD layer, click Create On New Layer. Click in the cell and enter a layer name.
 - To import objects to an AutoCAD layer whose name is specified in data stored on the imported object, click Use Data Field For Layer Name. Select the data field to use. Click OK to close the Layer Mapping dialog box.
 During import, AutoCAD Map 3D reads the specified data value for each object. If the data value specifies a layer that already exists, the object is imported to that layer. If the data value specifies a layer that does not exist, the layer is created. If an object does not have a data value attached, the object is imported to Layer 0.
 - To import objects to a layer with the same name as the input layer, right-click the Drawing Layer column heading in the table. Click Use Input Layer Names.

- To import objects to the layer specified by the assigned object class, verify that <By Class>; is displayed in the Drawing Layer field. If it is not, type <By Class>; into the field.

NOTE If the layer specified in the Drawing Layer column is different from the one specified in Object Class, AutoCAD Map 3D uses the Drawing Layer setting unless it violates the range specified by the Object Class.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Assigning an Object Class During Import

As you import objects, you can assign them to an existing object class in the AutoCAD Map 3D drawing and map the incoming attribute data to the object class definition.

For example, objects being imported from a SHP input layer can be classified and included in the "LAND USE" object class, and data values from the SHP file can be mapped to the "LAND USE" object class definition.

Because some of the incoming data values may conflict with data ranges defined in the object class, AutoCAD Map 3D gives you the option of using the object class default values instead of the incoming data values for values that are not within the acceptable range. This ensures that incoming data is accurately classified but may require changing incoming data values.

To assign an object class, you must first define object classes in your AutoCAD Map 3D drawing. For more information, see [Setting Up Object Classification](#) on page 108.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Setting Up Object Classification](#) on page 108


To assign an object class to an input layer

- 1 Click File ► Create DWG From ► Map 3D Import.
- 2 In the [Import dialog box](#) on page 1446, review the settings in the Object Class column.

NOTE To make selections in the Object Class column, first define object classes in the AutoCAD Map 3D drawing. If there are no object classes defined, the fields in the Object Class column are grayed-out. For more information, see [Setting Up Object Classification](#) on page 108.

- 3 For each layer in the incoming file, click in the Object Class field.
- 4 Select an object class.



- 5 Click  to map incoming attribute data to the AutoCAD Map 3D object class definition.
- 6 In the [Object Class Attribute Mapping dialog box](#) on page 1445, verify that the object class you just selected is highlighted in the Select An Object Class list.
- 7 On the right, review the Input Fields list, which displays the incoming attribute data fields that are available to be mapped to Target Fields in the object class definition.
- 8 For each Input Field to map, click the down-arrow under Target Fields, and select a target field in the object class definition. The syntax used for the target field is:

CATEGORY:TABLE:FIELD

- CATEGORY — Type of data, for example "OD" for object data, or "LT" for link template (linked external database).
- TABLE — Object data table name or database table name.
- FIELD — Data field name.

After you map a target field, it no longer appears in the Target Fields list. This ensures that each target field is mapped to only one incoming data field.

- 9 Map as many of the Target Fields as needed. If there are no more target fields in the Target Fields list, you've mapped them all. If you do not map a target field, the default object class value is used.
 - 10 Click OK to close the Object Class Attribute Mapping dialog box.
 - 11 To use object class default values for incoming data values that are not within the specified object class range, select Use Class Defaults For Out Of Range Values. Properties such as Layer and Color are also enforced. This ensures that incoming data will be accurately classified but may require AutoCAD Map 3D to change some of the incoming data values.
- If you're importing points and have assigned them to an object class with a creation method of Blocks, use the Points column to convert the points to blocks so that the objects can be classified. Object classification does not convert points to blocks for you. For more information, see [To specify how to import points](#) on page 361.
 - To copy the object class names and attribute mapping settings from one layer to another, right-click in the Object Class field to copy. Click Copy. Then right-click in the field in the target layer and choose whether to paste the object class name or attribute mapping. To copy to all other layers, right-click and choose whether to paste the name or the attribute mapping to all layers. If attribute mapping conflicts are detected, the paste attribute mappings options is not available.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Performing a Coordinate Conversion During Import

As you import objects, you can convert them from the coordinate system of the input file to the coordinate system of the AutoCAD Map 3D drawing.

To perform this conversion, you must first [assign a coordinate system to the current drawing](#) on page 137. Then, for each layer that you import, you must specify the appropriate coordinate system.


See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Overview of Coordinate Systems](#) on page 134

To perform a coordinate conversion

- 1 Click File ► Create DWG From ► Map 3D Import.
- 2 In the [Import dialog box](#) on page 1446, note the coordinate system assigned to the current drawing.

NOTE If the current drawing does not have a coordinate system assigned, click Assign Global Coordinate System and select the coordinate system for the current drawing.

- 3 For each layer in the incoming file, click in the Input Coordinate System field.
- 4 Enter a new global coordinate system code, or click  to select from a list of global coordinate systems.
- 5 In the Select Global Coordinate System dialog box, select the category and coordinate system for the incoming layer.
- 6 Click OK to close the Select Global Coordinate System dialog box.

You can copy the settings from one layer to another. Right-click in the field to copy. Click Copy. Then right-click in the field in the target layer. Click Paste. To copy the setting to all other layers, click Paste To All Layers.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Importing Attribute Data

As you import objects, you can import the attribute data attached to the objects.

You can import the data to one of the following:

- Existing object data table — By default, incoming fields are imported into object data fields with the same name. If no object data field exists with the same name, the incoming field is not imported. If you don't want to do this, use Object Data Mapping to manually map incoming fields to object data fields with other names or to create new fields.
Incoming data is converted to the data type of the existing object data field. If this conversion fails (for example, if you import characters to an integer field), AutoCAD Map 3D uses 0 for integers, 0.0 for real numbers, and "" for text.
- New object data table — By default, the fields in the new object data table match the fields you've chosen to import. If you don't want to do this, use Object Data Mapping to select the fields to import or to change the names of the object data fields.
When the data is imported, it will be converted to the following object data types:
 - Integer32, Integer16, and Boolean data types are converted to the Integer data type. For Boolean data, False is converted to 0 and True is converted to 1.

- Float, Double, and Decimal data types are converted to the Real data type.
- Char and Date data types are converted to the Character data type.

Data is imported only if it is attached to an incoming object. If no objects are found for an input layer, then the object data table will not be created.


- External database — Imported data is added to the external database table as new records.
- External database, link only — If you don't need to add the data to the external database, you can import just the links to the data. When you import links only, the link from the object to the external data are maintained, but the external database is not modified. This is much faster than importing the entire record. This is a good option when importing SHP data.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [To import objects with links to an external database](#) on page 367
- [Setting Up Object Data](#) on page 179

To specify the data to import

- 1 Click File ► Create DWG From ► Map 3D Import.
- 2 In the [Import dialog box](#) on page 1446, review the settings in the Data column.
- 3 To change the setting for a layer, click in the Data field for the layer to

change. Click  .

- 4 In the [Attribute Data dialog box](#) on page 1435, select an option:
 - If you do not want to import data, click Do Not Import Attribute Data and close the dialog box.
 - To import data as object data, click Create Object Data and enter a name for the object data table or select an existing object data table. Click Select Fields to map incoming fields to object data fields.

Select Add Unique Key Field to automatically create a unique key for each incoming record.

- To import data to an external database, click Add To Database Table and select a link template.
To import only the link data, select Create Link Only.
Click Select Fields to map incoming fields to fields in the external database table.


5 Click OK to close the Attribute Data dialog box.

- To import data to object data tables with the same name as the input layer names, right-click the Data column header in the table. Click Use Input Layer Name For Table Name.
- To import data to an external database, attach the data source and define the link template before you start the import process.
- If conflicts are found between the settings made in the Data column and an assigned object class definition, AutoCAD Map 3D displays the [Conflict Resolution dialog box](#) on page 1437, where you can resolve the conflicts before proceeding with the import.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu	Click File ► Create DWG From ► Map 3D Import..
Icon	 Import Map File
Command Line	MAPIMPORT
Dialog Box	Import dialog box

Specifying How to Import Points

As you import objects, you can choose how to import points.

- Import points as points, using ACAD_POINT.
- Import points as text, using text specified in data attached to the objects.
- Import points as blocks, using a specified block definition.
- Import points as blocks, using a block name specified in data attached to the objects.


If you import points as blocks, you can choose to import the attribute data with the objects. If an attribute name on the block that is being created matches a field name on the incoming point, the data for that attribute will be imported with the point.

NOTE If the attribute data includes the values used to link the object to an external database, you can [recreate these links](#) on page 458 in the AutoCAD Map 3D drawing using the ADEGENLINK command.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Accessing Data from ODBC](#) on page 289


To specify how to import points

- 1 Click File ► Create DWG From ► Map 3D Import.
- 2 In the [Import dialog box](#) on page 1446, review the settings in the Points column.
- 3 To change the setting for a layer, click in the Points field for that layer. Do one of the following:
 - To import points as points, click the down arrow and select ACAD_POINT.
 - To import points as mtext, click  in the [Import dialog box](#) on page 1446, click Create As Text From Data, and select the data field to

use. If an object does not have a value in the selected data field, the point is imported using ACAD_POINT.
Text uses the text style for the current drawing. To change the text style for the current drawing, click Text Style and select a style.

- To import points to a specific block, click the down arrow and select the block name.
- To import points to a block whose name is specified in data stored



on the imported objects, click  in the Point Mapping dialog box, click Get Block Name From Data, and select the data field to use. During import, AutoCAD Map 3D reads the specified data value for each object. If the data value stored on the object specifies a valid block name, the object is imported to that block. If the data value stored on the object specifies a block name that does not exist or if the object does not have a data value attached, the point is imported using ACAD_POINT.

- 4 To fill attributes with values from fields in the input file, select Get Attribute Values From Fields. This works with either the Create As Blocks or the Get Block Name From Data option.

NOTE This option works only if incoming field names match the block attribute tags. If they do not match, you can map specific incoming fields to specific block attributes using the Object class column.

- 5 Click OK to close the Point Mapping dialog box.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Importing Polygons

By default, polygons are imported as polygon objects. However, to use the polygons in a topology, you must import them as polylines and create centroids for them.

If a polygon has attribute data attached, the data is initially attached to the polyline. You must move the attribute data from the polyline to the centroid.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Creating Centroids for Polygons](#) on page 364

To import polygons

- 1 Click File ► Create DWG From ► Map 3D Import. Then [import the attribute data as object data](#) on page 359.
- 2 If you plan to use the polygons in a polygon topology, in the [Import dialog box](#) on page 1446, select the option to Import Polygons As Closed Polylines.


NOTE To set the default state of this option, use the MAPUSEMPOLYGON command.

- 3 Run [To create centroids for polygons and closed polylines](#) on page 749 to create centroids in the polygons and move the data from each closed polyline or polygon to its centroid.

Quick Reference

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu	Create menu ► Centroids
Icon	 Create Centroids
Command Line	MAPCREATECENTROIDS

Dialog Box Create Centroids dialog box

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

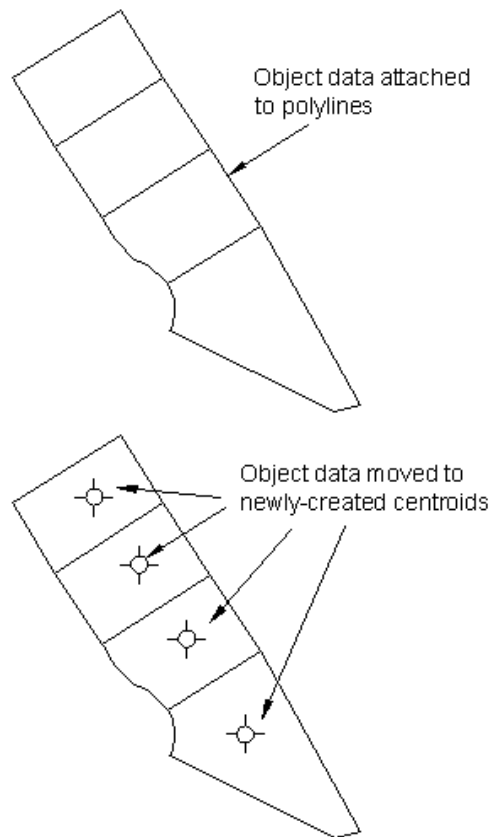
Command Line MAPIMPORT

Dialog Box Import dialog box

Creating Centroids for Polygons

If you have polygon objects or closed polylines with data attached to them, you can create centroids and move the data to the centroid. This is useful:

- After you import or digitize objects.
- Before using editing commands such as Drawing Cleanup, Boundary Break, or Boundary Trim.
- When working with topology.



Object data attached to closed polylines (top) and object data moved to centroids (bottom).

AutoCAD Map 3D checks that the lines do not intersect each other, and that the area is greater than 0. It then creates a centroid inside each selected polygon or closed polyline and moves any object data or SQL link data to the centroid. For an object shaped like a figure eight, AutoCAD Map 3D creates one centroid.

Centroids are created with a Z value of 0.

See also:

- [Overview of Converting Geospatial Data to Drawing Objects](#) on page 316
- [Importing Polygons](#) on page 363

NOTE This procedure applies only to drawing objects. It does not apply to features from a feature source.

To create centroids for polygons and closed polylines

- 1 Click Create ► Centroids.
- 2 In the [Create Centroids dialog box](#) on page 1535, specify whether to create centroids for all closed objects or only for selected closed objects. If only for selected closed objects, select the polygons and closed polylines.

TIP Click the Quick Select tool to view and filter the object type as you select objects.

- 3 Specify the layer on which the centroids should be created.
- 4 Specify the block to use for centroids, or use ACAD_POINT.
- 5 Click OK.

Quick Reference

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu Create menu ► Centroids

Icon



Create Centroids

Command Line MAPCREATECENTROIDS

Dialog Box Create Centroids dialog box

Importing Objects with Links to an External Database

If objects in a file you are importing have links to attribute data in a separate database, you can maintain those links.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Importing Attribute Data](#) on page 358
- [Overview of Linking Database Records to Objects](#) on page 451

To import objects with links to an external database

- 1 Make sure you have [created a link template](#) on page 454 for the external database, and that the database is [attached](#) on page 188 and connected.
- 2 Click File ► Create DWG From ► Map 3D Import.
- 3 In the [Import dialog box](#) on page 1446, click in a field in the Data column.



Click .

- 4 In the [Attribute Data dialog box](#) on page 1435, select Add To Database Table.
- 5 Select the link template to use.
- 6 Select Create Link Only.
- 7 Click OK to close the Attribute Data dialog box.

When you import objects, the attribute data on the objects will be converted to link data for the selected link template.

Quick Reference

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu

Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line

MAPIMPORT

Dialog Box

Import dialog box

MAPOD2ASE

Converts object data tables to linked external database tables

Menu Click Setup ► Convert Object Data to Database Links.

Command Line MAPOD2ASE

Dialog Box Convert Object Data to Database Links dialog box

Displaying Attribute Data as Text

If you have attribute data attached to objects, you can display that data as text next to the object. This works whether the data is object data, external data linked to the object, or block attributes.

TIP If you are importing points, you can import the points directly as attribute data. See [Specifying How to Import Points](#) on page 361.

See also:

- [Converting Data From Other Formats to Drawing Objects](#) on page 315
- [Adding Annotation](#) on page ?


To import a file with attribute data and display the data as text

- 1 Click File ► Create DWG From ► Map 3D Import. Then [import the attribute data as object data](#) on page 359. Save and close the file.
- 2 Open a drawing and [attach the drawing file](#) on page 144 containing the imported objects.
- 3 Define a query that includes the objects you want. If you have only one file attached, [define a Location condition](#) on page 1027 to find all objects in the source drawing.
- 4 As part of the query, [define a property alteration that displays the object data as text](#) on page 1062. When specifying the text, click Expression and choose the object data table that contains the imported attribute data.
- 5 Optionally, [save the changes](#) on page 626 back to the attached (source) file.

Quick Reference


ADEDRAWINGS

Manages the drawing set

Menu	In the Classic workspace, click Setup menu ► Define/Modify Drawing Set
Icon	 Define/Modify Drawing Set
Command Line	ADEDRAWINGS
Task Pane	In Map Explorer, right-click Drawings ► Define/Modify Drawing Set
Dialog Box	Define/Modify Drawing Set dialog box


ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu	In the Classic workspace, click File menu ► Save Source Drawing Save Set
Icon	 Save to Source Drawings
Command Line	ADESAVEOBS

Dialog Box Save Objects to Source Drawings dialog box

MAPIMPORT

Imports an external file format into AutoCAD Map 3D

Menu Click File ► Create DWG From ► Map 3D Import..

Icon



Import Map File

Command Line MAPIMPORT

Dialog Box Import dialog box

Adding Rasters and Surfaces

- [To add a raster image to the map](#) on page 372
- [To add a raster-based surface to your map](#) on page 374
- [To add 2D rasters to your map](#) on page 376
- [To add a WMS-based image to your map](#) on page 379
- [To make a raster image translucent](#) on page 381
- [To specify an image insertion point](#) on page 383
- [To manually insert the image](#) on page 383
- [To enter the coordinates for the image insertion point](#) on page 383

Overview of Adding Rasters and Surfaces

When creating a map, you can add raster images and surfaces to the display.



Adding an image behind your map can give context to the map.

Use the following raster image and surface types in your map.

Raster Type	Formats
Raster-based surfaces on page 373	DEM (Digital Elevation Model), ESRI Grid, or Digital Terrain Elevation Data (DTED)
2D raster on page 375	JPEG and JPEG2K (Joint Photographic Experts Group), PNG (Portable Network Graphic), MrSID (Multi-Resolution Seamless Image Database), TIFF (Tagged Image File Format), ECW (Enhanced Compressed Wavelet)
WMS raster on page 377	Maps on a server
Other raster formats on page 385	BMP, CALS-I, ECW, FLIC, GeoSpot, IG4, IGS, IKONOS, JFIF, LANDSAT FAST, L7A, NITF, PCX, PICT, Quickbird TIFF, RLC 1 and 2, TARGA

NOTE Layers in the map are rendered based on the draw order of the layers in Display Manager. To display drawing objects in front of the raster image, put the raster image layer at the bottom of the list. .

See also:

- [Organizing Layers in Your Map](#) on page 261
- [Specifying Image Insertion Point](#) on page 382

- [Using Other Raster Image Formats](#) on page 385
- [Adding an Image from a WMS \(Web Map Service\)](#) on page 377

To add a raster image to the map

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add Raster Image or Surface Connection in the Data Connections By Provider list.
If you are adding a WMS image, see [Adding an Image from a WMS \(Web Map Service\)](#) on page 377. If you are adding an image whose format does not appear in the Data Connect window, see [Using Other Raster Image Formats](#) on page 385.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Click the folder icon to browse to the folder containing multiple images, or click the image icon to specify a single image.
- 5 Click Connect.
- 6 In the Add Data To Map area, select the images to include.
- 7 For each image you select, make sure the Coordinate System and Vertical Units entries are correct.
 - Hold your cursor over an image name to see its native coordinate system. The Coordinate System entry should match this.
 - Scroll the table if necessary to see all the columns.
 - To change the coordinate system, click Edit Coordinate Systems and choose the appropriate coordinate system.
 - To change the vertical units, click the current entry to display a down arrow that lets you choose a different one.
- 8 To combine all the images on one map layer, select Combine Into One Layer. This is useful for combining a series of images to create a single layer; for example, you can combine GeoTIFs of each county to create a state map.
- 9 Click Add To Map.

- 10 If prompted, [specify the location, scale, and rotation](#) on page 383 for each image.

Some image files contain placement information and are placed automatically in your map. For images that do not contain placement information, you are prompted for the location, scale, and insertion point.

- 11 In Display Manager, make sure the image layer is in the correct display order.

You can move the raster layer below objects and features.

- In Display Manager, click Groups ► Draw Order. (If this button is already labeled Draw Order, you can omit this step.)
- Drag the raster layer down in the list. Layers at the bottom of the list appear behind the ones above them.

NOTE You must [use a different process](#) on page 385 to insert an image whose format is not available in Data Connect, or to specify correlation information for an image whose file does not specify it.

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Adding Raster-Based Surfaces to Your Map

You can add 3D raster-based surfaces to your map. For example, add DEM (Digital Elevation Model), ESRI Grid, or Digital Terrain Elevation Data (DTED) surfaces.

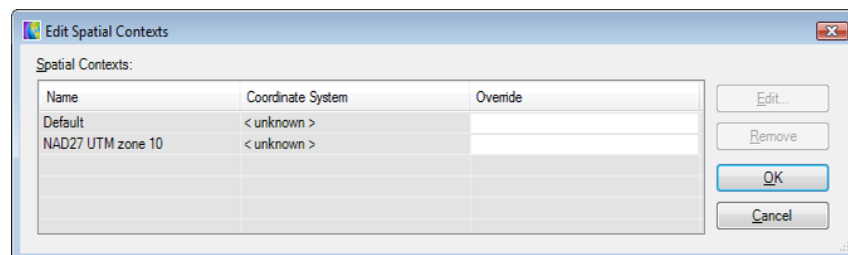
After you add raster-based surfaces to your map, you can create contour maps to help you analyze 3D terrain. You can use raster-based theming to analyze elevation, slope, and aspect, and drape map data over surfaces. You can view the data in 3D with walkthrough and flythrough options.

See also:

- [Analyzing Raster-Based Surfaces](#) on page 975
- [Adding an Image from a WMS \(Web Map Service\)](#) on page 377

To add a raster-based surface to your map

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add Raster Image or Surface Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Specify the folder that contains your surface. Click the folder icon to browse to the folder.
- 5 Click Connect.
- 6 Hold your cursor over the name of the surface file to see a pop-up window that displays its coordinate system, for example, UTM27-10.
When you add data to your map, you must specify its original coordinate system. AutoCAD Map 3D automatically converts the data from that coordinate system to the one specified for your map.
- 7 Click Edit Coordinate Systems and, in the Edit Spatial Contexts dialog box, click the entry and click Edit.



Select the entry and click Edit to specify the coordinate system for the surface

- 8 Select the coordinate system you saw in the pop-up window. Click OK twice to return to the Data Connect window.
- 9 In the Add Data To Map area, select the surfaces to include.
- 10 To combine all the images on one map layer, select Combine Into One Layer. This is useful for combining a series of images to create a single layer.
- 11 Click Add To Map.

The surface is added to your map.

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane

In Display Manager, right-click and click Connect to Data

Adding 2D Rasters

You can add a two-dimensional image to your map. For example, add an aerial photograph, an artist's sketch, or your company logo.

Use the steps on the Procedure tab to add images in these formats:

- JPEG and JPEG2K (Joint Photographic Experts Group)
- PNG (Portable Network Graphic)
- MrSID (Multi-Resolution Seamless Image Database)
- TIFF (Tagged Image File Format)
- ECW (Enhanced Compressed Wavelet)

You can also [add surface-based rasters](#) on page 373 such as DEM and ESRI Grid files.

NOTE You must [use a different process](#) on page 385 to insert an image whose format is not available in Data Connect, or to specify correlation information for an image whose file does not specify it.

See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [Using Other Raster Image Formats](#) on page 385
- [Adding an Image from a WMS \(Web Map Service\)](#) on page 377

To add 2D rasters to your map

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add Raster Image or Surface Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Click the folder icon to browse to the folder containing multiple images, or click the image icon to specify a single image.
- 5 Click Connect.
- 6 In the Add Data To Map area, select the images to include.
- 7 For each image you select, make sure the Coordinate System and Vertical Units entries are correct.
 - Hold your cursor over an image name to see its native coordinate system. The Coordinate System entry should match this.
 - Scroll the table if necessary to see all the columns.
 - To change the coordinate system, click Edit Coordinate Systems and choose the appropriate coordinate system.
 - To change the vertical units, click the current entry to display a down arrow that lets you choose a different one.


- 8 To combine all the images on one map layer, select Combine Into One Layer. This is useful for combining a series of images to create a single layer.
- 9 Click Add To Map.
- 10 If prompted, [specify the location, scale, and rotation](#) on page 383 for each image.
Some image files contain placement information and are placed automatically in your map. For images that do not contain placement information, you are prompted for the location, scale, and insertion point.

The image is added to your map.

Quick Reference

Connect Feature Source

Connects a feature source

Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Adding an Image from a WMS (Web Map Service)

You can incorporate web-based raster image data (such as satellite photographs) that have been published to a public web server using the WMS (Web Map Service) open standard developed by the OpenGIS Consortium (OGC). AutoCAD Map 3D supports WMS versions 1.1.0, 1.1.1, and 1.3.

Data from WMS web services can be used to provide background layers for your map. With WMS data, you take the data as it is; you cannot reproject it.

The number of Web Map Services (WMS) that implement OpenGIS interfaces on the Internet is increasing all the time, as more organizations adopt the open standards.

Once you have located some WMS data, determine the URL of the page that serves the published layers. Often, this is not a standard web page that you can open in a browser, but a page that has been programmed using a scripting language such as CGI, PHP, or ASP. A typical web server address looks like this:

<http://wms.jpl.nasa.gov/wms.cgi>

Paste the address into the Data Connect window in AutoCAD Map 3D.

NOTE Websites that host web services appear and disappear or are under construction. Not all sites that you find will work perfectly (or at all).

You can also [bring in web-based feature data](#) on page 293.

Example WMS Image Sources

WMS Image Source	Description
http://maps.customweather.com/image	Weather data
http://wms.jpl.nasa.gov/wms.cgi?	Global SRTM and DTED data
http://globe.digitalearth.gov/viz-bin/wmt.cgi	All types of data for the globe - soils, temperature, land cover, boundaries, etc.
http://terrasservice.net/ogccapabilities.ashx	USGS orthographic and topographic maps
http://demo.cubewerx.com/demo/cube-serv/cubeserv.cgi?	Source of different types of data layers, such as boundaries, terrains, physiography, utilities, SRTM, etc.
http://edcw2ks51.cr.usgs.gov/servlet/com.esri.wms.Esrimap?WMTVER=1.1.0&Service-Name=133urban&	Various orthographic images for USA cities, for example, San Francisco, Reno, and Chattanooga.
http://www2.dmsolutions.ca/cgi-bin/mswms_gmap	Various Canadian features - provincial boundaries, lakes, railroads, and more.

WMS Image Source	Description
http://demo.deegree.org:8080/deegree/wms?	Geospatial data from NGA (U.S.), Intevation (Germany) and OGC (U.S.)
http://www.ga.gov.au/bin/getmap.pl?dataset=national&	Geoscience Australia national geoscience datasets

See also:

- [Bringing In Features from WFS](#) on page 293

To add a WMS-based image to your map

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add WMS Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Specify the URL for the WMS server. Click the down arrow to choose from a list of recently-used URLs.
- 5 Specify the WMS version of the data you want.
The OpenGIS Consortium updates the WMS format periodically, so there are multiple versions. AutoCAD Map 3D requests the highest version (currently 1.3.0) by default. If you do not change this setting, the server will provide the highest version it supports. Some servers support multiple WMS versions, each corresponding to a different set of capabilities and resulting layers. If you need to use a specific version of the image, select it from the list. The server may or may not support the version you request.
- 6 Click Connect.
- 7 If required, enter your user name and password.
- 8 In the Add Data To Map area, select the images to include.


- 9 For each image you select, do the following:
 - Click the Image Format entry to the right of the image name to choose the format for the image you add to your map.
The available format types include PNG, TIF, JPG and BMP.
 - Click the Server CS Code entry for the image and choose from the available coordinate systems for the server (the EPSG codes).
A WMS layer can support multiple coordinate systems. AutoCAD Map 3D may not recognize all the EPSG codes the WMS server provides. If this occurs, you can choose the EPSG code that best serves your purposes.
WMS layers inherit supported EPSG values from their parent objects, so a child layer (one indented below a parent layer in the list) may have both its own EPSG setting and the setting of its parent.
 - Click the Layer CS Code entry to choose the coordinate system for the layer.
Unless you know the coordinate system of the source image, do not change the default. AutoCAD Map 3D will automatically convert the image to the coordinate system for your map when it adds the image.
 - Click the Style entry to choose one of the available styles.
 - Click the Background entry to specify a transparent background for the layer or choose a background color from the list.
- 10 To combine all the images on one map layer, select Combine Into One Layer. This is useful for combining a series of images to create a single layer; for example, you can combine images of each county to create a state map.
If you combine the images, you must specify a single Image Format, Server CS Code, and Background for the resulting layer.
When you select Combine Into One Layer, an Order entry appears next to each selected layer. Click the entry to change the order of the selected images within the combined layer.
- 11 Click Add To Map.

The image is added to your map.

Quick Reference

Connect Feature Source

Connects a feature source

Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Making an Image Transparent

You can edit the properties of a Display Manager layer that contains a raster image to add an “opacity” property, and then set that opacity property to a value below 1 to change the transparency of the layer.

To do this, you must save the layer to a file and edit the file in a text editor, such as Notepad.

NOTE The transparency will not appear in printed versions of the map.

See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [Adding 2D Rasters](#) on page 375
- [Adding an Image from a WMS \(Web Map Service\)](#) on page 377

To make a raster image translucent

- 1 [Add the raster](#) on page 370 to AutoCAD Map 3D.
You can use any type of raster, including a WMS image. The image does not need to be transparent or have an opacity setting already.
- 2 Right-click the layer containing the image and choose Save Layer.
Save the layer to a *.layer* file.

- 3 Open the resulting *.layer* file in a text editor, such as Notepad, and find the `<FeatureName>` entry.
- 4 Just under the `<FeatureName>` entry, add the opacity setting, using the following syntax:

```
<Opacity>0.6</Opacity>
```

An opacity setting of 1 makes the layer completely opaque. A setting of .1 makes it virtually transparent.
- 5 Save the *.layer* file.
- 6 In AutoCAD Map 3D, switch the Task Pane to [Display Manager](#) on page 1748 and remove the original raster layer.
- 7 Add any other entities to your map that will appear on layers beneath the translucent image, and theme or style those layers.
- 8 Click Data ► Load Layer and select the *.layer* file you edited.
The translucent raster image overlays the opaque layers, and they appear beneath it.

Quick Reference

MAPCONNECT Connect Feature Source Connects a feature source. Map 3D for Geospatial workspace File Da...

Specifying Image Insertion Point

If an image does not contain location information, you can specify its insertion point and rotation so the image is inserted correctly in relation to other data. You can also adjust the scale so it matches the scale of the other data.

AutoCAD Map 3D saves the insertion-point setting with the drawing. The changes are not saved back to the image file or to the correlation source file. To modify the settings stored in the image file, use an image-editing application such as Autodesk Raster Design. If you modify the original settings in the image, reinsert the image to see the changes in your map.

See also:

- [Adding Rasters and Surfaces](#) on page 370

- [To specify an image insertion point](#) on page 383
- [To manually insert the image](#) on page 383
- [To enter the coordinates for the image insertion point](#) on page 383

To specify an image insertion point

- 1 In the [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, select Add Raster Image or Surface Connection in the Data Connections By Provider list.
- 3 Under Connection Name, type a name for this connection.
You can give the connection any name you like. This name appears in Map Explorer as the name of the feature source.
- 4 Under Source File Or Folder, click the folder icon and browse to the folder than contains your image. Click Connect.
- 5 Select the image to insert and click Add To Map.
- 6 In the Image Insertion dialog box specify where to insert the image. You can enter X,Y coordinates for the image or manually specify the insertion point in the drawing. Each option is described below.

To manually insert the image

- 1 In the Image Insertion dialog box, on the Insertion tab, click Pick.
- 2 Pick the base point for the frame.
You can also type coordinates at the command prompt.
- 3 Type a rotation angle or pick a point to define the rotation angle.
Rotation is in degrees or in the units set by the AUNITS variable. The image is rotated around the insertion point.
- 4 Pick the second corner point to define the size of the frame.
The Image Insertion dialog box displays the new coordinates, rotation, and scale.
- 5 Click OK to insert the image into the specified frame.

To enter the coordinates for the image insertion point

- 1 Specify the insertion point for the lower-left corner of the image frame.

The insertion point values on the Source tab use the unit specified at the bottom of the Source tab. The insertion point values on the Insertion tab are translated to the current AutoCAD Map 3D drawing unit.

2 Specify the rotation.

Use current drawing angle units. This value uses the lower-left corner as the base point.

3 Specify the scale.

If the image you insert contains correlation information, the image is inserted at the scale specified by that information. Otherwise, the image is inserted at a scale factor of 1 image unit of measurement to 1 AutoCAD Map 3D unit of measurement.

A scale factor greater than 1 enlarges the image, while a scale factor less than 1 makes the image smaller. For example, to make the image twice as large, type 2 in the Scale box.

You can change the scale to align the image with the vector geometry in the drawing. For example, if your raster image has a scale of 1 inch equals 50 feet or 1:600, and your AutoCAD Map 3D drawing has a scale of 1 unit equals 1 inch, enter 600 as the scale.

4 Specify the units for insertion point and density.

For bitmaps, the density unit used in the image may be in dots per inch. For satellite photos, the density may be in miles. This unit is also used for the insertion point.

For example, if your image was scanned at 300 dpi, then select Inches as the unit.

Quick Reference

Connect Feature Source

Connects a feature source

Menu

Click File ► Connect To Data.

Icon



Connect

Command Line

MAPCONNECT

Task Pane	In Display Manager, right-click and click Connect to Data
------------------	---

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
-------------	-------------------------------

Command Line	MAPIINSERT
---------------------	------------

Dialog Box	Insert Image dialog box
-------------------	-------------------------

Using Other Raster Image Formats

Use this feature to connect to raster image formats that are not supported by Data Connect, or to specify correlation information for images that do not contain this information within their files. Images attached using the following methods support a limited set of styles.

NOTE To use this technique to insert some raster image formats, such as ECW and SID, you must first download the free Raster Object Enabler from <http://www.autodesk.com/RasterOE>.

NOTE If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

- [To insert raster images](#) on page 386
- [To manage raster images](#) on page 404
- [To manage the appearance of raster images](#) on page 413
- [To modify raster images](#) on page 421

Inserting Raster Images

Use the Raster Extension features to insert and correlate raster images with formats that are not supported by Data Connect, or to specify correlation information for images that do not contain this information within their files.

To use this technique to insert some raster image formats, such as ECW and SID, you must first download the free Raster Object Enabler from <http://www.autodesk.com/rasteroe>.

- [Overview of Inserting Raster Images Outside Data Connect](#) on page 386
- [Inserting a Raster Image](#) on page 391
- [Correlating a Raster Image During Insertion](#) on page 393
- [Manually Adjusting the Image Frame During Insertion](#) on page 396
- [Setting Image Density](#) on page 398
- [Adding an Image in a Drawing to a Display Manager Layer](#) on page 401
- [Inserting an Image from the Command Line](#) on page 402

NOTE If you are inserting large images or multiple images at once, you can set Raster Extension memory options.

NOTE If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

See also:

- [Configuring Memory Use](#) on page 234
- [Overview of Adding Rasters and Surfaces](#) on page 370

To insert raster images

- [To insert a raster image \(overview\)](#) on page 390
- [To insert a raster image](#) on page 391
- [To correlate an image during insertion](#) on page 395
- [To manually adjust the image frame during insertion](#) on page 396
- [To change the density unit when inserting an image](#) on page 400
- [To set the default density value and density unit](#) on page 400
- [To add an image to a new Display Manager layer](#) on page 401
- [To insert an image from the Command prompt](#) on page 402

Overview of Inserting Raster Images Outside Data Connect

You can connect to many raster image files using Data Connect. Use the Raster Extension features to insert and correlate raster images with formats that are

not supported by Data Connect, or to specify correlation information for images that do not contain this information within their files.

Some image-editing applications, such as Autodesk® Raster Design, store information about image location in an associated correlation source file.

When you insert a raster image using the Create menu ► Insert An Image command, AutoCAD Map 3D reads coordinate correlation information and places the image in the precise coordinate location in the drawing.



Inserting a raster image into a city map. Move your cursor over the image to see the results.

After you insert the image, you can [change the image display order](#) on page 407 to have the features and drawing objects display on top of the image.

When you insert an image, AutoCAD Map 3D links the image to the drawing file through a path name or a data-management document ID. When you update a linked image, the updates appear in the drawing. Because the image itself is not included in the drawing, the image does not increase drawing size.

Once you have inserted an image, you can reinsert it multiple times treating it as if it were a block. Each insertion has its own clip boundary and its own settings for brightness, contrast, fade, and transparency. A single image can be cut into multiple pieces that can be rearranged in your drawing.

NOTE If you are inserting large images or multiple images at once, you can set Raster Extension memory options. See [Configuring Memory Use](#) on page 234.

Supported Image Formats

AutoCAD Map 3D supports the most common image file formats used in computer graphics, document management, mapping, and geographic information systems (GIS). Images can be bitonal, 8-bit gray (grayscale), 8-bit color (indexed color), or 24-bit color (true color).

Several image file formats support images with transparent pixels. When image transparency is on, AutoCAD Map 3D recognizes those transparent pixels and allows graphics on the AutoCAD Map 3D screen to show through those pixels. (In bitonal images, background pixels can be treated as transparent.) Transparent images can be grayscale or color.

In addition, you can select the transparent color for grayscale or color images, and you can set the opacity for raster images.

AutoCAD Map 3D supports the following raster file formats. Some formats, such as SID and ECW, are supported as OLE objects and not as image files. AutoCAD Map 3D determines the file format from the file contents, not from the file extension.

Type	Description and version	File extension
BMP	Windows and OS/2 bitmap format	.bmp, .rle, .dib
CALS-I	Computer Aided Acquisition and Logistics Support	.rst, .gp4, .mil, .cal, .cg4
DOQ	Digital orthophoto quadrangle raster image format (used for aerial photos that are processed to remove distortion)	.doq
ECW	Enhanced Compressed Wavelet (a highly-compressed multiresolution image format from ER Mapper)	.ecw
FLIC	Autodesk digital animation format	.flc, .fli

Type	Description and version	File extension
GeoSpot	SPOT Image Corporation format with georeferencing information	.bil
GeoTIFF	TIFF with georeferencing information	.tif
GIF	Graphics Interchange Format (a raster image format from CompuServe)	
IG4	Image Systems Group 4	.ig4
IGS	Image Systems Gray Scale	.igs
IKONOS	8- or 16-bit satellite imagery	
JFIF	JPEG File Interchange Format	.jpg
JPEG and JPEG 2000	Joint Photographics Expert Group	.jpg
LANDSAT FAST L7A	Multispectral image format used by the Landsat 7 satellite	
NITF	National Imaging Transmission Format (a multiframe image format commonly used by US federal agencies and NATO)	
PCX	PC Paintbrush Exchange	.pcx
PICT	Macintosh PICT1, PICT2	.pct
PNG	Portable Network Graphics	.png
Quickbird TIFF	Multispectral image format from DigitalGlobe's Quickbird Satellite	

Type	Description and version	File extension
RLC 1 and 2	Run Length Encoding format (version 1 has no header; version 2 has IST headers)	.rlc
SID (MrSID)	Multiresolution Seamless Image Database (a highly-compressed LizardTech format)	.sid
TARGA	TrueVision image file format	.tga
TIFF	Tagged Image File Format	.tif

NOTE You can also use [Data Connect](#) on page 370 to add JPEG, PNG, MrSID, and TIFF images.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370

To insert a raster image (overview)

- 1 To insert an ECW or SID file, you must first download the free Raster Object Enabler from <http://www.autodesk.com/rasteroe>.
- 2 [Select the image](#) on page 391 to insert.
- 3 [Specify correlation settings](#) on page 395 for the image.
- 4 [Specify image density](#) on page 400.
- 5 [Add the image to a Display Manager layer](#) on page 401.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu

Create menu ► Insert An Image

Command Line	MAPIINSERT
Dialog Box	Insert Image dialog box

Inserting a Raster Image

When you insert an image into a drawing using the Insert An Image command, you can preview the image, modify the image frame (also referred to as a boundary, a frame is a vector object that encloses the image) and image density, and [correlate the image](#) on page 393 with existing vector information or with a previously correlated image. You can use correlation settings from an external file, or you can enter the settings manually. You can also [modify the correlation settings after you insert the image](#) on page 432.

After you insert several images, use REGEN to display the correct draw order of the images. See [Changing Image Draw Order](#) on page 407.

NOTE If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370

To insert a raster image

- 1 To insert an ECW or SID file, you must first download the free Raster Object Enabler from <http://www.autodesk.com/RasterOE>.
- 2 Click Map ► Image ► Insert.
- 3 In the [Insert Image dialog box](#) on page 1612, select the drive and folder that contains the image(s).
- 4 In the Files Of Type box, select the file format of the image(s) to insert.

NOTE To insert more than one image type at a time, select All Images.

- 5 In the list of images, select the images to insert.

TIP For information about an image, click Information to display the file size, creation date, and other information, as well as a preview of the image.

6 To view or modify the image correlation data, select Modify Correlation.

7 Click Open.

If Modify Correlation is not selected or if you are inserting more than one image, the Image Correlation dialog box does not appear and the images are inserted using their default correlation information. AutoCAD Map 3D searches in this order for correlation information:

- World file
- Resource file (.res extension)
- Tab file (.tab file)
- Image file
- Settings from the Raster Extension Options dialog box

If you selected Modify Correlation, the Image Correlation dialog box displays. The image frame, which indicates where the image will be inserted, is displayed in your drawing.

TIP If you cannot see the image frame, use the ZOOM or PAN commands to bring it into view while leaving the Image Correlation dialog box open.

8 Do one of the following:

- To insert the image using the current settings, click OK.
- To use a different [correlation source](#) on page 395, select the correlation source from the Correlation Source list.
- To change the insertion point, rotation, or scale, type the appropriate values. For more information, see [To correlate an image during insertion](#) on page 395.
- To resize or orient the image to existing vectors or images, click the image frame while the Image Correlation dialog box is open.
- To define the insertion point, rotation, and scale onscreen, select the Insertion tab. Click Pick. For more information, see [To manually adjust the image frame during insertion](#) on page 396.
- To specify the density units for the image, select the Source tab. Select [Units](#) on page 400.

9 Click OK.

The image is inserted on the current AutoCAD layer and its correlation data is saved in the drawing file. The next time you open the drawing, the image is displayed automatically using these settings.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
Command Line	MAPIINSERT
Dialog Box	Insert Image dialog box

Correlating a Raster Image During Insertion

When you insert an image using the Insert An Image command, you can correlate the image with your existing vectors or a previously correlated image. You can change the insertion point and rotation of the image so that it is inserted correctly in relation to other data. You can also adjust the scale so that it matches the scale of the other data.

NOTE If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

You can set the following options when inserting an image:

- Correlation source
- Insertion point (georeferencing correlation information)
- Rotation
- Scale
- Density
- Units for insertion point and density
- Color

If you modify the correlation settings, AutoCAD Map 3D saves the changes with the drawing. The changes are not saved back to the image file or to the correlation source file.

NOTE To modify the settings stored in the image file, use an image-editing application such as Autodesk Raster Design. If you modify the original settings in the image, you must reinsert the image to see the changes.

Correlation Settings

- **Correlation Source** — Displays available correlation sources. (See the Correlation Sources section, below.) If a source is not listed, it may not be in the same directory as the image file or, if it is a resource (.res) file, it may not be on the specified resource file path.

NOTE To specify the path for resource (.res) files, click Click Setup ► Raster Options. Select the Paths tab.

- **Insertion Point** — The insertion point is the lower left corner of the image before any rotation is applied.
The insertion point values on the Source tab of the Image Insertion dialog box use the unit specified at the bottom of the Source tab. The insertion point values on the Insertion tab are translated to the current AutoCAD Map 3D drawing unit.
You can edit the settings or select an insertion point in the drawing by clicking Pick on the Insertion tab and then picking a location in the drawing.
- **Rotation** — Rotation is in degrees or in the units set by the AUNITS variable. The image is rotated around the insertion point.
- **Scale** — If the image you insert contains correlation information, the image is inserted at the scale specified by that information. Otherwise, the image is inserted at a scale factor of 1 image unit of measurement to 1 AutoCAD Map 3D unit of measurement. You can change the scale to align the image with the vector geometry in the drawing. For example, if your raster image has a scale of 1 inch equals 50 feet or 1:600, and your AutoCAD Map 3D drawing has a scale of 1 unit equals 1 inch, enter 600 as the scale on the Insertion tab.
- **Density** — For bitmaps, the density unit used in the image may be in dots per inch. For satellite photos, the density may be in miles. This unit is also used for the insertion point.

To see how your correlation settings translate to AutoCAD Map 3D units, select the Insertion tab. To preview the settings in the drawing, click Apply.

NOTE To modify correlation settings after you insert an image use the Properties palette.

Correlation Sources

When you insert an image, AutoCAD Map 3D searches for correlation files for the image and displays them in the Correlation Source list of the Image Correlation dialog box. You may see the following sources listed.

- World File (Various file extensions)
- Resource File (.res) — You can specify an alternate location for resource files. See [Setting the Resource Files Directory](#) on page 227.
- Tab File (.tab)
- Image File — For certain types of images, correlation data can be saved as part of the image file. These file types include RLC, IG4, IGS, GeoTags in GeoTIFF, or HDR File in GeoSPOT.
- Default — The values that you set on the Image Defaults tab of the Raster Extension Options dialog box.

See also:

- [Modifying the Correlation Settings for an Image](#) on page 432

To correlate an image during insertion

- 1 [Insert an image](#) on page 391
- 2 In the [Image Correlation dialog box](#) on page 1607, do one or more of the following:
 - Select a correlation source.
 - Type new coordinates for the image frame. The insertion point represents the lower-left corner of the frame.
 - Scale the image.
For example, to make the image twice as large, type 2 in the Scale box.
 - Rotate the image. The units of the rotation value depend on the setting of the AUNITS system variable.

NOTE You can click on the frame while the Insert An Image dialog box is open and use the grips to move, scale, or rotate the frame.

- 3 Click Apply to see your changes.
- 4 Click OK to insert the image.

AutoCAD Map 3D inserts the image on the current layer and saves its correlation data in the drawing file. The next time you open the drawing, the image displays using these settings.

TIP If your image is not visible, click View menu ► Extents.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
Command Line	MAPIINSERT
Dialog Box	Insert Image dialog box

Manually Adjusting the Image Frame During Insertion

If you do not know the exact coordinates for the image, you can specify the insertion point, rotation angle, and scale of the image by adjusting the frame at the time of insertion. As you draw the frame onscreen, the program maintains the aspect ratio of the image that you are inserting.

See also:

- [Modifying the Correlation Settings for an Image](#) on page 432

To manually adjust the image frame during insertion

- 1 [Insert an image](#) on page 391.

- 2 In the [Image Correlation dialog box](#) on page 1607, on the Insertion tab, click Pick.

An outline of the frame appears onscreen. This outline reflects the aspect ratio of the image that you are inserting.

- 3 Pick the base point for the frame.
You can also type coordinates at the Command prompt, or, if there is already correlation data for the image, press Enter to accept the existing coordinates.
- 4 Type a rotation angle or pick a point to define the rotation angle.
- 5 Pick the second corner point to define the size of the frame.

TIP You can use UNDO to undo a point.

The Image Correlation dialog box is redisplayed with the new coordinates, rotation, and scale.

- 6 Click OK to insert the image into the specified frame.
AutoCAD Map 3D inserts the image on the current layer and saves its correlation data in the drawing file. The next time you open the drawing, the image displays using these settings.

TIP You can select the frame and use the grips or standard AutoCAD Map 3D commands to size, move, or rotate the image while the Image Correlation dialog box is open.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
Command Line	MAPIINSERT
Dialog Box	Insert Image dialog box

Setting Image Density

For some images, the density value and units are already stored in the image file or correlation source. When you use the Insert An Image command to add an image that does not have correlation information, AutoCAD Map 3D uses the settings from the Image Defaults tab in the Raster Extension Options dialog box.

NOTE If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

You can change the density unit when you insert an image but not the density value. You must set the default density value from the Raster Extension Options dialog box.

- **Density** — Shows the dots (or pixels) per unit for the image. If this information was not stored with the image or the correlation source, then AutoCAD Map 3D uses the default density from the Raster Extension Options dialog box.
- **Units** — Select the units for the density from the Units list. For example, if your image was scanned at 300 dots per inch, then select Inch as the density unit.

Some image formats, such as GeoTIFF, GeoSPOT, and any image with a World file for correlation source, have density units that are in real-world coordinates. For example, a satellite photo can be based on dots-per-mile. In this case, select Mile as the density unit.

The density unit that you specify can vary depending on what type of image you are inserting. The following two examples explain the difference between inserting an image that was scanned using dots per inch, and an aerial photo/satellite photo that was saved in real-world units.

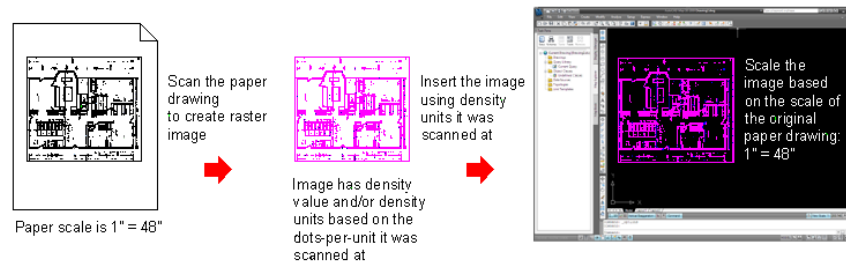
Setting Density Units for an Image That Is Not Georeferenced

The following example shows the relationship between paper scale, density units, and insertion scale for an image that is not georeferenced (an image that was not saved with real-world unit data). Any image that is drawn using a scale (such as a floor plan) and captured with a scanner will likely fall into this category.

The image in the following example was drawn at a paper scale of 1" = 48", scanned at 300 dots per inch, then inserted into a drawing using 300 as the density value and Inches as the density unit. Then it was scaled based on its paper scale of 1" = 48".

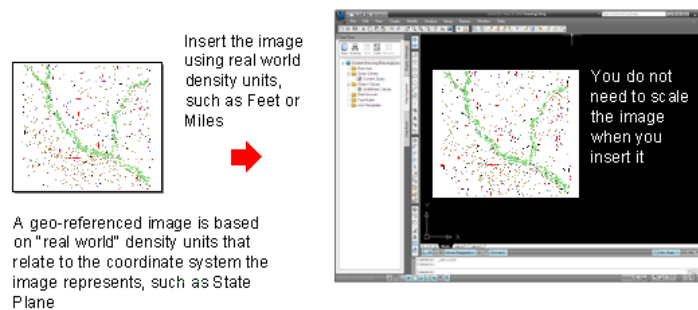
The density units that you select when you insert an image that is not georeferenced should match the units at which the image was scanned. In this case, the units are inches because the image was scanned in dots per inch.

NOTE Remember that the scale must be based on the same units. For example, if the scale in the original floor plan is 1" = 4', you must convert both sides to the same unit. In this case, convert the 4 feet to inches, which is why you use 1" = 48" as the scale factor.



Setting Density Units for an Image That Is Georeferenced

The following example shows the relationship between density units and a georeferenced image. Because there is no paper scale to consider, you can insert the image using the units that the image represents, such as feet or miles, and you do not have to scale the image when you insert it.



Georeferenced images include GeoSPOT and GeoTIFF file types, and images that use World files as their correlation source.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To change the density unit when inserting an image

- 1 Click Map ► Image ► Insert.
- 2 In the [Insert Image dialog box](#) on page 1612, select the image(s) to insert.
- 3 Select Modify Correlation.
- 4 Click Open.
- 5 Select the Source tab. Select the units.

To set the default density value and density unit

- 1 Click Setup ► Raster Options.
- 2 In the [Import dialog box](#) on page 1446, select the Image Defaults tab.
- 3 In the Density box, type a default density for images. This should be the scanned [resolution](#) on page 1759. For example, if the majority of your images were scanned at 300 dots per inch, type 300.
- 4 In the Units box, select the default unit for the insertion point and density of images. For example, if the majority of your images were scanned at 300 dots per inch, then select Inch.
- 5 Click OK.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
Command Line	MAPIINSERT

Dialog Box Insert Image dialog box

Adding an Image in a Drawing to a Display Manager Layer

You can move an image you inserted directly into the current drawing to a new [Display Manager](#) on page 1748 layer. (Click Map ► Image ► Insert.) This allows you to position it relative to other Display Manager layers.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To add an image to a new Display Manager layer

- 1 Insert the image using the Insert An Image command.
- 2 In Display Manager, click Data ► Add Drawing Data ► Raster Image.
- 3 In the Select Image dialog box, select the image.
- 4 To group the image layers, select Group Selection.
If you combine the image layers in a group, you can turn the display of the group on or off.
- 5 Click OK.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
Command Line	MAPIINSERT
Dialog Box	Insert Image dialog box

Inserting an Image from the Command Line

You can insert an image at the Command prompt by setting the FILEDIA variable to <0>. This feature is useful if you already have correlation data stored with your images or to use an AutoLISP routine to insert images into your drawing.

NOTE If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

AutoCAD Map 3D uses correlation data if available, searching for a correlation source in the following order:

- world file
- resource file
- tab file
- image file

AutoCAD Map 3D uses the correlation information from the first source that it locates. If it cannot find a correlation file, then the image is inserted using the default insertion point information that you defined in the Raster Extension Options dialog box. You can specify a default location for resource files, and you can specify that AutoCAD Map 3D search for correlation information in the resource directory before checking the image directory. If the correlation source does not include information on scale or density, AutoCAD Map 3D uses the scale and density specified on the Image Defaults tab of the Raster Extension Options dialog box.

See also:

- [Setting the Resource Files Directory](#) on page 227
- [Setting Correlation Defaults](#) on page 233

To insert an image from the Command prompt

- 1 Set the FILEDIA system variable to 0.
Consult the AutoCAD Command Reference if you need more information.
- 2 At the Command prompt, enter mapiinsert.

- 3 Do one of the following:
- Type the name of the image to insert including its file extension.
If you do not specify a path to the image, then AutoCAD Map 3D searches for the image using the Project Files Search Path set in the Files tab of the AutoCAD Options dialog box.
 - Type the path to the image, the image name, and the file extension, for example: `c:\Projects\Images\contour.rlc`
AutoCAD Map 3D searches for the image on the path that you specify. If it cannot locate the image on this path, then it searches for the image using the Project Files Search Path.

NOTE When FILEDIA is set to <0>, you can display the Insert Image dialog box by typing a tilde (~) in response to a command prompt.

When AutoCAD Map 3D locates the image, it inserts it into your drawing. If there is correlation data stored with the image, then AutoCAD Map 3D inserts the image using this data.

TIP If you cannot see the image after you insert it, zoom to the extents of the drawing or use the Image Management dialog box to [zoom to the image](#) on page 412.

Quick Reference

MAPIINSERT

Inserts a raster image

Menu	Create menu ► Insert An Image
Command Line	MAPIINSERT
Dialog Box	Insert Image dialog box

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Managing Raster Images

You can view and modify information about images you inserted using the Insert An Image command.

To manage raster images

- [To display the Image Management dialog box](#) on page 405
- [To display the Image Information dialog box](#) on page 406
- [To display the Properties palette](#) on page 406
- [To change the draw order of images](#) on page 408
- [To change the draw order of images and objects](#) on page 409
- [To change an image name](#) on page 410
- [To create a search path](#) on page 411
- [To zoom to an image](#) on page 412

Overview of Managing Raster Images

When you insert an image into a drawing using the Insert An Image command, only information about the image is stored in the drawing, along with a pointer to the actual image.

You can view and modify this stored information.

To do this...	Use this method...
View information about images in maps.	Display the Image Management or Image Information dialog box, or the Properties palette. See Viewing Image Information on page 405.
Change the draw order of raster images and vector objects you inserted using the Insert An Image command.	Click Setup ► Image Management. See Changing Image Draw Order on page 407.
Change the name of an image you inserted using the Insert An Image command.	Click Setup ► Image Management. See Changing an Image Name on page 409.

To do this...	Use this method...
Specify the location of an image you inserted using the Insert An Image command, if it has been moved or deleted.	Click Setup ► AutoCAD Options. On the Files tab, select Project Files Search Path. Click Add. See Creating a Search Path for Raster Images on page 410.
Zoom to images you inserted using the Insert An Image command.	Click Setup ► Image Management. See Zooming to an Image on page 412.

Viewing Image Information

You can view information about images in maps in the following ways:

- The Image Management dialog box displays information about the number of instances of an image in the map, the draw order of images, and other image information.
- The Image Information dialog box displays information about the file, the image, properties, and correlation information.
- The Properties palette provides access to image properties.

NOTE These options work for all images, no matter how they were added to your map.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To display the Image Management dialog box

- Click Setup ► Image Management.

You can click Layout to modify the columns in the Image Management dialog box. You can hide or display topic columns, or change the order of topic columns.

To display the Image Information dialog box

- 1 Click the frame of the image to select it.

NOTE If you are zoomed in and cannot see the image frame, press [Shift + left-click](#) on page 424 to select the image.

- 2 Right-click the image ► Image ► Information.

To display the Properties palette

- 1 In the drawing, select the image to modify.
- 2 Right-click the image. Click Properties.

Quick Reference

MAPIINFO

Displays file, image, object property, and correlation information about selected images

Menu	View menu ► Imaging Tools ► Information
Command Line	MAPIINFO
Dialog Box	Image Information dialog box

MAPIMANAGE

Allows you to view a list of images in the current drawing, change drawing order, erase or zoom to selected images

Menu	Click Setup ► Image Management.
Command Line	MAPIMANAGE
Dialog Box	Image Management dialog box

Changing Image Draw Order

When you insert raster images, the images draw in the order in which you insert them. You can change the draw order of:

- Raster images.
- Raster images and vector objects.



You can change the draw order of images and vector objects. By sending an image to the back, the vector objects display on top of the image. Move your cursor over the image to see the results.

NOTE If you change the draw order and then undo the change, images may not appear in the correct draw order. Use the REGEN command to display the correct draw order of the images.

The following conditions affect the image draw order:

- Image insertion order

AutoCAD Map 3D uses image insertion order first. For example, if you insert images A, B, C in that order, and then reorder them so that they are arranged as B, C, A, use REGEN when you open that drawing again to restore the order to B, C, A.

AutoCAD Map 3D always uses this optimization feature and applies it to the draw order of all objects, not just to images.

■ **Image selection**

You can set an option to draw hatch marks over a selected image. Click Setup ► AutoCAD Options. Select the Display tab. Under Display Performance, set Highlight Raster Image Frame Only to off.

If Highlight Raster Image Frame Only is off, when you select an image, it rises to the top of the display order, obscuring any vectors that cross it. Use the REGEN command to restore the proper display order.

NOTE For images you added with [Data Connect](#) on page 1746, use [Display Manager](#) on page 1748 to change the draw order. See [Organizing Layers in Your Map](#) on page 261.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

NOTE For images you added with [Data Connect](#) on page 1746, use [Display Manager](#) on page 1748 to change the draw order. See [Organizing Layers in Your Map](#) on page 261.

To change the draw order of images

- 1 Enter the mapimanager command.
- 2 In the [Image Management dialog box](#) on page 1609, select an image name and drag it up or down in the Image column.

The current draw order is indicated in the Image column. The top image in the list is drawn on top of all the other images and is the last drawn. The last image in the list is drawn beneath any images that may overlap it.

To change the draw order of images and objects

- 1 Select the image.
- 2 Do one of the following:
 - Click Modify menu ► Draw Order ► Bring To Front.
 - Click Modify menu ► Draw Order ► Send To Back.

If necessary, use REGEN.

NOTE Changes made using Draw Order are reflected in the Image Management dialog box.

Quick Reference

REGEN

Regenerates the drawing and refreshes the current viewport

Menu View menu ► Regen

Command Line REGEN

MAPIMANAGE

Allows you to view a list of images in the current drawing, change drawing order, erase or zoom to selected images

Menu Click Setup ► Image Management.

Command Line MAPIMANAGE

Dialog Box Image Management dialog box

Changing an Image Name

Image names are not necessarily the same as image file names. When you attach an image to a drawing using the Insert An Image command, AutoCAD Map 3D uses the file name without the file extension as the image name. You can change the image name without affecting the name of the file.

NOTE This option does not affect images you added with Data Connect.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To change an image name

- 1 Click Setup ► Image Management.
- 2 In the Image Manager dialog box, select the image name.
- 3 Click the image name again to edit it.
- 4 Enter the new name.
- 5 Click OK.

TIP You can also change the image name by pressing F2 while in the Image Manager dialog box and editing the name.

Quick Reference

IMAGE

Manages images

Menu

Setup menu ► Image Management

Icon



Manage Images

Command Line

IMAGE

Task Pane

Select an image. Right-click in drawing area ► Image ► Image Manager

Creating a Search Path for Raster Images

When you insert an image with the Insert An Image command, AutoCAD Map 3D stores the location of the image in the drawing file. When you open a drawing, AutoCAD Map 3D searches this stored location for the file. If the image has been moved or deleted, AutoCAD Map 3D searches the Project Files Search Path.

NOTE This option does not affect images you added with Data Connect.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To create a search path

- 1 Click Setup ► AutoCAD Options.
- 2 On the Files tab, select Project Files Search Path. Click Add.
A folder named Projectx (where x indicates the next available number) appears under Project Files Search Path.
- 3 Enter a name for the project.
The project name cannot contain leading spaces or terminating spaces.
- 4 Click Apply.
- 5 With the project name selected, click Set Current.
- 6 Click Add.
A path entry is created under the project name.
- 7 Enter the search path or click Browse to select a directory.
- 8 Click OK.

For more information about using project files and alternate search paths, refer to PROJECTNAME in the online AutoCAD Command Reference.

Quick Reference

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

Zooming to an Image

You can zoom to images you inserted with the Insert An Image command.

NOTE This option does not affect images you added with Data Connect.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To zoom to an image

- 1 Enter the mapimanager command.
- 2 In the [Image Management dialog box](#) on page 1609, select an image.
- 3 Right-click the image. Click Zoom To.

Quick Reference

MAPIMANAGE

Allows you to view a list of images in the current drawing, change drawing order, erase or zoom to selected images

Menu	Click Setup ► Image Management.
Command Line	MAPIMANAGE
Dialog Box	Image Management dialog box

Hiding, Unloading, Detaching, and Erasing Images

You can increase redrawing speed by hiding or unloading images you inserted using the Insert An Image command that you do not need in the current drawing session.

- [Overview of Hiding, Unloading, Detaching, and Erasing Images](#) on page 413
- [Hiding an Image](#) on page 416
- [Unloading an Image](#) on page 417

- [Erasing an Image](#) on page 418
- [Detaching an Image](#) on page 419

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To manage the appearance of raster images

- [To hide an image](#) on page 416
- [To unload an image](#) on page 418
- [To erase an image](#) on page 419
- [To detach an image](#) on page 420

Overview of Hiding, Unloading, Detaching, and Erasing Images

When you insert an image using the Insert An Image command, AutoCAD Map 3D stores information about the image in the drawing, loads the image into memory, displays it onscreen, and locks the image file on the disk.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

You can increase redrawing speed by hiding or unloading images you do not need in the current drawing session. Hidden images are not displayed or plotted; only their drawing boundaries are displayed. You can choose to hide an image regardless of the current viewport coordinate system. If you no longer need the image in the drawing, you can erase a single instance of the image or you can detach the image to erase all instances of the image and the image information.

Aside from locking the image file, none of these actions modify the original image file itself.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370

■ [Using Other Raster Image Formats](#) on page 385

To do this...	Use this method...
Hide an image you added using the Insert An Image command.	Select and right-click the image frame ► Image ► Show Image. See Hiding an Image on page 416.
Remove an image you added using the Insert An Image command from memory (unload it).	At the command prompt, enter <i>externalreferences</i> . Right-click the image and click Unload. See Unloading an Image on page 417.
Erase an image you added using the Insert An Image command from the map.	Select the image and Click Modify ► Erase. See Erasing an Image on page 418.
Remove all instances of an image you added using the Insert An Image command from the map (detach it).	Click Setup ► Image Management. Click the image and click Detach. See Detaching an Image on page 419.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties


MAPISHOWIMAGE

Hides or displays a raster image

Menu	Right-click a selected image frame ► Image ► Show Image
Command Line	MAPIHOWIMAGE

ERASE

Removes objects from a drawing

Menu	Modify menu ► Erase
Icon	 Erase
Command Line	ERASE
Task Pane	Select objects to erase. Right-click in drawing area ► Erase


MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

IMAGE


Manages images

Menu	Setup menu ► Image Management
Icon	 Manage Images
Command Line	IMAGE
Task Pane	Select an image. Right-click in drawing area ► Image ► Image Manager

ERASE

Removes objects from a drawing

Menu	Modify menu ► Erase
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Icon	 Erase
Command Line	ERASE
Task Pane	Select objects to erase. Right-click in drawing area ► Erase

Hiding an Image

When you hide an image, the image does not display onscreen, nor does it plot. Only the image boundary displays onscreen. However, the image is still loaded in memory, and the image file is still locked on the disk. It cannot be deleted or modified. Hiding images is a convenient way to speed regeneration time. You can redisplay the image when you are ready to plot.

This command is not available if you have selected more than one image. To show or hide multiple images, use the Properties palette.

NOTE This command does not affect images you added using Data Connect.

NOTE You can also control the display of images by using the LAYER command. When you insert an image, it is inserted on the current layer, but you can move it to another layer. You can then use the LAYER command to control the layer visibility.

The images are also affected by other layer attributes such as whether a layer is locked or frozen. If you are working with several images and you do not want to modify certain images, then move those images to a separate layer and lock the layer.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To hide an image

- 1 Select the image frame.
- 2 Right-click the image ► Image ► Show Image.

To show a hidden image, follow the same steps.

NOTE You can also modify this setting on the Properties palette.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

MAPISHOWIMAGE

Hides or displays a raster image

Menu	Right-click a selected image frame ► Image ► Show Image
Command Line	MAPISHOWIMAGE

Unloading an Image

To conserve memory and enhance performance, unload images that you do not need to view and/or plot.

NOTE This command does not affect images you added using Data Connect.

When you unload an image, you remove the image from memory. It does not display onscreen, nor does it plot, and it is no longer locked on the disk. Only the image boundary displays onscreen. Information about the image, such as its path and scale, remains in the drawing. Before you can plot the image, you must reload it into memory.

See also:

- [Changing Image Display Quality and Speed](#) on page 429

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To unload an image

- 1 At the command prompt, enter *externalreferences*.
 - 2 In the External References palette, right-click the image.
 - 3 Click Unload.
- This status is saved with the drawing when you close the drawing.

Quick Reference

IMAGE

Manages images

Menu

Setup menu ► Image Management

Icon



Manage Images

Command Line

IMAGE

Task Pane

Select an image. Right-click in drawing area ► Image ► Image Manager

Erasing an Image

When you erase an image, that instance of the image is erased from the document. Erasing an image does not delete the image information. You can set an option so that when the last instance of an image is erased from the drawing, AutoCAD Map 3D detaches the image, deleting the image information.

NOTE This command does not affect images you added using Data Connect.

See also:

- [Choosing an Image Detach Method](#) on page 231

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To erase an image

- 1 Select the image.
- 2 Click Modify ► Erase.

If you erase all instances of an image within a drawing, you may be prompted to [detach the image](#) on page 420 from the drawing.

Quick Reference

ERASE

Removes objects from a drawing

Menu Modify menu ► Erase

Icon  Erase

Command Line ERASE

Task Pane Select objects to erase. Right-click in drawing area ► Erase

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu Setup menu ► Raster Options

Command Line MAPIOPTIONS

Dialog Box Raster Extension Options dialog box

Detaching an Image

When you detach an image, all instances of the image are removed from the drawing, the image information is deleted, and the image file is unlocked. Detach images that you no longer need in the drawing.

NOTE This command does not affect images you added using Data Connect.

See also:

- [Choosing an Image Detach Method](#) on page 231
- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To detach an image


- 1 Click Setup ► Image Management.
- 2 In the Image Manager dialog box, select the image name.
- 3 Click Detach.

The image is no longer linked to the drawing file, and all instances of the image are removed from the drawing.

Quick Reference

IMAGE

Manages images

Menu	Setup menu ► Image Management
Icon	 Manage Images
Command Line	IMAGE
Task Pane	Select an image. Right-click in drawing area ► Image ► Image Manager

Modifying Raster Images

You can modify an image with grip modes, adjust an image for contrast, clip the image with a rectangle or polygon, or use an image as a cutting edge for a trim.

- [Overview of Modifying Raster Images](#) on page 421

- [Selecting an Image](#) on page 424
- [Displaying Image Frames](#) on page 425
- [Changing Image Alignment](#) on page 426
- [Adjusting Image Brightness, Contrast, and Fade](#) on page 427
- [Changing Image Display Quality and Speed](#) on page 429
- [Making an Image Transparent](#) on page 430
- [Modifying the Correlation Settings for an Image](#) on page 432
- [Modifying Other Image Properties](#) on page 434
- [Clipping an Image](#) on page 436

To modify raster images

- [To select an image by pressing Shift + left-click](#) on page 424
- [To turn on the Shift + left-click option](#) on page 425
- [To display image frames](#) on page 426
- [To change image alignment](#) on page 427
- [To adjust brightness, contrast, and fade](#) on page 428
- [To change image display quality](#) on page 429
- [To hide a drawing or show clipped images](#) on page 430
- [To make an image transparent](#) on page 431
- [To change the color that is transparent](#) on page 431
- [To modify the correlation settings for an image](#) on page 433
- [To modify image properties](#) on page 435
- [To clip an image](#) on page 438

Overview of Modifying Raster Images

You can copy, move, or clip raster images. You can modify an image with grip modes, adjust an image for contrast, clip the image with a rectangle or polygon, or use an image as a cutting edge for a trim.

NOTE These options do not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

Image Frames

AutoCAD Map 3D inserts images into frames. A frame is a rectangular vector object that encloses the image. When you select the frame, you create a selection set that you can manipulate using any editing command. You can copy, move, stretch, rotate, and scale images.

To do this...	Use this method...
Select an image you added with the Insert An Image command.	Press Shift and click the left mouse button. See Selecting an Image on page 424.
Display frames for images you added with the Insert An Image command.	Click View ► Imaging Tools ► Toggle Frames. See Displaying Image Frames on page 425.
Change the alignment and scale of an image you added with the Insert An Image command.	At the Command prompt, enter align. See Changing Image Alignment on page 426.
Adjust the brightness, contrast, and fade of an image you added with the Insert An Image command.	-- See Adjusting Image Brightness, Contrast, and Fade on page 427.
Adjust the image display quality of an image you added with the Insert An Image command.	-- See Changing Image Display Quality and Speed on page 429.
For an image you added with the Insert An Image command, make all pixels of a specific color in a grayscale or color image transparent.	Right-click the image. Click Properties. In the Properties palette, select Transparency. See Making an Image Transparent on page 430.
Specify a precise location for an image you added with the Insert An Image command	Right-click the image. Click Properties. In the Properties palette, change the position or rotation of the image. See Modifying the Correlation Settings for an Image on page 432.
For an image you added with the Insert An Image command, modify frame properties.	Right-click the image. Click Properties. In the Properties palette, change the color, layer, or linetype. See Modifying Other Image Properties on page 434.
Display only a portion of an image you added with the Insert An Image command.	-- See Clipping an Image on page 436.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

MAPIFRAME

Makes frames enclosing raster images visible or invisible

Menu	View menu ► Imaging Tools ► Toggle Frames
Command Line	MAPIFRAME
Dialog Box	MAPIFRAME (Image Frame command)

ALIGN

Aligns objects with other objects in 2D and 3D

Command Line	ALIGN
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PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

IMAGECLIP

Creates new clipping boundaries for an image object

Icon



Clip Image

Command Line

IMAGECLIP

Task Pane

Select an image. Right-click in drawing area ► Image ► Clip

Selecting an Image

If an image frame is visible, you can select the image by clicking on the frame or by drawing a crossing window around a frame edge. When you select an image by selecting its frame, grips are displayed.

NOTE These options do not affect images you inserted with Data Connect.

You can also select an image by placing your cursor over the image and pressing Shift + left-click. This feature is useful when you are zoomed in to the image and you cannot see the image frame or if the image frames are turned off.

After you select an image frame, you can:

- Right-click to display the Raster Extension shortcut menu.
- Select a grip. Right-click to display the AutoCAD Map 3D shortcut menu.
- Manipulate the image using AutoCAD Map 3D commands.

NOTE You can set an option to draw hatch marks over a selected image. Click Tools ► Options. Select the Display tab. Under Display Performance, set Highlight Raster Image Frame Only to off. If Highlight Raster Image Frame Only is off, when you select an image, it rises to the top of the display order, obscuring any vectors that cross it. Use the REGEN command to restore the proper display order.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To select an image by pressing Shift + left-click

- 1 Position your pointer so that it is over the image or images to select.

- 2 Press Shift and click the left mouse button.
If you clicked more than one image, the Image Select dialog box appears. This dialog box displays the names of all the images that are inserted into your drawing. The image(s) that are already selected are highlighted (not just the images that you selected by pressing Shift + left-click).
- 3 Click the images in the list to select. Click OK. To select all the images in your drawing, click Select All. To clear the selection set, click Select None.

NOTE If Shift + left-click is not working, you may need to load the Raster Extension by using an image command such as Insert An Image, or you may need to turn on the option.

To turn on the Shift + left-click option

- 1 Click Setup ► Raster Options.
- 2 In the Raster Extension Options dialog box, select the General tab.
- 3 Select Shift + Left Click Image Select.
- 4 Click OK to exit the dialog box.

Quick Reference

MAPIOPTIONS

Specifies default image correlation settings, display options, detach options, paths, and memory settings

Menu	Setup menu ► Raster Options
Command Line	MAPIOPTIONS
Dialog Box	Raster Extension Options dialog box

Displaying Image Frames

An image frame is a vector object that encloses each image you insert.

NOTE This option does not affect images you inserted with Data Connect.

Hiding an image frame ensures that the image cannot accidentally be moved or modified by a single- or double-click and prevents the frame from being plotted or displayed. When image frames are hidden, clipped images are still displayed to their specified frame limits; only the frame is affected. Showing and hiding image frames affects all images attached to your drawing.

When you attach an image to a drawing, the image frame inherits the current color, layer, linetype, and linetype scale.

See also:

- [Changing How Image Frames Are Displayed](#) on page 228
- [Modifying Other Image Properties](#) on page 434

To display image frames

- Click View ► Imaging Tools ► Toggle Frames.

NOTE If frames are invisible or an image is on a locked or frozen layer or a layer that is turned off, then you cannot select the image by clicking the frame. However, if frames are hidden but the image is on an editable layer, then you can select the image using [Shift + left-click](#) on page 424.

Quick Reference

MAPIFRAME

Makes frames enclosing raster images visible or invisible

Menu	View menu ► Imaging Tools ► Toggle Frames
Command Line	MAPIFRAME
Dialog Box	MAPIFRAME (Image Frame command)

Changing Image Alignment

You can change the alignment and scale of an image. You can reference two points in vector space and two points on a raster image to move, scale, and rotate the image to the vector coordinates. This process performs a simple transformation but does not rubber sheet the image.

See also:

■ [Moving, Rotating, and Scaling an Object](#) on page 789

To change image alignment

- 1 At the Command prompt, enter align.
- 2 Select the image and press Enter.
- 3 Specify a first source point on the image and a first destination point in the drawing.
- 4 Specify a second source point on the image and a second destination point in the drawing.
- 5 Press Enter.
- 6 To scale the image, type y (Yes) and press Enter.

The image aligns with the drawing according to the reference points you specified.

Quick Reference

ALIGN

Aligns objects with other objects in 2D and 3D

Command Line ALIGN

Adjusting Image Brightness, Contrast, and Fade

When you adjust image brightness, contrast, and fade in AutoCAD Map 3D, the changes you make affect the display of the image as well as the plotted output, but do not affect the original raster image file. Adjust brightness to darken or lighten an image. Adjust contrast to make poor-quality images easier to read. Adjust fade to make vectors easier to see over images or to create a watermark effect in your plotted output.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

NOTE Bitonal images *cannot* be adjusted for brightness, contrast, or fade. Bitonal images fade to the current screen background when displayed, and fade to white (the color of most paper) when plotted.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To adjust brightness, contrast, and fade

- 1 --
- 2 Select the image to modify. Press Enter.
- 3 In the Image Adjust dialog box, specify settings:
 - To adjust brightness or contrast, use the Brightness or Contrast slider bar.
 - To adjust image fade, use the Fade slider bar.
- 4 Click OK.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Changing Image Display Quality and Speed

Changing Image Display Quality

You can change image display quality. Draft-quality images may be grainier, but they display more quickly than high-quality images. Changing the image display quality setting affects all images attached to your drawing.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

Hiding Images

You can hide an image. Hidden images are not displayed or plotted; only the drawing frame is displayed. You can choose to hide an image regardless of the current viewport coordinate system.

Clipping Images

You can clip the image so that only the parts of the image you want visible are displayed. To display more than one piece of the image, create additional insertions of the image, each with a different clip boundary.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

See also:

- [Hiding, Unloading, Detaching, and Erasing Images](#) on page 412
- [Changing Image Display Quality](#) on page 230

To change image display quality

- 1 --
- 2 Type d (draft) or h (high). Press Enter.

To hide a drawing or show clipped images

- 1 Click the frame of the image(s) to change.

NOTE If you are zoomed in and cannot see the image frames, press Shift + left-click to select the image(s).

- 2 Right-click the image. Click Properties.
- 3 In the Properties palette, select one of the display options.
 - Select Show Image and set it to No if you do not want to display the image.
 - Select Show Clipped and set it to Yes to display any clip boundaries you have made on an image using the imageclip command.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu

Analyze ► Properties

Icon



Properties

Command Line

PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Making an Image Transparent

You can make all pixels of a specific color in a grayscale or color image transparent. (The transparency color of a bitonal image is always the background color of the image.) This is useful for overlaying two images or placing an image in front of objects.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

This option is not available if the image is currently unloaded or if the Raster Extension is not loaded. To load the Raster Extension, use an image command, such as Insert An Image.

NOTE The transparency color is stored in the drawing as an AutoCAD Map 3D custom object. If you send the drawing to other users, they can see the transparency color only by opening the drawing in AutoCAD Map 3D or Autodesk Raster Design. If they open the drawing in AutoCAD, they see a message that AutoCAD cannot reference the custom object and will not display the transparent color.

You can also change the opacity of an entire raster image, so that the image is translucent and items below it are visible.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To make an image transparent

- 1 Select the image.
- 2 Right-click the image. Click Properties.
- 3 In the Properties palette, select Transparency.
- 4 Click the down arrow at the right of the box and select Yes.

Specify which color will be transparent.

To change the color that is transparent

- 1 Zoom in close to the image so that you can accurately select the color.
- 2 Click the image frame.

NOTE If you are zoomed so you cannot see the image frame, press Shift + left-click to select the image.

3 Right-click the image. Click Properties.

4 In the Properties palette, select Transparency Color.

If Transparency Color doesn't appear in the Properties palette, the image may not be loaded or the Raster Extension may not be loaded. To load the image, select the image. Right-click the image ► Image ► Show Image. To load the Raster Extension, choose an image command such as Insert An Image.

NOTE You can choose the transparency color for grayscale and color images. In bitonal images, the transparency color is always the background color of the image.



5 Click  to display the Transparency Color dialog box.

6 Click Select and pick the desired color on the image. Click OK.

7 To turn on transparency, select Transparency in the Properties palette and set it to Yes.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu

Analyze ► Properties

Icon



Properties

Command Line

PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Modifying the Correlation Settings for an Image

You can specify a precise location for an image.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

NOTE When you change the insertion point values, AutoCAD Map 3D repositions the image in the drawing and saves the settings in the drawing. However, these correlation changes are saved only in the drawing and are not saved back to the original image file. To change the original correlation information in the image file, use an image-editing application such as Autodesk Raster Design.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To modify the correlation settings for an image

- 1 Select the image.
- 2 Right-click the image. Click Properties.
- 3 In the Properties palette, do one of the following:
 - To move the image, type new coordinates in the Position X, Y, and Z boxes. This insertion point represents the lower-left corner of the image frame before any rotation is applied.
 - To rotate the image, type a new value in the Rotation box. The units of the rotation value depend on the units that the drawing is using. AutoCAD Map 3D rotates the image around the insertion point.
 - To scale the image, type a new value in the Scale box. For example, to make the image twice as large, type 2 in the Scale box.
- 4 Close the Properties palette.

TIP You can also click the Pick icon to [adjust the frame](#) on page 396 location and size.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

Icon  Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Modifying Other Image Properties

Use the Properties palette to modify image properties such as the following:

- Frame color, layer, linetype, and linetype scale
- Image brightness, contrast, and fade
- Location
- Rotation, width, height, and scale
- Image transparency and transparency color

The settings apply only to the selected images.

NOTE These options do not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

Rotation is in degrees (or the units set by the AUNITS system variable); scale, width, and height are based on the unit of measurement used in the drawing.

When you insert an image, it is inserted on the current AutoCAD layer. Since AutoCAD Map 3D controls the visibility and behavior of the layers, you can move an image to another AutoCAD layer to take advantage of the layer properties. For example, to display images, but not edit them, move the images to an AutoCAD layer and lock the layer.

See also:

- [Overview of Adding Rasters and Surfaces](#) on page 370

- [Using Other Raster Image Formats](#) on page 385

To modify image properties

- 1 Click the frame of the image(s) to change.

NOTE If you are zoomed in and cannot see the image frames, press Shift + left-click to select the image(s).

- 2 Right-click the image. Click Properties.
- 3 In the Properties palette, select the property to modify. For example:
 - **Color** — Select a color or click Select Color to display the Select Color dialog box.
Select the desired color or select ByLayer to set the frame color of the image to the color of the layer it is on. The frame color is also the foreground color for bitonal images.
Click OK to apply the new color to the selected image(s).
 - **Layer** — Select the target AutoCAD layer for the image(s).
 - **Linetype** — Select a linetype for the image frame(s). Select any linetype that is loaded in your drawing or select ByLayer to use the linetype defined for that layer.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Clipping an Image

By clipping an image, you can display and plot only a portion of the image. The clipping boundary can be a rectangle or a two-dimensional polygon with vertices constrained to lie within the boundaries of the image. Multiple instances of the same image can have different clipping boundaries.

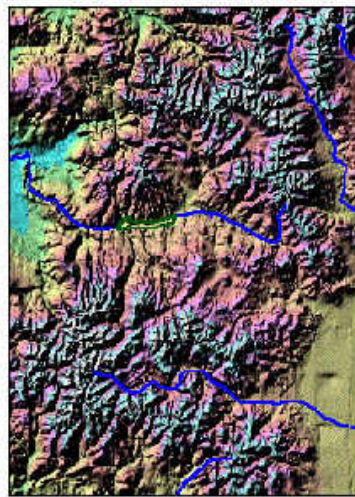
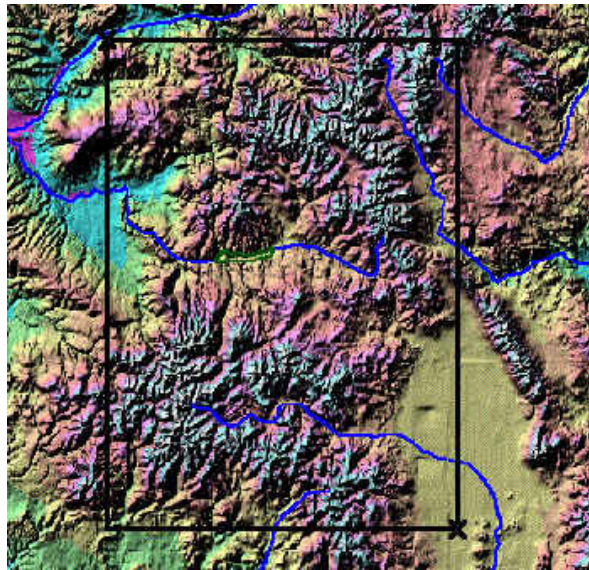


Image Clip lets you show only the part of an image you require. Move your cursor over the image to see the clipped portion of the image.

You can display a clipped image using the clipping boundary, or you can hide the clipping boundary and display the original image boundaries.

NOTE To clip an image, the image boundary must be visible. See [Displaying Image Frames](#) on page 425.

A clip boundary is a display-only feature that you can use for viewing and plotting purposes. It does not permanently change image data. When you delete a clipping boundary, the original image boundary is restored. To permanently clip the image, use an image-editing application such as Autodesk Raster Design.

NOTE This option does not affect images you added with Data Connect. If the image you are inserting is supported, connect to it and add it to your map using [Data Connect](#) on page 370. This gives you more control over styling and other options.

See also:

- [Displaying Image Frames](#) on page 425
- [Overview of Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385

To clip an image

- 1 --
- 2 [Select the image](#) on page 424 to clip. You can only clip one image at a time.
- 3 Press Enter or type n to create a new clip boundary.
- 4 Type r to create a rectangular boundary, or type p to create a polygonal boundary.
- 5 Pick the points to define the clip boundary. You must pick at least three points to define a polygonal boundary.

To restore the image, use these steps: --Type off.

You can modify the clip boundary by defining a new boundary for the image or by using object grips.

You can also choose to show or hide clip boundaries by changing the [image display properties](#) on page 429 in the Properties palette.

Quick Reference

IMAGECLIP

Creates new clipping boundaries for an image object

Icon



Clip Image

Command Line

IMAGECLIP

Task Pane

Select an image. Right-click in drawing area ► Image ► Clip

Joining Data to GIS Features

You can add properties from a different data source to GIS features in your map using joins. For example, you can join employment rates stored in a Microsoft Access database file to city features stored in an SDF file, or to counties stored in an Oracle database. Once you join the two data sources, you can use the joined information to style the feature, the same way you use its native information. For example, you can theme the city features based on the employment rates you joined.

Overview of Joins

Use joins to add extra data to GIS features in your map. For example, join income data to a parcel layer to add that information to those features. You can join data from the Internet, other organizations you work with, or GIS data repositories.

After you create the join, you can use the additional properties the same way you use the native properties of the feature class: to label, theme, style, and analyze the layer's features.

For example, after you join a table of voter turnout data to a map of regions in your area, you can create a theme that varies in appearance, depending on the number of participating voters in each region.

With joins, you can keep your data in separate tables, focused on specific topics, instead of in one large database or file. This can ease administration and reduce complexity.

Typically, a join connects a separate table of data (a secondary table) to a feature class layer (the primary table). The most common type of join is a one-to-one join, which connects one record in a table of data to one feature in a feature class.

Typically, you join data tables from an application such as Microsoft Access to FDO layers from SDF, SHP, Oracle, and ArcSDE data. However, you can also join feature sources such as SHP to other feature sources.

See also:

- [Overview of the Data Table](#) on page 921
- [Create a join.](#) on page ?
- [Modify joins.](#) on page ?
- [Edit joined data.](#) on page ?
- [Export joined data to a .LAYER file.](#) on page 449
- [Export data from the Data Table.](#) on page 449

Creating a Join

A join adds the properties from a data table (secondary table) to an existing feature-class layer (primary table). The original data remains unchanged in its source—the join exists only within your map.

The secondary table can be an actual table, such as a named range in an Excel spreadsheet, or the tabular data contained in a feature source, such as an Oracle database or an SDF file.

One-to-One Joins

The most common type of join is a one-to-one join, in which one feature is matched to one secondary record and any additional secondary records are ignored. For example, if you are joining a table of income data to a layer representing parcels, you may have more than one income value for a particular property (if there are multiple residences on that parcel, for instance, or multiple earners in a residence). In a one-to-one join, the first income value found for a parcel is matched to that parcel, and any other income information is ignored.

One-to-Many Joins

You can also create a one-to-many join. In this case, when there are multiple secondary records for a single feature, additional features are generated to represent the extra values. Using the same example as above, a parcel that matches multiple income values will result in multiple Data Table entries for that parcel, each with a separate income value (even though there is still only one actual feature). If you style the parcel layer based on income values, only one is visible in your display map. You can still edit the feature in your map (for example, to resize it). The real feature in your data will be updated.

NOTE Adding features to your map can have performance implications; some operations take longer when there is more feature data.

Join Keys

To be joined, the primary and secondary tables must contain matching fields with common values. These matching fields are the join keys.

For example, when joining a data table containing employment rates to a layer representing counties, the join key might be `County_Name`, if that field is common to both tables.

A join key does not need to have the same name in both data sources, but it must have the same data type (numeric, string, Boolean, and so on). For example, you can match the `Parcel_ID` field in one table to the `Lot_Number` field in the second table, so long as `Parcel_ID` and `Lot_Number` use the same data type.

NOTE Joins that use String fields are case-sensitive. The values in the fields must match exactly. Jones will not match JONES.

Advanced Joining

You can join multiple secondary tables to a feature layer. There are several ways to do this.

You can join a new table to the joined secondary table to create a “chain” of joins. For example, you can begin by joining income information to a layer of parcel features, using the `Parcel_ID` as the common join key. Then you can add a join to a table of employment data, using `Job_Title` as a common join key between the income table and the employment table. Even though the parcel feature does not contain a property for `Job_Title`, you can style the parcels by job type after you complete both joins.

You can join multiple tables to a single feature using the same join key. For example, you can join a table of traffic information to a roads layer, using the Road_Name field as the join key. You can then join a second table of maintenance schedules to the roads layer, using the same join key.

You can also join multiple tables to a single feature using different join keys. For example, you can join population information to a layer representing counties, using the County_Name field as the join key. Then you can join flood-zone data to the same layer using Elevation as the join key.

In all cases, you can use all of the joined data when styling or theming the feature layer.

Using Joins for Calculated Fields

You can create a calculated field that uses native data and joined data. For example, if you join assessor data to parcel data, you can create a field that represents the cost per acre for each parcel. You create a calculated field using an expression.

Non-matching Data

When you create a join, you can specify how to deal with features in the primary table that do not find a match in the secondary table. For example, if you are joining assessor data to a parcel layer, you can decide what to do with parcels that have no assessment data. The choices are as follows:

- **Keep All Records On The Left** – Keeps all features, even if there is no match in the secondary table (a left outer join).
- **Keep Only Left-Side Records With A Match** – Hides features if there is no matching record in the secondary table (an inner join).

See also:

- [Modifying or Removing Joins](#) on page 444
- [Accessing Data from ODBC](#) on page 289
- [Overview of the Data Table](#) on page 921
- [Editing Joined Data](#) on page 446
- [Using Joins with Calculated Properties](#) on page 448

To create a join

- 1 Prepare to create a join by doing the following:
 - Ensure the primary and secondary sources share one or more common fields, for example Parcel_ID or County_Name. These fields do not have to have the same name in both sources, but they must use the same data type.
 - Simplify your secondary table data as much as possible. For example, remove unnecessary records or tables.
 - Connect to both the primary and secondary sources using one of the FDO providers in Data Connect. When you connect to a secondary source that has no geometry data, you don't need to add anything to the map—you can just establish the connection and close the Data Connect window.

NOTE If your secondary source is a Microsoft Access or Microsoft Excel table, connect to it using an ODBC connection. For information about setting up ODBC sources, see [Accessing Data from ODBC](#) on page 289.

- 2 In Display Manager, right-click a feature layer ► Create A Join.
The layer you right-click is the primary source.
- 3 In the Table (Or Feature Class) To Join To list in the Create A Join dialog box, select the table or feature class whose data you will to join to the layer.
Your selection is the secondary source. If this source contains multiple tables, choose the one to use for the join.
- 4 In the This Column From The Left Table list, select the join key (the common field or property) for the primary source, for example, Parcel_ID or County_Name.
- 5 In the Matches This Column From The Right Table list, select the matching field or property in the secondary source.
Only fields with matching data types are displayed in the right-hand list. The fields do not need to have the same name in both data sources, but they must have the same data type (numeric, string, Boolean, and so on). For example, you can match the Parcel_ID field in one table to the Lot_Number field in the second table, so long as Parcel_ID and Lot_Number use the same data type.

- 6 Under Type Of Joins, select the type of join to create:
 - Keep All Records On The Left (a left outer join)
 - Keep Only Left-Side Records With A Match (an inner join)
- 7 Under Relationship With Secondary Records (Cardinality), choose one of the following:
 - One-To-One matches one secondary source record to each primary source item. Any extra secondary source records are ignored.
 - One-To-Many creates a new feature for each extra record in the secondary source.
- 8 Click OK.

In the [Data Table](#) on page 921 for the primary source (the feature layer to which you joined the data), the newly joined properties are appended to the right of the native feature data. The joined properties are gray, to indicate that they are read-only. In the column title, the name of the table you joined precedes the property name.

NOTE To edit joined data, you must edit the secondary source itself, and not the layer to which it is joined. See [Editing Joined Data](#) on page 446.

Quick Reference

MAPDEFINEJOIN

Defines a join for feature data.

Command Line MAPDEFINEJOIN

Modifying or Removing Joins

After you create a join, you can change the settings you specified when you created it. You can remove one (of multiple) joins from a feature layer, or remove all joins from the feature layer at once, restoring the properties for that layer to its native data only.

See also:

- [Overview of Joins](#) on page 439
- [Creating a Join](#) on page 440
- [Editing Joined Data](#) on page 446

To modify a join

- 1 In Display Manager, right-click the feature layer with the join to modify, and select Manage Joins.
- 2 In the [Manage Layer Data dialog box](#) on page 1343, select the join to modify, and click Edit.
- 3 In the Edit A Join dialog box, change any settings.
The settings are the same ones you used when you [created the join](#) on page ?. For example, you can change this join from One-To-Many to One-To-One to get rid of extra features created by the original join.
- 4 To delete one (or multiple) joins for this feature layer, click the join to delete (use Ctrl or Shift to select multiple joins). Click Delete.
- 5 When you are finished, click OK.

Changes can affect the styles, themes, and labels you set up in your map, if they were based on the joined data.

Quick Reference

MAPDEFINEJOIN

Defines a join for feature data.

Command Line MAPDEFINEJOIN

Editing Joined Data

To help you maintain the integrity of your original data, a few limitations apply when editing joined data:

- When you edit a feature layer that has a [one-to-one join](#) on page 1757 in the Data Table, you can change the native feature data (from the primary table) but you cannot change the joined properties (from the secondary table). To edit the joined data, display Map Explorer, expand the data source containing the table to edit, select that table, and click Table.

NOTE You cannot add or delete records from an ODBC data source using the Data Table. Use the source application, for example Microsoft Access, to do this.

- For one-to-one joins, you can delete records from the primary source only. You cannot edit one-to-one inner joins.
- You can insert records in the primary source for a [left outer join](#) on page 1754. You cannot do so for an [inner join](#) on page 1753, because the lack of a matching secondary record would make the feature disappear.
- You cannot edit one-to-many joins. To make changes, you must open the table itself from Map Explorer.
- In general, you cannot edit primary keys.
Each feature class has a property whose value uniquely identifies each feature within that class. This is called the primary key. Many feature classes use a single property for this purpose, for example, FeatureId. However, a feature class could have a list of properties such as street number, street name, and street type to uniquely identify a house address.
An [FDO provider](#) on page 1750 may also support the concept of autogenerated ID values. When you add objects to your map using such a provider, the identity property will not have a value, but it is still the primary key.
- When [working offline](#) on page 600, the above rules apply, and you cannot insert records at all.

See also:

- [Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table](#) on page 928
- [Editing Features using the Data Table](#) on page 595

To edit joined data

For this type of join or data...	Edit	Insert	Delete
One-to-One	You can edit the primary table (the native feature data) when you display the Data Table for the feature layer. To edit the secondary table (joined data) open the table in Map Explorer. You cannot edit the primary key on page 1758, but you can edit the join key.	You cannot insert data for an inner join on page 1753 because it might cause the new primary record to “disappear” when there is no matching secondary record. For a left outer join on page 1754, you can insert records only in the primary table.	You can delete only records only in the primary table.
One-to-Many	You cannot edit the primary table (the native feature data) or the secondary table (joined data) in the Data Table from Display Manager. Instead, open the tables in Map Explorer.	Not available.	Not available.
Offline	You can edit (as above) while you work offline, but you cannot insert records.	Not available.	You can delete only records only in the primary table.
Feature data	You can edit read/write feature sources.	You can insert data for read/write feature sources.	You can delete data from read/write feature sources.

For this type of join or data...	Edit	Insert	Delete
ODBC data table	You can edit records in Data Table.	Not available. Use the source application, such as Microsoft Access, to insert records.	Not available. Use the source application, such as Microsoft Access, to delete records.

Quick Reference

MAPDEFINEJOIN

Defines a join for feature data.

Command Line MAPDEFINEJOIN

Using Joins with Calculated Properties

Calculated properties combine information in existing properties using expressions. The existing fields can be native to the current feature layer, or they can be joined to that feature layer. For example, you can join an assessor database to a parcel layer and create a calculated property to determine value per acre based on the parcel value in the assessor data and the parcel area in the parcel layer.

To create a calculated property based on joined data

- 1 [Connect to both data sources and join them, based on a common property.](#) on page 440
- 2 In the Display Manager, select the primary source (the feature layer to which you joined the data) and click Table.
- 3 In the Data Table, click Options menu ► Manage Calculations.
- 4 In the [Manage Layer Data dialog box](#) on page 1343, click New menu ► Calculation.
- 5 Create the expression for the calculation.
The available properties and values reflect both the source layer and the joined data.

Quick Reference

MAPDEFINEJOIN

Defines a join for feature data.

Command Line MAPDEFINEJOIN

Sharing Joined Data with Others

Use these techniques to share joined data and join definitions with others:

- [Export layer\(s\) to an SDF file](#) on page 1210 – When you export feature layers to an SDF version 3 file, joined properties are included. The SDF file can be re-used or shared with other AutoCAD Map 3D, Civil 3D, and MapGuide customers or other programs that support SDF. The resulting file does not contain styling data.
- [Save a layer to a .LAYER file](#) on page 1210 – When you save a layer to a *.layer* file, it retains its styling information and pointers to the data source that defines its geometry and attributes (including joined data). You can drag and drop saved layers into any map to re-use them, or use them with MapGuide Enterprise.
- [Copy or export data from the Data Table](#) on page 1214 – When you copy selected features in the Data Table and past them into other programs like Microsoft Access or Excel, joined properties are included. You can also export selected data to a comma-separated file for use in other programs.

When you copy data from one feature source to another using Bulk Copy, joined properties are not included.

[To save layer and joined properties to an SDF file](#) on page ?

[To export layer connections and joins to a .LAYER file](#) on page ?

[To export data from the Data Table](#) on page ?

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu Click File ► Convert DWG To ► Map 3D Export.

Icon



Export Map File

Command Line MAPEXPORT

Dialog Box Export dialog box

MAP2SDF

Exports an SDF 2 format file for use with Autodesk MapGuide, versions 6.5 and earlier.

Menu Click File ► Convert DWG To ► Autodesk SDF2 (MapGuide6.x...).

Command Line MAP2SDF

Dialog Box Autodesk MapGuide Export dialog box

Adding Attributes to Drawing Objects

Link attribute data to objects in your drawing.

See also:

- [Setting Up Data Sources for Drawings](#) on page 184

To add attribute data to drawing objects

- [To store attribute data in the drawing](#) on page 451
- [To link records to objects](#) on page 452
- [To create a link template](#) on page 454
- [To open a linked database table](#) on page 456
- [To manually link a record to an object](#) on page 458
- [To automatically link records to objects using object data](#) on page 460
- [To automatically link records to objects using text or block attribute data](#) on page 460
- [To convert object data to a linked database table](#) on page 463
- [To edit or delete a database link](#) on page 465
- [To delete links for a group of objects](#) on page 465
- [To edit the database path in a link template](#) on page 466
- [To delete a link template](#) on page 467

- [To store attribute data in the drawing](#) on page 451
- [To link records to objects](#) on page 452
- [To create a link template](#) on page 454
- [To open a linked database table](#) on page 456
- [To manually link a record to an object](#) on page 458
- [To automatically link records to objects using object data](#) on page 460
- [To automatically link records to objects using text or block attribute data](#) on page 460
- [To convert object data to a linked database table](#) on page 463
- [To edit or delete a database link](#) on page 465
- [To delete links for a group of objects](#) on page 465
- [To edit the database path in a link template](#) on page 466
- [To delete a link template](#) on page 467

Storing Attribute Data in the Drawing (Object Data)

Object data is attribute data that is attached to individual objects and stored in tables in the drawing. To use object data, first define the format for the table, and then create each record as you attach it to an object.

See also:

- [Setting Up Object Data](#) on page 179
- [Entering and Editing Object Data](#) on page 873
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308

To store attribute data in the drawing

- [To create an object data table](#) on page 180
- [To attach data to an object](#) on page 876
- [To bring in drawing objects based on object data](#) on page 309

Overview of Linking Database Records to Objects

You can create a link between a record in an external database and an object in your drawing. Once the link exists, use the information in the database to help you analyze, select, and display objects in your drawing.

For example, you can link property ownership data to a map of a housing development. Select records based on property value and highlight all objects linked to those records. Alternately, select all the houses in a specified area and highlight records that are linked to the selected houses.

Linking records takes two steps:

- Create a link template for each database. The link template specifies which column in the database table to use as a key column.
- Link specific objects to specific records in the table.

When you link a record from a database to an object in your drawing, AutoCAD Map 3D stores link data on the object.

See also:

- [Setting Up Data Sources for Drawings](#) on page 184
- [Creating a Link Template](#) on page 454

To link records to objects

- 1 Before you can link a database record to an object, you must [attach the data source to the drawing](#) on page 188 and [create a link template for the table](#) on page 454.
- 2 Create links using one of the following methods:
 - [Manually link a specific record to a specific object](#) on page 458.
 - [Link objects automatically based on text or blocks in the drawing](#) on page 460.
 - [Convert existing object data to a linked database table](#) on page 463.
- 3 If necessary you can [edit the link](#) on page 465.

Quick Reference

ADEGENLINK

Automatically links objects to object data or external database records

Menu	In the Classic workspace, click Setup menu ► More Link Template Options ► Generate Links
-------------	--

Command Line	ADEGENLINK
Task Pane	In Map Explorer, right-click a link template ► Generate Links
Dialog Box	Generate Data Links dialog box

(Data View) Link Records to Objects

Links the selected records to objects in your drawing

Menu	In the Data View:Links ► Link Records To Objects
Icon	



Link Records to Objects

MAPDELETELINKS

Deletes database links from objects

Menu	Setup menu ► More Link Template Options ► Delete Links
Command Line	MAPDELETELINKS
Task Pane	In Map Explorer, right-click a link template ► Delete Links
Dialog Box	Select Link Templates dialog box

MAPLINKMANAGER

Edits the link data attached to an object

Menu	Setup menu ► More Link Template Options ► Link Manager
Command Line	MAPLINKMANAGER

MAPOD2ASE

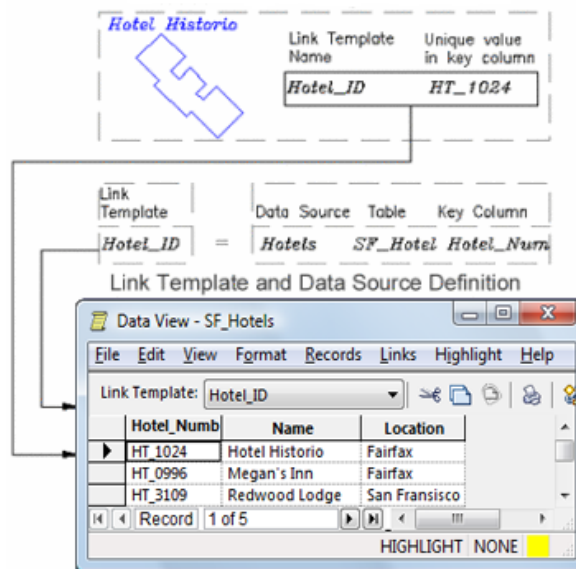
Converts object data tables to linked external database tables

Menu	Click Setup ► Convert Object Data to Database Links.
Command Line	MAPOD2ASE
Dialog Box	Convert Object Data to Database Links dialog box

Creating a Link Template

A link template specifies how to link objects in a drawing to records in a specific database table.

A link template specifies the name of the database table and the key columns to use to uniquely identify each record.



The link template is stored in the current drawing.

See also:

■ [Overview of Linking Database Records to Objects](#) on page 451

NOTE Before you create a link template, make sure the data source for the table is currently [attached](#) on page 188 and [connected](#) on page 193.

To create a link template

- 1 In [Map Explorer](#) on page 1755, right-click the table and click Define Link Template.
- 2 In the Define Link Template dialog box, type a name for the link template.


- 3 Under Key Selection, select the column to use as the key by clicking the check box in the Key column.
- AutoCAD Map 3D uses the value in the key column to uniquely identify a record, so select a column or a combination of columns that contains a unique value for each record in the database.
- 4 Click OK.

NOTE If the link template does not immediately appear on the Map Explorer tab of the Task Pane, right-click a blank space in Map Explorer. Click Refresh.

Quick Reference


(Data View) Define Link Template

Creates a new link template

Menu	In the Data View:Links ► Define Link Template
Icon	 Define Link Template
Dialog Box	Define Link Template dialog box (MAPDEFINELT)

MAPDEFINELT

Defines a link template for a database table

Menu	Click Setup ► More Link Template Options ► Delete Link Template.
Icon	 Define Link Template
Command Line	MAPDEFINELT
Task Pane	In Map Explorer, right-click a data source table or query ► Define Link Template
Dialog Box	Define Link Template dialog box (MAPDEFINELT)

Opening a Linked Database Table

Once you have defined a link template for a table, you can open the table as a linked table. When a table is opened as a linked table, AutoCAD Map 3D tracks the relationship between the records in the table and the objects in your drawing.

See also:

- [Viewing External Data Linked to Drawing Objects](#) on page 938
- [Finding Records in a Database Linked to Drawing Objects](#) on page 1008

To open a linked database table

- In [Map Explorer](#) on page 1755, double-click a link template. Depending on the data source option setting, the linked table opens in either Edit mode or View mode. If the table is write-protected, it opens in View mode. Queries always open in View mode.
- To open a table in View mode, right-click the link template. Click View Linked Table.

Quick Reference

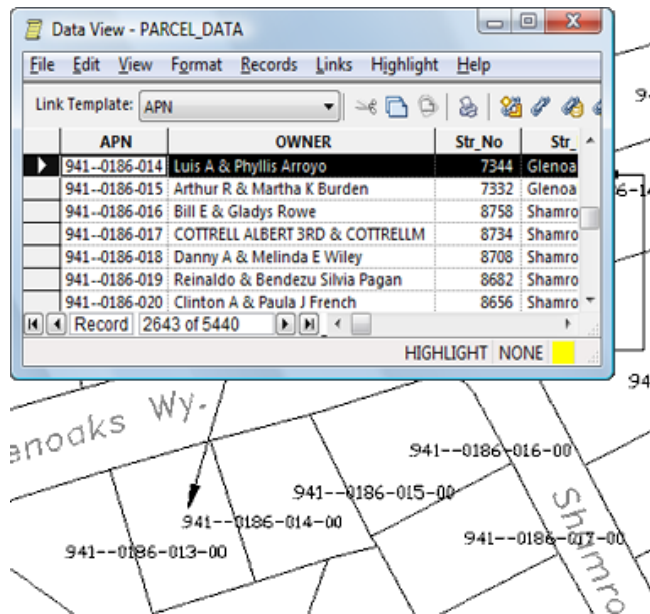
MAPVIEWLINK

Opens a database table associated with a specific link template to view in the Data View

Menu	Click Map ► Database ► View Data ► View Linked Table.
Command Line	MAPVIEWLINK
Task Pane	In Map Explorer, right-click a link template ► View Linked Table
Dialog Box	Select Link Template dialog box

Manually Linking Database Records to Objects

You can create a link between an object in the drawing and a record in a database table. You cannot create a link to a feature from a feature source.



You cannot create links for non-graphical objects, such as layers and linetypes.

Link Data

When you create a link, link data is stored on the object. The link data has two parts: the name of the link template to use, and the actual value to search for in the key column. The record with the matching key value is linked to the object.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Setting Up Data Sources for Drawings](#) on page 184
- [Creating a Link Template](#) on page 454
- [Automatically Linking Database Records to Objects](#) on page 458

NOTE To link records to objects, you must first [define a link template for the table](#) on page 454, and you must [open the table as a linked table](#) on page 456.

NOTE You can link records to drawing objects. You cannot link records to features from a feature source.

To manually link a record to an object

- 1 Open a linked database table in the [Data View](#) on page 865.
- 2 In the Data View window, select a record.
- 3 In the Data View, click Links menu ► Link Records To Objects.
- 4 Select the objects in your drawing. Press Enter.

NOTE If you are linking data to a polygon and plan to use the data with topology functions, be sure to link the data to the centroid of the polygon. Topology functions do not use data linked to the polygon border.

Quick Reference

(Data View) Link Records to Objects

Links the selected records to objects in your drawing

Menu In the Data View: Links ► Link Records To Objects

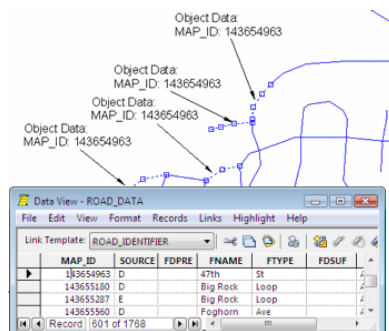
Icon



Link Records to Objects

Automatically Linking Database Records to Objects

If information in your drawing, such as object data, text, or block attribute data, matches information in a database table, you can automatically create links from each selected object to a matching record in the database table.



For example, if each parcel in a parcel map has attached object data that contains the parcel ID, you can automatically link each parcel to the correct record in a database of parcel information.

Or if you have district code stored as block attribute data and also have a table that has a column for district codes, you can automatically link each code in the map to the corresponding record in the table.

If no matching record is found in the database table, you can set an option to create the record.

If you are using block or text, you can set an option to use the insertion point point of the block or text as the label point for the object.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Setting Up Data Sources for Drawings](#) on page 184
- [Defining the Text Insertion Point](#) on page 793
- [Converting Object Data to Database Links](#) on page 461
- [Manually Linking Database Records to Objects](#) on page 457

NOTE You can link records to drawing objects. You cannot link records to features from a feature source.

Before you begin, be sure you have [defined a link template](#) on page 454 for the database you will use, and the objects to link to are accessible. You cannot create links to objects on layers that are locked, frozen, or turned off.

To automatically link records to objects using object data

- 1 Click Setup ► Convert Object Data to Database Links.
- 2 In the [Convert Object Data to Database Links dialog box](#) on page 1416, under Source Object Data Table, select an object data table.
- 3 Select Remove Data From Objects Processed to delete the object data after creating the link.
- 4 Under Target Link Template, select Link Object Data To Database.
- 5 Click Define to specify the link template.
- 6 In the [Select Existing Link Template dialog box](#) on page 1425, under Link Template, select an available link template.
- 7 For each key field in the link template, select a field in the object data table.
- 8 Select a Database Validation option:
 - None — Creates links without checking to see if a matching record exists in the table
 - Link Must Exist — Creates a link only if the value in the drawing matches the key field value of an existing record. If no record has a matching value, a link is not created for that object.
 - Create If New — Creates a new record in the table if no existing record has a matching value.
- 9 Click OK.
- 10 In the Convert Object Data To Database Links dialog box, specify how to select objects with attached object data.

You can select objects automatically or manually, and you can use a filter to restrict selection to specified layers.
- 11 Click Proceed.

To automatically link records to objects using text or block attribute data

- 1 Click Setup ► More Link Template Options ► Generate Links.
- 2 In the Generate Data Links dialog box, select a linkage type.
- 3 Under Data Links, select Create Database Links.
- 4 Select a link template.

If you are creating links to enclosed text, select a link template that has only one key field.

- 5 If you are creating links to blocks or enclosed blocks, select the name of the block.

For each key field in the link template, select a tag from the block attribute. You can assign a tag to only one key field.

- 6 Select a Database Validation option.
- 7 Optionally, select Use Insertion Point As Label Point.
- 8 Click OK.
- 9 Enter a to use all blocks or text objects, or enter s to select block or text objects.

Quick Reference

MAPOD2ASE

Converts object data tables to linked external database tables

Menu	Click Setup ► Convert Object Data to Database Links.
Command Line	MAPOD2ASE
Dialog Box	Convert Object Data to Database Links dialog box

ADEGENLINK

Automatically links objects to object data or external database records

Menu	In the Classic workspace, click Setup menu ► More Link Template Options ► Generate Links
Command Line	ADEGENLINK
Task Pane	In Map Explorer, right-click a link template ► Generate Links
Dialog Box	Generate Data Links dialog box

Converting Object Data to Database Links

You can convert object data into linked records in an external database table.

You can do one of the following

- Create a new table in an existing data source. For the new link template, you can use an existing field as the key field, or you can have AutoCAD Map 3D create a new field and assign a unique value to each record.
- Add the data to an existing database table.

Field Names in the New Table

By default, the fields in the new database table have the same names as the fields in the object data table. AutoCAD Map 3D resolves any conflicts in the following ways:

- Truncates fields that are too long and adds an incremental digit to the resulting duplicate field names
- Replaces unsupported characters in a field name with an underscore (_)
- Converts unsupported field types to character
- Converts point fields to a character string and separates coordinates with commas

In addition, if you have object data that matches information in a database table, you can automatically create links from each selected object to a matching record in the database table.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Setting Up Data Sources for Drawings](#) on page 184
- [Automatically Linking Database Records to Objects](#) on page 458

If you plan to create a new table in an existing data source, make sure the appropriate data source is currently [attached](#) on page 188 and [connected](#) on page 193.

NOTE During the conversion, field names in the object data table become field names in the database table. Make sure that the field names in your object data table are not SQL reserved words such as DATE, SELECT, or CURRENT. If necessary, rename the fields in your object data table before you convert it.

To convert object data to a linked database table

- 1 Click Setup ► Convert Object Data to Database Links.
- 2 In the [Convert Object Data to Database Links dialog box](#) on page 1416, under Source Object Data Table, select an object data table.
- 3 Select Remove Data From Objects Processed to delete the object data after creating the link.
- 4 Under Target Link Template, select Convert Object Data To Database.
- 5 Click Define to specify the link template.
- 6 In the Define Link Template dialog box, select an available data source. Click Connect.
- 7 Enter a table name.
- 8 Specify the fields to use as key fields (columns). To enter more than one field name, separate names with a comma.

To select from a list of field names in the object data table, or to rename the fields, click Select to display the Select Link Template Key(s) dialog box.

You can use an existing object data field as the key column or create a new field. If you select Generate Key Field, specify a name for the field in the Generate Key area. AutoCAD Map 3D sets the first record in the database table to 1, and increments each subsequent record by 1. Click OK to close the Select Link Template Key(s) dialog box.
- 9 In the Define Link Template dialog box, enter a name for the link template and click OK.

The link template stores the address of the database table and the name of the key field. Accept the default or enter a new unique name.
- 10 In the Convert Object Data To Database Links dialog box, specify how to select objects with attached object data.

You can select objects automatically or manually, and you can use a filter to restrict selection to specified layers.
- 11 Click Proceed.

AutoCAD Map 3D converts the object data into linked database tables.

Quick Reference

MAPOD2ASE

Converts object data tables to linked external database tables

Menu	Click Setup ► Convert Object Data to Database Links.
Command Line	MAPOD2ASE
Dialog Box	Convert Object Data to Database Links dialog box

Editing Database Links

To link an object to a different record in a database table, you can either delete the old link and create a new link, or you can edit the link data stored on the object.

The link data specifies the following:

- the link template for the database table
- the link value for the record

The object is linked to the record in the database table where the value in the key column matches the link value on the object. If you edit the link value, you link the object to a different record in the table.

For example, a database has a record for each piece of equipment. The link template for the database table specifies the serial number column as the key column. If you replace a piece of equipment, you must edit the link value on the object in the drawing to reflect the new serial number. This links the object to the record with the new serial number.

Editing Linked Objects

If you move, copy, or delete a linked object, the link data is moved, copied, or deleted with it. Deleting the object and its link data does not affect the data in the database table.

You can also delete the link from the object.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451

- [Creating a Link Template](#) on page 454
- [Setting Up Data Sources for Drawings](#) on page 184

To edit or delete a database link

- 1 Click Setup ► More Link Template Options ► Link Manager.
- 2 Select the object with the link to edit.
- 3 In the Link Manager dialog box, review or edit the link data.
- 4 To modify link data, click the value to edit. Type a new value, or click... to select from a list of values in the database.
- 5 To delete a link, click the link template and click Delete.
- 6 When you finish, click OK.

To delete links for a group of objects

- 1 Click Setup ► More Link Template Options ► Delete Links.
- 2 Select the object or objects with the links to delete.
- 3 In the Select Link Templates dialog box, select the link templates whose links you will delete from the objects.
- 4 Click OK.

Quick Reference

MAPDELETELINKS

Deletes database links from objects

Menu	Setup menu ► More Link Template Options ► Delete Links
Command Line	MAPDELETELINKS
Task Pane	In Map Explorer, right-click a link template ► Delete Links
Dialog Box	Select Link Templates dialog box

MAPLINKMANAGER

Edits the link data attached to an object

Menu	Setup menu ► More Link Template Options ► Link Manager
Command Line	MAPLINKMANAGER

Editing a Link Template

If you rename a database table or change the location of the database, you must edit the link template associated with that database table.

When you edit a link template, all objects in the drawing that reference the link template use the new information.

If you no longer use a link template in a drawing, you can delete the link template from the current drawing. When you delete a link template, all links that reference that link template are deleted from the drawing.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Setting Up Data Sources for Drawings](#) on page 184

NOTE The procedure below edits the link template in the active drawing. It does not update the *asi.ini* file (which stores data source mapping information), source drawings, or other drawings that use this link template.

To edit the database path in a link template

- 1 Click Setup ► Edit Link Template Properties.
- 2 Select the link template. Click OK.
- 3 In the [Link Template Properties dialog box](#) on page 1422, select a new data source, catalog, schema, or table.
- 4 Click OK.
- 5 Right-click the Map Explorer tab of the Task Pane. Click Refresh.

To delete a link template

- 1 Click Setup ► More Link Template Options ► Delete Link Template.
- 2 In the Select Link Template dialog box, select the link template. Click OK.

Quick Reference

MAPDELETELT

Deletes a link template

Menu	Setup menu ► More Link Template Options ► Delete Link Template
Command Line	MAPDELETELT
Task Pane	In Map Explorer, right-click a link template ► Delete Link Template
Dialog Box	Select Link Template dialog box

MAPPROPSLT

Edits the database table name or location in a link template

Menu	Setup menu ► Edit Link Template Properties
Command Line	MAPPROPSLT

Using Open Source FDO Providers

To make it easier to extend the capabilities of FDO Data Access Technology used within AutoCAD Map 3D, Autodesk has released FDO as an open source project under the Open Source Geospatial Foundation™ (OSGeo™).

This has enabled developers from all over the world to tap into powerful web mapping and geospatial data access technology and develop additional FDO data providers that work with AutoCAD Map 3D.

Often, developers make the providers they develop available for free. They can be integrated into AutoCAD Map 3D and then used to access additional data formats not included in the box.

Examples of Third Party and Open Source Providers Available	Description
OGR Provider (supports vector formats such as ESRI Personal Database, GRASS, and SDTS).	Open source, available on http://fdo.osgeo.org
GDAL Provider (supports raster formats such as NITF, Imagine, PCIDSK, and HDF).	Open source, available on http://fdo.osgeo.org
SL-King Oracle Provider.	Available on http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=8824908
Safe Software FME Provider for FDO.	Available on http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=8824908

Check <http://fdo.osgeo.org> and <http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=8824908> periodically for additional providers.

If you are a developer, you can also create your own data providers. The open source version of FDO Data Access Technology and developer documentation is available on <http://fdo.osgeo.org>.

NOTE FDO Providers from sources other than Autodesk are not supported or warranted by Autodesk.

- [To download a third party or open source FDO provider](#) on page 468
- [To integrate a new FDO provider into AutoCAD Map 3D](#) on page 469
- [To develop a new FDO provider](#) on page 470

To download a third party or open source FDO provider

- Go to <http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=8824908> or <http://fdo.osgeo.org> to see the providers available for download.

To integrate a new FDO provider into AutoCAD Map 3D

- 1 Close AutoCAD Map 3D if it is running.
- 2 In Windows Explorer, navigate to *\AutoCAD Map 3D 2009\FDO\bin*.
- 3 Make a backup copy of *providers.xml*. Give the back up a new name such as *providers_backup.xml*.
- 4 In WordPad, open *\AutoCAD Map 3D 2009\FDO\bin\providers.xml*.

NOTE Do not use Notepad.

- 5 Copy a section for an existing provider, for example the section OSGEO WMS, and paste it to a new location in the XML file.

Be sure you copy the entire section, from `<Feature Provider>` to `</FeatureProvider>`.

- 6 Modify the following elements in the new section as needed:
 - Name – Name of your new provider.
 - Display Name – Name that will be displayed in the Data Connect window in AutoCAD Map 3D
 - Description – Description that will be displayed in the Data Connect window
 - IsManaged – False if the provider was developed using unmanaged code like C++; True if uses managed code.
 - Version – The DLL version number. The version number must match the version number of the DLLs.
 - FeatureDataObjectsVersion – FDO version number
 - LibraryPath - Path to the DLLs for the new provider
- 7 Save and close *providers.xml*.
- 8 Start AutoCAD Map 3D.
- 9 In Display Manager, click Data ► Connect to Data.
The provider you added should appear under Data Connections By Provider.
- 10 In the Data Connect window, under Data Connections By Provider, select the new provider. For example, select “Add OGR Connection”.

- 11 Enter the connection information.

NOTE For the OGR provider, you need to enter the complete path to the geodatabase for Data Source.

- 12 The ReadOnly field indicates whether you can edit the data. TRUE means the data is read-only. FALSE means it will be read / write.
- 13 Click Login.
- 14 Click Connect to bring the data into your map.

To develop a new FDO provider

- Go to <http://fdo.osgeo.org> to download the API and access the documentation needed to develop a provider.

Bringing In AutoCAD Civil 3D Data

You can bring in the following types of data from AutoCAD Civil 3D projects:

- Features (Alignments, points, parcels, and pipe networks)
- Surfaces

To bring in Civil 3D data, you must first export it from Civil 3D to formats that can be read by AutoCAD Map 3D.

The table below lists the AutoCAD Civil 3D features and attributes that are exported to the SDF file.

AutoCAD Civil 3D Feature	Exported Attributes
Alignment	<ul style="list-style-type: none">■ Alignment Name■ Length■ Design Speed■ Starting Station■ Ending Station

Point	■ Point Number
	■ Point Name
	■ Elevation
	■ Description
	■ Raw Description
	■ Latitude
	■ Longitude

Parcel	■ Parcel Name
	■ Parcel Number
	■ Area
	■ Perimeter

Pipe	■ Network Name
	■ Length
	■ Slope
	■ Inside Diameter
	■ Outside Diameter
	■ Shape
	■ Elevation at Start
	■ Elevation at End
	■ Structure Start
	■ Structure End

Structure	■ Network Name
	■ Rim Elevation
	■ Structure Name

See also:

- [Bringing In Features from SDF](#) on page 287

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [To export features from AutoCAD Civil 3D to SDF](#) on page 472
- [To access the SDF file from a map](#) on page 472
- [To export surfaces from AutoCAD Civil 3D to DEM](#) on page 472
- [To access the DEM from a map](#) on page 472

To export features from AutoCAD Civil 3D to SDF

- 1 Open the project in AutoCAD Civil 3D. In AutoCAD Civil 3D, click File menu ► Export ► Export to SDF.
- 2 In the Export To SDF dialog box, specify a name for the SDF file.
- 3 Specify the coordinate system.

NOTE If the drawing already has a coordinate system specified, it is used automatically and the Select Coordinate System controls in the Export To SDF dialog box are grayed out.

- 4 Click OK to export the file.

To access the SDF file from a map

- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.
- 2 In the Data Connect window, under Data Connections By Provider, select Add SDF Connection.
- 3 Specify information to connect to the SDF file. For more information, see [To bring in features from SDF](#) on page 288.

To export surfaces from AutoCAD Civil 3D to DEM

- 1 Open the project in AutoCAD Civil 3D.
- 2 In AutoCAD Civil 3D, export the surface as a DEM file.

To access the DEM from a map


- 1 In [Display Manager](#) on page 1748, click Data ► Connect To Data.

- 2 In the Data Connect window, under Data Connections By Provider, select Add Raster Image Or Surface Connection.
- 3 Specify information to connect to the DEM file. For more information, see [To add a raster-based surface to your map](#) on page 374.

Quick Reference

Connect Feature Source

Connects a feature source

Menu	Click File ► Connect To Data.
Icon	 Connect
Command Line	MAPCONNECT
Task Pane	In Display Manager, right-click and click Connect to Data

Managing Data

4

Overview of Managing Data

Different geospatial data formats have different capabilities. Use the following table to determine the options available for your data stores.

NOTE WMS and raster data providers are not covered here. For information about those providers, see [Adding an Image from a WMS \(Web Map Service\)](#) on page 377 and [Overview of Adding Rasters and Surfaces](#) on page 370.

Oracle	SQL Server	MySQL	ODBC	SDF	SHP	ESRI ArcSDE	WFS
Set up users on page 502	Set up users on page 502	Set up users on page 502					
Create data stores on page 504	Create data stores on page 504	Create data stores on page 504	Set up data stores on page 496	Create data stores on page 504	Create data stores on page 504		
Add data to your map on page 271	Add data to your map on page 279	Add data to your map on page 282	Add data to your map on page 289	Add data to your map on page 289	Add data to your map on page 274	Add data to your map on page 274	Add data to your map on page 293

Oracle	SQL Server	MySQL	ODBC	SDF	SHP	ESRI ArcSDE	WFS
				map on page 287	page 285		
Style data on page 540	Style data on page 540	Style data on page 540		Style data on page 540	Style data on page 540	Style data on page 540	Style data on page 540
Examine or edit attribute data on page 595	Examine or edit attribute data on page 595	Examine or edit attribute data on page 595	Examine or edit attribute data on page 595	Examine or edit attribute data on page 595	Examine or edit attribute data on page 595	Examine or edit attribute data on page 595	
Join data to a different feature. on page 440	Join data to a different feature. on page 440	Join data to a different feature. on page 440	Join data to a different feature. on page 440	Join data to a different feature. on page 440	Join data to a different feature. on page 440	Join data to a different feature. on page 440	Join data to a WFS feature. on page 440
Create a schema on page 509	Create a schema on page 509	Create a schema on page 509		Create a schema on page 509	Create a schema on page 509		
View a schema on page 518	View a schema on page 518	View a schema on page 518	View a schema on page 518	View a schema on page 518	View a schema on page 518	View a schema on page 518	

Oracle	SQL Server	MySQL	ODBC	SDF	SHP	ESRI ArcSDE	WFS
Edit a schema on page 519	Edit a schema on page 519	Edit a schema on page 519		Edit a schema on page 519			
Delete a schema on page 521	Delete a schema on page 521	Delete a schema on page 521		Delete a schema on page 521			
Copy data to/from a different data format on page 522	Copy data to/from a different data format on page 522	Copy data to/from a different data format on page 522	Copy data to/from a different data format on page 522	Copy data to/from a different data format on page 522	Copy data to/from a different data format on page 522	Copy data to/from a different data format on page 522	
						NOTE You can copy data into an ArcSDE schema if the data store and schema are already defined in the target.	

Oracle	SQL Serv- er	MySQL	ODBC	SDF	SHP	ESRI ArcSDE	WFS
			<p>NOTE You can use Bulk Copy to copy ODBC data to a different provider, such as Oracle, MySQL, SQL Serv-er, SDF, and SHP. You can copy data to an ODBC data store, but you must define the tar-get schema properly, and have write per-missions.</p>				

About Geospatial Feature Classes, Data Stores, and Schemas

Overview of Geospatial Data

Geospatial data is organized as follows:

- **Feature:** The spatial representation of a real-world entity, such as a specific road or an individual utility pole, that specifies the geometry and other properties of the feature.
- **Feature class:** A category of features with rules that define the allowable data types, default values, and constraints for its member features. For example, you might have feature classes for a set of roads, utility poles, and so on.
- **Schema:** A collection of related feature classes.
- **Data store:** A collection of feature data in a single storage location. SDF data stores allow only one schema per file, but database stores such as Oracle or SQL Server can have multiple schemas. (SHP files can include only one geometry type per file, but you can store and copy to multiple SHP files in a folder. You can use a configuration file to support multiple schemas when you establish your connection to a SHP file.)

The data hierarchy

Geospatial data is stored in a hierarchical fashion, like a set of tables: each row within a table is an individual feature, and each column is a [property](#) on page 1758 of that feature. The entire table (including its name, column names, data types, default values, and constraints) represents a feature class. The set of related tables is called a schema, and the entire collection of data resides in a data store.

For example, you might use a data store such as Oracle, which can encompass multiple schemas. The database might define the utilities for a town, with schemas for different types of utilities, such as electrical and water. The electrical schema would include feature classes for utility poles and boxes, while the water schema would include feature classes for pipes and hydrants.

Properties

Each feature class has properties that define it. The Pole feature class would have properties such as identification number, name, model, material, height, installation date, and so on. The properties that define a feature class can have data types, default values, and constraints. These can help ensure that a feature meets certain criteria in order to be included in a particular feature class. For example, the “Large Roads” feature class can include a field called “Lanes.” The constraint for “Lanes” can specify that its value must be six or higher in order for a road to be included in the “Large Roads” feature class.

Data stores

Features can be stored in a spatial database (such as Oracle, MySQL, or SQLServer), or in the ESRI ArcSDE data store, which can use either an Oracle- or SQL Server-based spatial database. Features can be stored in a file (such as SHP or SDF). Related SHP files might be stored in a folder.

Features can be accessed from a Web-based service (such as WFS or WMS). AutoCAD Map 3D also supports ODBC (Open DataBase Connectivity), a standardized interface for accessing a database from a program.

A data store usually contains a spatial context, which describes the spatial metadata or parameters within which geometry for a collection of features resides. The spatial context can specify the coordinate system, extents, and tolerance. A data store can include multiple spatial contexts, for example, one context for ground-based data and another context for schematic data.

For more information about features, feature classes, and schemas (including diagrams that illustrate these concepts), see “What Are Features?” and “What is a Schema?” in *Best Practices for Managing Geospatial Data*, available from the Help menu in AutoCAD Map 3D.

Working with features in your map

To add a feature to your map, you connect to its data store and select the feature classes to include. After you connect to a data store in AutoCAD Map 3D, that data store is a [feature source](#) on page 1751 for the current map. Feature sources are listed by provider (for example, all SDF feature sources are listed together in Data Connect). Each feature class you add becomes a [feature layer](#) on page 1751 in your map. You can apply filters and spatial queries to the layers to show only some of the features within that layer. Filters are based on attributes, and queries are based on spatial location.

See also:

- [Overview of Bringing In GIS Features](#) on page 266
- [Editing Features using the Data Table](#) on page 595
- [Styling Features](#) on page 540
- [Viewing a Schema](#) on page 518
- [Migrating Data](#) on page 522

To work with geospatial data

- [Set up users for database data stores](#) on page 502
- [Create data stores](#) on page 504, if your data source supports that option.
- [Add data to your map](#) on page 265
- [Style the data](#) on page 540
- [Examine or edit attribute data for any feature](#) on page 595
- [View the schema](#) on page 518 for any data source.
- [Create a schema](#) on page 509, if your data source supports that option.
- [Edit a schema](#) on page 519, if your data source supports that option.
- [Delete a schema](#) on page 521, if your data source supports that option.
- [Copy data to/from a different data format](#) on page 522, if your data source supports that option.

Working with FDO Schemas

You can view a [schema](#) on page 1760, [feature class](#) on page 1750, or [property](#) on page 1758 from any [FDO provider](#) on page 1750, but the ability to change them depends on the provider and your access rights. You cannot edit or delete any schema, feature class, or property if there are existing features that use it.

You can create schemas within AutoCAD Map 3D, or import existing FDO schemas into your maps.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Viewing a Schema](#) on page 518
- [Creating a New Schema](#) on page 509
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521

To work with FDO schemas

- [View the schema](#) on page 518 for any data source.
- [Create a schema](#) on page 509, if your data source supports that option.
- [Import](#) on page 517 existing FDO schemas into a map.
- [Edit a schema](#) on page 519, if your data source supports that option.
- [Delete a schema](#) on page 521, if your data source supports that option.

Working with Oracle Data

AutoCAD Map 3D, supports Oracle versions 10gr2, 11g, and XE. You can create and edit an Oracle [data store](#) on page 1747 and [schema](#) on page 1760, and you can access existing spatial schemas in Oracle that were created by other applications. Oracle has comprehensive support for all the data types and operations that AutoCAD Map 3D supports, including [spatial index](#) on page 1762, [long transaction](#) on page 1754, and [persistent locking](#) on page 1758.

Before you add features to an Oracle data store, make sure your user privileges for that Oracle data store are adequate and appropriate, and that the data in that data store is accurate and current.

You can [add a user for an Oracle data store using a utility](#) on page 502 provided with AutoCAD Map 3D.

What Oracle Schemas Support

An Oracle schema can support the following:

- Inheritance

- Multiple schemas
- Object properties (with limitations)
- Association properties (with limitations)
- Schema overrides
- Auto ID generation
- Data store scope unique ID generation
- Default values
- Inclusive value range constraints
- Exclusive value range constraints
- Value constraints list
- Null value constraints
- Unique value constraints
- Composite unique value constraints
- Spatial contexts
- These geometry types: point, line string, polygon, multi-point, multi-line string, multi-polygon, curve string, curve polygon, multi-curve string, multi-curve polygon, linear ring, line string segment, circular arc segment, and ring
- Multi-geometry

Restrictions of Oracle Schemas

When you create an Oracle schema, the following restrictions apply:

- A [feature class](#) on page 1750 must define or inherit at least one identity [property](#) on page 1758.
- You cannot add a non-nullable data property to a class that already has data.
- Identity properties cannot be nullable.
- Read-only identity properties must be auto-generated.
- The length for string properties must be between 1 and 4000 bytes inclusive.

- For decimal properties, precision must be between 1 and 38 inclusive and scale must be between -84 and 127 inclusive.
- A feature class can have multiple geometric properties. Although it is not mandatory, having a main geometry as an attribute of the feature class can help you to identify which geometry property to use as the default for queries and rendering. Both HasMeasure and HasElevation are supported.

Version Enabling

The Autodesk FDO Provider for Oracle included with AutoCAD Map 3D 2009 creates tables in the FDO [data store](#) on page 1747 that are not automatically version-enabled. Therefore, when you create a new Oracle data store using the default options, the resulting table is not version-enabled, so [persistent locking](#) on page 1758 and [long transaction](#) on page 1754 are not supported. (This differs from previous releases.)

Oracle Workspace Manager (OWM) is used for versioning and persistent locking support.

NOTE Versioning and persistent locking are not available with the Oracle XE version.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Database Users](#) on page 502
- [Creating a Data Store](#) on page 504
- [Bringing In Features from Oracle](#) on page 271
- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [Creating a New Schema](#) on page 509
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519
- [Migrating Data](#) on page 522

To enable versioning for an Oracle data store

- 1 You enable versioning with the Oracle SQL*Plus tool, which you use to execute the scripts. Before executing the scripts, make sure the following conditions are true:
 - You connect directly to the Oracle user (or FDO data store) to be processed.
 - The Oracle user executing the script has sufficient privileges (has been granted the Workspace Manager role WM_ADMIN_ROLE).
 - The Oracle user executing the script is the only user processing or accessing the current Oracle user (or FDO data store) during the execution of the script. Otherwise, a script failure may result from a session conflict.
- 2 To create a script log file, execute the `spool <log file name>;` command before invoking the scripts and the `spool off;` command after the invoked script finishes. The log file can help you resolve any issues encountered by the scripts.
- 3 Read the documentation contained within the script files themselves to determine what privileges are required for each script, how to run the scripts, and what errors may occur.

Problems can occur if you respond incorrectly to errors you encounter while running a script.
- 4 Execute the *EnableVersioning.sql* script in the */FDO/bin/com* folder in your AutoCAD Map 3D folder.

This will enable the tables for OWM.

NOTE The *DisableVersioning.sql* script in the same folder provides the opposite functionality.

- 5 If you create a data store in AutoCAD Map 3D 2009 that you want to use with the 2007 version of AutoCAD Map 3D, you must set the value of the lock and long transaction options in the table `F_Options` in the generated data store to 2. You can do this with the supplied SQL script *EnableVersioning.sql*, which also enables versioning for all tables and allows the creation of conditional data. Do not make this change to `F_Options` in the database if you do not plan to use it with the previous version of AutoCAD Map 3D.

To work with Oracle data

- [Set up users](#) on page 502
- [Create data stores](#) on page 504
- [Add Oracle features to your map](#) on page 271
- [Style Oracle features](#) on page 540
- [Join Oracle data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595
- [Create an Oracle schema](#) on page 509
- [View an Oracle schema](#) on page 518
- [Edit an Oracle schema](#) on page 519
- [Copy data to/from a different data format](#) on page 522

Working with SQL Server Data

AutoCAD Map 3D supports SQL Server version 2005. SQL Server provides comprehensive data support, along with spatial indexing, optimistic concurrency, and read-committed transaction isolation. It uses a revision number for optimistic concurrency.

AutoCAD Map 3D supports SQL Server authentication for SQL Server data stores. The [FDO](#) on page 1750 User is mapped to the SQL Server login. Grant access to the databases whose data you want to use.

What SQL Server Schemas Support

A SQL Server [schema](#) on page 1760 can support the following:

- Inheritance
- Multiple schemas
- Object properties (with limitations)
- Association properties (with limitations)
- Schema overrides
- Auto ID generation

- Default values
- Inclusive value range constraints
- Exclusive value range constraints
- Value constraints list
- Null value constraints
- Unique value constraints
- Composite unique value constraints
- Spatial contexts
- The following geometry types:
 - Polygons: polygon, multi-polygon, curve polygon, multi-curve polygon, circular arc segment
 - Points: point, multi-point
 - Rings: ring, linear ring
 - Line strings: line string, line string segment, multi-line string, curve string, multi-curve string
- Multi-geometry

Restrictions of SQL Server Schemas

When you create a SQL Server schema, the following restrictions apply:

- A [feature class](#) on page 1750 must define or inherit at least one identity [property](#) on page 1758.
- Identity properties cannot be nullable.
- Read-only identity properties must be auto-generated.
- A feature class can have multiple geometric properties. Although it is not mandatory, having a main geometry as an attribute of the feature class can help you to identify which geometry property to use as the default for queries and rendering. Both HasMeasure and HasElevation are supported.
- The maximum length of a string is 8000 characters.

- For decimal properties, the precision must be between 1 and 38 inclusive, and the scale must be between 0 and 38 inclusive.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Database Users](#) on page 502
- [Creating a Data Store](#) on page 504
- [Bringing In Features from SQL Server](#) on page 279
- [Styling Features](#) on page 540
- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [Creating a New Schema](#) on page 509
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521
- [Migrating Data](#) on page 522

To work with SQL Server data

- [Set up users](#) on page 502
- [Create data stores](#) on page 504
- [Add SQL Server features to your map](#) on page 279
- [Style SQL Server features](#) on page 540
- [Join SQL Server data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595
- [Create a SQL Server schema](#) on page 509
- [View a SQL Server schema](#) on page 518
- [Edit a SQL Server schema](#) on page 519
- [Delete a SQL Server schema](#) on page 521

- [Copy data to/from a different data format](#) on page 522

Working with MySQL Data

AutoCAD Map 3D supports MySQL 5.0.27. In AutoCAD Map 3D, you can create, edit, and delete a MySQL [data store](#) on page 1747 or [schema](#) on page 1760. You can also access existing databases in MySQL that were created by other applications. AutoCAD Map 3D supports native MySQL geometry, indexing, two-dimensional geometry (compatible with the OGC Simple Feature specification), and spatial query operations, but not transactions. Auto-generated properties are automatically incremented (auto-incremented). MySQL uses a revision number for optimistic concurrency.

NOTE If you cannot connect to your MySQL data source and you receive the error message, "Specified credentials are not valid or the provider is unable to establish a connection," copy the *libmysql.dll* file into the *AutoCAD Map 3D\FDO\bin* folder and try again.

What MySQL Schemas Support

A MySQL schema can support the following:

- Inheritance
- Multiple schemas
- Object properties (with limitations)
- Association properties (with limitations)
- Schema overrides
- Auto ID generation
- Default values
- Null value constraints
- Unique value constraints
- Composite unique value constraints
- Spatial contexts

- The following geometry types:
 - Polygons: polygon, multi-polygon, curve polygon, multi-curve polygon, circular arc segment
 - Points: point, multi-point
 - Rings: ring, linear ring
 - Line strings: line string, line string segment, multi-line string, curve string, multi-curve string
- Multi-geometry

Restrictions of MySQL Schemas

When you create a MySQL schema, the following restrictions apply:

- A [feature class](#) on page 1750 must define or inherit at least one identity [property](#) on page 1758.
- Inclusive value range constraints are not supported.
- Identity properties cannot be nullable.
- Read-only identity properties must be auto-generated.
- A feature class can have multiple geometric properties. Although it is not mandatory, having a main geometry as an attribute of the feature class can help you to identify which geometry property to use as the default for queries and rendering. Both HasMeasure and HasElevation are supported.
- The maximum length of a string is 65,535 bytes.
- For decimal properties, the precision must be between 1 and 65 inclusive and the scale must be between 0 and 30 inclusive.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Database Users](#) on page 502
- [Creating a Data Store](#) on page 504
- [Bringing In Features from MySQL](#) on page 282
- [Styling Features](#) on page 540

- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [Creating a New Schema](#) on page 509
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521
- [Migrating Data](#) on page 522

To work with MySQL data

- [Set up users](#) on page 502
- [Create data stores](#) on page 504
- [Add MySQL features to your map](#) on page 282
- [Style MySQL features](#) on page 540
- [Join MySQL data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595
- [Create a MySQL schema](#) on page 509
- [View a MySQL schema](#) on page 518
- [Edit a MySQL schema](#) on page 519
- [Delete a MySQL schema](#) on page 521
- [Copy data to/from a different data format](#) on page 522

Working with SDF Data

The Autodesk SDF file format is a standalone, file-based spatial database format that supports multiple features classes and properties in a single file, and provides spatial indexing, interoperability, and high performance for large data sets.

Characteristics of the SDF File Format

The SDF file format has the following characteristics:

- SDF files can be read on different platforms.
- One [schema](#) on page 1760 in a single SDF file supports multiple [feature classes](#) on page 1750.
- SDF files have their own spatial indexing.
- SDF files can store geometric and non-geometric data with minimal overhead.
- The SDF file format supports a single writer at any time, with multiple readers.

What SDF Schemas Support

An SDF schema can support the following:

- Auto ID generation
- Default values
- Exclusive and inclusive value range constraints
- Value list constraints
- Null value constraints
- Spatial contexts
- The following geometry types:
 - Polygons: polygon, multi-polygon, curve polygon, multi-curve polygon, circular arc segment
 - Points: point, multi-point
 - Rings: ring, linear ring
 - Line strings: line string, line string segment, multi-line string, curve string, multi-curve string
- Multi-geometry

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Database Users](#) on page 502
- [Creating a Data Store](#) on page 504
- [Bringing In Features from SDF](#) on page 287
- [Styling Features](#) on page 540
- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [Creating a New Schema](#) on page 509
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521
- [Migrating Data](#) on page 522

To work with SDF data

- [Create data stores](#) on page 504
- [Add SDF features to your map](#) on page 287
- [Style SDF features](#) on page 540
- [Join SDF data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595
- [Create an SDF schema](#) on page 509
- [View an SDF schema](#) on page 518
- [Edit an SDF schema](#) on page 519
- [Delete an SDF schema](#) on page 521
- [Copy data to/from a different data format](#) on page 522

Working with SHP Data

The standalone ESRI SHP file format supports GIS data using the following file types:

- SHP (shape geometry)
- SHX (shape index)
- PRJ (projection information)
- CPG (code page files)
- IDX (spatial index)
- DBF (shape attributes in dBASE format)

You must have either a SHP or DBF file present to connect to data or work with [schemas](#) on page 1760. Otherwise, these files are optional. If they do not exist initially, the system creates files with empty records.

Characteristics of the SHP File Format

The Schema Editor treats each SHP file, and its associated DBF file, as a [feature class](#) on page 1750 with a single geometry [property](#) on page 1758 and, optionally, data attribute properties. The SHP file format supports a single writer at any time, but can have multiple readers.

SHP files can include only one geometry type per file, but you can store and copy to multiple SHP files in a folder. You can use a configuration file to support multiple schemas when you establish your connection to a folder containing SHP files.

What SHP Schemas Support

A SHP schema can support the following:

- A single geometry type per file
- Spatial contexts (determined by coordinate system information in the PRJ file)
- Auto ID generation
- Null value constraints

- The following geometry types:
 - Polygons: polygon, multi-polygon
 - Points: point, multi-point
 - Rings: linear ring
 - Line strings: line string, line string segment, multi-line string

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Database Users](#) on page 502
- [Creating a Data Store](#) on page 504
- [Bringing In Features from SHP](#) on page 285
- [Styling Features](#) on page 540
- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [Viewing a Schema](#) on page 518
- [Migrating Data](#) on page 522

To work with SHP data

- [Create data stores](#) on page 504
- [Add SHP features to your map](#) on page 285
- [Style SHP features](#) on page 540
- [Join SHP data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595
- [View a SHP schema](#) on page 518
- [Copy data to/from a different data format](#) on page 522

Working with ODBC Data

To set up a Data Source Name (DSN) for your ODBC data store, you add a DSN in Windows. The configuration options you specify depend on the type of ODBC data store you use. The login ID and password you enter when setting up your DSN are used only for defining the DSN, and not when you connect with the ODBC provider via FDO.

NOTE For MySQL, be sure to install the MySQL driver from MyODBC 3.51 at <http://dev.mysql.com/downloads/connector/odbc/3.51.html>.

What ODBC Schemas Support

For ODBC, AutoCAD Map 3D supports point geometry, with X, Y, and optionally, Z columns for defining points. Although the default column names are X, Y, and Z, when you select the columns to represent these points, you must override the defaults. Because this information is stored in the map file itself, if you perform the same steps (in another map, you will need to override the settings again..

In some cases, ODBC schemas support default values.

Restrictions of ODBC Schemas

- There is no spatial indexing.
- Geometry points are stored as separate properties in the object definition.
- The existing [schema](#) on page 1760 is used; you cannot edit or delete it. You cannot add a new schema or add [FDO](#) on page 1750 metadata to the [data store](#) on page 1747.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Accessing Data from ODBC](#) on page 289
- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [To set up an ODBC data store for use with AutoCAD Map 3D](#) on page 497
- [To set up a database range for Excel](#) on page 498

- [To work with ODBC data](#) on page 498

To set up an ODBC data store for use with AutoCAD Map 3D

- 1 From your Windows desktop, click Start menu ► Settings ► Control Panel and open the Administrative Tools control panel.
- 2 Double-click Data Sources (ODBC).
- 3 Click Add.
- 4 Select a driver.
 - For a SQL Server data store, use the SQL Server or SQL Native Client driver. Specify either Windows NT or SQL Server, and select the default database that matches yours.
 - For an Oracle provider, do not use the Microsoft ODBC for Oracle driver because it is incompatible with AutoCAD Map 3D. Instead, use the driver installed with the Oracle client.
- 5 Click Finish.
- 6 Specify the DSN information.
 - For a MySQL Server data store, specify the Data Source Name, Server, User, Password, and Database.
 - For an Oracle provider, specify the Data Source Name, the TNS Service Name (the service to which you are connecting), and the User ID (the database to access). The User ID predefines the tables available in AutoCAD Map 3D (it is the equivalent of the OWNER field in an Oracle metaschema). If you do not specify it here, the entire schema of the Oracle instance (based on your user privileges) will be used. It is case-sensitive and should match the value in the Oracle instance (all uppercase is the usual case). This process can take several minutes, depending on your Oracle instance.
- 7 Under Database, click Select and select the data store to use.
- 8 Click OK in the Select Database and ODBC Microsoft Access Setup dialog boxes.
- 9 In the ODBC Data Source Administrator dialog box, select the new data source and click Configure.

- 10 Specify the appropriate configuration options for your data store type:
 - For SQL Server, some column data types (for example, *nchar*) can cause a failure when connecting to the SQL Server, because they are converted to unsupported formats by the ODBC driver.
 - For a MySQL Server data store, some column types can return the wrong length and prevent the ODBC provider from reporting the column. To resolve this, check Don't Optimize Column Width.
 - For a Microsoft Excel schemas, you must specify at least one named range. You can then expose different named ranges in the worksheet as different ODBC tables. Also, the ODBC tables map to FDO classes.

To set up a database range for Excel

- 1 Open the Excel worksheet.
- 2 Select all the data in the worksheet.
Press *Ctrl* + *A* to select everything.
- 3 Define a named range for all the data in the table.
 - Click Insert menu ► Name ► Define.
 - Type a name for the FDO class.
Do not use DATABASE or any other reserved word as a range name.

To work with ODBC data

- [Add data to your map](#) on page 289
- [Join ODBC data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595

Working with ESRI ArcSDE Data

You can connect via ArcSDE to an underlying Oracle or SQL Server database. You can insert, select, update, and delete feature data in existing ArcSDE [schemas](#) on page 1760. You cannot create or modify an ArcSDE schema in AutoCAD Map 3D.

AutoCAD Map 3D supports ArcSDE 9.1 and 9.2. To work with ArcSDE, you must install ArcSDE 9.1 and a supported [data source](#) on page 1747, such as Oracle 9i, in the network.

Install the following *DLL* files on the computer on which you run AutoCAD Map 3D:

For version 9.1	For version 9.2
<i>pe91.dll</i>	<i>pe.dll</i>
<i>sde91.dll</i>	<i>sde.dll</i>
<i>sg91.dll</i>	<i>sg.dll</i>

For instructions on installing the *DLL* files and setting up your *hosts* and *services* files for ArcSDE, see [Bringing In Features from ArcSDE](#) on page 274.

The PATH environment variable must reference the local folder containing these . To accomplish this, you can install an ArcGIS 9.1 Desktop application or the ArcSDE SDK. For more information about ArcGIS 9.1 Desktop applications and the ArcSDE SDK, refer to the ESRI documentation.

What ESRI ArcSDE Schemas Support

AutoCAD Map 3D uses facilities provided by ArcSDE for [long transaction](#) on page 1754 [versioning](#) on page 1765 and [persistent locking](#) on page 1758. (ArcSDE supports one or the other, but not both, on the same class). AutoCAD Map 3D uses the standard ArcSDE API and ArcSDE-supported storage on both the Oracle and SQL Server platforms. AutoCAD Map 3D does not use [FDO](#) on page 1750 metadata for ArcSDE schema—it uses existing metadata only.

Restrictions of ArcSDE Schemas

If ArcSDE encounters curved segments, it converts them to a series of line segments that approximate the original arc segment (an approximation of the original geometry).

See also:

- [Overview of Geospatial Data](#) on page 479
- [Editing Features using the Data Table](#) on page 595

- [Bringing In Features from ArcSDE](#) on page 274
- [Styling Features](#) on page 540
- [Creating a Join](#) on page 440
- [Editing Features using the Data Table](#) on page 595
- [Viewing a Schema](#) on page 518
- [Migrating Data](#) on page 522

To work with ESRI ArcSDE data

- [Add ArcSDE features to your map](#) on page 274
- [Style ArcSDE features](#) on page 540
- [Join ArcSDE data to a different feature](#) on page 440
- [Examine or edit attribute data](#) on page 595
- [View an ArcSDE schema](#) on page 518

Working with WFS Data

An OGC Web Feature Service (WFS) provides access to geographic features that are stored in an opaque [data store](#) on page 1747 in a client/server environment. A client uses WFS to retrieve geospatial data that is encoded in Geography Markup Language (GML) from a single or multiple WFS. The communication between client and server is encoded in XML. If the WFS response includes feature geometries, it is encoded in Geography Markup Language (GML), which is specified in the OpenGIS Geographic Markup Language Implementation Specification. WFS is a read-only provider.

What WFS Schemas Support

A WFS [schema](#) on page 1760 can support the following:

- Inheritance
- Multiple schemas
- Object properties
- Association properties

- These geometry types: point, line string, polygon, multi-point, multi-line string, multi-polygon, multi-geometry, curve string, curve polygon, multi-curve string, multi-curve polygon, linear ring, line string segment, circular arc segment, and ring
- Multi-geometry

See also:

- [Overview of Geospatial Data](#) on page 479
- [Bringing In Features from WFS](#) on page 293
- [Styling Features](#) on page 540
- [Creating a Join](#) on page 440

To work with WFS data

- [Add WFS features to your map](#) on page 293
- [Style WFS features](#) on page 540
- [Join data to a WFS feature](#) on page 440

Working with Feature Sources

After you connect to a data store in AutoCAD Map 3D, that data store is a [feature source](#) on page 1751 for the current map.

Overview of Working with Feature Sources

After you connect to a data store in AutoCAD Map 3D, that data store is a [feature source](#) on page 1751 for the current map. Feature sources are listed by provider (for example, all SDF feature sources are listed together in [Data Connect](#) on page 1746).

See also:

- [Overview of Geospatial Data](#) on page 479
- [Overview of Bringing In GIS Features](#) on page 266

To set up a [feature source](#) on page 1751

- 1 [Set up database users for the feature source, if necessary.](#) on page ?
- 2 Do one of the following:
 - [Create a database datastore.](#) on page 505
 - [Create an SDF or SHP data store.](#) on page 506

NOTE You can also [delete a data store.](#) on page ?

Setting Up Database Users

You can use the FDO User Manager utility that comes with AutoCAD Map 3D to set up database users for Oracle, SQL Server, and MySQL.

For an Oracle [data store](#) on page 1747, AutoCAD Map 3D separates the concept of the Oracle user who owns the [schema](#) on page 1760 from the Oracle user who accesses the schema.

When you [create a new Oracle data store in AutoCAD Map 3D](#) on page 504, AutoCAD Map 3D automatically creates a new corresponding Oracle user who is the owner of that data. For example, creating a data store called *mycitydb* creates an Oracle user called *mycitydb*. However, you must also create separate Oracle users for the purpose of accessing the data store. These Oracle users match the end-users who will access the data. For example, if an end-user named JSmith will be connecting to the new data store, you create an Oracle user with that name and grant him access to the new data store. This allows different users who access the same data to have different privileges.

To access data that resides in a relational database, AutoCAD Map 3D requires that database users have certain privileges. Use FDO User Manager to add a new user with the appropriate roles. FDO User Manager is a command-line utility that lets you manage database users and accounts consistently across database management systems.

When you create users for an Oracle instance with the FDO User Manager tool, those users have the privileges that support data access operations for that data store. If you access the data store as an Oracle user who was not created using FDO User Manager, the Database Administrator must ensure that the user has sufficient privileges to work with the data. If you use Oracle Workspace Manager, you **must** use separate users to create the data store and

to access the data store, because locking is tracked by individual user and will not be effective if everyone connects as the same data store user.

In FDO User Manager, you choose an [FDO provider](#) on page 1750 and connection and then perform provider-specific tasks, including:

- Adding, dropping, or listing users
- Assigning, revoking, or listing roles and privileges
- Granting, revoking, or listing access to data stores

Note: Database users are not the same as AutoCAD Map 3D users, which are [managed separately](#) on page 74.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Users and Assigning Rights](#) on page 74
- [Creating a Data Store](#) on page 504

To manage database users and accounts

- 1 Start FDO User Manager.

By default, FDO User Manager is located in `\Program Files\AutoCAD Map 3D\FDO\bin\`. To start it, either double-click `FdoUserManager.exe` in Windows Explorer or enter `FdoUserManager` at a command prompt. (To invoke `FdoUserManager` from any prompt, add its directory to your path.)

- 2 At the Choose a Provider menu, enter the digit that corresponds to your FDO provider and press Enter.

- 3 Enter each connection parameter when prompted and press Enter.
For example, enter the required service name and username/password.
For more information, contact your database administrator.

- 4 After you are connected, follow the instructions on the screen.

If you are adding a user, enter the user name and password.

New users you create with this utility automatically have the roles and privileges required by the AutoCAD Map 3D FDO functionality. However, FDO User Manager allows you to grant some additional privileges. Use commas to separate the role names, with no spaces. You can enter ? to

see a list of roles. To verify the roles after you add them, select List All Roles And Privileges Of A User.

- 5 When you finish, enter 0 (a zero) to exit FDO User Manager.

Creating a Data Store

Features are stored in a [data store](#) on page 1747, which is a collection of feature classes in a single data storage location. To add a feature to your map, you connect to its data store and select each [feature class](#) on page 1750 to include.

The main reason to create a new data store is to [migrate existing data](#) on page 522 to the new [FDO provider](#) on page 1750, or to create new data in that provider format.

You can create new data stores for database FDO providers (Microsoft SQL Server, MySQL, or Oracle) and file-based FDO providers (SDF or SHP) from within AutoCAD Map 3D if you have the necessary privileges for the target database or directory. After you create a data store, you can define or import a schema for it, which specifies the feature classes available in that data store and their properties.

Before creating a database data store, make sure you have [created a user for the data store with the proper privileges](#) on page 502.

To overwrite an existing data store, you must first delete the old one. For data stores from database FDO providers, use DBMS-specific tools to drop existing tables.

After you create a data store and [define a schema](#) on page 509 for it, AutoCAD Map 3D users can create, store, and [access](#) on page 265 geospatial data in that data store.

If you have DWG data that you want to move to a [feature source](#) on page 1751, see [Migrating DWG Data to GIS](#) on page 530.

When you create a data store, you specify the minimum and maximum X and Y spatial extents for new data store in the [Create Data Store Dialog Box](#) on page 1476. This is especially important if you later use [Bulk Copy](#) on page 522 to move data to that data store. You must make sure that the data you are moving are inside the extents of the destination data store. MySQL and Oracle support expanding the extents automatically if incoming data are beyond the scope of the extents.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Setting Up Database Users](#) on page 502
- [Migrating Data](#) on page 522
- [Migrating DWG Data to GIS](#) on page 530
- [Creating a New Schema](#) on page 509

Instructions for creating a data store are different for database data stores and for file-based data stores.

- [To create a data store for a database provider](#) on page 505
- [To create an SDF or SHP data store](#) on page 506

To create a data store for a database provider

- 1 On the Task Pane, click either the [Map Explorer](#) on page 1755 or Display Manager [Display Manager](#) on page 1748 tab.
- 2 Click Data menu ► Connect To Data.
- 3 In the Data Connections By Provider list in the Data Connect window, select the appropriate choice (for example, Add Oracle Connection).
- 4 In the right-hand pane, enter a connection name (the name you will call this data store in AutoCAD Map 3D) and the information required to connect to the data store, for example, a service name.

NOTE Do not use the same name you used when you [created a user for the data store](#) on page 502.

- 5 Log into the service for the store.
- 6 In the Data Store list, select Add New Data Store (or type a name that does not appear in the list already) and press *Enter*.
You are asked if you want to create a new data store. Click Yes.
- 7 In the [Create Data Store Dialog Box](#) on page 1476 for this provider, enter the settings for the new data store.
- 8 Click OK.


If the data store is created successfully, you see a confirmation message prompting you to edit its schema. Use the Schema Editor to [create](#) on page 509 or [import](#) on page 517 the schema for the data store.

You are connected to the new data store automatically.

To create an SDF or SHP data store

- 1 In Map Explorer, do one of the following:
 - Click Schema ► Create SDF.
 - Click Schema ► Create SHP.
- 2 In the Create File dialog box, specify the path and file name of the data store to create.
- 3 Enter the coordinate system code for the new data store.
If you do not know the code, follow these steps to select a coordinate system:



- Click .
 - In the Select Global Coordinate System dialog box, select a category.
 - Select from a list of available coordinate systems.
Select a coordinate system that both the provider and AutoCAD Map 3D support.
 - Click Properties to view the properties of the selected coordinate system.
 - Click OK.
- 4 Click OK.
You must define a schema for the new data store. A confirmation message prompts you to use the Schema Editor to [create](#) on page 509 or [import](#) on page 517 the schema for the data store.
The new data store is created when you click Apply in the Schema Editor. You are connected to it automatically.

Deleting a Feature Source

When you delete a [feature source](#) on page 1751, you remove all of its data and stylization information from layers in the current map that reference its data store. The [data store](#) on page 1747 itself is unaffected.

To delete a feature source, you must first disconnect from it.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Overview of Bringing In Data](#) on page 253

To delete a feature source

- 1 In Map Explorer, click Data ► Connect to Data.
- 2 In the Data Connections By Provider list in the Data Connect window, right-click the [feature source](#) on page 1751 to delete and click Disconnect.
Feature source entries display page icons. Each entry below a feature source is a feature class within that feature source.
- 3 Right-click the feature source again and click Delete.

Working with Schemas

Use the Schema Editor to work with schemas

Overview of Working with Schemas

Geospatial data is stored in a hierarchical fashion, like a set of tables: each row within a table is an individual feature, and each column is a [property](#) on page 1758 of that feature. The entire table (including its name, column names, data types, default values, and constraints) represents a [feature class](#) on page 1750. The set of related tables is called a schema, and the entire collection of data resides in a data store.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Overview of Bringing In Data](#) on page 253

To do this...	Use this method...
Create a schema	In the Schema Editor, select Schemas in the Schema tree. Click New Schema on the Schema Editor toolbar. See Creating a New Schema on page 509
Import a schema	In the Schema Editor, select Schemas in the Schema tree. Click Import Schema on the Schema Editor toolbar. See Importing and Exporting a Schema on page 517
Export a schema	In the Schema Editor, select Schemas in the Schema tree. Click Export Schema on the Schema Editor toolbar. See Importing and Exporting a Schema on page 517
View a schema	In the Schema Editor, click any schema on page 1760, feature class on page 1750, or property on page 1758. See Viewing a Schema on page 518
Edit a schema	In the Schema Editor, click any schema, feature class, or property. Change any settings. See Editing a Schema on page 519
Delete a schema	In the Schema Editor, right-click any schema, feature class, or property. Click Delete. See Deleting Schemas on page 521

Creating a New Schema

Use the Schema Editor to define a new [schema](#) on page 1760 in a [new](#) on page 504 or existing [feature source](#) on page 1751 for a database [FDO provider](#) on page 1750 (Microsoft SQL Server, MySQL, or Oracle) or for an SDF data store. You cannot create a schema for an existing SHP feature source, but you can [create a new file-based data store](#) on page 504 and create a new schema for it during the creation process. You must use ESRI tools to create an ArcSDE schema—you cannot use AutoCAD Map 3D to create a schema for ArcSDE.

Some FDO providers allow the client to override the default logical and physical mapping specified in their schema. You can use the Schema Editor to override classes, physical table names (to create a new table), Oracle tablespace names, MySQL storage engines, table-type mapping (base or concrete), properties, and column names when you define a new schema. You cannot map to an existing table.

If you are mapping to an existing table or view in another [data store](#) on page 1747, make sure all column overrides correctly map to existing columns. If you map to a table or view with a different owner, have the owner of that table grant access to the FDO data store. You can create a local view that selects from the other table, and map to the local view, but this may not be necessary. The local view will be created automatically if it is not present when you apply your changes.

If you are mapping to a table and column in the current data store that does not yet exist, make sure the column name is valid for your database.

You must create schema elements hierarchically: create the schema first, then its [feature classes](#) on page 1750, and then its properties.

For feature sources from some FDO providers, you can create multiple schemas within the same feature source and [change](#) on page 519 the schemas after you define and save them the first time.

You can [view](#) on page 518 a schema from any FDO provider, but you cannot edit or delete it if there are existing features that use it.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Setting Up Constraints in the Schema Editor](#) on page 511
- [Importing and Exporting a Schema](#) on page 517

- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521

To create a schema

- 1 [Connect](#) on page 265 to the feature source in which you want to create the [schema](#) on page 1760.
- 2 In Map Explorer, select the [feature source](#) on page 1751 in the connection tree (at the top of the pane) and click Schema ► Edit Schema.
- 3 In the Schema Editor, expand the Schema tree and do one of the following:
 - To create a schema, select Schemas (the top-most node in the Schema tree) and click New Schema on the Schema Editor toolbar.
 - To create a [feature class](#) on page 1750, select the parent schema in the Schema tree and click New Feature Class on the Schema Editor toolbar.
 - To create a [property](#) on page 1758, select the parent feature class in the Schema tree and click New Property on the Schema Editor toolbar.
- 4 [Specify the settings for the new schema element](#) on page 1471 in the right-hand pane.
See [Setting Up Constraints in the Schema Editor](#) on page 511 for information on limiting the valid values for a property.
- 5 Repeat the preceding two steps as needed to create other schema elements.
- 6 Click Apply to apply your changes.
- 7 Click OK when you finish.

Setting Up Constraints in the Schema Editor

When you create a schema, you can limit the values that are valid for particular properties. The types of constraints supported by AutoCAD Map 3D are described in the following table.

Type of Constraint	Description	Data Table Behavior
Range	Valid values must be within the range specified. You can include or exclude the minimum and maximum values. For example, you can specify 1-10 inclusive, and then 1 and 10 are both valid.	Any value outside the specified range generates an error and you must enter a different value.
List	You supply the list entries that are valid for the property.	You click a down-arrow to display the list, and then choose one of the items as a value for the property.
Not null	The property's value cannot be empty.	If you leave the property value empty when you close the Data Table, an error message prompts you to enter a value.
Unique	The property's value must be unique within the feature class. If you define the property as an auto-generated field, or if it is defined in the data store as a key field, it will have this constraint.	<p>If you enter a value that is used by any other feature in this feature class, an error message prompts you to change it. You will not see the error message until you check in the feature.</p> <p>If the table has two columns that together must be unique (like "Lastname" and "Firstname"), a message appears on each column involved in the paired uniqueness constraint.</p>

When you [edit the properties](#) on page 595 in the Data Table, you can enter only the values allowed by the constraint. For example, for a Roads feature, you can specify that the values for the Number_Of_Lanes property be within the range 1 through 8. If you enter 9 lanes, you will receive an error message.

You will see an error message as soon as you enter the invalid value. When you check the feature in, your edits are validated again against the data store and you may be notified of further errors, depending on the data provider's capabilities.

You cannot edit a schema to convert an existing field to use a different constraint type if the table already contains data. The table must be empty.

Not every data provider supports all constraints. The following table shows supported constraints by provider.

Provider	Range	List	Not Null	Unique
Oracle	Yes	Yes	Yes	Yes
SQL Server	Yes	Yes	Yes	Yes
MySQL	No	No	Yes	Yes
SDF	Yes	Yes	Yes	No
ArcSDE	No	No	Yes	Yes
SHP	No	No	Yes	No

The Schema Editor checks the provider capability and allows only the constraints supported by that provider.

A property that uses constraints can have any data type, except for Boolean (which can have not-null constraints only). You cannot constrain properties with BLOB or CLOB data types.

To create a constrained property

- 1 In the Schema Editor, expand the Schema tree and select the property to constrain.
- 2 Ensure that the data type for the property will allow the constraint you want.

For example, Boolean properties can have not-null constraints only.

3 Do one of the following:


- To specify a range for the property, set Constraint Type to Range and specify the range values.

In the Constraint Type field, click the down-arrow and click Range. Enter a minimum and maximum value for the range and, for each one, specify whether the range is inclusive or exclusive of that value. For example, if the range is 1-10, specify whether 1 and 10 are included or not.

- To specify a list of possible values, set Constraint Type to List and specify the list values.

In the Constraint Type field, click the down-arrow and click List. Click



Value List and click . Type the list, pressing Enter after each item.

If the data type for this property is String , specify the maximum length of the string before entering values in the list.

If the data type for this property is Decimal , define the precision and scale before entering values in the list. If you enter values in the list that exceed the precision or scale, those values will be rounded.

If the data type for this property is DateTime, the list editor displays a calendar from which you can select specific dates. Once you choose the first date, the list creates a new entry and you can choose the next date.

When you click OK, AutoCAD Map 3D will check the values in the list. If the values are not valid, for example, if they do not match the data type or they exceed the length of the string definition, you will see an error message.

- To ensure that the property is not allowed to have an empty value, set Nullable to False.

In the Nullable field, click the down-arrow and click True or False. If you set Nullable to False, you can enter a Default Value to ensure that new features have an entry for this property.

4 To specify a “uniqueness” constraint, select the appropriate feature class in the tree on the left.

You can specify a single-property uniqueness constraint or a composite-property uniqueness constraint. A single-property uniqueness constraint ensures that the value for that property is unique within the

feature class. A composite-property uniqueness constraint (sometimes called a “paired constraint”) specifies multiple properties whose combined values are unique. For example, you can constrain the combined Street_Number, Street_Name, and City fields to uniquely identify a building address.

- Click New (under Specify Constraints (And The Order)).
- Select the boxes for the properties that must have unique values. The properties designated as unique appear in the list at the bottom of the dialog box.
- If desired, use the up and down arrows for the list to change the order of the properties.

5 Click Apply.

Exposing a Native Database View in a Schema

A database view is a virtual or logical table composed of the result set of a query. Unlike ordinary tables in a relational database, a view is not part of the physical schema. It is a dynamic, virtual table computed from data in the database. Changing the data in a table alters the data shown in the view.

Views can provide advantages over tables:

- You can use a view to make a subset of data available to certain users.
- A view can join and simplify multiple tables into a single virtual table.
- Views can aggregate data (using a sum, average, or other function) to calculate and present data.

Mapping Existing Views to Feature Classes

AutoCAD Map 3D automatically displays as classes existing database views that are defined in their native databases. If the view includes geometry, it will be displayed as a feature class. The following restrictions apply:

- You cannot create or modify the view definition within AutoCAD Map 3D.
- In the Data Table, you can edit data in views only if you have permissions to do so and only if the data store supports editing of view-based data.

- The ability to insert, update, and delete data in the view depends on how the view is defined in its native data store.
- For existing Oracle schemas, geometry that is included in a view needs a separate entry in the *user_sdo_geom_metadata* table. This allows AutoCAD Map 3D to determine the correct spatial context to use when for that view when displaying it as a feature class.

If you plan to use a database view with AutoCAD Map 3D, keep the following points in mind:

- Your native view must contain a primary key.
- Your native view must use a spatial index.

In the Schema Editor, the columns defined for the view appear as properties, but you cannot edit them. However, you can use the Schema Editor to create feature classes and properties that mimic database views.

For example, although you have an Oracle table, Rivers, with twenty properties, you may want certain people to see only six of those properties. You can use the Schema Editor to create a new feature class based on the existing Rivers table, and add the six properties you want to expose.

Schema Editor allows mapping directly into the physical database objects (tables or views).

Accessing Views from Native Schema

In addition to mapping feature classes to existing views in a FDO-enabled datastore, you can “reverse-engineer” views in native, existing, non-FDO-enabled datastores into feature classes.

To do this, the following must be true:

- The primary key or unique index columns must be exposed in the view. If the view contains a join, columns that identify each row uniquely must also be exposed.
If a class has no primary key, you can still expose it in AutoCAD Map 3D, but it will be read-only.
- For Oracle data stores, if there is geometry in the view, there must be an entry in *user_sdo_geom_metadata* for that geometry. This will provide the spatial context and coordinate system information.

- For Oracle non-simple views, you can specify which columns to use for a primary key for the resulting feature class. Provide this information with the view, as shown in this example:

```
alter view <viewname> add constraint <constraintname> primary key  
(columnnames) disable novalidate;
```

NOTE This procedure is needed only for [FDO](#) on page 1750-enabled schemas. For existing schema data stores, AutoCAD Map 3D automatically displays the view as a feature class, with no further action on your part.

To create a feature class that maps to a database view

- 1 Create an FDO-enabled data store.
You can use the Schema Editor to do this. See [Creating a New Schema](#) on page 509.
- 2 Create a database view using the native tools for your database.
For Oracle, use `sqlplus`. For SQL Server, use `sqlcmd`. For MySQL, use `mysql`.
- 3 Reconnect to the data store in AutoCAD Map 3D.
- 4 In the Schema Editor, select the target schema Name and click New Feature Class.
For information about creating feature classes and properties, see [Editing a Schema](#) on page 519.
- 5 If the Logical Feature Class tab is displayed, click the Physical Configurations tab.
- 6 For Table Name type the name of the view you created in step 1. Click OK.
- 7 Switch back to the Logical Feature Class tab and type the name, class type, and other required information.
- 8 Click New Property to add a property.
- 9 Switch to the Physical Configuration tab.
- 10 Type the name of the view column (from the view you created in step 1) to map to the new property. Click OK.
- 11 Switch back to the Logical Property tab and set the property attributes.

Attributes such as data type, length, scale, precision, nullability, uniqueness, and other constraints must match the corresponding column attributes. For example, you cannot create a property that has the string data type and map it to a column that uses the number data type.

- 12 Repeat steps 8 through 11 to create the remaining properties.
- 13 Be sure to fill in the Primary Key column for the new view record before you check it in (if it is not defined to be auto-generated).

Importing and Exporting a Schema

You can export a [schema](#) on page 1760 as an XML file to do any of the following:

- Share a schema you created in the Schema Editor with other AutoCAD Map 3D or GIS-software users.
- Back up a schema you created in the Schema Editor as an XML file.
- Save your work in progress if the original data source or directory becomes unavailable.

You can import an XML schema that you exported, and use it to define a new schema for another data store. This is useful for creating multiple data stores based on the same schema.

The AutoCAD Map 3D XML schema format is a subset of the Geography Markup Language (GML). For information about GML, go to <http://www.opengis.net/gml>. GML was standardized by the Open Geospatial Consortium (OGC). For information about OGC, go to <http://www.opengeospatial.org>. You can also consult the *Autodesk FDO API Developer's Guide* and *The Essential FDO*.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Creating a New Schema](#) on page 509
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519

- [Deleting Schemas](#) on page 521

To import an XML or XMI schema

- 1 Connect to the feature source into which you want to import the schema.
- 2 In Map Explorer, select the feature source in the connection tree (at the top of the pane) and click Schema ► Edit Schema.
- 3 In the Schema Editor, select Schemas (the top-most node in the Schema tree) and click Import Schema on the Schema Editor toolbar.
- 4 In the Open dialog box, choose the file format for the file you are importing (XML or XMI), navigate to the file you want, and then click Open.

The Schema tree displays the imported schema.

- 5 Click Apply to make the changes permanent.

To export an XML schema

- 1 Connect to the feature source whose schema you want to export.
- 2 In Map Explorer, select the feature source in the connection tree (at the top of the pane) and click Schema ► Edit Schema.
- 3 In the Schema Editor, select Schemas (the top-most node in the Schema tree) and click Export Schema on the Schema Editor toolbar.
- 4 In the Save dialog box, navigate to the desired directory and enter a name for the file.
- 5 Click Save.

Viewing a Schema

You can inspect a [schema](#) on page 1760 for any [feature source](#) on page 1751, including those of [FDO providers](#) on page 1750 that don't support updateable schemas. When you open an updateable schema, you can [edit](#) on page 519 it. If you change an updateable schema mistakenly, click Cancel to [undo](#) on page 522 the changes. Providers that support updateable schemas include Microsoft SQL Server, MySQL, SDE, and Oracle.

When you open a non-updateable schema, you cannot edit it.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Creating a New Schema](#) on page 509
- [Importing and Exporting a Schema](#) on page 517
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521

To view a schema

- 1 Connect to the feature source whose schema you want to view.
- 2 In Map Explorer, select the feature source in the connection tree (at the top of the pane) and click Schema ► Edit Schema.
- 3 In the Schema Editor, expand the Schema tree and then click any schema, feature class, or property to view its settings in the right-hand pane.
- 4 When you finish inspecting the schema, click Cancel to close the Schema Editor.

Editing a Schema

You can edit a [schema](#) on page 1760, [feature class](#) on page 1750, or [property](#) on page 1758 if the [FDO provider](#) on page 1750 supports updateable schemas (for example, Microsoft SQL Server, MySQL, Oracle, and SDF all support updateable schemas).

If you open a non-updateable schema in the Schema Editor, you can [view](#) on page 518 its settings, but you cannot change them.

You cannot edit or delete any schema, feature class, or property if there are existing features that use it.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Creating a New Schema](#) on page 509

- [Setting Up Constraints in the Schema Editor](#) on page 511
- [Importing and Exporting a Schema](#) on page 517
- [Viewing a Schema](#) on page 518
- [Deleting Schemas](#) on page 521

To edit a schema

- 1 Connect to the feature source whose schema you want to edit.
- 2 In Map Explorer, select the feature source in the connection tree (at the top of the pane) and click Schema ► Edit Schema.
- 3 In the Schema Editor, expand the Schema tree and click the schema, feature class, or property to edit.
The current settings appear in the right-hand pane.
- 4 [Edit the settings for the schema element.](#) on page 1471
The settings you can change depend on what the provider supports and which settings are editable. For example, the [long transaction](#) on page 1754 section does not appear or is unavailable if the provider does not support versioning.
- 5 To add a new feature class, select the schema entry on the right and click New Feature Class at the top of the window. Specify the information for the new feature class on the left side of the window.
- 6 To add a new property, select the feature class entry for that property on the right and click New Property at the top of the window. Specify the information for the property on the left side of the window.
See [Setting Up Constraints in the Schema Editor](#) on page 511 for information on limiting the valid values for a property.
- 7 For a feature class and property, click the Physical Configurations tab and edit the physical settings if necessary.
Each provider maps a correspondence between a schema element and a physical object in a feature source. The physical structure of feature sources varies by provider, as do the types of schema mappings and default settings. Oracle, for example, maps each feature class onto a table in the Oracle database where the feature source resides, giving the class and table the same name. You can override these defaults by changing the settings on the Physical Configurations tab. The settings on this tab vary

by provider. The tab is unavailable for providers whose defaults cannot be changed.

- 8 Click Apply.
- 9 Repeat the preceding four steps as needed to edit other schema elements.
- 10 Click OK to make all the changes permanent.

Deleting Schemas

When you delete a [schema](#) on page 1760, [feature class](#) on page 1750, or [property](#) on page 1758 in the Schema Editor, its icon disappears from the Schema tree, along with the icons of its child elements (if any). However, the changes are not transferred to the underlying [feature source](#) on page 1751 until you apply them. If you delete a feature class, for example, neither the class nor its properties appear in the Schema tree, but its table remains in the feature source until you click Apply. You can [undo](#) on page 522 changes until you click Apply.

NOTE You cannot delete a schema, feature class, or property if feature data exist for that item.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Creating a New Schema](#) on page 509
- [Importing and Exporting a Schema](#) on page 517
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519

To delete schema elements

- 1 Connect to the feature source containing the schema elements to delete.
- 2 In Map Explorer, right-click the desired connection in the connection tree and select Edit Schema.
- 3 In the Schema Editor, expand the Schema tree to see its feature classes and properties.

- 4 Right-click the schema, feature class, or property to delete, and click Delete for that schema element.
- 5 When prompted, click Yes to confirm the deletion.
The Schema tree updates to show the deletion.
- 6 Repeat the preceding two steps as needed to delete other schema elements.
- 7 Click OK to make all the deletions permanent.

Undoing Schema Changes

When you make changes in the Schema Editor, the Schema tree and right-hand pane reflect your changes. However, the changes are not applied to the underlying feature source until you click Apply. If you click Cancel before you click Apply, all changes you made since the last Apply are canceled.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504
- [Creating a New Schema](#) on page 509
- [Importing and Exporting a Schema](#) on page 517
- [Viewing a Schema](#) on page 518
- [Editing a Schema](#) on page 519
- [Deleting Schemas](#) on page 521

To discard all Schema Editor changes since the last Apply

- In the Schema Editor, click Cancel.

Migrating Data

Use Bulk Copy to copy data from one [feature source](#) on page 1751 to another, either in the same format or in a different one.

Overview of Migrating Data

You can use Bulk Copy to copy data from one [feature source](#) on page 1751 to another, either in the same format or in a different one.

You can move DWG objects and their attributes to a variety of geospatial formats and, in some cases, move the data back into AutoCAD drawings.

See also:

- [Overview of Geospatial Data](#) on page 479
- [Creating a Data Store](#) on page 504

To move data...	Use this method...
From DWG format to SDF	Click File menu ► Export As SDF See Migrating DWG Data to GIS on page 530.
From DWG format to SDF 2 (an earlier version of SDF)	Click File menu ► Export As SDF2 See Exporting DWG Data to SDF2 Format on page 1175.
From a Display Manager layer to SDF	In the Display Manager, right-click a layer ► Export Layer Data to SDF. See Saving or Exporting a Display Manager Layer on page 1210.
From one geospatial format to another	In Map Explorer, click Tools ► Bulk Copy. See Migrating GIS Data (Bulk Copy) on page 523.

Migrating GIS Data (Bulk Copy)

You can use Bulk Copy to copy data from one [feature source](#) on page 1751 to another, either in the same format or in a different one.

If you are moving data from DWG format to any other format, you cannot use Bulk Copy. Instead, see [Migrating DWG Data to GIS](#) on page 530.

If you are moving geospatial data into SDF format, it may be easier to save or export its Display Manager layer to SDF, without going through Bulk Copy. See [Saving or Exporting a Display Manager Layer](#) on page 1210.

Using Bulk Copy, you can copy the complete [feature source](#) on page 1751 or a subset based on a specified [schema](#) on page 1760, [feature class](#) on page 1750, or [property](#) on page 1758. Use Bulk Copy to do the following:

- Make your own copy of data owned by another department.
- Upgrade from file-based (SDF or SHP) data storage to multi-user database storage (Microsoft SQL Server, MySQL, or Oracle), which provides advanced features, such as [versioning](#) on page 1765 and [long transaction](#) on page 1754.
- Transform coordinate systems easily.
- Convert a foreign schema to a native format.

When using Bulk Copy, keep the following points in mind:

- The copied schema is created if it does not exist in the destination feature source.
- The names of schemas, [feature classes](#) on page 1750, and properties in the source feature source do not need to match the names in the destination feature source.
- You can save or load an XML mapping file to set up the mapping between the source and destination feature sources.
- You can copy geometry with no transformation of the coordinates.
- You must make sure that the data you are moving are inside the extents of the destination data store. (When you [create a data store](#) on page 504, you specify the minimum and maximum X and Y spatial extents for the new data store.) MySQL and Oracle support expanding the extents automatically if incoming data are beyond the scope of the extents.
- If you don't have adequate rights to the target data store, you must either create a new, empty data store as the target or ask your administrator to grant you the rights required to insert data in the target tables.

See also:

- [Understanding How Bulk Copy Converts Data Types](#) on page 526
- [Fixing Geometry Issues After a Bulk Copy](#) on page 528

- [Reviewing the Bulk Copy Log Information](#) on page 529
- [Migrating DWG Data to GIS](#) on page 530
- [Creating a Data Store](#) on page 504
- [Saving or Exporting a Display Manager Layer](#) on page 1210

To copy data from one feature source to another

- 1 Connect to the source and destination [feature source](#) on page 1751.

NOTE To copy data to a new SHP data store, create a folder for the new SHP files and connect to that folder. Do not create the SHP files themselves.

- 2 In Map Explorer, click Tools ► Bulk Copy.
- 3 Under From, select a feature source in the Connection Name list. This is the source, from which the data will be copied.
You can also drag the originating feature source onto the target source in the Data Connect dialog box to initiate a Bulk Copy. The item you drag becomes the From entry and the item you drop it on becomes the To entry.
- 4 If the selected feature source supports versioning, select a version in its Version list.
- 5 Under To, select the destination feature source in the top list.
- 6 If the destination feature source supports versioning, select a version in its Version list.
The schema trees in Bulk Copy update automatically as you make your choices.
- 7 Under Select items to copy, check the boxes for the individual schemas, features classes, and properties to copy to the destination feature source.
Selecting any schema element automatically selects all its child elements (for example, selecting a feature class also selects all its properties). A square (instead of a check) in a check box means that some of that element's children are not selected.
In the right-hand tree, AutoCAD Map 3D displays a default name for the item. Select the default name and enter a different one if you want.

- 8 Check the error types to ignore during processing. For any error types whose boxes are not checked, Bulk Copy stops processing and reports errors when they occur.

For information about these options, see [Bulk Copy](#) on page 1474.

- 9 To save the current settings in an XML mapping file, click Save under Schema Mapping. Click Load to open a saved mapping file.

NOTE Before loading a mapping file, connect to the source and destination feature sources.

- 10 To begin the Bulk Copy operation, click Copy Now.

The data for the specified schema elements is copied from the source feature source to the destination feature source.

Bulk Copy displays the progress of the operation. If you click Cancel during the operation, the copying process will stop but the data will not return to its original state. There is no way to roll back the data from within AutoCAD Map 3D once the process is initiated.

When the operation is complete, Bulk Copy reports the results. Click View Log in the Bulk Copy Results dialog box to see [details](#) on page 529.

Understanding How Bulk Copy Converts Data Types

During copying, Bulk Copy retains the same data type when possible but will perform a conversion if needed. For example, if you are copying data from a source that uses a Boolean data type and that data type is not available in the target, Bulk Copy converts the data to byte values, if available. If byte is not available, Int16 is used, and so on. The following table illustrates how conversion is performed (for each source data type, Bulk Copy tries to create target data type 1, but if that is not possible it tries data type 2, and so on):

Source data type	Target data type 1	Target data type 2	Target data type 3	Target data type 4
Boolean	Byte	Int16	Int32	Int64
Byte	Int16	Int32	Int64	
Int16	Int32	Int64		

Source data type	Target data type 1	Target data type 2	Target data type 3	Target data type 4
Int32	Int64			
Int64	Int32			
Decimal	Double	Single		
Single	Double	Decimal		
Double	Decimal	Single		

The following [FDO providers](#) on page 1750 support the following data types:

	Oracle	Arc-SDE	MySQL	ODBC	SDF	SHP	WFS	SQL Server
Boolean	Y		Y	Y	Y	Y	Y	Y
Byte	Y		Y	Y	Y		Y	Y
Date/Time	Y	Y	Y	Y	Y	Y	Y	Y
Int16	Y	Y	Y	Y	Y		Y	Y
Int32	Y	Y	Y	Y	Y	Y	Y	Y
Int64	Y		Y	Y	Y		Y	Y
Decimal	Y		Y	Y	Y	Y	Y	Y
Single	Y	Y	Y	Y	Y		Y	Y
Double	Y	Y	Y	Y	Y		Y	Y
String	Y	Y	Y	Y	Y	Y	Y	Y

Bulk Copy copies geometry properties as is, except that it will convert an arc to line segments if the destination does not support arcs.

Bulk Copy uses the following rules when copying an auto-generated identifier from the source [feature source](#) on page 1751:

- If the identifier exists in the destination [schema](#) on page 1760 and is not auto-generated, the identifier is copied from the source feature source.
- If the identifier exists in the destination schema and is auto-generated, the identifier is generated by the destination provider.
- If the identifier does not exist in the destination schema and the destination schema does not support auto-generated identifiers, the schema is created with a non-auto-generated identifier and the identifier is copied from the source feature source.
- If the identifier does not exist in the destination schema and the destination schema supports auto-generated identifiers, the schema is created with an auto-generated identifier and the identifier is generated by the destination provider.

See also:

- [Migrating GIS Data \(Bulk Copy\)](#) on page 523
- [Reviewing the Bulk Copy Log Information](#) on page 529
- [Migrating DWG Data to GIS](#) on page 530

[To copy data from one feature source to another](#) on page ?

Fixing Geometry Issues After a Bulk Copy

For foreign schemas, the Bulk Copy operation uses the first geometry it finds to create the geometry in the target data store. If there are multiple spatial indexes for the geometry properties in the original data store, the geometry property in the resulting data store's schema will be different from the order in the original data store. As a result, the geometry in the new data store may not match the geometry in the source.

You can fix this problem in the original data store or in the resulting data store. If you fix the problem in the resulting data store, you modify the schema's XML file and import the modified version into the data store.

To fix a Bulk Copy geometry problem in the original data store

- Remove the unwanted spatial indexes from the geometric properties in the original data store.
If only one geometric property is indexed, it will be chosen as the main geometry for the feature class.

To fix a Bulk Copy geometry problem in the resulting data store

- 1 Connect to the new data store before you perform the Bulk Copy operation.
- 2 Using the [Schema Editor](#) on page 519, [save the source data store to an XML file](#) on page 518.
- 3 Edit the XML file and add the following to the `<xs:complexType>` entry for the feature class in question, where `{geom_prop_name}` is the name of the geometric property to use:

```
fdo:geometryName="{geom_prop_name}"
```
- 4 [Import the modified XML file](#) on page 518 into the target data store and apply the changes.
- 5 Bulk Copy the data from the source to the target data store, making sure to properly map the geometry properties before executing the Bulk Copy.

Reviewing the Bulk Copy Log Information

When you perform a Bulk Copy operation, AutoCAD Map 3D creates a log file that displays information about the source and target of the Bulk Copy operation. It lists any [schemas](#) on page 1760 you created, information about [feature classes](#) on page 1750, the number of objects that were copied, and how much time the operation took. Here is an example:

```
"Source ConnectionProperty: 'File', Value: 'C:\San
Francisco\County\SDF\bayarea_county.sdf'

Property: 'ReadOnly', Value: 'false'Target ConnectionProperty: 'File',
Value: 'C:\old_version.sdf'

Property: 'ReadOnly', Value: 'false'Creating schema 'My_Schema'

Property My_Schema:bayarea_county.COUNTY: String length is 0, setting
to 255
```

```
Property My_Schema:bayarea_county.FIPSSTCO: String length is 0,  
setting to 255  
  
Inserting class 'My_Schema:bayarea_county'  
  
9 objects inserted  
  
Elapsed Time: 0.000110 seconds  
  
Total: 9 objects inserted"
```

See also:

- [Migrating GIS Data \(Bulk Copy\)](#) on page 523
- [Understanding How Bulk Copy Converts Data Types](#) on page 526
- [Migrating DWG Data to GIS](#) on page 530

To view the Bulk Copy log

- 1 [Run the Bulk Copy operation.](#) on page 522
- 2 Click View Log in the Bulk Copy Results dialog box to see the log file.

NOTE The Bulk Copy operation stores its log files under %temp%, using the naming convention *bulkcopyxxxxx.log*, where the x characters are replaced by numbers.

Migrating DWG Data to GIS

You can move DWG objects and their attributes to a variety of geospatial formats and, in some cases, move the data back into AutoCAD drawings.

NOTE When you export AutoCAD drawing data from AutoCAD Map 3D to a geospatial data store, attributes remain with the geometry data but any visual stylization you applied is lost, due to the different ways that the two environments deal with stylization.

You can do the following:

- [Export DWG data to the file-based SDF format](#) on page 323
- [Export DWG data to Oracle](#) on page 1203
- [Export the current map to DWG format](#) on page 1202

- [Perform a round-trip data migration](#) on page 1207 from DWG to SDF or Oracle and back again.

To move DWG data to a geospatial format

- 1 Decide whether you will move the data to an existing data store, or create a new data store for it.
- 2 Decide whether you will use an existing schema or a new schema for the data.
- 3 [Query the data from the DWG into your map.](#) on page 300
- 4 Export the data to [SDF](#) on page 1175, or to [an FDO data store \(Oracle or ESRI ArcSDE\)](#) on page 1204.
- 5 After the drawing data has been moved to a GIS format, [add new data to it](#) on page 578 by right-clicking one of its feature class layers and creating a new feature.

Visualization and Styling

5

Overview of Visualization and Styling

The methods for styling features and drawing objects are different.

For Drawing Objects	For Features	Description
Show or hide the Display Manager on page ?	Show or hide the Display Manager on page ?	Use the Display Manager to style features and drawing objects in your maps, and to adjust the draw order.
Create a drawing layer on page ?.	Create a feature layer on page ?.	A layer is a set of objects. When you add objects to your map, you add them to a Display Manager layer. Each layer can have its own style.
Query the current drawing on page ? or attached drawings on page ? to bring in objects that match certain criteria.	Use the Add To Map With Query option to filter the data from the feature source on page ?.	Add a subset of objects from a drawing or feature source to a Display Manager layer.
Create a drawing style on page 557.	Create a feature style. on page 541	Change color, linetype, linetype scale, linewidth, or plotstyle. You can choose the symbol used to represent point objects. For drawing objects, add hatch,

For Drawing Objects	For Features	Description
		text, or annotation. For features, add labels.
Create a drawing theme on page 970.	Create a feature theme on page 958.	A theme varies the style based on data associated with the object.
Use scale thresholds. on page ?	Use scale ranges. on page 543	Use scale thresholds or ranges to change the style as you zoom in or out, for example, to turn text off as you zoom out.
Style points on page 557.	Style a point layer. on page ?	Specify a symbol style for a point drawing layer. Use the Point Style area of the Style Editor to create a style for a point feature layer.
Style lines. on page 557	Style a line layer. on page ?	Specify an entity style for a line drawing layer. Use the Line Style area of the Style Editor to create a style for a line feature layer.
Style polygons. on page 557	Style areas or polygons. on page ?	Specify an entity or hatch style for a polygon drawing layer. Use the Area Style area of the Style Editor to create a style for a polygon feature layer.
Change the display order of layers on page ?.	Change the display order of layers on page ?.	Layers are drawn from the bottom up. Objects in the layer at the top of the Display Manager are drawn last and appear on top of other objects. If an object is a member of more than one layer, it is drawn based on the highest layer to which it belongs. The Draw Order view

For Drawing Objects	For Features	Description
		takes precedence over the order in the Layers By Group view.
Hide layers or styles on page ?.	Hide layers or styles on page ?.	If a layer is turned off, objects from that layer are hidden. When a style is turned off, drawing objects are displayed without styles.
Add a legend. on page ?	Add a legend. on page ?	The legend lists the styles used in the map.

See also:

- [Overview of Creating and Editing Data](#) on page 573
- [Overview of the Display Manager](#) on page 535
- [Styling Features](#) on page 540
- [Styling Drawing Layers](#) on page 549
- [Styling Raster Images](#) on page 567

Controlling the Display of Your Map

Use the [Display Manager](#) on page 1748 to determine which layers appear in your map and the order of those layers. Use the scale control to set your current stylization scale.

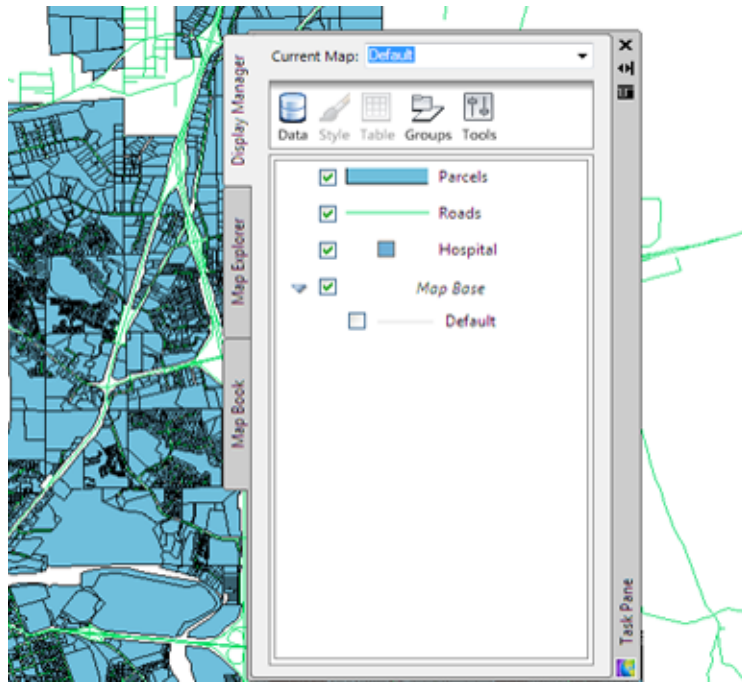
Overview of the Display Manager

The [Display Manager](#) on page 1748 displays styles for feature layers and drawing object layers. The styles you create for the map do not affect the actual objects in your map or in their original sources.

Drawing object layers are listed in italic text. Different operations are available for feature and drawing layers. Right-click a layer to see the available commands.

In addition to styling features and drawing objects, you can use the Display Manager to change the display order and assign different styles to different views based on scale.

Although Display Manager updates data automatically, you can update it manually if things get out of synch. You can update the entire map or an individual layer to reread attribute data, reevaluate expressions for styles and themes, and requery layers. You may sometimes need to refresh the items in the Display Manager. This operation does not affect the drawing.



Use the Display Manager to apply styles to features and drawing objects.

See also:

- [Setting Task Pane Options](#) on page 199
- [To display the Display Manager](#) on page 537
- [To update the map or a single layer](#) on page 537
- [To refresh the Display Manager](#) on page 537

To display the Display Manager

- 1 Click View menu ► Task Pane.
- 2 In the Task Pane, click Display Manager.

To update the map or a single layer

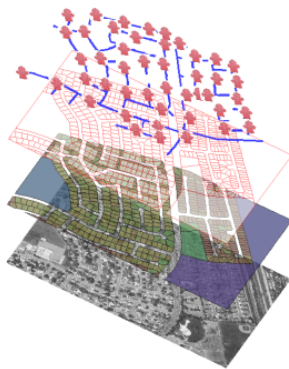
- 1 Right-click the Display Manager or an individual layer.
- 2 Click Update.

To refresh the Display Manager

- On the command line, enter mapwsrefresh.

Controlling Display Order

Layers in the map are displayed in the order they are displayed in the [Display Manager](#) on page 1748 draw order view; layers higher in the list are drawn in front of layers lower down.



You can change the display order by moving layers up or down in the list.

For example, to display drawing objects in front of a raster image, put the raster layer at the bottom of the list.

See also:

- [Organizing Layers in Your Map](#) on page 261

- [To change the order of layers](#) on page 538
- [To hide or show layers](#) on page 538
- [To hide or show styles](#) on page 538

To change the order of layers

- 1 In [Display Manager](#) on page 1748, click the layer to move.

NOTE You use the Draw Order view to change the display order. The Draw Order view is useful for defining a display order that is different from the way you organize layers in the Display Manager or in the legend. To change views, in the Display Manager, click Groups ► Draw Order. Once you adjust the Draw Order view, the Layers by Group view has no impact on Draw Order.

- 2 Drag the layer up or down in the list.
Drawing objects from layers higher in the list are drawn on top of drawing objects from layers lower in the list.

To hide or show layers

- In [Display Manager](#) on page 1748, select or clear the check box next to the layer name.

To hide or show styles

- In [Display Manager](#) on page 1748, select or clear the check box next to the style name.

Setting Map Scale

The scale control indicates and sets your current stylization scale. The list includes all the scale ranges (for feature data) and thresholds (for drawing data) defined in the current map. If you link scale to zoom by closing the lock icon, styles update appropriately as you adjust the zoom, and zoom updates when you select a scale. If you use the custom scale box, the correct style is applied based on where the custom value lands within the scale ranges and thresholds.


See also:

- [Defining Scale Ranges](#) on page 543

To set the map scale



- 1 To link style to scale, close the lock icon on the Status Bar.

- 2 On the Status Bar, select a scale from the list  or click Custom and enter a value in the Scale box.

Creating Multiple Display Maps

Each map file can contain multiple display maps. Each one has its own set of layers, which are styled independently. For example, you can connect to a data store that contains parcels and then create one display map that themes the parcels by area and another that themes them by population.

If you use the same data store for multiple display maps, you connect to that data store only once, but you add it to each display map separately. You can copy a layer from one map to another and then change its styling.

NOTE If your map file contains data on its base layer, that data will appear on all display maps you create in that file. You can clear the check box for the base layer to hide its data.

All display maps in a map file use the same coordinate system.

See also:

- [Overview of the Display Manager](#) on page 535

To create multiple display maps

- 1 [Connect](#) on page 253 to the data stores to include in the various maps.
You can attach drawings and connect to geospatial feature sources.
- 2 Create a new display map in the Display Manager by clicking Data ► New Map.

- 3 Type a name for the new map in the Current Map box at the top of the Display Manager.
- 4 To copy a layer from another display map, follow these steps:
 - Switch to the display map containing the layer you want by choosing its name in the Current Map box.
 - Right-click the layer and click Copy.
 - Switch to the target display map.
 - Right-click a blank area in the Display Manager and choose Paste.
- 5 [Style](#) on page 533 each layer in the new display map.

Styling Features

- [To create a map with styled feature layers](#) on page 541
- [To define scale ranges](#) on page 544
- [To apply styles to points](#) on page 545
- [To apply styles to lines](#) on page 546
- [To apply styles to areas](#) on page 548
- [To load a LAYER file](#) on page 549

Overview of Styling Features

Styles control how features appear on a map. Default styles are applied to features. When you add point and polygon features to the map, they appear with default symbol, line, and fill styles. Polygons are given a default line style. Each layer is given a distinctive color. For example, polygons are filled with a color that is different from other polygon layers that are already in the map. Change the default styles as needed.

For example, you can specify the scale ranges at which a feature is visible, set line color, and add labels. To specify styles for a layer, you define a style for a scale range. 0 - Infinity is the default scale range. Add narrower scale ranges as you define styles to define how the data should appear at various scales. For example, you could create one scale range that displays roads with thick lines when you zoom in, and create a second scale range that displays roads with thin lines when you zoom out.

You can also create a theme that displays data in varying styles to indicate different values.

NOTE Instructions in this section are for geospatial features. If you are styling a drawing layer, see [Styling Drawing Layers](#) on page 549.

See also:

- [Creating Multiple Display Maps](#) on page 539
- [Setting Map Scale](#) on page 538
- [Defining Scale Ranges](#) on page 543
- [Styling Point Features](#) on page 544
- [Styling Line Features](#) on page 546
- [Styling Area Features](#) on page 547
- [Creating Themes](#) on page 953

To create a map with styled feature layers

- 1 In the [Display Manager](#) on page 1748, click Data ► New Map.
- 2 In the Current Map box, enter a name for the new display map.
- 3 [Assign a coordinate system](#) on page 137 to the map.
- 4 [Connect](#) on page ? to the features you want and add them to the current display map. Attach drawings and [query in](#) on page ? the drawing objects you want.
- 5 [Define the scale ranges.](#) on page 543
- 6 Click a layer in Display Manager and click Style.
- 7 Specify a [point](#) on page 544, [line](#) on page 546, or [polygon](#) on page 547 style or define a theme.
- 8 Optionally:
 - Change the [display order](#) on page ? of layers. Layers at the top of the list appear on top of other layers.

- Create a [legend](#) on page ?.

To do this...	Use this method...	Description
Show or hide the Display Manager	Click View menu ► Task Pane. In the Task Pane, click Display Manager.	Use the Display Manager to style features and drawing objects in your maps, and to adjust the draw order.
Create a feature layer.	Add a feature to the map using Data Connect. on page ?	When you connect to a feature from your map, you add the objects in that feature to a Display Manager layer. Each layer can have its own style.
Include only objects that match certain criteria.	Use the Add To Map With Query option to filter the data from the feature source on page ?.	Add a subset of objects from a feature source to a Display Manager layer.
Create a style.	Use the Style Editor on page 541.	Options vary, depending on whether you are styling points, lines, or polygons.
Create a theme.	Use the Style Editor on page 958.	A theme varies the style based on data associated with the object.
Change the style as you zoom in or out.	Use scale ranges. on page 543	You can define multiple styles and assign each one to a different scale range.
Label individual features.	Include labels as part of a style and assign a property for the labels. on page ?	For each feature, the property you assign for the style appears at the scale ranges you specify.
Change the display order of layers.	Use Display Manager to change the Draw Order on page ?.	Layers are drawn from the bottom up. Objects in the layer at the top of the Display Manager

To do this...	Use this method...	Description
		are drawn last and appear on top of other objects.
Hide layers or styles.	Check the boxes in the Display Manager for the layers or styles to show on page ?.	If a layer is hidden, objects from that layer are hidden. When a style is hidden, drawing objects are displayed without styles.
Add a legend.	Use the Display Manager to include and style the legend. on page ?	The legend lists the styles used in the map.

Defining Scale Ranges

The first step in creating styles is to define your scale ranges.

A scale range specifies the zoom level at which a particular style is applied to the display of your features. When the zoom level of the map is within the specified scale range, AutoCAD Map 3D redraws the features using the style associated with the scale range.

The style is applied when the zoom level is greater than or equal to the From value and less than the To value. When setting up adjacent scale ranges, use the same To value as the next range's From value. For example, if one range is 0 - 20,000 set the next range to 20,000 - 40,000.

NOTE When setting up multiple scale ranges for a map, make sure that they do not overlap. For example, the ranges 500,000 - 5,000,000 and 2,000,000 - 10,000,000 overlap. In such cases, when the zoom level is within the overlapping scale range, AutoCAD Map 3D displays the features using the style of the first scale range listed.

See also:

- [Setting Map Scale](#) on page 538
- [Overview of Visualization and Styling](#) on page 533

To define scale ranges

- 1 In [Display Manager](#) on page 1748, right-click a feature layer.
- 2 Click Edit Style to display the Style Editor.
- 3 In the Style Editor, in the Scale Ranges area, under From, enter the lower end of the scale range. Under To, enter the upper end of the scale range.
For example, to make a style visible when the map is zoomed anywhere between 1:250,000 and 1:5,000,000, enter 250000 for From and enter 5000000 for To.
- 4 To add a new scale range, click Add A Scale Range.
- 5 Specify From and To values.
- 6 When working with scale ranges:
 - To copy a scale range, select the range and click Duplicate.
 - To delete a scale range, select the range and click Delete.
 - To change the position of a scale in the list, select the range and click Move Up or Move Down.

Quick Reference

Update Display Manager

Refreshes the current display

Task Pane	Right-click the Display Manager. Click Update
------------------	---

Styling Point Features

Use symbols to represent and display point features.

If precise placement of labels is important, you can display labels instead of symbols at feature point locations. You can also specify whether other labels on other layers should obscure symbols on this layer.

See also:


- [Defining Scale Ranges](#) on page 543

- [Adding Labels to Features](#) on page 900
- [Displaying Fixed Labels at Point Locations](#) on page 903
- [Allowing Labels to Obscure Points](#) on page 903

To apply styles to points

- 1 In [Display Manager](#) on page 1748, right-click a feature layer that contains points.
- 2 Click Edit Style.
- 3 In the Style Editor, under Scale Ranges, select the scale range to style.
- 4 In the Point Style area for the selected scale range, click the box under Style.
- 5 In the Style Point dialog box, select the Style A Point Symbol check box.



- 6 For Symbol, click .
- 7 In the Select A Symbol dialog box, specify a symbol library and a symbol. Click OK.

NOTE When creating a block for use as a symbol the Edge color applies to any entities that are defined as ByBlock. The Fill color applies to any entities that are defined as ByLayer.

- 8 For Size Context, specify the type of units:
 - Select Device Space to specify symbol widths and heights in screen units. Available units are Points, Inches, Millimeters, or Centimeters.
 - Select Map Space to specify symbol widths and heights in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.
- 9 For Units, select the type of units to use.
- 10 For Width, enter the symbol width or specify the width using a number expression.
For more information, see the [Creating Numeric Expressions](#).
- 11 For Height, enter the symbol height or specify the height using a number expression.

For more information, see the Creating Numeric Expressions.

- 12 To maintain width-to-height proportions when you change the width or height of the symbol, select the Maintain Aspect Ratio check box.
- 13 To change the fill and edge colors of the symbol, use the Fill Color and Edge Color lists.
If you do not change the colors, the default colors from the symbol are used.
- 14 For Rotation, do one of the following:
 - Select a value from the drop-down list.
 - Click Any Angle. Specify the angle using the slider or enter an angle in the box. Click OK.
 - Click Expression. Specify the rotation using a number expression.
For more information, see the Creating Numeric Expressions.
- 15 Click OK.

Styling Line Features

Specify the thickness, color, and pattern of polyline features. Style a single line or build a composite line with several components and then style each component. For example, to illustrate a highway, create a thick black line and add a thinner, dashed, yellow line.

See also:

- [Defining Scale Ranges](#) on page 543
- [Adding Labels to Features](#) on page 900
- [Allowing Labels to Obscure Points](#) on page 903

To apply styles to lines

- 1 In [Display Manager](#) on page 1748, right-click a feature layer that contains lines.
- 2 Click Edit Style.
- 3 In the Style Editor, under Scale Ranges, select the scale range to style.

For more information about scale ranges, see [Defining Scale Ranges](#) on page 543.

- 4 In the Line Style area for the selected scale range, click the box under Style.
 - 5 In the Style Line dialog box, select the Apply Styles To The Line check box.
 - 6 To style a single line, do the following:
 - For Units (Device Space), select the type of units to measure line thickness.
Lines are specified in Device Space units.
 - Use the lists to specify polyline thickness, color, and pattern.
-
- NOTE** Select 0 thickness to draw the line as thinly as possible.
-
- 7 To build a composite line, do the following:
 - Click Create Composite Lines to expand the Style Line dialog box.
 - Style the first line in the composite.
 - Click New to add a new component to the line.
 - Style the new component as desired.
 - Control the position of the selected component in the overall composite line by clicking the up and down arrows.
 - 8 Click OK.

Styling Area Features

Specify the fill style and color, background color, edge style and color, and line thickness used to draw area (polygon) features.

See also:

- [Defining Scale Ranges](#) on page 543
- [Adding Labels to Features](#) on page 900
- [Allowing Labels to Obscure Points](#) on page 903

To apply styles to areas

- 1 In [Display Manager](#) on page 1748, right-click a feature layer that contains polygons.
- 2 Click Edit Style.
- 3 In the Style Editor, under Scale Ranges, select the scale range to style.
For more information about scale ranges, see [Defining Scale Ranges](#) on page 543.
- 4 In the Area Style area for the selected scale range, click the box under Style.
- 5 To fill polygons, in the Style Area dialog box, select the Apply Fill To The Area check box.
- 6 For Fill Pattern, select Solid or a pattern.
 - If you specified Solid fill, specify Foreground Transparency and Foreground Color.
 - If you specified a pattern fill, specify colors for Foreground Color and Background Color. If you do not want a background color for the pattern, click Transparent for Background Color.

NOTE In polygons with transparent backgrounds, the colors you see on the map may differ from the colors displayed in the preview frame because the preview frame always uses a white background, which may differ from the color beneath the transparent objects in your map.

- 7 To add borders to polygons, select the Apply A Border To The Area check box and then do the following:
 - For Line Pattern, specify the pattern for the area border.
 - For Units (Device Space), select the type of units to use to measure border thickness.
 - For Line Thickness, specify a thickness for the area border.
-
- NOTE** Select 0 thickness to draw the border as thin as possible.
-
- For Line Color, specify a color for the area border.
- 8 Click OK.

Labeling Features

You can label features on feature layers. For more information, see [Adding Labels](#) on page 900.

Saving and Loading Styled Feature Layers

After you have styled feature layers, you can save the connection and styling information to LAYER files that you can share with other users. A LAYER file contains connection and style information only, no feature data.

When you load a LAYER file, AutoCAD Map 3D adds the source file to the Map Explorer, creates the connection, adds the feature layer to the [Display Manager](#) on page 1748, and styles the layer correctly. Drag and drop the LAYER file from Windows Explorer to the Display Manager.

See also:

- [Saving or Exporting a Display Manager Layer](#) on page 1210

To load a LAYER file

- Drag and drop the LAYER file from Windows Explorer to the [Display Manager](#) on page 1748.

Styling Drawing Layers

When you define a style for a drawing layer, you specify how AutoCAD Map 3D displays drawing objects on that layer.

- [To create a map with styled drawing layers](#) on page 551
- [To style a drawing layer](#) on page 555
- [To create a display style](#) on page 557
- [To add a display style to a layer](#) on page 559
- [To modify a display style](#) on page 560
- [To hide the drawing objects in a layer](#) on page 560
- [To save a style to the Display Library](#) on page 561
- [To create a new category in the Display Library](#) on page 562
- [To reference a style from the Display Library](#) on page 563
- [To turn off style referencing](#) on page 563

- To create or modify a scale threshold on page 564
- To view a layer's styles at all scale thresholds on page 566

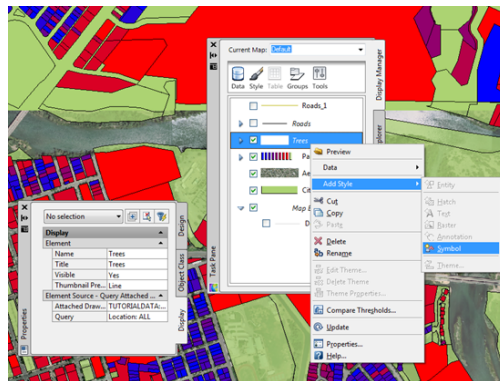
Overview of Styling Drawing Layers

When you define a style for a layer, you specify how to display drawing objects on that layer.

Style the drawing objects in your map by creating layers and then applying one or more styles to the selected layer.

TIP For better performance, create a new display map rather than modifying the default map. There are circumstances when the default map is automatically displayed, and if this map has a lot of objects, it could take a while to display.

- A single map can have many drawing layers.
- You can specify a different style for each drawing layer in your map, and combine multiple styles for a single layer.
- You can create a theme for a drawing layer. A theme varies the style based on data associated with the object, for example, a darker color to represent a higher traffic volume.



You can apply one or more styles to layers in your map.

If a drawing object is a member of more than one drawing layer, it is styled by each layer of which it is a member. For example, if a line is in both the Transportation layer and the Roads object class layer, it will be styled by both layers. If the layers specify conflicting style or visibility settings, the drawing

object uses the style and visibility settings of whichever layer is higher in the Display Manager list.

Style objects by changing one or more of the following:

- Color
- Linetype
- Linetype scale
- Lineweight
- Plot style
- Symbol or image used to represent objects
- Adding hatch
- Adding text
- Adding annotation

NOTE Instructions in this section are for drawing objects. If you are styling a geospatial feature layer, see [Styling Features](#) on page 540.

See also:

- [Bringing In Drawing Data From DWG Files](#) on page 296
- [Creating Multiple Display Maps](#) on page 539
- [Setting Map Scale](#) on page 538
- [Theming Drawing Data](#) on page 965

To create a map with styled drawing layers

- 1 In the [Display Manager](#) on page 1748, click Data ► New Map.
- 2 In the Current Map box, enter a name for the new map.
- 3 [Select the objects to stylize.](#) on page 296
Each set of drawing objects is a drawing layer.
- 4 For each layer, specify a [style](#) on page 556 or a [theme](#) on page 967.

5 Optionally:

- [Change the display order](#) on page 537 of drawing layers. Layers at the top of the list appear on top of other layers.
- Specify different styles at different view scales.
- Create a [legend](#) on page ?.

To Do This	Click	Description
Display the Display Manager	Click View menu ► Task Pane. In the Task Pane, click Display Manager.	Use the Display Manager to style features and drawing objects in your maps, and to update the display for different drawing scale thresholds.
Create a drawing layer	In the Display Manager, click Data ► Add Drawing Data. Click the type of layer to create.	A drawing layer is a set of objects. Each layer can have its own style. See Bringing In Drawing Data From DWG Files on page 296.
Query objects in the current drawing	In the Display Manager, click Data ► Add Drawing Data ► Query Current Drawing.	A query lets you define conditions to select specific objects. See Bringing In Drawing Data From DWG Files on page 296.
Query objects in attached drawings	In the Display Manager, click Data ► Add Drawing Data ► Query Source Drawings.	A query lets you define conditions to select specific objects. See Bringing In Drawing Data From DWG Files on page 296.
Create a style	Right-click a layer. Click Add Style, and then choose the type of style to create.	Change color, linetype, linetype scale, line-weight, or plotstyle; change the symbol used to represent the objects; or add hatch, text, or annotation for objects using this style. See Creating a Style on page 557.
Create a theme style	In the Display Manager, right-click a layer ► Add Style ► Theme.	A theme varies the style based on data associated with the object. See Overview of Theme Styles on page 970.

To Do This	Click	Description
Import a theme or map from a previous version of AutoCAD Map 3D	To import a theme: In the Display Manager, click Data ► Add Drawing Data ► Import Old Theme. To import a map: In the Display Manager, click Data ► Add Drawing Data ► Import Old Map.	You can import a theme or map you created in a previous version of AutoCAD Map 3D.
Turn a style on or off	Select or clear the check box next to the style name in the Display Manager.	When a style is turned off, drawing objects are displayed without styles.
Create a new scale threshold	In the Display Manager, click Tools ► Show Thresholds. Click the thin down arrow next to the Threshold list, and then click Duplicate. Enter the new threshold and click OK.	Use scale thresholds to change drawing layer styles as you zoom in or out, for example, turn text off as you zoom out. Close the lock icon on the Status Bar to link scale and style. NOTE This functionality applies to drawing layers only. Feature layers use scale ranges. For more information, see Defining Scale Ranges on page 543.
Change the display order of layers	Drag the layer up or down in the Display Manager using the Draw Order view to change the display order. To change views, in the Display Manager, click Groups ► Draw Order.	Layers are drawn from the bottom up. Objects in the layer at the top of the Display Manager are drawn last and appear on top of other objects. If an object is a member of more than one layer, it is drawn based on the highest layer to which it belongs. The Draw Order view is useful for defining a display order that is different from the way you organize layers in the Display Manager or in the legend. The Draw Order view takes precedence over the order in the Layers By Group view.
Hide objects in a layer	Clear the check box next to the layer name	If a layer is turned off, objects from that layer are hidden.

To Do This	Click	Description
Add a legend	In the Display Manager, click Tools ► Create Legend.	The legend lists the styles used in the map. See Adding a Legend on page 916.
Update the drawing	Right-click the Display Manager. Click Update.	Reloads the entire drawing, including rereading attribute data, reevaluating expressions for styles and themes, and requering layers. To update a single layer, right-click the layer. Click Update.
Refresh the Display Manager	On the command line, enter mapwsrefresh.	You may sometimes need to refresh the items in the Display Manager. This operation does not affect the drawing.

Quick Reference

Update Display Manager

Refreshes the current display

Task Pane Right-click the Display Manager. Click Update

Styling a Drawing Layer

When you define a style for a layer, you specify how objects on that layer appear in the current display map.

See also:

- [Creating Multiple Display Maps](#) on page 539
- [Creating Themes for Drawing Layers](#) on page 967
- [Creating a Style](#) on page 556
- [Combining Styles](#) on page 558
- [Saving a Display Style in the Library](#) on page 561

To style a drawing layer

- 1 Select the layer.
- 2 Do one of the following:
 - [Create a new style](#). on page 557
 - [Copy an existing style](#). on page ?
 - [Reference a library style](#). on page 563
 - [Create a theme](#) on page 967.
- 3 If you want, [add another style to the layer](#) on page 559.
Symbol styles can be combined only with other symbol styles. Themes cannot be combined with any other styles.
- 4 You can [save your style](#) on page 561 in the Display Library.
- 5 If your map does not look exactly as desired, [modify the style](#) on page 560.

Quick Reference

New Display Manager Style

Creates a new Display Manager style

Task Pane	In Display Manager, right-click a layer ► Add Style ► (select a style type)
------------------	--

Creating a Style

You can define a style for a drawing layer in a map. All the drawing objects on this layer will be displayed using the style.



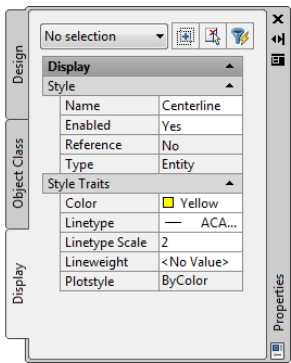
You can create more than one style for a drawing layer. The styles overlay each other.

Style Types

Entity	Specifies color, linetype, linetype scale, linewidth, and plotstyle for drawing objects using this style.
Annotation	Adds annotation, such as text, blocks, images, and information based on object properties, to drawing objects using this style.
Hatch	Adds hatch to drawing objects using this style.
Symbol	Uses symbols such as blocks or annotation to represent drawing objects using this style. Can be combined with other symbol styles only.

Style Types

Text	Adds text to drawing objects using this style.
Raster Image	Specifies brightness, contrast, and fade for images using this style.
Theme	Displays the Thematic Mapping dialog box, where you can create a theme style.



All the properties of the style are displayed on the Display tab of the Properties palette, where you can view or modify them.

See also:

- [Saving a Display Style in the Library](#) on page 561
- [Referencing a Library Style](#) on page 563
- [Creating Themes for Drawing Layers](#) on page 967

To create a display style


- 1 In [Display Manager](#) on page 1748, right-click the layer to style. Click Add Style, and then choose the type of style to create.
 - Entity Style
 - Hatch Style
 - Text Style

- Raster Image Style
- Annotation Style
- Symbol Style

- 2 Select the style.
- 3 If the Properties palette is not already visible, click the Style button.
- 4 On the Display tab of the Properties palette, specify style settings.

NOTE When entering an expression, you may need to first select an item



from the list. Click  to display the [Edit Expression dialog box](#) on page 1312.

NOTE If drawing objects are not stylized, remember that the Display Manager does not stylize drawing objects that have been queried into the current drawing using a standard Query. To stylize drawing objects from attached drawings, see [Overview of Bringing in Drawing Data From DWG Files](#) on page 297.

Quick Reference

New Display Manager Style

Creates a new Display Manager style

Task Pane	In Display Manager, right-click a layer ► Add Style ► (select a style type)
------------------	---

Combining Styles

You can combine styles for a single drawing layer.



Style roads by combining a thick continuous black line with a thin dotted yellow line.

Styles are rendered from bottom to top. That is, the bottom style in the list is rendered first.

NOTE Symbol styles can only be combined with other symbol styles. Themes cannot be combined with any other styles.

See also:

■ [Creating a Style](#) on page 556

NOTE If the layer has a symbol style applied, you can only combine it with other symbol styles. You cannot combine a theme with any other styles.

To add a display style to a layer

- 1 Select the layer.
- 2 Do one of the following:
 - [Create a new style.](#) on page 557
 - [Copy](#) on page ? an existing style.
 - [Reference a library style.](#) on page 563

Quick Reference

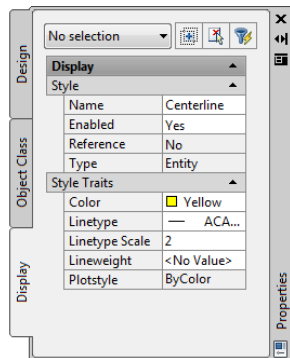
New Display Manager Style

Creates a new Display Manager style

Task Pane	In Display Manager, right-click a layer ► Add Style ► (select a style type)
------------------	--

Modifying a Style

The properties of the style are displayed on the Display tab of the Properties palette. Modify the settings as desired.



Modify style settings on the Properties palette.

Style Referencing

If a style references another style, any changes to the style in one location are automatically reflected in any other locations where the style is used. If you turn off referencing for a style, any additional changes you make to that style do not affect the other locations.

See also:

- [Creating a Style](#) on page 556
- [Referencing a Library Style](#) on page 563
- [Creating and Modifying a Display Manager Scale Threshold](#) on page 564

To modify a display style

- 1 In [Display Manager](#) on page 1748, click the style.
- 2 If the Properties palette is not already visible, click the Style button.
- 3 On the Display tab of the Properties palette, modify style settings.

To hide the drawing objects in a layer

- Clear the check box next to the layer's name in Display Manager.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu

Analyze ► Properties

Icon



Properties

Command Line

PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Saving a Display Style in the Library

If you plan to use a style more than once, you can save it in the Display Library.

Once a style is saved in the library, you can drag it to a drawing layer.

NOTE If you drag a style from the Library to a drawing layer, the style is referenced. If you copy and paste the style, a new style is created.

When you drag a style from the library, you can reference the library style. When a style references a library style, any changes to the style in one location are automatically reflected in the other location.

TIP To have a layer look the same at all scale thresholds, store the style in the Display Library. Then, at every scale threshold, reference the Library style. This way, you can automatically modify the style at every scale threshold by updating the style in the Display Library.

See also:

- [Creating a Style](#) on page 556
- [Referencing a Library Style](#) on page 563

To save a style to the Display Library

- 1 In the [Display Manager](#) on page 1748, right-click the style to save ► Copy.

- 2 If the Display Library is not already displayed: In the Display Manager, click Tools ► Show Library.
- 3 On the Display Styles tab of the Display Library, right-click, and choose Paste.

Note that the style is not referenced. Only dragging from the Library to the drawing layer creates a referenced style.

TIP You can also create styles from within the Display Library. Right-click in the Display Library. Click Add Style, and define the style. For more information on creating styles, see [Creating a Style](#) on page 557.

To create a new category in the Display Library

- 1 On the Display Library palette, right-click the Display Styles tab. Click Add Category.

NOTE You must right-click the tab and not in the palette.

- 2 To change the name of the tab, right-click the tab name. Click Rename. Enter a name for the tab.

Quick Reference

Display Library Palette

Turns the Display Library palette on and off

Command Line	MAPDISPLAYLIBRARY
Task Pane	In Display Manager, click Tools ► Show Library or Hide Library

Copy Display Manager Style

Copies a Display Manager style

Task Pane	In Display Manager, right-click the style ► Copy
------------------	--

Referencing a Library Style

Use a style from the Display Library.

Example: The Display Library has a style called "Pipes" that colors drawing objects blue. Reference this style from any pipe layer.

When you drag a style from the library, the style in the layer *references* the style in the Display Library.

If a style references a library style, any changes to the style in one location are automatically reflected in any other locations where the style is used. That is, if you modify the style in the Display Manager, the style in the Display Library is automatically updated, as are any other styles that reference the style in the Display Library.

If you turn off referencing for a style, any additional changes you make to that style do not affect the other locations.

NOTE Once you turn off referencing for a style, you cannot turn it back on.

See also:

- [Creating a Style](#) on page 556
- [Saving a Display Style in the Library](#) on page 561

To reference a style from the Display Library

- 1 If the Display Library is not already displayed: In [Display Manager](#) on page 1748, click Tools ► Show Library.
- 2 Select the style in the Display Library.
- 3 Drag it onto the drawing layer to stylize in the Display Manager.

To turn off style referencing

- 1 In [Display Manager](#) on page 1748, click the style for which to turn off referencing.
- 2 If the Properties palette is not already displayed, right-click the style. Click Properties.
- 3 On the Display tab of the Properties palette, under Style, click the box next to Reference and select No.

NOTE Once you turn off referencing for a style, you cannot turn it back on.

Creating and Modifying a Display Manager Scale Threshold

You can define different styles at different scale thresholds.

Example: Turn on the display of road names only when the drawing scale factor is below 1:5000

Referenced Styles

To display a layer the same way at multiple scale thresholds, save the styles to the Library. For each new scale threshold, reference the style in the Library. Any changes you make to the style at one scale threshold are reflected at the other scale thresholds.

Turn off referencing for the styles that change from one scale threshold to the next.

Example: Reference the Library Style for the Road layer at all scale thresholds except when you are zoomed out. For that scale threshold, turn off referencing so you can change the display of roads when you zoom out.

See also:

- [Setting Map Scale](#) on page 538
- [Viewing Styles at All Scale Thresholds](#) on page 566
- [Bringing In Drawing Data From DWG Files](#) on page 296

To create or modify a scale threshold

- 1 Zoom the drawing to the scale factor for which you will be creating or modifying the threshold.
- 2 To display the Threshold list: In the Display Manager, click Tools ► Show Thresholds.
- 3 Click the thin down arrow next to the Threshold list and click Duplicate.
- 4 In the New Threshold dialog box, enter the new threshold value. Click OK.
- 5 Modify any of the styles that will be different at this scale threshold.

If the styles reference a Library Style, turn off referencing for the selected style before you modify it. To turn off style referencing, select the style. On the Display tab of the Properties palette, next to Reference, select No. If you do not turn off Reference, any changes you make to the style in this scale threshold are automatically reflected in any styles that reference this style.

NOTE When creating and modifying styles, you can specify how you want to display styles as you change scale thresholds.



- Close the lock icon on the Status Bar if you want the drawing window to update using the appropriate styles for the each drawing scale threshold. Styles will change as you adjust the scale threshold.



- Open the lock icon on the Status Bar if you want the drawing window to update using the styles for the scale threshold that is currently displayed. Styles will not change as you zoom.

Quick Reference

New Display Manager Scale Threshold

Creates a new Display Manager scale threshold

Task Pane In Display Manager, click Tools ► Show Thresholds. Click the thin down arrow next to the Threshold list and choose Duplicate.

Compare Display Manager Scale Thresholds

For the selected layer, lists the Display Manager styles for each scale threshold

Task Pane In Display Manager, right-click the layer and choose Compare Thresholds

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

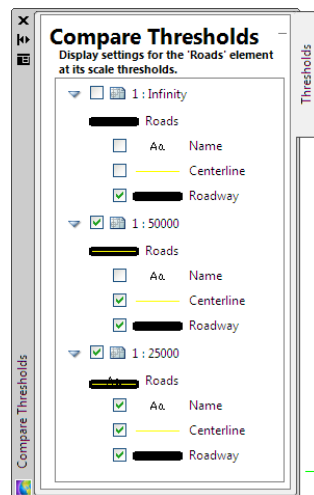
Icon  Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Viewing Styles at All Scale Thresholds

You can view a layer's styles for each scale threshold in the map.



For the layer Roads, note how the drawing layer styles display more information as you zoom in.

See also:

■ [Creating and Modifying a Display Manager Scale Threshold](#) on page 564

To view a layer's styles at all scale thresholds

- 1 In the [Display Manager](#) on page 1748, right-click the layer ► Show Thresholds.

For the selected layer, the Compare Thresholds palette lists the styles for each scale threshold defined in the map.

- 2 To view the styles for a different layer, select the layer in Display Manager. The Compare Thresholds palette displays the styles for the new layer.

TIP You can add a style to a layer by dragging it from the Display Library or another scale threshold and dropping it on the scale where you want to add it.

Quick Reference

Compare Display Manager Scale Thresholds

For the selected layer, lists the Display Manager styles for each scale threshold

Task Pane	In Display Manager, right-click the layer and choose Compare Thresholds
------------------	---

Styling Raster Images

You can style and view rasters brought into your map with Data Connect.

Overview of Styling Raster Images

For raster images you add to your map with Data Connect, you can do the following:

- Adjust brightness and contrast.
- Display the image in grayscale or color.
- Make a single color in the raster transparent.
- Zoom to the raster's extents.
- Requery the raster at a different zoom level.

See also:

- [Adding Rasters and Surfaces](#) on page 370

- [Using Other Raster Image Formats](#) on page 385
- [Analyzing Raster-Based Surfaces](#) on page 975
- [Modifying Raster Images](#) on page 420

To do this...	Use this method...
Adjust brightness and contrast for images you added with Data Connect.	<p>Select the raster and, in the Style Editor under Raster Style, do one of the following:</p> <ul style="list-style-type: none"> ■ To adjust brightness, enter a value between -50 and 50 in the Brightness box. ■ To adjust contrast, enter a value between -50 and 50 in the Contrast box. <p>See Changing Brightness, Color, or Transparency for Raster Images on page 569</p>
Display an image you added with Data Connect in grayscale or color.	<p>Select the raster and, in the Style Editor under Raster Style, click the Style drop-down box. Select Color or Greyscale.</p> <p>See Changing Brightness, Color, or Transparency for Raster Images on page 569</p>
Make a single color transparent in a raster you added with Data Connect.	<p>Select the raster and, in the Style Editor under Raster Style, click Transparent.</p> <p>See Changing Brightness, Color, or Transparency for Raster Images on page 569</p>
Zoom to the extents of a raster you added with Data Connect.	<p>Right-click the image layer. Click Zoom To Extents.</p> <p>See Viewing Raster Images on page 570</p>
Requery a raster you added with Data Connect at a different zoom level.	<p>Right-click the image layer. Click Resample Raster.</p> <p>See Viewing Raster Images on page 570</p>

Changing Brightness, Color, or Transparency for Raster Images

You can use the Style Editor to modify the appearance of raster images brought in to your map through an FDO provider. You can adjust the brightness and contrast, set transparency for a single color, and display the image in color or greyscale.

See also:

- [Adding Rasters and Surfaces](#) on page 370
- [Using Other Raster Image Formats](#) on page 385
- [Analyzing Raster-Based Surfaces](#) on page 975
- [Modifying Raster Images](#) on page 420

- [To adjust brightness and contrast in a raster image](#) on page 569
- [To set transparency for a single color.](#) on page 569
- [To display your image in color or greyscale](#) on page 570

To adjust brightness and contrast in a raster image

- 1 In the [Display Manager](#) on page 1748, right-click the layer ► Edit Style.
- 2 In the Style Editor, under Raster Style, do one of the following:
 - To adjust brightness, enter a value between -50 and 50 in the Brightness box.
 - To adjust contrast, enter a value between -50 and 50 in the Contrast box.
- 3 Click Apply.

To set transparency for a single color.

- 1 In the [Display Manager](#) on page 1748, right-click the layer ► Edit Style.
- 2 In the Style Editor, under Raster Style, click Transparent.
- 3 In the Transparency Color dialog box, click Select <.

- 4 Select a color on your map, then click OK.
- 5 Click Apply. AutoCAD Map 3D displays all parts of the raster image that match the selected color with 100% transparency.

To display your image in color or greyscale

- 1 In the [Display Manager](#) on page 1748, right-click the layer ► Edit Style.
- 2 In the Style Editor, under Raster Style, click the Style drop-down box.
- 3 Select Color or Greyscale.
- 4 If you select greyscale, you can adjust the range for greyscale mapping by changing the Cell Minimum and Cell Maximum values.
- 5 Click Apply.

Viewing Raster Images

When you zoom in on a raster image AutoCAD Map 3D automatically requeries the image from the source to improve the display. You can also use the Resample Raster tool to improve the display of raster feature data if necessary (if you are using server-based raster images, for example). This tool requeries just the displayed portion of the image. When you zoom out, use the Zoom To Extents tool for the feature layer to display the full extents for the zoom position.

See also:

- [Overview of the Display Manager](#) on page 535
- [Overview of Adding Rasters and Surfaces](#) on page 370

NOTE This functionality applies only to maps with raster-based surfaces that have been added with Data Connect.

To requery a raster image

- 1 Display the raster image at the desired zoom level.
- 2 In the [Display Manager](#) on page 1748, right-click the image layer. Click Resample Raster.

To zoom to image extents

- 1 Zoom out as desired.
- 2 Right-click the image layer. Click Zoom To Extents.

Quick Reference

ZOOM

Increases or decreases the apparent size of objects in the current viewport

Menu

View menu ► Realtime

Icon



Zoom

Command Line

ZOOM

Creating and Editing Data

6

Overview of Creating and Editing Data

AutoCAD Map 3D works on two distinct types of objects: features and drawing objects.

- Features are GIS objects stored in external files and databases. Display and edit them in your map and then save the changes back to the original source. Use the options described in [Working with Features](#) on page 575.
- Drawing objects are AutoCAD objects stored within a map or retrieved from attached drawings using queries. Save changes to drawing objects in the current map or back to the attached source drawing depending on the source of each object. Use the options described in [Working with Drawing Objects](#) on page 604 and [Working with Attribute Data and Object Data](#) on page 859.

Use both AutoCAD Map 3D and AutoCAD to edit features and drawing objects. Many AutoCAD commands work on both types of objects. Some AutoCAD commands can only be performed on a feature after you extract its geometry and edit it as a drawing object. You can then save your changes back to the original data store with no loss of precision.

Most AutoCAD Map 3D operations are specific to one or the other type of object. Use the right-click menus to see the commands that are available for the selected feature or drawing object.

For features...	For drawing objects...
Add features to your map using Data Connect. See Overview of Bringing In GIS Features on page 266.	Add drawing objects to your map by attaching drawings and querying in objects. See Overview of Bringing in Drawing Data From DWG Files on page 297.
Edit features by checking them out and using AutoCAD and AutoCAD Map 3D commands. See Checking Out Features on page 583, Using Feature Editing Commands on page 590, and Using AutoCAD Commands on Features on page 597.	Edit objects directly with AutoCAD and AutoCAD Map 3D commands. See Overview of Using the Map Editing Tools on page 786.
Create new features using Display Manager. See Creating New Features on page 577.	Create objects with AutoCAD and AutoCAD Map 3D commands. See Working with Drawing Objects on page 604.
Create features from drawing objects. See Creating a New Feature from a Drawing Object on page 581.	Create drawing objects from features. See Extracting Feature Geometry on page 598 and Exporting Maps to DWG Format on page 1202.
Save features back to their sources by checking them in. See Checking In Features on page 582.	Save drawing objects back to their sources by adding them to a save set. See Editing and Saving Objects in Attached Drawings on page 611.
Work with attribute data in the Data Table. See Editing Features using the Data Table on page 595.	Work with object data in an object data table. See Entering and Editing Object Data on page 873.

For features...	For drawing objects...
<p>Work with joined external data in the Data Table. See Editing Joined Data on page 446.</p>	<p>Work with linked external data in Data View. See Overview of Viewing External Data Sources for Drawing Objects on page 860.</p>
<p>Use special commands available only for features. See Using Feature Editing Commands on page 590.</p>	<p>Use special commands available only for drawing objects. See Cleaning Up Drawing Data on page 636, Creating, Editing, and Managing Topologies on page 688, Using Map Editing Tools on page 785, Digitizing Points Using Coordinates on page 809, Working with Polygon Objects on page 810, and Annotating Drawing Objects on page 904.</p>

Working with Features

- [Overview of Working with Features](#) on page 576
- [Creating New Features](#) on page 577
- [Checking In Features](#) on page 582
- [Checking Out Features](#) on page 583
- [Cancelling Check Out](#) on page 585
- [Updating Edits Automatically](#) on page 586
- [Editing Features](#) on page 588
- [Working Offline](#) on page 600
- [Managing Versions](#) on page 602

To work with features

- [To edit features](#) on page 577
- [To create new features](#) on page 577
- [To check in features](#) on page 582
- [To check out features automatically](#) on page 584
- [To check out features](#) on page 584
- [To cancel check out](#) on page 585
- [To update edits automatically](#) on page 587
- [To edit features](#) on page 588
- [To work offline](#) on page 601
- [To return online](#) on page 601

- [To clear the cache](#) on page 601
- [To rebuild the cache](#) on page 602
- [To create a new version](#) on page 603
- [To activate a version](#) on page 603
- [To commit changes back to the parent version](#) on page 603
- [To discard a version](#) on page 604

Overview of Working with Features

When you connect to a geospatial data source and add it to your map, you can see and edit the feature data. Features, must be checked out in order to be edited. By default, features are automatically checked out upon editing.

You can use most AutoCAD editing commands to edit feature data. For some of the more advanced commands, you can use [Update Feature Geometry](#) on page 599 to convert a GIS feature to pure AutoCAD geometry. Once you have done this, you can use these other AutoCAD commands, and then update the feature without losing or affecting any of its attributes.

You can also [create features from AutoCAD geometry](#) on page 581. This gives you the same functionality as Update Feature Geometry, but it creates a new feature rather than changing an existing one.

Instructions for features assume that you are using the Map 3D for Geospatial workspace, which is the default workspace. To switch to this workspace, choose View menu ► Menu/Toolbar Layout ► Map 3D for Geospatial.

Working in a Multiuser Environment

If you share data in a multiuser environment, be aware of the locking status of the following providers.

- Oracle and ArcSDE support feature level locking that is persistent when the connection with the source is closed and you go offline.
- MySQL and SQL Server do not support feature level locking or persistent locking. Locks are released when the connection is closed.
- SDF does not support locking. Be very careful when working in a multiuser environment.
- SHP supports file locking only as long as you are connected to the data. When you close your map, break the connection, or go offline, the file is unlocked.

See also:

- [Checking Out Features](#) on page 583
- [Bringing in GIS Features](#) on page 265

To edit features

- 1 [Attach the data source.](#) on page ?
- 2 If you do not have Check-Out Edits Automatically turned on, [check out the feature.](#) on page ?
- 3 Do one or both of the following:
 - [Use feature-editing commands to make your changes.](#) on page ?
 - [Use AutoCAD commands to make your changes.](#) on page 597
- 4 [Check the feature back in.](#) on page ?

Creating New Features

To create new features

- [To create new features](#) on page 578
- [To create a new Point or MultiPoint feature](#) on page 578
- [To create a new Polygon or MultiPolygon feature](#) on page 579
- [To create a new LineString or MultiLineString feature](#) on page 580
- [To create a new feature from geometry](#) on page 581

Overview of Creating New Features

You can create new features using feature-creation commands or by creating a feature from a drawing object's geometry.

NOTE If the feature class for a layer does not provide automatically generated IDs for new features, AutoCAD Map 3D will not create new features on the layer. To create new features in this case, turn off Update Edits Automatically (on the Edit menu). AutoCAD Map 3D will hold the features in a queue instead of attempting to save them to the source immediately. Feature IDs are generated in the queue.

See also:

- [Updating Edits Automatically](#) on page 586

To create new features

- Use Display Manager to create [Point or MultiPoint](#) on page 578 features, [Polygon or MultiPolygon](#) on page 579 features, and [LineString or MultiLineString](#) on page 580 features.
If the provider supports curves, the arc option is available in the LineString, MultiLineString, Polygon, and MultiPolygon creation commands.
- Create a new feature [from a drawing object's geometry](#) on page 581.

Creating New Point and MultiPoint Features

If you have point feature layers in your drawing, you can create new Point and MultiPoint features. MultiPoint features are multiple points that behave like a single Point feature.

NOTE The feature creation commands available for a feature layer depend on the capabilities of the feature class represented by the layer. Feature geometry follows OGC specifications.

See also:

- [Creating a New Feature from a Drawing Object](#) on page 581
- [Using AutoCAD Commands on Features](#) on page 597

To create a new Point or MultiPoint feature

- 1 Do one of the following:
 - In the [Display Manager](#) on page 1748, right-click the feature layer for the new feature ► Create ► New Point *feature_name*.
 - In the [Display Manager](#) on page 1748, right-click the feature layer for the new feature ► Create ► New MultiPoint *feature_name*.
Here, *feature_name* is the name of the Point or MultiPoint feature layer.
- 2 When prompted, specify the location for the new Point or MultiPoint feature.

For MultiPoint features, specify the location of each point.

- 3 For MultiPoint operations, press *Enter* to complete the operation.
The new feature is added to the Data Table. To add information to the feature, see [Editing Features using the Data Table](#) on page 595.
- 4 Check in the new features.
For more information, see [Checking In Features](#) on page 582.

Creating New Polygon and MultiPolygon Features

If you have polygon feature layers in your drawing, you can create new Polygon and MultiPolygon features. MultiPolygon features behave like a single Polygon feature.

NOTE The feature creation commands available for a feature layer depend on the capabilities of the feature class represented by the layer. Feature geometry follows OGC specifications.

A polygon has one outer ring and can have one or more inner rings. A ring within a polygon is considered a hole. To create polygons with multiple outer and inner rings, create a MultiPolygon feature.

See also:

- [Creating a New Feature from a Drawing Object](#) on page 581
- [Using AutoCAD Commands on Features](#) on page 597

To create a new Polygon or MultiPolygon feature

- 1 Do one of the following:
 - In the [Display Manager](#) on page 1748, right-click the feature layer for the new feature ➤ Create ➤ New Polygon *feature_name*.
 - In the [Display Manager](#) on page 1748, right-click the feature layer for the new feature ➤ Create ➤ New MultiPolygon *feature_name*.

Here, *feature_name* is the name of the Polygon or MultiPolygon feature layer.

- 2 When prompted, specify the location for the new Polygon or MultiPolygon feature.

- 3 Use the command line or right-click to complete the new feature.
For more information, see [MAPPOLYGONCREATE](#) on page 1401 and [MAPMULTIPOLYGONCREATE](#) on page 1398.
- 4 Press *Enter* to complete the operation.
The new feature is added to the Data Table. To add information to the feature, see [Editing Features using the Data Table](#) on page 595.
- 5 Check in the new features.
For more information, see [Checking In Features](#) on page 582.

Creating New LineString and MultiLineString Features

If you have line feature layers in your drawing, you can create new LineString and MultiLineString features. MultiLineString features are multiple lines that behave like a single Line feature.

NOTE The feature creation commands available for a feature layer depend on the capabilities of the feature class represented by the layer. Feature geometry follows OGC specifications.

See also:

- [Creating a New Feature from a Drawing Object](#) on page 581
- [Using AutoCAD Commands on Features](#) on page 597

To create a new LineString or MultiLineString feature

- 1 Do one of the following:
 - In [Display Manager](#) on page 1748, right-click the feature layer for the new feature ► Create ► New LineString *feature_name*.
 - In [Display Manager](#) on page 1748, right-click the feature layer for the new feature ► Create ► New MultiLineString *feature_name*.

Here, *feature_name* is the name of the LineString or MultiLineString feature layer.

- 2 When prompted, specify the location for the new LineString or MultiLineString feature.
- 3 Use the command line or right-click to complete the new feature.
For more information, see [MAPLINESTRINGCREATE](#) on page 1392 and [MAPMULTILINESTRINGCREATE](#) on page 1394.
- 4 Press *Enter* to complete the operation.
The new feature is added to the Data Table. To add information to the feature, see [Editing Features using the Data Table](#) on page 595.
- 5 Check in the new features.
For more information, see [Checking In Features](#) on page 582.

Creating a New Feature from a Drawing Object

You can create new features using drawing object geometry.

See also:

- [Overview of Working with Features](#) on page 576
- [Checking In Features](#) on page 582
- [Using AutoCAD Commands on Features](#) on page 597

To create a new feature from geometry

- 1 In the [Display Manager](#) on page 1748, right-click the layer to which you want to add the feature. Click New Feature from Geometry.
- 2 When prompted, select the object or objects to convert to features. Press *Enter*.
All selected objects are converted into a single feature. To create multiple features, perform this operation on one object at a time.
- 3 When prompted to erase the drawing object, do one of the following:
 - Click Yes to erase the original drawing object.
 - Click No to keep the drawing object in the drawing.
Keep the object if you plan to use it to create other features. You can store drawing objects on a separate layer and turn off visibility for the layer.

To add information to the feature, see [Editing Features using the Data Table](#) on page 595.

4 Check in the new features.

For more information, see [Checking In Features](#) on page 582.

Quick Reference

New Feature from Geometry

Creates a new feature from drawing object geometry

Menu

Click Create ► New Feature from Geometry.

Icon



New Feature From Geometry

Command Line

MAPCREATEFEATUREFROMGEOMETRY

Task Pane

In Display Manager, right-click the feature layer. Click New Feature from Geometry

Checking In Features

Checking in features saves your changes and additions to the feature source and releases any locks.

You can update the source automatically as you edit or wait until you check in the features. If you update the source with edits automatically, be sure to check in features when you are finished working.

See also:

- [Overview of Working with Features](#) on page 576
- [Updating Edits Automatically](#) on page 586

To check in features

- 1 Select the features to check in using one of the following methods:
 - Click a feature or features.

- Right-click the feature layer in the [Display Manager](#) on page 1748. Click Select Checked-Out Features.

2 Right-click the drawing. Click Check-In Feature.

Quick Reference

Check In Feature

Checks in features, saves your changes and additions to the feature source, and releases locks

Menu	Click Edit ► Check-In.
Icon	 Check-In Features
Command Line	MAPCHECKIN

Select Checked-Out Features

Selects features that have been checked out to edit

Menu	Click Edit ► Select Checked-Out Features.
Icon	 Select Checked-Out Features
Command Line	MAPSELECTCHECKEDOUT
Task Pane	In Display Manager, right-click the feature layer

Checking Out Features

Checking out features makes them available to edit. By default, features are checked out automatically when you edit them.

If the data source supports locking, features or files will be locked. Checking in or cancelling a check out operation unlocks locked features.

If you plan to work offline, check out the features you want to edit before going offline.

See also:

- [Overview of Working with Features](#) on page 576
- [Working Offline](#) on page 600

To check out features automatically

- Click Edit menu ► Check-Out Edits Automatically.

To check out features

NOTE Use this procedure if you do not have Check-Out Edits Automatically turned on.

- 1 Click a feature or features.
- 2 Right-click the drawing. Click Check-Out Feature.
Grips are displayed on the checked-out feature. If you do not edit using grips you can turn them off. For more information, see *Use Grip Modes* in the AutoCAD Help.

Quick Reference

MAPAUTOCHECKOUT

Automatically checks-out features that are edited

Menu	Edit menu ► Check Out Edits Automatically
Command Line	MAPAUTOCHECKOUT

Check Out Feature

Checks out selected features and makes them available for editing

Menu	Click Edit ► Check-Out.
Icon	 Check-Out Features
Command Line	MAPCHECKOUT

MAPFEATUREEDITOPTIONS

Specifies options for editing features

Icon



Feature Edit Options

Command Line

MAPFEATUREEDITOPTIONS

Dialog Box

Feature Editing Options dialog box

Cancelling Check Out

You can cancel the check out of all, selected, or erased features. You can also cancel the check out of features by layer. When you cancel check out, locks are released and your changes are discarded.

NOTE If Update Edits Automatically is on, edits are made in the feature source immediately. Cancelling check out will not discard changes or restore erased features.

See also:

- [Overview of Working with Features](#) on page 576
- [Working Offline](#) on page 600
- [Updating Edits Automatically](#) on page 586

To cancel check out

- 1 Click Edit menu ➤ Cancel Check-Out.
- 2 When prompted, click one of the following options:


Option	Description
All	Cancels check out of all features
Erased	Cancels check out of all erased features
Layer	Prompts for a layer and cancels check out of all features on the selected layer. This option is the same as All if there is only one layer.

Option	Description
Select Objects	Prompts for features or cancels check out of selected features

Quick Reference

Cancel Checkout

Cancels a checkout operation. If you have Update Edits Automatically enabled, cancelling the checkout does not undo changes.

Menu	Click Edit ► Cancel Check-Out.
Icon	 Cancel Feature Check-Out
Command Line	MAPCANCELCHECKOUT

Updating Edits Automatically

You can queue your edits and save them to the source all at once, or you can save them as you work.

When Update Edits Automatically is off (the default), your changes remain local until you check them in.

If you turn on Update Edits Automatically, AutoCAD Map 3D immediately attempts to save any edits you have made to checked-out features back to the feature source. If updating fails for any reason, the setting remains off so you can resolve feature edits.

NOTE Cancelling a check out will not discard changes or restore features to their state before the check out.

You can [change the default setting](#) on page 76 for Update Edits Automatically.

When you create layers for SHP and SDF data, AutoCAD Map 3D may create a local cache the first time you edit those layers. For large files this may be

time-consuming. To avoid this, turn on Update Edits Automatically for large SDF and SHP files.

Persistent Locking

If the feature source provider supports [persistent locking](#) on page 1758, and Update Edits Automatically is on, checking out a feature locks that feature; checking in a feature unlocks it. You can release locks on features by checking them out (if you are the user who locked them) and then checking them back in.

If the feature source provider supports persistent locking and Update Edits Automatically is off, use Cancel Checkout to unlock features without saving your changes to them. When you do this, you synchronize the state of the feature you checked out with those in the feature source. That is, you delete new features created locally, and replace locally modified or deleted features with the versions from the feature source.

Revision Numbers

Some providers (for example, Oracle, SQL Server, and MySQL) support revision numbers, which increment a numeric value in the feature every time you commit a change to that feature in the feature source. This allows AutoCAD Map 3D to see if a feature has been edited by another user. If another user modifies a feature while you have it checked out, a revision-number conflict can occur. This might happen if you check out the feature while you are offline, or if the feature source provider does not support persistent locking. In such cases, you cannot overwrite the other user's changes to the features. Instead, turn Update Edits Automatically off and choose Cancel Checkout for the features that have conflicts.

See also:

- [Customizing Your Work Environment](#) on page 76
- [Working Offline](#) on page 600
- [Cancelling Check Out](#) on page 585

To update edits automatically

- Click Edit menu ➤ Update Edits Automatically.

NOTE To change the default setting for Update Edits Automatically, at the Command prompt, type MAPEDITSETAUTODEFAULT and specify Active (checked) or Deactive (unchecked) as the default.

Quick Reference

MAPEDITSETAUTO

Turns on and off the setting for updating edits to the feature source automatically

Menu Click Edit ► Update Edits Automatically.

Command Line MAPEDITSETAUTO

MAPEDITSETAUTODEFAULT

Specifies the default setting for updating edits to the feature source automatically

Command Line MAPEDITSETAUTODEFAULT

Check In Feature

Checks in features, saves your changes and additions to the feature source, and releases locks

Menu Click Edit ► Check-In.

Icon  Check-In Features

Command Line MAPCHECKIN

Editing Features

To edit features

- [To edit a feature using feature editing commands](#) on page 591
- [To split a feature](#) on page 592
- [To turn on or off Ignore Split and Merge Rules](#) on page 593
- [To merge features](#) on page 594

- [To edit features using the Data Table](#) on page 595
- [To use AutoCAD commands on features](#) on page 597

Overview of Editing Features

Edit features by using specialized commands for certain geometry types, changing entries in the Data Table, or using available AutoCAD commands.

Most common AutoCAD editing commands (such as PEDIT, ROTATE, and TRIM) are available to use with features. To perform an AutoCAD operation that is not available for features, extract the geometry from the feature, modify it using AutoCAD, and then update the feature geometry.

NOTE To use common AutoCAD editing commands on features, make sure you have selected Check out features as AutoCAD drawing objects in the Feature Checkout Options area of the [Feature Editing Options dialog box](#) on page 1648

To edit this...	Use this method...
<ul style="list-style-type: none"> ■ Point features ■ MultiPoint features ■ LineString features ■ MultiLineString features ■ Polygon features ■ MultiPolygon features <p>with geospatial feature editing commands</p>	<p>Make sure that you have specified that features will be checked out as geospatial features in the Feature Editing Options dialog box on page 1648 by selecting Geospatial Features in the Feature Checkout Options area.</p> <p>Then use one of the feature editing commands to change the geometry directly. on page ?</p>
Feature data	Modify a feature in the Data Table to change its data. on page ?
Feature geometry as AutoCAD drawing objects	<p>Make sure you have selected Check out features as AutoCAD drawing objects in the Feature Checkout Options area of the Feature Editing Options dialog box on page 1648.</p> <p>Then use any available AutoCAD commands. on page ?</p>

To edit this...	Use this method...
	<p>NOTE In some cases, when feature geometry is checked out as AutoCAD drawing objects, geospatial feature editing commands may still be available to use on the geometry.</p>


See also:

- [Extracting Feature Geometry](#) on page 598
- [Updating Feature Geometry](#) on page 599

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu	Click Edit ► Data Table.
Icon	 Table
Command Line	MAPDATATABLE
Task Pane	In Map Explorer or Display Manager, click the Table button
Dialog Box	Data Table Dialog Box

Using Feature Editing Commands

Feature editing commands are available for Point, MultiPoint, LineString, MultiLineString, Polygon, or MultiPolygon features. If you don't have Check-Out Edits Automatically turned on, check out a feature to use the feature editing command specific to the geometry of that feature.

NOTE To improve performance when editing features, turn Update Edits Automatically off.

See also:

- [Updating Edits Automatically](#) on page 586
- [Editing Features](#) on page 588
- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582

To edit a feature using feature editing commands

- 1 Make sure that you have specified that features will be checked out as geospatial features in the [Feature Editing Options dialog box](#) on page 1648 by selecting Geospatial Features in the Feature Checkout Options area.
- 2 [Check out the feature.](#) on page 584
For more information, see [Checking Out Features](#) on page 583.
- 3 Right-click the feature. Click Edit Feature.
The appropriate feature editing command for the geometry will apply to the feature.
- 4 Edit the Point, MultiPoint, LineString, MultiLineString, Polygon, or MultiPolygon features.
For more information about editing these features see [MAPMULTIPOINTEDIT](#) on page 1397, [MAPLINESTRINGEDIT](#) on page 1393, [MAPMULTILINESTRINGEDIT](#) on page 1395, [MAPPOLYGONEDIT](#) on page 1402, and [MAPMULTIPOLYGONEDIT](#) on page 1399.
- 5 Check in the revised features.
For more information, see [Checking In Features](#) on page 582.

Splitting Features

When you have a feature that you want to split into two parts, for example a parcel, use the [MAPFEATURESPLIT](#) on page 1389 command. The resulting feature property values are determined by rules you specify in the [Split and Merge Rules dialog box](#) on page 1405.

When you split a feature, you can draw or select line or polygon to split the feature. You can specify whether the result is a new feature or a multipart feature. You can also specify whether the new feature uses the existing feature ID or a new one.

If you use a polygon (or mpolygon) to split a feature, the part that falls outside of the polygon becomes one feature, and the part that falls inside the polygon becomes another feature.

You can choose to ignore the rules specified in [Split and Merge Rules dialog box](#) on page 1405 by turning on Ignore Split and Merge Rules.

See also:

- [Split a Feature](#)
- [Updating Edits Automatically](#) on page 586
- [Editing Features](#) on page 588
- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582

To split a feature

- 1 Optionally, specify [split rules](#) on page 1405.

NOTE You can access the [Split and Merge Rules dialog box](#) on page 1405 in the Data Table by clicking Set Split and Merge Rules on the Options drop down menu.

- 2 Select the feature.
- 3 If you don't have Check-Out Edits Automatically turned on, check out the feature.
For more information, see [Checking Out Features](#) on page 583.
- 4 Click Modify menu ► Split.
- 5 Follow the prompts to specify whether the resulting feature(s) will be a new or a multipart feature.
- 6 Follow the prompts to specify whether the resulting feature(s) will use a new or existing feature ID.
- 7 Follow the prompts to select or draw a split line.
- 8 Check in the revised features.
For more information, see [Checking In Features](#) on page 582.

To turn on or off Ignore Split and Merge Rules


- Click Modify menu ➤ Ignore Split and Merge Rules.

NOTE To change the default setting for Ignore Split and Merge Rules, at the Command prompt, type [MAPIGNORESPLITMERGERULES](#) on page 1391 and specify Yes or No as the default.

Quick Reference

MAPFEATURESPLIT

Splits features and assigns feature property values for resulting features

Menu	Modify menu ➤ Split
Icon	 Split
Command Line	MAPFEATURESPLIT

MAPIGNORESPLITMERGERULES

Determines whether or not the rules for split and merge are used

Menu	Modify menu ➤ Ignore Split and Merge Rules
Command Line	MAPIGNORESPLITMERGERULES
Dialog Box	MAPIGNORESPLITMERGERULES

Merging Features

When you want to merge two or more features, for example separate line segments that represent the same road, use the [MAPFEATUREMERGE](#) on page 1388 command. The resulting feature property values are determined by rules you specify in the [Split and Merge Rules dialog box](#) on page 1405.

You can merge two or more features of the same class into one feature. You can also merge features with drawing objects. You can specify a new or existing feature ID for the resulting feature.

You can choose to ignore rules specified in this dialog box by turning on Ignore Split and Merge rules (see [To turn on or off Ignore Split and Merge Rules](#) on page 593).

See also:

- Merge Features
- [Updating Edits Automatically](#) on page 586
- [Editing Features](#) on page 588
- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582

To merge features

- 1 Optionally, specify [merge rules](#) on page 1405.

NOTE You can access the [Split and Merge Rules dialog box](#) on page 1405 in the Data Table by clicking Set Split and Merge Rules on the Options drop down menu.

- 2 If you don't have Check-Out Edits Automatically turned on, check out the feature(s).
For more information, see [Checking Out Features](#) on page 583.
- 3 Select at least two objects, including at least one feature.
- 4 Click Modify menu ► Merge.
- 5 Follow the prompts to specify whether the resulting feature will use a new or existing feature ID.
- 6 Check in the merged feature.
For more information, see [Checking In Features](#) on page 582.

Quick Reference

MAPFEATUREMERGE

Merges features and assigns feature property values for the resulting feature

Menu Modify menu ► Merge

Icon



Merge

Command Line

MAPFEATUREMERGE

MAPIGNORESPLITMERGERULES

Determines whether or not the rules for split and merge are used

Menu

Modify menu ► Ignore Split and Merge Rules

Command Line

MAPIGNORESPLITMERGERULES

Dialog Box

MAPIGNORESPLITMERGERULES

Editing Features using the Data Table

Use the Data Table to view and edit features by selecting data in the Data Table window or by selecting areas of your map.

NOTE When you edit feature data in the Data Table, the corresponding geometry is checked out and locked, if possible. You must check in the geometry when you are finished editing.

See also:

- [Overview of the Data Table](#) on page 921
- [Setting Up Constraints in the Schema Editor](#) on page 511
- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582
- [Updating Edits Automatically](#) on page 586
- [Editing Features](#) on page 588

To edit features using the Data Table

- 1 In [Map Explorer](#) on page 1755, expand the Data Source tree and select the feature layer to edit.

- 2 Click  .

The Data Table window opens, displaying the feature data contained in your map. If you have [joined data](#) on page 439 to a layer in your map, the joined data is displayed, but it is gray. You cannot edit it in the Data Table. Instead, select the original data source and update that in the Data Table. Your changes will appear the next time you display this data as joined data.

- 3 Select and edit cells in the Data Table window.

When you edit data related to a feature, that feature is checked out automatically (and the Update Edits Automatically setting is turned on). Non-feature data cannot be checked out, so all edits to that type of data are written back to their underlying sources immediately. You cannot edit non-feature data unless you are connected to its source. See [Updating Edits Automatically](#) on page 586.

Some data fields are "constrained" to allow only certain values. When you enter values for constrained fields, you are prompted to enter only valid values. For example, the prompt might tell you to enter only values between one and ten.

- 4 Check in the revised features.

For more information, see [Checking In Features](#) on page 582.

- 5 Close the Data Table window when you are finished.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon  Table

Command Line MAPDATATABLE

Task Pane In Map Explorer or Display Manager, click the Table button

Dialog Box Data Table Dialog Box

Using AutoCAD Commands on Features

To use AutoCAD commands on features

- [To edit features with AutoCAD commands](#) on page 597
- [To extract feature geometry](#) on page 598
- [To update feature geometry](#) on page 599

Editing Features with AutoCAD Commands

By default, many common AutoCAD editing commands (such as PEDIT, ROTATE, and TRIM) can be used on features directly.

NOTE To use common AutoCAD editing commands on features, make sure you have selected Check out features as AutoCAD drawing objects in the Feature Checkout Options area of the [Feature Editing Options dialog box](#) on page 1648

If there is an AutoCAD operation you cannot perform on a feature, you can [extract the geometry](#) on page 598 from the feature, edit it using AutoCAD commands, and then update the feature geometry. Feature data and rules are preserved.

You can also merge AutoCAD geometry with existing features directly, without extracting feature geometry first.

NOTE When you use EXPLODE on features, they are converted to AutoCAD drawing objects.

See also:

- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582
- [Updating Edits Automatically](#) on page 586
- [Editing Features](#) on page 588

To edit features with AutoCAD commands

- 1 If you don't have Check-Out Edits Automatically turned on, check out the feature.

For more information, see [Checking Out Features](#) on page 583.

- 2 Do one of the following:
 - Enter the AutoCAD command you want to use and follow the command prompts to select and edit the feature(s).
 - Select the feature(s) and use the grips to edit the feature(s).
 - Select the feature(s) and then enter the AutoCAD command you want use and follow the prompts.

NOTE For help with AutoCAD commands, search for the command name in the Help file or press F1 while you are using the command.

- 3 Check in the revised features.
For more information, see [Checking In Features](#) on page 582.

Extracting Feature Geometry

Extract the geometry from a feature to use AutoCAD commands that are not available for features.

See also:

- [Editing Features](#) on page 588
- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582
- [Updating Feature Geometry](#) on page 599

To extract feature geometry

- 1 Check out the feature.
For more information, see [Checking Out Features](#) on page 583.
- 2 Right-click the feature. Click Extract Geometry From Feature.

After you make your changes, you can merge the updated geometry back into the feature.

Quick Reference

Extract Feature Geometry

Creates new drawing objects from the selected feature geometry

Menu Click Modify ► Advanced Feature Editing ► Extract Geometry from Feature.

Icon



Extract Feature Geometry

Command Line MAPEXTRACTFEATUREGEOMETRY

Updating Feature Geometry

You can merge new or existing drawing object geometry with a feature. If you have extracted the geometry from a feature to edit it using AutoCAD, you must update the feature geometry when you are finished editing.

You can use this command to combine spatially connected entities. For example, you can use a line and an arc to update a single feature's geometry (resulting in one linestring or polyline). If the feature's data store does not support curves, this command will transform the curves into line segments.

For polygons, this command allows you to work on the boundary geometry instead of the polygon itself.

See also:

- [Editing Features](#) on page 588
- [Checking Out Features](#) on page 583
- [Checking In Features](#) on page 582
- [Extracting Feature Geometry](#) on page 598

To update feature geometry

- 1 Right-click the feature you want to merge with a drawing object. Click Update Feature From Geometry.
- 2 When prompted, select the drawing object to merge. Press Enter.

- 3 When prompted to erase the drawing object, do one of the following:
 - Click Yes to erase the original drawing object.
 - Click No to keep the drawing object in the drawing.
Keep the object if you plan to use it to create other features. You can store drawing objects on an AutoCAD layer and turn off visibility of the layer.
- 4 Check in the edited feature.
For more information, see [Checking In Features](#) on page 582.

Quick Reference

Update Feature from Geometry

Merges new or existing drawing object geometry with a feature

Menu Click Modify ► Advanced Feature Editing ► Update Feature from Geometry.

Icon



Update Feature Geometry

Command Line

MAPUPDATEFEATUREGEOMETRY

Working Offline

When you work offline, AutoCAD Map 3D caches all your feature data connections.

NOTE This procedure applies only to feature sources, not attached drawings.

Clear the cache periodically to improve performance. To be sure you are working with the most current data for a data source, rebuild its cache by refreshing its layer.

See also:

- [Editing Features](#) on page 588
- [Checking Out Features](#) on page 583

- [Checking In Features](#) on page 582
- [To work offline](#) on page 601
- [To return online](#) on page 601
- [To clear the cache](#) on page 601
- [To rebuild the cache](#) on page 602

To work offline

- 1 Click Edit menu and turn off Update Edits Automatically.
- 2 Check out the features you plan to use.
For more information, see [Checking Out Features](#) on page 583.



- 3 Click the Online/Offline toggle on the Status Bar.

NOTE AutoCAD Map 3D caches the feature source. This can take some time.

You can still check out and edit features while you are offline. When you return online, AutoCAD Map 3D attempts to lock features that you checked out while you were offline. Non-feature data cannot be checked out, so you cannot edit it unless you are connected to its source.

To return online



- 1 Click the Offline/Online toggle on the Status Bar.
- 2 Check in the checked out features.
For more information, see [Checking In Features](#) on page 582.

To clear the cache

- 1 Click Setup menu ► AutoCAD Map Options.
- 2 In the AutoCAD Map 3D Options dialog box, click the System tab.
- 3 Click Clear Cache. Click OK.

To rebuild the cache

- 1 Right-click a feature layer in Display Manager ► Refresh Layer.

Quick Reference

MAPWORKOFFLINE

Caches all checked-out features so you can work without being connected.

Icon



Online/Offline toggle on the Status Bar

Command Line

_MAPWORKOFFLINE

Managing Versions

For feature sources that support versioning, you can create a version, edit objects in that version, and then save (commit) changes from the child version back to the parent version.

Support for versioning depends on the feature source. However, the following guidelines apply to most feature sources that support versioning:

- Features queried from one version of the feature source can be saved back to that version only. If you plan to edit features, be sure to query the features from the version where you plan to save the edits.
- Objects locked in one version of the feature source are automatically locked in all versions (if the feature source supports locking). This reduces the chance of a conflict where an object is edited in two versions of the feature source.
Conflicts can still occur, for example if one version is edited offline. In these cases, you must specify how to resolve the conflicts before you save the version.
- You cannot save or discard the active version.
- You cannot save or discard a version if it has children.
- You cannot save or discard a version if it has checked out features. You must first unlock the objects by either checking them in or cancelling check out.

- When you save or discard a version, all features in the drawing that were queried from that version are removed from the drawing.
- When you discard a version, all edits saved to that version are discarded.
- You cannot undo saving or discarding a version.

See also:

- [Overview of Bringing In GIS Features](#) on page 266
- [Overview of Working with Features](#) on page 576
- [To create a new version](#) on page 603
- [To activate a version](#) on page 603
- [To commit changes back to the parent version](#) on page 603
- [To discard a version](#) on page 604

To create a new version

- 1 In [Map Explorer](#) on page 1755, right-click the feature source and click Manage Versions.
This command is available only for feature sources that support versioning.
- 2 In the Versions dialog box, do one of the following operations:
 - To create a child version of the default version, in the Versions dialog box, click Add ► New Version.
 - To create a child version of the selected version, in the Versions dialog box, click Add ► New Child Version.
- 3 Enter a name for the new version. Click OK.

To activate a version

- Select the version and click Active.
All queries are performed on the active version of the feature source.

To commit changes back to the parent version

- 1 Check in features.

- 2 Select the version and click Save.
If the parent version was changed since you created your version, you must resolve which version to use.

To discard a version

- 1 Check in any checked out features.
- 2 Make sure the parent version is not connected in any other drawing.
- 3 Select the version and click Remove.

Working with Drawing Objects

To work with drawing objects

- [To edit data in attached drawings](#) on page 605
- [To clean up drawing data](#) on page 636
- [To create, edit, and manage topologies](#) on page 688
- [To use Map editing tools](#) on page 785
- [To work with polygon objects](#) on page 811
- [To use object classification](#) on page 836

Overview of Working with Drawing Objects

You create and edit drawing objects using AutoCAD and AutoCAD-based commands. This section describes how to create new drawing objects and edit existing drawing objects.

Commands for drawing objects appear on the menus that are displayed in the Map 3D for Drawings workspace, rather than the default Map 3D for Geospatial workspace. To switch to the drawing workspace, choose View menu ► Menu/Toolbar Layout ► Map 3D for Drawings.

Use the following techniques to work with drawing data.

To do this...	Use this method...
Work in a multiuser environment.	<ul style="list-style-type: none"> ■ Turn on object locking. on page ? ■ Find out who has locked an object. on page ?

To do this...	Use this method...
	<ul style="list-style-type: none"> ■ Release locked objects for use by others. on page ?
Edit and save objects in attached drawings.	Query objects from attached drawings into the current map, or edit objects from attached drawings and save them back. on page ?
Correct common map errors resulting from surveying, digitizing, and scanning errors, and remove unnecessary detail.	Use drawing cleanup. on page ?
Use topology to analyze a set of objects and data and their relationship.	Create node, network, or polygon topologies. on page ?
Edit map-related data.	Use map editing tools. on page ?
Digitize new points in existing maps with precision.	Use Track Coordinates to specify the exact coordinates of the points. on page ?
Work with polygon objects.	Use specialized polygon options. on page 811
Indicate textual values on an object.	Use annotation. on page ?
Organize drawing objects based on the real-world features that they represent.	Use object classification. on page 905

Editing Data in Attached Drawings

To edit data in attached drawings

- [To use object locking](#) on page 606
- [To edit and save objects](#) on page 611

Sharing Attached Drawings

- [Overview of Sharing Attached Drawings](#) on page 606
- [Turning On Object Locking](#) on page 608
- [Finding Out Who Has an Object Locked](#) on page 609
- [Releasing All Locked Objects for a Specific User](#) on page 610

See also:

- [Editing and Saving Objects in Attached Drawings](#) on page 611

To use object locking

- [To turn on object locking](#) on page 608
- [To find out who has an object locked](#) on page 609
- [To release all locked objects](#) on page 610

Overview of Sharing Attached Drawings

Object locking lets multiple network users simultaneously retrieve, edit, and save back different objects while working in the same attached drawing. If object locking is not selected, only one user can have write access to an active drawing.

Use these techniques for object locking.


To do this...	Use this method...
Turn on object locking.	Click Setup menu ► AutoCAD Map Options. See Turning On Object Locking on page 608.
Find out who has locked an object.	Click File menu ► Drawing Save Set Options ► Who Has It. See Finding Out Who Has an Object Locked on page 609

To do this...	Use this method...
Release locked objects.	Click Setup menu ► More DWG Options ► Drawing Maintenance. See Releasing All Locked Objects for a Specific User on page 610.

Quick Reference


MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

ADEWHOHASIT

Displays the current owner of a selected locked object

Menu	Click File ► Drawing Save Set Options ► Who Has It?.
Icon	 Show Who Has It
Command Line	ADEWHOHASIT
Dialog Box	Who Has It Information dialog box

ADEDWGMAINT

Removes locks from objects

Menu	Setup menu ► More DWG Options ► Drawing Maintenance
-------------	---

Command Line	ADEDWGMAINT
Task Pane	In Map Explorer, right-click Drawings ► Maintenance
Dialog Box	Drawing Maintenance dialog box

Turning On Object Locking

If object locking is enabled, two network AutoCAD Map 3D users can edit different objects in the same drawing at the same time, but cannot edit the *same* object at the same time.

Any objects that you add to the save set are locked. Other users can view these objects, but cannot save modifications back to the attached drawings until you unlock the objects.

When you finish editing the objects, save them back to their attached drawings. The objects are automatically unlocked.

Only a superuser can change object locking settings.

See also:

- [Logging Into AutoCAD Map 3D](#) on page 132
- [Sharing Attached Drawings](#) on page 606

NOTE You must have superuser privileges to change the Enable Object Locking setting.


To turn on object locking

- 1 Click Setup menu ► AutoCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the Multi User tab.
- 3 Under Multi User Options, select Enable Object Locking.
- 4 Click OK.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Finding Out Who Has an Object Locked

Use the Who Has It operation at any time to find out who locked an object.

NOTE If the DWK file has been deleted, the user names are no longer available. When this happens, AutoCAD Map 3D displays user names and drawing names as *UNKNOWN*.

See also:

- [Turning On Object Locking](#) on page 608
- [Sharing Attached Drawings](#) on page 606

To find out who has an object locked


- 1 In the Drawing Workspace, click File menu ► Drawing Save Set Options ► Who Has It.
- 2 Select the object.

The [Who Has It Information dialog box](#) on page 1623 displays the name of the user who has the object locked, the drawing that the object comes from, the name of the current drawing, and the date and time the object was locked.

Quick Reference

ADEWHOHASIT

Displays the current owner of a selected locked object

Menu	Click File ► Drawing Save Set Options ► Who Has It?.
Icon	 Show Who Has It
Command Line	ADEWHOHASIT
Dialog Box	Who Has It Information dialog box

Releasing All Locked Objects for a Specific User

If a system failure occurs while objects are locked, you must manually release the object locks. However, only a superuser can remove locks set by other users.

NOTE If a drawing is activated in another user's drawing, you will not be able to release locks in that drawing.

When you remove locks, the object is also removed from the save set. You can restore the locks by adding the objects to the save set again.

See also:

- [Logging Into AutoCAD Map 3D](#) on page 132
- [Turning On Object Locking](#) on page 608
- [Sharing Attached Drawings](#) on page 606

To release all locked objects

- 1 Click Setup menu ► More DWG Options ► Drawing Maintenance.
- 2 Under Active Drawings, select the drawing that contains the locks to release.
- 3 Choose User List.
The names of the users responsible for the locks appear under User Name. The number of objects locked by each user appears under Number of Objects Locked.
- 4 Choose Remove Locks.

If you do not have superuser privileges, you can remove only the locks that you have set. AutoCAD Map 3D removes the objects from the save set.

If you have superuser privileges, you can select a user name and remove all the locks set by that user.

Quick Reference

ADEDWGMAINT

Removes locks from objects

Menu	Setup menu ► More DWG Options ► Drawing Maintenance
Command Line	ADEDWGMAINT
Task Pane	In Map Explorer, right-click Drawings ► Maintenance
Dialog Box	Drawing Maintenance dialog box

Editing and Saving Objects in Attached Drawings

- [Overview of Editing and Saving Objects in Attached Drawings](#) on page 612
- [Zooming to the Extents of Selected Drawings](#) on page 616
- [Viewing All Objects in Selected Attached Drawings](#) on page 618
- [Editing Objects in Attached Drawings](#) on page 620
- [Adding an Object to the Save Set](#) on page 622
- [Viewing Objects in the Save Set](#) on page 624
- [Saving Queried Objects Back to Attached Drawings](#) on page 625
- [Saving New Objects to Attached Drawings](#) on page 627
- [Saving Objects to the Current Drawing](#) on page 628
- [Saving Objects to a New Drawing](#) on page 629
- [Removing an Object from the Save Set](#) on page 630
- [Solving Problems When Saving Back to Attached Drawings](#) on page 631
- [Setting Save Back Options](#) on page 634

To edit and save objects

- [To zoom to the extents of selected drawings](#) on page 618
- [To view objects in source drawings](#) on page 619
- [To edit objects in attached drawings](#) on page 621
- [To save the edited objects back to their attached source drawings](#) on page 621

- [To add objects to the save set and lock the objects](#) on page 624
- [To view objects in the save set](#) on page 625
- [To save queried objects back to attached source drawings](#) on page 626
- [To save new objects to attached drawings](#) on page 628
- [To save objects to the current drawing](#) on page 629
- [To save objects to a new drawing](#) on page 630
- [To remove objects from the save set and unlock the objects](#) on page 631
- [To redefine block definitions on save back](#) on page 633
- [To save back individual block components](#) on page 633
- [To check that the hatch pattern is in the save set](#) on page 633
- [To set editing and save back options](#) on page 635

Overview of Editing and Saving Objects in Attached Drawings

When you use AutoCAD Map 3D with multiple drawings, you can query objects from attached drawings into the current drawing and create new drawings, or you can edit the objects from the attached drawings and then save them back.

See also:

- [Overview of Queries](#) on page 1023

To do this...	Use this method...
Zoom to the extents of selected drawings	In Map Explorer, right-click Drawings. Click Zoom Extents. See Zooming to the Extents of Selected Drawings on page 616
View objects in source drawings	In Map Explorer, right-click Drawings. Click Quick View. See Viewing All Objects in Selected Attached Drawings on page 618
Edit objects in attached drawings	1 Run a query on page 1023 to retrieve the objects to edit.

To do this...	Use this method...
	<p>2 Click File menu ► Drawing Save Set Options ► Add Items to Save Set. Select the objects to edit.</p> <p>See Editing Objects in Attached Drawings on page 620</p>
Add objects to the save set and lock the objects	<p>Click File menu ► Drawing Save Set Options ► Add Items to Save Set.</p> <p>See Adding an Object to the Save Set on page 622</p>
View objects in the save set	<p>Click File menu ► Drawing Save Set Options ► Show Items in Drawing Save Set.</p> <p>See Viewing Objects in the Save Set on page 624</p>
Save objects back to attached source drawings	<p>Add objects to the save set. Click File menu ► Save Source Drawing Save Set.</p> <p>See Saving Queried Objects Back to Attached Drawings on page 625 and Saving New Objects to Attached Drawings on page 627</p>
Save objects to the current drawing or a new drawing.	<p>Click File menu ► Save.</p> <p>Click File menu ► Save As.</p> <p>See Saving Objects to the Current Drawing on page 628 and Saving Objects to a New Drawing on page 629.</p>
Set editing and save back options	<p>Click Setup menu ► AutoCAD Map Options.</p> <p>See Setting Save Back Options on page 634</p>

Quick Reference

ADEZEXTENTS

Zooms to display the drawing extents

Menu Click Map ► Drawings ► Zoom Drawing Extents.

Icon



Zoom Drawing Extents

Command Line ADEZEXTENTS

Task Pane In Map Explorer, right-click Drawings ► Zoom Extents

Dialog Box Zoom Drawing Extents dialog box

ADEQVIEWDWGS

Performs a quick display of active drawings

Menu View menu ► Quick View Drawings

Command Line ADEQVIEWDWGS

Task Pane In Map Explorer, right-click Drawings ► Quick View-or- Right-click a drawing ► Quick View

Dialog Box Quick View Drawings dialog box

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu In the Classic workspace, click Setup menu ► More DWG Options ► Define Query

Icon



Define Query

Command Line ADEQUERY

Task Pane In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit

Dialog Box Define Query dialog box

ADESELOBSJ

Creates a set of objects to be saved to source drawings

Menu File menu ► Drawing Save Set Options ► Add Items To Save Set

Icon



Add Objects to Save Set

Command Line ADESELOBJS

Dialog Box ADESELOBJS (Select Objects for Save Back command)

ADEREMOBS

Removes objects from the save set so they aren't saved to source drawings

Menu File menu ► Drawing Save Set Options ► Remove Items From Save Set

Icon



Remove Objects from Save Set

Command Line ADEREMOBS

Dialog Box ADEREMOBS (Remove Objects from Save Set command)

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu In the Classic workspace, click File menu ► Save Source Drawing Save Set

Icon



Save to Source Drawings

Command Line ADESAVEOBS

Dialog Box Save Objects to Source Drawings dialog box

SAVE

Saves the drawing under the current file name or a specified name

Menu File menu ► Save

Command Line SAVE

SAVEAS

Saves an unnamed drawing with a file name or renames the current drawing

Menu File menu ► Save As

Command Line SAVEAS

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu Setup menu ► Autodesk Map Options

Icon  Options

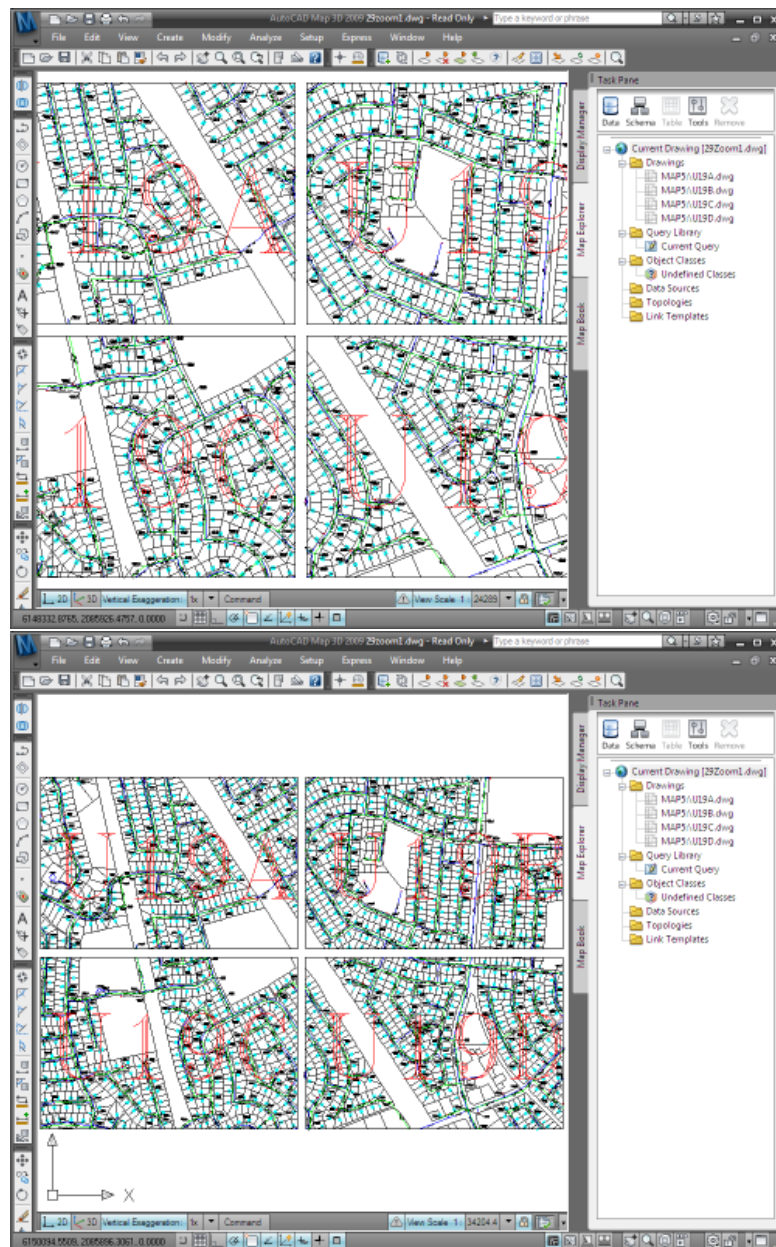
Command Line MAPOPTIONS

Task Pane In Map Explorer, right-click Current Drawing ► Options

Dialog Box AutoCAD Map Options dialog box

Zooming to the Extents of Selected Drawings

Use Zoom Extents to zoom the current drawing to the extents of the selected source drawings. Adjust the current drawing extents to view all objects after you execute a query.



The drawing coordinates in the lower-left corner of the screen reflect the new extents of the current drawing.

See also:

- [Setting Save Back Extents](#) on page 158

To zoom to the extents of selected drawings

- 1 In Map Explorer, right-click Drawings. Click Zoom Extents.
- 2 In the [Zoom Drawing Extents dialog box](#) on page 1734, select the drawings to view.
- 3 Click OK.

The command zooms the current drawing to the extents of the selected source drawings. The drawing coordinates in the lower-left corner of your screen reflect the new extents of the current drawing.

Quick Reference

ADEZEXTENTS

Zooms to display the drawing extents

Menu Click Map ► Drawings ► Zoom Drawing Extents.

Icon



Zoom Drawing Extents

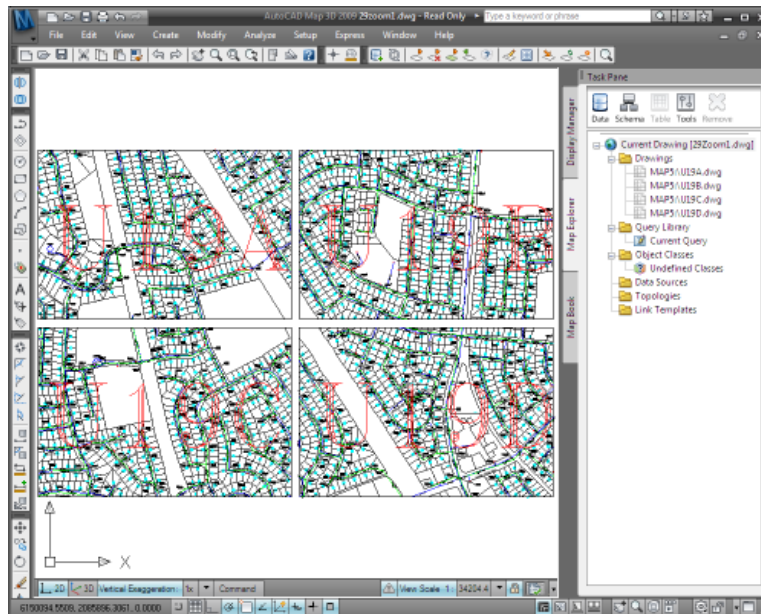
Command Line ADEZEXTENTS

Task Pane In Map Explorer, right-click Drawings ► Zoom Extents

Dialog Box Zoom Drawing Extents dialog box

Viewing All Objects in Selected Attached Drawings

Use Quick View to preview the contents of one or more active source drawings.



Quick View shows all objects in the selected source drawings.

You can plot the results of a Quick View.

NOTE Quick View displays objects but does not bring them into the drawing. The display contains one selectable picture for each source drawing. To bring objects into the current drawing, define a query that copies the objects from the source drawing into the current drawing. Quick View does not display shapes.

See also:

■ [Overview of Queries](#) on page 1023

To view objects in source drawings

- 1 In Map Explorer, right-click Drawings. Click Quick View.
- 2 In the [Quick View Drawings dialog box](#) on page 1733, select the drawings to quick view.
To control the display of nested drawings, select them individually.
- 3 To filter the list of active drawings on the basis of file names, descriptions, or both, click Filter, specify the filter, and click OK. Then check the box next to Filter.

- 4 Select **Zoom To The Extents Of Selected Drawings** to see the extents of all the drawings to review with Quick View.
- 5 Click **OK**.

The objects in the active source drawing appear. Although you see many objects, each set of objects appears as a single object from each drawing. If you attempt to select several objects, AutoCAD Map 3D reports "one object found" for each of the source drawings.

You can zoom and pan, but you cannot select or edit individual objects. When you regenerate or redraw, the pictures are cleared from the current drawing.

To edit the objects, define a query that copies the objects from the source drawing into the current drawing. For more information, see [Overview of Queries](#) on page 1023.

Quick Reference

ADEQVIEWDWGS

Performs a quick display of active drawings

Menu	View menu ► Quick View Drawings
Command Line	ADEQVIEWDWGS
Task Pane	In Map Explorer, right-click Drawings ► Quick View-or- Right-click a drawing ► Quick View
Dialog Box	Quick View Drawings dialog box

Editing Objects in Attached Drawings

To view and edit objects in attached drawings, create a query that specifies the objects you want. When you run the query, AutoCAD Map 3D finds all the objects in the attached drawings that match the query criteria, and copies those objects to the current drawing.

Example: You have separate drawings for each quadrant of a town. You create a main drawing and attach the other drawings, and then view all water mains in the town or all emergency routes.

You can save the queried objects back to their attached drawings by adding them to the save set before you edit them. When you save the current drawing,

AutoCAD Map 3D prompts you to save the objects in the save set back to their attached drawings. If you do not add modified objects to the save set, you can save the modifications to the current drawing or to a new drawing, but the changes are not saved back to the attached drawings.

Markup objects are not added to the save set. To copy them from the current drawing to an attached drawing, open the attached drawing directly. Copy the markup objects in the current drawing and paste them into the other drawing.

WARNING If you work with an attached drawing from a previous release and save back your changes, AutoCAD Map 3D updates the attached drawing to the current format. To retain the attached drawing in the previous drawing format, do not save back your changes.

See also:

- [Overview of Queries](#) on page 1023
- [Editing and Saving Objects in Attached Drawings](#) on page 611

To edit objects in attached drawings

- 1 [Run a query](#) on page 1023 to retrieve the objects to edit.
- 2 Click File menu ► Drawing Save Set Options ► Add Items to Save Set. Select the objects to edit.
AutoCAD Map 3D locks the objects in the attached drawings so no other users can modify them.
- 3 Edit the objects.


To save the edited objects back to their attached source drawings

- 1 Click File menu ► Save Source Drawing Save Set.

Quick Reference


ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu	In the Classic workspace, click File menu ► Save Source Drawing Save Set
Icon	 Save to Source Drawings
Command Line	ADESAVEOBS
Dialog Box	Save Objects to Source Drawings dialog box

Adding an Object to the Save Set

If you modify an object that was queried from an attached drawing, AutoCAD Map 3D prompts you to add the object to the save set, which locks the object. If an object is locked, other users cannot modify the object.

TIP Lock the objects *before* you edit them. This ensures that other users are not modifying the same objects. To lock an object before editing, manually add the object to the save set.

When you save changed objects back to attached drawings, only objects in the save set are saved back.

NOTE You can [set an option](#) on page 634 to automatically add modified objects to the save set without prompting, or you can turn the prompt off.

New objects are not automatically added to the save set. You must manually add them to the save set.

Additional Information

Keep these points in mind as you modify objects and add them to the save set:

- If an object is on a locked layer in the attached drawing or you are working in the Layout tab, you cannot add the object to the save set.
- If your system administrator has [enabled object locking](#) on page 606, AutoCAD Map 3D locks the objects in the attached drawing when you add the objects to the save set.
- By breaking a queried object into two pieces using the BREAK, TRIM, FILLET, CHAMFER, or EXPLODE commands, you create both an altered queried object and a new object. When you save back the objects, the queried object is automatically saved back to its attached source drawing, and the new object is automatically added to the save set. However, the new object does not have an associated attached drawing; you must specify the drawing to which it will be saved.
- If you experience a system failure while objects are locked, you must use the Drawing Maintenance command to [release the object locks](#) on page 610.
- AutoCAD Map 3D cannot save edits back to a detached drawing. If you query and edit objects from an attached drawing, do not detach that drawing from the current drawing before you perform the save back operation.
- If you decide you don't want to save changes to an object back to the attached source drawing, remove the object from the save set. The changes are maintained in the current drawing, but are not saved back to the attached drawing.
- If you delete an object after adding it to the save set, you can restore it by removing erased objects from the save set. AutoCAD Map 3D restores all erased objects in the save set.
- After you add objects to the save set, you can undo the operation using the UNDO command.

See also:

- [Removing an Object from the Save Set](#) on page 630
- [Releasing All Locked Objects for a Specific User](#) on page 610

- [Sharing Attached Drawings](#) on page 606
- [Setting Save Back Options](#) on page 634
- [Solving Problems When Saving Back to Attached Drawings](#) on page 631


To add objects to the save set and lock the objects

- 1 Click File menu ► Drawing Save Set Options ► Add Items to Save Set.
- 2 Enter n to add all new objects to the save set, or enter s and select the objects to add.

Quick Reference

ADESELOBS

Creates a set of objects to be saved to source drawings

Menu	File menu ► Drawing Save Set Options ► Add Items To Save Set
Icon	 Add Objects to Save Set
Command Line	ADESELOBS
Dialog Box	ADESELOBS (Select Objects for Save Back command)

Viewing Objects in the Save Set

Objects that you have added to the save set are locked. You can highlight these locked objects in your drawing.

See also:

- [Adding an Object to the Save Set](#) on page 622
- [Removing an Object from the Save Set](#) on page 630
- [Turning On Object Locking](#) on page 608

To view objects in the save set


- 1 Click File menu ► Drawing Save Set Options ► Show Items in Drawing Save Set.
- 2 All locked objects are highlighted.

To remove the highlighting, press Enter.

Quick Reference

ADESHOWOBJS

Displays the objects in the save set

Menu	File menu ► Drawing Save Set Options ► Show Items In Drawing Save Set
Icon	 Show Objects in Save Set
Command Line	ADESHOWOBJS
Dialog Box	ADESHOWOBJS (Show Objects in Save Set command)

Saving Queried Objects Back to Attached Drawings

Objects saved back to their attached drawings replace the original objects.

AutoCAD Map 3D lets you save objects to attached drawings in read-only directories.

You cannot undo a Save To Source Drawings operation. Once you perform a Save DWG Save Set operation, attached drawings contain the modified objects.

WARNING If you work with an attached drawing from a previous release and save back your changes, AutoCAD Map 3D updates the attached drawing to the current format. To retain the attached drawing in the previous drawing format, do not save back your changes.

See also:

- [Adding an Object to the Save Set](#) on page 622
- [Removing an Object from the Save Set](#) on page 630
- [Sharing Attached Drawings](#) on page 606
- [Solving Problems When Saving Back to Attached Drawings](#) on page 631


To save queried objects back to attached source drawings

- 1 To make sure objects are in the save set, click File menu ► Drawing Save Set Options ► Show Items in Drawing Save Set.
Click File menu ► Drawing Save Set Options ► Add Items to Save Set.
Select the objects to save.
- 2 Click File menu ► Save Source Drawing Save Set.
- 3 In the [Save Objects to Source Drawings dialog box](#) on page 1621, select Save Queried Objects.
- 4 Click OK.

Quick Reference

ADESAVEOBS

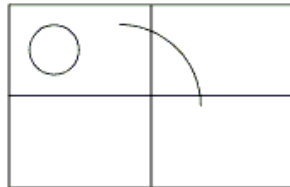
Saves objects in the save set back to source drawings

Menu	In the Classic workspace, click File menu ► Save Source Drawing Save Set
Icon	 Save to Source Drawings
Command Line	ADESAVEOBS
Dialog Box	Save Objects to Source Drawings dialog box

Saving New Objects to Attached Drawings

If you create *new* objects that you want to add to attached drawings, select save order options for the new objects.

- **Selective** — Prompts you to select the objects to save to each attached drawing.
- **Area** — Saves new objects in to the attached drawing within whose save back extents the objects lie. By default, the save back extents correspond to the drawings extents. You can change the save back extents of attached drawings.



The newly created arc crosses three tiled attached drawings but is saved to the first drawing in the list of attached drawings. Drawings are listed in the order in which you attach them.

- **Layer** — Saves new objects to attached drawing layers that use the same names as the current drawing layers on which the objects lie. If more than one active drawing contains a given layer name, AutoCAD Map 3D saves the object to the first drawing that contains that layer.
- **None** — Disables all other save back options. For example, to manually specify the objects to save and the attached drawing in which to save them, set the first save back option to Selective, and set the other two options to None.

If AutoCAD Map 3D is unable to save new objects using option 1, it uses the setting for save order option 2, and so forth.

You can save objects to attached drawings located in read-only directories.

See also:

- [Adding an Object to the Save Set](#) on page 622
- [Removing an Object from the Save Set](#) on page 630

- [Sharing Attached Drawings](#) on page 606

To save new objects to attached drawings


- 1 To add the objects to the save set, click File menu ► Drawing Save Set Options ► Add Items to Save Set. Enter n to add all new objects to the save set, or enter s and select the objects to add.
- 2 Click File menu ► Save Source Drawing Save Set.
- 3 In the [Save Objects to Source Drawings dialog box](#) on page 1621, select Save Newly Created Objects.
- 4 Specify the Save Order.
- 5 Select the drawings to save objects to.
- 6 Click OK.

When you use the Selective save method, select the objects to save to each attached drawing.

Quick Reference

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu	In the Classic workspace, click File menu ► Save Source Drawing Save Set
Icon	 Save to Source Drawings
Command Line	ADESAVEOBS
Dialog Box	Save Objects to Source Drawings dialog box

Saving Objects to the Current Drawing

When you query objects from attached drawings into the current drawing, AutoCAD Map 3D creates an association between the original object in the attached drawing and the copy of the object in the current drawing.

If you edit one of these queried objects, you can save the edited object back to the attached drawing, or you can save the edited object to the current drawing. If you save an object to the current drawing, the original object is unchanged in the attached drawings.

TIP When you close the current drawing, the association between queried objects and their attached drawings is removed. If you want to save changes back to the original drawing, you must save back before you close the current drawing.

See also:

- [Adding an Object to the Save Set](#) on page 622
- [Editing and Saving Objects in Attached Drawings](#) on page 611
- [Removing an Object from the Save Set](#) on page 630

To save objects to the current drawing

- 1 Click File menu ► Save.
- 2 If prompted to save objects to attached source drawings, do not do so at this time, since this removes them from the current drawing.

To save the objects to both the current drawing and attached drawings, first clear Erase Saved Back Objects on the [Save Back tab](#) on page 635 of the AutoCAD Map Options dialog box.

Quick Reference

SAVE

Saves the drawing under the current file name or a specified name

Menu File menu ► Save

Command Line SAVE

Saving Objects to a New Drawing

When you save objects to a new drawing, you create a copy of the current drawing, including objects, options, queries, and attached drawings. If you

queried objects from attached drawings, the original objects are unchanged in the attached drawings.

See also:

- [Overview of Queries](#) on page 1023
- [Editing and Saving Objects in Attached Drawings](#) on page 611

To save objects to a new drawing

- 1 Run a query to retrieve the objects you want. Be sure to use Draw mode so the retrieved objects are copied to the current drawing.
- 2 Click File menu ► Save As.
- 3 Enter a name for the new drawing.
- 4 If prompted to save objects to attached source drawings, do not do so at this time, since this removes them from the current drawing.

To save the objects to both a new drawing and to attached drawings, first clear Erase Saved Back Objects on the [Save Back tab](#) on page 635 of the AutoCAD Map Options dialog box.

Quick Reference

SAVEAS

Saves an unnamed drawing with a file name or renames the current drawing

Menu	File menu ► Save As
Command Line	SAVEAS

Removing an Object from the Save Set

You can manually remove an object from the save set. Removing the object from the save set releases the lock on the object.

Generally, when you edit an object that was queried in from an attached drawing, that object is locked so no one else can edit it. When you save objects back to attached drawings, the locks are automatically removed. (To change this default setting, use the Map Options command.)

In some cases, you may want to manually remove an object from the save set.

See also:

- [Adding an Object to the Save Set](#) on page 622
- [Editing and Saving Objects in Attached Drawings](#) on page 611


To remove objects from the save set and unlock the objects

- 1 Click File menu ► Drawing Save Set Options ► Remove Items from Save Set.
- 2 Enter s to select the objects to remove, or enter e to remove objects that have been erased from the current drawing.
If you enter s, select the objects to remove from the save set. Press Enter when you finish selecting objects.
- 3 Click OK.

Quick Reference

ADEREMOBS

Removes objects from the save set so they aren't saved to source drawings

Menu	File menu ► Drawing Save Set Options ► Remove Items From Save Set
Icon	 Remove Objects from Save Set
Command Line	ADEREMOBS
Dialog Box	ADEREMOBS (Remove Objects from Save Set command)

Solving Problems When Saving Back to Attached Drawings

Several issues can arise when you save queried objects back to attached drawings.

Redefining Blocks on Save Back

When you retrieve a block, you can use the EXPLODE command to break the block into its component elements, edit the separate objects, and then use the BLOCK command to redefine the block.

To save the redefined block definition back to the attached source drawing, make sure that the Redefine Block Definitions On Save Back option on the Save Back tab of the AutoCAD Map Options dialog box is selected. AutoCAD Map 3D sets this option by default.

Exploding Blocks and Save Back

If you explode a block, the block definition is deleted, and you are prompted to add the separate objects to the save set. If you answer Yes and use the default settings, the block components are erased and not saved back. To save the individual objects back to the attached source drawings, you must add the individual components of the block to the save set.

Saving Back Dimensions

If you set a global coordinate system or use the Transform editing tool, you might have problems saving back dimensions. If you use a location query to retrieve one or more dimensions and save the dimension back to the attached source drawings, you might find that another location query will not retrieve the dimension. In this case, you should detach the source drawing and reattach it before repeating the location query.

Saving Back Hatch Patterns

When you create an associative hatch pattern, information is written to the boundary objects. When you add such a hatch pattern to a save set, the boundary is also added to ensure data integrity.

When you modify a queried hatch boundary object, the geometry is modified and AutoCAD Map 3D automatically updates the hatch pattern. You are prompted to add the boundary to the save set. Even if you answer Yes, the hatch pattern might not be added to the save set. Check that the hatch pattern is in the save set before you save back the changed objects.

When you add an associative hatch pattern to the save set, AutoCAD Map 3D attempts to add the boundary objects that define the hatch pattern. If all boundary objects are not available, you cannot add the hatch pattern to the save set.

See also:

- [Saving Queried Objects Back to Attached Drawings](#) on page 625
- [Saving New Objects to Attached Drawings](#) on page 627
- [Adding an Object to the Save Set](#) on page 622
- [Removing an Object from the Save Set](#) on page 630

To redefine block definitions on save back

- 1 Click Setup menu ► AutoCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the Save Back tab.
- 3 Under Save Back To Source Drawings, select Redefine Block Definitions On Save Back.
- 4 Click OK.

To save back individual block components

- 1 Click File menu ► Drawing Save Set Options ► Add Items to Save Set.
- 2 Select all the block components.
- 3 Press Enter.


To check that the hatch pattern is in the save set

- 1 Click File menu ► Drawing Save Set Options ► Show Items in Drawing Save Set.
- 2 Check that the hatch pattern is highlighted.
- 3 If the hatch pattern is not highlighted, make sure that all boundary objects are added to the save set.

Quick Reference


ADESELOBS

Creates a set of objects to be saved to source drawings

Menu	File menu ► Drawing Save Set Options ► Add Items To Save Set
Icon	 Add Objects to Save Set
Command Line	ADESELOBJS
Dialog Box	ADESELOBJS (Select Objects for Save Back command)


ADESHOWOBS

Displays the objects in the save set

Menu	File menu ► Drawing Save Set Options ► Show Items In Drawing Save Set
Icon	 Show Objects in Save Set
Command Line	ADESHOWOBS
Dialog Box	ADESHOWOBS (Show Objects in Save Set command)

MAOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Setting Save Back Options

You can specify a number of options that affect how queried objects are saved back to attached drawings or feature sources. These options apply to the current drawing.

Save Set and Edit Set Options

- **Don't Add Objects Automatically** — Edited objects are not added to the save set, and you are not prompted to add them.
Use this option if you are creating a new drawing and are not planning to save changes back to attached drawings. You can still [manually add objects to the save set](#) on page 622.
- **Prompt To Add Objects** — When you edit an object that was retrieved from an attached drawing or a feature source, you are prompted to add the object to the save set.
Use this option if you plan to save some edited objects, but not others, back to attached drawing or feature source.
- **Add Objects Automatically Without Prompting** — When you edit an object that was retrieved from an attached drawing or feature source, the object is automatically added to the save set.
Use this option if you plan to save most modified objects back to attached drawings and feature sources.

NOTE If you create new objects that you want to save to attached drawings, you must manually add them to the save set. AutoCAD Map 3D does not prompt you to add them.

See also:

- [Adding an Object to the Save Set](#) on page 622
- [Saving Objects to the Current Drawing](#) on page 628
- [Saving New Objects to Attached Drawings](#) on page 627
- [Saving Queried Objects Back to Attached Drawings](#) on page 625
- [Saving Objects to a New Drawing](#) on page 629
- [AutoCAD Map Options dialog box](#) on page 1628

To set editing and save back options


- 1 Click Setup menu ➤ AutoCAD Map Options.
- 2 In the [AutoCAD Map Options dialog box](#) on page 1628, select the Save Back tab.

- 3 Set the options you want.
 - Use the Save Set options to specify settings for saving objects to attached drawings.
 - Use the Edit Set options to specify settings for saving objects to feature sources.
- 4 Click OK.

Quick Reference

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

Cleaning Up Drawing Data

Use drawing cleanup to correct common map errors resulting from surveying, digitizing, and scanning errors. You can also remove unnecessary detail from complex maps.

To clean up drawing data

- [To clean up objects in a map](#) on page 638
- [To select and anchor objects for drawing cleanup](#) on page 640
- [To select cleanup actions and set options](#) on page 643
- [To specify how to convert the objects after cleanup](#) on page 646
- [To set up markers for interactive mode](#) on page 649
- [To save drawing cleanup settings as a profile](#) on page 650
- [To load an existing drawing cleanup profile](#) on page 651
- [To edit a drawing cleanup profile](#) on page 651

- [To select a correction method](#) on page 652
- [To select cleanup actions and set options](#) on page 657

Overview of Cleaning Up Maps

Use drawing cleanup to correct common geometry errors resulting from surveying, digitizing, and scanning before you define a topology, perform a map analysis, plot a map, or export to a geospatial data format.

You can also remove unnecessary detail from complex maps.

Example: You digitized paper maps and now some street intersections do not align correctly. You want clean the maps before you create a topology.

You can perform the following cleanup actions:

- delete duplicate objects
- erase short objects
- break crossing objects
- extend undershoots
- extend to apparent intersections
- snap clustered nodes
- dissolve pseudo nodes
- erase dangling objects (overshoots)
- simplify objects
- delete zero-length objects
- weed 3D polyline vertices

WARNING To edit topologies, use the [topology editing commands](#) on page 715. Drawing Cleanup can make a topology invalid. In addition, when a cleanup action creates a new object or breaks an object into multiple segments, classification information remains with the segment that contains the start point of the original object. Classify other segments manually.

See also:

- [Correction Methods](#) on page 651

- [Cleanup Actions](#) on page 657
- [Overview of Editing a Topology](#) on page 716

WARNING To edit topologies, use the [topology editing commands](#) on page 715. Drawing Cleanup can make a topology invalid.

To clean up objects in a map

- 1 Open the drawing containing the objects to clean or query the objects into the current drawing.
- 2 Because your map may be altered during the cleanup operation, back up your data before starting.
- 3 Click Modify menu ► Drawing Cleanup.
- 4 Follow these steps:
 - [Selecting and Anchoring Objects](#) on page 640 Select the objects to include in the cleanup operation and the objects to anchor. Click Next.
 - [Setting Cleanup Options](#) on page 643 Select cleanup actions and set the parameters for each action you select. Specify whether to correct errors automatically or to review and confirm each correction. Click Next.
 - [Converting Objects After Cleanup](#) on page 646 Specify how to treat the original objects after the cleanup operation is complete. Click Next.
 - [Setting Markers for Interactive Mode](#) on page 647 If you selected Interactive mode in Setting Cleanup Options to review error corrections, specify the error markers to use. Click Next.
 - [Saving Cleanup Settings](#) on page 650 To save your settings as a profile, click Save.
- 5 Click Finish.
AutoCAD Map 3D performs the cleanup with the options and values you specified.


- 6 Depending on whether you selected Interactive or Automatic, AutoCAD Map 3D does one of the following:
- If you selected **Interactive mode** on page 653, AutoCAD Map 3D displays a list of detected errors. You can review the errors and decide how to handle them. For example, you can place markers on the errors, correct them, or ignore them.
 - If you selected **Automatic mode** on page 652, AutoCAD Map 3D corrects all detected errors automatically and reports a summary of the results on the command line.

You can run the operation again to verify that you corrected all existing errors. Cleaning up geometry in a drawing creates new geometry and new relationships between the objects. You may need to repeat the cleanup operation.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ➤ Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Step 1: Selecting and Anchoring Objects

Start by selecting the objects to include in the cleanup. You can automatically select all objects or select objects manually.

You also select the objects to anchor. Anchored objects are reference points and are not altered or moved; objects being cleaned are moved towards anchored objects.

In addition, you can filter object selection by layer and object class so that only objects that belong to the specified layers and object classes are selected.

Example: Select all objects on the Roads layer for cleanup, and anchor survey points in the Monuments object class so that they maintain their accuracy.

NOTE In general, you can clean up linear objects only (lines, arcs, circles, and polylines), although a few cleanup actions support additional object types, including points, blocks, text, and mtext. Anchoring supports these additional object types. Any unsupported object types are not cleaned up or anchored.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Select Objects Page](#) on page 1331
- [Overview of Cleanup Actions](#) on page 658

To select and anchor objects for drawing cleanup

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Objects page, under Objects To Include In Drawing Cleanup, select the objects to clean up.
 - Choose the method to use for selecting objects. Click Select All to select all objects. Click Select Manually to select individual objects.
 - To limit object selection to objects on specific layers or in specific object classes, specify the layers and object classes to include.
 - If you chose Select Manually, click Select Objects To Be Included to select objects in the drawing area. Press Enter to return to the Select Objects page.

In general, you can clean up linear objects only (lines, arcs, circles, and polylines). A few cleanup actions support additional object types, such as points, blocks, text, and mtext. Unsupported object types are not cleaned up.

The status line shows how many objects are selected and how many have been filtered out.


- 3 Under Objects To Anchor In Drawing Cleanup, select the objects to use as reference points during the drawing cleanup. These points are not altered. You can anchor linear objects, points, blocks, text, and mtext.
 - To limit object selection to objects on specific layers or in specific object classes, specify the layers and object classes to include.

- Click Select Objects To Be Anchored. Select the objects to anchor. Press Enter to return to the Select Objects page.
- 4 Click Next.
- 5 Continue with [To select cleanup actions and set options](#) on page 643.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Step 2: Setting Cleanup Options

As you clean up a map, you select one or more cleanup actions to perform. Each cleanup action detects a different type of map error, for example, duplicate objects, undershoots, or zero-length objects.

For best results, run Simplify Objects and Weed Polylines individually. Run other cleanup actions individually or with a minimum of other actions.

Cleanup Actions

You can perform the following cleanup actions:

- [Delete Duplicates](#) on page 663
- [Erase Short Objects](#) on page 665
- [Break Crossing Objects](#) on page 667
- [Extend Undershoots](#) on page 669
- [Apparent Intersection](#) on page 671

- [Snap Clustered Nodes](#) on page 673
- [Dissolve Pseudo Nodes](#) on page 676
- [Erase Dangling Objects](#) on page 678
- [Simplify Objects](#) on page 680
- [Zero-Length Objects](#) on page 683
- [Weed Polylines](#) on page 684

Order of Cleanup Actions

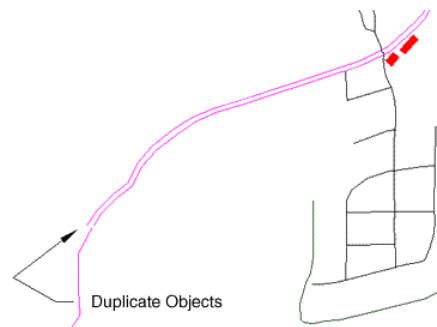
The order of cleanup actions can produce different results. Specify the order by moving cleanup actions up or down in the list. The action at the top of the list is performed first.

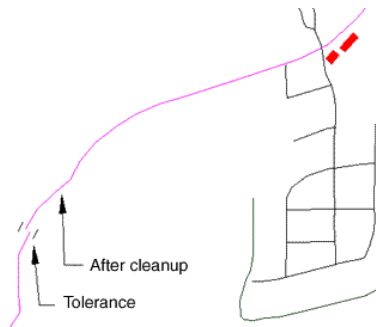
Setting Cleanup Options

Set the options for each cleanup action individually. For more information, see the individual help topics about each cleanup action.

Understanding the Tolerance Setting

Tolerance is the minimum distance allowed between linear objects or nodes. If two linear objects or nodes are separated by a distance less than the tolerance, AutoCAD Map 3D corrects the error.





If you set the tolerance too low, AutoCAD Map 3D might miss some errors. If you set the tolerance too high, AutoCAD Map 3D might correct linear objects that are not errors. Decide if the data constitutes an error and choose a suitable tolerance to eliminate errors.

For example, a tolerance of 10 would eliminate dangles less than 10 meters long; but in some cases, such dangles might be the correct mapping of a short pipe or street.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Select Actions Page](#) on page 1326
- [Overview of Cleanup Actions](#) on page 658

To select cleanup actions and set options

- 1 On the Select Actions page, select the cleanup actions to perform by adding them to the Selected Actions list.
To add a cleanup action to the Selected Actions list, select the action in the [Cleanup Actions](#) on page 657 list, and click Add.
For best results, run Simplify Objects and Weed Polylines individually. Run other cleanup actions individually or with a minimum of other actions.
- 2 In the Selected Actions list, specify the order of cleanup actions. The order can effect results. The first action in the list is performed first. To change the order, highlight an action and click the up or down arrow.
- 3 In the Selected Actions list, select the action for which you want to specify settings.

- 4 Under Cleanup Parameters, specify the settings to use for the selected action. For more information about each cleanup action, click one of the following links:
 - [Delete Duplicates](#) on page 663
 - [Erase Short Objects](#) on page 665
 - [Break Crossing Objects](#) on page 667
 - [Extend Undershoots](#) on page 669
 - [Apparent Intersection](#) on page 671
 - [Snap Clustered Nodes](#) on page 673
 - [Dissolve Pseudo Nodes](#) on page 676
 - [Erase Dangling Objects](#) on page 678
 - [Simplify Objects](#) on page 680
 - [Zero-Length Objects](#) on page 683
 - [Weed Polylines](#) on page 684
- 5 To review detected errors before correcting them, under Options, select Interactive. To have AutoCAD Map 3D correct all detected errors without further input from you, select Automatic.

NOTE Simplify Objects and Weed Polylines are not interactive operations. AutoCAD Map 3D makes these changes automatically during cleanup.

- 6 Click Next.
- 7 Continue with [Step 3: Specifying How to Convert Objects After Cleanup](#) on page 645.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line

MAPCLEAN

Dialog Box

Drawing Cleanup

Step 3: Specifying How to Convert Objects After Cleanup

As you clean up a map, you can specify how to treat the original objects after the cleanup operation is complete.

- **Modify Original Objects** — Uses the original layer and as much of the original data as possible. For example, linear objects are extended where necessary.
- **Retain Original And Create New Objects** — Keeps the original objects and creates new objects on a layer you specify. For example, to extend an undershoot, new linear objects are created on the specified layer for the undershoot and target linear objects, and the originals are retained.
- **Delete Original And Create New Objects** — Deletes all the original objects and creates new objects on a layer you specify. For example, the original undershoot is deleted, and a new linear object is created that extends to the required location.

NOTE When you create new objects, existing object data and database links are copied to the new objects. All created objects are assigned the current value of the ELEVATION system variable.

Converting Objects to Polylines

You can specify whether to convert lines, arcs, and 3D polylines to 2D polylines, and convert circles to arcs or 2D polylines. If you convert arcs to polylines, the polyline is created using a true arc, not a set of straight line segments. If you convert a circle to a polyline, the polyline is created using two true arcs, not a set of straight line segments. Use these conversion options in the following cases:

- You plan to use the results of the drawing cleanup operation in another program that accepts only polylines.

- You want to modify the line width of the arcs, circles, or lines so you can use them in a thematic map. You can assign line width only to polylines.

NOTE If you convert objects to different entity types during the cleanup process, classified objects may be modified so that they no longer meet the object class definition and will be unclassified.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Overview of Setting Up Object Classification](#) on page 109
- [Cleanup Methods Page](#) on page 1323

To specify how to convert the objects after cleanup

- 1 On the Cleanup Methods page, under Cleanup Method, specify how to treat the objects after the conversion process is complete.


NOTE Creating new objects may increase file size significantly.

- 2 If you are creating new objects, select the layer to use.
- 3 Under Convert Selected Objects, specify whether to convert lines, arcs, and 3D polylines to 2D polylines, and convert circles to arcs or 2D polylines.
- 4 To save your settings as a profile, click Save.
- 5 Do one of the following:
 - If you selected [Interactive](#) on page 653 on the Select Actions page, click Next to continue with [To set up markers for interactive mode](#) on page 649.
 - If you selected [Automatic](#) on page 652 on the Select Actions page, click Finish to start the cleanup process.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

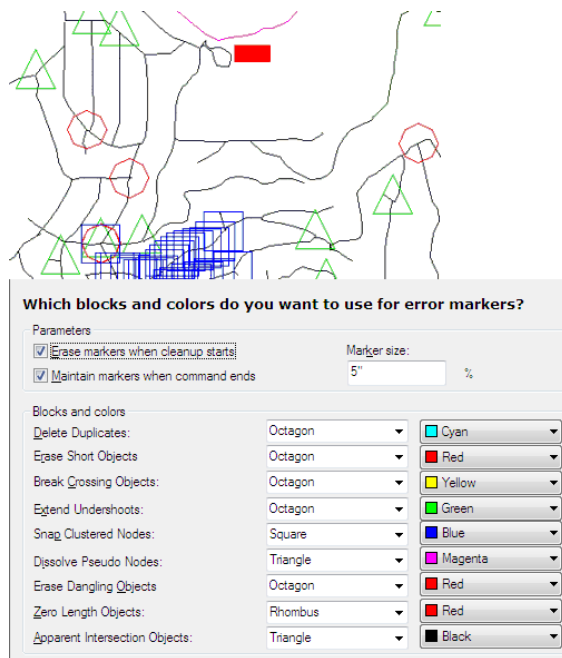
Step 4: Setting Up Markers for Interactive Mode

When you review errors interactively, AutoCAD Map 3D places error markers on detected errors to help you locate the errors more quickly and evaluate whether they need correction.

If you correct an error, the marker is removed. If you do not correct the error, you can remove the marker and skip the error, or leave the marker in the map for later reference.

You can mark each error with a different shape and color marker to indicate each type of operation.

If you clean up a map multiple times, you can remove or maintain markers from earlier operations. You can also remove or maintain markers after the current operation.



Set the type and color of markers used to mark errors.

- If you correct errors automatically, errors are not marked.
- The markers used in drawing cleanup are the same as those used when creating a polygon topology. Before beginning either operation, existing markers are removed.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Using Interactive Mode to Review and Confirm Corrections](#) on page 653
- [Error Markers Page](#) on page 1325
- [Creating a Polygon Topology](#) on page 699

NOTE The Error Markers page is available only if you select Interactive in [Step 2](#) on page 643.

To set up markers for interactive mode

- 1 To remove markers placed by an earlier cleanup operation, on the Error Markers page, select Erase Markers When Cleanup Starts. This is useful if you repeat the cleanup process to catch errors missed in the first pass.
- 2 To leave markers after this cleanup operation, select Maintain Markers When Command Ends.
- 3 In the Marker Size box, specify a marker size. A value between 3% and 7% is usually suitable.
- 4 Under Blocks And Colors, select the marker shape and color for each type of error.
- 5 To save your settings as a profile, click Save.
- 6 Click Finish.


The Drawing Cleanup Errors dialog box appears, where you [review errors before correcting them](#) on page 655.

You can run the operation again to verify that you corrected all existing errors. Cleaning up geometry in a drawing creates new geometry and new relationships between the objects. You may need to repeat the cleanup operation.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Saving Cleanup Settings as a Profile

Once you have specified the settings for drawing cleanup, you can save them as a profile for later use. Profiles are also useful when you automate the drawing cleanup process with scripts. Drawing cleanup profiles are saved as *.dpf files.

Saving Drawing Cleanup Settings as a Profile

Drawing cleanup profiles include all the options specified in the drawing cleanup dialog boxes, including the layer names used for object selection and anchoring, cleanup actions and settings, cleanup methods, and error marker settings (if any). Drawing cleanup profiles do not include the actual objects selected and anchored on the specified layers.

Loading Drawing Cleanup Profiles

Load a profile to make the saved settings current. Settings that are loaded include the object selection and anchoring criteria, cleanup actions and settings, cleanup methods, and error marker settings.

Editing Drawing Cleanup Profiles

You can edit drawing cleanup profiles in AutoCAD Map 3D and save your changes, either replacing an existing profile or saving it as a new profile.

WARNING Do not edit drawing cleanup profiles outside of AutoCAD Map 3D. Doing so may produce unexpected results.

See also:

■ [Overview of Cleaning Up Maps](#) on page 637

To save drawing cleanup settings as a profile

- 1 Click Modify menu ► Drawing Cleanup.
- 2 Specify the settings to save.
- 3 Click Save.
- 4 In the Save Drawing Cleanup Profile dialog box, enter a name for the profile. Click Save.

To load an existing drawing cleanup profile

- 1 Click Modify menu ► Drawing Cleanup.
- 2 Click Load.
- 3 In the Select Drawing Cleanup Profile dialog box, select the profile to load.
- 4 Click Open.

The settings from the selected profile are made current.


To edit a drawing cleanup profile

- 1 Load the profile as described above.
- 2 Make changes to the drawing cleanup settings.
- 3 Save the profile.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Correction Methods

You can correct errors automatically or review each error and decide how to fix it.

See also:

- [Overview of Cleaning Up Maps](#) on page 637

- [Step 3: Specifying How to Convert Objects After Cleanup](#) on page 645
- [Step 4: Setting Up Markers for Interactive Mode](#) on page 647

To select a correction method

- [To correct errors automatically](#) on page 652
- [To review errors before correcting them](#) on page 655

Using Automatic Mode to Correct Errors

You can configure AutoCAD Map 3D so that it cleans up detected errors automatically. The results of the cleanup are displayed on the command line.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 3: Specifying How to Convert Objects After Cleanup](#) on page 645
- [Using Interactive Mode to Review and Confirm Corrections](#) on page 653

To correct errors automatically

- 1 Click Modify menu ► Drawing Cleanup.
- 2 In the Drawing Cleanup - Select Objects dialog box, select the objects to clean and the objects to anchor. Click Next.
- 3 In the Select Actions Page, select cleanup actions by adding them to the Selected Actions list. Specify the cleanup parameters for each action.
- 4 In the Options area, select Automatic.
- 5 Click Next to go to the Cleanup Methods Page where you specify how you want to treat the objects after the cleanup process is complete.
- 6 Click Finish.

AutoCAD Map 3D corrects the errors and displays a summary of the results on the command line.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu

Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line

MAPCLEAN

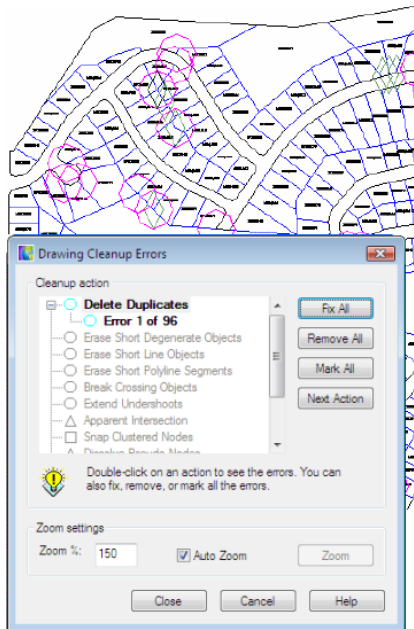
Dialog Box

Drawing Cleanup

Using Interactive Mode to Review and Confirm Corrections

Use the Interactive option in the Select Actions Page if you want to review the list of errors detected by the Drawing Cleanup command, place error markers showing their location in the map, and zoom to and highlight errors to better examine them. Correct errors one at a time or correct all the errors detected for a selected cleanup action as a single action.

You can [configure error markers](#) on page 647 on the Drawing Cleanup - Error Markers dialog box. You can also indicate whether to maintain markers both from earlier cleanup operations and after the current cleanup operation.



Review, mark, and correct errors interactively.

- All cleanup actions are represented in the Drawing Cleanup Errors dialog box, with the exception of Simplify Objects which is not an interactive operation.
- If you are cleaning up short objects, AutoCAD Map 3D divides the detected errors into three groups: Short Degenerate Objects, Short Line Objects, and Short Polyline Objects so you can evaluate and correct these types of errors separately. If you are cleaning up zero length objects, AutoCAD Map 3D divides the errors into two groups: Zero Length Line Objects and Zero Length Polyline Objects.
- When you fix an error or group of errors, it may affect the errors further down the list. For example, if you break two crossing objects and create four new, shorter objects, the new objects may be shorter than the tolerance specified for Erase Short Objects tolerance. Drawing Cleanup would detect these as new, additional errors and add them to the list.
- Objects are not updated visually until you close the dialog box. When you review the new errors, objects will not appear in their corrected state.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 3: Specifying How to Convert Objects After Cleanup](#) on page 645
- [Step 4: Setting Up Markers for Interactive Mode](#) on page 647
- [Using Automatic Mode to Correct Errors](#) on page 652

To review errors before correcting them

- 1 Click Modify menu ► Drawing Cleanup.
- 2 In the Drawing Cleanup - Select Objects dialog box, select the objects to clean and the objects to anchor. Click Next.
- 3 In the Select Actions Page, select the cleanup actions to perform by adding them to the Selected Actions list. Specify the cleanup parameters for each action.
- 4 To review errors before correcting them, in the Options area, select Interactive.
- 5 On the left side of the dialog box, click Error Markers in the list.
You can also continue clicking Next to set all the parameters for the cleanup operation. After you click Next on the Cleanup methods page, you can set the markers.
- 6 In the Error Markers Page, specify the size, shape, and color of the error markers to use for each cleanup action. Also specify whether to remove markers from earlier operations or remove markers after this cleanup.
- 7 To [save your settings in a profile](#) on page 650, click Save.
- 8 Click Finish to run the cleanup process and review the list of detected errors in the Drawing Cleanup Errors dialog box.

In the Drawing Cleanup Errors dialog box, the first cleanup action with detected errors is selected. All other actions are dimmed. Cleanup actions are listed in the order specified on the Drawing Cleanup - Selected Actions dialog box. The icons to the left of the action name show you what the error marker for that action looks like.

All cleanup actions are represented in the Drawing Cleanup Errors dialog box, with the exception of Simplify Objects which is not an interactive operation. For short objects, AutoCAD Map 3D divides the detected errors into three groups: Short Degenerate Objects, Short Line Objects, and Short Polyline Objects. If you are cleaning up zero length objects,

AutoCAD Map 3D divides the errors into two groups: Zero Length Line Objects and Zero Length Polyline Objects.

9 You can address all errors for each cleanup action as follows:

- To correct all errors for the selected action, click Fix All.

NOTE Corrections are made after you finish reviewing and correcting all errors.

- To display error markers for all errors for the selected action, making them easily visible in the map, click Mark All.
- To ignore all errors for a selected action and remove any error markers, click Remove All.
- To go to the next cleanup action in the list without correcting errors, click Next Action.

10 To address errors one at a time, click the plus (+) next to the cleanup action. Select Error 1 of... and choose an option:

- To correct the current error and go to the next one, click Fix.

NOTE Corrections appear after you finish reviewing and correcting all errors.

- To leave a marker on the current error, click Mark.
- To go to the next error in the list without making a correction and remove any error marker, click Remove.
- To skip an error, click Next.

11 You can highlight and zoom to errors in the map by setting the following options under Zoom Settings:

- To dynamically zoom to selected errors, select Auto Zoom.
- To indicate the percent of the drawing display that selected error occupies, enter a value in the Zoom % box. For example, specify 100% to zoom the display to the extents of the selected error, or specify 60% to display more of the drawing outside the selected error. Specify 0 to maintain the current zoom level.
- To zoom to the selected error, clear the Auto Zoom check box and click Zoom.

12 Click Close to make the corrections to your map.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line MAPCLEAN

Dialog Box Drawing Cleanup

Cleanup Actions

Drawing cleanup actions detect map errors (for example, duplicate objects, undershoots, or zero length objects), simplify complex 2D maps, and weed and supplement 3D polylines.

To select cleanup actions and set options


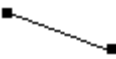
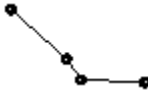

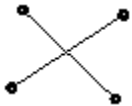


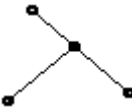


- [To select cleanup actions and set options](#) on page 661
- [To delete duplicate objects](#) on page 664
- [To erase short linear objects](#) on page 666
- [To break crossing objects](#) on page 668
- [To extend undershoots](#) on page 671
- [To extend objects to their apparent intersection](#) on page 673
- [To snap clustered nodes](#) on page 675
- [To dissolve pseudo nodes](#) on page 677
- [To erase dangling objects](#) on page 679
- [To simplify objects](#) on page 682
- [To identify zero-length objects](#) on page 683
- [To weed or add vertices to a 3D polyline](#) on page 687

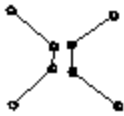





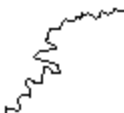

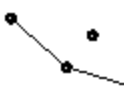
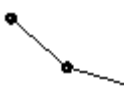


Overview of Cleanup Actions

Drawing cleanup actions can be used to detect map errors (for example, duplicate objects, undershoots, or zero length objects), simplify complex 2D maps, and to weed and supplement 3D polylines. Because drawing cleanup may alter your data, make a backup of your data before cleaning up a map.

For best results, run cleanup actions individually or with a minimum of other actions.

The following table shows examples of problems that Drawing Cleanup can correct.

Before Drawing Cleanup	After Drawing Cleanup	Description of Problem	Cleanup Action
		Duplicate objects	Delete Duplicates on page 663
		Short objects	Erase Short Objects on page 665
		Crossing objects	Break Crossing Objects on page 667
		Undershoots	Extend Undershoots on page 669
		Objects could be extended along their natural paths to intersect at a projected point	Apparent Intersection on page 671

Before Drawing Cleanup	After Drawing Cleanup	Description of Problem	Cleanup Action
		Node cluster	Snap Clustered Nodes on page 673
		Pseudo-nodes	Dissolve Pseudo Nodes on page 676
		Dangles or overshoots	Erase Dangling Objects on page 678
		2D linear object simplification	Simplify Objects on page 680
		Zero-length objects	Zero-Length Objects on page 683.
		Too many or too few vertices in a 3D polyline	Weed Polylines on page 684

Order of Cleanup Actions

The order of cleanup actions can produce different results. Specify the order by moving cleanup actions up or down in the list. The action at the top of the list is performed first.

Setting Cleanup Options

Set the options for each cleanup action individually. For more information, see the individual help topics about each cleanup action.

Cleaning for Topology

Some types of errors should be fixed before you create a topology. The following table indicates data errors that should be considered when you are creating a network or polygon topology. Node topologies do not usually require cleanup.

Error	Network Topology	Polygon Topology
Duplicates	Must remove	Must remove
Short Linear Objects	Can remove	Can remove
Crossing Linear Objects	Check for validity. See Creating a Network Topology on page 695.	Must remove
Undershoots	Must remove	Must remove
Node Cluster	Must remove	Must remove
Pseudo Nodes	Can remove	Can remove
Dangles or overshoots	Check for validity. Can remove	Must remove
Simplify Linear Objects	Can apply	Can apply
Zero-Length Objects	Must remove	Must remove

In addition, if you have closed polylines (polygons) that may be missing centroids, you should [create centroids](#) on page 748 for them before using them in topology.

Notes

- Cleanup affects objects on layers that are OFF. It does not affect objects on layers that are FROZEN. It is recommended that you use drawing cleanup

on a layer-by-layer basis, or on selective sets of layers. Avoid using automatic cleanup for all objects on all layers.

- All tools except Weed Polylines work in two dimensions only, ignoring Z-values. When you use the 2D tools, Z data (indicating elevations) might be lost when processing objects at different elevations.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Editing a Topology](#) on page 716

To select cleanup actions and set options

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, select the cleanup actions to perform by adding them to the Selected Actions list.
To add an action to the Selected Actions list, select the action in the Cleanup Actions list. Click Add.
 - [To delete duplicate objects](#) on page 664
 - [To erase short linear objects](#) on page 666
 - [To break crossing objects](#) on page 668
 - [To extend undershoots](#) on page 671
 - [To extend objects to their apparent intersection](#) on page 673
 - [To snap clustered nodes](#) on page 675
 - [To dissolve pseudo nodes](#) on page 677
 - [To erase dangling objects](#) on page 679
 - [To simplify objects](#) on page 682
 - [To identify zero-length objects](#) on page 683
 - [To weed or add vertices to a 3D polyline](#) on page 687
- 3 In the Selected Actions list, specify the order in which to perform the cleanup actions. The order is important and can effect your results. The

first action in the list will be performed first. To change the order, highlight an action and click the up or down arrow.

NOTE For best results, run Simplify Objects and Weed Polylines by individually. If you run one of these with other actions, it will always be run before other actions, regardless of its position in the list. In addition, these actions will only be run once, regardless of how many times they are listed.

- 4 In the Selected Actions list, select an action.
Each action has its own set of options, and it is important that you take the time to set up each one individually. For more information about a specific action's settings, click one of the links above.
- 5 Under Cleanup Parameters, enter the settings to use for the selected action.
- 6 To review detected errors before correcting them, under Options, select Interactive. To have AutoCAD Map 3D automatically correct all detected errors, select Automatic.

NOTE Simplify Objects and Weed Polylines are not interactive operations. AutoCAD Map 3D makes these changes automatically during cleanup.

- 7 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line MAPCLEAN

Dialog Box Drawing Cleanup

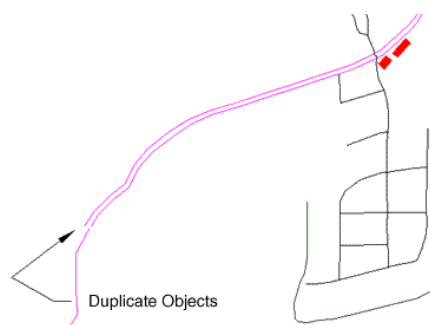
Delete Duplicates

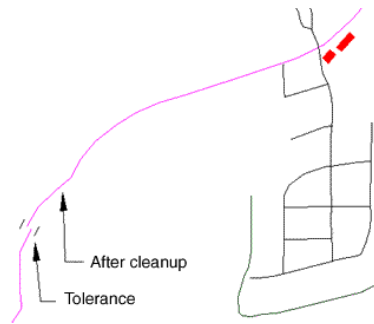
Delete Duplicates locates objects that share the same start and end points as well as all other points within the tolerance distance. You can delete one of the objects. You can include the following object types:

- Linear objects
- Points
- Blocks
- Text
- Mtext

WARNING Do not use Delete Duplicates with polygon topology because it deletes important topology data.

- The coordinate locations of objects and the number of vertices (i.e., object geometry) are considered when checking for duplicates, therefore, objects with different directions, objects of different types (for example, lines and polylines), and objects with different properties (for example, linetype and color) can be considered as duplicates.
- You can choose to consider Z-value (elevation) when checking for duplicates. For blocks, text, and mtext, you can also choose whether to consider object rotation.
- Objects with the same geometry, but on different layers, are considered duplicates. Use the Select Objects page to select objects on one layer at a time.





NOTE When deleting duplicate edges that are polyline segments, the command deletes lines and arcs before breaking polylines. The command removes only objects with the same geometry, even if the objects are on different layers.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Overview of Editing a Topology](#) on page 716

To delete duplicate objects

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Delete Duplicates. Click Add.
- 3 In the Select Actions list, click Delete Duplicates to display the cleanup parameters for this action.
- 4 Under Cleanup Parameters, set Tolerance to a value slightly higher than the distance between the objects.
Enter a value in the Tolerance box or click Pick to select two points that define the tolerance.
- 5 Select the object types to include in the Delete Duplicates calculation.
- 6 To include rotation in the delete duplicates calculation for Blocks, Text, or Mtext, select Rotation.

- 7 To include z-values (elevation) in the delete duplicates calculation, select Z-values.
- 8 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu

Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line

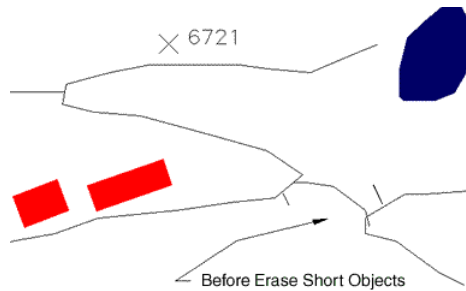
MAPCLEAN

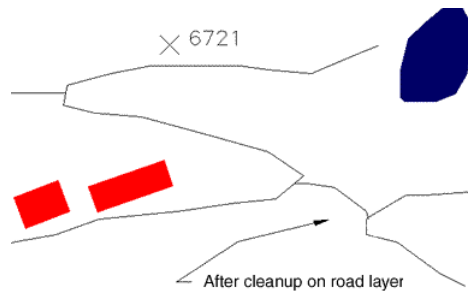
Dialog Box

Drawing Cleanup

Erase Short Objects

Using the Erase Short Objects cleanup action, you can locate any objects shorter than the specified tolerance and erase them. This removes short isolated linear objects and short linear objects that are part of a polyline.





This action is similar to the Dissolve Pseudo-Nodes action, except Erase Short Objects removes both the linear object and associated nodes.

Depending on your data, use Snap Clustered Nodes next to correct errors that might result from the Erase Short Objects option.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Dissolve Pseudo Nodes](#) on page 676

To erase short linear objects

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Erase Short Objects. Click Add.
- 3 In the Select Actions list, click Erase Short Objects to display the cleanup parameters for this action.
- 4 Under Cleanup Parameters, set Tolerance to a value slightly smaller than the shortest length you want to retain.
You can enter a value into the Tolerance box or click Pick to go to the map and select two points that define the tolerance to use.
- 5 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu

Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line

MAPCLEAN

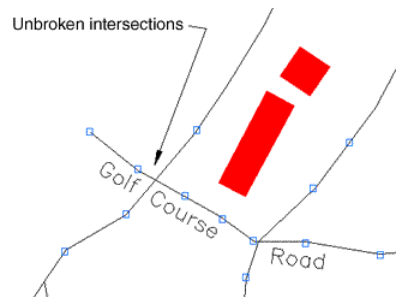
Dialog Box

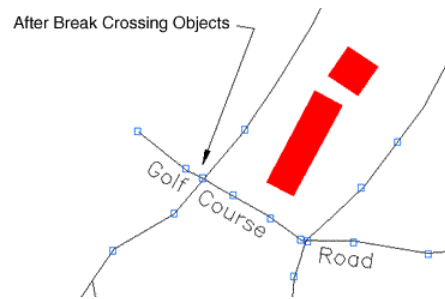
Drawing Cleanup

Break Crossing Objects

Use Break Crossing Objects, to locate objects that cross each other and have no node at the crossing, break the crossing objects, and create a node at the crossing. This action takes a complex system of lines, arcs, circles, and polylines and breaks them at intersections into individual, unambiguous objects.

This action is important when you are establishing network topology or working with topographic contours. The first example shows four linear objects in a network topology that were digitized as two linear objects; after you use Break Crossing Objects, the linear objects are four separate objects that intersect at a common point.





Closed objects, such as contours and lakes, can be cleaned up with the Break Crossing Objects and Erase Dangling Objects actions. Use Break Crossing Objects to create separate objects, and then use [Erase Dangling Objects](#) on page 678 or the ERASE command. Verify that the shape created after editing reflects the intended shape and that a distorted, closed area is not created.

NOTE AutoCAD Map 3D does *not* refer to a tolerance value when breaking crossing objects. The Break Crossing Objects action corrects apparent problems across layers and may break lines meant to indicate separate objects, such as rivers and roads. Use Break Crossing Objects with one layer at a time to avoid this problem. Using the Break Crossing Objects action on an arc whose endpoints are very close may result in the duplication or extension of the arc.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Erase Dangling Objects](#) on page 678
- [Overview of Editing a Topology](#) on page 716

To break crossing objects

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Break Crossing Objects. Click Add.


3 Continue specifying Drawing Cleanup settings.

- Break Crossing Objects does not use a tolerance value or other cleanup parameters.
- Using the Break Crossing Objects action on an arc whose endpoints are very close may result in the duplication or extension of the arc.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

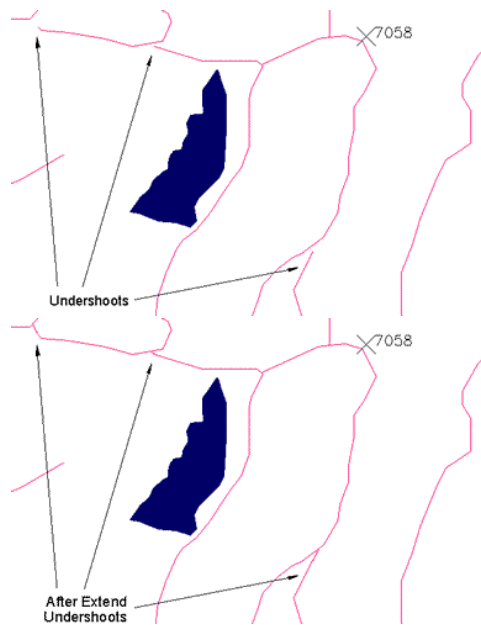
Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Extend Undershoots

Undershoots are often caused by inaccurate digitizing or when converting scanned data. Using the Extend Undershoots cleanup action, you can locate objects that come within the specified tolerance radius of each other, but do not meet.

If one object can be extended to cross the other, it will be extended (while maintaining the same direction) and snapped to a point on the object. If no node exists, one will be created at the intersection.

If two objects pass within the specified tolerance and can be snapped without changing their direction, they will be snapped together. If no node exists at that point, one will be created.



Undershoots are often found in the same drawing as *dangles*. Dangles, or overshoots, are caused by a linear object going beyond an intersection with a target linear object. See [Erase Dangling Objects](#) on page 678.

The Extend Undershoots action works in the same way as [Break Crossing Objects](#) on page 667 works with undershoots, except that with Extend Undershoots, you must select the Break Target option to break the target linear objects at the intersections.

NOTE Using the Extend Undershoots action on an arc whose endpoints are very close may result in the duplication or extension of the arc.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Erase Dangling Objects](#) on page 678
- [Break Crossing Objects](#) on page 667

To extend undershoots


- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Extend Undershoots. Click Add.
- 3 In the Select Actions list, click Extend Undershoots to display the cleanup parameters for this action.
You can enter a value into the Tolerance box or click Pick to go to the map and select two points that define the tolerance to use.
- 4 Under Cleanup Parameters, set Tolerance to a value slightly larger than the largest gap.
- 5 To break target linear objects at the intersections during the Extend Undershoots operation, select Break Target.
- 6 Continue specifying Drawing Cleanup settings.

NOTE Using the Extend Undershoots option on an arc whose endpoints are very close may result in the duplication or extension of the arc.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

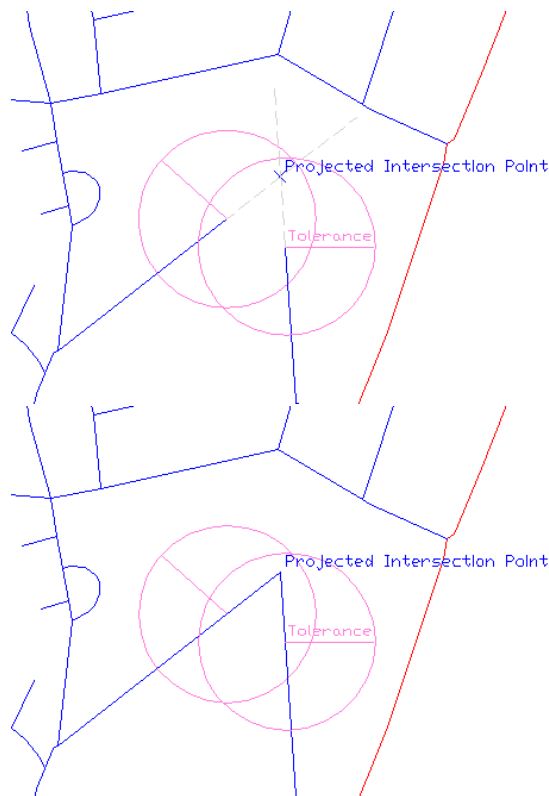
Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Apparent Intersection

With Apparent Intersection, you can locate two objects that do not intersect but that could be extended (within a specified tolerance radius) along their natural paths to intersect at a projected point.

The tolerance is used as a radius distance from the end of the two links. If the endpoints of the objects and the apparent intersection fall within the specified tolerance radius distance, and the objects can be extended without changing their direction, they will be extended to the apparent intersection.

NOTE Apparent Intersection is based on the AutoCAD *EXTEND* command and uses its *Edge* and *Extend* options. For more information, see *EXTEND* in the AutoCAD Help.



See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658

To extend objects to their apparent intersection

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Apparent Intersection. Click Add.
- 3 In the Select Actions list, click Apparent Intersection to display the cleanup parameters for this action.


You can enter a value into the Tolerance box or click Pick to go to the map and select two points that define the tolerance to use.

If AutoCAD Map 3D doesn't find an apparent intersection, try increasing the Tolerance value.
- 5 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

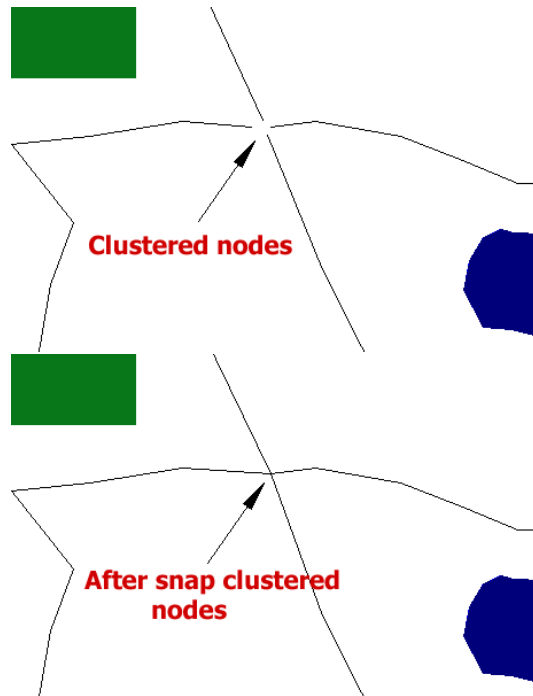
Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Snap Clustered Nodes

Use Snap Clustered Nodes to correct multiple nodes near the same point. With Snap Clustered Nodes, you locate nodes within a specified tolerance radius distance of each other and snap them to a single location. Nodes at the ends of lines and polylines are automatically included in this cleanup action. You can also include stand-alone nodes (points and blocks).

The snap point will be one of the existing nodes, and you can choose whether you want it to be one of the link endpoints or one of the stand-alone nodes. Based on your settings, AutoCAD Map 3D determines the best snap point, calculating which point has the most weight based on its relative location to the other nodes. Also considered are anchored nodes. While anchored nodes are not altered or moved during the Snap Clustered Nodes operation, they are included in the calculation that determines the snap point.



When using Snap Clustered Nodes, keep the following in mind:

- Nodes are moved to a single location but are not deleted, which can result in multiple objects at the same location. Use Delete Duplicates to remove duplicate objects.
- You can anchor objects during object selection so that they are not changed during the snap operation. Note, however, anchored objects are included in the selection set and will affect the snap point.
- As the endpoints of the links move, the direction of the links can also change.
- Text and MText are excluded from the Snap Clustered Nodes operation.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658


To snap clustered nodes

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Snap Clustered Nodes. Click Add.
- 3 In the Select Actions list, click Snap Clustered Nodes to display the cleanup parameters for this action.
- 4 Under Cleanup Parameters, set Tolerance to a value slightly higher than the radius of a circle that includes the link endpoints and nodes to snap together.
You can enter a value into the Tolerance box or click Pick to go to the map and select two points that define the tolerance to use.
- 5 The endpoints of lines and polylines are automatically included in the Snap Clustered Nodes operation. To include stand-alone nodes in the calculation as well, select the types to include:
 - Points
 - BlocksText and Mtext are automatically excluded.
- 6 Select the snap behavior to use:
 - Snap To Node – Snaps to an existing node.
 - Snap To Link – Snaps to an existing link endpoint.
- 7 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

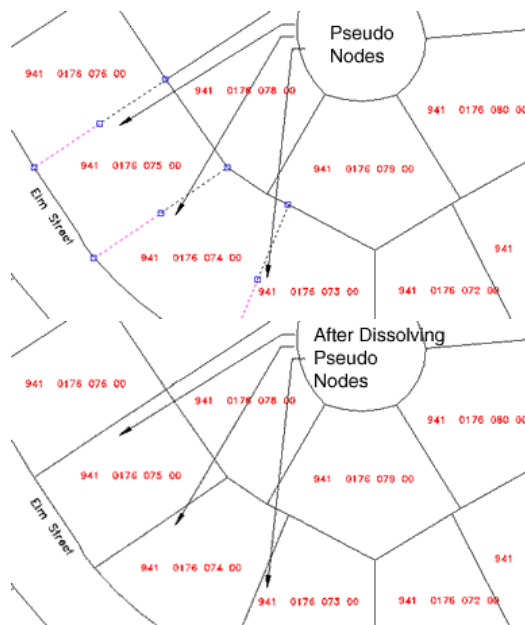
Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Dissolve Pseudo Nodes

A pseudo-node is an unnecessary node in a geometric link that is shared by only two objects. For example, a long link might be divided unnecessarily into many, smaller links by pseudo-nodes.

Using the Dissolve Pseudo-Nodes cleanup action, you can locate any pseudo-nodes, dissolve the node, and join the two objects. This option removes nodes that are at the intersection of two linear objects, but leaves the vertex in place.



NOTE AutoCAD Map 3D does not refer to a tolerance value when dissolving pseudo nodes.

When you dissolve a pseudo node on a 2D polyline with different Z values, the first Z-value on the object is used. On a 3D polyline, the Z-value on the first vertex is used. The object remains a 3D polyline. For all other properties, the values on the first object are used.

WARNING Using Dissolve Pseudo-Nodes may result in the loss of certain types of data. For example, if two lines have object data attached, the resulting single polyline retains object data from only one of the lines. Similarly, if two lines on different layers share an end point, the resulting polyline will reside on only one of the layers.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Erase Short Objects](#) on page 665
- [Snap Clustered Nodes](#) on page 673
- [Simplify Objects](#) on page 680

To dissolve pseudo nodes

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Dissolve Pseudo Nodes. Click Add.
- 3 Continue specifying Drawing Cleanup settings.

NOTE Dissolve Pseudo Nodes does not use a tolerance value or other cleanup parameters.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line

MAPCLEAN

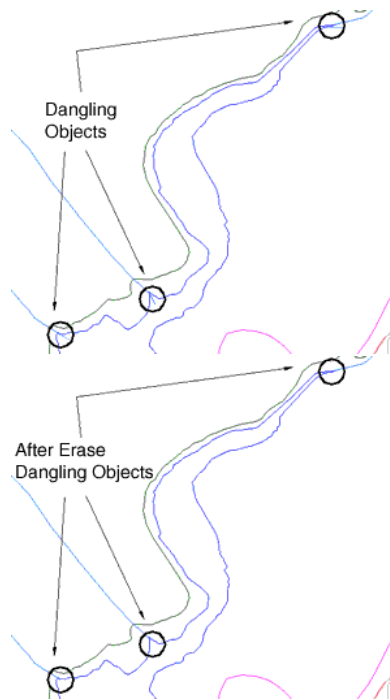
Dialog Box

Drawing Cleanup

Erase Dangling Objects

Use Erase Dangling Objects to locate an object with at least one end point that is not shared by another object, and erase the object.

The Erase Dangling Objects action searches for and deletes all line, arc, and polyline dangling edges, and nodes. Dangling objects do not include closed polylines.



A dangle is often caused by inaccurate digitizing where an object extends beyond its intended intersection with a target object. Usually you should use [Break Crossing Objects](#) on page 667 before using Erase Dangling Objects.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Break Crossing Objects](#) on page 667


To erase dangling objects

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Erase Dangling Objects. Click Add.
- 3 In the Select Actions list, click Erase Dangling Objects to display the cleanup parameters for this action.
- 4 Under Cleanup Parameters, set Tolerance to a value slightly larger than the longest dangle to erase.
You can enter a value into the Tolerance box or click Pick to go to the map and select two points that define the tolerance to use.
- 5 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

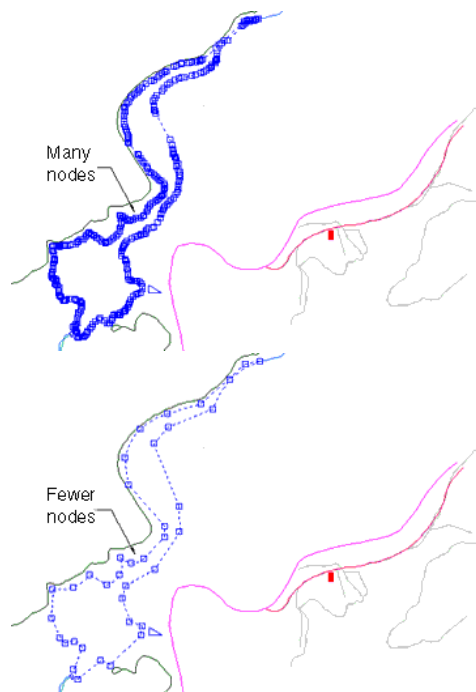
Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Simplify Objects

When maps are digitized, edges may be defined with more detail than necessary. Use Simplify Objects to reduce unnecessary complexity in contour lines, rivers, and coastlines. Simplifying objects, also known as generalizing or weeding, reduces the number of points on a complex line.

Simplify Objects works in two dimensions, ignoring Z-values. For information about how to add and remove vertices from 3D polylines, see [Weed Polylines](#) on page 684.

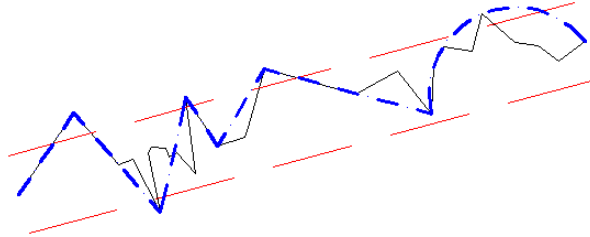
When you use Simplify Objects, you simplify complex polylines by removing all interior nodes that fall within the specified tolerance width. Polyline segments falling within the same corridor are generalized into a single polyline. Branching points, dead ends, and endpoints of polylines are not generalized.



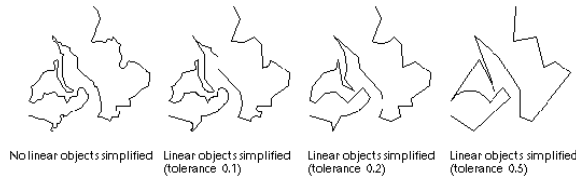
Setting the Tolerance

AutoCAD Map 3D converts a set of connected polyline segments within the same tolerance into a single polyline. You specify the tolerance corridor width.

The corridor values vary according to the scale of the map; maps with coordinate values of millions use larger values than those using hundreds.



Simplifying linear objects removes as many points as possible from a polyline while keeping it within the original tolerance corridor.



A coastline simplified at different tolerance settings

For best results, follow these guidelines:

- Run Simplify Objects individually. If you perform Simplify Objects with other cleanup actions, AutoCAD Map 3D performs Simplify Objects first, regardless of its position in the Selected Actions list.
- Use [deleting duplicates](#) on page 663 before simplifying linear objects.
- If your objects are lines, not plines, use Dissolve Pseudo Nodes to create a single pline.
- Simplify Objects removes width from polylines. Save your map before you simplify linear objects, so you can return to the original lines if necessary.

NOTE Simplify Objects is not an interactive operation. AutoCAD Map 3D makes the changes automatically during cleanup.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641

- [Overview of Cleanup Actions](#) on page 658
- [Weed Polylines](#) on page 684
- [Delete Duplicates](#) on page 663
- [Using Interactive Mode to Review and Confirm Corrections](#) on page 653

NOTE Simplify Objects works in two dimensions, ignoring Z-values. For information about how to add and remove vertices from 3D polylines, see [Weed Polylines](#) on page 684.

To simplify objects

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Simplify Objects. Click Add.


NOTE For best results, run Simplify Objects individually. If you run Simplify Objects with other actions, AutoCAD Map 3D runs Simplify Objects first, regardless of its position in the Selected Actions list.

- 3 In the Select Actions list, click Simplify Objects to display the cleanup parameters for this action.
- 4 Under Cleanup Parameters, set Tolerance to an appropriate value.
You can enter a value into the Tolerance box or click Pick to go to the map and select two points that define the tolerance to use.
- 5 To allow the introduction of arcs during the Simplify Objects operation, select Create Arcs.
- 6 Accept all other defaults.
AutoCAD Map 3D automatically simplifies objects. Do not use the Interactive option.
- 7 Continue specifying Drawing Cleanup settings.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Zero-Length Objects

Use Zero-Length Objects to locate lines, arcs, and polylines that have a start point and an end point but have zero-length, or are missing an end point, and erase them. The Zero-Length Objects cleanup action does not evaluate closed polylines.

Zero-length objects can be introduced inadvertently when importing data from other applications or when digitizing map data.

NOTE AutoCAD Map 3D does not refer to a tolerance value when identifying zero-length objects.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658

To identify zero-length objects

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Actions page, in the Cleanup Actions list, click Zero Length Objects. Click Add.
- 3 Continue specifying Drawing Cleanup settings.

NOTE Zero Length Objects does not use a tolerance value or other cleanup parameters.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line MAPCLEAN

Dialog Box Drawing Cleanup

Weed Polylines

Use Weed Polylines to add and remove vertices on 3D polylines. This is helpful to control the drawing file size and contour appearance, or to remove redundant information.

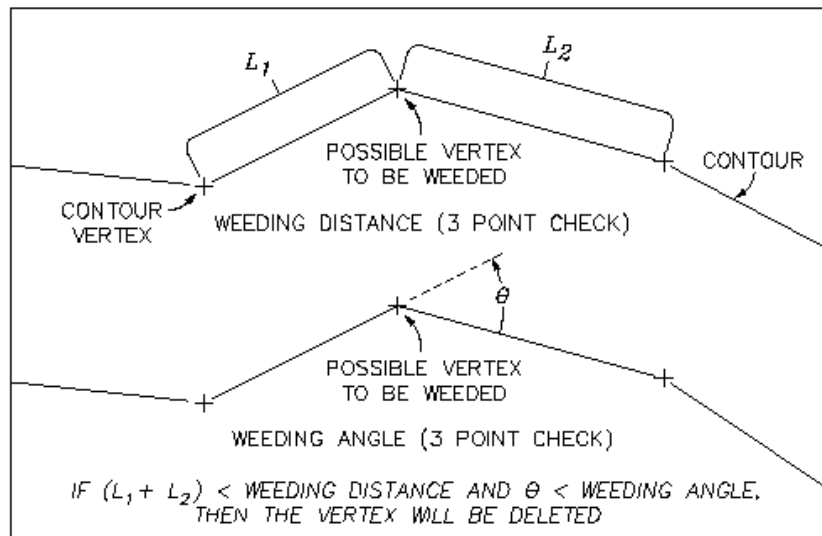
Using Weed Polylines, you enter Weeding and Supplementing Factors to determine if a vertex should be added or removed from the 3D polyline.

Weeding Factors

Use Weeding Factors to reduce the number of points generated along 3D polylines. Weeding factors ignore vertices that are closer together than the Distance factor and that deflect less than the Angle factor. A larger distance and deflection angle weeds a greater number of points. The distance factor is measured in linear units and the angle factor is measured in angular units.

Weeding factors must be less than Supplementing Factors.

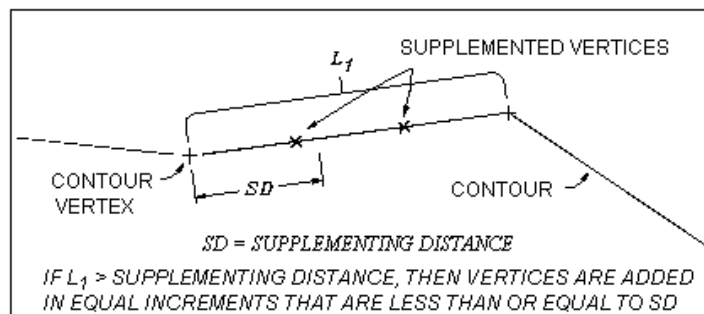
A point on the 3D polyline is weeded by calculating its location in relation to the vertices before and after it. If the length between these three points is less than the weeding length value, and the deflection angle is less than the weeding angle value, then the middle point is not added to the contour data file.



Weeding factor parameters

Supplementing Factors

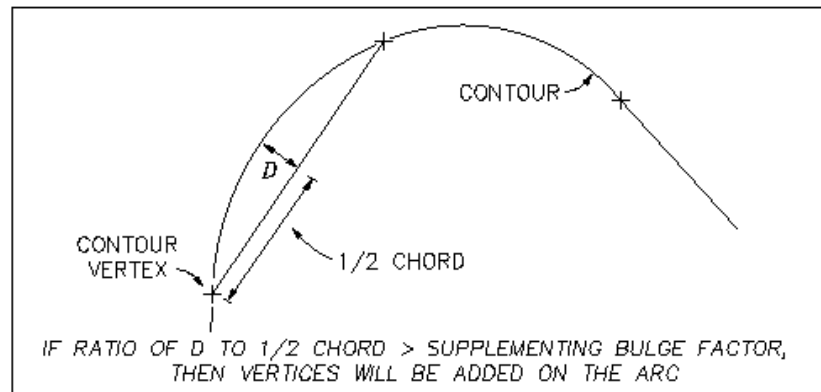
Use Supplementing Factors to supplement or add vertices along 3D polylines. The supplementing distance is the maximum distance between vertices. If the distance between vertices on a contour is greater than the Supplementing Factor, then points are added along the contour at equal intervals that are less than or equal to the supplementing distance. The smaller the distance, the greater the number of supplemented points.



Supplementing Factor parameters

Bulge

For curves, the bulge value is a ratio of the distance from the arc to the chord divided by half the length of the chord. The bulge factor adds vertices to a polyline curve, creating an approximation of the curve using straight line segments. The length of these segments varies depending on the bulge factor and the degree of curvature.



Bulge factor parameters

■ Notes

It is recommended that you run Weed Polylines individually. If you run it with other operations, it will always be run before other actions, regardless of its position in the list. In addition, it will only be run once, regardless of how many times it is listed.

- Weed Polylines is not an interactive operation. AutoCAD Map 3D makes the changes automatically during cleanup.

See also:

- [Overview of Cleaning Up Maps](#) on page 637
- [Step 2: Setting Cleanup Options](#) on page 641
- [Overview of Cleanup Actions](#) on page 658
- [Using Interactive Mode to Review and Confirm Corrections](#) on page 653

To weed or add vertices to a 3D polyline

- 1 Click Modify menu ► Drawing Cleanup.
- 2 On the Select Objects page, select the 3D polylines from which you want to remove extra vertices or add vertices. Click Next.
- 3 On the Select Actions page, in the Cleanup Actions list, click Weed Polylines. Click Add >.

NOTE Run Weed Polylines by itself (without other cleanup actions). If you run it with other actions, Weed Polylines runs only once, regardless of how many times it's listed in the Selected Actions list, and it always runs before other actions, regardless of its position in the list.

- 4 In the Select Actions list, click Weed Polylines to display the Cleanup Parameters for this action.
- 5 Under Weeding Factors, enter the weeding distance in the Distance box, or click Pick and use your pointing device to specify distance by selecting two locations in the drawing.
- 6 For Angle, enter the deflection angle, or click Pick to specify the angle by selecting a starting point, a vertex, and an ending point.

Notes

- A point on a 3D polyline is weeded by calculating its location in relation to the vertices before and after it. If the length between these three points is less than the weeding Distance value, and the deflection angle is less than the weeding Angle value, then the middle point is weeded out.
 - A larger distance and deflection angle weeds a greater number of points.
 - The weeding distance must be less than the supplementing distance.
 - When using Pick to specify measurements, measurements are displayed dynamically using a tooltip. The format and precision of the measurements are determined by the UNITS command.
- 7 Under Supplementing Factors, enter the supplementing Distance, or click Pick to specify distance in the drawing.

The supplementing distance is the maximum distance between vertices. If the distance between vertices on a contour is greater than the

supplementing factor, then points are added along the contour at equal intervals that are less than or equal to the supplementing distance. The smaller the distance, the greater the number of supplemented points.

- 8 For Bulge, enter the bulge factor value, or click Pick to specify it in the drawing.

The bulge factor adds vertices to a polyline curve, creating an approximation of the curve using straight line segments. The bulge value is a ratio of the distance from the arc to the chord divided by half the length of the chord.

- 9 Continue specifying Drawing Cleanup settings. Click Finish.

When the operation is complete, the total number of original vertices, the total number of vertices removed, and the number of new vertices is reported on the command line.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line MAPCLEAN

Dialog Box Drawing Cleanup

Creating, Editing, and Managing Topologies

A topology is defined by a set of objects and data and their relationship. Use the information in these sections to create, analyze, edit, and manage topologies.

To create, edit, and manage topologies

- [To create a topology](#) on page 689
- [To edit a topology](#) on page 715

- [To manage topologies](#) on page 760

Creating Topologies

Topology defines how map features represented by points, lines, and polygons are connected and how to account for their adjacency. For example, topology can show that parcels do not overlap, or that delivery routes follow roads. Using AutoCAD Map 3D, you can create node, network, or polygon topologies.

For network topologies, you can specify the direction of movement allowed for links and the resistance for links and nodes.

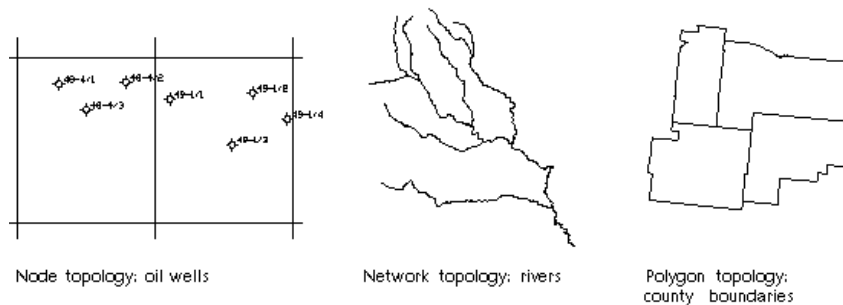
- [Overview of Creating Topologies](#) on page 689
- [Creating a Node Topology](#) on page 693
- [Creating a Network Topology](#) on page 695
- [Creating a Polygon Topology](#) on page 699
- [Cleaning Data for a Polygon Topology](#) on page 704
- [Creating Topologies for a Land Use Map](#) on page 705
- [Sliver Polygons](#) on page 706
- [Specifying the Direction for a Link](#) on page 710
- [Specifying the Resistance for a Link or Node](#) on page 713

To create a topology

- [To create a topology](#) on page 691
- [create a node topology](#) on page 694
- [To create a network topology](#) on page 697
- [To fix crossing objects](#) on page 704
- [To create a topology for a land use and land cover map](#) on page 705
- [To find sliver polygons when you create a polygon topology](#) on page 707
- [To find sliver polygons when overlaying two topologies](#) on page 708
- [To specify the direction for a link](#) on page 712
- [To edit the resistance of a link or node in a network topology](#) on page 714

Overview of Creating Topologies

Using AutoCAD Map 3D, you can create node, network, or polygon topologies.



Node Topologies

- Define the interrelation of nodes (point objects).
- Are often used in conjunction with other topologies in analysis.

Network Topologies

- Connect links (lines) to form a linear network.
- Links can connect nodes.

An example of network topology is a water-distribution application that traces the flow of water from a pumping station to residences. A street network is another example. For network topologies, you can specify the direction for a link and specify the resistance for a link or node.

Polygon Topologies

- Define polygons that represent enclosed areas such as land parcels and census tracts. A single link defines the common boundary between adjacent areas.

Uses of polygon topology include tax assessment and land planning in which parcels of land are represented by polygons. Political boundaries, such as voting districts, city, state, or provincial boundaries, special districts, and school districts, are other examples of the use of polygon topology.

Notes

When you create a topology, keep the following points in mind:

- Before you create network or polygon topologies, use the drawing cleanup tools to [clean up your map](#) on page 636. Node topologies do not usually require cleanup.
- Before you create a topology, freeze all layers containing objects in paper space (Layout tab). Otherwise, these objects are included in the topology creation when you use the "Select All" objects option.
- MAPTOPOCREATE can create topologies on layers that are turned off. It does not affect layers that are frozen.
- When creating network or polygon topologies, if you enable the Create New Nodes option, AutoCAD Map 3D detects where lines are connected and assigns nodes to end points. It creates physical or explicit node objects at all link end points where no objects exist. If the layer you specify does not exist already, AutoCAD Map 3D creates the layer with a color of 7 and a CONTINUOUS linetype.
- You can create nodes using ACAD_POINT. To change their appearance and size, click Setup menu ► More Formatting Options ► Point Style.
- When you create a topology, information is stored as object data on each element of the topology and is saved with the map. Each node, link, or polygon is automatically given a unique identification (ID) number. Each ID is automatically processed when you use any topology command.

WARNING Using the BREAK command affects topology. If you use BREAK, you must use MAPTOPOCREATE again to recreate the topology. You might also need to clean up the geometry in the drawing again.

See also:

- [Cleaning Up Drawing Data](#) on page 636

To create a topology

- 1 Bring the nodes or links into the current drawing:
 - Attach the drawings containing the objects, then query the objects into the current drawing.
 - Open the drawing containing the objects.


- 2 Click Create menu ► Topology.
- 3 In the [Create Topology - Select Topology dialog box](#) on page 1688, enter a name and description for the new topology.
- 4 Under Topology Type, select the topology to create. Follow the steps for that topology:
 - [create a node topology](#) on page 694
 - [To create a network topology](#) on page 697
 - [To create a polygon topology](#) on page 702
- 5 When you are done specifying settings, click Finish to create the topology.
- 6 If appropriate, save the topology information back to source drawings.

As you create the topology, if AutoCAD Map 3D finds errors, it gives a warning message and highlights the errors. Correct any errors; then create the topology over again.

Quick Reference

MAPTOPOCREATE

Creates a new topology


Menu	Click Map ► Topology ► Create.
Icon	 Create Topology
Command Line	MAPTOPOCREATE
Task Pane	In Map Explorer, right-click Topologies ► Create
Dialog Box	Create Topology dialog box

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
-------------	----------------------

Icon



Properties

Command Line

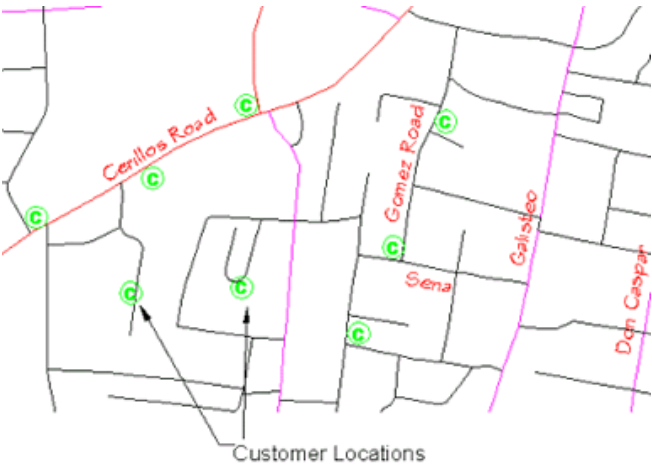
PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Creating a Node Topology

You can create a node topology with point objects, blocks, or text. A node topology used in association with a network or polygon topology can hold information about junctions and intersections between elements of the topology.



Customer locations can be used as the basis for a node topology.

Object Data for Node Topology

Information about a node topology is held in an object data table as shown in this table.

Topology Name	Object Data Table	Object Data Field
SAMPLE_NODE	TPMNODE_SAMPLE_NODE	ID

See also:

- [Overview of Creating Topologies](#) on page 689
- [Changing the Appearance of Points](#) on page 733
- [Creating a Network Topology](#) on page 695
- [Creating a Polygon Topology](#) on page 699

create a node topology

- 1 Do one of the following to bring nodes into the current drawing:
 - Attach the drawings containing the nodes. Query the nodes into the current drawing.
 - Open the drawing containing the nodes.
 - Import nodes from another file format.
- 2 Click Create menu ► Topology.
- 3 In the [Create Topology - Select Topology dialog box](#) on page 1688:
 - Click Node to specify the type of topology to create.
 - Enter a name and description for the new topology. Names can contain letters, numbers, and the underscore, hyphen, and dollar characters. Names cannot include spaces.
 - Click Next.
- 4 In the Create Node Topology - Select Nodes dialog box, specify the nodes to include in the topology:
 - To include all nodes in the map, click Select All.
 - To manually select the nodes to include, click Select Manually. Click Select Nodes to select the nodes in the map. When you finish selecting nodes, press Enter.
 - To filter (restrict) node selection by layer (only the nodes that are on specified layers will be selected), specify those layers in the Layers box. To select from a list of layers in the map, click Select Layers. If the layer is not listed, it may be Frozen, Locked, or Off. To use all layers, enter an asterisk (*).
 - To use only selected blocks as node objects, specify those blocks in the Blocks box. To use points as nodes, select the ACAD_POINT block.

- To filter node selection by object class, specify those object classes in the Object Classes box. Only nodes that belong to the specified object classes will be included in the topology.


The layer, block, and object class filters apply to both automatic and manual selection of nodes.

- 5 Click Finish to create the topology.
- 6 If appropriate, save the topology information back to source drawings.

Quick Reference

MAPTOPOCREATE

Creates a new topology

Menu	Click Map ► Topology ► Create.
Icon	 Create Topology
Command Line	MAPTOPOCREATE
Task Pane	In Map Explorer, right-clickTopologies ► Create
Dialog Box	Create Topology dialog box

Creating a Network Topology

Network topology defines the interconnection of links and, optionally, nodes at link junctions. Networks may contain loops. Network segments have a specified direction. Links can be lines, open polylines, or arcs. You can use information from different layers to define a network topology.

If you plan to use the network topology for direction analysis, you can use PEDIT to join a series of objects with the same flow direction into one object with nodes at each vertex. The directions derived from arc objects might be arbitrary; to control and edit these directions easily, use PEDIT to join segments with the same direction.

When you create the network topology with nodes at each intersection, the nodes do not significantly increase file size. You can use the nodes for [path](#)

[traces](#) on page 1090, [best route analysis](#) on page 1093, and [flood traces](#) on page 1099.

Object Data for Network Topology

Network topology information is stored on the links and nodes as object data. Each element of the network topology has different object data values.

Topology Name	Object Data Table	Object Data Field
SAMPLE_NET	TPMLINK_SAMPLE_NET	ID
		START_NODE
		END_NODE
		DIRECTION
		DIRECT_RESISTANCE
		REVERSE_RESISTANCE

By default, each link is bidirectional. Both resistance and direction are stored as object data. You can edit both [direction](#) on page 710 and [resistance](#) on page 713 values.

If you create nodes when you create the network topology, the object data table for each node has the following information.

Topology Name	Object Data Table	Object Data Field
SAMPLE_NET	TPMNODE_SAMPLE_NET	ID
		RESISTANCE

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Node Topology](#) on page 693
- [Changing the Appearance of Points](#) on page 733

- [Creating a Polygon Topology](#) on page 699
- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099

To create a network topology

- 1 Do one of the following to bring the linework into the current drawing:
 - Attach the drawings containing the linework. Query the linework into the current drawing.
 - Open the drawing containing the linework.
 - Import the linework from another file format.
- 2 Click Create menu ► Topology.
- 3 In the [Create Topology - Select Topology dialog box](#) on page 1688, do the following:
 - Click Network to specify the type of topology to create.
 - Enter a name and description for the new topology. Names can contain letters, numbers, and the underscore, hyphen, and dollar characters. Names cannot include spaces.
 - Click Next.
- 4 In the Create Network Topology - Select Links dialog box, specify the links to include in the topology:
 - To include all links in the map, click Select All.
 - To manually select the links to include, click Select Manually. Click Select Links to select the links in the map. When you finish selecting links, press Enter.
 - To filter (restrict) link selection by layer (only links on the specified layers will be selected), specify the layers in the Layers box. To select from a list of layers in the map, click Select Layers. If the layer is not listed, it may be Frozen, Locked, or Off. To use all layers, enter an asterisk (*).

- To filter link selection by object class, specify the object classes in the Object Classes box. Only links that belong to the specified object classes will be included in the topology.
Layer and object class filters apply to both the automatic and manual selection of links.
 - Click Next.
- 5 In the Create Network Topology - Select Nodes dialog box dialog box, select the nodes to include:
 - To include all nodes, click Select All.
 - To manually select nodes, click Select Manually. Click Select Nodes to select the nodes.
 - To filter (restrict) node selection by layer (only the nodes on the specified layers are selected), specify the layers in the Layers box.
 - To use only selected blocks as node objects, specify the blocks in the Blocks box. To use points as nodes, select the ACAD_POINT block.
 - To filter node selection by object class, specify the object classes in the Object Classes box. Only nodes that belong to the specified object classes are included in the topology.
 - To have AutoCAD Map 3D create node objects at the endpoint of links, click Next. Otherwise, go to step 7.
 - 6 In the Create Network Topology - Create New Nodes dialog box, do the following:
 - To create new nodes, select Create New Nodes.
 - Select a layer for the new nodes.
 - Select a block to use for the nodes. To use a point object, select ACAD_POINT. Modify the appearance of a point object using the PDMODE and PDSIZE system variables. For more information, see *POINT* in the AutoCAD Help.
 - 7 Click Finish to create the topology.
 - 8 If appropriate, save the topology information back to source drawings.

For information about adding direction and resistance, see the following topics:

[Specifying the Direction for a Link](#) on page 710

[Specifying the Resistance for a Link or Node](#) on page 713

Quick Reference

MAPTOPOCREATE

Creates a new topology

Menu Click Map ► Topology ► Create.

Icon



Create Topology

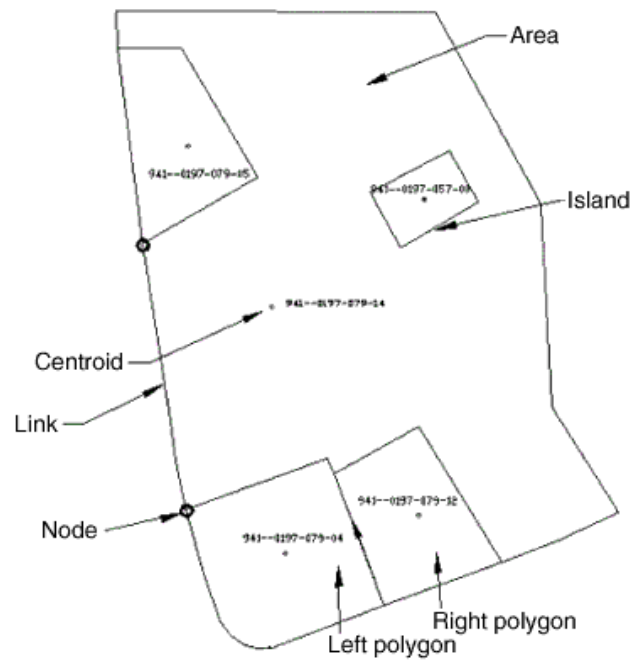
Command Line MAPTOPOCREATE

Task Pane In Map Explorer, right-clickTopologies ► Create

Dialog Box Create Topology dialog box

Creating a Polygon Topology

Polygon topology is an extension of network topology and focuses on area-based relationships. Every area forms a polygon; and each polygon in a topology consists of a set of links. A polygon in a topology has a centroid, which is a point or block element within the polygon, and contains information about the area it encloses.



A polygon in a topology consists of a centroid containing information about the surrounding links. Intersecting links can have nodes. A polygon can contain one or more islands.

You cannot create a polygon topology from ellipses or from closed polylines that share an edge or intersection with other polygons. You must explode a closed polyline before you create the topology. You can use information from different layers to define a polygon topology.

Object Data for Polygon Topology

Information about a polygon topology is held in the centroids and links. The object data table for each centroid has the following information.

Topology Name	Object Data Table	Object Data Field
SAMPLE_POLY	TPMCNTR_SAMPLE_POLY	ID
		AREA

Topology Name	Object Data Table	Object Data Field
		PERIMETER
		LINKS_QTY

The object data table for each link in a polygon topology has the following information.

Topology Name	Object Data Table	Object Data Field
SAMPLE_POLY	TPMLINK_SAMPLE_POLY	ID
		START_NODE
		END_NODE
		DIRECTION
		DIRECT_RESISTANCE
		REVERSE_RESISTANCE
		LEFT_POLYGON
		RIGHT_POLYGON

If you create nodes when you create the polygon topology, the object data table for each node has the following information.

Topology Name	Object Data Table	Object Data Field
SAMPLE_POLY	TPMNODE_SAMPLE_POLY	ID
		RESISTANCE

See also:

- [Overview of Creating Topologies](#) on page 689

- [Creating a Node Topology](#) on page 693
- [Creating a Network Topology](#) on page 695
- [Sliver Polygons](#) on page 706
- [Cleaning Up Drawing Data](#) on page 636
- [Querying a Topology](#) on page 1114

To create a polygon topology

- 1 Do one of the following to bring linework into the current drawing:
 - Attach the drawings containing the linework. Query the linework into the current drawing.
 - Open the drawing containing the linework.
 - Import the linework from another file format.
- 2 Click Create menu ► Topology.
- 3 In the [Create Topology - Select Topology dialog box](#) on page 1688:
 - Under Topology Type, click Polygon to indicate that you want to create a polygon topology.
 - Enter a Topology Name and Topology Description for your new topology.
Names can contain letters, numbers, and the underscore, hyphen, and dollar characters. Names cannot include spaces.
 - Click Next.
- 4 Follow the on-screen instructions to specify the objects to use to create the topology. You can also have AutoCAD Map 3D create any missing nodes and centroids.
 - Use the Create Polygon Topology - Select Links dialog box to select the linear objects to use to generate polygons for the topology. To use a closed polyline to create polygon topology, you must first explode the closed polyline.
 - Use the Create Polygon Topology - Select Nodes dialog box to select the node objects to include in the topology.

- Use the [Create Polygon Topology - Create New Nodes dialog box](#) on page 1680 to have AutoCAD Map 3D create node objects where needed. Specify the layer and block to use for the new node objects.
 - Use the [Create Polygon Topology - Select Centroids dialog box](#) on page 1681 to select the centroids to use.
 - Use the [Create Polygon Topology - Create New Centroids dialog box](#) on page 1679 to create centroids where needed. Specify the layer and block to use for the new centroids.
- 5 In the [Create Polygon Topology - Set Error Markers dialog box](#) on page 1686, indicate whether to highlight and/or mark detected errors with blocks. AutoCAD Map 3D automatically checks for Missing Centroids and Intersections. Additionally, you can choose to have AutoCAD Map 3D check for Duplicate Centroids, Incomplete Areas, and Sliver Polygons.
- To highlight errors with red Xs, select Highlight Errors.
 - To mark errors with blocks of the shape and color you specify, select Mark Errors With Blocks.
 - In the Marker Size box, specify the marker size as a percent of the screen size. A value between 3% and 7% is usually suitable.
 - If you chose the Mark Errors With Blocks option, specify the shape and color of the block to use to mark each error.
- 6 Click Finish to create the polygon topology.
To remove highlighting, use the REDRAW, REGEN, or SAVE command.
To remove an error marker, select it and press Delete.
- 7 If appropriate, save the topology information back to source drawings.

Quick Reference

MAPTOPOCREATE

Creates a new topology

Menu

Click Map ► Topology ► Create.

Icon



Create Topology

Command Line	MAPTOPOCREATE
Task Pane	In Map Explorer, right-click Topologies ► Create
Dialog Box	Create Topology dialog box

Cleaning Data for a Polygon Topology

Clean up your data before creating polygon topology; eliminate gaps, intersections, or overlaps between any of the linework in a polygon topology. In addition, eliminate zero length objects or areas with missing centroids.

If AutoCAD Map 3D cannot create a polygon topology because the links in the polygons that cross over do not have a node where they meet, the intersections are highlighted with an X or marked with an error marker (block) that you configure. Missing centroids are also highlighted or marked in the same way.

NOTE The markers used to mark polygon topology errors are the same as those used to mark drawing cleanup errors. Before creating a polygon topology, AutoCAD Map 3D removes any markers present from previous drawing cleanup operations. Conversely, when you run a drawing cleanup operation, AutoCAD Map 3D removes any markers present from creating a polygon topology.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Polygon Topology](#) on page 699
- [Cleaning Up Drawing Data](#) on page 636
- [Sliver Polygons](#) on page 706

To fix crossing objects

- 1 Use [drawing cleanup](#) on page 636 to break the crossing objects.
- 2 Optionally, detect duplicate centroids, incomplete areas, and [sliver polygons](#) on page 706.
- 3 Create the topology again.
You can ensure there are no missing centroids by selecting the Create Missing Centroids option on the Create Polygon Topology - Create New Centroids screen.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line MAPCLEAN

Dialog Box Drawing Cleanup


Creating Topologies for a Land Use Map

You can create a specialized polygon topology for a land use or land cover map.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Polygon Topology](#) on page 699

To create a topology for a land use and land cover map

- 1 Create areas for each type.
- 2 Add text or a block to each area to identify the type.
- 3 Create one topology named LAND_USE.
 - On the Create Polygon Topology - Select Centroids dialog box, click Select Manually.
 - Click Select Objects .
 - Select the text or block objects.
- 4 [Query](#) on page 1114 the centroid value from the polygon topology with the topology query command.

Quick Reference

MAPTOPOCREATE

Creates a new topology

Menu Click Map ► Topology ► Create.

Icon



Create Topology

Command Line MAPTOPOCREATE

Task Pane In Map Explorer, right-click Topologies ► Create

Dialog Box Create Topology dialog box

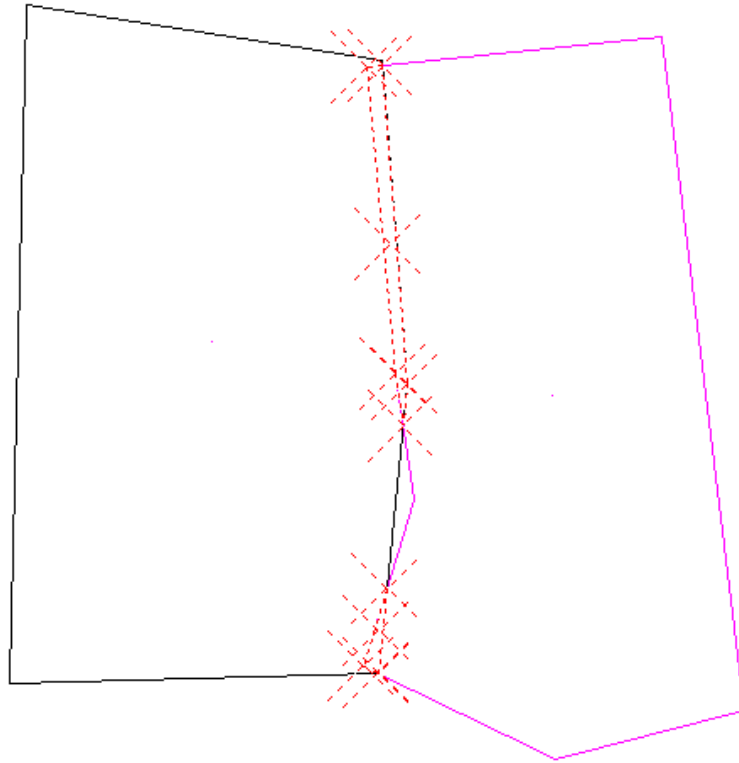
Sliver Polygons

A sliver polygon is very long and thin; its perimeter is very large compared to its area. When overlaying two topologies, AutoCAD Map 3D checks for sliver polygons. When creating a new polygon topology, checking for sliver polygons is optional.

If a sliver polygon is detected, AutoCAD Map 3D highlights its centroid with an X. To clear the Xs, use the REGEN command.

Though sliver polygons are not considered errors by AutoCAD Map 3D and your topology can still be considered correct and complete, the sliver polygons may be unintentional, for example, the result of digitizing errors. If you see sliver polygons, you may want to double-check your data to make sure it is correct and that the sliver polygons are expected.

For example, imagine you digitize two adjacent polygons, such as a parcel and a flood plain, and there are slight overlaps between the two. Then, you create topologies for each, overlay the topologies, and the resulting topology contains sliver polygons. These may be correct or not, depending on your data. If the boundaries between the adjacent polygons are meant to be the same, then the sliver polygons are incorrect and you must correct your data. If the boundaries are not meant to be the same, then sliver polygons are correct.



Sliver polygons detected during an overlay (the Xs indicate the sliver polygons).

See also:

- [Creating a Polygon Topology](#) on page 699
- [Correcting or Completing a Topology](#) on page 778
- [Overlaying Two Topologies](#) on page 1102
- [To find sliver polygons when you create a polygon topology](#) on page 707
- [To find sliver polygons when overlaying two topologies](#) on page 708

To find sliver polygons when you create a polygon topology

- 1 Follow the basic steps to [create a polygon topology](#) on page 699.

- 2 In the [Create Polygon Topology - Set Error Markers dialog box](#) on page 1686, select the option for checking for Sliver Polygons.
- 3 Do one of the following:
 - To highlight errors with red Xs, select Highlight Errors.
 - To mark errors with blocks of the shape and color you specify, select Mark Errors With Blocks.
In the Marker Size box, specify the marker size as a percent of the screen size. A value between 3% and 7% is usually suitable. Specify the shape and color of the block to use to mark each error.
- 4 Click Finish to create the polygon topology and locate sliver polygons.
To remove highlighting, use the REDRAW, REGEN, or SAVE command.
To remove an error marker, select it and press Delete.

To find sliver polygons when overlaying two topologies

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click the source topology ► Analysis ► Overlay.
- 2 In the [Topology Overlay Analysis - Analysis Type dialog box](#) on page 1719, select Identity as the type of overlay analysis to perform. Click Next.
The result topology includes areas that appear in the source topology and areas in the overlay topology that are within the source topology boundary.
- 3 In the Select Overlay Topology dialog box, select the polygon topology to use as the overlay topology. Click Next.
- 4 In the Topology Overlay Analysis - New Topology dialog box, do the following:
 - Select Highlight to highlight the resulting topology onscreen. Select the highlight color.
 - Enter a name and description for the new topology, and specify the layer to place it on.
 - Click Next.
- 5 If desired, specify how to copy data to the result topology, whether to create new nodes to complete the resulting topology, and the block to use for centroids.
- 6 Click Finish.

Quick Reference

MAPTOPOCREATE

Creates a new topology

Menu Click Map ► Topology ► Create.

Icon



Create Topology

Command Line MAPTOPOCREATE

Task Pane In Map Explorer, right-click Topologies ► Create

Dialog Box Create Topology dialog box

MAPCLEAN

Performs drawing cleanup operations

Menu Modify menu ► Drawing Cleanup

Icon



Drawing Cleanup

Command Line MAPCLEAN

Dialog Box Drawing Cleanup

MAPANOVERLAY

Overlays one topology with another, and creates a new topology

Menu Click Map ► Topology ► Overlay.

Icon



Overlay Topology

Command Line MAPANOVERLAY

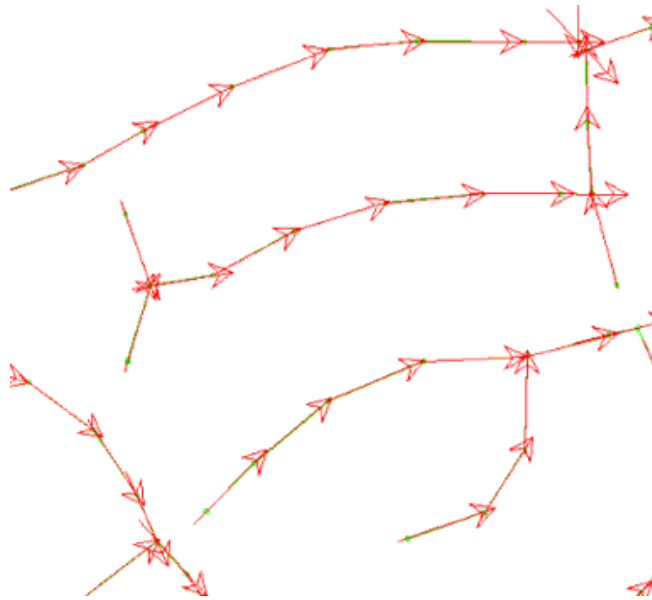
Task Pane In Map Explorer, right-click a topology ► Analysis ► Overlay

Dialog Box Topology Overlay Analysis - Analysis Type dialog box

Specifying the Direction for a Link

You can specify the direction of movement allowed for a link in a network topology. AutoCAD Map 3D uses this direction when tracing through network topology for path traces, best route analysis, and flood traces.





Direction	Property in the Properties palette	Object data value
Bi-Directional (two-way)	Bi-Directional	0
Same as created. Movement along the link is allowed only in the direction that the link was created.	Forward	1
Reverse of created direction. Movement along the link is allowed only in the opposite direction that the link was created.	Reverse	-1

The default direction of an arc, or a two point polyline with an arc segment, is counterclockwise. Set the value to Bi-Directional (0) or Forward (1) for counterclockwise, and to Reverse (-1) for clockwise.

To reverse the direction of selected links, right-click a network topology in Map Explorer. Click Reverse Link Direction. You can also use the MAPRL command.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Network Topology](#) on page 695
- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099
- [Specifying the Resistance for a Link or Node](#) on page 713
- [Editing the Direction for a Link](#) on page 734
- [Updating a Topology](#) on page 753

To specify the direction for a link

- 1 Verify that the network topology containing the link is loaded. You can specify link direction for network topologies only.
- 2 In the map, double-click the link for which you want to specify direction. If more than one topology contains the same link, select one of the topologies. [Update the other topologies](#) on page 753 later.
- 3 In the Properties palette, under the Topo properties, choose a setting for the Flow Direction property:
 - Bi-Directional — Movement is allowed in both directions.
 - Forward — Movement is allowed only in the direction that the link was created.
 - Reverse — Movement is allowed only in the opposite direction of the direction that the link was created.

The new direction setting is assigned to the link.

NOTE You can also store a direction value in an object data table or an external database table. When you run a shortest path trace, best route analysis, or flood trace, you can specify the location of this data. When storing this data, use 0 for Bi-Directional, 1 for Forward, and -1 for Reverse.

Quick Reference

MAPEDITDIR

Edits the direction of a link in a network topology

Command Line	MAPEDITDIR
Dialog Box	MAPEDITDIR (Edit Direction command)

MAPRL

Reverses a link in a topology

Command Line	MAPRL
Task Pane	In Map Explorer, right-click a topology ► Reverse Link Direction

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Specifying the Resistance for a Link or Node

Direct Resistance is the resistance to travel in the direction that a link was created, while Reverse Resistance is the resistance in the opposite direction along a link.

For both types, you can specify a resistance for any link in the network topology. This resistance specifies the difficulty in traversing the link. The default resistance is the length of the link.

AutoCAD Map 3D uses this resistance when doing a shortest path trace, best route analysis, or flood trace. For an example of using resistance to show travel times, see [Performing a Flood Trace](#) on page 1099.

You can also specify the Resistance of a node in a network topology, such as setting resistance for a valve in a pipe network, or a junction in a road network.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Network Topology](#) on page 695
- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099
- [Editing the Resistance for a Link or Node](#) on page 738
- [Specifying the Direction for a Link](#) on page 710

To edit the resistance of a link or node in a network topology

- 1 Verify that the network topology containing the link or node is loaded. Be sure to load the topology from the current drawing. You can specify resistance for network topologies only.
- 2 In the map, double-click the link or node for which you want to specify resistance.
If more than one topology contains the same link or node, select one of the topologies. [Update the other topologies](#) on page 753 later.
- 3 In the Properties palette, under the group of Topo properties, enter new values for resistance. You must enter a numeric value.
 - For a node, enter a value for Resistance, which is the resistance to cross the node.
 - For a link, enter values for Direct Resistance and Reverse Resistance. Direct resistance is the resistance to travel in the direction that a link was created, while reverse resistance is the resistance in the opposite direction along a link. The default value is the length of the link.

The new resistance values are assigned to the objects.

NOTE You can also store a resistance value in object data or an external database. When you run a flood trace, path trace, or best route analysis, specify the location of this data.

If you are entering the commands on the command line, use the MAPEDITRES1 command to edit the Direct Resistance of links and the Resistance of nodes; use the MAPEDITRES2 command to edit the Reverse Resistance of links.

Quick Reference

MAPEDITRES1

Edits the direct resistance of a node or link in a network topology

Command Line	MAPEDITRES1
Dialog Box	MAPEDITRES1 (Edit Direct Resistance command)

MAPEDITRES2

Edits the reverse resistance of a link in a network topology

Command Line	MAPEDITRES2
Dialog Box	MAPEDITRES2 (Edit Reverse Resistance command)

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Editing Topologies

Use the topology editing commands, which are accessible from Map Explorer or the command line, to make changes to a topology without losing the integrity of the topology.

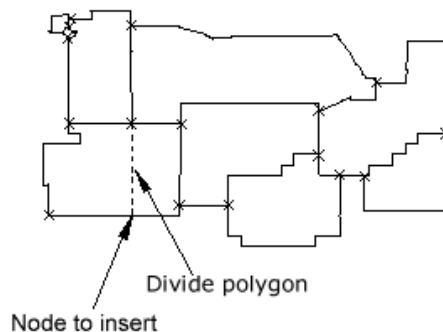
To edit a topology

- [To edit a topology](#) on page 718

- To edit a node on page 724
- To reposition a node at the end point of a link on page 727
- To reposition a link on page 727
- To join two links, break a link, or reverse a link's direction on page 728
- To modify a link's resistance or direction on page 728
- To divide a polygon into two smaller polygons on page 731
- To merge two polygons into one polygon on page 732
- To change the appearance of points on page 734
- To edit the direction of a link on page 737
- To edit the resistance of a link or node in a network topology on page 739
- To create a node on an existing link on page 742
- To add an existing node to a topology on page 742
- To create a link and add it to a topology on page 744
- To add an existing link to a topology on page 744
- To add a polygon to a polygon topology using existing linework on page 746
- To add a polygon to a polygon topology by creating new linework on page 747
- To create centroids for polygons and closed polylines on page 749
- To delete a link, node, or polygon on page 751
- To update a topology on page 753
- To retrieve objects to edit on page 756
- To edit the objects on page 756
- To create closed polylines from a polygon topology on page 759

Overview of Editing a Topology

Use topology editing commands to make changes to a topology without losing the integrity of the topology. If you use object-editing commands such as ERASE or STRETCH to modify a topology, important data may be lost. To repair a topology edited with these commands, use the [Update option](#) on page 753.



Edits to this polygon topology consist of [adding a node](#) on page 740 and then [dividing the polygon](#) on page 730 with a link.

To edit a topology, the topology data and geometry must be loaded in the current drawing. You can edit only one topology at a time, and multi-user editing of a topology is not permitted. When you load a topology, an audit checks topology integrity. This audit is only concerned with topology data, not with geometry. Any incomplete objects are registered, because only complete objects can be edited.

To add or insert objects into a topology, the current drawing must be where the topology was created. If the topology was created in a source drawing, you must open that drawing to add objects to the topology. Make the layer containing the topology objects current so new objects have the same properties as objects already in the topology.

If you edit a topology and then use the Undo command, the altered geometry is restored to its former state but the altered topology remains current. To perform further editing on the topology, [unload and reload](#) on page 767 the topology. This applies to all topology functions.

Editing Topologies from More than One Drawing

To edit a topology that spans more than one drawing, you must edit the topology in the drawing where it was created. The other drawings will be attached to this drawing. First, query the topology into the drawing, then [unload](#) on page 767 the topology from the source drawings and retrieve the topology into the current drawing. You can edit part of a topology by querying just the part you want, but the topology editing commands don't allow you to edit the edges of a topology or an incomplete topology.

The safest option is to use a query to retrieve the entire topology. However, if the topology is large, it may impair performance. With large topologies, query the area to edit plus enough of an area around the edit area to ensure that the objects to be edited are complete.

Editing a Network Topology

To modify a network topology, for example, adding a new pipe to a water network, you can add nodes and links to an existing network topology, and then [update](#) on page 753 the topology to include the new pipes.

Before you edit a topology object, make sure the layer containing the topology objects is the current layer.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [Querying a Topology](#) on page 1114
- [Correcting or Completing a Topology](#) on page 778
- [Creating a Network Topology](#) on page 695

NOTE To edit a topology, you use the AutoCAD Map 3D topology edit commands. When you edit a topology, the topology must be loaded from the current drawing. To add an object to a topology, the current drawing must be the drawing where the topology was created.

To edit a topology

- [To edit a node](#) on page 724
- [To reposition a node at the end point of a link](#) on page 727
- [To divide a polygon into two smaller polygons](#) on page 731
- [To change the appearance of points](#) on page 734
- [To specify the direction for a link](#) on page 712
- [To edit the resistance of a link or node in a network topology](#) on page 714
- [To create a node on an existing link](#) on page 742
- [To create a link and add it to a topology](#) on page 744

- [To add a polygon to a polygon topology using existing linework](#) on page 746
- [To create centroids for polygons and closed polylines](#) on page 749
- [To delete a link, node, or polygon](#) on page 751
- [To update a topology](#) on page 753
- [To retrieve objects to edit](#) on page 756

Quick Reference

DDPTYPE

Specifies the display mode and size of point objects

Menu	Setup menu ► More Formatting Options ► Point Style
Command Line	DDPTYPE

MAPAL

Adds a link to a topology

Command Line	MAPAL
Task Pane	In Map Explorer, right-click a network topology ► Add New Links

MAPAN

Adds a node to a topology

Command Line	MAPAN
Task Pane	In Map Explorer, right-click a node topology ► Add Node

MAPAP

Adds a polygon to a polygon topology

Command Line	MAPAP
---------------------	-------

Task Pane In Map Explorer, right-click a polygon topology ► Add Polygon

MAPBL

Breaks a link in a topology at a specified point

Command Line MAPBL

Task Pane In Map Explorer, right-click a network topology ► Break Link

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu Create menu ► Centroids

Icon



Create Centroids

Command Line MAPCREATECENTROIDS

Dialog Box Create Centroids dialog box

MAPDL

Deletes a link in a topology

Command Line MAPDL

Task Pane In Map Explorer, right-click a network topology ► Delete Links

MAPDN

Deletes a node in a topology

Command Line MAPDN

Task Pane In Map Explorer, right-click a node topology ► Delete Node

MAPDP

Deletes a polygon from a polygon topology

Command Line MAPDP

Task Pane In Map Explorer, right-click a polygon topology ► Delete Polygon

MAPDVP

Divides a polygon in a polygon topology by allowing you to add a link

Command Line MAPDVP

Task Pane In Map Explorer, right-click a polygon topology ► Divide Polygon

MAPEDITDIR

Edits the direction of a link in a network topology

Command Line MAPEDITDIR

Dialog Box MAPEDITDIR (Edit Direction command)

MAPEDITRES1

Edits the direct resistance of a node or link in a network topology

Command Line MAPEDITRES1

Dialog Box MAPEDITRES1 (Edit Direct Resistance command)

MAPEDITRES2

Edits the reverse resistance of a link in a network topology

Command Line MAPEDITRES2

Dialog Box MAPEDITRES2 (Edit Reverse Resistance command)

MAPIL

Inserts a link in a topology

Command Line MAPIL

Task Pane In Map Explorer, right-click a network topology ► Insert New Link

MAPIN

Inserts a node in a topology

Command Line	MAPIN
Task Pane	In Map Explorer, right-click a node topology ► Insert Node

MAPJL

Joins two links in a topology

Command Line	MAPJL
Task Pane	In Map Explorer, right-click a network topology ► Join Links

MAPMEL

Repositions an end point of a link in a topology

Command Line	MAPMEL
Task Pane	In Map Explorer, right-click a network topology ► Move End Of Link

MAPML

Moves a link in a topology

Command Line	MAPML
Task Pane	In Map Explorer, right-click a network topology ► Move Links

MAPMN

Moves a node in a topology or moves a node at the end of a link in network or polygon topologies

Command Line	MAPMN
Task Pane	In Map Explorer, right-click a node topology ► Move Node

MAPMP

Merges polygons in a polygon topology

Command Line	MAPMP
---------------------	-------

Task Pane In Map Explorer, right-click a polygon topology ► Merge Polygon

MAPRL

Reverses a link in a topology

Command Line MAPRL

Task Pane In Map Explorer, right-click a topology ► Reverse Link Direction

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

Icon  Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Editing a Node

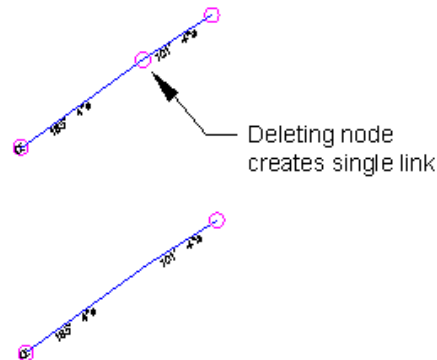
You can move a node in a node topology, or move a node at the end point of a link in a network or polygon topology. Moving the node at the end point of a link also moves that end of the chosen link. Edits to nodes and links in a polygon topology change the centroid, the area, and perimeter values.

When you move a node, AutoCAD Map 3D checks its new location.

- In node topologies, if there is an existing node in the same location, you must specify which node to keep.
- In network or polygon topologies, you must specify whether to join the links and which node to use to join them.

You can also delete nodes. For more information, see [Deleting Links, Nodes, and Polygons](#) on page 750.

If you're working with a network topology, you can also modify the [resistance](#) on page 714 of nodes.



Deleting one node that indicates adjoining links creates a single link.

To turn an explicit node into an implicit node, unload the topology, delete the point or block representing the explicit node, and then reload the topology.

To turn an implicit node into an explicit node, first insert a block or point at the implicit node point (use an Intersection or End snap to position the block accurately). Then, if you are working with a node topology, right-click the topology name in Map Explorer. Click Add Node. You cannot use the Insert Node option. If you are working with a network or polygon topology, use the MAPAN command.

If you retrieve the nodes of a network or polygon topology, but not the connecting links, you can still move the nodes. However, the current topology knows nothing about the connecting links because all the link information is stored on the links, and saving any edited nodes back to the source drawings will create an incorrect topology.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [To create a node on an existing link](#) on page 742
- [To delete a link, node, or polygon](#) on page 751
- [To edit the resistance of a link or node in a network topology](#) on page 714

To edit a node

- 1 Open the drawing where the topology was created and load the topology.

- 2 Do one of the following:
 - For a node topology, in Map Explorer, right-click the topology name. Click Move Nodes.
 - For a network or polygon topology, type mapmn at the command line.
- 3 When prompted, click the nodes to move.
- 4 Press Enter when you finish selecting nodes.
- 5 Specify the base point or displacement.
- 6 Specify the second point of displacement.

The two points you specify define a displacement vector that indicates how far the selected objects are to be moved and in what direction. If you press Enter at the Specify Second Point of Displacement prompt, the first point is interpreted as relative X,Y,Z displacement. For example, if you specify 2,3 for the base point and press Enter at the next prompt, the object moves 2 units in the X direction and 3 units in the Y direction from its current position.

In a node topology, if the node's new location is the same as an existing node, specify which node to keep. In a network topology, specify whether to join the links and which node to keep.

Quick Reference

MAPMN

Moves a node in a topology or moves a node at the end of a link in network or polygon topologies

Command Line	MAPMN
Task Pane	In Map Explorer, right-click a node topology ► Move Node

MAPNODEEDIT

Edits a node in a topology

Command Line	MAPNODEEDIT
Dialog Box	MAPNODEEDIT (Edit Topology Node command)

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

Icon  Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Editing a Link

There are several ways you can edit links in a network or polygon topology. You can do any of the following:

- Move a link to a new location.
- Reposition one of the nodes at the end point of a link. Moving the node at the end point of a link moves that end of the chosen link.
If you move an end point to the same location as an existing end point, AutoCAD Map 3D prompts you to join the links and specify which node to keep. If you select a line or arc when moving links or end points of links, it is converted to a polyline.
- Join two links in a network or polygon topology by removing an intersection or pseudo-node.
- Break a link at a specified break point. AutoCAD Map 3D inserts a node at the break point.
- Reverse a link's direction in a network topology.
- Specify a link's resistance, reverse resistance, and direction.

Edits to links in a polygon topology change the centroid, the area, and the perimeter values.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [To create a node on an existing link](#) on page 742

- [Editing a Node](#) on page 723
- [To delete a link, node, or polygon](#) on page 751
- [Specifying the Direction for a Link](#) on page 710
- [Specifying the Resistance for a Link or Node](#) on page 713
- [Adding a Link](#) on page 743
- [To reposition a node at the end point of a link](#) on page 727
- [To reposition a link](#) on page 727
- [To join two links, break a link, or reverse a link's direction](#) on page 728
- [To modify a link's resistance or direction](#) on page 728

To reposition a node at the end point of a link

- 1 Open the drawing where the topology was created and load the topology.
- 2 Do one of the following:
 - For a network topology, in Map Explorer, right-click the topology name. Click Move End Of Link.
 - For a polygon topology, type MAPMEL on the command line.
- 3 When prompted, click the node (end point) to move.
- 4 When prompted, click the location of the new end point.
If the new location is the same as an existing end point in the topology, specify whether to join the links and which node to keep.

To reposition a link

- 1 Open the drawing where the topology was created and load the topology.
- 2 Do one of the following:
 - For a network topology, in Map Explorer, right-click the topology name. Click Move Links.
 - For a polygon topology, type MAPML on the command line.
- 3 When prompted, click the link to reposition.
- 4 When prompted, click any additional links to reposition.

- 5 Press Enter when you finish selecting links.
- 6 Specify the base point or displacement.
- 7 Specify the second point of displacement.

The two points define a displacement vector that indicates how far the selected objects are moved and in what direction. If you press Enter at the Specify Second Point of Displacement prompt, the first point is interpreted as relative X,Y,Z displacement. For example, if you specify 2,3 for the base point and press Enter at the next prompt, the object moves 2 units in the X direction and 3 units in the Y direction from its current position.

To join two links, break a link, or reverse a link's direction

- 1 Open the drawing where the topology was created and load the topology.
- 2 Do one of the following:
 - For a network topology, in Map Explorer, right-click the topology name. Click a menu option.
 - To join two links in a polygon topology, type MAPJL on the command line. To break a link in a polygon topology, type MAPBL on the command line. You cannot reverse a link's direction in a polygon topology.
Follow the command line prompts.

To modify a link's resistance or direction

- For information about specifying values for resistance, see [To edit the resistance of a link or node in a network topology](#) on page 714.
- For information about specifying direction, [To specify the direction for a link](#) on page 712.

Quick Reference

MAPBL

Breaks a link in a topology at a specified point

Command Line MAPBL

Task Pane In Map Explorer, right-click a network topology ► Break Link

MAPEDITDIR

Edits the direction of a link in a network topology

Command Line MAPEDITDIR

Dialog Box MAPEDITDIR (Edit Direction command)

MAPEDITRES1

Edits the direct resistance of a node or link in a network topology

Command Line MAPEDITRES1

Dialog Box MAPEDITRES1 (Edit Direct Resistance command)

MAPEDITRES2

Edits the reverse resistance of a link in a network topology

Command Line MAPEDITRES2

Dialog Box MAPEDITRES2 (Edit Reverse Resistance command)

MAPJL

Joins two links in a topology

Command Line MAPJL

Task Pane In Map Explorer, right-click a network topology ► Join Links

MAPMEL

Repositions an end point of a link in a topology

Command Line MAPMEL

Task Pane In Map Explorer, right-click a network topology ► Move End Of Link

MAPML

Moves a link in a topology

Command Line	MAPML
Task Pane	In Map Explorer, right-click a network topology ► Move Links


MAPRL

Reverses a link in a topology

Command Line	MAPRL
Task Pane	In Map Explorer, right-click a topology ► Reverse Link Direction

PROPERTIES

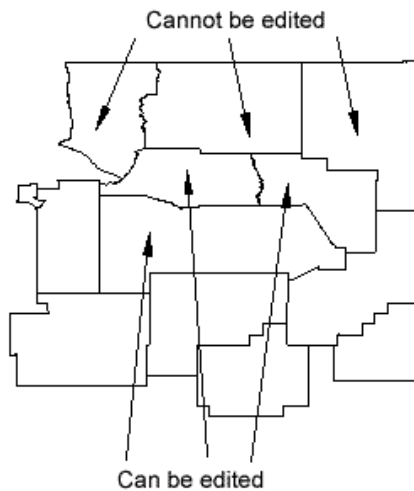
Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Editing a Polygon

You can divide a polygon into two smaller polygons by drawing a link between two nodes that define the polygon. You can also remove a boundary between two polygons and combine them into one polygon. You can specify the centroid to remove. Splitting and combining polygons change the centroid, the area, and perimeter values.

You can also use the commands for [editing nodes](#) on page 723 and [editing links](#) on page 726 to edit a polygon topology. When you do, AutoCAD Map 3D changes the centroid, the area, and perimeter values of the polygons automatically.



Polygons at the edge of a queried polygon topology cannot be edited.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Polygon Topology](#) on page 699
- [Querying a Topology](#) on page 1114
- [Adding a Polygon](#) on page 745
- [To delete a link, node, or polygon](#) on page 751
- [Editing a Link](#) on page 726
- [Editing a Node](#) on page 723

To divide a polygon into two smaller polygons

- 1 Open the drawing where the polygon topology was created and load the topology.
- 2 In Map Explorer, right-click the topology name. Click Divide Polygon.
- 3 Specify a node for the first divide point.
- 4 Specify the node for the second divide point.

To merge two polygons into one polygon

- 1 Open the drawing where the polygon topology was created and load the topology.
- 2 In Map Explorer, right-click the topology name. Click Merge Polygon.
- 3 Specify the link (boundary between two polygons) to remove.
- 4 Specify the centroid to remove.
- 5 On the command line, type Y to merge the polygons.

Quick Reference

MAPDVP

Divides a polygon in a polygon topology by allowing you to add a link

Command Line	MAPDVP
Task Pane	In Map Explorer, right-click a polygon topology ► Divide Polygon

MAPMP

Merges polygons in a polygon topology

Command Line	MAPMP
Task Pane	In Map Explorer, right-click a polygon topology ► Merge Polygon

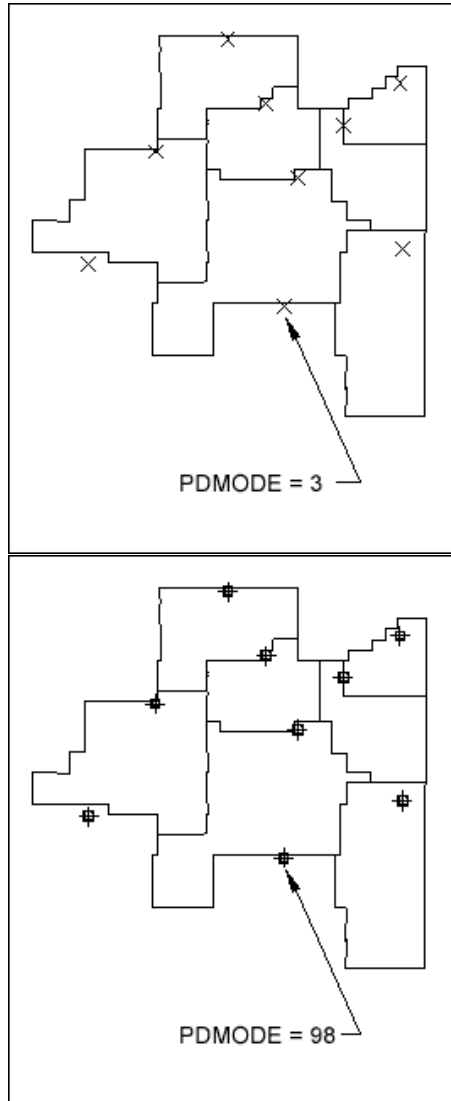
PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Changing the Appearance of Points

If you create nodes as ACAD_POINT, you can change their appearance.



See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Node Topology](#) on page 693
- [Adding a Node](#) on page 740

To change the appearance of points

- 1 Click Setup menu ► More Formatting Options ► Point Style.
- 2 In the Point Style dialog box, select any of the point modes.
You can also change the Point Size to improve the visibility of the points.
- 3 Click OK.
- 4 On the command line, enter regen.

Nodes you created using ACAD_POINT appear in the point style you selected.

To reset the node display, use the Point Style dialog box to reset the point style. Then enter regen on the command line.

Quick Reference

DDPTYPE

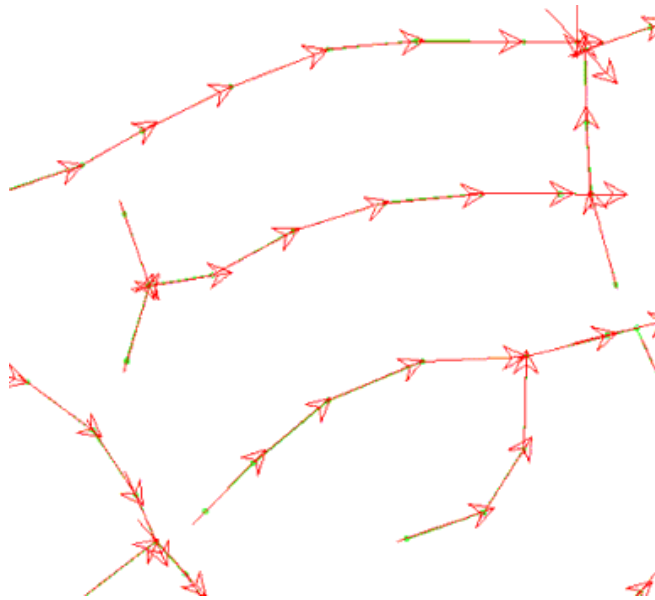
Specifies the display mode and size of point objects

Menu	Setup menu ► More Formatting Options ► Point Style
Command Line	DDPTYPE

Editing the Direction for a Link

You can specify the direction of movement allowed for a link in a network topology. AutoCAD Map 3D uses this direction when tracing through network topology for path traces, best route analysis, and flood traces.





Direction	Property in the Properties palette	Object data value
Bi-Directional (two-way)	Bi-Directional	0
Same as created. Movement along the link is allowed only in the direction that the link was created.	Forward	1
Reverse of created direction. Movement along the link is allowed only in the opposite direction that the link was created.	Reverse	-1

The default direction of an arc, or a two point polyline with an arc segment, is counterclockwise. Set the value to Bi-Directional (0) or Forward (1) for counterclockwise, and to Reverse (-1) for clockwise.

To reverse the direction of selected links, right-click a network topology in Map Explorer. Click Reverse Link Direction. You can also use the MAPRL command.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [Adding a Link](#) on page 743
- [To delete a link, node, or polygon](#) on page 751
- [Specifying the Direction for a Link](#) on page 710
- [Specifying the Resistance for a Link or Node](#) on page 713
- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099

To edit the direction of a link

- 1 Verify that the network topology containing the link is loaded. You can specify link direction for network topologies only.
- 2 In the map, double-click the link.
If more than one topology contains the same link, select one of the topologies. [Update the other topologies](#) on page 753 later.
- 3 In the Properties palette, under the Topo properties, choose a setting for the Flow Direction property:
 - Bi-Directional — Movement is allowed in both directions.
 - Forward — Movement is allowed only in the direction that the link was created.
 - Reverse — Movement is allowed only in the opposite direction of the direction that the link was created.

The new direction setting is assigned to the link.

NOTE You can also store a direction value in an object data table or an external database table. When you run a shortest path trace, best route analysis, or flood trace, you can specify the location of this data. When storing this data, use 0 for Bi-Directional, 1 for Forward, and -1 for Reverse.

Quick Reference

MAPEDITDIR

Edits the direction of a link in a network topology

Command Line MAPEDITDIR

Dialog Box MAPEDITDIR (Edit Direction command)

MAPRL

Reverses a link in a topology

Command Line MAPRL

Task Pane In Map Explorer, right-click a topology ► Reverse Link Direction

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

Icon  Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Editing the Resistance for a Link or Node

Direct Resistance is the resistance to travel in the direction that a link was created, while Reverse Resistance is the resistance in the opposite direction along a link.

For both types, you can specify a resistance for any link in the network topology. This resistance specifies the difficulty in traversing the link. The default resistance is the length of the link.

AutoCAD Map 3D uses this resistance when doing a shortest path trace, best route analysis, or flood trace. For an example of using resistance to show travel times, see [Performing a Flood Trace](#) on page 1099.

You can also specify the Resistance of a node in a network topology, such as setting resistance for a valve in a pipe network, or a junction in a road network.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [Adding a Link](#) on page 743
- [To delete a link, node, or polygon](#) on page 751
- [Specifying the Direction for a Link](#) on page 710
- [Specifying the Resistance for a Link or Node](#) on page 713
- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099

To edit the resistance of a link or node in a network topology

- 1 Verify that the network topology containing the link or node is loaded. Be sure to load the topology from the current drawing. You can specify resistance for network topologies only.
- 2 In the map, double-click the link or node.
If more than one topology contains the same link or node, select one of the topologies. [Update the other topologies](#) on page 753 later.
- 3 In the Properties palette, under the group of Topo properties, enter new value(s) for resistance. You must enter a numeric value.
 - For a node, enter a value for Resistance, which is the resistance to cross the node.
 - For a link, enter values for Direct Resistance and Reverse Resistance. Direct resistance is the resistance to travel in the direction that a link was created, while reverse resistance is the resistance in the opposite direction along a link. The default value is the length of the link.

The new resistance values are assigned to the objects.

NOTE You can also store a resistance value in object data or an external database. When you run a flood trace, path trace, or best route analysis, specify the location of this data.

If you are entering the commands on the command line, use the MAPEDITRES1 command to edit the Direct Resistance of links and the Resistance of nodes; use the MAPEDITRES2 command to edit the Reverse Resistance of links.

Quick Reference

MAPEDITRES1

Edits the direct resistance of a node or link in a network topology

Command Line MAPEDITRES1

Dialog Box MAPEDITRES1 (Edit Direct Resistance command)

MAPEDITRES2

Edits the reverse resistance of a link in a network topology

Command Line MAPEDITRES2

Dialog Box MAPEDITRES2 (Edit Reverse Resistance command)

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

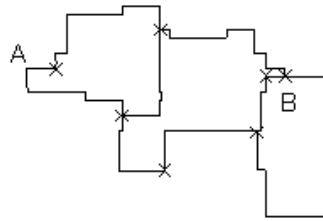
Icon  Properties

Command Line PROPERTIES

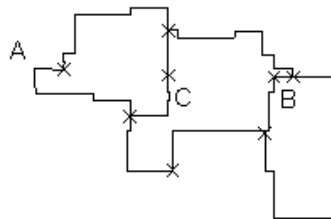
Task Pane Select object. Right-click in drawing area ► Properties

Adding a Node

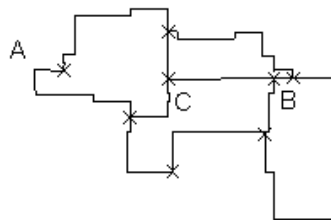
You can add nodes to an existing topology. To add nodes, the current drawing must be where the topology was created and the geometry (point, block, or text object) must already exist. You can add a node to the end of a link or a vertex in network or polygon topologies.



Original polygon topology



Add node at C



Add link from B to C

Adding a node to an existing topology.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767
- [Deleting Links, Nodes, and Polygons](#) on page 750
- [Updating a Topology](#) on page 753
- [Adding a Link](#) on page 743

To create a node on an existing link

- 1 Open the drawing where the topology was created and load the topology.
To create a node and add it to a topology, the current drawing must be the drawing where the topology was created.

NOTE To add the same point to more than one topology, select one of the topologies. [Update the other topologies](#) on page 753 later.

- 2 Do one of the following:
 - To add a node to a node topology, in Map Explorer, right-click the topology name. Click Insert Node.
 - To add a node to a network or polygon topology, type mapin on the command line.
- 3 When prompted, select the block to use for the node.
- 4 When prompted, specify the location for the node. You can use an object snap such as Midpoint. Enter any other node information.

To add an existing node to a topology

- 1 Open the drawing where the topology was created and load the topology.
- 2 Create the point, block, or text object that you will use as the node.
- 3 Be sure to load the topology you want to add the node to from the current drawing.
- 4 Do one of the following:
 - To add a node to a node topology, in Map Explorer, right-click the topology name. Click Add Node.
 - To add a node to a network or polygon topology, type mapan on the command line.
- 5 When prompted, select the object to use as the node.

Quick Reference

MAPAN

Adds a node to a topology

Command Line	MAPAN
Task Pane	In Map Explorer, right-click a node topology ► Add Node


MAPIN

Inserts a node in a topology

Command Line	MAPIN
Task Pane	In Map Explorer, right-click a node topology ► Insert Node

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Adding a Link

You can add a new or existing link to a network or polygon topology. The current drawing must be where the topology was created.

Create new links between existing nodes. [Add nodes](#) on page 740 as needed. For more information, see . New links cannot cross other links. If you draw a line or arc, it is converted to a polyline.

When adding links to polygon topologies, AutoCAD Map 3D updates the centroid, the area, and perimeter values of the polygons. You can also divide a polygon using the MAPDVP command.

You cannot add links to node topologies.

See also:

- [Adding a Node](#) on page 740

- [Editing a Link](#) on page 726
- [Editing a Polygon](#) on page 730
- [Editing a Polygon](#) on page 730
- [Editing the Direction for a Link](#) on page 734
- [Editing the Resistance for a Link or Node](#) on page 738

To create a link and add it to a topology

- 1 Open the drawing where the topology was created and load the topology.
- 2 Do one of the following:
 - To create a new link in a network topology, in Map Explorer, right-click the topology name. Click Insert New Link.
 - To create a link in a polygon topology, type MAPIL on the command line.
- 3 When prompted, click the start point for the new link.
- 4 When prompted, click the next point(s).
- 5 To finish entering points, press Enter.
- 6 Optionally, modify the values for [resistance](#) on page 714 and [direction](#) on page 712.

To add an existing link to a topology

- 1 Open the drawing where the network or polygon topology was created and load the topology.
- 2 Do one of the following:
 - To add a link to a network topology, in Map Explorer, right-click the topology name. Click Add New Links.
 - To add a link to a polygon topology, type MAPAL on the command line.
- 3 When prompted, click the link to add to the topology.
- 4 Click any additional links to add.
- 5 When you finish selecting links, press Enter.

- 6 Optionally, modify the values for [resistance](#) on page 714 and [direction](#) on page 712.

Quick Reference

MAPAL

Adds a link to a topology

Command Line	MAPAL
Task Pane	In Map Explorer, right-click a network topology ► Add New Links

MAPIL

Inserts a link in a topology

Command Line	MAPIL
Task Pane	In Map Explorer, right-click a network topology ► Insert New Link

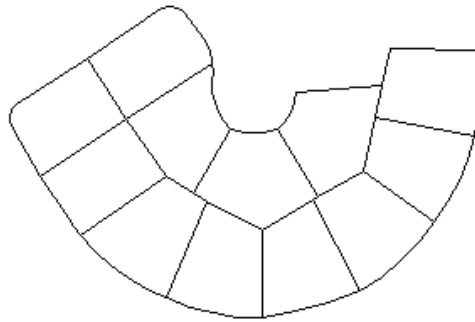
PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

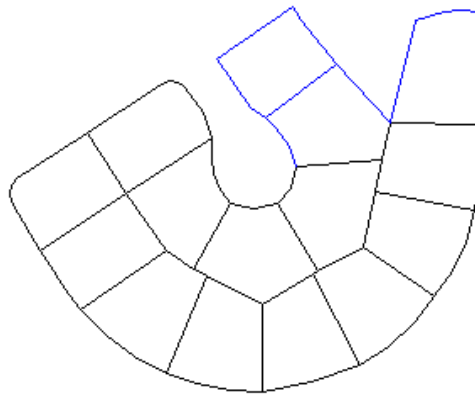
Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

Adding a Polygon

You can add a polygon using existing objects or new linework as a perimeter. To add a polygon to a polygon topology, the current drawing must be where the topology was created.



Original polygon topology



After adding polygons

New polygons can be added to an existing polygon topology.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Polygon Topology](#) on page 699
- [Loading or Unloading Topologies](#) on page 767

To add a polygon to a polygon topology using existing linework

- 1 Open the drawing where the polygon topology was created and load the topology.

To add a polygon to a polygon topology, the current drawing must be the drawing where the topology was created.

- 2 Do one of the following:
 - In Map Explorer, right-click the topology name. Click Add Polygon.
 - Type mapap on the command line.
- 3 In the map, select the border objects of the polygons to add.
- 4 Press Enter when you finish selecting polygons.
- 5 If you have blocks defined in the drawing, you are prompted to specify a block to use for the centroid. Press Enter to use ACAD_POINT, or type a block name and press Enter.

To add a polygon to a polygon topology by creating new linework

- 1 Open the drawing where the polygon topology was created and load the topology.
- 2 On the command line, type MAPIL.
- 3 When prompted, specify the location for a new link. The link must define a polygon.

Quick Reference

MAPAP

Adds a polygon to a polygon topology

Command Line	MAPAP
Task Pane	In Map Explorer, right-click a polygon topology ► Add Polygon

MAPIL

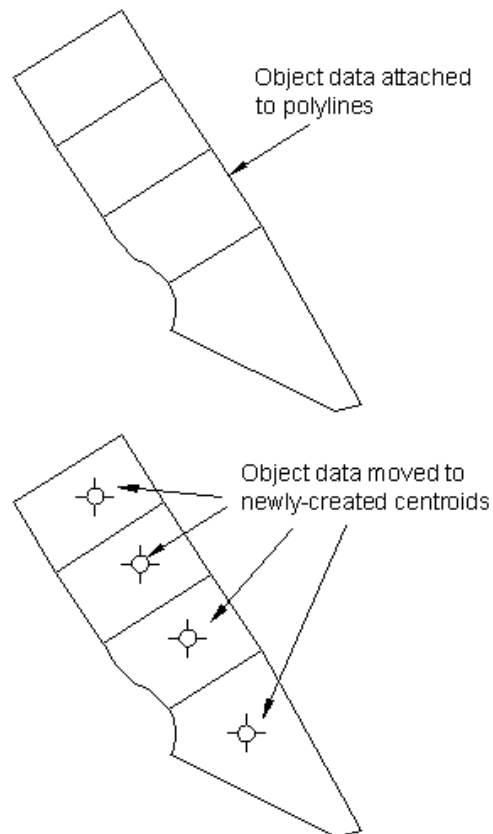
Inserts a link in a topology

Command Line	MAPIL
Task Pane	In Map Explorer, right-click a network topology ► Insert New Link

Creating Centroids for Polygons

If you have polygon objects or closed polylines with data attached to them, you can create centroids and move the data to the centroid. This is useful:

- After you import or digitize objects.
- Before using editing commands such as Drawing Cleanup, Boundary Break, or Boundary Trim.
- When working with topology.



Object data attached to closed polylines (above) and object data moved to centroids (below).

AutoCAD Map 3D checks that the lines do not intersect each other, and that the area is greater than 0. It then creates a centroid inside each selected polygon or closed polyline and moves any object data or SQL link data to the centroid. For an object shaped like a figure eight, AutoCAD Map 3D creates one centroid.

Centroids are created with a Z value of 0.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Polygon Topology](#) on page 699
- [Loading or Unloading Topologies](#) on page 767
- [Importing Polygons](#) on page 363
- [Defining the Text Insertion Point](#) on page 793

To create centroids for polygons and closed polylines

- 1 Click Create menu ► Centroids.
- 2 In the [Create Centroids dialog box](#) on page 1535, specify whether to create centroids for all closed objects or only for selected closed objects. If only for selected closed objects, select the polygons and closed polylines.

TIP Click the Quick Select tool to view and filter the object type as you select objects.

- 3 Specify the layer on which the centroids should be created.
- 4 Specify the block to use for centroids, or use ACAD_POINT.
- 5 Click OK.

Quick Reference

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu Create menu ► Centroids

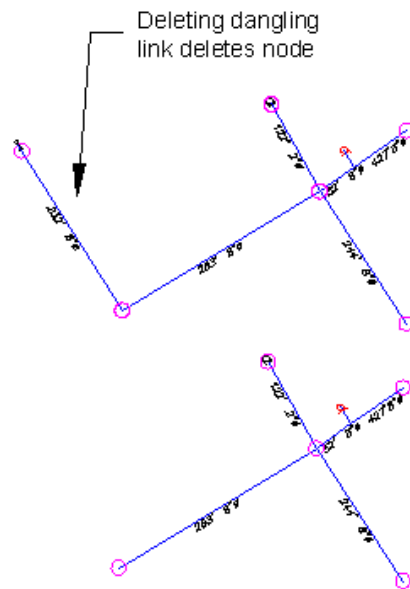
Icon	 Create Centroids
Command Line	MAPCREATECENTROIDS
Dialog Box	Create Centroids dialog box

Deleting Links, Nodes, and Polygons

You can delete a node in a node, network, or polygon topology; a link in a network or polygon topology; or a polygon in a polygon topology. When you delete nodes, links, or polygons, object data and external database links may be lost.

WARNING Both the topology information and associated objects are deleted.

- Deleting a node shared by two links joins the links together. First and last point information on the resulting link is updated.
- Deleting a dangling link deletes the dangling end node.
- Deleting a link deletes any associated nodes, unless the link is also part of another topology or the nodes are referenced by another link.
- Deleting a polygon deletes the centroid and all references to it in surrounding links, unless objects are part of another topology or are referenced by another polygon.



When you remove a link, any nodes that are not connected to other links are also removed.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767
- [Adding a Node](#) on page 740
- [Adding a Link](#) on page 743
- [Editing a Node](#) on page 723
- [Editing a Link](#) on page 726

To delete a link, node, or polygon

- 1 Open the drawing where the topology was created and load the topology.
- 2 Do one of the following:
 - To delete a node from a node topology, in Map Explorer, right-click the topology. Click Delete Node. To delete a node from a network or polygon topology, type MAPDN on the command line.

- To delete a link from a network topology, in Map Explorer, right-click the topology. Click Delete Links. To delete a link from a polygon topology, type MAPDL on the command line.
 - To delete a polygon from a polygon topology, in Map Explorer, right-click the topology. Click Delete Polygon.
- 3 Select the object(s) to delete. To select a polygon, click near its centroid.

Quick Reference

MAPDL

Deletes a link in a topology

Command Line	MAPDL
Task Pane	In Map Explorer, right-click a network topology ► Delete Links

MAPDN

Deletes a node in a topology

Command Line	MAPDN
Task Pane	In Map Explorer, right-click a node topology ► Delete Node

MAPDP

Deletes a polygon from a polygon topology

Command Line	MAPDP
Task Pane	In Map Explorer, right-click a polygon topology ► Delete Polygon

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
-------------	----------------------

Icon



Properties

Command Line

PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Updating a Topology

Objects in a topology have relationship data stored in an object data table. If you modify the objects using the [topology editing commands](#) on page 716, the topology data on the objects is updated. However, you must manually update the topology data in the following circumstances:

- If you modify the objects using standard AutoCAD commands, such as Move.
- If the object is referenced by more than one topology. (Only the selected topology is updated when you modify the object. Use the Update option to update the remaining topologies that reference the object.)

NOTE If the update options cannot restore integrity, try using Recreate. In Map Explorer, right-click a topology ► Administration ► Recreate. When you recreate a topology, the topology is completely recreated. Any editing changes you made to the topology object data are erased.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767

To update a topology

- 1 Verify that the topology containing the objects to update is [loaded](#) on page 768.
 - To update nodes in a node topology, in Map Explorer, right-click the topology name. Click Update. To update nodes in a network or polygon topology, type MAPNODUPD on the command line.
 - To update links in a network topology, in Map Explorer, right-click the topology name. Click Update. To update links in a polygon topology, type MAPLINKUPD on the command line.

- To update polygons links in a polygon topology, in Map Explorer, right-click the topology name. Click Update. You can also type MAPPOLYUPD on the command line.

2 Select the objects to update. Press Enter

The topology data for the object is updated in the topology.

If you delete an object from one topology, and the object belongs to another topology, the physical object is not removed from the drawing. The second topology is not changed and no update is necessary for the deleted object.

Quick Reference

MAPLINKUPD

Updates links in a network topology

Command Line	MAPLINKUPD
Task Pane	In Map Explorer, right-click a topology ► Update
Dialog Box	MAPLINKUPD (Update Topology Link command)

MAPNODUPD

Updates nodes in a topology

Command Line	MAPNODUPD
Task Pane	In Map Explorer, right-click a topology ► Update
Dialog Box	MAPNODUPD (Update Topology Node command)

MAPPOLYUPD

Updates a polygon topology

Command Line	MAPPOLYUPD
Task Pane	In Map Explorer, right-click a topology ► Update
Dialog Box	MAPPOLYUPD (Update Topology Polygon command)

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu

Analyze ► Properties

Icon



Command Line

PROPERTIES

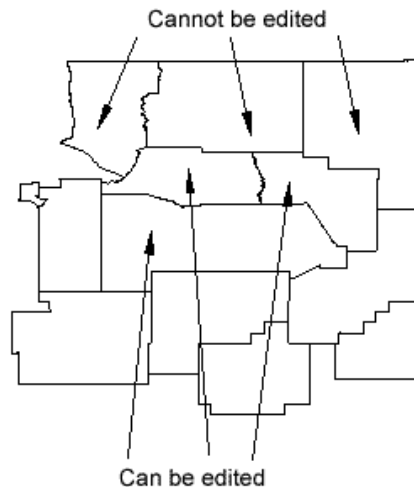
Task Pane

Select object. Right-click in drawing area ► Properties

Editing a Partial Topology

In general, when editing a topology, you should retrieve the entire topology. However, if the topology is large, it may impair performance. With large topologies, you can query in just a part of the topology.

[Topology editing tools](#) on page ? do not allow you to edit incomplete objects at the edges of the queried area. Your query must retrieve enough of an area around the edit area to ensure that the objects to be edited are complete.



Polygons at the edge of a queried polygon topology cannot be edited.

See also:

■ [Correcting or Completing a Topology](#) on page 778

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767

To retrieve objects to edit

- 1 Open a drawing, attach the source drawings that contain the topology you wish to edit, and make those source drawings active. Zoom to the extents of the active source drawings.
- 2 In Display Manager, click Data menu ► Add Drawing Data ► Query Topology.
- 3 In the [Topology Query dialog box](#) on page 1728, click Load.
- 4 In the Topology Selection dialog box, select the topology to query. Click OK.
- 5 In the Load Topology from Source Drawing dialog box, make sure that both the Topology Objects options are not selected. Click OK.
- 6 In the Topology Query dialog box, select or define a query.
 - To load an existing query, click Load Query and select the query.
 - To define a new query, click Define Query, and then [define a query](#) on page 1119 to retrieve the topology geometry you require.
- 7 Select Draw mode and execute the query.

Now that the objects are in the current drawing, you can edit them.

To edit the objects

- 1 [Unload](#) on page 768 the topology from the source drawings. Load the topology in the current drawing.
- 2 Make any edits to the topology with the [editing topology tools](#) on page ?.
- 3 Add the changes to the save set.
- 4 [Save back the changes to the source drawings](#) on page 626. Do not save the current drawing.

Quick Reference

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu In the Classic workspace, click File menu ► Save Source Drawing Save Set

Icon  Save to Source Drawings


Command Line ADESAVEOBS

Dialog Box Save Objects to Source Drawings dialog box

MAPTOPOLOAD

Loads a topology

Menu Click Analyze ► More Topology Options ► Load Topology.

Icon  Load Topology

Command Line MAPTOPOLOAD

Task Pane In Map Explorer, right-click a topology ► Administration ► Load Topology

Dialog Box Topology Selection dialog box

MAPTOPOQUERY

Queries topologies

Menu Click Setup ► More DWG Options ► Define Topology Query.

Icon  Query Topology

Command Line MAPTOPOQUERY

Task Pane In Map Explorer, right-click a topology ► Analysis ► Topology Query

Dialog Box Topology Query dialog box

MAPTOPOUNLOAD

Unloads a topology

Menu Click Map ► Topology ► Administration ► Unload.

Icon



Unload Topology

Command Line MAPTOPOUNLOAD

Task Pane In Map Explorer, right-click a topology ► Administration ► Unload Topology

Dialog Box Topology Selection dialog box

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

Icon



Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Creating Closed Polylines from a Polygon Topology

You can create closed polylines from a polygon topology. This is useful if you want to give data to an AutoCAD user so the user can hatch polygonal areas.

While creating closed polylines from polygon topology, you can create a group containing all the elements of complex areas, such as islands. If the islands themselves have nested islands or other polygons, these nested polygons will form a separate grouping automatically, creating different levels of grouping. If two or more inner polygons are not nested but share the same outer boundary, they will be treated as one group.

You can manipulate grouped data with the GROUP command. For more information, see *GROUP* in the AutoCAD Help.

You can also copy the object data and the external database links held in the centroids to the closed polylines.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Creating a Polygon Topology](#) on page 699
- [Loading or Unloading Topologies](#) on page 767
- [Exporting Polygons from a Polygon Topology](#) on page 1200

To create closed polylines from a polygon topology

- 1 Click Create menu ► Create Closed Polylines.
- 2 In the [Create Closed Polylines dialog box](#) on page 1672, click Load to load the polygon topology or select from the Name list.
All polygons in the selected topology are automatically selected.
- 3 Under How to Close, specify the layer to create the polylines.
- 4 Select Group Complex Polygons if you want to create a group containing all the elements of complex areas, such as islands.
- 5 Select Copy Object Data From Centroid To Pline and Copy Database Links From Centroid To Pline if you want to copy the object data and external database links held in the centroids to the closed polylines.
- 6 Click OK.

Quick Reference

MAPCLPLINE

Creates polylines from a polygon topology

Menu	Create menu ► Create Closed Polylines
Command Line	MAPCLPLINE
Dialog Box	Create Closed Polylines dialog box

Managing Topologies

- [Overview of Managing Topologies](#) on page 760
- [Loading or Unloading Topologies](#) on page 767
- [Highlighting and Identifying Topology](#) on page 769
- [Viewing Topology Data](#) on page 773
- [Viewing Topology Statistics](#) on page 775
- [Saving Topology to Source Drawings](#) on page 776
- [Correcting or Completing a Topology](#) on page 778
- [Saving and Loading Settings Using Profiles](#) on page 781
- [Renaming Topologies and Changing Their Descriptions](#) on page 783
- [Deleting Topologies](#) on page 784

To manage topologies

- [To load a topology](#) on page 768
- [To unload a topology](#) on page 768
- [To highlight all objects in a selected topology](#) on page 771
- [To highlight and identify the topologies associated with an object](#) on page 771
- [To change the color used for highlighting](#) on page 771
- [To remove highlighting and restore objects to their original color](#) on page 772
- [To view topology object data](#) on page 774
- [To view and edit the properties of topology objects in the Properties palette](#) on page 774
- [To view topology statistics](#) on page 776
- [To save topology to source drawings](#) on page 777
- [To audit, recreate, or complete a topology](#) on page 779
- [To test the integrity of a network topology](#) on page 779
- [To save topology analysis settings in a profile](#) on page 782
- [To load an existing topology profile](#) on page 782
- [To rename or delete profiles](#) on page 782
- [To change the name, description, or both of a topology](#) on page 784
- [To delete a topology](#) on page 785

Overview of Managing Topologies

Using topology administration tools, you can do the following:

- Load or unload an existing topology

- Rename or delete a topology
- Audit or check the status of a topology to ensure its integrity
- Recreate a topology that was edited with commands other than the topology editing tools
- Get statistics on the topologies in the current drawing
- Highlight all objects in a topology, and all topologies for a selected object.

When you use these tools, all source drawings associated with a named topology must be attached and active.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Saving Topology to Source Drawings](#) on page 776
- [Saving New Objects to Attached Drawings](#) on page 627

To do this...	Use this method...
Load an existing topology.	In Map Explorer, right-click the topology name ► Administration ► Load Topology. See Loading or Unloading Topologies on page 767
Unload an existing topology.	In Map Explorer, right-click the topology name ► Administration ► Unload Topology. See Loading or Unloading Topologies on page 767
Rename a topology.	In Map Explorer, right-click the topology name ► Administration ► Rename. See Renaming Topologies and Changing Their Descriptions on page 783

To do this...	Use this method...
Audit or recreate a topology	In Map Explorer, right-click the topology name. Click an option from the Administration submenu. See Correcting or Completing a Topology on page 778
Test the integrity of a topology	Click Analyze menu ► Network Analysis. See Correcting or Completing a Topology on page 778
Get statistics on the topologies in the current drawing	In Map Explorer, right-click the topology name ► Statistics. See Viewing Topology Statistics on page 775
View the properties of topology objects	Click Analyze menu ► Properties. Select the object. In the Properties palette, under the Topo group, view the topology properties. See Viewing Topology Data on page 773
View topology object data	Click Modify menu ► Edit Object Data. Select the object. See Viewing Topology Data on page 773
Highlight all objects in a topology.	In Map Explorer, right-click the topology name ► Show Geometry. See Highlighting and Identifying Topology on page 769
Highlight the topologies associated with an object.	In Map Explorer, right-click the Topologies folder ► Show Topology. Click an object in the map. See Highlighting and Identifying Topology on page 769

To do this...	Use this method...
Delete a topology	In Map Explorer, right-click the topology name ► Administration ► Delete. See Deleting Topologies on page 784

Quick Reference

MAPTOPOLOAD

Loads a topology

Menu

Click Analyze ► More Topology Options ► Load Topology.

Icon



Load Topology

Command Line

MAPTOPOLOAD

Task Pane

In Map Explorer, right-click a topology ► Administration ► Load Topology

Dialog Box

Topology Selection dialog box

MAPTOPOUNLOAD

Unloads a topology

Menu

Click Map ► Topology ► Administration ► Unload.

Icon



Unload Topology

Command Line

MAPTOPOUNLOAD

Task Pane


In Map Explorer, right-click a topology ► Administration ► Unload Topology

Dialog Box

Topology Selection dialog box


MAPSHOWGEOM

Highlights and identifies topologies for the selected object

Menu	At the Command prompt, enter mapshowgeom.
Icon	 Show Geometry
Command Line	MAPSHOWGEOM
Task Pane	In Map Explorer, right-click Topologies ► Show Geometry

MAPSHOWTOPO

Highlights objects in the selected topology

Menu	Click Map ► Topology ► Show Topology Geometry.
Icon	 Show Topology
Command Line	MAPSHOWTOPO
Task Pane	In Map Explorer, right-click a topology ► Show Topology


MAPTOPOSTATS

Displays detailed information about a topology

Menu	Click Map ► Topology ► Administration ► Statistics.
Command Line	MAPTOPOSTATS
Task Pane	In Map Explorer, right-click a topology ► Statistics
Dialog Box	Topology Statistics dialog box

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu	In the Classic workspace, click File menu ► Save Source Drawing Save Set
Icon	 Save to Source Drawings
Command Line	ADESAVEOBS
Dialog Box	Save Objects to Source Drawings dialog box

ADESELOBS

Creates a set of objects to be saved to source drawings

Menu File menu ► Drawing Save Set Options ► Add Items To Save Set

Icon  Add Objects to Save Set

Command Line ADESELOBS

Dialog Box ADESELOBS (Select Objects for Save Back command)

MAPTOPOAUDIT

Checks that a topology is complete and contains no errors

Menu Click Map ► Topology ► Administration ► Audit.

Command Line MAPTOPOAUDIT

Task Pane In Map Explorer, right-click a topology ► Administration ► Audit

MAPTOPOCOMP

Completes a network or polygon topology

Menu Click Map ► Topology ► Administration ► Complete.

Icon  Complete Topology


Command Line MAPTOPOCOMP

Task Pane In Map Explorer, right-click a topology ► Administration ► Complete

MAPTOPORECR


Reestablishes a topology that was edited with nontopology editing commands such as STRETCH, PEDIT, and MOVE

Menu Click Map ► Topology ► Administration ► Recreate.

Icon	 Recreate Topology
Command Line	MAPTOPORECR
Task Pane	In Map Explorer, right-click a topology ► Administration ► Recreate
Dialog Box	Topology Selection dialog box


MAPANOVERLAY

Overlays one topology with another, and creates a new topology

Menu	Click Map ► Topology ► Overlay.
Icon	 Overlay Topology
Command Line	MAPANOVERLAY
Task Pane	In Map Explorer, right-click a topology ► Analysis ► Overlay
Dialog Box	Topology Overlay Analysis - Analysis Type dialog box

MAPANTOPONET

Traces through a network topology (shortest path, best route, or flood trace)

Menu	Click Map ► Topology ► Network Analysis.
Icon	 Network Analyze
Command Line	MAPANTOPONET
Task Pane	In Map Explorer, right-click a network topology ► Analysis ► Network Analysis
Dialog Box	Network Topology Analysis - Select Method dialog box

MAPTOPOREN

Changes the name and description of a topology

Menu	Click Map ► Topology ► Administration ► Rename.
-------------	---

Command Line	MAPTOPOREN
Task Pane	In Map Explorer, right-click a topology ► Administration ► Rename
Dialog Box	Rename Topology dialog box

MAPTOPODEL

Removes topology data from objects and optionally deletes the objects

Menu	Click Map ► Topology ► Administration ► Delete.
Command Line	MAPTOPODEL
Task Pane	In Map Explorer, right-click a topology ► Administration ► Delete
Dialog Box	Topology Selection dialog box

Loading or Unloading Topologies

When you load a topology, AutoCAD Map 3D loads topologies in the current drawing and retrieves topologies from attached drawings into the current drawing. If you save a drawing with a topology and later open the drawing, reload the topology to use it.

In Map Explorer, topologies with colorful icons are loaded. Topologies with grayed-out icons are unloaded.

When loading a topology from a source drawing, select Create Objects When Loaded to create the topology in the current drawing. Otherwise, the topology is loaded without retrieving the topology geometry.

See also:

- [Saving Topology to Source Drawings](#) on page 776
- [Adding an Object to the Save Set](#) on page 622
- [Saving New Objects to Attached Drawings](#) on page 627
- [Saving Objects to the Current Drawing](#) on page 628

To load a topology

- 1 In Map Explorer, right-click the topology name ► Administration ► Load Topology.
- 2 If the topology is stored in a source drawing, the Load Topology from Source Drawing dialog box appears, where you can specify the following:
 - Create Topology Objects When Loaded — Select this check box to copy the topology objects into the current drawing as the topology is loaded. If this option is not selected, the objects are loaded but are not copied into the current drawing.
 - Select Topology Objects For Save Back — Select this option to add objects in the current drawing to the save back set if they are referenced by the selected topology. This means that the objects will be saved back to their source drawings and replace the original objects.
 - Audit Geometry of Topology Objects — Select this option to verify that objects for the selected topology are geometrically correct. Any objects that are not correct are highlighted.

In Map Explorer, the icon for the topology becomes colorful, indicating that the topology is loaded.

To unload a topology

- 1 In Map Explorer, right-click the topology name ► Administration ► Unload Topology.

In Map Explorer, the icon for the topology is grayed to indicate it has been unloaded.

Quick Reference

MAPTOPLOAD

Loads a topology

Menu

Click Analyze ► More Topology Options ► Load Topology.

Icon



Load Topology

Command Line	MAPTOPOLOAD
Task Pane	In Map Explorer, right-click a topology ► Administration ► Load Topology
Dialog Box	Topology Selection dialog box

MAPTOPOUNLOAD

Unloads a topology

Menu Click Map ► Topology ► Administration ► Unload.

Icon



Unload Topology

Command Line	MAPTOPOUNLOAD
Task Pane	In Map Explorer, right-click a topology ► Administration ► Unload Topology
Dialog Box	Topology Selection dialog box

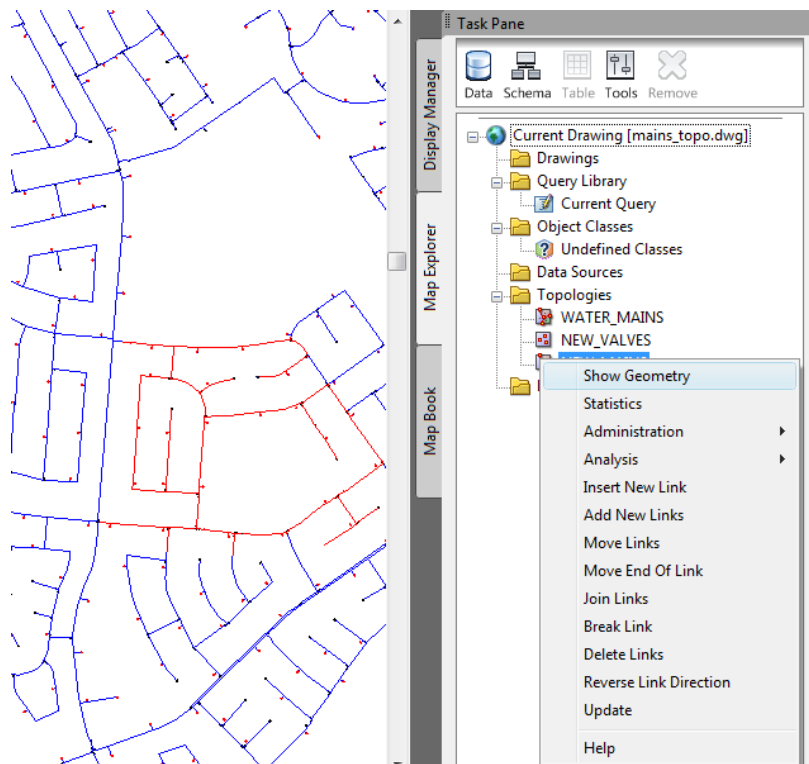
Highlighting and Identifying Topology

Using the topology highlighting and identification tools, you can do the following:

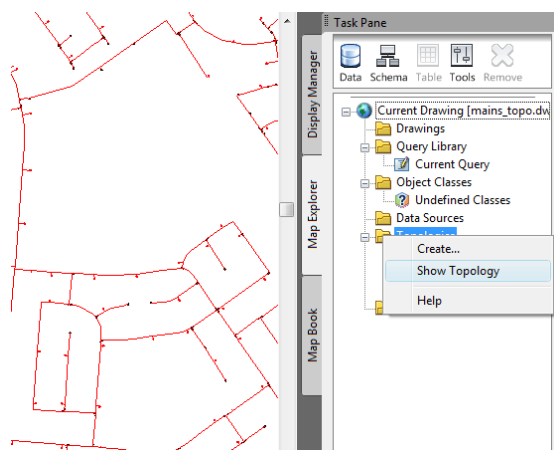
- **Show Geometry**—Highlight the objects in a topology.
Use Show Geometry to show the location and extent of a topology.
- **Show Topology**—Identify and highlight the topologies associated with an object.
Use Show Topology to show the location and extent of all the topologies associated with an object. AutoCAD Map 3D identifies the topologies by name on the command line.

The color used for highlighting is the Selected Grip Color, which you can specify in the AutoCAD Options dialog box.

These tools work only with topologies that have been loaded in the current drawing.



Highlight objects in the selected topology.



Highlights and identifies topologies for the selected object.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767
- [To highlight all objects in a selected topology](#) on page 771
- [To highlight and identify the topologies associated with an object](#) on page 771
- [To change the color used for highlighting](#) on page 771
- [To remove highlighting and restore objects to their original color](#) on page 772

To highlight all objects in a selected topology

- 1 In Map Explorer, verify that the topology you want to highlight is [loaded](#) on page 768. A topology must be loaded before it can be highlighted.
- 2 Right-click the topology name. Click Show Geometry.
In the drawing, AutoCAD Map 3D highlights all objects in the selected topology. To return objects to their original color, press ESC.

To highlight and identify the topologies associated with an object

- 1 In Map Explorer, right-click the Topologies folder. Click Show Topology.
- 2 In the map, click the object.
If the object belongs to one or more topologies, AutoCAD Map 3D highlights all objects that belong to those topologies and lists the topology names on the command line. If the object does not belong to a topology, AutoCAD Map 3D reports that on the command line.

NOTE Only topologies that are loaded are considered.

- 3 Select another object to highlight and identify, or press ESC to end the command.

To change the color used for highlighting

- 1 Click Setup menu ► AutoCAD Options.
- 2 In the Options dialog box, click the Selection tab.

- 3 From the Selected Grip Color list, select the color to use for highlighting topologies.
- 4 Click OK.


To remove highlighting and restore objects to their original color

- Press Esc.

Quick Reference


MAPSHOWGEOM

Highlights and identifies topologies for the selected object

Menu	At the Command prompt, enter mapshowgeom.
Icon	 Show Geometry
Command Line	MAPSHOWGEOM
Task Pane	In Map Explorer, right-clickTopologies ► Show Geometry

MAPSHOWTOPO

Highlights objects in the selected topology

Menu	Click Map ► Topology ► Show Topology Geometry.
Icon	 Show Topology
Command Line	MAPSHOWTOPO
Task Pane	In Map Explorer, right-click a topology ► Show Topology

Viewing Topology Data

Information about each topology you create is stored in an object data table in the current drawing as shown in this table.

Topology Name	Object Data Table	Object Data Field	Information Stored
EXAMPLE	TPMDESC_EXAMPLE	TYPE	Topology type
		TOLERANCE	Setting of VIEWRES when created or edited
		LINK_LAYER	Layer for links
		LINK_COLOR	Color of links
		CREATE_NODE	Nodes in topology; 0=No, 1=Yes
		NODE_LAYER	Layer for nodes
		NODE_TYPE	Type of nodes
		NODE_BLOCK	Block used for nodes
		CREATE_CNTR	Centroids in topology; 0=No, 1=Yes
		CNTR_LAYER	Layer for centroids
		CNTR_COLOR	Color of centroids
		CNTR_TYPE	Type of centroids
		CNTR_BLOCK	Block used for centroids

This information can be used in a topology query. Depending on the type of topology, other object data tables are created and attached to the elements of the topology.

You can also view and edit data associated with the objects in a topology using the Properties palette. For example, for a link in a network topology, you can view general information about the link, such as the ID of the start and end nodes, and you can edit specific information such as the link's direction, direct resistance, and reverse resistance.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767
- [Querying a Topology](#) on page 1114
- [Displaying and Editing Object Data for a Drawing Object](#) on page 880
- [Viewing Properties and Attributes of Drawing Objects](#) on page 937
- [Viewing Topology Statistics](#) on page 775

To view topology object data

- 1 Click Modify menu ► Edit Object Data.
- 2 Select the object.
- 3 In the [Edit Object Data dialog box](#) on page 1529, view the topology data.
If the topology data is not displayed, select a topology table from the Table list. The topology tables start with the letters "TPM."

To view and edit the properties of topology objects in the Properties palette

- 1 Click Analyze menu ► Properties.
- 2 Select the object.
- 3 In the Properties palette, under the Topo group, view the topology properties.
For example, if you choose a link in a network topology, you can see the type object you selected, information about the start and end nodes, flow direction, direct resistance, and reverse resistance.
- 4 To view the properties of another object, select it in the map.

Quick Reference

ADEEDITDATA

Edits attached object data

Menu Modify menu ► Edit Object Data

Icon  Edit Object Data

Command Line ADEEDITDATA

Dialog Box Edit Object Data dialog box

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu Analyze ► Properties

Icon  Properties

Command Line PROPERTIES

Task Pane Select object. Right-click in drawing area ► Properties

Viewing Topology Statistics

You can view information about a topology, including:

- Basic Information — name, description, and type (node, network, or polygon).
- Extents — coordinates of the lower-left corner and upper-right corner of the bounding rectangle for the topology.
- Object Counts — number of nodes, links, and polygons in the topology.
- Details — about area, perimeter, and length, including totals, averages, minimum values, maximum values, variance, and deviation. These apply to network and polygon topologies only.

Variance is the average of the squares of any given area, perimeter, or length minus the square of the average. Deviation is the square root of variance.

See also:

- [Overview of Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767
- [Viewing Topology Data](#) on page 773

To view topology statistics

- 1 In Map Explorer, right-click the topology name ► Statistics.
- 2 Review statistics in the [Topology Statistics dialog box](#) on page 1731.
- 3 Click OK.

Quick Reference

MAPTOPOSTATS

Displays detailed information about a topology

Menu	Click Map ► Topology ► Administration ► Statistics.
Command Line	MAPTOPOSTATS
Task Pane	In Map Explorer, right-click a topology ► Statistics
Dialog Box	Topology Statistics dialog box

Saving Topology to Source Drawings

You can save the topology in the current drawing or save it back to the attached source drawings.

If you retrieved data from source drawings, you can save back the topology information to the source drawings, and also save the current drawing. Future work with the topology should be done in the current drawing with the source drawings active and attached. This method ensures that complete and correct object data associated with the topology is available.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [Adding an Object to the Save Set](#) on page 622
- [Saving New Objects to Attached Drawings](#) on page 627
- [Saving Objects to the Current Drawing](#) on page 628

To save topology to source drawings

- 1 Click File menu ► Drawing Save Set Options ► Add Items to Save Set.
- 2 Use any selection method to add the topology objects to the save set.
- 3 Click File menu ► Save Source Drawing Save Set.
- 4 In the [Save Objects to Source Drawings dialog box](#) on page 1621, under What To Save, make sure Save Queried Objects is selected.
If you created new node or centroid objects, or if you added objects to a topology, also select Save Newly Created Objects.
- 5 If you are saving new objects, select a save order.
- 6 Click OK.

Quick Reference

ADESAVEOBS

Saves objects in the save set back to source drawings

Menu

In the Classic workspace, click File menu ► Save Source Drawing Save Set

Icon



Save to Source Drawings

Command Line


ADESAVEOBS

Dialog Box

Save Objects to Source Drawings dialog box

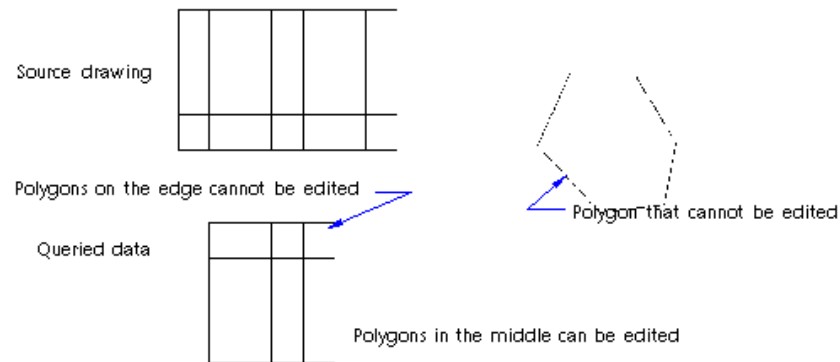
ADESELOBS

Creates a set of objects to be saved to source drawings

Menu	File menu ► Drawing Save Set Options ► Add Items To Save Set
Icon	 Add Objects to Save Set
Command Line	ADESELOBJS
Dialog Box	ADESELOBJS (Select Objects for Save Back command)

Correcting or Completing a Topology

If parts of the topology are incomplete (not closed or only part of a polygon), they are marked and excluded from editing. Two examples of incomplete topologies created by queries are shown in the following illustration. The outer polygons in the grid are incomplete because their outside links are parts of polygons not included in the query.



If you use a location query to retrieve polygons, make sure you use a Crossing window. If you are using data that is shared with other users, be sure that you load the topology to ensure that you are using current data.

Completing a Topology

When you complete a topology, AutoCAD Map 3D looks at the objects and object data in a drawing, and attempts to complete a network or polygon topology by retrieving further drawing objects, such as links and centroids referenced by the topology object data tables. Complex polygons, with one or more islands, must be fully represented, and all internal islands referenced by a polygon must be present for the option to work.

This option completes dangling edges in a network topology, and all incomplete areas in polygon topologies; however, it might fill islands as well.

Auditing and Recreating a Topology

When you audit a topology, AutoCAD Map 3D checks that a topology is complete and contains no errors. Any errors found are marked but are not fixed. Errors in a node topology are not marked.

To reestablish a topology that was edited with nontopology editing commands such as STRETCH and PEDIT, you *recreate* the topology; however, topology data might be lost. You can only recreate a topology in the current drawing; to recreate topology in an attached drawing, use a query to retrieve the geometry first. Load the topology before using recreate.

To modify the geometry of a topology (the nodes, links, or polygons), use the topology editing tools explained in [Editing Topologies](#) on page 715.

To create closed polylines for a non-AutoCAD Map 3D user, click Create menu ► [Create Closed Polylines](#) on page 758. This also works when you are exporting data to an external file format that does not support topologies.

See also:

- [Overview of Analyzing Drawing Topologies](#) on page 1086
- [Querying a Topology](#) on page 1114
- [Creating a Network Topology](#) on page 695
- [Editing a Partial Topology](#) on page 755
- [Sliver Polygons](#) on page 706

To audit, recreate, or complete a topology

- 1 In Map Explorer, right-click the topology name. Click an option from the Administration submenu.

To test the integrity of a network topology

- 1 Click Analyze menu ► Network Analysis.
- 2 Select the network the topology to test.
- 3 In the Topology Network Analysis - Select Method dialog box, click [Flood Trace](#) on page 1100. Click Next.

- 4 Select a starting point for the analysis. Click Next.
- 5 Set the Maximum Resistance to a value so that all links will be flooded. Click Next.
- 6 Select Highlight. Choose a color that is different from the color of the links.
- 7 Click Finish.

If some links are not flooded, the topology may be incorrect. Use the [topology editing tools](#) on page 716 to correct the topology.

Quick Reference


MAPTOPOAUDIT

Checks that a topology is complete and contains no errors

Menu	Click Map ► Topology ► Administration ► Audit.
Command Line	MAPTOPOAUDIT
Task Pane	In Map Explorer, right-click a topology ► Administration ► Audit

MAPTOPOCOMP


Completes a network or polygon topology

Menu	Click Map ► Topology ► Administration ► Complete.
Icon	 Complete Topology
Command Line	MAPTOPOCOMP
Task Pane	In Map Explorer, right-click a topology ► Administration ► Complete

MAPTOPORECR

Reestablishes a topology that was edited with nontopology editing commands such as STRETCH, PEDIT, and MOVE

Menu	Click Map ► Topology ► Administration ► Recreate.
-------------	---

Icon	 Recreate Topology
Command Line	MAPTOPORECR
Task Pane	In Map Explorer, right-click a topology ► Administration ► Recreate
Dialog Box	Topology Selection dialog box

Saving and Loading Settings Using Profiles

You can save your topology overlay analysis or network analysis (path trace, best route analysis, or flood trace) settings in a profile and use them again later. This can save time if you plan to use the same settings more than once. Profiles are also useful when you automate topology analysis with scripts. Topology profiles are saved as *.tpf files.

NOTE You cannot use profiles to save settings for creating topologies, buffering topologies, or dissolving topologies. Topology profiles can be used to save topology overlay analysis or network topology analysis (path trace, best route analysis, or flood trace) settings only.

You can edit topology profiles in AutoCAD Map 3D and then save your changes, choosing either to replace an existing profile or save it as a new profile.

WARNING Do not edit topology profiles outside of AutoCAD Map 3D. Doing so may produce unexpected results.

See also:

- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099
- [Overlaying Two Topologies](#) on page 1102

To save topology analysis settings in a profile

- 1 Do one of the following:
 - Click Analyze menu ► Overlay.
 - Click Analyze menu ► Network Analysis.
- 2 Specify the settings to save. For more information, see [Analyzing Drawing Topologies](#) on page 1085.
- 3 Click Save.
- 4 In the Save Topology Profile dialog box, enter a name for the profile. Click Save.

To load an existing topology profile

- 1 In any of the Topology Overlay Analysis or Network Topology Analysis dialog boxes, click Load.
- 2 In the Select Topology Profile dialog box, select the profile to load. Topology profiles are saved as *.tpf files.
- 3 Click Open.
The settings from the selected profile become current.

To rename or delete profiles

- Right-click the profile in the Select Topology Profile or Save Topology Profile dialog box. Click Rename or Delete.

Quick Reference

MAPANOVERLAY

Overlays one topology with another, and creates a new topology

Menu Click Map ► Topology ► Overlay.

Icon



Overlay Topology


Command Line

MAPANOVERLAY

Task Pane	In Map Explorer, right-click a topology ► Analysis ► Overlay
Dialog Box	Topology Overlay Analysis - Analysis Type dialog box

MAPANTOPONET

Traces through a network topology (shortest path, best route, or flood trace)

Menu	Click Map ► Topology ► Network Analysis.
Icon	 Network Analyze

Command Line	MAPANTOPONET
Task Pane	In Map Explorer, right-click a network topology ► Analysis ► Network Analysis
Dialog Box	Network Topology Analysis - Select Method dialog box

Renaming Topologies and Changing Their Descriptions

You can change the name, description, or both of a complete, loaded topology. When you rename a topology, AutoCAD Map 3D renames the object data table containing the topology relationship data.

Before you rename a topology or change its description, do the following:

- Attach all source drawings that are referenced by the topology. If the source drawings are not attached, you could corrupt your data set.
- Load the topology from the current drawing.
- To rename a topology or change its description without creating a backup of an attached drawing, disable the Create Backup File Of Source Drawing option of the Save Back tab of the AutoCAD Map Options dialog box.

NOTE You cannot undo this operation using the UNDO command.

See also:

- [Loading or Unloading Topologies](#) on page 767

- [Overview of Attaching Drawings](#) on page 144
- [Setting Save Back Options](#) on page 634

To change the name, description, or both of a topology

- 1 In Map Explorer, right-click the topology name ► Administration ► Rename.
You can only rename topologies that are loaded and completely represented.
- 2 In the [Rename Topology dialog box](#) on page 1707, edit the name or description. Click OK.
Names can contain letters, numbers, and the underscore and hyphen characters. Names cannot contain spaces.

Quick Reference

MAPTOPOREN

Changes the name and description of a topology

Menu	Click Map ► Topology ► Administration ► Rename.
Command Line	MAPTOPOREN
Task Pane	In Map Explorer, right-click a topology ► Administration ► Rename
Dialog Box	Rename Topology dialog box

Deleting Topologies

When you delete a topology, the topology relationship data (object data) is deleted from objects referenced by the selected topology. You can choose to delete the referenced objects as well.

Load a topology and verify that it is completely represented before deleting it. This ensures that all pieces of the topology are deleted, including pieces in attached source drawings. If you delete an incomplete topology, the corrupt topology still exists in the source drawings that were not attached.

See also:

- [Loading or Unloading Topologies](#) on page 767
- [Overview of Creating Topologies](#) on page 689

To delete a topology

- 1 In Map Explorer, right-click the topology name ► Administration ► Delete.

NOTE Load a topology and verify that it is completely represented before deleting it.

- 2 In the [Delete Topology dialog box](#) on page 1690, select Delete Geometry to delete the referenced objects from the current drawing. The topology relationship data is automatically deleted when you delete a topology.
- 3 Click OK to delete the topology.

Quick Reference

MAPTOPODEL

Removes topology data from objects and optionally deletes the objects

Menu	Click Map ► Topology ► Administration ► Delete.
Command Line	MAPTOPODEL
Task Pane	In Map Explorer, right-click a topology ► Administration ► Delete
Dialog Box	Topology Selection dialog box

Using Map Editing Tools

You can use the AutoCAD Map 3D editing tools to edit your maps and spatial data. For information about editing objects and design data, see the AutoCAD Help.

To use Map editing tools

- [To use the AutoCAD Map 3D editing tools](#) on page 786

- [To move, rotate, or scale an object](#) on page 789
- [To rubber sheet two maps](#) on page 792
- [To define text location](#) on page 794
- [To fill a closed polyline with a solid-looking hatch](#) on page 796
- [To break objects at a boundary](#) on page 798
- [To save the data back to the source drawings after a boundary break](#) on page 799
- [To create an enlarged map section](#) on page 800
- [To trim objects inside a boundary](#) on page 802
- [To use grips](#) on page 804
- [To create centroids for polygons and closed polylines](#) on page 807
- [To match map edges](#) on page 808
- [To save the edited objects back to the source drawings](#) on page 809
- [To digitize points using coordinates](#) on page 809

Overview of Using the Map Editing Tools

AutoCAD Map 3D provides special editing tools for editing maps and spatial data, as well as AutoCAD editing tools for editing drawing objects and design data.

Examples: Stretching a new subdivision map into a preexisting parcel map and aligning the two maps geographically, breaking a large city map into three tiled sections, or creating a seamless join across two or more maps.

WARNING If you use these methods on a topology, they can make it invalid and impossible to re-create. Use [topology editing commands](#) on page 715 instead.

For information about editing objects and design data, see the AutoCAD Help.

See also:

- [Editing Topologies](#) on page 715
- [Overview of Bringing in Drawing Data From DWG Files](#) on page 297

To use the AutoCAD Map 3D editing tools

- 1 Open the drawing containing the objects you want to edit or query the objects into the current drawing.
- 2 Use one or more of the following AutoCAD Map 3D editing commands:
 - [Transform](#) on page 789

- [Rubber Sheet](#) on page 792
- [Define Text Location](#) on page 794
- [Fill Closed Polylines](#) on page 796
- [Fill Polygons](#) on page 819
- [Boundary Break](#) on page 798
- [Create an Enlarged Map Section](#) on page 799
- [Boundary Trim](#) on page 802
- [Manually Edit](#) on page 804
- [Creating Centroids for Polylines](#) on page 805
- [Match Map Edges](#) on page 808

Notes and Warnings

- To perform general and object-specific editing operations, use the AutoCAD editing commands. For more information, see the AutoCAD Help.
- Do not use any of the methods described above to edit topologies; you might not be able to recreate the topology. Use the [topology editing commands](#) on page 715 instead.

Quick Reference

ADEFILLPOLYG

Fills a selected polygon

Command Line	ADEFILLPOLYG
Dialog Box	ADEFILLPOLYG (Fill Closed Polyline command)

ADERSHEET

Performs rubber sheeting on selected objects

Menu	Modify menu ► Rubber Sheet
Command Line	ADERSHEET
Dialog Box	ADERSHEET (Rubber Sheet command)

ADETEXTLOC

Specifies a new label point for an object

Menu Create menu ► Map Labelpoint Location

Icon



Map Labelpoint Location

Command Line ADETEXTLOC

Dialog Box ADETEXTLOC (Map Labelpoint Location command)

ADETRANSFORM

Moves, scales, and rotates a set of objects

Menu Modify menu ► Transform

Command Line ADETRANSFORM

Dialog Box ADETRANSFORM (Transform command)

MAPBREAK

Breaks objects along a selected or defined boundary

Menu Modify menu ► Boundary Break

Icon



Boundary Break

Command Line MAPBREAK

Dialog Box Break Objects at Boundary dialog box

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu Create menu ► Centroids

Icon



Create Centroids

Command Line MAPCREATECENTROIDS

Dialog Box Create Centroids dialog box

MAPTRIM

Trims objects to a set of edges

Menu

Modify menu ► Boundary Trim

Icon



Boundary Trim

Command Line

MAPTRIM

Dialog Box

Trim Objects at Boundary dialog box

Moving, Rotating, and Scaling an Object

You can simultaneously move, rotate, and scale a group of objects using the Transform editing tool.

Differences From Simple Transformation Settings

The Transform editing tool works very differently from the [Simple Transformation settings](#) on page 155 in the Drawing Settings dialog box. The Simple Transformation settings temporarily adjust the position of objects as they are retrieved during the query process. AutoCAD Map 3D reverses these transformations during save back. The Transform editing tool permanently scales, moves, and rotates objects within the current drawing.

See also:

■ [ADETRANSFORM \(Transform command\)](#) on page 1387

To move, rotate, or scale an object

- 1 Click Modify menu ► Transform.
- 2 Specify whether you want to select objects or use all objects on a specified layer.
- 3 Select the objects you want to transform, or select a layer.
- 4 Define the base point.
The rotation and scaling occur around this point.

- 5 Specify a base rotation and scale, separated by a comma. For a simple transformation, set the base rotation to 0 and the base scale to 1.
- 6 Define a new zero point.
Selected objects are offset by the difference between the original base point and the new point.
- 7 Define a new rotation and scale, separated by a comma.
Selected objects are rotated the difference between the new rotation and the old rotation. They are scaled based on the ratio of the new scale to the old scale.

Quick Reference

ADETRANSFORM

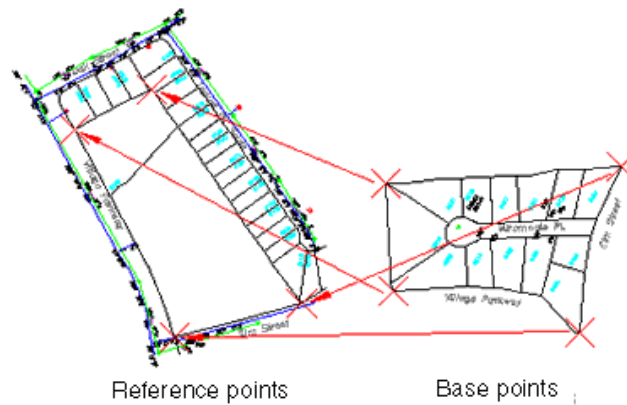
Moves, scales, and rotates a set of objects

Menu	Modify menu ► Transform
Command Line	ADETRANSFORM
Dialog Box	ADETRANSFORM (Transform command)

Rubber Sheeting Two Maps

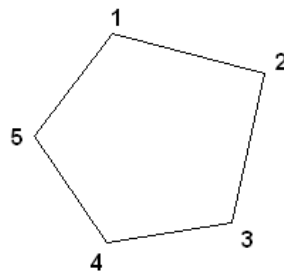
Rubber sheeting is a nonuniform adjustment of a data set based on the movement of known control points to new locations. For example, data collected by aerial survey may be inaccurate because of flight alignment and camera inaccuracies. By comparing this data with accurate ground survey data, the aerial data can be stretched or rubber sheeted over the accurate data using control points and monuments common to both data sets.

Use rubber sheeting when you want two or more different data sets from different sources to align geographically: for example, when stretching a new subdivision map into a preexisting parcel map.

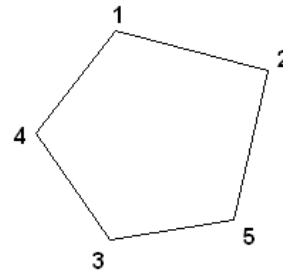


The reference map is correct, but the map with new details is severely distorted. By running the Rubber Sheeting command and selecting common control points, the two maps can be correctly aligned.

When selecting points for rubber sheeting, select points in order around the perimeter of the object or region to be rubber sheeted.



correct



incorrect

The selected points are treated as the vertices of a polygon, so you will get better results if you select the points sequentially around the perimeter.

Objects that have a given shape, such as circles, arcs, and ellipses, retain their original shape.

WARNING Use rubber sheeting only when absolutely necessary because it can severely compromise the accuracy of your data.

Because rubber sheeting is not a linear transformation, it is difficult to reverse the effects of the transformation and return a drawing to its original state. You should save your drawing before you perform a rubber sheeting operation.

Changing Scale

Do not rubber sheet two maps drawn at different scales. If you do, the command matches objects and changes the original scaling of text and blocks to match the new scaling, which can change data significantly. You should use rubber sheeting as a last resort after exhausting other methods of object editing and coordinate adjustment.

If you are working with two maps that have different scales and coordinate systems, first decide which coordinate system to use for the reference map. Then set the coordinate systems for the current and source maps.

See also:

- [ADERSHEET \(Rubber Sheet command\)](#) on page 1386
- [Overview of Coordinate Systems](#) on page 134

Rubber sheet the less accurate data to fit the more accurate data. Perform a query to bring in the source drawing and apply rubber sheeting to the two maps. If you have set up a system of control points, or monuments, use this data as the reference to which you rubber sheet other maps.

To rubber sheet two maps

- 1 Click Modify menu ► Rubber Sheet.
- 2 When prompted on the command line for Base point 1, specify the first common feature on map 2, the warped map.
- 3 When prompted on the command line for Reference point 1, specify the corresponding feature on map 1, the accurate map.
- 4 Follow the prompts on the command line and continue specifying base and reference points. When you're done, press Enter.
The order in which you select the points and the spread of the points will affect the results. For complex curved figures, the more vertices you enter, the more accurate the proportionate stretching.
- 5 Select the objects to rubber sheet. Enter a to select objects by area, or s to select objects individually. If you queried all objects in the warped map onto their own layer, select that layer.

- 6 Press Enter to complete the process.

Quick Reference

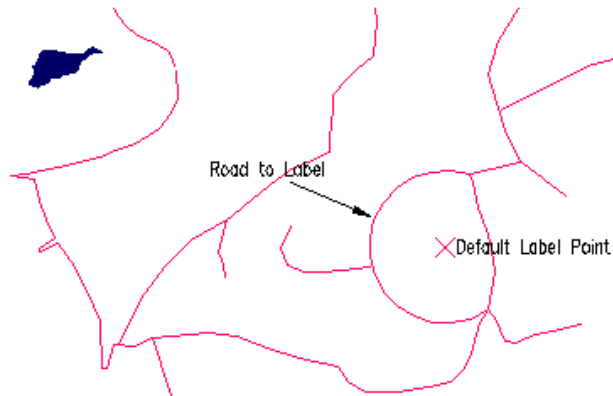
ADERSHEET

Performs rubber sheeting on selected objects

Menu	Modify menu ► Rubber Sheet
Command Line	ADERSHEET
Dialog Box	ADERSHEET (Rubber Sheet command)

Defining the Text Insertion Point

You can add text to objects using the Alter Properties feature in the Define Query dialog box. By default, AutoCAD Map 3D positions the text at the centroid of the object.





The text position relative to the object is called the *label point*. You can redefine the label point using the Map Labelpoint Location option.

To use the label point, choose the .LABELPT dot variable in the Define Text dialog box when you create the Property Alteration definition in the Define Query dialog box.

See also:

- [Adding Text to Queried Drawing Objects](#) on page 1061
- [Dot Variables](#) on page 1289

The label point of an object specifies the starting point for text added during a query property alteration. To define the label point for an object, do the following:

To define text location

- 1 Click Create menu ► Map Labelpoint Location.
- 2 Select the object.
- 3 Click the place on the object where you want the label point to be located.

To use this label point as the text insertion point during a [property alteration](#) on page 1062, choose LABELPT as the insert point.

Quick Reference

ADETEXTLOC

Specifies a new label point for an object

Menu

Create menu ► Map Labelpoint Location

Icon



Map Labelpoint Location

Command Line

ADETEXTLOC

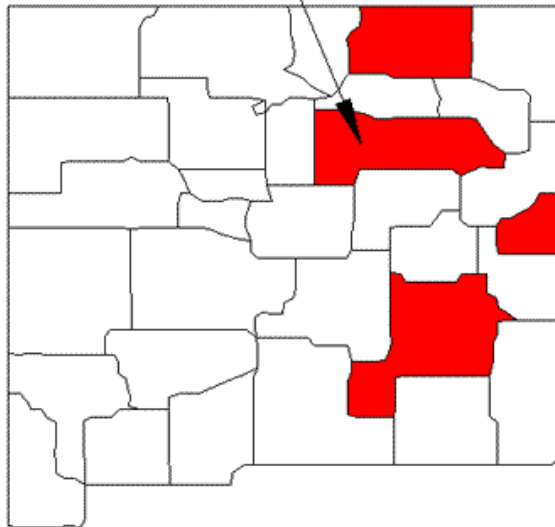
Dialog Box

ADETEXTLOC (Map Labelpoint Location command)

Filling a Closed Polyline

You can fill closed polylines in your drawing with solid fills and hatch patterns. For example, you can use one color to show counties with a population over 10,000 and another color to show counties under 10,000.

Solid fill on separate layer



Filling closed polylines

The ADEFILLPOLYG command always creates a hatch object with the solid fill hatch style.

You can also use the BHATCH command to fill closed polylines. Use the MPFILL command to fill polygon objects.

NOTE If you move closed polylines that you filled using ADEFILLPOLYG, you must move the hatch object as well. AutoCAD Map 3D considers the closed polyline and the hatch object as separate objects.

To fill closed polylines automatically with hatch patterns or solid fills when performing queries, use the Alter Properties feature in the Define Query dialog box.

If you set the Create Associative Hatch Objects option on the Query tab of the AutoCAD Map Options dialog box, AutoCAD Map 3D creates associative hatch objects for hatch objects created by the ADEFILLPOLYG command, the ADEQUERY command (using Alter Properties), and the MAPTHEMATIC command (using a fill).

See also:

- [Using Associative Hatch](#) on page 222
- [Altering the Properties of Queried Drawing Objects](#) on page 1044
- [Modifying Polygon Objects](#) on page 818
- [Altering the Properties of Queried Drawing Objects](#) on page 1044

To fill a closed polyline with a solid-looking hatch

- 1 On the command line, enter adefillpolyg.
- 2 Specify whether you want to select objects or fill all objects on a specified layer.
- 3 Select the objects or specify a layer.
- 4 Specify the color for the fill.

Quick Reference

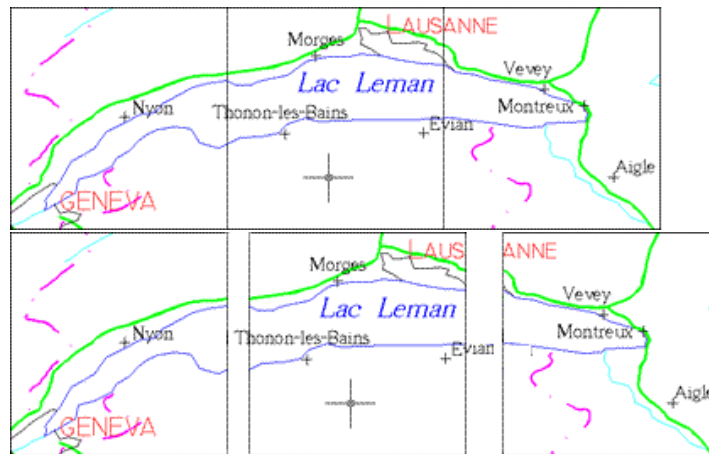
ADEFILLPOLYG

Fills a selected polygon

Command Line	ADEFILLPOLYG
Dialog Box	ADEFILLPOLYG (Fill Closed Polyline command)

Breaking Objects at a Closed Boundary

Using the Boundary Break option, you can break any objects that cross a given line. This capability lets you save maps back to source drawings with clean edges or plot maps without overlapping borders. It functions like the AutoCAD BREAK command for a selected set of objects and a polyline boundary.



The text Thonon-les-Bains remains in the central map because the text has a MiddleCenter justification and insertion point.

The Boundary Break option

- Breaks vectors and edge objects with start and end points that straddle a cutting edge.
- Does not break objects such as blocks, text, hatch patterns, and other objects with a single insertion point that do not form edges; the insertion point determines which map contains the object.

Specifying the Boundary Edge

When breaking objects, you can draw a boundary, choose one or more existing objects that form a closed boundary, or use the save back extents of the active

source drawings as the boundary. Using save back extents combines the extents of all active source drawings as the boundary.

The edges of the boundary do not have to form a rectilinear shape. If you are breaking using lines of latitude and longitude, the edges form a trapezoidal shape.

Retaining Object Data

You can also choose to retain existing attached object data and links to external database records on the objects created by the break.

Once the objects are broken, you can save the data back to the source drawings.

See also:

- [Editing and Saving Objects in Attached Drawings](#) on page 611
- [Defining the Text Insertion Point](#) on page 793
- [Overview of Polygons](#) on page 811

To break objects at a boundary

- 1 Open a drawing and attach the maps you want.
- 2 Define and execute a query to retrieve the objects to break.
- 3 Click Modify menu ► Boundary Break.
- 4 In the [Break Objects at Boundary dialog box](#) on page 1404, under Boundaries, choose how to specify the boundaries for breaking:
 - Use Save Back Extents Of Active Source Drawings — Uses the combined extents of all active source drawings as the boundary.
 - Select Boundaries — Allows you to choose existing objects in the current drawing. These objects need to form a closed area but do not need to be single objects. Click Select and select the objects to use.
 - Define Boundary — Allows you to draw a single closed boundary on screen. Click Define and specify the boundary.
- 5 Under Objects To Break, specify whether to select objects manually or automatically, and whether to use only objects on selected layers.
- 6 Under Break Method, specify whether to exclude topology objects, and whether to retain object data on the objects.

- 7 Click OK.
- 8 In the Confirm Save Back dialog box, click Yes.
The objects are broken according to the location of the save back extents.


To save the data back to the source drawings after a boundary break

- 1 Click File menu ► Save Source Drawing Save Set.
- 2 Under What To Save, make sure that both Save Queried Objects and Save Newly Created Object are selected.
- 3 Under Save Order For Newly Created Objects, select Area. Click OK.

Quick Reference

MAPBREAK

Breaks objects along a selected or defined boundary

Menu	Modify menu ► Boundary Break
Icon	 Boundary Break
Command Line	MAPBREAK
Dialog Box	Break Objects at Boundary dialog box

Creating an Enlarged Map Section

You can use Boundary Break to show an enlargement of a selected area.



Use Boundary Break to isolate an area, then move and scale up the selected area. This is useful for map inserts.

Adding an inset to a map communicates the focus of the map better.

See also:

- [Breaking Objects at a Closed Boundary](#) on page 797
- [Trimming Objects at a Boundary](#) on page 801

To create an enlarged map section

- 1 Draw a rectangle around the area you want to enlarge.
- 2 [Break the boundaries](#) on page 798 inside the rectangle.
- 3 Copy objects from the rectangle to a new location.
- 4 Rescale the objects to a larger size.

Quick Reference

MAPBREAK

Breaks objects along a selected or defined boundary

Menu

Modify menu ► Boundary Break

Icon



Boundary Break

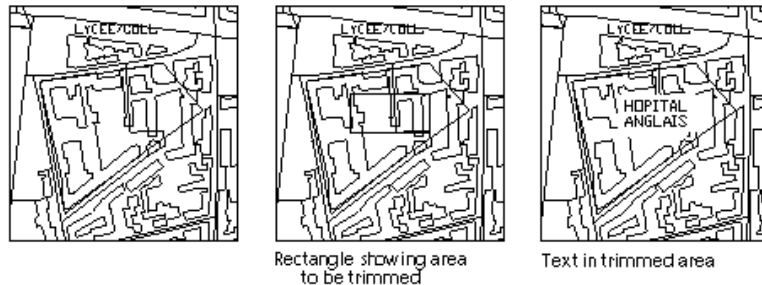
Command Line

MAPBREAK

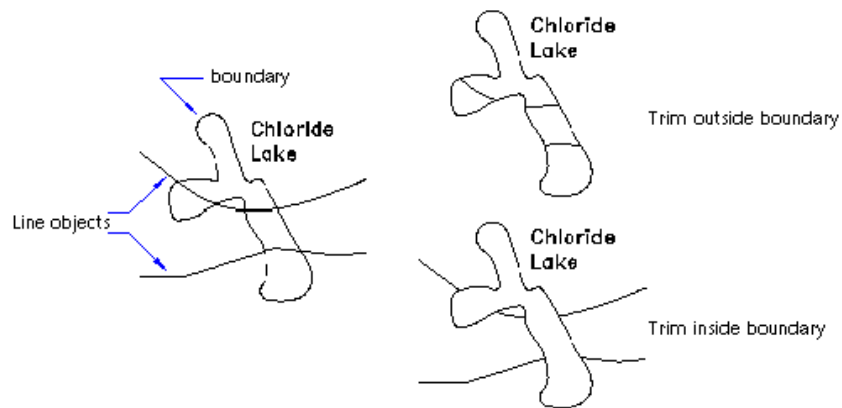
Trimming Objects at a Boundary

Using the Boundary Trim command, you can specify a closed boundary as a trimming edge for a selected set of objects. You can use this option to trim objects inside or outside a boundary. Use Boundary Trim to quickly clear a circular or rectilinear area in a complex map in order to insert a legend or label.

You can use this command to enhance plotted maps. After trimming objects inside an area, you can add text that will not be obscured.



You can use a boundary to trim all objects inside the boundary or outside the boundary.



See also:

- [Overview of Creating Topologies](#) on page 689

- [Overview of Polygons](#) on page 811

To trim objects inside a boundary

- 1 Open a drawing and attach the maps you want.
- 2 Define and execute a query to retrieve the objects to trim.
- 3 Click Modify menu ► Boundary Trim.
- 4 Under Boundary, select how to specify the boundary:
 - Reference Last Query Boundary — Use the boundary you used in the last query.
 - Select Boundary — Use an object in the current drawing as the boundary. Click Select and select the object to use. The object needs to form a closed area.
 - Define Boundary — Use a boundary you define. Click Define and specify the boundary.
- 5 Under Objects To Trim, specify whether to select objects manually or automatically, and whether to use only objects on selected layers.
- 6 Under Trim Method, specify whether to trim inside or outside the boundary. Specify whether to exclude topology objects, and whether to retain object data on the objects.

If you select Retain Object Data, object data and external link data is duplicated on each piece of a trimmed object. If data is not retained, it remains attached only to the original location.
- 7 Under Objects That Cannot Be Trimmed, specify what to do with text, hatch patterns, and blocks that cross the boundary.
- 8 Click OK.
- 9 To save the trim with your topology, save your changes back to the source drawings.

To save the trim results without modifying the original topology, save the changes to a new drawing.

Quick Reference

MAPTRIM

Trims objects to a set of edges

Menu

Modify menu ► Boundary Trim

Icon



Boundary Trim

Command Line

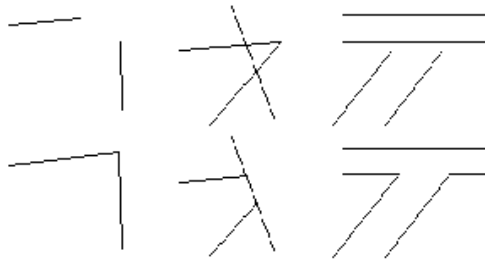
MAPTRIM

Dialog Box

Trim Objects at Boundary dialog box

Manually Editing Objects

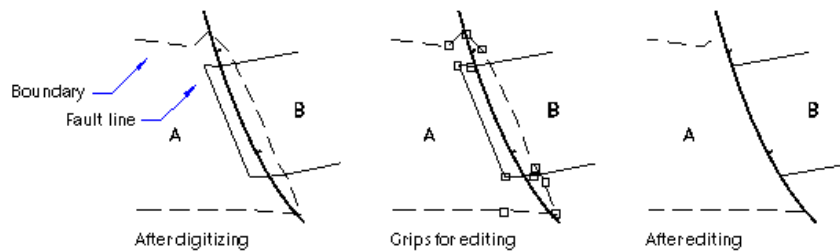
Although the automatic AutoCAD Map 3D editing tools can correct many problems, you may need to edit a drawing manually. Use commands such as FILLET, TRIM, and EXTEND to correct situations similar to those shown in the following illustration.



WARNING Using these editing commands to edit a topology can corrupt the topology. Instead, use the [Editing topologies](#) on page 715 commands.

You can also use object grips to correct errors. Using grips, you can quickly correct overlaps of coincident boundaries, such as county lines and roads or geological boundaries and fault lines.

In this example, you can use the grips to align the two boundaries along the fault line.



See also:

■ [Overview of Editing a Topology](#) on page 716

To use grips

- 1 Click Setup menu ► AutoCAD Options. Click the Selection tab.
- 2 Make sure Enable Grips is selected and click OK.
You can also edit the size and color of the grips. Once grips are enabled, squares appear on objects when you select them without starting a command. These squares are the object grips.
- 3 Select an object so its grips appear.
- 4 Select an object grip.
To select more than one grip, hold down the Shift key as you select each grip.
- 5 Select a new point. The grip you selected is relocated to the selected point, stretching the rest of the objects associated with that grip.
As you move the cursor, it snaps or locks onto an object grip when it moves into the square zone representing the grip. You can use this feature instead of using an object snap such as Endpoint or Midpoint.

Quick Reference

OPTIONS

Customizes the AutoCAD settings

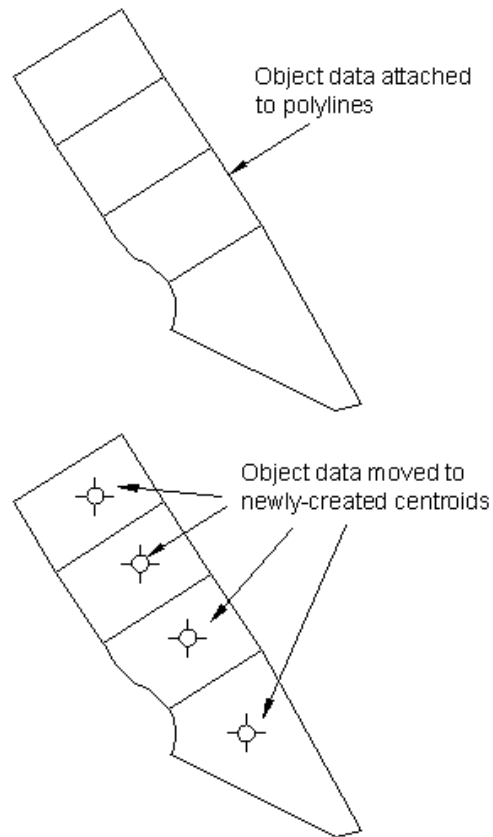
Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS

Creating Centroids for Polylines

If you have polygon objects or closed polylines with data attached to them, you can create centroids and move the data to the centroid.

This is useful in the following situations:

- After you import or digitize objects.
- Before using editing commands such as Drawing Cleanup, Boundary Break, or Boundary Trim.
- When working with topology.



Object data attached to closed polylines (above) and object data moved to centroids (below).

AutoCAD Map 3D checks that the lines do not intersect each other, and that the area is greater than 0. It then creates a centroid inside each selected polygon or closed polyline and moves any object data or SQL link data to the centroid. For an object shaped like a figure eight, AutoCAD Map 3D creates one centroid.

Centroids are created with a Z value of 0.

See also:

- [Creating a Polygon Topology](#) on page 699
- [Creating Centroids for Polygons](#) on page 748

To create centroids for polygons and closed polylines

- 1 Click Create menu ► Centroids.
- 2 In the [Create Centroids dialog box](#) on page 1535, specify whether to create centroids for all closed objects or only for selected closed objects. If only for selected closed objects, select the polygons and closed polylines.

TIP Click the Quick Select tool to view and filter the object type as you select objects.

- 3 Specify the layer on which the centroids should be created.
- 4 Specify the block to use for centroids, or use ACAD_POINT.
- 5 Click OK.

Quick Reference

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu Create menu ► Centroids

Icon



Create Centroids

Command Line MAPCREATECENTROIDS

Dialog Box Create Centroids dialog box

Matching Map Edges

Maps that are digitized at different times or that use different coordinate systems can appear distorted at their edges. *Edge matching* creates a seamless join across two or more maps.

Use the edge-matching process on one layer at a time. You might edge match the roads on the two maps first.

You can avoid using edge matching by digitizing a complete map in one session, rather than breaking the map into smaller sections. If you must digitize

a map in sections, allow a 3-5% overlap along the edges of a map tile and digitize both linear and point features on each tile that are common to both tiles of the map.

See also:

- [Overview of Digitizing Maps](#) on page 884
- [Digitizing Points Using Coordinates](#) on page 809

To match map edges

- 1 Open a drawing and attach the maps you want to match at edges.
- 2 Define a query to retrieve the objects to match:
 - Click Setup menu ► More DWG Options ► Define Query.
 - Define a location condition with a buffer fence option. When defining the buffer fence, select the edge to match and specify a suitable buffer fence width.
 - You can also add a property condition to select objects on a specific layer.
- 3 Click Modify menu ► Drawing Cleanup.
- 4 In the Drawing Cleanup - Select Objects dialog box, click Select All. You can specify the layer(s) you want to use, for example, the layer containing road data, and anchor objects as needed. Click Next.
- 5 In the Select Actions Page, in the Cleanup Actions list, click Snap Clustered Nodes and then click Add.
- 6 In the Selected Actions list, click Snap Clustered Nodes. Under Cleanup Parameters, set Tolerance to a value just greater than the offset distance between objects. You can type a value in the Tolerance box or click Pick to specify the tolerance in the drawing.
- 7 Under Options, choose Automatically. Click Next.
- 8 In the Cleanup Methods Page, under Cleanup Method, select Modify Original Objects.
- 9 You can [save your settings in a profile](#) on page 650 to use again later.
- 10 Click Finish to start the drawing cleanup operation.
- 11 In the Confirm Save Back dialog box, click Yes.

The objects are now contiguous across the map edges. Repeat steps 4 to 11 for all other layers and objects in the edge matching part of the maps.

To save the edited objects back to the source drawings


- 1 Click File menu ► Save Source Drawing Save Set.
- 2 Under What To Save, make sure Save Queried Objects is selected. Click OK.

All the objects are now matched at their edges.

Quick Reference

MAPCLEAN

Performs drawing cleanup operations

Menu	Modify menu ► Drawing Cleanup
Icon	 Drawing Cleanup
Command Line	MAPCLEAN
Dialog Box	Drawing Cleanup

Digitizing Points Using Coordinates

You can digitize new points in existing maps with precision by using the Track Coordinates feature to specify the exact coordinates of the points.

See also:

- [Tracking Coordinates](#) on page 941
- [Matching Map Edges](#) on page 807

To digitize points using coordinates

- 1 In Map Explorer, right-click the current drawing. Click Track Coordinates.
- 2 In the Track Coordinates pane, click Select Coordinate System.


- 3 In the Select Global Coordinate System dialog box, choose the coordinate system.
- 4 Click OK.
The Track Coordinates pane displays the code and description of the coordinate system you chose.
- 5 Start the command for which you want to enter coordinates.
- 6 In the X and Y text boxes, type the coordinates of the point to digitize.
- 7 Do one of the following:
 - Click Digitize.
 - Press *Enter*.

The appropriate coordinates are entered on the command line. You can continue to enter coordinates.

Quick Reference

MAPTRACKCS

Tracks the coordinates of the cursor in any coordinate system

Menu	Analyze menu ► Track Coordinate Sytem....
Icon	 Track Coordinates
Command Line	MAPTRACKCS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Track Coordinates

Working with Polygon Objects

A polygon is a closed area that stores information about its inner and outer boundaries, and about other polygons nested or grouped with it. The polygon object (called the mpolygon) allows accurate translation of data between AutoCAD Map 3D and other GIS packages.

To work with polygon objects

- [To work with polygons](#) on page 813
- [To create a polygon object](#) on page 816
- [To set the Fill property for polygon objects](#) on page 816
- [To add boundaries](#) on page 819
- [To delete boundaries](#) on page 819
- [To move boundaries](#) on page 820
- [To edit nodes on a boundary](#) on page 820
- [To change the boundary type](#) on page 821
- [To rebalance the polygon object](#) on page 821
- [To edit the fill property for the polygon object](#) on page 821
- [To set the default fill pattern for polygons](#) on page 822
- [To split a polygon object](#) on page 824
- [To convert polylines to polygons](#) on page 826
- [To convert a polygon topology to polygons](#) on page 829
- [To create centroids for polygons and closed polylines](#) on page 832
- [To change the default setting for importing polygons](#) on page 833
- [To change the default fill for polygons](#) on page 833
- [To change the display of polygon edges](#) on page 834

Overview of Polygons

A polygon is an object type with closed boundaries. Polygons store information about their inner and outer boundaries, and about other polygons nested within them or grouped with them.

Polygons can represent areas such as city limits, county boundaries, state borders, buildings, and parcels, as well as more complex objects, such as islands.

Example: A state map could be composed of a single polygon with an outer boundary representing the state, interior boundaries representing lakes, and boundaries within those boundaries representing islands. A country map could be composed of individual polygons representing each state.

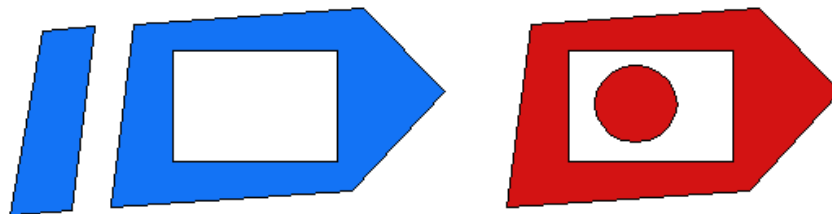
The following table defines common terms used to describe the structure of polygons.

Term	Definition
Boundaries	Closed boundaries that make up a polygon. Polygons can have multiple non-intersecting boundaries, or boundaries nested within boundaries.

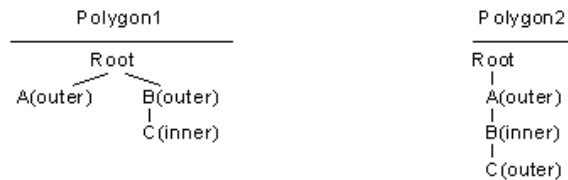
Term	Definition
Balancing	Process of recalculating which boundaries are outer or inner. Nested boundaries are alternately classified as outer and inner. That is, the outermost boundary is classified as an outer boundary. A boundary nested within this boundary is an inner boundary. A boundary nested within the inner boundary is classified as an outer boundary.
Inner boundary	Nested boundary that is totally within an outer boundary.
Outer boundary	The outermost boundary for any discreet set of boundaries that define the polygon, or a boundary residing within an inner boundary. A polygon can have several unnested outer boundaries and several nested outer boundaries.

Understanding Boundaries

The figure below shows two polygon objects, each with three boundaries. The one on the left has two discrete outer boundaries and one inner boundary. The inner boundary is nested within the second discrete outer boundary. The polygon on the right also has two outer boundaries and one inner boundary. However, the second outer boundary is nested within the inner boundary.



Polygon objects maintain a tree structure to keep track of the boundaries and identify nesting levels. The illustration below shows the different tree structures for the two objects shown above. The first polygon tree contains two branches, while the second polygon tree contains a single branch.



In addition to outer and inner boundaries, there is an Annotation boundary type. This boundary has the characteristics of an inner boundary, but only affects the display of the pattern fill and is ignored when calculating the area or interior of the polygon object. Its primary purpose is to allow you to annotate your drawings without the fill pattern of the polygon obscuring the annotations. The annotation will typically consist of text or blocks.

See also:

- [Creating Polygon Objects](#) on page 816
- [Modifying Polygon Objects](#) on page 818
- [Setting Polygon Options](#) on page 832

To work with polygons

- [To create a polygon object](#) on page 816
- [To add boundaries](#) on page 819
- [To convert polylines to polygons](#) on page 826
- [To convert a polygon topology to polygons](#) on page 829
- [To create centroids for polygons and closed polylines](#) on page 832
- [To change the default setting for importing polygons](#) on page 833

Quick Reference

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu

Create menu ► Centroids

Icon



Create Centroids

Command Line

MAPCREATECENTROIDS

Dialog Box

Create Centroids dialog box

MAPPOLYLINETOPOLYGON

Converts closed polylines to polygons

Menu

At the Command prompt, enter mappolylinetopolygon.

Icon



Convert Polygons to Polygons

Command Line

MAPPOLYLINETOPOLYGON

MAPTOPOLOGYTOPOLYGONS

Converts an existing polygon topology to polygons

Menu

At the Command prompt, enter maptopologytopolygons.

Icon



Convert Topology to Polygons

Command Line

MAPTOPOLOGYTOPOLYGONS

Dialog Box

Create Polygons From Topology dialog box

MAPUSEMPOLYGON

Turns on and off the ability to use mapping polygons

Command Line

MAPUSEMPOLYGON

Dialog Box

MAPUSEMPOLYGON

MAPMPEDIT

Edits polygons

Menu

Click Modify ► Edit MPolygon.

Icon	 Edit Polygon
Command Line	MAPMPEDIT
Dialog Box	MAPMPEDIT (Edit Polygon command)


MPFILL

Sets the default fill for polygons

Menu	At the Command prompt, enter mpfill.
Icon	 Polygon Fill Settings
Command Line	MPFILL
Dialog Box	Polygon Fill Properties dialog box


MPOLYGON

Creates polygons

Menu	Create ► Mpolygon
Icon	 MPolygon
Command Line	MPOLYGON

MPSPPLIT

Splits an existing polygon into two new polygons

Menu	At the Command prompt, enter mpsplit.
Icon	 Split Polygon
Command Line	MPSPPLIT
Dialog Box	MPSPPLIT (Split Polygon command)

Creating Polygon Objects

Create polygon objects by selecting existing closed polyline objects and circles, or by specifying points.

The boundaries of a polygon object can overlap or touch, but they cannot cross. When you pick points to draw a boundary, a point will be rejected if it causes the boundary to cross itself or if it crosses a previous boundary created by the command.

You select the fill color and pattern used to fill polygon objects. For color, you can choose from a variety of colors including true colors and colors from imported color books. For pattern, you can choose a predefined hatch pattern, a simple line pattern of your own design, a more complex hatch pattern, or a solid color. You can also create a gradient fill, which uses a transition between shades of one color or between two colors. Gradient fills can be used to give the appearance of light reflecting on an object.

See also:

- [Converting Polylines to Polygons](#) on page 825
- [Converting Polygon Topology to Polygons](#) on page 827
- [Modifying Polygon Objects](#) on page 818
- [Setting Polygon Options](#) on page 832

To create a polygon object

- 1 Click Create menu ► Mpolygon.
- 2 Click in the drawing to specify a start point, or select an existing object to include in the polygon.
- 3 Optionally, enter a to draw an arc as part of the polygon.
- 4 Repeat Step 2 to add objects or specify more points.
- 5 Enter c to close the polygon.

To set the Fill property for polygon objects

- 1 On the command line, enter mppfill. Press Enter.
- 2 Enter f.

- 3 In the [Polygon Fill Properties dialog box](#) on page 1558, set the polygon fill properties.

These properties are applied to the polygon that you are drawing and all new polygons you create or convert.

To fill with...	Do this in the Polygon Fill Properties dialog box...
Solid	<ul style="list-style-type: none">■ Click the Hatch tab.■ For Pattern Type, select Predefined.■ For Pattern Name, select Solid.■ For Fill Color, select the fill color. Choose "Select Color" to select from a large palette of colors.
Predefined hatch pattern	<ul style="list-style-type: none">■ Click the Hatch tab.■ For Pattern Type, select Predefined.■ For Pattern Name, select a pattern.
User defined hatch pattern	<ul style="list-style-type: none">■ Click the Hatch tab.■ For Pattern Type, select User Defined.■ Specify the angle and spacing of the hatch pattern.
One or two color gradient	<ul style="list-style-type: none">■ Click the Gradient tab.■ Select the number of colors to use for the gradient fill.■ Select the colors.■ Use the Shade/Tint slider to adjust the color.■ Click a pattern.■ Select Center to create a symmetrical fill, or clear Center to move the "highlight" up and to the left.■ Specify an angle for the "highlighted" area.

- 4 Continue creating the polygon by following the steps in the previous procedure.

Quick Reference

MPOLYGON

Creates polygons

Menu

Create ► Mpolygon

Icon



MPolygon

Command Line

MPOLYGON

Modifying Polygon Objects

You can edit a polygon by editing its boundaries (adding, deleting, moving, or disconnecting them), changing its fill properties, moving nodes in a boundary, changing individual boundary types to Inner or Outer, or rebalancing the polygon. For explanations of these terms, see [Overview of Polygons](#) on page 811.

Rebalancing Polygons

If you add or delete boundaries, be sure to rebalance the polygon. A polygon becomes unbalanced when it does not have correct information about which is an inner boundary and which is an outer boundary. When you rebalance the polygon, the nesting order follows an alternating outer/inner/outer order.

Area of a Polygon

The area between an inner and outer boundary is filled or not filled in an alternating manner. In a balanced polygon, the filled area represents the total area of the polygon object. The total area of the polygon is calculated by subtracting the sum of the area of all inner boundaries from the sum of the area of all outer boundaries.

Filling a Polygon

You can change the default fill color and pattern assigned to polygons. For color, you can choose from a variety of colors including true colors and colors from imported color books. For fill pattern, you can select a predefined hatch

pattern, define your own hatch pattern, choose a solid color, or define a one- or two-color gradient fill.

See also:

- [Creating Polygon Objects](#) on page 816
- [Setting Polygon Options](#) on page 832
- [Overview of Polygons](#) on page 811

- [To add boundaries](#) on page 819
- [To delete boundaries](#) on page 819
- [To move boundaries](#) on page 820
- [To edit nodes on a boundary](#) on page 820
- [To change the boundary type](#) on page 821
- [To rebalance the polygon object](#) on page 821
- [To edit the fill property for the polygon object](#) on page 821
- [To set the default fill pattern for polygons](#) on page 822

To add boundaries

- 1 Click Modify menu ► Edit Mpolygon.
- 2 In the drawing area, select the polygon to edit.
- 3 Enter a.
- 4 Select the polygon or closed polyline to add to the polygon.
The boundary is added to the polygon and assigned an inner or outer boundary type based on its relationship to the rest of the object
- 5 Repeat Step 2 to add any other boundaries.
- 6 When the selection is completed, you can rebalance the polygon by entering r.

To delete boundaries

- 1 Click Modify menu ► Edit Mpolygon.
- 2 Select the polygon to edit.

- 3 Enter d to delete the boundary, or enter c to delete the boundary from the polygon but preserve it as an object.
- 4 Click a boundary object to delete from the polygon.
The boundary is removed from the polygon.
- 5 Repeat Step 2 to delete any other boundaries.
- 6 When the selection is completed, you can enter r to rebalance the polygon.

To move boundaries

- 1 Click Modify menu ► Edit Mpolygon.
- 2 Select the polygon to edit.
- 3 Enter m.
- 4 Click a boundary object to move within the polygon.
Any nested boundaries within the boundary are also selected.
- 5 Click in the drawing to specify the base point.
- 6 Click in the drawing to specify the displacement point.
- 7 Repeat these steps to move any other boundaries.

To edit nodes on a boundary

- 1 Click Modify menu ► Edit Mpolygon.
- 2 Select the polygon to edit.
- 3 Enter e.
- 4 Click a boundary object to edit.
- 5 Click the node to edit.

TIP Press the Spacebar to move to the next node.

Enter r to remove the node, m to move the node, or i to insert a new node.

You can not modify the boundary in a way that would make it cross another boundary in the polygon. For example, you cannot delete a node if that would make the current boundary cross an inner boundary.

- 6 When you finish editing nodes, press x to exit node-editing mode.

To change the boundary type

- 1 Click Modify menu ► Edit Mpolygon.
- 2 Select the polygon to edit.
- 3 Enter b.
- 4 Click the boundary object for which you want to change the type.
- 5 Enter o, i, or a (Outer/Inner/Annotation).
Annotation boundaries behave the same as inner boundaries, but have no effect on area calculations.

To rebalance the polygon object

- 1 Click Modify menu ► Edit Mpolygon.
- 2 Select the polygon to edit.
- 3 Enter r.
The Rebalance option recalculates the polygon tree and reassigns the Inner/Outer property of all the boundaries based on their nesting level.

To edit the fill property for the polygon object

- 1 Click Modify menu ► Edit Mpolygon.
- 2 Select the polygon to edit.
- 3 Enter f.
- 4 In the [Polygon Fill Properties dialog box](#) on page 1558, edit the polygon fill properties. These properties are applied to the polygon that you are editing.

To fill with...	Do this in the Polygon Fill Properties dialog box...
Solid	<ul style="list-style-type: none"> ■ Click the Hatch tab. ■ For Pattern Type, select Predefined. ■ For Pattern Name, select Solid. ■ For Fill Color, select the fill color. Choose "Select Color" to select from a large palette of colors.

To fill with...	Do this in the Polygon Fill Properties dialog box...
Predefined hatch pattern	<ul style="list-style-type: none"> ■ Click the Hatch tab. ■ For Pattern Type, select Predefined. ■ For Pattern Name, select a pattern.
User defined hatch pattern	<ul style="list-style-type: none"> ■ Click the Hatch tab. ■ For Pattern Type, select User Defined. ■ Specify the angle and spacing of the hatch pattern.
One or two color gradient	<ul style="list-style-type: none"> ■ Click the Gradient tab. ■ Select the number of colors to use for your gradient fill. ■ Select the colors. ■ Use the Shade/Tint slider to adjust the color. ■ Click a pattern. ■ Select Center to create a symmetrical fill, or clear Center to move the "highlight" up and to the left. ■ Specify an angle for the "highlighted" area.

To set the default fill pattern for polygons

- 1 On the command line, enter mpfill. Press Enter.
- 2 Select the fill pattern and properties.
All polygons you create or convert will use the new default fill.

Editing Using Grips

In addition to the options described above, you can edit a polygon object using grips in the same way that you edit a polyline object (stretch a vertex, move, rotate, scale, etc.).

Quick Reference

MAPMPEDIT

Edits polygons

Menu

Click Modify ► Edit MPolygon.

Icon



Edit Polygon

Command Line

MAPMPEDIT

Dialog Box

MAPMPEDIT (Edit Polygon command)

MPFILL

Sets the default fill for polygons

Menu

At the Command prompt, enter mpfill.

Icon



Polygon Fill Settings

Command Line

MPFILL

Dialog Box

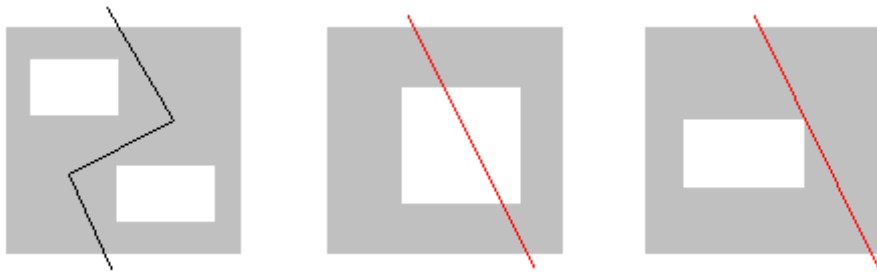
Polygon Fill Properties dialog box

Splitting Polygon Objects

You can split an existing polygon into two new polygons. The existing polygon is deleted.

Example: If a parcel is subdivided, you can split the existing parcel.

When you split a polygon, the split line cannot cross itself or cross an internal boundary of the polygon.



This split is allowed.

This split is *not* allowed because it crosses an internal boundary.

This split is *not* allowed because it touches one of the vertices of the internal boundary.

When you split the polygon, you can choose to copy any existing data from the original polygon to both of the new polygons.

See also:

■ [Modifying Polygon Objects](#) on page 818

■ [Setting Polygon Options](#) on page 832

To split a polygon object

- 1 On the command line, enter mpsplit. Press Enter.
- 2 Select the polygon to split.
- 3 Specify the line to split the polygon:
 - To split the polygon by drawing a line, enter d.
Click in the drawing to specify the first point for the line.
Click to specify the next point, or enter a to draw an arc. For more information on drawing arcs, see *ARC* in the AutoCAD Help.
 - To split the polygon by using an existing line, enter s. Select the line or lines.
- 4 To copy attached data from the original polygon to the two new polygons, enter y.
Otherwise, the data is deleted.

Quick Reference

MPSPLIT

Splits an existing polygon into two new polygons

Menu

At the Command prompt, enter mpsplit.

Icon



Split Polygon

Command Line	MPSPLIT
Dialog Box	MPSPLIT (Split Polygon command)

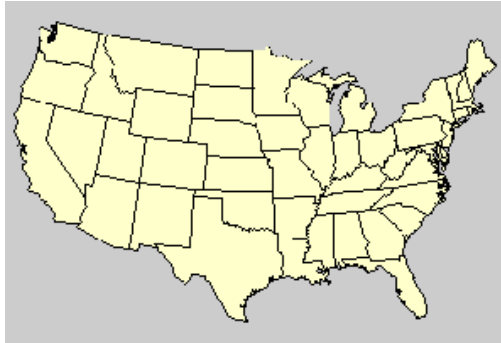
Converting Polylines to Polygons

You can convert all, or a selection of, the closed polylines in an existing drawing to polygon objects. When you convert a closed polyline, the original polyline is erased and is replaced with a polygon object.

When exporting objects to other formats, use polygons to preserve information about islands, holes, or discontinuous polygons.

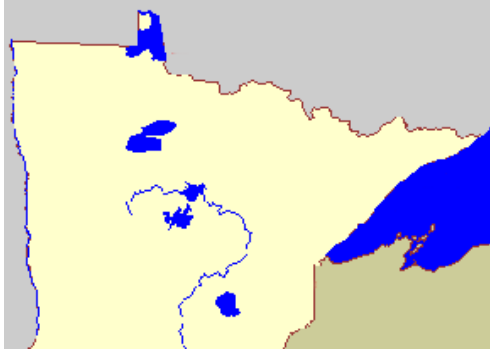
Here are some typical situations in which you may want to convert polylines to polygons.

Converting Polylines to Polygons



This illustration shows a map made of polylines. Every closed polyline is converted to a polygon.

Converting Nested Polylines to Polygons



This illustration shows a state with lakes as closed polylines.

To create a complex polygon with islands, holes, or discontinuous polygons, first use the GROUP command to group the objects that you want to include in the polygon. Then use the MAPPOLYLINETOPOLYGON command.

WARNING When you group objects, only the data from the outermost boundary is maintained. The data from nested objects is lost.

To preserve nested data, you may want to convert your polylines in steps. For example, in the illustration above, you could first query in the state and lake boundaries, group all these objects, and create a polygon. The resulting polygon will show the state with holes for the lakes, and will maintain only the state data. Next, query in the lake polylines, do not group them, and then convert the lake polylines to polygons. Each of the polygons representing the lakes will have its data attached.

See also:

- [Converting Polygon Topology to Polygons](#) on page 827
- [Overview of Polygons](#) on page 811
- [Setting Polygon Options](#) on page 832

To convert polylines to polygons

- 1 Set the PROXYGRAPHICS system variable to 0.
- 2 On the command line, enter mappolylinetopolygon. Press Enter.

- 3 If you already had a selection set, the selected closed polylines are converted. If you did not have a selection set, select the polylines to convert. Press Enter.

Each closed polyline in the selection set is converted. If the polyline belongs to a group, only the first (outermost) polyline is converted. Other polylines in the group are copied into the polygon as additional boundaries and the polygon is rebalanced.

When objects are converted to polygons, they use the color or hatch set by the [MPFILL command](#) on page 833.

Quick Reference

MAPPOLYLINETOPOLYGON

Converts closed polylines to polygons

Menu At the Command prompt, enter
mappolylinetopolygon.

Icon  Convert Polylines to Polygons

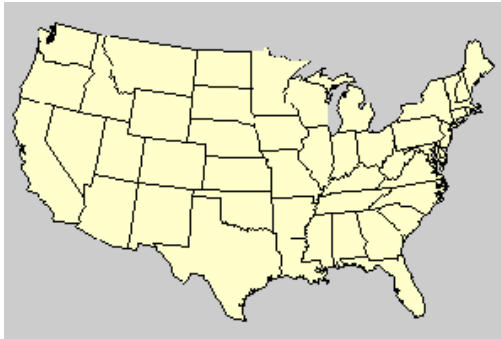
Command Line MAPPOLYLINETOPOLYGON

Converting Polygon Topology to Polygons

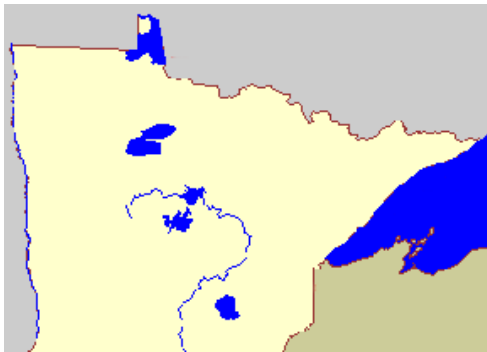
You can create polygons from a polygon topology. The polygon topology is not changed.

When exporting objects to other formats, use polygons to preserve information about islands, holes, or discontinuous polygons.

Here are some typical situations in which you may want to create polygons from a polygon topology.



This illustration shows a polygon topology. You can create polygons for each polygon in the polygon topology, which is useful when exporting to other formats.



This illustration shows lakes as part of a state topology. To create a polygon for the state with "holes" in it for the lakes, select the Group Complex Polygons option.

Converting Polygon Topology with Nested Boundaries

When you have nested polygons in your topology, you have several options on how to convert them.

If you select the Group Complex Polygons option and all the polygons have centroids, AutoCAD Map 3D will create a single balanced polygon.

If you do not select the Group Complex Polygons option, AutoCAD Map 3D will create separate polygons, one for each centroid.

To create a single polygon from polygons nested within each other, each nested polygon must have a centroid. For example, if you have three polygons nested one within another, and the middle polygon does not have a centroid, AutoCAD Map 3D will create separate polygons for the inner polygon and the outer polygon.

See also:

- [Converting Polylines to Polygons](#) on page 825
- [Overview of Polygons](#) on page 811
- [Setting Polygon Options](#) on page 832

To convert a polygon topology to polygons

- 1 On the command line, enter `maptopologytopolygons`. Press Enter.
- 2 For Name, select the topology to convert.
Click Load Topology to select and load the topology.
- 3 For Layer, select the layer on which you want to place the converted polygons.
Click Layer Settings to create a new layer and set its properties.
- 4 Optionally, select Group Complex Polygons to create a single polygon from nested polygons in the topology.
If one polygon is inside another, they both become boundaries in the resulting polygon object. There is no specific limit to the nesting level of polygons grouped with this option, but in some conditions the resulting inner/outer type of individual boundaries may not be what you anticipated. You can use the [MAPMPEDIT](#) on page 819 command to correct this.
- 5 Optionally, select Copy Object Data From Centroid to copy object data from the polygons to the new polygon objects.
If you selected Group Complex Polygons, the object data is copied only from the outermost polygon.
- 6 Optionally, select Copy Database Links From Centroid to copy database links from the polygons to the new polygon objects.
If you selected Group Complex Polygons, the database links are copied only from the outermost polygon.
- 7 Click OK.

When objects are converted to polygons, they use the color or hatch set by the [MPFILL command](#) on page 833.

Quick Reference

MAPTOPOLOGYTOPOLYGONS

Converts an existing polygon topology to polygons

Menu At the Command prompt, enter
maptopologytopolygons.

Icon



Convert Topology to Polygons

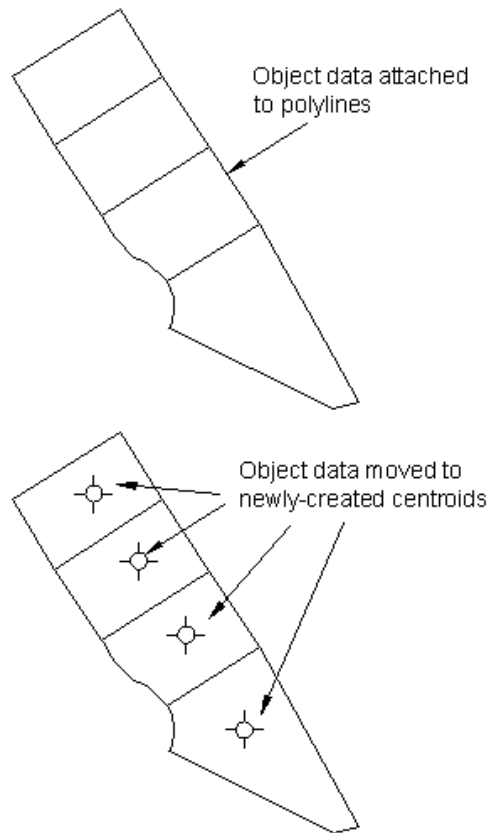
Command Line MAPTOPOLOGYTOPOLYGONS

Dialog Box Create Polygons From Topology dialog box

Creating Centroids for Polygons

If you have data attached to polygon objects or closed polylines, you can create centroids for the polygons or closed polylines and move the data to the centroid.

This is useful after you import or digitize objects, before using editing commands such as Drawing Cleanup, Map Break, or Map Trim, or when working with topology.



Object data attached to closed polylines (above) and object data moved to centroids (below).

When you use this feature, AutoCAD Map 3D checks that the selected polygons or closed polylines are clean; that is, that the lines do not intersect each other, and that the area is greater than 0.

It creates a centroid inside each selected polygon or closed polyline and moves any object data or SQL link data to the centroid. For a 'figure eight' object, AutoCAD Map 3D creates one centroid.

Centroids are created with a Z value of 0.

See also:

■ [Creating Polygon Objects](#) on page 816

- [Overview of Polygons](#) on page 811

To create centroids for polygons and closed polylines

- 1 Click Create menu ► Centroids.
- 2 In the [Create Centroids dialog box](#) on page 1535, specify whether to create centroids for all closed objects or only for selected closed objects. If only for selected closed objects, select those polygons and closed polylines.

TIP Use Quick Select to view and filter the object type as you select objects.

- 3 Specify the layer on which the centroids should be created.
- 4 Specify the block to use for centroids, or use ACAD_POINT.
- 5 Click OK.

Quick Reference

MAPCREATECENTROIDS

Creates a centroid in a polygon and moves data to the centroid

Menu

Create menu ► Centroids

Icon



Create Centroids

Command Line

MAPCREATECENTROIDS

Dialog Box

Create Centroids dialog box

Setting Polygon Options

AutoCAD Map 3D uses polygons by default for import and export. If you do *not* want to use polygons, for example, for compatibility with an older drawing, you can select the option to import polygons as polylines. You can also change the default setting for this option.

When objects are imported as polygons, they use the default fill color and pattern set by the MPFILL command. Boundaries come in as usual, using the default layer color unless another color is specified in the imported file.

You can change the default fill color and pattern assigned to polygons. For color, you can choose from a variety of colors including true colors and colors from imported color books. For fill pattern, you can select a predefined hatch pattern, define your own hatch pattern, choose a solid color, or define a one- or two-color gradient fill.

You can also change the display of polygon boundaries to display just the edges, just the fill, or both.

See also:

- [Creating Polygon Objects](#) on page 816
- [Overview of Polygons](#) on page 811
- [To change the default setting for importing polygons](#) on page 833
- [To change the default fill for polygons](#) on page 833
- [To change the display of polygon edges](#) on page 834

To change the default setting for importing polygons

- 1 On the command line, enter mapusempolygon.
You are asked whether you want to use polygons.
- 2 Type off or on. Press Enter.

If you turn off mpolygons, AutoCAD Map 3D creates closed polylines for polygon objects that it imports.

To change the default fill for polygons

- 1 On the command line, enter mpfill. Press Enter.
- 2 In the [Polygon Fill Properties dialog box](#) on page 1558, select the polygon fill properties.

To fill with...	Do this in the Polygon Fill Properties dialog box...
Solid	■ Click the Hatch tab. ■ For Pattern Type, select Predefined.

To fill with...	Do this in the Polygon Fill Properties dialog box...
	<ul style="list-style-type: none"> ■ For Pattern Name, select Solid. ■ For Fill Color, select the fill color. Choose "Select Color" to select from a large palette of colors.
Predefined hatch pattern	<ul style="list-style-type: none"> ■ Click the Hatch tab. ■ For Pattern Type, select Predefined. ■ For Pattern Name, select a pattern.
User defined hatch pattern	<ul style="list-style-type: none"> ■ Click the Hatch tab. ■ For Pattern Type, select User Defined. ■ Specify the angle and spacing of the hatch pattern.
One or two color gradient	<ul style="list-style-type: none"> ■ Click the Gradient tab. ■ Select the number of colors to use for your gradient fill. ■ Select the colors. ■ Use the Shade/Tint slider to adjust the color. ■ Click a pattern. ■ Select Center to create a symmetrical fill, or clear Center to move the "highlight" up and to the left. ■ Specify an angle for the "highlighted" area.

All polygons you create or convert will use the new default fill. You can change the fill for an existing polygon with the MAPMPEDIT command.

To change the display of polygon edges

- 1 On the command line, enter polydisplay.
- 2 Enter e to view edges only, f to view fill only, or b to view both edges and fill.
- 3 On the command line, enter regen.

Quick Reference

MAPUSEMPOLYGON

Turns on and off the ability to use mapping polygons

Command Line MAPUSEMPOLYGON

Dialog Box MAPUSEMPOLYGON

MPFILL

Sets the default fill for polygons

Menu At the Command prompt, enter mpfill.

Icon



Polygon Fill Settings

Command Line MPFILL

Dialog Box Polygon Fill Properties dialog box

POLYDISPLAY

Specifies whether to display edges only, fill only, or both for polygons

Menu At the Command prompt, enter polydisplay.

Icon



Polygon Display Mode

Command Line POLYDISPLAY

Adding and Deleting Annotation

Use annotation to quickly and easily label objects with their attribute values, display properties, and geometric values. For more information see [Annotating Drawing Objects](#) on page 904.

Using Object Classification

Use object classification to organize drawing objects in your map based on the real-world objects that they represent. When you create an object using object classification, the object automatically has properties and values assigned to it based on its classification.

NOTE This functionality applies to drawing objects only.

- [Overview of Object Classification](#) on page 836
- [Creating Classified Drawing Objects](#) on page 842
- [Assigning an Object Class](#) on page 843
- [Editing Object Class Data](#) on page 845
- [Selecting Objects by Object Class](#) on page 846
- [Attaching an Object Class Definition File](#) on page 849

See also:

- [Overview of Object Classification](#) on page 836
- [Setting Up Object Classification](#) on page 108

To use object classification

- [To use object classification](#) on page 838
- [To create a classified drawing object](#) on page 842
- [To assign an object class to an existing object](#) on page 843
- [To unclassify an object](#) on page 844
- [To edit object class data for an object](#) on page 845
- [To select objects in your current map, based on their object class](#) on page 847
- [To select objects in source drawings, based on their object class](#) on page 847
- [To attach an object class definition file](#) on page 849

Overview of Object Classification

Object classification helps organize and select objects in your drawings.

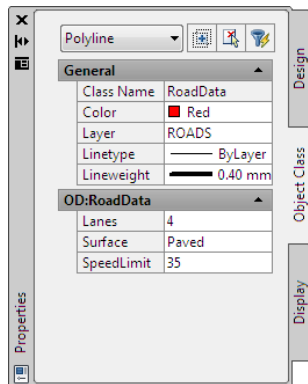
Use object classification to organize objects in your drawing based on the real-world features that they represent, for example, roads or manholes. When you create an object using object classification, the object automatically has

properties and values assigned to it based on its object classification. In addition, you can find or select all objects in an object class.

Setting Up Object Classification

- Start by determining the standard objects you use in your organization. For example, if your organization produces road maps, you may want a set of standard road objects, such as Primary Road and Secondary Road.
- Determine the set of properties and data for each standard object type. For each one, define an object class that specifies the properties and data for that object type. All object class definitions are stored in an object class definition file.
For example, you may want all Primary Roads to be use a polyline with a thick lineweight, be on the Primary Roads layer, and have object data associated with them that lists values for speed limit and number of lanes. Similarly, Secondary Roads might go on the Secondary Roads layer, use a thin lineweight, and include information on surface type.
- Use object class definitions to create objects with a standard set of properties and data assigned to them.
For example, if you use the Create Classified Object command to create a Primary Road, it is created with a polyline, a thick lineweight, on the Primary Roads layer, and with object data that lists values for speed limit and number of lanes. When you create a secondary road, it is on the Secondary Roads layer, with a thinner lineweight, and different values for surface type and number of lanes.

When you select an object that was created using object classification, the properties that are associated with that object class are displayed on the Object Class tab of the Properties palette. For example, when you select a road, the Properties palette shows you the layer, lineweight, surface type, and number of lanes. Edit properties by entering new values in the window.



When you select a road in your drawing, the Object Class tab shows all the properties associated with the object class Road. Edit a value by clicking in the box and selecting an item from the list.

See also:

- [Overview of Setting Up Object Classification](#) on page 109

To use object classification

- 1 [Attach an object class definition file](#) on page 849.
- 2 [Define an object class](#) on page 112.
This step is often performed by the CAD Manager in your organization.
- 3 Use object classification to standardize the objects in your drawings.
 - [Create new objects using object classification](#) on page 842.
These new objects are created using the standard properties specified for the object class.
 - [Assign an object class to an existing object](#) on page 843.
The properties and data associated with the object are changed to match the standards specified for the object class.

Once you have drawing objects in your drawing, you can do the following:

- [Edit object class data for an object](#) on page 845.
- [Select objects by object class](#) on page 847.
- [Query objects from source drawings by object class name](#) on page 1030.

- [Query objects from source drawings by object class properties](#) on page 1033.
- [Modify objects based on their object class](#) on page 1052.
- [Add text to objects based on object class values](#) on page 1062.
- [Create a report that lists the object class properties of selected objects](#) on page 1218.
- [View information about attached drawings](#) on page 160.

Quick Reference


PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu	Analyze ► Properties
Icon	 Properties
Command Line	PROPERTIES
Task Pane	Select object. Right-click in drawing area ► Properties

CLASSIFY

Classifies existing objects

Menu	Click Map ► Feature Classification ► Classify Objects.
Icon	 Classify Objects
Command Line	CLASSIFY
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Select Classified Objects
Dialog Box	Classify dialog box

Create Classified Object

Creates a new object based on the object classification definition

Task Pane	In Map Explorer, under Current Drawing, right-click an object class ► Create Classified Object
------------------	--

FEATUREDEF

Defines a new object class based on an example in the current drawing

Menu	Click Setup ► Classification Tools ► Define Object Class.
-------------	---

Icon	 Define Object Class
-------------	---

Command Line	FEATUREDEF
---------------------	------------


Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Define Object Class
------------------	--

Dialog Box	Define Object Classification dialog box
-------------------	---

MAPSELECTCLASSIFIED

Selects all classified objects

Menu	Click Map ► Feature Classification ► Select Features.
-------------	---

Icon	 Select Classified Objects
-------------	---

Command Line	MAPSELECTCLASSIFIED
---------------------	---------------------

Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Select Classified Objects
------------------	--

Dialog Box	MAPSELECTCLASSIFIED (Select Classified Objects command)
-------------------	---

MAPSELECTUNCLASSIFIED

Selects all objects that have no classification assigned to them

Menu	Click Map ► Feature Classification ► Select Unclassified.
-------------	---

Command Line	MAPSELECTUNCLASSIFIED
---------------------	-----------------------

Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Select Unclassified
------------------	--

Dialog Box	MAPSELECTUNCLASSIFIED (Select Unclassified Objects command)
-------------------	---

MAPSELECTUNDEFINED

Selects all objects whose classification is not defined in the current object class definition file

Menu	Click Map ► Feature Classification ► Select Undefined.
Command Line	MAPSELECTUNDEFINED
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Select Undefined
Dialog Box	MAPSELECTUNDEFINED (Select Undefined Objects command)


NEWDEF

Creates a new object class definition file

Menu	Click Setup ► Classification Tools ► New Definition File.
Command Line	NEWDEF
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► New Definition File
Dialog Box	New Object Class Definition File dialog box

UNCLASSIFY

Removes classification from an object

Menu	Click Modify ► Unclassify Objects.
Icon	 Unclassify Objects
Command Line	UNCLASSIFY
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Select Classified Objects

Creating Classified Drawing Objects

Use object classes to create new objects with a predefined set of properties and values.

When you create a drawing object using object classification, properties are set to allowable values and data is attached. In addition, the object is tagged with the name of its object class.

For example, if you create a road using a Road object class, you are prompted to create a normal polyline. The polyline is created on the Roads layer, has the default properties for a road, and has the data values specified for a road feature.

After you create a classified object, you can use the Object Class tab of the Properties palette to edit the data associated with the object class.

To create classified objects, you must have an object class definition file attached to your drawing. For information on the location of the object class definition file, consult your CAD manager.

NOTE If an object class was defined with a create method of None, or if it was defined as a base class only, you cannot create an object using that object class.

See also:

- [Overview of Object Classification](#) on page 836
- [Editing Object Class Data](#) on page 845
- [Attaching an Object Class Definition File](#) on page 849

To create a classified drawing object

- 1 In Map Explorer, right-click an object class. Click Create Classified Object. If no object classes are listed in Map Explorer, [attach an object class definition file](#) on page ?. For information on the location of the object class definition file, consult your CAD manager.
- 2 Create the object as prompted.

When you create the object, object data, external data, and topology data are attached. Other properties included in the object class definition are set to the current drawing setting. If this setting is not within the range of allowable values for this property, the default value is used.

- 3 If necessary, [edit the properties](#) on page 845 for this object.

Quick Reference

Create Classified Object

Creates a new object based on the object classification definition

Task Pane In Map Explorer, under Current Drawing, right-click an object class ► Create Classified Object

Assigning an Object Class

Classify existing objects by assigning object classes to them. When you classify an object, the properties and data of the selected object class are assigned to the object.

Before you assign an object class, make sure that the properties specified in the object class definition are available in the drawing. For example, if the object class definition specifies a linetype, make sure the specified linetype is loaded into the drawing. Any properties that are not available are not updated for the classified objects.

To classify objects, you must have an object class definition file attached to your drawing. For information on the location of the object class definition file, consult your CAD manager.

See also:

- [Attaching an Object Class Definition File](#) on page 849
- [Overview of Object Classification](#) on page 836

To assign an object class to an existing object

- 1 In Map Explorer, right-click the object class to assign to the object. Click Classify Objects.

If no object classes are listed in Map Explorer, [attach an object class definition file](#) on page ?. For information on the location of the object class definition file, consult your CAD manager.

- 2 In the [Classify Objects dialog box](#) on page 1515, select the options you want and click OK.
 - Select Include Objects to classify objects even if the values for properties associated with the object class are not within the range of allowable values specified for the feature.
For these objects, the values that are outside the allowable range will be reset to the default value.
 - Select Exclude Objects to ensure that you do not overwrite an object class already assigned to an object.
- 3 Select the objects to classify.
If objects do not match the object type of the object class, they are filtered out of the selection set and are not classified.


To unclassify an object

- 1 In Map Explorer, right-click Object Classes. Click Unclassify Objects.
- 2 Select the objects to unclassify.
- 3 When you finish selecting objects, press Enter.
The object classification tag is removed from the selected objects.

Quick Reference

CLASSIFY

Classifies existing objects

Menu	Click Map ► Feature Classification ► Classify Objects.
Icon	 Classify Objects
Command Line	CLASSIFY
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Select Classified Objects
Dialog Box	Classify dialog box

UNCLASSIFY

Removes classification from an object

Menu Click Modify ► Unclassify Objects.

Icon



Unclassify Objects

Command Line UNCLASSIFY

Task Pane In Map Explorer, under Current Drawing, right-click Object Classes ► Select Classified Objects

Editing Object Class Data

Edit object class data for the selected object from the Object Class tab of the Properties palette.

If you enter values on the Object Class tab that are outside the allowable range for this property, the value resets to the default value. If you edit this data elsewhere, such as on the Categories tab of the Properties palette, you can enter values that are outside the range.

See also:

- [Assigning an Object Class](#) on page 843
- [Creating Classified Drawing Objects](#) on page 842
- [Overview of Object Classification](#) on page 836

To edit object class data for an object

- 1 Select the object.
- 2 If the Properties palette is not already displayed, right-click the object. Click Properties.
- 3 In the Properties palette, select the Object Class tab.
- 4 Review and edit any information.
You must enter a value that is within the allowable range for this object class.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu

Analyze ► Properties

Icon



Properties

Command Line

PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Selecting Objects by Object Class

In your current map, you can create a selection set of objects, based on their object class. For example, you could select all Roads.

When you select all objects in a base class, objects in object classes based on that class are also selected.

You can use Quick Select to select objects with specific properties, such as all two-line roads. You can also select all objects that have not been assigned to any object class.

In addition, you can use queries to select objects by object class in your source drawing and query them into the current drawing.

See also:

- [Assigning an Object Class](#) on page 843
- [Creating Classified Drawing Objects](#) on page 842
- [Editing Object Class Data](#) on page 845
- [Using Object Classification](#) on page 836

To select objects in your current map, based on their object class

To select this...	Use this method...
Objects assigned to a specific object class	In Map Explorer, right-click the object class name ► Select Classified Objects.
Objects assigned to any object class (all classified objects)	In Map Explorer, right-click Object Classes ► Select Classified Objects.
Objects that have not been assigned to any object class (all unclassified objects)	In Map Explorer, right-click Object Classes ► Select Unclassified.
All undefined objects An undefined object was assigned to an object class, but that object class is not defined in the definition file attached to the drawing.	In Map Explorer, right-click Object Classes ► Select Undefined.
Objects based on a property value	<ol style="list-style-type: none">1 Right-click in the map.2 Click Quick Select.3 In the Quick Select dialog box, under Object Type, select the object class.4 Under Properties, select the object class property.5 Select an operator and a value.

To select objects in source drawings, based on their object class


To select this...	See...
Objects in source drawings based on the object class name or a specific value of an object class property	To retrieve drawing objects based on their properties on page 1030

To select this...	See...
Objects in source drawings based on the value of specific object class data	To retrieve drawing objects based on their object data on page 1033

Quick Reference

MAPSELECTCLASSIFIED

Selects all classified objects

Menu	Click Map ► Feature Classification ► Select Features.
Icon	 Select Classified Objects
Command Line	MAPSELECTCLASSIFIED
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Select Classified Objects
Dialog Box	MAPSELECTCLASSIFIED (Select Classified Objects command)

MAPSELECTUNCLASSIFIED

Selects all objects that have no classification assigned to them

Menu	Click Map ► Feature Classification ► Select Unclassified.
Command Line	MAPSELECTUNCLASSIFIED
Task Pane	In Map Explorer, under Current Drawing, right-click Object Classes ► Select Unclassified
Dialog Box	MAPSELECTUNCLASSIFIED (Select Unclassified Objects command)

MAPSELECTUNDEFINED

Selects all objects whose classification is not defined in the current object class definition file

Menu	Click Map ► Feature Classification ► Select Undefined.
-------------	--

Command Line	MAPSELECTUNDEFINED
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Select Undefined
Dialog Box	MAPSELECTUNDEFINED (Select Undefined Objects command)

Attaching an Object Class Definition File

The object class definition file includes information on how to create each object class you have defined. You can change the object class definition file that is associated with the current map. Only definitions in the associated definition file can be assigned to objects or used to create new features.

NOTE For information on the location of the object class definition file, consult your CAD manager.

See also:

- [Overview of Object Classification](#) on page 836
- [Creating an Object Classification File](#) on page 119

To attach an object class definition file

- 1 In Map Explorer, right-click Object Class Definition ► Attach Object Class Definition File.
- 2 Select the object class definition file. Click Open.

Quick Reference

ATTACHDEF

Changes the current feature definition file

Menu	Click Setup ► Classification Tools ► Attach Definition File.
Command Line	ATTACHDEF
Task Pane	In Map Explorer, under Current Drawing, right-clickObject Classes ► Attach Definition File

Entering Coordinate Geometry

Use coordinate geometry to enter accurate geometry when creating objects. For example, you can create parcel boundaries from legal documents or survey data.

To enter coordinate geometry

- [To use a command transparently](#) on page 851
- [To use COGO commands](#) on page 851
- [To specify a point using angle and distance](#) on page 853
- [To specify a point using bearing and distance](#) on page 855
- [To specify a point using a deflection angle and a distance](#) on page 856
- [To specify a point using azimuth and distance](#) on page 858

Overview of Coordinate Geometry Commands

Use the coordinate geometry (COGO) input commands to enter accurate geometry when creating objects. For example, you can create parcel boundaries from legal documents or survey data.

COGO commands are also called “transparent.” You use them in the middle of other commands by entering an apostrophe (') before the command name.

For example, start the Polyline (PLINE) command. When prompted for the next point in the polyline, enter *'ad*. The Angle Distance command prompts you for the angle and distance to the new point. When you finish using the Angle Distance command to specify the point, the Polyline command prompts you to enter the next point. You can enter the point normally, or you can start another transparent command to specify the point.

See also:

- [Using Angle and Distance to Specify a Point](#) on page 852
- [Using Bearing and Distance to Specify a Point](#) on page 854
- [Using Deflection and Distance to Specify a Point](#) on page 856
- [Using Azimuth and Distance to Specify a Point](#) on page 857

To use a command transparently

- 1 Start a command.
- 2 When prompted for input, instead of specifying the input, enter an apostrophe and the command name to use transparently.
- 3 When the transparent command finishes, continue responding to the prompts for the original command.

To use COGO commands

To do this...	Use this method...
Use an angle and a distance from another point to create a new object.	Use COGO to enter angle and distance to specify a point. on page ?
Use a bearing and a distance from another point to create a new object.	Use COGO to enter bearing and distance to specify a point. on page ?
Use a deflection angle and a distance from another point to create an object.	Use COGO to enter deflection angle and distance to specify a point. on page ?
Use azimuth and distance from another point to create an object.	Use COGO to enter azimuth and distance to specify a point. on page ?

Quick Reference

AD

Specifies a point based on angle and distance from a given point

Icon



Angle Distance

Command Line


'AD

Dialog Box

Command Line: AD


BD

Specifies a point based on bearing and distance from a given point

Icon	 Bearing Distance
Command Line	'BD
Dialog Box	Command Line: BD


DD

Specifies a point based on deflection and distance from a given point

Icon	 Deflection Distance
Command Line	'DD
Dialog Box	Command Line: DD

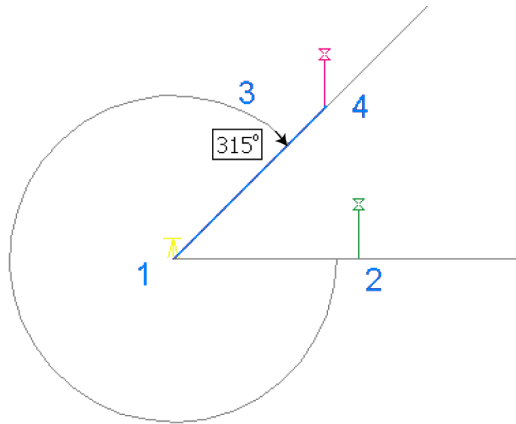
ZD

Specifies a point based on azimuth and distance from a given point

Icon	 Azimuth Distance
Command Line	'ZD
Dialog Box	Command Line: ZD

Using Angle and Distance to Specify a Point

When creating an object, such as a line or an arc, you can specify a point by specifying an angle and a distance from another point.



Select the line from which to measure the angle by selecting an existing line in your drawing, or by specifying a starting and ending point (1 and 2) for the line. Then specify the angle (3) and the distance from the starting point (4).

See also:

- [Overview of Coordinate Geometry Commands](#) on page 850

To specify a point using angle and distance

- 1 Start the command, for example, PLINE or ARC.
- 2 To specify a point using angle and distance, enter '*ad*'.
- 3 Specify the line to use to measure the angle.
 - For the first point of an object, specify a starting point and ending point for the line, or select an existing line in the drawing.
 - For a later point in the object, specify just the ending point for the line. The previous point of the object is the starting point of the line.
- 4 Enter the angle from the line you just specified to the line that specifies the new point.
- 5 Enter the distance from the starting point to the new point.
- 6 If prompted, enter an elevation, grade, or slope.

NOTE The Elevation/Grade/Slope prompt appears only if you turned on the Prompt For 3D Data Input option in the Coordinate Geometry Setup dialog box.

- 7 To specify another point, when you are prompted for the point, enter *'ad*, and then enter the angle and distance from the point you just specified.

Quick Reference

AD

Specifies a point based on angle and distance from a given point

Icon



Angle Distance

Command Line

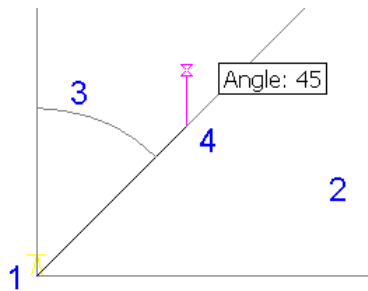
'AD

Dialog Box

Command Line: AD

Using Bearing and Distance to Specify a Point

When creating an object, such as a line or an arc, you can specify a point by specifying a bearing and a distance from another point.



Select a starting point (1) and a quadrant (2). Then specify the bearing angle (3) and the distance from the starting point (4).

See also:

- [Overview of Coordinate Geometry Commands](#) on page 850

To specify a point using bearing and distance

- 1 Start the command to use, for example, PLINE or ARC.
- 2 To specify a point using bearing and distance, enter *'bd*.
- 3 For the first point of an object, specify a starting point. For a later point in the object, the previous point for the object is the starting point.
- 4 Enter the quadrant.
 - 1 = northeast
 - 2 = southeast
 - 3 = southwest
 - 4 = northwest
- 5 Enter the angle.


Use the current angular units setting, decimal values, such as 45.1111, or surveyor type angles, such as 45d3'55".
- 6 Enter the distance from the starting point.
- 7 If prompted, enter an elevation, grade, or slope.

The Elevation/Grade/Slope prompt appears only if you turned on the Prompt For 3D Data Input option in the Coordinate Geometry Setup dialog box.
- 8 To specify another point, when you are prompted for the point, enter *'bd*, and then enter the quadrant, angle, and distance from the point you just specified.

Quick Reference

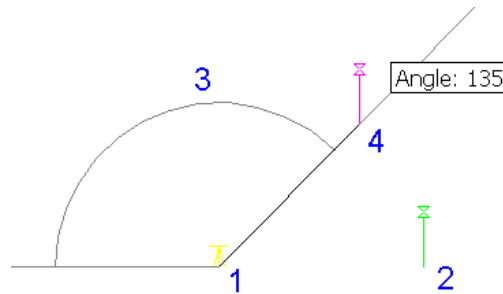
BD

Specifies a point based on bearing and distance from a given point

Icon	 Bearing Distance
Command Line	'BD
Dialog Box	Command Line: BD

Using Deflection and Distance to Specify a Point

When creating an object, such as a line or an arc, you can specify a point by specifying a deflection angle and a distance from another point.



Select the line from which to measure the deflection angle by either selecting an existing line in your drawing, or by specifying a starting and ending point (1 and 2) for the line. Then specify the deflection angle (3) and the distance from the starting point (4).

See also:

- [Overview of Coordinate Geometry Commands](#) on page 850

To specify a point using a deflection angle and a distance

- 1 Start the command to use, for example, PLINE or ARC.
- 2 To specify a point using deflection angle and distance, enter 'dd.
- 3 Specify the line to use to measure the angle.
 - For the first point of an object, specify a starting point and ending point for the line, or select an existing line in the drawing.

- For a later point in the object, specify just the ending point for the line. The previous point of the object is the starting point of the line.
- 4 Enter the deflection angle from the line you just specified to the line of the new direction.
Enter the angle using the current angular units setting, decimal values, such as 45.1111, or surveyor type angles, such as 45d3'55".
- 5 Enter the distance from the starting point.
- 6 If prompted, enter an elevation, grade, or slope.

NOTE The Elevation/Grade/Slope prompt appears only if you turned on the Prompt For 3D Data Input option in the Coordinate Geometry Setup dialog box.

- 7 To specify another point, when you are prompted for the point, enter 'dd, and then enter the deflection angle and distance from the point you just specified.

Quick Reference

DD

Specifies a point based on deflection and distance from a given point

Icon



Deflection Distance

Command Line

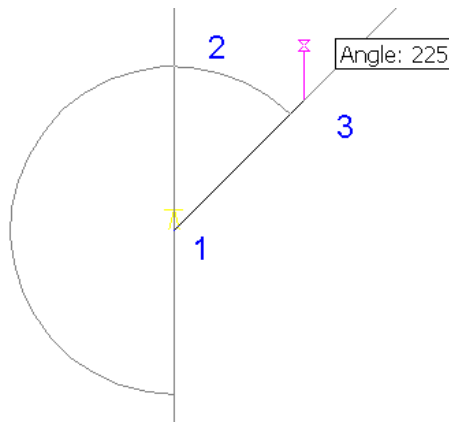
'DD

Dialog Box

Command Line: DD

Using Azimuth and Distance to Specify a Point

When creating an object, such as a line or an arc, you can specify a point by specifying azimuth and distance from another point. Azimuth is the clockwise angle from the North (or South) meridian.



Select a starting point (1). Then specify the azimuth angle (2) and the distance from the starting point (3).

See also:

■ [Overview of Coordinate Geometry Commands](#) on page 850

To specify a point using azimuth and distance

- 1 Start the command to use, for example, PLINE or ARC.
- 2 To specify a point using azimuth and distance, enter '*zd*'.
- 3 For the first point of an object, specify a starting point for the measurement. For a later point in the object, the previous point you specified for the object is the starting point.
- 4 Enter the azimuth, which is the clockwise angle from the North (or South) meridian to the line of the new direction.
Enter the angle using the current angular units setting, decimal values, such as 45.1111, or surveyor type angles, such as 45d3'55".
- 5 Enter the distance from the starting point to the new point.
- 6 If prompted, enter an elevation, grade, or slope.

NOTE The Elevation/Grade/Slope prompt appears only if you turned on the Prompt For 3D Data Input option in the Coordinate Geometry Setup dialog box.

- 7 To specify another point, when you are prompted for the point, enter 'zd, and then enter the azimuth and distance from the point you just specified.

Quick Reference

ZD

Specifies a point based on azimuth and distance from a given point

Icon



Azimuth Distance

Command Line

'ZD

Dialog Box

Command Line: ZD

Working with Attribute Data and Object Data

To use attribute data and object data

- [To use the Data View](#) on page 860
- [To enter and edit object data](#) on page 873

Viewing External Data Sources for Drawing Object Data

Use the Data View to view and edit external database tables that are linked to drawing objects. If you have [joined data to geospatial features](#) on page 439, use the Data Table to view that information.

- [Overview of Viewing External Data Sources for Drawing Objects](#) on page 860
- [Opening a Database Table](#) on page 865
- [Editing a Database](#) on page 867
- [Changing the Look of the Data View](#) on page 870
- [Freezing and Hiding Data View Columns](#) on page 871

See also:

- [Finding Records in a Database Linked to Drawing Objects](#) on page 1008

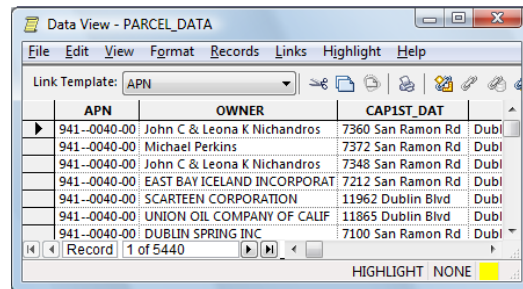
- [Editing Features using the Data Table](#) on page 595

To use the Data View

- [To use the Data View to view and edit external database tables](#) on page 861
- [To open a table using the Task Pane](#) on page 865
- [To edit a database record that is linked to a drawing object](#) on page 868
- [To turn off AutoCommit](#) on page 869
- [To manually save changes when AutoCommit is off](#) on page 869
- [To change the width of a column in Data View](#) on page 870
- [To change the formatting of cells in a column in Data View](#) on page 870
- [To freeze columns in the Data View](#) on page 871
- [To hide columns in the Data View](#) on page 872

Overview of Viewing External Data Sources for Drawing Objects

Use the Data View to view and edit external database tables that are linked to drawing objects.



The Data View shows records in an attached database table.

Using the Data View, you can sort and filter the records in the table. In addition, if you open the table in Edit mode, you can edit the data in the database table.

NOTE If you have [joined data to geospatial features](#) on page 439, use the Data Table to view that information.

See also:

- [Finding Records in a Database Linked to Drawing Objects](#) on page 1008

- [Overview of the Data Table](#) on page 921

To use the Data View to view and edit external database tables

- [To open a table using the Task Pane](#) on page 865
- [To edit a database record that is linked to a drawing object](#) on page 868
- [To find a database record in the Data View](#) on page 1012
- [To print a database table](#) on page 1216

Quick Reference

AutoCommit

Automatically saves database changes when the cursor leaves the record

Task Pane In Map Explorer, right-click a data source ► Auto Commit

Commit

Manually saves changes when AutoCommit is turned off

Task Pane In Map Explorer, right-click a data source ► Commit

(Data View) Append

Adds a new, blank record to the bottom of a database table

Menu In the Data View:Records ► Append

Icon



Append Record

(Data View) Find

Finds specified text

Menu In the Data View>Edit ► Find

(Data View) Format Column

Changes the formatting of cells in a column

Menu In the Data View:Format ► Column

Dialog Box Column dialog box

(Data View) Freeze Column

Freezes the selected column to the left of the Data View window

Menu In the Data View:View ► Freeze Column

(Data View) Header and Footer

Specifies header and footer for printing in the Data View

Menu In the Data View:File ► Header and Footer

Dialog Box Header/Footer dialog box

(Data View) Format Column

Changes the formatting of cells in a column

Menu In the Data View:Format ► Column

Dialog Box Column dialog box

(Data View) Page Setup

Sets the print options for Data View

Menu In the Data View:File ► Page Setup

Dialog Box Page Setup dialog box

(Data View) Print

Prints the current view of the database table

Menu In the Data View:File ► Print

Icon



Print

(Data View) Sort

Sorts records in ascending or descending order based on the selected column, or specifies a sort order based on more than one column

Menu In the Data View:View ► Sort ► Multiple Columns

(Data View) Undo

Reverses the most recent operation

Menu In the Data View:Edit ► Undo

(Data View) Unfreeze All Columns

Unfreezes all columns

Menu In the Data View:View ► Unfreeze All Columns

(Data View) Unfreeze All Columns

Unfreezes all columns

Menu In the Data View:View ► Unfreeze All Columns

MAPBROWSELINK

Opens a database table associated with a specific link template to edit in the Data View

Menu Click Map ► Database ► View Data ► Edit Linked Table.

Command Line MAPBROWSELINK

Task Pane Double-click a link template

Dialog Box Select Link Template dialog box

MAPBROWSETBL

Opens a database table to edit in the Data View

Menu Click Map ► Database ► View Data ► Edit Table.


Command Line MAPBROWSETBL

Task Pane Double-click a table

Dialog Box Select Table dialog box (MAPBROWSETBL)

MAPOPTIONS

Sets AutoCAD Map 3D options

Menu	Setup menu ► Autodesk Map Options
Icon	 Options
Command Line	MAPOPTIONS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Options
Dialog Box	AutoCAD Map Options dialog box

MAPRUNDBQUERY

Runs a database query and opens a database table displaying the results of the query in the Data View

Menu	Click Map ► Database ► View Data ► Execute Query.
Command Line	MAPRUNDBQUERY
Task Pane	Double-click the database query.
Dialog Box	Select Query dialog box

MAPVIEWLINK

Opens a database table associated with a specific link template to view in the Data View

Menu	Click Map ► Database ► View Data ► View Linked Table.
Command Line	MAPVIEWLINK
Task Pane	In Map Explorer, right-click a link template ► View Linked Table
Dialog Box	Select Link Template dialog box

MAPVIEWTBL

Opens a database table to view in the Data View

Menu	Click Map ► Database ► View Data ► View Table.
Command Line	MAPVIEWTBL

Task Pane	Right-click a table ► View Table
Dialog Box	Select Table dialog box (MAPBROWSETBL)

Opening a Database Table

The Data View (which displays external data linked to drawing objects) provides two modes for opening tables:

- **View mode:** You can change the way the table looks onscreen by formatting columns, sorting records, or filtering records, and you can create links between the data and objects in your drawing. You cannot edit the contents of the database table.
- **Edit mode:** In addition to formatting the table onscreen, you can edit the data in the table and add or delete records.

Database queries or views are always opened in View mode.

See also:

- [Viewing External Data Linked to Drawing Objects](#) on page 938
- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Overview of Attaching Data Sources to Drawings](#) on page 184

To open a table using the Task Pane

- To view or edit a table, double-click it in Map Explorer.
- To create or edit links to a table, double-click its link template.
- To run a query, double-click the database query name.

The table opens in either Edit mode or View mode depending on the setting on the [Data Source](#) on page 1634 tab of the AutoCAD Map Options dialog box. If the table is write-protected, it opens in View mode. Queries always open in View mode.

Quick Reference

MAPBROWSELINK

Opens a database table associated with a specific link template to edit in the Data View

Menu	Click Map ► Database ► View Data ► Edit Linked Table.
Command Line	MAPBROWSELINK
Task Pane	Double-click a link template
Dialog Box	Select Link Template dialog box

MAPBROWSETBL

Opens a database table to edit in the Data View

Menu	Click Map ► Database ► View Data ► Edit Table.
Command Line	MAPBROWSETBL
Task Pane	Double-click a table
Dialog Box	Select Table dialog box (MAPBROWSETBL)

MAPRUNDBQUERY

Runs a database query and opens a database table displaying the results of the query in the Data View

Menu	Click Map ► Database ► View Data ► Execute Query.
Command Line	MAPRUNDBQUERY
Task Pane	Double-click the database query.
Dialog Box	Select Query dialog box

MAPVIEWLINK

Opens a database table associated with a specific link template to view in the Data View

Menu	Click Map ► Database ► View Data ► View Linked Table.
Command Line	MAPVIEWLINK

Task Pane	In Map Explorer, right-click a link template ► View Linked Table
Dialog Box	Select Link Template dialog box

MAPVIEWTBL

Opens a database table to view in the Data View

Menu	Click Map ► Database ► View Data ► View Table.
Command Line	MAPVIEWTBL
Task Pane	Right-click a table ► View Table
Dialog Box	Select Table dialog box (MAPBROWSETBL)

Editing a Database

Data View displays external data linked to drawing objects. You can edit a table in the Data View as you would any database table. You can add or delete records, or edit a record's values. You can also search a particular column for occurrences of a specific value.

NOTE To view attribute data you have joined to a geospatial feature, use the Data Table instead. See [Overview of Joins](#) on page 439.

To edit values in a table in Data View, you must have the proper user authorizations, and you must open the table in Edit mode. See [Opening a Database Table](#) on page 865.

You can add records only to the end of a table. You *cannot* insert a record elsewhere in a table.

Undoing an Edit

While you are still in the record, use Undo and Redo to affect the last change you made to the current record.

WARNING Be careful when deleting records. Undo does not restore a deleted record. Your data is deleted permanently.

AutoCommit

AutoCAD Map 3D automatically saves (commits) your changes to the database as soon as your cursor leaves the record.

If you do not want edits saved automatically, turn off AutoCommit for this data source.

When AutoCommit is off, you can manually commit your changes. If you do not manually commit your changes, AutoCAD Map 3D commits the changes when you close all Data View windows for that data source or disconnect the data source.

To use Replace, you must open the table in Edit mode and turn AutoCommit off.

The AutoCommit setting applies to all tables in the selected data source.

See also:

- [Viewing External Data Linked to Drawing Objects](#) on page 938
- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Overview of Attaching Data Sources to Drawings](#) on page 184
- [Setting Up Users and Assigning Rights](#) on page 74

To edit a database record that is linked to a drawing object

- 1 Open a database table in the Data View in Edit mode.
- 2 Click the data to edit.
- 3 Type the new value.

You can undo changes to the current cell. In the Data View, click Edit menu ► Undo. To undo all changes to a record, before leaving the record, choose Undo Record.

To paste text from the Windows clipboard into a cell, click in the cell where you want to paste the text. In the Data View, click Edit menu ► Paste.

WARNING You cannot use Undo Record after you move off the record you're editing.

To turn off AutoCommit

- In Map Explorer, right-click a data source. Click AutoCommit.
If the command is not on the menu, you may have clicked a single table or you may have clicked the data sources node. Be sure to right-click a data source.

To manually save changes when AutoCommit is off

- In Map Explorer, right-click a data source. Click Commit.

Quick Reference

AutoCommit

Automatically saves database changes when the cursor leaves the record

Task Pane In Map Explorer, right-click a data source ► Auto Commit

Commit

Manually saves changes when AutoCommit is turned off

Task Pane In Map Explorer, right-click a data source ► Commit

(Data View) Append

Adds a new, blank record to the bottom of a database table

Menu In the Data View:Records ► Append

Icon



Append Record

(Data View) Sort

Sorts records in ascending or descending order based on the selected column, or specifies a sort order based on more than one column

Menu In the Data View:View ► Sort ► Multiple Columns

(Data View) Undo

Reverses the most recent operation

Menu

In the Data View:Edit ► Undo

Changing the Look of the Data View

Data View displays external data linked to drawing objects. You can change Data View, for example, to make a column narrower to fit better on your screen or to widen a column to display all the text.

You can change the font, color, and alignment of text in the column. You can also change the width and color of the column borders.

NOTE To preserve your formatting changes, be sure the Save Format And Style Changes With Drawing option is selected on the Data Source tab of the AutoCAD Map Options dialog box. If this option is not selected, formatting information for the table is removed from the current drawing when you close the Data View.

When you detach a data source, AutoCAD Map 3D erases Data View formatting information for all tables in that data source.

See also:

- [Viewing External Data Linked to Drawing Objects](#) on page 938
- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Overview of Attaching Data Sources to Drawings](#) on page 184

To change the width of a column in Data View

- 1 Move the cursor to the divider line next to the title of the column.
- 2 When the cursor becomes the double arrow, click and drag the column to the desired width.

To change the formatting of cells in a column in Data View

- 1 Click the title of the column to select the column.
- 2 In the Data View, click Format menu ► Column.

- 3 In the [Column dialog box](#) on page 1412, select the font, cell colors, text colors, border, and alignment options you want.
- 4 Click OK.

Quick Reference

(Data View) Format Column

Changes the formatting of cells in a column

Menu	In the Data View:Format ► Column
Dialog Box	Column dialog box

Freezing and Hiding Data View Columns

You can freeze and hide columns in the Data View.

- Freeze columns to make them visible at all times. The selected columns become the left-most columns in the Data View. They are frozen in that position and do not scroll off the screen. For example, freeze the parcel owner's name to have it remain onscreen as you scroll through the rest of the record.
- Hide columns that you don't want to display or print. The columns remain part of the database, and you can redisplay them at any time. For example, hide maintenance comments when you print the table.

See also:

- [Viewing External Data Linked to Drawing Objects](#) on page 938
- [Overview of Linking Database Records to Objects](#) on page 451
- [Creating a Link Template](#) on page 454
- [Overview of Attaching Data Sources to Drawings](#) on page 184

To freeze columns in the Data View

- 1 Open the database table in the Data View.
- 2 Select one or more columns.

- 3 In the Data View, click View menu ► Freeze Column.

To release frozen columns, in the Data View, select the columns and click View menu ► Unfreeze All Columns.

To hide columns in the Data View

- 1 In the Data View, select the column header of the column that you want to hide.
- 2 Right-click the column header. Click Hide.

To redisplay all hidden columns, right-click the grid header in the Data View. Click Unhide All.

Quick Reference

(Data View) Format Column

Changes the formatting of cells in a column

Menu In the Data View:Format ► Column

Dialog Box Column dialog box

(Data View) Format Column

Changes the formatting of cells in a column

Menu In the Data View:Format ► Column

Dialog Box Column dialog box

(Data View) Unfreeze All Columns

Unfreezes all columns

Menu In the Data View:View ► Unfreeze All Columns

(Data View) Unfreeze All Columns

Unfreezes all columns

Menu In the Data View:View ► Unfreeze All Columns

Entering and Editing Object Data

To enter and edit object data

- [To attach data to an object](#) on page 876
- [To attach multiple records to an object](#) on page 877
- [To automatically attach data to objects](#) on page 878
- [To display and edit data for a drawing object](#) on page 880
- [To delete object data from a drawing object](#) on page 880
- [To convert object data to a linked database table](#) on page 882

Overview of Entering and Editing Object Data

Object data is attribute data that is attached to individual objects and stored in tables in the drawing. Object data tables store text and numerical information related to an object.

To use object data, first define the format for the table, and then create each record as you attach it to an object.

After you define an object data table, you can associate it with one or more drawing objects. When you attach object data to a drawing object, AutoCAD Map 3D creates a new record in the selected table and attaches the record to the object. You can create more than one record for each object, and you can attach records from more than one table to an object.

To do this...	Use this method...
Create an object data table.	Click Setup menu ➤ Define Object Data. See Creating an Object Data Table on page 180.
Attach object data to objects	Do any of the following: <ul style="list-style-type: none">■ Attach object data manually to selected objects on page 876 by specifying the data values for each object.■ Automatically create and attach object data on page 878 based on existing block attributes or text.■ Attach object data as you digitize objects on page 893.

To do this...	Use this method...
	See Specifying Object Data for a Drawing Object on page 875
View or edit object data.	Right-click the object ► Properties. See Displaying and Editing Object Data for a Drawing Object on page 880
Delete object data.	Click Modify menu ► Edit Object Data. See Displaying and Editing Object Data for a Drawing Object on page 880
Convert object data to a linked database table.	Click Setup menu ► Convert Object Data to Database Links. See Converting Object Data to a Linked Database Table on page 881

Quick Reference

ADEATTACHDATA

Attaches object data to objects

Menu Create menu ► Attach/Detach Object Data

Icon



Attach/Detach Object Data

Command Line ADEATTACHDATA

Dialog Box Attach/Detach Object Data dialog box

ADEEDITDATA

Edits attached object data

Menu Modify menu ► Edit Object Data

Icon



Edit Object Data

Command Line	ADEEDITDATA
Dialog Box	Edit Object Data dialog box

ADEGENLINK

Automatically links objects to object data or external database records

Menu	In the Classic workspace, click Setup menu ► More Link Template Options ► Generate Links
Command Line	ADEGENLINK
Task Pane	In Map Explorer, right-click a link template ► Generate Links
Dialog Box	Generate Data Links dialog box

MAPOD2ASE

Converts object data tables to linked external database tables

Menu	Click Setup ► Convert Object Data to Database Links.
Command Line	MAPOD2ASE
Dialog Box	Convert Object Data to Database Links dialog box

Specifying Object Data for a Drawing Object

After you define an object data table, you can associate it with one or more drawing objects. When you attach object data to a drawing object, AutoCAD Map 3D creates a new record in the selected table and attaches the record to the object. You can create more than one record for each object, and you can attach records from more than one table to an object.

You can attach object data in these ways:

- [Attach object data manually to selected objects](#) on page 876 by specifying the data values for each object.
- [Automatically create and attach object data](#) on page 878 based on existing block attributes or text.
- [Attach object data as you digitize objects](#) on page 893.

When you attach object data to queried objects, AutoCAD Map 3D prompts you to add the object to the save set.

See also:

- [Creating an Object Data Table](#) on page 180
- [Running a Drawing Query in Draw Mode](#) on page 1074

Before you attach data to objects, create the object data table and execute a Draw mode query to copy the objects into the current drawing.

NOTE You cannot attach data to geospatial features, but you can [join external data to geospatial features](#). on page 439

To attach data to an object

- 1 Click Create menu ► Attach/Detach Object Data.
- 2 In the [Attach/Detach Object Data dialog box](#) on page 1528, select a table.
- 3 To change the value for a field in the table, select the data field and type a new value in the Value box. Press Enter.
- 4 To overwrite any values for this table already attached to the object, select Overwrite.
If cleared, the object will have both the old and the new values attached.
- 5 Click Attach To Objects.
- 6 Select the objects.


NOTE If you are attaching data to a polygon and plan to use the data with topology functions, be sure to attach the data to the centroid of the polygon. Topology functions do not use data attached to the polygon border.

A record with the specified values is attached to each selected object.

Quick Reference

ADEATTACHDATA

Attaches object data to objects

Menu	Create menu ► Attach/Detach Object Data
Icon	 Attach/Detach Object Data
Command Line	ADEATTACHDATA
Dialog Box	Attach/Detach Object Data dialog box

Specifying Multiple Records for an Object

By adding multiple records to the same object, you can keep track of historical information related to the object. For example, if you have a table called PipeMaintenance, with fields called Inspector, InspectionDate, and Condition, you might attach a record to a pipe object each time the pipe is inspected.

See also:

- [Creating an Object Data Table](#) on page 180
- [Entering and Editing Object Data](#) on page 873

To attach multiple records to an object

- 1 Click Modify menu ► Edit Object Data.
- 2 Select the object to which you want to add a record.
- 3 In the [Edit Object Data dialog box](#) on page 1529, select the attached table to which you want to add a record.
- 4 Click Insert Record.
Record # changes from 1 of 1 to 2 of 2 as AutoCAD Map 3D advances to the newly created record.
- 5 For each field in the record, update the value as necessary.
Select the field in the object data field list. Enter the new value in the Value box. Press Enter. Repeat this process for each field in the record.
- 6 Click OK.

The new record is attached to the selected object.

Quick Reference

ADEEDITDATA

Edits attached object data

Menu Modify menu ► Edit Object Data

Icon



Edit Object Data

Command Line ADEEDITDATA

Dialog Box Edit Object Data dialog box

Automatically Specifying Object Data for Objects

You can automatically attach object data records to objects in a drawing. For example, you can convert block attribute data to object data and attach it to objects in one operation.

First, you must create the object data table to use for the new data. Then when you perform the Generate Links operation, AutoCAD Map 3D automatically records the existing data in the new object data table.

NOTE You cannot create links to objects on layers that are locked, frozen, or turned off.

See also:

- [Creating an Object Data Table](#) on page 180
- [Entering and Editing Object Data](#) on page 873

NOTE Create the object data table before you begin this procedure.

To automatically attach data to objects

- 1 Click Setup menu ► More Link Template Options ► Generate Links.
- 2 In the [Generate Data Links dialog box](#) on page 1541, select a linkage type:
 - **Blocks** — Create links from block attribute data. The records are attached to the blocks themselves.

- Text — Create links from text. The records are attached to the text objects.
 - Enclosed Blocks — Create links from block attribute data. The records are attached to the polyline that encloses the block. Blocks that are not enclosed by a polyline are not linked.
 - Enclosed Text — Create links from text that lies within a closed polyline. The records are attached to the closed polyline that encloses the text. Text that is not enclosed by a polyline is not linked.
- 3 Under Data Links, select Create Object Data Records.
 - 4 Select a table.
If you are creating links for enclosed text, select a table that has only one field.
 - 5 If you are creating links for blocks or enclosed blocks, select the name of the block.
 - 6 Click OK.
 - 7 Enter s to select blocks or text objects, or enter a to use all blocks with the specified name or all text objects.

Quick Reference

ADEGENLINK

Automatically links objects to object data or external database records

Menu	In the Classic workspace, click Setup menu ► More Link Template Options ► Generate Links
Command Line	ADEGENLINK
Task Pane	In Map Explorer, right-click a link template ► Generate Links
Dialog Box	Generate Data Links dialog box

Displaying and Editing Object Data for a Drawing Object

After you attach object data to a drawing object, you can edit the object data record or delete a record from an object. You must have Edit Drawing privilege to edit object data.

For information on changing user privileges, see [Setting Up Users and Assigning Rights](#) on page 74.

NOTE To display and edit the attribute data for a geospatial feature (rather than a drawing object), see [Editing Features using the Data Table](#) on page 595.

See also:

- [Creating an Object Data Table](#) on page 180
- [Entering and Editing Object Data](#) on page 873

To display and edit data for a drawing object

- 1 Select the object in your drawing.

TIP If the drawing contains more than one object in the same location, press Ctrl while you select the object. This turns on the AutoCAD Map 3D cycle feature, which allows you to select each object at that location, one by one, as you click. Click until you select the object you want. Press Enter.

- 2 If the Properties palette is not open, right-click the object. Click Properties.
- 3 In the Properties palette, scroll to view the object data information.
- 4 To edit data, click the data to change and enter the new data.

NOTE If the object is a member of an object class, select the Object Class tab in the Properties palette and see if the object data is listed on that tab. If it is, edit the data using the Object Class tab. This tab checks the values you enter to make sure they meet the standards set for the object class.

To delete object data from a drawing object

- 1 Click Modify menu ► Edit Object Data.

- 2 Select the object in your drawing.
- 3 To delete the current record from the selected object, click Delete Record.
- 4 If the object has more than one record from the selected table, click Next or Last to view a different record. If the object has records attached from more than one table, select a table from the Table list to view object data from that table. To delete object data for a different object, click Select Object and select the object.

Quick Reference

ADEEDITDATA

Edits attached object data

Menu

Modify menu ► Edit Object Data

Icon



Edit Object Data

Command Line

ADEEDITDATA

Dialog Box

Edit Object Data dialog box

Converting Object Data to a Linked Database Table

Object data is an efficient method for storing small amounts of attribute data that you want to associate with drawing objects, but external databases store larger amounts of data more efficiently, and allow for more complex queries.

With AutoCAD Map 3D, you can convert object data into a linked database table that has the same data structure as the object data table. For each object containing object data in the specified table, AutoCAD Map 3D does the following:

- Reads the object data
- Creates a new record in the external database table
- Attaches link data to the object that links the object to the record

When AutoCAD Map 3D converts the data, it creates a new table in an existing data source. It also creates a link template for the new table. In the link template, you can choose to use an existing field as the key field, or you can have AutoCAD Map 3D create a new field and assign a unique value to each record.

Field Names in the New Table

By default, the fields in the new database table have the same names as the fields in the object data table. AutoCAD Map 3D resolves any conflicts in the following ways:

- Truncates fields that are too long and adds an incremental digit to the resulting duplicate field names
- Replaces unsupported characters in a field name with an underscore (_)
- Converts unsupported field types to character
- Converts point fields to a character string and separates coordinates with commas

See also:

- [Creating an Object Data Table](#) on page 180
- [Entering and Editing Object Data](#) on page 873
- [Overview of Attaching Data Sources to Drawings](#) on page 184
- [Overview of Linking Database Records to Objects](#) on page 451

This procedure creates a new table in an existing data source. Make sure the appropriate data source is attached.

NOTE During the conversion, field names in the object data table become field names in the database table. Make sure that the field names in your object data table are not SQL reserved words such as DATE, SELECT, or CURRENT. If necessary, rename the fields in your object data table before you convert it.

To convert object data to a linked database table

- 1 Click Setup menu ➤ Convert Object Data to Database Links.
- 2 In the [Convert Object Data to Database Links dialog box](#) on page 1416, under Source Object Data Table, select an object data table.

- 3 Select Remove Data From Objects Processed to delete the object data after creating the link.
- 4 Under Target Link Template, click Define to specify the link template.
- 5 In the Define Link Template dialog box, select an available data source. Click Connect.
- 6 Enter a table name.
- 7 Specify the fields to use as key fields (columns). To enter more than one field name, separate names with a comma.
 To select from a list of field names in the object data table, or to rename the fields, click Select to display the Select Link Template Key(s) dialog box.
 You can use an existing object data field as the key column or create a new field. If you select Generate Key Field, specify a name for the field in the Generate Key area. AutoCAD Map 3D sets the first record in the database table to 1, and increments each subsequent record by 1. Click OK to close the Select Link Template Key(s) dialog box.
- 8 In the Define Link Template dialog box, enter a name for the link template and click OK.
 The link template stores the address of the database table and the name of the key field. Accept the default or enter a new unique name.
- 9 In the Convert Object Data To Database Links dialog box, specify how to select objects with attached object data.
 You can select objects automatically or manually, and you can use a filter to restrict selection to specified layers.
- 10 Click Proceed.

AutoCAD Map 3D converts the object data into linked database tables.

Quick Reference

MAPOD2ASE

Converts object data tables to linked external database tables

Menu	Click Setup ► Convert Object Data to Database Links.
Command Line	MAPOD2ASE

Digitizing Objects

To attach attribute data to objects as you digitize them, use the MAPDIGITIZE command.

- [Overview of Digitizing Maps](#) on page 884
- [Overview of Digitizing Objects](#) on page 890
- [Digitizing Using MAPDIGITIZE](#) on page 892
- [Attaching Object Data As You Digitize](#) on page 893
- [Linking Database \(SQL\) Records as You Digitize](#) on page 895

See also:

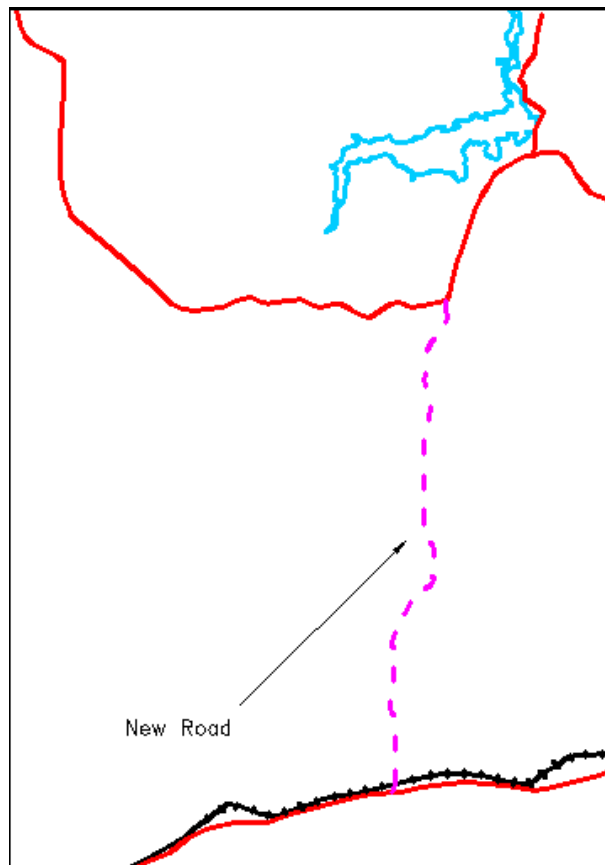
- [Overview of Digitizing Maps](#) on page 884
- [Setting Up for Digitizing](#) on page 121
- [Cleaning Up Maps](#) on page ?
- [Converting Data From Other Formats to Drawing Objects](#) on page 315

To digitize objects

- [To digitize a map](#) on page 889
- [To digitize the objects](#) on page 891
- [To digitize links and nodes](#) on page 892
- [To attach object data as you digitize](#) on page 893
- [To link database records as you digitize](#) on page 896

Overview of Digitizing Maps

Digitizing is the process of converting paper-based graphical information into a digital format. When you digitize a map, you use drawing commands to trace data from the paper map into a DWG file.



Planning for Digitizing

Before you begin to digitize, consider the following:

- Suitability of source maps
- Global coordinate system
- Tiling maps
- Layer organization
- Data storage: internal or external

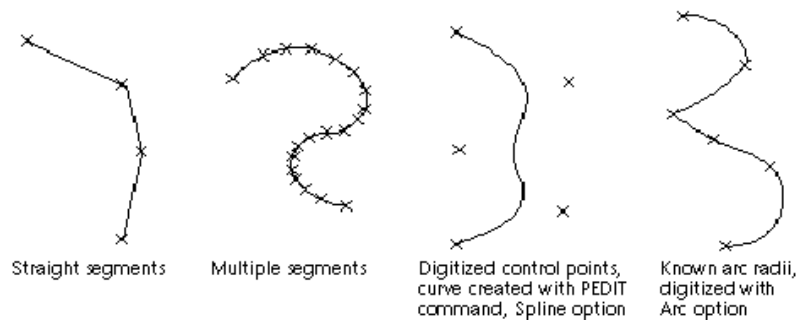
- Representation of node, network, and polygon topologies

If possible, plan on completing all digitizing for one map in one session because the map media may distort over time.

Digitizing Linear Objects

Linear objects are objects such as lines, arcs, and polylines.

- If you plan to use topography later to generate 3D views from digital terrain models, place linear objects at the elevations (Z- values) they represent.
- If you use the SKETCH command to trace an irregular line, make sure the variable SKETCHINC is set to a reasonable value, because each line segment ends at the interval set by SKETCHINC. The SKETCH command can create huge files for one small line when SKETCHINC is set to a small value.
- When digitizing irregular curves with PLINE or [MAPDIGITIZE](#) on page 892, the spacing of the selected vertex points should depend on the curvature of the line. Straighter segments require fewer points.



Examples of digitized curves

- However accurately you work, you lose data when you digitize a curve. You need to digitize more points when you create sharp curves to ensure that the line is as accurate as possible; however, while you reduce the data loss, you increase file size and complexity. If you know the parameters used to define a regular curve, such as the radius or length, use the Arc option of the PLINE and [MAPDIGITIZE](#) on page 892 commands for digitizing. Irregular lines, such as topography contours, should be continuous polylines. They can be smoothed with the Fit option of PEDIT if necessary. Set the PLINEGEN system variable to 1 (on) *before* digitizing, so that any dashed linetypes are evaluated correctly.

- When you finish digitizing a segment, mark it on the paper map so you do not repeat the digitizing. Double digitizing increases file size.

Digitizing Topology

When digitizing data that will be used to create a topology, follow these principles to achieve the most accurate results.

- Boundaries (or other polylines) should be completed with the Near, Intersection, or Endpoint object snaps to ensure that closed areas such as parcels, buildings, and water bodies are in fact complete polygons.
- Line segments should be snapped to existing end points where they intersect.
- When you are digitizing data for network topology, do not duplicate objects. For example, do not double-digitize boundary lines separating adjacent polygons. It's better to digitize adjacent polygons on the same layer with common lines defining common boundaries. If one edge serves two or more purposes, digitize the line once, then use the COPY and CHPROP commands to put a duplicate line on a different layer.

After you digitize the linear elements that form the basis of the topology, you should [clean up any problems](#) on page ? before you create the topology.

Digitizing Control Data Points and Monuments

When you are trying to match digitized maps with existing digital maps, you can use some known-to-be-accurate points common to both maps.

- Control Data Points — A system of geodetic control points covers the entire United States. The latitude and longitude, and often elevation, are established for these points. Similar systems exist for other countries, such as Bench Marks and Trigonometry Points throughout the United Kingdom.
- Monuments — If you are working with maps for a city or county, points used for establishing locations for all maps probably already exist: these points can include features such as public buildings, hill summits, and parts of highways.

When you are digitizing a map, use the following procedures to establish known control points:

- Create a layer called REFERENCE. On it, digitize at least four points corresponding to real-world coordinates such as the coordinate intersections of latitude and longitude lines. These points should either appear at the corners of your map sheet or surround the map features to be digitized. Be careful to note on the drawing the location of these reference points and their real-world coordinates. Use these points to register the map with the TABLET command, as described in [Registering the Map](#) on page 124.
- To ensure accuracy, you can also digitize other points such as control points and monument locations that have known positions. Digitizing more control points is important for [Matching Map Edges](#) on page 807 or [Rubber Sheetting Two Maps](#) on page 790 operations.

Placing Annotation

While you are digitizing, you can add text to indicate nodes or important locations on a map. Use the STYLE command to define a text style that uses a simple font, such as *isocp.shx*, with a fixed text height so that you do not have to enter a text height each time you enter text. You can modify the text style and height when you finish digitizing.

Use the TEXT command to enter text as you digitize. Text should be single-line entries on the same layer as the feature it describes. If required, enter complex or lengthy text with the MTEXT command after you finish digitizing. For more information, look up "text" in the Help index.

Try to avoid overlaying the insertion point of the text and end points of the objects you are annotating.

See also:

- [Setting Up for Digitizing](#) on page 121
- [Digitizing Objects](#) on page 884

To digitize a map

- 1 [Set up for digitizing](#) on page 121.
- 2 [Digitize the objects](#) on page 892.

Quick Reference

OPTIONS

Customizes the AutoCAD settings

Menu	Setup menu ► AutoCAD Options
Command Line	OPTIONS
Task Pane	Right-click in the drawing area ► Options

MAPDIGISETUP

Sets up user options for digitizing nodes and linear objects

Menu	Click Map ► Data Entry ► Digitize Setup.
Command Line	MAPDIGISETUP
Dialog Box	Digitize Setup dialog box

MAPDIGITIZE

Digitizes nodes and linear objects with settings from mapdigisetup

Menu	Click Map ► Data Entry ► Digitize.
Command Line	MAPDIGITIZE
Dialog Box	MAPDIGITIZE (Digitize command)

Overview of Digitizing Objects

To digitize objects, use one of the following methods:

- To attach attribute data as you digitize objects, use the MAPDIGITIZE command. You can also specify the label point, layer, block or linetype, rotation and scale, 2D or 3D, and snap options.
- To digitize objects without attaching attribute data or specifying other settings as you digitize, use the drawing commands.

Digitizing Using the MAPDIGITIZE Command

Use the MAPDIGITIZE command if you want to use the special options it provides, such as attaching object data as you digitize.

NOTE Before you begin digitizing, be sure you have configured the digitizer, registered the map, and set the digitizing specifications. See [Setting Up for Digitizing](#) on page 121.

For detailed information on digitizing linear objects, topologies, and control points, or on placing annotations, see [Overview of Digitizing Maps](#) on page 884.

Digitizing Using Drawing Commands

You can also digitize using drawing commands. However, you should avoid commands such as CIRCLE, RECTANGLE, and 3DFACE. Instead, use ARC, LINE, and PLINE to represent map features in the simplest possible forms. This usage simplifies map cleanup.

See also:

- [Overview of Digitizing Maps](#) on page 884
- [Setting Up for Digitizing](#) on page 121
- [Converting Data From Other Formats to Drawing Objects](#) on page 315

NOTE Before you begin digitizing, be sure you have [configured your digitizer](#) on page 123 and [registered your map](#) on page 126.

To digitize the objects

- 1 Check that TABLET is enabled in the status line. If not, double-click TABLET to enable Tablet mode.
- 2 To use the MAPDIGITIZE command, [set the digitizing options](#) on page 121.
- 3 Digitize lines by starting the LINE, PLINE, or [MAPDIGITIZE](#) on page 892 command as appropriate.
Press F12 to access menus and dialog boxes in the floating screen area you defined.
- 4 Continue to add lines and arc segments until you are done. Press Enter.

When you finish digitizing, use [Drawing Cleanup](#) on page 636 to clean the linework and fix errors.

Quick Reference

MAPDIGITIZE

Digitizes nodes and linear objects with settings from mapdigisetaup

Menu	Click Map ► Data Entry ► Digitize.
Command Line	MAPDIGITIZE
Dialog Box	MAPDIGITIZE (Digitize command)

Digitizing Using MAPDIGITIZE

The MAPDIGITIZE command lets you attach object data or external data as you digitize.

NOTE Before you begin digitizing, be sure you have configured the digitizer, registered the map, and set the digitizing specifications. See [Setting Up for Digitizing](#) on page 121.

Press F12 for access to the menus and any dialog boxes in the floating screen area you defined.

See also:

- [Attaching Object Data As You Digitize](#) on page 893
- [Linking Database \(SQL\) Records as You Digitize](#) on page 895

Before you use the MAPDIGITIZE command, [set the digitizing specifications](#) on page 129.

To digitize links and nodes

- 1 On the command line, enter MAPDIGITIZE. Press Enter.
- 2 Specify the first point or polyline to digitize.
- 3 If you selected Attach Data in the Digitize Setup dialog box, enter object data for the new object.

- 4 If you selected Prompt For Label Point in the Digitize Setup dialog box, specify a label point for the new object.
- 5 If you selected Prompt For Rotation, enter the rotation in degrees for the node block. If you selected Prompt For Scale, enter the change in scale. For example, enter 90 to rotate the block 90 degrees. Enter 2 to double the size of the block.
- 6 Continue to specify points or polylines.

Data created by digitizing is not complete until you have cleaned up and verified the data. See [Overview of Cleaning Up Maps](#) on page 638.

Quick Reference

MAPDIGITIZE

Digitizes nodes and linear objects with settings from mapdigisetaup

Menu	Click Map ► Data Entry ► Digitize.
Command Line	MAPDIGITIZE
Dialog Box	MAPDIGITIZE (Digitize command)

Attaching Object Data As You Digitize

You can attach object data to nodes and links (linear objects) as you digitize them. You can specify one object data table for nodes and another for links.

See also:

- [Linking Database \(SQL\) Records as You Digitize](#) on page 895
- [Overview of Digitizing Maps](#) on page 884

Before you set up for digitizing, the object data table must already exist. See [Creating an Object Data Table](#) on page 180.

To attach object data as you digitize

- 1 On the command line, enter MAPDIGISETUP. Press Enter.
- 2 Under Object Type, select the object type to digitize.

- 3 Select Attach Data. Click Data To Attach.
- 4 In the Data To Attach dialog box, select the object data table to use. Click OK.
- 5 For information on completing the other options in the Digitize Setup dialog box, see [To set digitizing specifications](#) on page 129.
- 6 Click OK.
- 7 On the command line, enter MAPDIGITIZE to begin digitizing.

As you digitize each object, AutoCAD Map 3D prompts you to enter object data values for each field in the selected object data table.

Quick Reference

ADEDEFDATA

Defines object data

Menu Setup menu ► Define Object Data

Icon  Define Object Data

Command Line ADEDEFDATA

Dialog Box Define Object Data dialog box

MAPDIGISETUP

Sets up user options for digitizing nodes and linear objects

Menu Click Map ► Data Entry ► Digitize Setup.

Command Line MAPDIGISETUP

Dialog Box Digitize Setup dialog box

MAPDIGITIZE

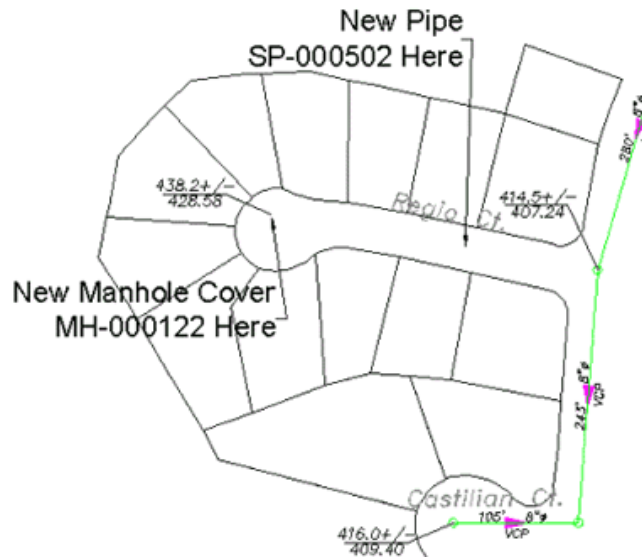
Digitizes nodes and linear objects with settings from mapdigisetaup

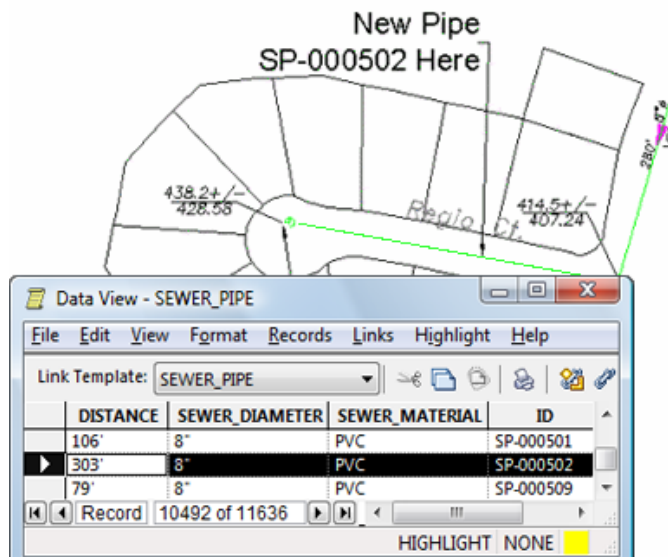
Menu Click Map ► Data Entry ► Digitize.

Command Line MAPDIGITIZE

Linking Database (SQL) Records as You Digitize

You can attach data in an external database to objects as you digitize. You can select one link template for nodes and another for links (linear objects). Before you begin this process, be sure the link templates already exist.





See also:

- [Attaching Object Data As You Digitize](#) on page 893
- [Overview of Digitizing Maps](#) on page 884

To link database records as you digitize

- 1 On the command line, enter MAPDIGISETUP. Press Enter.
- 2 Under Object Type, select the object type to digitize.
- 3 Select Attach Data. Click Data To Attach.
- 4 In the [Data to Attach dialog box](#) on page 1352, under Object Data Type, select Database Link.
- 5 For Link Template, select the link template to use.
- 6 Specify a Record Validation method. Click OK.
- 7 For information on completing the other options in the Digitize Setup dialog box, see [To set digitizing specifications](#) on page 129.
- 8 Click OK.
- 9 On the command line, enter MAPDIGITIZE to begin digitizing.


AutoCAD Map 3D prompts you for a key value for each object. The database validation option you select here determines what happens as you enter a value for each digitized object:

- **Validate** —AutoCAD Map 3D checks whether the value you enter exists in the database table. If the value exists, the link data is attached to the object; if the value does not exist, AutoCAD Map 3D requests a new value. Use this option to link each object to an existing record in the table.
- **Validate and Create** —AutoCAD Map 3D checks whether the value you enter exists in the database table. If the value exists, the link data is attached to the object; if the value does not exist, AutoCAD Map 3D creates a new record in the database table with this value in the key column and attaches the link data to the object. Use the Link Template Data Entry dialog box to enter values for the other columns in the new record.
- **No Validation** —AutoCAD Map 3D attaches the link data to the object without checking that the value exists in the table. Use this option if you do not have a corresponding database record and do not want to create one at this time.

Quick Reference

MAPDEFINELT

Defines a link template for a database table

Menu	Click Setup ► More Link Template Options ► Delete Link Template.
Icon	 Define Link Template
Command Line	MAPDEFINELT
Task Pane	In Map Explorer, right-click a data source table or query ► Define Link Template
Dialog Box	Define Link Template dialog box (MAPDEFINELT)

MAPDIGISETUP

Sets up user options for digitizing nodes and linear objects

Menu	Click Map ► Data Entry ► Digitize Setup.
Command Line	MAPDIGISETUP

Dialog Box Digitize Setup dialog box

MAPDIGITIZE

Digitizes nodes and linear objects with settings from mapdigissetup

Menu Click Map ► Data Entry ► Digitize.

Command Line MAPDIGITIZE

Dialog Box MAPDIGITIZE (Digitize command)

Annotating Maps

7

Overview of Annotating Maps

Annotations are notes or other types of explanatory symbols or objects that are commonly used to add information to your map. The following types of annotation can be added to your map:

Annotation Type	Works with	Description	More Information
Labels	Features	Names that mark each feature on the map	Adding Labels on page 900
Drawing object annotation	Drawing objects	Attached to drawing objects and defined by annotation templates	Annotating Drawing Objects on page 904
Annotation layers	Features	Contain freestanding text features that are stored in a data table	Creating Annotation Layers on page 912
Legends	Features	Provides a key to feature styles in your map	Adding a Legend on page 916
AutoCAD text objects		Text objects created with the TEXT and MTEXT commands	Annotating with AutoCAD Text Objects on page 918

See also:

- [Styling Features](#) on page 540
- [Setting Up Annotation Templates](#) on page 171

Adding Labels

Labels are the names that mark each feature on the map. You can add labels to features on feature layers.

See also:

- [Theming Features](#) on page 955
- [Styling Features](#) on page 540

Adding Labels to Features

Add labels to features on feature layers. Specify one the following for the label:

- Multiline (Specifies that the label can have multiple lines of text, but no advanced placement functionality.)
- Advanced placement (specifies a single-line label which follows a path and shrinks to fit. A single label is used for feature segments that have the same property value.)

Also, specify the label text, font, size, format, color, background style and color, alignment, and rotation of the label.

The label is placed near the line, point symbol, or polygon. For point layers, if precise placement is important, display the label at a point location.

If a feature label obscures another label, it is not displayed. Feature labels are drawn on top of point symbols, lines, and polygons. By default, feature labels will not obscure point symbols. You can allow feature labels to obscure point symbols.

NOTE For performance reasons, the maximum number of labels drawn is 2000. If there are so many labels that geometry would be obscured if they were drawn, AutoCAD Map 3D does not draw them.

See also:

- [Displaying Fixed Labels at Point Locations](#) on page 903
- [Allowing Labels to Obscure Points](#) on page 903

To label features

- 1 In [Display Manager](#) on page 1748 right-click a feature layer containing the features to label.
- 2 Click Edit Style.
- 3 In the Style Editor, under Scale Ranges, select the scale range to style.
For more information about scale ranges, see [Defining Scale Ranges](#) on page 543.
- 4 In the style geometry area for the selected scale range, click the box under Feature Label.
- 5 In the Style Label dialog box, select the Create a Label check box.
- 6 Select Multiline or Advanced Placement.
Multiline specifies that the label can have multiple lines of text, but no advanced placement functionality.
Advanced Placement specifies a single-line label which follows a path and shrinks to fit. A single label is used for feature segments that have the same property value.
- 7 For Property To Display, do one of the following:
 - Select a property.
 - Select Expression to use an expression to specify label text.For more information, see the Using Expressions to Label Features.
- 8 For Font, select a font from the list.
- 9 For Size Context, specify the type of units:
 - Select Device Space to specify symbol widths and heights in screen units. Available units are Points, Inches, Millimeters, or Centimeters.
 - Select Map Space to specify symbol widths and heights in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.
- 10 For Units, select the type of units to use.

- 11 For Size, enter the text size or specify the size using a number expression. For more information, see the Creating Numeric Expressions.
- 12 To apply bold, italic, or underlining, click one or more of the Format options.
- 13 For Text Color, click a color.
- 14 To specify a background style, from the Background Style list click one of the following:
 - Ghosted: Draws an opaque border around each character. Use Background Color to specify a color for the outline.
 - Opaque: Draws a background behind the labels. They are displayed as rectangles with text inside. Use Background Color to specify a color for the rectangles.
 - Transparent: No background is applied to the labels, which are displayed only as text on the map.
- 15 For Ghosted and Opaque background styles, click a color in the Background Color list.
- 16 If you are adding labels to a polyline layer, use Vertical Alignment to specify the label position.

You can select one of the available positions or select a layer property that contains alignment information for each feature.

NOTE Horizontal and vertical alignment settings are not available for area layers. Only the vertical alignment setting is available for line layers. Horizontal and vertical alignment settings are available for point layers that display fixed labels instead of symbols. For more information, see [Displaying Fixed Labels at Point Locations](#) on page 903.

- 17 For Rotation, do one of the following:
 - Select a value from the drop-down list.
 - Click Any Angle. Specify the angle using the slider or enter an angle in the box. Click OK.
 - Click Expression. Specify the rotation using a number expression. For more information about creating a numeric expression, see Creating Numeric Expressions.
- 18 Click OK.

19 Click File menu ► Save.

Allowing Labels to Obscure Points

AutoCAD Map 3D will not draw a label if it blocks a point symbol on another layer. The label will be drawn when you zoom in far enough to allow sufficient space to display it. You can specify that labels on other layers be allowed to obscure points on the selected layer.

See also:

- [Adding Labels to Features](#) on page 900
- [Displaying Fixed Labels at Point Locations](#) on page 903

To allow labels to obscure points on the selected layer

- 1 In the [Display Manager](#) on page 1748, select the point layer. Click the Style button.
- 2 In the Style Editor, click Allow Other Labels To Obscure Feature Symbols On This Layer.
- 3 Click File menu ► Save.

Displaying Fixed Labels at Point Locations

If exact placement of labels is important, disable the point style and place fixed labels at feature locations.

NOTE Fixed labels are always displayed, even if they obscure other labels or features. While feature labels are drawn after all layer features have been drawn, fixed labels are drawn according to the draw order of their layer within a map, and may be obscured by features from other layers.

See also:

- [Defining Scale Ranges](#) on page 543
- [Styling Point Features](#) on page 544
- [Adding Labels to Features](#) on page 900

- [Allowing Labels to Obscure Points](#) on page 903

To place labels at points

- 1 In the Style Editor, under Scale Ranges, select the scale range to style.
For more information about scale ranges, see [Defining Scale Ranges](#) on page 543.
- 2 Select the Labels Are Fixed (Not Dynamic) check box.
- 3 In the style geometry area for the selected scale range, click the box under Style.
- 4 To remove the point symbol, in the Style Point dialog box, clear the Style a Point Symbol check box. Click OK.
- 5 In the style geometry area for the selected scale range, click the box under Feature Label.
- 6 To turn on and style the label, in the Style Label dialog box, select the Style check box.
- 7 Specify label text and style.
For more information about feature labels, see [Adding Labels to Features](#) on page 900.
- 8 Use the Horizontal Alignment and Vertical Alignment lists to specify the position of the label relative to the feature.
You can select one of the available positions or select a layer property that contains alignment information for each feature. The alignment values in the property must be specified as follows:
 - Horizontal: Left, Center, or Right.
 - Vertical: Baseline, Bottom, Capline, Halfline, or Top.
- 9 Click File menu ► Save.

Annotating Drawing Objects

Use annotation to quickly and easily label objects with their attribute values, display properties, and geometric values.

See also:

- [Setting Up Annotation Templates](#) on page 171
- [Theming Drawing Data](#) on page 965

To add and delete annotation

- [To use annotation](#) on page 905
- [To insert annotation](#) on page 908
- [To refresh annotation based on a specific template](#) on page 909
- [To update annotation based on a specific template](#) on page 911
- [To delete all annotation based on a selected annotation template](#) on page 911

Overview of Annotation

Use annotation to indicate textual values on an object. These values might be attributes, such as object data; display properties, such as a lineweight; or geometric values, such as the line direction. You can also add graphics to your annotation, such as arrows, static text, or other geometry, using standard AutoCAD drawing commands.

Annotation may have both textual and graphic contents. The textual contents, as well as properties such as layer, color, insertion point, etc., are defined in the annotation template, and any values defined by expressions are determined when the annotation is inserted. When you add or remove textual elements or change properties or expressions in an annotation template, the existing annotations based on that template do not refresh automatically. Use the Refresh or the Update command to see those changes.

To use annotation

- [Define an annotation template](#) on page 174
- [Attach annotation to objects](#) on page 907
- [Refresh annotation](#) on page 909
- [Update annotation](#) on page 910
- [Delete annotation from drawings](#) on page 911
- [Delete annotation templates](#) on page 177

Quick Reference

MAPANNDELETE

Deletes all annotation based on the selected template

Menu Setup menu ► More Annotation Options ► Delete

Icon  Delete

Command Line MAPANNDELETE

Dialog Box Annotation Delete dialog box

MAPANNINSERT

Adds annotation to objects based on the selected annotation template

Menu Create menu ► Insert Annotation

Icon  Insert Annotation

Command Line MAPANNINSERT

Dialog Box Insert Annotation dialog box

MAPANNREFRESH

Refreshes existing annotation

Menu Setup menu ► More Annotation Options ► Refresh

Icon  Refresh


Command Line MAPANNREFRESH

Dialog Box Annotation Refresh dialog box

MAPANNTEMPLATE

Defines and modifies annotation templates

Menu Click Setup ► Define Annotation Template, Ä¶.

Icon	 Define Annotation Template
Command Line	MAPANNTEMPLATE
Dialog Box	Define Annotation Template dialog box

MAPANNTEXT

Creates and edits annotation text

Menu At the Command prompt, enter mapanntext.

Icon	 Edit Annotation Text
-------------	--

Command Line	MAPANNTEXT
Dialog Box	Annotation Text dialog box

MAPANNUPDATE

Updates existing annotation

Menu Setup menu ► More Annotation Options ► Update

Icon	 Update
-------------	--

Command Line	MAPANNUPDATE
Dialog Box	Annotation Update dialog box

Attaching Annotation to Objects

After you have defined an annotation template, use the MAPANNINSERT command to attach annotation to selected objects in your drawing.

See also:

- [Defining Annotation Templates](#) on page 174
- [Changing Annotation Templates](#) on page 176

To insert annotation

- 1 Click Create menu ► Insert Annotation.
- 2 Select an annotation template.
Make sure that the template name check box is selected. To insert annotations based on multiple templates, select the check box for each template.
- 3 Optionally, click Advanced to insert annotations with override options and properties.
The override information is applied only to the highlighted template.
If you subsequently use the Update command with this annotation template, you must use the Retain option or these overrides will be lost.
- 4 Click Insert.
- 5 Select the objects to annotate. Press Enter.

Quick Reference



MAPANNINSERT

Adds annotation to objects based on the selected annotation template

Menu	Create menu ► Insert Annotation
Icon	 Insert Annotation
Command Line	MAPANNINSERT
Dialog Box	Insert Annotation dialog box

MAPANNTemplate

Defines and modifies annotation templates

Menu	Click Setup ► Define Annotation Template,  .
Icon	 Define Annotation Template
Command Line	MAPANNTemplate
Dialog Box	Define Annotation Template dialog box

Refreshing Annotation

When you make changes to the expressions in an annotation template, the expressions in existing annotations based on that template do not change automatically. Use the Refresh command to see those changes reflected. The Refresh command re-evaluates the existing expressions in an annotation and has the following options.

- **Strings Only option** — This option re-evaluates any expression-based text in the annotation, but changes nothing else. For example, when you annotate a circle, using the expression `.AREA` as the value of the annotation text, the text displays the area of the circle. If you change the diameter of the circle, and then use the Refresh command with the Strings Only option, the text changes to reflect the new area of the circle.
- **Full Annotation option** — This option re-evaluates any expression-based text in the annotation, as well as other properties of the annotation, such as the insertion point, or the layer on which the annotation resides. For example, if you annotated a circle, as described above, and used the expression `.CENTER` to specify the insertion point of the text, the area of the circle would be displayed in the center of the circle. If you re-size and move the circle, the Strings Only option would change the text for the area, but would not change the position of the text, and the annotation text would no longer be centered in the circle. The Full Annotation option would update the text to reflect the new area and move the annotation to the center of the relocated circle.

See also:

- [Defining Annotation Templates](#) on page 174
- [Changing Annotation Templates](#) on page 176

To refresh annotation based on a specific template

- 1 Click Setup menu ► More Annotation Options ► Refresh.
- 2 Select an annotation template, and click OK.
- 3 On the command line, choose Full Annotation or Strings Only. Press Enter.

Quick Reference

MAPANNREFRESH

Refreshes existing annotation

Menu Setup menu ► More Annotation Options ► Refresh

Icon



Refresh

Command Line MAPANNREFRESH

Dialog Box Annotation Refresh dialog box

Updating Annotation

When you add or remove textual elements in an annotation template, the existing annotations based on that template do not change automatically. Use the Update command to see those changes reflected. The Update command completely erases and regenerates all annotation based on a specified annotation template and has the following two options.

- **Retain option** — This option regenerates all annotation, without losing any specific overrides. Any added or removed textual elements will be reflected in the existing annotations, and any special modifications you have made to specific annotations will remain. For example, after inserting a number of annotations with property or expression overrides specified in the Insert dialog, the Retain option will regenerate all the annotation using those overrides.
- **Discard option** — This option regenerates all annotation, using the default values in the template. Any added or removed textual elements will be reflected in the existing annotations, but any specific overrides will be lost. For example, using the previous example, the Discard option will regenerate all the annotation, using the default properties and expressions in the annotation template.

See also:

- [Defining Annotation Templates](#) on page 174
- [Changing Annotation Templates](#) on page 176


To update annotation based on a specific template

- 1 Click Setup menu ➤ More Annotation Options ➤ Update.
- 2 Select an annotation template, and click OK.
- 3 On the command line, choose Retain or Discard. Press Enter.

Quick Reference

MAPANNUPDATE

Updates existing annotation

Menu	Setup menu ➤ More Annotation Options ➤ Update
Icon	 Update
Command Line	MAPANNUPDATE
Dialog Box	Annotation Update dialog box

Deleting Annotation from Drawings

You can delete all annotation based on a selected annotation template.

To delete all annotation based on a selected annotation template

- 1 Click Setup menu ➤ More Annotation Options ➤ Delete.
- 2 Select an annotation template.


TIP You can select more than one template at a time.

- 3 Click OK.

Quick Reference

MAPANNDELETE

Deletes all annotation based on the selected template

Menu	Setup menu ► More Annotation Options ► Delete
Icon	 Delete
Command Line	MAPANNDELETE
Dialog Box	Annotation Delete dialog box

Working with Annotation Layers

Creating Annotation Layers

Using the [Display Manager](#) on page 1748, you can create and style layers for freestanding text that is not associated with features. Text features on text layers are stored in a data table and are checked in like any other type of feature.

NOTE Annotation layer style settings (which apply to the entire layer) are stored with the layer. Style overrides (which apply only to a specific annotation feature) are stored with that feature in the data table.

The Annotation text layer uses expressions to generate text features from corresponding entries in the annotation data table. Most users do not need to modify these expressions, though they offer advanced capabilities for very specific uses.

To create an annotation layer

- 1 In the [Display Manager](#) on page 1748, click Data ► New Text Layer.
- 2 In the Choose Spatial Database File dialog box, provide a name and location for the SDF file that will store the layer information. Click Save.

NOTE If you specify an existing file, the new layer will overwrite the existing layer

- 3 In the Specify Coordinate System dialog box, set the coordinate system for the layer. Click OK.

The new annotation layer is added to the Display Manager.

Quick Reference

MAPTEXTLAYERCREATE

Creates an annotation layer for freestanding text features

Command Line MAPTEXTLAYERCREATE

Task Pane In the Display Manager, click Data ► New Text Layer


Styling an Annotation Layer

After you have added the annotation layer, specify how text on the layer should be styled.

To style an annotation layer

- 1 In the [Display Manager](#) on page 1748, select the annotation layer.
- 2 Click Style.



- 3 In the Style Editor, under Style click .
- 4 In the Style Text Layer dialog box specify the Size Context.
 - Select Device Space to specify symbol widths and heights in screen units. Available units are Points, Inches, Millimeters, or Centimeters.
 - Select Map Space to specify symbol widths and heights in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.
- 5 Specify the Units.
- 6 For Text Type, select one of the following:
 - Plain—Formats annotation text uniformly using the settings specified for the layer in the Style Text Layer dialog box. The text has no formatting information itself.
 - Mtext—Formats annotation text as multiline. The settings specified for the layer in the Style Text Layer dialog box define the base formatting style. You can override this formatting when you insert individual Annotative text features.

The Edit Expression button lets you specify an expression for this setting for advanced use cases. We recommend that you do not use expressions for Text Type.

- 7 For Text, leave the "Label_Text" value unchanged.

This is the name of a property in the feature source. It specifies that the text for the annotation is what you specify in the [Edit Text Instance dialog box](#) on page 1364 when you create the annotation. The Edit Expression button lets you specify an expression for this setting for advanced use cases.

For more information on inserting annotations, see [Adding Text to an Annotation Layer](#) on page 914.

- 8 For Font Name, specify the font to use on the annotation layer.

- 9 For Font Size, leave the "NullValue(SIZE,number)" expression.

The initial setting for font height is in mapping units and is based on the existing view. We recommend that you try the suggested height and adjust the number as needed. If individual instances require a different height, adjust the value in the SIZE column in the Data Table after you insert the annotation instances.

- 10 Specify other font styling using the drop downs.

If you select MText for Text Type, you can override some of these settings using controls in the [Edit Text Instance dialog box](#) on page 1364 when you insert the annotation.

- 11 For Horizontal Alignment, Vertical Alignment, and Rotation, leave the "HORIZONTAL_ALIGNMENT", "VERTICAL_ALIGNMENT", and "ORIENTATION" expression values unchanged. These are the names of properties in the feature source.

The Edit Expression buttons let you specify expressions for these setting for advanced use cases. If necessary, you can modify these values in the Data Table after you insert the annotation instances.

- 12 Click OK.

Adding Text to an Annotation Layer

After you have created the annotation layer and specified style settings, you can add specific text instances.

To add text to an annotation layer

- 1 In the [Display Manager](#) on page 1748, right-click the annotation layer. Click Create ➤ Create New Annotation.
- 2 Click in the map to specify a location for the text feature.
- 3 In the [Edit Text Instance dialog box](#) on page 1364, enter the desired text.
- 4 Specify any style overrides to apply to this particular text instance only. Unless you specify overrides, the style you have assigned to the layer is applied.

NOTE Style overrides cannot be undone. Style changes made to this feature supersede the base style. To revert to the base style, you must remove the style overrides.

- 5 Click OK.
- 6 When you have finished adding annotations, click Check-in Features.

Quick Reference

MAPTEXTCREATE

Adds text features to an annotation layer

Command Line	MAPTEXTCREATE
Task Pane	In the Display Manager, right-click an annotation layer, and click Create ➤ Create New Annotation
Dialog Box	Edit Text Instance dialog box

Editing an Annotation

Check out annotation features to modify them. Check in annotation features when you are finished editing.

To edit an annotation

- 1 Right-click the annotation and click Edit Text Instance.
- 2 Select the text to modify.

- 3 Modify the text as needed.
- 4 Click OK.

Quick Reference








MAPTEXTEDIT

Allows you to edit text features on an annotation layer

Command Line	MAPTEXTCREATE
Dialog Box	Edit Text Instance dialog box

Adding a Legend

A legend lists the styles in your map.

Fairfax Project	
	Roads
Title	
	<= 6,500
	6,501 - 12,000
	12,001 - 30,000
	30,001 - 50,000
	50,001 - 115,000
	115,001 - 600,000
Map Base	

The legend describes the styles used in your map.

Legend Style

By default, legends use the Legend table style. To change your legend style, modify the Legend table style using the TABLESTYLE command. For more information, see the AutoCAD Help.

See also:

- [Overview of the Display Manager](#) on page 535
- [Getting Help with AutoCAD](#) on page 48

To create and modify the legend, do any of the following operations.

- [To create a legend](#) on page 917
- [To change the icon used for thumbnails](#) on page 917
- [To edit titles or text in the legend](#) on page 917
- [To change legend settings or use a different style](#) on page 918
- [To edit the Legend table style](#) on page 918
- [To update the Legend](#) on page 918

To create a legend

- 1 Zoom the drawing to the desired scale threshold.
The default legend size is based on the window size when the legend is created.
- 2 In the [Display Manager](#) on page 1748, click Tools ► Create Legend.
- 3 Click a spot in the drawing to place the legend.

To change the icon used for thumbnails

- 1 In the [Display Manager](#) on page 1748, click a drawing layer.
Click the Style button to display the Properties palette if it is not displayed.
- 2 On the Display tab of the Properties palette, next to Thumbnail Preview, select the style of thumbnail to use.
For example, select the polyline icon to display an icon of a wavy line, or choose the polygon icon to display hatch or fill.
The thumbnail settings affect both the legend and the Display Manager.

To edit titles or text in the legend

- 1 Use the Properties palette to revise layer titles in the Display Manager.
- 2 In the [Display Manager](#) on page 1748, click Tools ► Update Legend.

To change legend settings or use a different style

- 1 Select the legend.
- 2 In the Properties palette, change any setting.

To edit the Legend table style

- 1 At the command prompt, enter tablestyle.
- 2 In the Table Style dialog box, do one of the following:
 - Select the Legend style and click Modify.
 - Click New to create a new table style and specify a name for the style.
- 3 In the Modify Table Style dialog box, specify the settings.

To update the Legend

- 1 In the [Display Manager](#) on page 1748, click Tools ► Update Legend.

Quick Reference

Display Manager Legend

Creates a Display Manager legend

Task Pane In Display Manager, click Tools ► Create Legend

Annotating with AutoCAD Text Objects

You can create and modify several types of AutoCAD text objects. You can control most text style settings by defining text styles. For more information see, [Create Text](#) and [Work with Text Styles](#).

For more information about all types of AutoCAD annotation, see [Annotate Drawings](#).

Analyzing Data

8

Overview of Analyzing Data

The analysis tools in AutoCAD Map 3D help turn your raw map data into useful information that can help you answer questions, support decisions, test hypotheses, and reveal patterns that may not be immediately obvious.

For workflows related to analyzing data, see *Create Themed Maps and Analyze Data*.

Tools and methods for analysis vary, depending on whether you are using drawing data or geospatial feature data.

For Drawing Objects	For Features	Description
View object properties and attributes. on page 937 View external data linked to objects. on page 938	View feature source and attribute data. on page 921 View native data and data joined to features from a separate source. on page 928	Drill down to get detailed information about features and objects you want to focus on.
Find, search, filter and query drawing data on page 1006	Find and select features on page 993 Use buffers to filter data. on page 1004	Find the data you need. Create buffers around features based on distance and identify features within that buffer to see how areas are affected by conditions. For example, find parcels within a certain distance from planned construction, or roads close to flood plains.

For Drawing Objects	For Features	Description
Track coordinates and measure geodetic distances. on page 939	Track coordinates and measure geodetic distances. on page 939	Take real-world measurements based on coordinate geometry
Add distances, display continuous distance, display angles between points in the map, display coordinate geometry for lines and arcs, and determine slope and grade on page 944.	Use themes to analyze height, slope, and aspect. on page 989	Use inquiry commands to extract geometric information from drawing objects such as lines, curves, closed polylines, and polygons. For supported raster formats, analyze surface slope, aspect, and elevation.
Theme drawing data. on page 965	Theme geospatial features. on page 955	Use themes to highlight data distribution and patterns.
Analyze topology on page 1085	Drape 2D data onto 3D surfaces on page 979 Add contour lines. on page 976	For drawing objects, use topology to analyze spatial relationships between drawing objects. For supported raster formats, view data in 3D for more real-world analysis, including walk-throughs and recorded animations. Use contour lines to help you analyze terrain.

Getting Information About Features and Objects

Information about features and drawing objects can be stored within the feature or object source, as well as in an external source, such as a spreadsheet application.

For geospatial features, attribute data is part of the feature itself. Additionally, you can join external data to any feature. Using the Data Table, you can view and edit all the feature source data included in your map.

For drawing objects, you can create object tables within the drawing itself to store object attribute data. You can also link to external data using link templates. You view and edit attribute or object class data using the Properties palette or the Display Manager.

See also:

- [Joining Data to GIS Features](#) on page 439
- [Storing Attribute Data in the Drawing \(Object Data\)](#) on page 451
- [Overview of Linking Database Records to Objects](#) on page 451

To get information about features and objects

- [To get information about features](#) on page 921
- [To get information about drawing objects](#) on page 935

Getting Information about Features

To get information about features

- [To access the Data Table](#) on page 922
- [To search to select data](#) on page 925
- [To create a calculated property](#) on page 927
- [To view data for a selected layer](#) on page 929
- [To view joined data](#) on page 929
- [To view unfiltered feature class data](#) on page 929
- [To view non-spatial data](#) on page 930
- [To highlight features using the Data Table](#) on page 931
- [To remove highlighting](#) on page 931
- [To highlight rows of data](#) on page 932
- [To zoom to a view](#) on page 933
- [To export from the Data Table](#) on page 934

Overview of the Data Table

Use the Data Table to access, view and edit data for multiple feature sources in a single window. The Data Table displays the data for all the features you've added to your map.

NOTE Before you can access the Data Table, you must connect to the feature sources you want to view or edit and add the data to the map.

You can isolate layers of data, sort, zoom to and edit data directly while connected to a “live” feature source, or view, attach and edit attribute data by linking to a spreadsheet application.

Some data fields are “constrained” to allow only certain values. When you enter values for constrained fields, you are prompted to enter only valid values. For example, the prompt might tell you to enter only values between one and ten.

You can join attribute data from a separate data source to a layer in the Data Table. You can use native and joined data to form the basis of the new, calculated field. Calculated fields are available only within AutoCAD Map 3D. They are not saved back to the original data store.

NOTE The Data Table uses your system’s default decimal separator for both display and exporting to CSV files. You can specify the default decimal separator in your Regional and Language Options in the Windows Control Panel.


See also:

- [Editing Features using the Data Table](#) on page 595
- [Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table](#) on page 928
- [Joining Data to GIS Features](#) on page 439
- [Setting Up Constraints in the Schema Editor](#) on page 511
- [Creating Calculated Properties](#) on page 927


To access the Data Table

- 1 [Connect](#) on page 265 to the data you want to view or edit.
- 2 In the [Display Manager](#) on page 1748, select the layer whose data you want to view.



- 3 Click  .
- 4 The Data Table window displays the properties for the layer you selected.

To do this...	Use this method...	For more information, see...
View data for a feature in your map.	1 Select a layer in Display Manager.	Viewing Data for a Selected Layer, Join, Unfiltered Feature

To do this...	Use this method...	For more information, see...
	<p>2 Click  .</p>	<p>Class, or Non-Spatial Data Table on page 928</p>
View non-spatial data	<p>1 In the Data Table, click the Data menu.</p> <p>2 Select the non-spatial table to view.</p>	<p>Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table on page 928</p>
Dock the Data Table	<p>1 Right-click the Data Table title bar and select Allow Docking.</p> <p>2 Drag the Data Table by its title bar to the top or bottom of the application window.</p>	<p>Data Table Dialog Box on page 1347</p>
Make the Data Table transparent.	<p>1 Right-click the title bar of the Data Table and choose Transparency.</p> <p>2 In the Transparency dialog box, adjust the transparency level and click OK.</p>	
Minimize the Data Table automatically when you click outside it.	Right-click the title bar of the Data Table and choose Auto-Hide.	

To do this...	Use this method...	For more information, see...
Find data that meets conditions that you specify.	Click Search to Select at the bottom of the Data Table.	Using Expressions to Select Feature Data on page 925
Highlight areas in your map.	In the Data Table, select the row or rows of data to highlight.	Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table on page 928
Remove highlighting	From the Options list in the Data Table, select Select None.	Highlighting Features Using the Data Table on page 930
Zoom to related areas in your map.	<ol style="list-style-type: none"> 1 In the Data Table, click Auto-Zoom (unless it is already on). 2 Select the rows of data to view. 	Zooming to a View Using the Data Table on page 933
Edit information in the Data Table	<ol style="list-style-type: none"> 1 Select and edit cells in the Data Table. 2 Check in the feature when you are finished. 	Editing Features using the Data Table on page 595
Export information from the Data Table.	<ol style="list-style-type: none"> 1 Select the rows of data to export. 2 From the Options list in the Data Table, select Export. 3 Specify a name and location for the exported .csv file. 	Exporting from the Data Table on page 1214

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon  Table

Command Line MAPDATATABLE

Task Pane In Map Explorer or Display Manager, click the Table button

Dialog Box Data Table Dialog Box

Using Expressions to Select Feature Data

You can use the Data Table to find geospatial feature data that meets conditions that you specify. For example, you can search for all parcels with an area greater than five acres. When AutoCAD Map 3D completes the search, it highlights the data rows in the Data Table and the associated features on your map.

NOTE To search multiple layers at one time, use Edit menu ► Search.

See also:


- [Searching For and Selecting Features](#) on page 1000
- [Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table](#) on page 928
- [Highlighting Features Using the Data Table](#) on page 930
- [Highlighting Data Table Rows Using the Map](#) on page 931
- [Zooming to a View Using the Data Table](#) on page 933

To search to select data

- 1 Select the geospatial feature layer in Display Manager that contains the data you want to view.

- 2 If you want to select data based on its location in the map, zoom the drawing window to the extents of the selected feature class.



- 3 Click  on the toolbar to open the Data Table window.
- 4 Click Search to Select at the bottom of the Data Table.
- 5 Create the expression for your search:
 - **Locate On Map** — Selects all features in a location you specify. You can specify whether to select features completely within the selection area, within or crossing the selection area, or within a specified distance of the selection area. See *Filtering by Location*.
For example, use a location condition to find all manholes in one section of town, or all parcels that touch a road, or all water pipes within 100 meters of a road.
 - **Property Evaluation** — Selects all features that have the property value you specify. Insert a property, an operator, and a value. See *Evaluating Properties*.
For example, to select all pipes with a diameter greater than 10, specify `Diameter > 10`.
You can view and insert available values for a property from a list.
- 6 To create a complex property evaluation, insert an AND or OR operator, and then insert another property, operator, and value combination.
Every operator must be preceded by a property. For example, to find parcels whose last purchase date is after 1990 and before 2005, the expression must look like this:


```
Purchase_Date > 1990 AND Purchase_Date < 2005
```
- 7 Validate your expression.
- 8 To reuse your expression in the future, from the Options list in the Data Table, select Save Expression.
- 9 When the expression is complete and valid, click OK.
AutoCAD Map 3D highlights both the selected rows in the Data Table and the associated features on your map.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon  Table

Command Line MAPDATATABLE

Task Pane In Map Explorer or Display Manager, click the Table button

Dialog Box Data Table Dialog Box

Creating Calculated Properties

You can calculate a new property for any feature, based on its existing native properties and any joined data for that feature layer. You can use the resulting property to filter or select data. For example, you can calculate the area of parcels and then select parcels whose areas are above a certain area value.

You can store the resulting calculation as a new property in the Data Table. It will be available whenever you open the map in which you created it, but it is not saved back to the original data store. Calculated properties are gray in the Data Table, because you cannot edit them.

There are two special calculations you can perform: finding the area of a polygon and finding the length of a linear feature (or the perimeter of a polygon feature).


To create a calculated property

- 1 In the Display Manager, right-click the layer for which you want to create a calculated property.
- 2 Click Create A Calculation.

NOTE You can also create a calculated property from within the Data Table by clicking Options ► Create A Calculation.

- 3 Create the calculation.



- 4 Click  on the toolbar to open the Data Table window.
The column representing the calculated property appears at the far right side of the Data Table.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon  Table

Command Line MAPDATATABLE

Task Pane In Map Explorer or Display Manager, click the Table button

Dialog Box Data Table Dialog Box

Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table

You can use the Data Table to view data for selected layers, joins, unfiltered feature classes, or non-spatial data tables.

See also:

- [Highlighting Data Table Rows Using the Map](#) on page 931
- [Zooming to a View Using the Data Table](#) on page 933.
- [Highlighting Features Using the Data Table](#) on page 930
- [Highlighting Data Table Rows Using the Map](#) on page 931
- [To view data for a selected layer](#) on page 929
- [To view joined data](#) on page 929


■ [To view unfiltered feature class data](#) on page 929

■ [To view non-spatial data](#) on page 930

To view data for a selected layer

- 1 Select the layer in Display Manager that contains the feature class data you want to view.




- 2 Click  on the toolbar to open the Data Table window.
- 3 Select the row or rows of data to view in your map.
Specific areas of your map are highlighted based on the data you select.

To view joined data

- 1 Select the layer in Display Manager that contains the feature class data you want to view.




- 2 Click  to open the Data Table window.
The Data Table displays the data in joined tables in read-only format: you cannot edit data in joined tables from the primary table. For more information about Joins, see [Overview of Joins](#) on page 439

To view unfiltered feature class data


- 1 Select the layer in Display Manager that contains the feature class data you want to view.



- 2 Click  to open the Data Table window.
- 3 From the Data drop-down list, select the Feature Class data source.
Selecting the Feature Class data source displays all records, including any that are not associated with feature attributes. The selection and highlighting options are not available when viewing this table.

To view non-spatial data



- 1 On the top toolbar, click  to open the Data Table window.
- 2 In the Data drop-down list, select the non-spatial table you want to view. The Data drop-down list will display all non-spatial data for a given connected data source.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon  Table

Command Line MAPDATATABLE

Task Pane In Map Explorer or Display Manager, click the Table button

Dialog Box Data Table Dialog Box

Highlighting Features Using the Data Table

You can select specific feature in the Data Table and highlight them automatically in your map. For example, you can select the Data Table rows that represent parcels on one or two streets to see those parcels highlighted in the map. If Auto-Zoom is on, the map will also zoom to the extents of the selected features.

See also:


- [Highlighting Data Table Rows Using the Map](#) on page 931
- [Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table](#) on page 928
- [Zooming to a View Using the Data Table](#) on page 933.

- [Using Expressions to Select Feature Data](#) on page 925
- [Highlighting Data Table Rows Using the Map](#) on page 931

To highlight features using the Data Table

- 1 In Display Manager, select the layer containing the feature set you want to view.



- 2 Click  to open the Data Table window.
- 3 Select a row or rows of data to highlight the corresponding features in your map.


To remove highlighting

- 1 From the Options list in the Data Table, select Select None.
The highlighting is removed from the Data Table and your map.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu	Click Edit ► Data Table.
Icon	 Table
Command Line	MAPDATATABLE
Task Pane	In Map Explorer or Display Manager, click the Table button
Dialog Box	Data Table Dialog Box

Highlighting Data Table Rows Using the Map

You can select features in your map to highlight the corresponding rows of data.


See also:

- [Highlighting Data Table Rows Using the Map](#) on page 931
- [Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table](#) on page 928
- [Zooming to a View Using the Data Table](#) on page 933.
- [Using Expressions to Select Feature Data](#) on page 925
- [Highlighting Features Using the Data Table](#) on page 930

To highlight rows of data

- 1 In Display Manager, select the layer containing the feature set you want to view.



- 2 Click  to open the Data Table window.
- 3 Click Auto-Scroll (if it is not already on) to turn on the automatic scroll feature in the Data Table.
- 4 Select any area or feature in your map.

The Data Table scrolls and highlights the corresponding rows of data.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon  Table

Command Line MAPDATATABLE

Task Pane In Map Explorer or Display Manager, click the Table button

Dialog Box Data Table Dialog Box

Zooming to a View Using the Data Table

You can select rows of data in the Data Table to zoom in directly to data in your map.


See also:

- [Using Expressions to Select Feature Data](#) on page 925
- [Highlighting Data Table Rows Using the Map](#) on page 931
- [Viewing Data for a Selected Layer, Join, Unfiltered Feature Class, or Non-Spatial Data Table](#) on page 928
- [Highlighting Features Using the Data Table](#) on page 930
- [Highlighting Data Table Rows Using the Map](#) on page 931

To zoom to a view

- 1 In Display Manager, select the layer containing the feature set you want to view.



- 2 Click  to open the Data Table window.
- 3 In the Data Table, click Auto-Zoom (unless it is already on).
- 4 Select the rows of data to view. AutoCAD Map 3D automatically zooms to the corresponding data.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu	Click Edit ► Data Table.
Icon	 Table
Command Line	MAPDATATABLE

Task Pane	In Map Explorer or Display Manager, click the Table button
Dialog Box	Data Table Dialog Box

Exporting Data from the Data Table

You can export the data in the Data Table to a .csv (comma-separated text file) that can be opened in most spreadsheet applications.

See also:

- [Overview of the Data Table](#) on page 921
- [Exporting and Printing Attribute Data](#) on page 1212.


To export from the Data Table

- 1 Select the rows of data to export.
- 2 From the Options list in the Data Table, select Export.
- 3 Save the .csv file to the specified name and folder.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu	Click Edit ► Data Table.
Icon	 Table
Command Line	MAPDATATABLE
Task Pane	In Map Explorer or Display Manager, click the Table button
Dialog Box	Data Table Dialog Box

Getting Information About Drawing Objects

You can store information about drawing objects in object data tables or in linked external sources.

See also:

- [Storing Attribute Data in the Drawing \(Object Data\)](#) on page 451
- [Overview of Linking Database Records to Objects](#) on page 451

To get information about drawing objects

- [To view properties and attributes for a drawing object](#) on page 938
- [To view external data linked to drawing objects](#) on page 938

Overview of Drawing Object Information

Drawing objects are associated with different kinds of attribute data. You can view and edit the properties and attributes contained in your map as well as data contained in common spreadsheet application databases.

You can get information about drawing objects in the following ways.

To do this...	Use this method...	For more information, see...
View and edit object data	<ol style="list-style-type: none">1 Right-click a drawing object in the map.2 Click Properties.	Displaying and Editing Object Data for a Drawing Object on page 880
View and edit object class data.	<ol style="list-style-type: none">1 Right-click a classified drawing object in the map.2 Click Properties.3 Click the Object Class tab.	Editing Object Class Data on page 845

To do this...	Use this method...	For more information, see...
Edit external data linked to drawing objects	<ol style="list-style-type: none"> 1 Open a database table in the Data View. 2 Click the data to edit. 3 Type the new value. 	Editing a Database on page 867
Find data in the Data View.	<ol style="list-style-type: none"> 1 Open a database table in the Data View. 2 Position the cursor in the column to search. 3 Click Edit menu ► Find. 4 Enter the characters to find. 5 Click Find Next. 	Finding Records in a Database Linked to Drawing Objects on page 1008
Highlight drawing objects in your map that are linked to a database record.	<ol style="list-style-type: none"> 1 Open a linked database table in the Data View. 2 In the Data View window, select a record. 3 In the Data View, click Highlight menu ► Highlight Objects. 	Highlighting Drawing Objects Linked to a Database Record on page 1013

To do this...	Use this method...	For more information, see...
Remove highlighting	Enter regen on the Command line.	Highlighting Drawing Objects Linked to a Database Record on page 1013
Highlight records linked to a selected drawing object	<ol style="list-style-type: none"> 1 Open a linked database table in the Data View. 2 In the Data View, click Highlight menu ► Highlight Records ► Select Object. Select the objects in your drawing. 3 Press Enter. 	Highlighting Records Linked to a Selected Object on page 1016
Print information from the Data View.	<ol style="list-style-type: none"> 1 In the Data View, specify print options, header, footer, or filters. 2 In the Data View, click File menu ► Print. 3 Click OK. 	Printing from the Data View on page 1215

Viewing Properties and Attributes of Drawing Objects

You can view object data and object class data for drawing objects.

See also:

- [Entering and Editing Object Data](#) on page 873
- [Editing Object Class Data](#) on page 845

To view properties and attributes for a drawing object

- Right-click an object and click Properties.
The Properties palette opens showing all the information contained in the object data of your drawing layer.

Quick Reference

PROPERTIES

Displays the Properties palette, which allows you to edit the properties of objects

Menu

Analyze ► Properties

Icon



Properties

Command Line

PROPERTIES

Task Pane

Select object. Right-click in drawing area ► Properties

Viewing External Data Linked to Drawing Objects

You can view the external data contained in your map by linking to an external database, usually a common spreadsheet application.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Sources for Drawing Object Data](#) on page 859

To view external data linked to drawing objects

- 1 In [Map Explorer](#) on page 1755, expand Link Templates and right-click the link template for the data table you want.

- 2 Click View Linked Table.

The Data View window opens.



- 3 Click the Highlight Linked Objects icon.

- 4 In your map, select the objects whose data you want to view and press Enter.

The Data View window reappears with the records that are linked to the selected objects highlighted.

- 5 Use the navigation buttons to move between highlighted records.



Quick Reference

(Data View) Highlight Objects

Highlights objects linked to the selected records

Menu

In the Data View: Highlight ► Highlight Objects

Icon



Highlight Objects

Measuring and Tracking Coordinates

To measure and track coordinates

- [To track coordinates](#) on page 941
- [To measure geodetic distance](#) on page 943
- [To measure coordinate geometry](#) on page 944

Overview of Measuring and Tracking

Once you have assigned coordinate systems to your map, you can locate specific coordinate points and measure the geodetic distance between points.

For example, you can determine the coordinates of a manhole or the centerline of a new road.

For drawing objects in your map, there are additional coordinate geometry commands you can use to get accurate geometric information about the objects.

In addition, you can use AutoCAD commands, such as DIST, AREA, PROPERTIES, and PERIMETER, to obtain information about drawing objects, which can help you do useful calculations. For more information, refer to the AutoCAD Help.

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Assigning a Coordinate System to the Current Drawing](#) on page 137
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989

Use the following methods to measure and track coordinates.

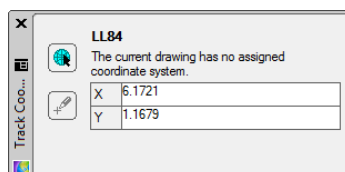
For all map objects	For drawing objects only	Description
Tracking Coordinates on page 941		As you move the cursor around in a drawing window, display the cursor location in a specific coordinate system.
Measuring Geodetic Distance on page 943		Measure the geodetic distance (which takes into account the curvature of the Earth) between points in your map.
	Adding Distances on page 947	Calculate the total of several disjunct distances between points in your map.
	Displaying Continuous Distance on page 948	Add and display the distance between one point and a number of other points, or between a series of points in a drawing.

For all map objects	For drawing objects only	Description
	Displaying Angle Information on page 950	Display the acute and obtuse angle between points or intersecting lines.
	Displaying COGO Information for Lines and Arcs on page 951	Display coordinate geometry for lines and arcs, including line and curve details, area, and coordinates.
	Displaying Slope on page 952	Display the slope, grade, and horizontal distance between two points.

Tracking Coordinates

As you move the cursor around in a drawing window, you can display the cursor location in the coordinate system you choose.

For example, if your attached drawing uses one coordinate system and your current drawing uses another, you can track the source drawing's coordinates as you move the cursor around in the current drawing.



Track Coordinates pane

See also:

- [Overview of Coordinate Systems](#) on page 134
- [Attaching Drawings](#) on page 144

To track coordinates

- 1 In [Map Explorer](#) on page 1755, right-click the current drawing ► Track Coordinates .
- 2 The Track Coordinates pane appears.

- 3 Click Select Coordinate System.
- 4 In the Select Global Coordinate System dialog box, choose the coordinate system to track.
- 5 Click OK.
The Track Coordinates pane displays the code and description of the coordinate system.
- 6 To change the format of the displayed coordinates, right-click in the Track Coordinates pane. Click Format Lat/Longs As D,M,S.

As you move the cursor over the drawing window, the X and Y text boxes update the cursor's coordinates in the selected coordinate system.

Tips

- If the X and Y text boxes remain empty as you move the cursor in the drawing window, either there is no coordinate system assigned to the current drawing or the cursor is in a region of the window that is not valid for the specified coordinate system. You cannot track coordinates in layout space.
- You can track coordinates using the coordinate system of a specific attached drawing. In Map Explorer, right-click the attached drawing ► Track Drawing's Coordinates. The tracker pane opens, preset to the specified attached drawing's coordinate system. If Track Drawing's Coordinates is not available, there is no coordinate system assigned to the attached drawing.

Quick Reference

MAPTRACKCS

Tracks the coordinates of the cursor in any coordinate system

Menu

Analyze menu ► Track Coordinate Sytem....

Icon



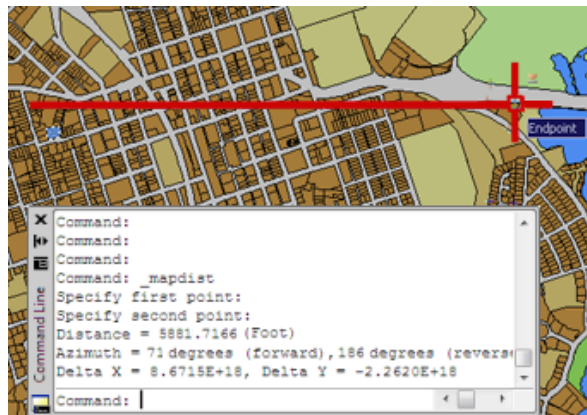
Track Coordinates

Command Line

MAPTRACKCS

Measuring Geodetic Distance

You can measure the geodetic distance between points in your map. Geodetic distance takes into account the curvature of the Earth. Therefore, the geodetic distance between any two points is longer than the straight line distance between the same two points.



Measure geodetic distance between points in your map

See also:

- [Measuring and Tracking Coordinates](#) on page 939
- [Overview of Coordinate Systems](#) on page 134
- [To track coordinates](#) on page 941

To measure geodetic distance

- 1 Click Analyze menu ► Geodetic Distance.
- 2 At the prompt, specify the starting point by clicking in the map or typing the coordinates of the point.
- 3 At the second prompt, specify the end point by clicking in the map or typing the coordinates of the point.

The results of the calculation are displayed on the command line. If you don't see the command line, press Ctrl + 9 to display it.

Notes

- If the map file does not have an [assigned coordinate system](#) on page 137, the result is a simple straight line distance calculation.
- You can [change the units](#) on page 941 in which the distance is displayed.

Quick Reference

MAPDIST

Measures the geodetic distance between points

Menu Analyze menu ► Geodetic Distance

Icon



Geodetic Distance

Command Line MAPDIST

Dialog Box MAPDIST

Measuring Coordinate Geometry

Use the inquiry commands to extract geometric information from drawing objects.

To measure coordinate geometry

- [To add distances](#) on page 948
- [To display the distance between points](#) on page 949
- [To display angle information](#) on page 950
- [To display COGO information for lines and arcs](#) on page 951
- [To display the slope between two points](#) on page 952

Overview of Measuring Coordinate Geometry

Use the inquiry commands to extract geometric information from drawing objects such as lines, curves, closed polylines, and polygons. This can help you verify the accuracy of your data, or send the data to the field.

Inquiry commands are specific to drawing objects. They don't work on geospatial features.

NOTE The COGO inquiry commands use the World Coordinate System (WCS) and ignore current User Coordinate System (UCS) settings. Therefore, north is always considered to point along the WCS positive Y axis, and inquiry results are reported in WCS coordinates.

See also:

- [Measuring and Tracking Coordinates](#) on page 939
- [Setting Coordinate Geometry Options](#) on page 210
- [Overview of Coordinate Systems](#) on page 134

To do this...	Use this method...
Add distances.	Click Analyze menu ► Inquiry ► Add Distances. See Adding Distances on page 947
Display the distance between points.	Click Analyze menu ► Inquiry ► Continuous Distance. See Displaying Continuous Distance on page 948
Display angle information.	Click Analyze menu ► Inquiry ► Angle Information. See Displaying Angle Information on page 950
Display coordinate geometry information for lines and arcs.	Click Analyze menu ► Inquiry ► Line and Arc Information. See Displaying COGO Information for Lines and Arcs on page 951


To do this...	Use this method...
Display the slope between points.	Click Analyze menu ► Inquiry ► List Slope. See Displaying Slope on page 952

Quick Reference

MAPCGADIST

Adds the distances between points

Menu Analyze menu ► Inquiry ► Add Distances

Icon  Add Distances

Command Line MAPCGADIST

MAPCGCDIST

Displays the distance between points

Menu Analyze menu ► Inquiry ► Continuous Distance

Icon  Continuous Distance

Command Line MAPCGCDIST

MAPCGANG

Displays the angle between lines or points



Menu Analyze menu ► Inquiry ► Angle Information

Icon  Angle Information

Command Line MAPCGANG

MAPCGLIST

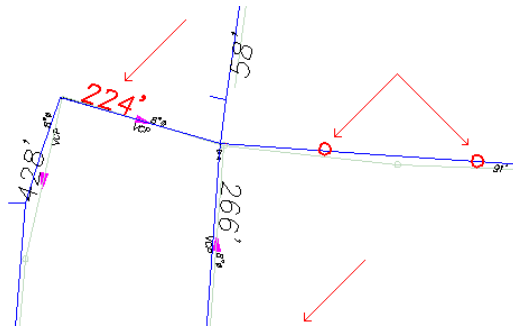
Displays coordinate geometry information for lines and arcs

Menu	Analyze menu ► Inquiry ► Line and Arc Information
Icon	  Line and Arc Information
Command Line	MAPCGLIST

Adding Distances

You can calculate the total of several disjunct distances by selecting points in your map, entering distances on the command line, or selecting numeric text, such as measurements, in your map.

You can perform this operation only on drawing objects. It is not available for geospatial features.



You are prompted to enter a number, specify a distance, or select text. Select all the distances you want to add. You can select numeric text in your drawing, click the start and end points of the distance you want to measure, or enter the number directly on the command line. When you press Enter, AutoCAD Map 3D displays the total of all the distances.

See also:

- [Measuring and Tracking Coordinates](#) on page 939
- [Setting Coordinate Geometry Options](#) on page 210
- [Overview of Coordinate Systems](#) on page 134

- [Displaying Continuous Distance](#) on page 948

To add distances


- 1 Click Analyze menu ► Inquiry ► Add Distances.
- 2 Specify the first distance by doing one of the following:
 - Enter the distance on the command line.
 - Select two locations in the map.
 - Enter s. Select numeric text in the map, such as a measurement.
- 3 Enter as many additional distances as you want.
- 4 When you finish selecting distances, press Enter to view the total of the distances.

The results of the calculation are displayed on the command line. If you don't see the command line, press Ctrl + 9 to display it.

Quick Reference

MAPCGADIST

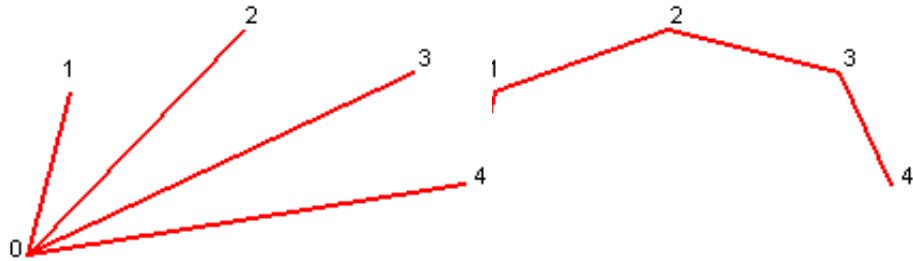
Adds the distances between points

Menu	Analyze menu ► Inquiry ► Add Distances
Icon	 Add Distances
Command Line	MAPCGADIST

Displaying Continuous Distance

You can add and display the distance between one point and a number of other points, or between a series of points in a drawing.

You can perform this operation only on drawing objects. It is not available for geospatial features.



The Base option measures the distance from the starting point to each of the points you select, like the spokes of a wheel.

The Continuous option measures the distance from the starting point to the next point and from that point to the next point, in a continuous line.

See also:

- [Adding Distances](#) on page 947
- [Measuring and Tracking Coordinates](#) on page 939
- [Setting Coordinate Geometry Options](#) on page 210
- [Overview of Coordinate Systems](#) on page 134

To display the distance between points

- 1 Click Analyze menu ► Inquiry ► Continuous Distance.
- 2 Select Base or Continuous.
 - Base: Always measures the distance from the first point you select to each of the additional points you select.
 - Continuous: Measures the distance from one point to the next.
- 3 Select two points to display the distance between the points.
- 4 Select another point. If you selected Base, AutoCAD Map 3D displays the distance from first (or base) point to the new point. If you selected

Continuous, AutoCAD Map 3D displays the distance from the last point to the new point.

- 5 When you finish selecting points, press Enter to view the total of the distances.

The results of the calculation are displayed on the command line. If you don't see the command line, press Ctrl + 9 to display it.

Quick Reference

MAPCGCDIST

Displays the distance between points

Menu

Analyze menu ► Inquiry ► Continuous Distance

Icon



Continuous Distance

Command Line

MAPCGCDIST

Displaying Angle Information

You can display the acute and obtuse angle between points or intersecting lines in a drawing.

You can perform this operation only on drawing objects. It is not available for geospatial features.

See also:

- [Measuring and Tracking Coordinates](#) on page 939
- [Setting Coordinate Geometry Options](#) on page 210
- [Overview of Coordinate Systems](#) on page 134
- [Displaying Continuous Distance](#) on page 948

To display angle information

- 1 Click Analyze menu ► Inquiry ► Angle Information.

- 2 Select two lines, or enter p to specify points.
- 3 If you entered p, specify a starting point, a vertex, and an ending point.
The results of the calculation are displayed on the command line. If you don't see the command line, press Ctrl + 9 to display it.

Quick Reference

MAPCGANG

Displays the angle between lines or points

Menu

Analyze menu ► Inquiry ► Angle Information

Icon



Angle Information

Command Line

MAPCGANG

Displaying COGO Information for Lines and Arcs

You can display coordinate geometry for lines and arcs. This information includes line and curve details, area, and coordinates.

You can perform this operation only on drawing objects. It is not available for geospatial features.

See also:

- [Setting Coordinate Geometry Options](#) on page 210
- [Overview of Coordinate Systems](#) on page 134

To display COGO information for lines and arcs

- 1 Click Analyze menu ► Inquiry ► Line and Arc Information.
- 2 Select the line or arc, or enter p to specify the points for a line.
- 3 If you entered p, specify a starting point and an ending point for the line.
The results of the calculation are displayed on the command line. If you don't see the command line, press Ctrl + 9 to display it.

Quick Reference

MAPCGLIST

Displays coordinate geometry information for lines and arcs

Menu Analyze menu ► Inquiry ► Line and Arc Information

Icon



Line and Arc Information

Command Line MAPCGLIST

Displaying Slope

You can display the slope, grade, and horizontal distance between two points.

You can perform this operation only on drawing objects. It is not available for geospatial features.

See also:

- [Setting Coordinate Geometry Options](#) on page 210
- [Overview of Coordinate Systems](#) on page 134
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989

To display the slope between two points

- 1 Click Analyze menu ► Inquiry ► List Slope.
- 2 Select a line or an arc, or enter p to specify points.
- 3 If you entered p, specify a starting point and an ending point for the line.
The results of the calculation are displayed on the command line. If you don't see the command line, press Ctrl + 9 to display it.

Quick Reference

MAPCGSLIST

Displays the slope between points

Menu

Analyze menu ► Inquiry ► List Slope

Icon



List Slope

Command Line

MAPCGSLIST

Creating Themes

Themes vary the display of your data based on properties or attributes of the data. For example, instead of styling the lakes so they are all the same shade of blue, you can create a theme to vary the color based on the depth of the lake.

To create themes

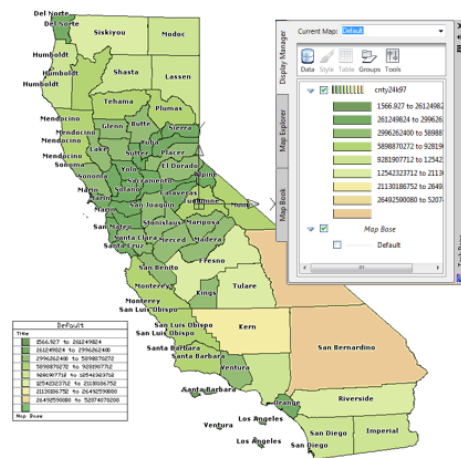
- [To create a theme for a feature layer](#) on page 958
- [To theme drawing data](#) on page 965

Overview of Creating Themes

A theme varies the display of data based on properties or attributes of the data, for example area, length, pavement type, assessed value, temperature, or land use.

You can use themes to change colors, line types, symbols, text, or other properties that can help you present map information and tell a story. Themes can help make information more visible, illustrate how data is distributed, make data easier to analyze and interpret, and reveal patterns.

For example, you can use darker colors for areas with more rainfall, a larger dot to display cities with a larger population, or a wider line to draw roads with high traffic volume.



You can theme on specific values or a range of values. For example, an agricultural theme might show different crops in different colors. Each crop is a specific value. Temperature, however, can be any number along a continuum. When you display this type of data, you define ranges for the values. For example, you could divide temperature values into three ranges: below 30, 30 to 60, and over 60.

See also:

For workflows related to analyzing data, see *Create Themed Maps and Analyze Data*.

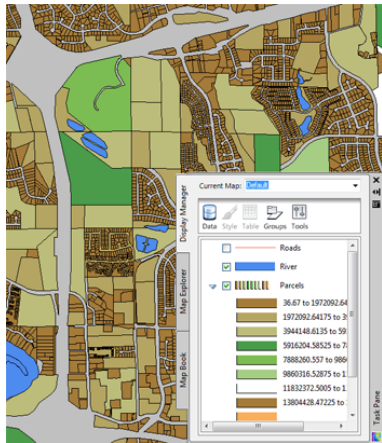
The method you use to theme data depends on the type of layer on which the data is stored.

To theme this type of data...	See...	Description
Feature layers	Theming Features on page 955	Display Manager layers from feature sources such as SDF or Oracle that have been added using Data Connect.
Drawing layers	Theming Drawing Data on page 965	AutoCAD layers containing drawing objects from DWG files.
Surface layers	Theming Surfaces to Analyze Height, Slope, and Aspect on page 989	Raster-based surfaces, such Digital Elevation Models (DEMs), ESRI Grid files, and Digital Terrain Elevation Data (DTED) that have been added using Data Connect.

Theming Features

You can use the theming tool to create themes for layers from feature sources such as SDF, SHP, Oracle Spatial, or ArcSDE. Themes vary the display of features on the feature layer based on properties or attributes associated with that layer.

For example, a theme for a point layer might display retail store locations with a different symbol for each type of store. A polygon layer theme might display each land use classification with a different color or shading.



A theme showing parcels by area

Theme Rules

A theme for a feature layer has a set of scale ranges and a rule that corresponds to each one. For example, if you are theming by parcel size, the scale ranges would indicate different parcel sizes. The first range might comprise parcels between 1000 and 5000 square feet, the second range might comprise parcels 5001 to 10,000 square feet, and so on. The first rule would describe how the first range appears on the map. For example, the smallest parcels might be lightest in color, and the colors might get darker as the parcel size goes up.

Rules can include a visual style, a legend label, and a feature label.

- **Visual style** options vary, depending on the type of geometry on the layer. Polygon style options include fill and border options; line style options include line thickness, color, and pattern; point style options include a symbol, size specifications, and color.
- **Legend labels** can provide a description of a rule's condition. For example, you can edit the default legend label so it reads "Small parcels," instead of "1000...2000."
- **Feature labels** display the values of a property. For example, you can label parcels with their address or area values.

As a layer is drawn, each feature is compared to the rules in the order that they are listed. The first rule for which the feature meets the condition is used to specify the style and legend label for that feature. A default or empty condition applies to all features and defines the style for features that do not

meet any of the preceding rules. A well-constructed theme contains only one default rule and it is last in the list.

Distribution Methods

When you create a range of conditions for a feature theme, you must specify the distribution method. The following methods are available:

Method	Description
Equal	The difference between the high and low values is the same for every range. This method is easy to interpret and is useful for showing continuous data such as rainfall.
Standard Deviation	Features are placed in ranges based on how much their values vary from the mean. AutoCAD Map 3D calculates the mean and then adds or subtracts the standard deviation to or from the mean to create the ranges.
Quantile	Each range contains an equal number of features. This method is useful for showing data in which values are evenly distributed.
Jenks (Natural Breaks)	Ranges are based on natural groupings of data values. Features with similar values are grouped together. This method shows the natural groupings in the data.
Individual Values	Features are not grouped. This distribution is useful if values are not continuous, there is a fixed number of values, and many features have the same value.


See also:

- [Overview of Creating and Editing Data](#) on page 573
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989
- [Adding a Legend](#) on page 916
- [Defining Scale Ranges](#) on page 543
- [Creating Themes for Drawing Layers](#) on page 967

- [Adding Labels to Features](#) on page 900

To create a theme for a feature layer

- 1 In [Display Manager](#) on page 1748, select a feature layer. Click the Style icon in the toolbar.
For information about creating a new feature layer, see [Bringing in GIS Features](#) on page 265.
- 2 In the Style Editor, under Scale Ranges, select the scale range to theme.
For more information about scale ranges, see [Defining Scale Ranges](#) on page 543.
- 3 In the Polygon Style, Point Style, or Line Style area, click New Theme.
- 4 To analyze features based on values that fall into various numerical ranges, do the following:
 - For Property, select the property on which to base the theme.
 - For properties with numeric values, specify the Minimum Value and Maximum Value for the range.
 - For properties with numeric values, select a Distribution method. For more information about distribution methods, see the Concepts tab of this topic.
The first rule includes the Minimum Value and the last rule includes the Maximum Value. Styles are interpolated across the range.
You can specify the number of rules to create if Distribution method is Equal, Quantile, or Jenks (Natural Breaks). Properties containing strings use an Individual Values distribution that does not allow the number of rules to be edited. Adjust the number of rules to control the granularity of the theme.
 - If you are editing an existing theme, you can replace any existing rules by selecting Replace existing rules .
- 5 The default Style Range shows the styles that will be used for each rule. Your options depend on the type of geometry stored on this feature layer.
 - For polygon features, see [To set styling options for polygon features](#) on page 961.
 - For line features, see [To set styling options for line features](#) on page 962.

- For point features, see [To set styling options for point features](#) on page 963.
- 6 To add labels to features in the theme, do the following:
- Select the Create Feature Labels check box.
 - Next to Label Ramp, click 
 - Select Create A Label and specify the criteria for the labels.
For more information about creating feature labels, see [Adding Labels to Features](#) on page 900. To use expressions for labels, see [Using Expressions to Label Features](#).
- 7 To create legend labels for the theme, do the following:
- Select the Create Legend Labels check box.
 - For Legend Text, enter the text to appear next to each rule in the legend.
For example, if you are theming by size, you could change the legend text to "Square Acreage."
 - For Label Format, specify how to display the legend label.
If you theme a layer on a property that contained area information and you used the label text *Area*, the label formats might look like the following examples:
 - <Label Text> <Min> to <Max>
Area: 100 to 200
 - <Label Text> <Min> - <Max>
Area: 100 - 200
 - <Min> <= <Label Text> <<Max>
100 <= Area < 200
- For information on inserting a legend into your map, see [Adding a Legend](#) on page 916.

Quick Reference

Theme Feature Layer in Display Manager

Creates a theme for a feature layer in Display Manager

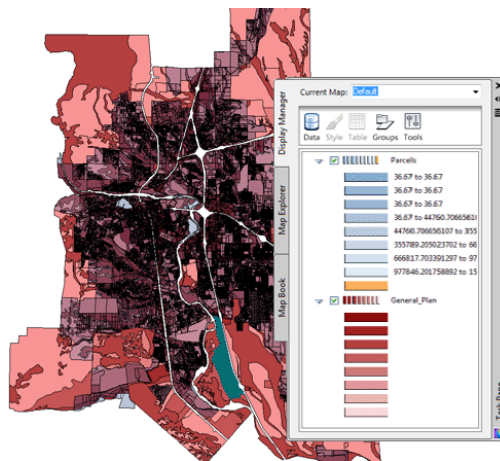
Task Pane In Display Manager, right-click a feature layer. Select Edit Style. In the Style Editor, click the New Theme button.

Dialog Box Theme dialog box

Theme Options for Polygon Feature Layers

When you create a theme for a feature layer whose geometry consists of polygons, the Style Polygon dialog box provides options for changing the visual appearance of the features in the theme. You can change options relating to the fill and border.

A polygon feature theme can be transparent so that other map data shows through, for example, another theme or another layer of map data. The transparency option is available only when working with themes involving a solid fill.




Blue parcel theme made partially transparent so you can see the red planning theme underneath

See also:

- [Overview of Creating Themes](#) on page 953
- [Theming Features](#) on page 955

- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989

To set styling options for polygon features

- 1 [Create a theme for a polygon feature layer](#) on page 955.
- 2 In the Theme Polygons dialog box, the default Style Range shows the colors that will be used for each rule. To change them, click 
- 3 In the Style Area dialog box, change any of the following:
 - Select **Apply Fill To The Polygons** and choose a Fill Pattern from the list. To use transparency, choose **Solid**.
 - If you chose **Solid**, for **Foreground Transparency**, specify a value between 0 and 100, where 0 is completely solid and 100 is completely transparent.
 - For **Foreground Color**, select **Generated Between Two Colors** or **Color Palette**.
For **Generated Between Two Colors**, specify the beginning and ending colors for the theme. The intermediate colors will be calculated automatically, but you can adjust them.
For **Color Palette**, choose a palette from the list.
 - Specify a **Background Color**, if appropriate.
 - If you want a border, select **Apply A Border To The Polygons** and choose a line pattern, thickness, and color.
- 4 Click **OK** twice.

Quick Reference

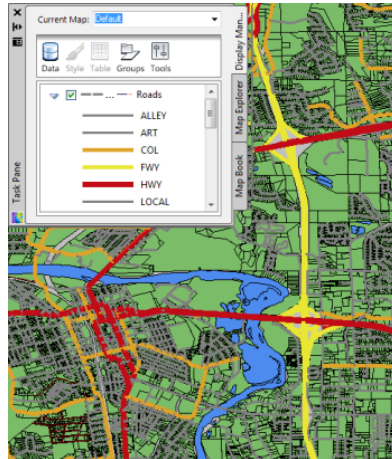
Theme Feature Layer in Display Manager

Creates a theme for a feature layer in Display Manager

Task Pane	In Display Manager, right-click a feature layer. Select Edit Style . In the Style Editor, click the New Theme button.
Dialog Box	Theme dialog box

Theme Options for Line Feature Layers

When you create a theme for a feature layer whose geometry consists of linear features, the Style Line dialog box provides options for changing the visual appearance of the features in the theme. You can change options relating to the thickness, color, and pattern.




A theme showing roads by road type

See also:

- [Overview of Creating Themes](#) on page 953
- [Theming Features](#) on page 955
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989

To set styling options for line features

- 1 [Create a theme for a line feature layer](#) on page 955.
- 2 In the Theme Lines dialog box, the default Style Range shows the styles that will be used for each rule. To change them, click 
that will be used for each rule. To change them, click
- 3 In the Style Line dialog box, change any of the following:
 - For Units (Device Space), select the type of units to measure line thickness. Lines are specified in Device Space units.

- For Thickness Range, specify the narrowest and widest line thicknesses to use for the style.
- For Color Range, specify the beginning and ending colors for the theme. The intermediate colors will be calculated automatically, but you can adjust them.
- Choose a Pattern for the lines from the list.

4 Click OK twice.

Quick Reference

Theme Feature Layer in Display Manager

Creates a theme for a feature layer in Display Manager

Task Pane	In Display Manager, right-click a feature layer. Select Edit Style. In the Style Editor, click the New Theme button.
Dialog Box	Theme dialog box

Theme Options for Point Feature Layers

When you create a theme for a feature layer whose geometry consists of point features, the Style Line dialog box provides options for changing the visual appearance of the features in the theme. You can change options relating to the symbol, color, and size of the points.

See also:

- [Overview of Creating Themes](#) on page 953
- [Theming Features](#) on page 955
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989

To set styling options for point features


- 1 [Create a theme for a point feature layer](#) on page 955.

- 2 In the Theme Points dialog box, the default Style Range shows the styles

that will be used for each rule. To change them, click



- 3 In the Style Point dialog box, change any of the following:

- For Symbol, click  and choose a symbol or browse to a symbol file.
- For Size Context, choose Device Space or Map Space and then select the type of units to measure the point symbols.
In Device Space, you specify symbol widths and heights in screen units. Available units are Points, Inches, Millimeters, or Centimeters.
In Map Space, you specify symbol widths and heights in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.
If you choose Device Space, symbols remain the same size during a zoom. If you choose Map Space, symbols remain the same size relative to the map. For example, if you make a symbol .1 miles in map units, it will measure .1 miles no matter what zoom level you set.
- Set the size range for the point symbols (width and height). The smallest size will be used for the objects in the lowest scale range and the largest size will be used for the objects in the highest scale range. You can type a number or use an expression to set size.
- For Fill Color Range and Edge Color Range, specify the beginning and ending colors for the theme. The intermediate colors will be calculated automatically, but you can adjust them.
- Choose a Rotation Range for the symbols from the list, or use an expression to set rotation.

- 4 Click OK twice.

Quick Reference

Theme Feature Layer in Display Manager

Creates a theme for a feature layer in Display Manager

Task Pane	In Display Manager, right-click a feature layer. Select Edit Style. In the Style Editor, click the New Theme button.
Dialog Box	Theme dialog box

Theming Drawing Data

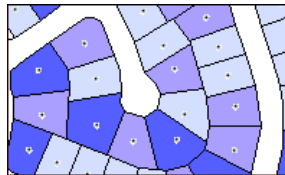
To theme drawing data

- [To create a theme for a drawing layer](#) on page 970
- [To edit a theme for drawing data](#) on page 971
- [To change the thumbnail used in the Display Manager](#) on page 971
- [To add a legend to your drawing](#) on page 971
- [To apply annotation to a theme for a drawing layer](#) on page 974

Overview of Theming Drawing Data

Themes for drawing layers vary the stylization of drawing objects based on object properties or data associated with the objects.

For example, you can vary the shade of blue used for parcels, depending on each parcel's assessed property value.



Change the color of each parcel based on assessed property value.

You can also use predefined themes, called [ramps](#) on page 972.

Theme Data

A theme for a drawing layer can be based on any of the following:

- A property of the objects, such as area or length
- Data stored in an object data table, such as pipe diameters
- Data stored in a linked external database, such as parcel values

The data used for a theme on a drawing layer can be specific values, such as pipe material, land use, or pavement type, or a range of values, such as property value, temperature, or population.

If the data is a set of specific values, select which values you want. For example, an agricultural theme might show different crops in different colors. Each crop is a specific value. You can omit some crops.

If the data is ranges of values, select how many ranges you want and how to divide the data. For example, temperature can be any number along a continuum. You could divide temperature values into three ranges: below 30, 30 to 60, and over 60.

You can add a legend that lists the theme's conditions and explains the colors, symbols, line patterns, shadings and annotation used.

See also:

- [Adding a Legend](#) on page 916
- [Theming Features](#) on page 955
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989

To do this...	Use this method...
Create a theme for a drawing layer.	In Display Manager on page 1748 right-click a drawing layer ► Add Style ► Theme. See Theming Drawing Data on page 965
Edit a theme for a drawing layer.	In Display Manager on page 1748 right-click a drawing layer ► Edit Theme. See Theming Drawing Data on page 965
Change the thumbnail image for the theme in Display Manager.	On the Display tab of the Properties palette for a drawing layer, select the thumbnail preview. See Theming Drawing Data on page 965
Add a legend	In the Display Manager, click Tools ► Create Legend. See Theming Drawing Data on page 965

Quick Reference

Theme Drawing Layer in Display Manager

Creates a theme for a drawing layer in Display Manager

- Task Pane


In Display Manager, right-click a drawing layer. Click Add Style ► Theme.
- Dialog Box




Thematic Mapping dialog box

Creating Themes for Drawing Layers

The following table shows data themed using different styling options and offers some guidance on using those options.

Theme Style	Example	More Information
Alter color		
Alter linetype		Assign line width to circles, or lines, convert the objects to polylines with the drawing cleanup tools. See Cleaning Up Drawing Data on page 636.

Theme Style	Example	More Information
Alter lineweight		To assign line width to circles, arcs, or lines, convert the objects to polylines with the drawing cleanup tools. See Cleaning Up Drawing Data on page 636.
Alter plot style		Changes to plot styles appear only in previews and in published drawings.
Add hatch/fill		Drawing Layer Hatch Scale on page
Add text		See Drawing Layer for Text Height on page

Theme Style	Example	More Information
Alter linestyle		Assign line width to circles, lines, or polylines, convert the objects to polylines with the drawing cleanup tools. See Cleaning Up Drawing Data on page 636.
Alter block insertion		The factors for blocks vary according to the plot scale and the size of the block. For a map plotted at 1:2000, a unit block (size 1 unit by 1 unit) appears clearly with a scale of 2000.
Add annotation		See Drawing Layer Properties: Annotation on page 970. See Drawing Layer Properties: Text Height on page 970.

See also:

- [Adding a Legend](#) on page 916
- [Theming Features](#) on page 955
- [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989
- [To create a theme for a drawing layer](#) on page 970
- [To edit a theme for drawing data](#) on page 971

- To change the thumbnail used in the Display Manager on page 971
- To add a legend to your drawing on page 971

To create a theme for a drawing layer


- 1 In [Display Manager](#) on page 1748 right-click a drawing layer ➤ Add Style ➤ Theme.

For information on creating a layer, see [Bringing In Drawing Data From DWG Files](#) on page 296.

- 2 In the Thematic Mapping dialog box, in the Theme Type list, choose the type of theme to create.
 - A Set Of Specific Values — Select this option if the data has a few distinct values, such as pipe material, land use, or pavement type.
 - A Range Of Numeric Values — Select this option if the data can be any value along a continuum, such as property value, temperature, or population. When you display this type of data, you define ranges for the values.

- 3 Next to the Theme Type list, click Values to specify the data to use for the theme.

- 4 In the Values dialog box, under Data Values, specify the data to use. For

Obtain From, click  to choose from a list of data sources.

- 5 To ignore or exclude certain values in the data, specify them in the Ignore box.

These values, while present in the data, may be inappropriate for use in the theme. Examples include null or empty data values.

- 6 To normalize the data relative to some other data value, for Normalize

By, enter a value or an expression. Click  to choose from a list of data sources.

- 7 Click Read Data.

AutoCAD Map 3D reads the values in the selected data source.

If there is no data, verify that there are objects in the layer. The Display Manager does not work with civil objects or objects from attached drawings that have been queried into the current drawing using a standard

Query. To use objects from attached drawings with the Display Manager, create a Query layer.

- 8 If you are not working with ranges, select the values to include in your map.
- 9 If you are creating a theme with ranges, under [Data Ranges](#) on page 1365, choose how to divide the values into ranges.
- 10 Click OK to close the dialog box.
- 11 Under [Thematic Details](#) on page 1378, specify how to style objects in the theme, and the text labels to use in the legend.
- 12 Click Done.

To edit a theme for drawing data

- In Display Manager, right-click the drawing theme to edit and choose Edit Theme.

To change the thumbnail used in the Display Manager

- 1 Select the layer.
- 2 Click Display to open Properties palette.
- 3 On the Display tab of the Properties palette, select the thumbnail preview.
For example, choose the polygon icon for parcels or the arc icon for pipes.

To add a legend to your drawing

- In the Display Manager, click Tools ► Create Legend.

See also:

- [Overview of Theming Drawing Data](#) on page 965
- [Tips for Drawing Layer Themes: Ramps](#) on page 972
- [Thematic Mapping dialog box](#) on page 1377
- [Thematic Values dialog box](#) on page 1379
- [Range of Values dialog box](#) on page 1365
- [Adding a Legend](#) on page 916

Quick Reference

Theme Drawing Layer in Display Manager





Creates a theme for a drawing layer in Display Manager

Task Pane In Display Manager, right-click a drawing layer. Click Add Style ► Theme.

Dialog Box Thematic Mapping dialog box

Tips for Drawing Layer Themes: Ramps

For stylizations, you can choose from pre-defined sets of stylizations, called ramps.

	<= 25
	25 - 35
	35 - 45
	45 - 50

A **ramp** is a pre-built sequence of styles, such as a set of color gradations or a set of line types.

The information needed to create the ramp is stored in a separate file in XML format. AutoCAD Map 3D supplies several ramp files that you can use.

Tips for Drawing Layer Themes: Hatch Scale

For standard-scale hatch patterns (those that do not have an AR- prefix), the density of the hatching varies according to the hatch scale and plot scale you use.

Plot, Display, or View Scale	Hatch Scale	Result
1:2000	1 to 500	Solid
2000	Lines clearly visible	
15000	Sparse, occasional lines	

Plot, Display, or View Scale	Hatch Scale	Result
20000	No hatch or one line only	
1:10000	1 to 2500	Solid
10000	Lines clearly visible	
75000	Sparse, occasional lines	
100000	No hatch or one line only	

You can use solid fills at any scale to fill an enclosed area.



Examples of hatch patterns with different scales on a map plotted at 1:10000

Using too low a scale for hatch patterns can seriously impair results. For a listing of standard hatch patterns, look up "standard libraries" in the help index.

Tips for Drawing Layer Themes:Text Height

Scale and height values for fill patterns, text height, and symbol size vary according to the plotting scale you intend to use. The following table shows suitable text heights for different plot scales.

Plot Scale	Required Text Height on Plot (Text Height)	
1:2000	1	2000
0.5	1000	
1:10000	1	10000
0.5	5000	

Tips for Drawing Layer Themes:Annotation

Use an annotation template to add annotation to a theme. You define the annotation templates in your map. They are stored as specially named blocks within your drawing and define what kind of information you want to be displayed in the annotation, as well as the layout of that information.

Annotation templates can include textual values, such as values from object data or object properties such as a lineweight, and graphics, such as images and arrows.

See also:

■ [Overview of Annotating Maps](#) on page 899

To apply annotation to a theme for a drawing layer

- 1 Select the annotation template you want to use.
- 2 Specify the insertion information, such as insertion point, scale, rotation, linetype, and color.

Analyzing Raster-Based Surfaces

AutoCAD Map 3D includes tools to help you view and analyze raster-based 3D surfaces, such as Digital Elevation Models (DEMs), ESRI Grid files, and Digital Terrain Elevation Data (DTED).

For example, you can create contour maps to help you analyze 3D terrain, use raster-based theming to analyze elevation, slope, and aspect, drape map data over surfaces and view the data in 3D, and more.

To add a raster-based surface, you use Data Connect. For more information, see [Bringing in GIS Features](#) on page 265.

To analyze raster-based surfaces

- [To create contour lines](#) on page 978
- [To edit the line styles and labels used for the contour lines](#) on page 979
- [To delete a layer of contour lines](#) on page 979
- [To drape 2D map data over a 3D surface](#) on page 980
- [To switch between 2D and 3D](#) on page 980
- [To switch between 2D and 3D](#) on page 982
- [To use 3D Zoom](#) on page 982
- [To use 3D Pan](#) on page 983
- [To use 3D Orbit](#) on page 983
- [To use walk through](#) on page 984
- [To change the Visual Style](#) on page 984
- [To specify hillshading settings](#) on page 988
- [To turn off or on hillshading](#) on page 988
- [To change the vertical exaggeration](#) on page 988
- [To theme a surface to analyze height, slope or aspect](#) on page 991
- [To change colors in a themed surface](#) on page 992

Overview of Analyzing Raster-Based Surfaces

After you add a raster-based surface to your map (such as a Digital Elevation Model or ESRI Grid file), you can analyze it in various ways.

See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373

Analyze a raster-based surface (such as a Digital Elevation Model or ESRI Grid file) in the following ways.



[Add contour lines](#) on page 976 to a surface to make a contour map, also referred to as a topographic map.



[Drape 2D map data on 3D surfaces](#) on page 979 to view all the data as a 3D texture map.



[View, navigate, and walk or fly through](#) on page 981 a 3D map to view the map from different perspectives.



[Use hillshading](#) on page 986 to cast real-world shadows on a surface to make it look more realistic and easier to analyze.



[Change the vertical exaggeration](#) on page 986 to control how extreme the elevation changes appear.

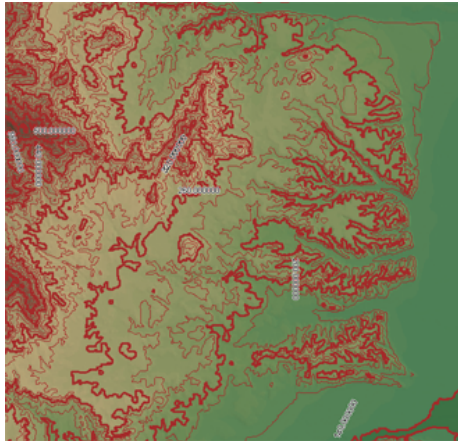


[Use theming and change colors](#) on page 989 to analyze elevation, slope, aspect, and more.

Adding and Modifying Contour Lines

You can add contour lines to a raster-based surface in your map to create a contour or topographic map. You add contour lines to surface layers in Display Manager.

With contour lines, each line connects points of equal elevation on the surface. The lines can help you determine the elevation at a specific location on the surface, help clarify and analyze the 3D surface terrain, and help with things like navigation.



Contour lines added to a DEM surface

Contour lines are stored as new polyline or polygon features in an SDF file, and as a new layer in Display Manager.

You can edit and style the contour lines as you do any other feature layer. You can also delete contour lines and recreate them.

When you add contour lines, you specify the following:

- Name of the new contour layer
- Contour elevation interval
- Units (meters or feet) used to measure elevation
- Major contour interval
- Contour labels
- Whether to create contours as polylines or polygons
- File name of the SDF that will store the contour features

See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [Draping Map Data Over 3D Surfaces](#) on page 979
- [Viewing Surfaces in 3D](#) on page 981

- [To create contour lines](#) on page 978
- [To edit the line styles and labels used for the contour lines](#) on page 979
- [To delete a layer of contour lines](#) on page 979

To create contour lines

- 1 In [Display Manager](#) on page 1748, right-click a surface layer, and select Create Contour Layer.
For information about adding a surface layer, see [Adding Raster-Based Surfaces to Your Map](#) on page 373.
- 2 In the Generate Contour dialog box, enter a name for the new Display Manager layer that will contain the contour lines.
- 3 In the Contour Elevation Interval list, select the interval between contour lines. This is the difference in elevation between lines, for example, 10, 20, or 50.
- 4 Select the units (meters or feet) used to measure the elevation in your surface.
AutoCAD Map 3D attempts to get this unit from the surface itself, but you can change it.
- 5 In the Major Contour Every list, select the interval between major (bold) contour lines.
For example, if you choose 5, every fifth contour line will be bolded.
- 6 To label the major contour lines with the elevations they represent, select the Label The Elevation check box.
- 7 For Create Contour As, select the type of feature you want to use when creating contour lines. Choose polyline or polygon.
- 8 For Save Contours Into Filename, type a name for the new SDF file that will store your contour line features.
- 9 Click OK.

The new contour line features are added to your map. They are placed on a new Display Manager layer with the layer name you specified, and stored in an SDF file.

To edit the line styles and labels used for the contour lines

- 1 In Display Manager, click the contour layer and click Style in the toolbar.
- 2 In the Style Editor, modify the line styles and labels, as you would for other features. For more information, see [Editing Features](#) on page 588.
To change other contour settings, such as elevation interval and units, you must remove the contour layer and recreate it using the settings you want.

To delete a layer of contour lines

- 1 In Display Manager, select the contour layer.
- 2 Click Remove.

Quick Reference

Create Contours

Creates contour lines for 3D raster-based surfaces

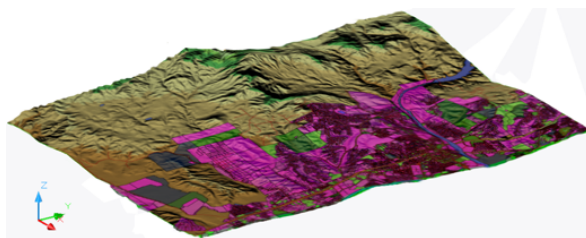
Task Pane In Display Manager, right-click a surface layer, and select Create Contour Layer.

Dialog Box Autodesk Map Contour dialog box

Draping Map Data Over 3D Surfaces

To drape 2D map data over a surface in your map, switch to a 3D view. AutoCAD Map 3D automatically drapes 2D map data and displays everything in 3D, creating a texture map.

For example, if you have a map with 2D raster satellite images, a 2D parcel layer, and a 3D Digital Elevation Model (DEM), you can switch to 3D to drape the satellite images and parcels over the DEM.





2D parcels and roads draped over a 3D DEM surface

NOTE You cannot edit 2D data while it is draped in a 3D view. Switch back to 2D.



See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [Viewing Surfaces in 3D](#) on page 981

To drape 2D map data over a 3D surface

- 1 In [Display Manager](#) on page 1748, verify that you have a surface layer in your map.
For information about adding a surface layer, see [Adding Raster-Based Surfaces to Your Map](#) on page 373.
- 2 On the status bar, click  to switch to 3D.
The 3D Navigation toolbar appears, and display driver acceleration is turned on to enhance 3D display performance.
- 3 Use the 3D Navigation tools to move around. For more information, see [Viewing Surfaces in 3D](#) on page 981.
- 4 To switch back to 2D, click  on the status bar.

To switch between 2D and 3D

- 1 On the status bar, click  to switch to 3D or  to switch to 2D.

Quick Reference

Drape 2D Data Over a Surface

Switch to a 3D view and 2D data is automatically draped over surfaces in your map

Icon



Switch to 3D

Viewing Surfaces in 3D

When working with maps that include 3D data such as raster-based surfaces, you'll often want to display different views in 3D so that you explore, examine, and analyze the surface from different perspectives.

Use any of the following options to view your 3D map interactively:

- Switch to 3D view—Displays the 3D Navigation toolbar, which contains the commands you need to change the 3D view (for example 3D Orbit) and turns on display driver acceleration to enhance 3D performance.
- 3D Zoom—Simulates the effect of a camera's zoom lens by making objects appear closer or farther away.
- 3D Pan—Changes the view to match where you move the cursor.
- 3D Orbit Commands—Moves the surface map around a target. For example, 3DORBIT, constrained orbit, and free orbit.
- Swivel—Simulates panning with a camera in the direction that you drag.
- Walk or Fly—Simulates walking or flying through a 3D model.
- Motion Path Animation—Records and plays back a walk-through or fly-through of a model to visually demonstrate a surface map.
- Other AutoCAD commands—Allow you to view and navigate in 3D. For example, you can use the VISUALSTYLES to hide or show lines and shade 3D data or Camera to place a camera so that you can manipulate and save 3D perspective views.

For more information about the above commands, refer to the AutoCAD Help.

TIP To improve the display of a surface after zooming in, use the Resample Raster option. This resamples / requeries the data so it is as clear as possible, getting rid of things like pixelation. For more information, see [Viewing Raster Images](#) on page 570.



See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [Draping Map Data Over 3D Surfaces](#) on page 979
- [Viewing Raster Images](#) on page 570


NOTE The following procedures are intended for maps that include 3D raster-based surfaces, which have been added using Data Connect. See [Adding Raster-Based Surfaces to Your Map](#) on page 373.

- [To switch between 2D and 3D](#) on page 982
- [To use 3D Zoom](#) on page 982
- [To use 3D Pan](#) on page 983
- [To use 3D Orbit](#) on page 983
- [To use walk through](#) on page 984
- [To change the Visual Style](#) on page 984

To switch between 2D and 3D

- On the status bar, click  to switch to 3D or  to switch to 2D.

To use 3D Zoom

- 1 On the 3D Navigation toolbar, click 3D Zoom .
You can open the 3D Navigation toolbar by right-clicking a gray area near the upper toolbar area of the application window, and selecting AutoCAD ► 3D Navigation.

2 Choose a zoom option:

- Realtime - Zooms interactively. When the hand cursor appears, hold down the button on your pointing device and drag vertically to zoom in and out.
- All - Zoom to the entire drawing
- Extents - Display all objects as large as possible and still fit in the current drawing area.
- Window - Zoom by specifying a rectangular area you want to view.
- Previous - zoom to the previous view

3 Press ENTER, press ESC, or right-click to exit.

To use 3D Pan



- 1** On the 3D Navigation toolbar, click 3D Pan .
- 2** When the hand cursor appears, hold down the button on your pointing device as you move.
- 3** If you are using a wheel mouse, hold down the wheel button and move the mouse.
- 4** Press ENTER, press ESC, or right-click to exit.

To use 3D Orbit

- 1** Use one of the following 3D orbit options:

- 3D Navigation toolbar: 3D Constrained Orbit



- 3D Navigation toolbar: 3D Free Orbit



- Enter the 3DORBIT command

- 2** Click and drag the cursor to rotate the view.
- 3** To exit 3D orbit, press ENTER or ESC, or click Exit on the shortcut menu.

To use walk through

- 1 Verify that the “step size”, or distance you move with each step, is large enough for walking through a surface. Enter the STEPSIZE command and make sure it is set to 80 - 1500 or more. The number you want to use may depend on your zoom level.



- 2 On the 3D Navigation toolbar, click Walk Through .
- 3 A window appears describing the keyboard control you use for the walk through. Using the arrow keys is one of the convenient options. Click OK.
- 4 Wait briefly as the Position Locator palette appears. Review, change settings as needed, and then minimize or close it.
- 5 Use the keyboard buttons to walk through your surface. For example, use the up arrow key to move forward.
- 6 Press ENTER or ESC when you are done.

To change the Visual Style

- 1 Enter the VISUALSTYLES command.
- 2 In the Visual Styles Manager, double-click the sample image of the visual style.
The selected visual style is applied to your surface.

For information about how to improve the display of surfaces after a zoom operation (for example to get rid of pixelation), see [Viewing Raster Images](#) on page 570.

For information about walk and fly mode, 3D swivel, motion path animation, and other AutoCAD commands that can help you view data in 3D, please refer to the AutoCAD Help.

Quick Reference

3DPAN

Starts the interactive 3D view and enables you to drag the view horizontally and vertically

Icon



3D Pan

Command Line

3DPAN

3DZOOM

Zooms in and out on a view of your drawing

Icon



3D Zoom

Command Line

3DZOOM

3DORBIT

Controls the interactive viewing of objects in 3D

Icon



3D Constrained Orbit

Command Line

3DORBIT

3DFORBIT

Controls the interactive viewing of objects in 3D, using an unconstrained orbit

Icon



3D Free Orbit

Command Line

3DFORBIT

3DCORBIT

Starts an interactive 3D view and sets the objects into continuous motion

Icon



3D Continuous Orbit

Command Line

3DCORBIT

3DWALK

Interactively changes the view of a 3D drawing so that you appear to be walking through the model

Icon



3D Walk

Command Line

3DWALK

3DSWIVEL

Changes the target of the view in the direction that you drag

Icon



3D Swivel

Command Line

3DSWIVEL

3DDISTANCE

Starts the interactive 3D view and makes objects appear closer or farther away

Icon



3D Adjust Distance

Command Line

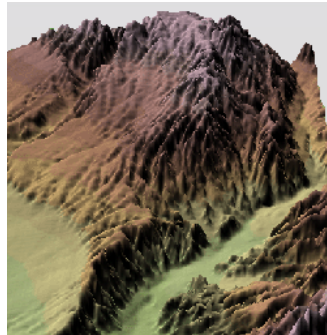
3DDISTANCE

Using Hillshading and Vertical Exaggeration

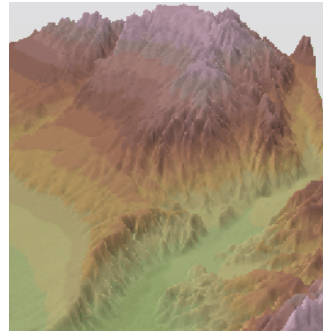
Hillshading adds shading to 3D surface layers by casting the sun's light across a surface from the direction and angle you specify.

Hillshading produces a more realistic image and helps you better understand the magnitude and relationships of the various elevation changes (that is, the bumps and valleys) on the surface.

Surface with hillshading



Surface without hillshading



Hillshading is on by default for each surface layer in your map, however, you can choose to turn it off (or on again) at any time on a per layer basis.

You can change the sun settings that AutoCAD Map 3D uses to apply hillshading. These settings are used throughout AutoCAD Map 3D and are applied to all surface layers that have hillshading turned on.

You can also control the appearance of the elevation changes, making them appear more or less extreme, using the vertical exaggeration setting. Increasing the vertical exaggeration intensifies the hillshading, making the elevation changes appear more extreme. The vertical exaggeration setting is applied to all surfaces you are viewing.

In addition to these settings, you can use AutoCAD commands to change the appearance of surfaces. For example, you can use the VISUALSTYLES command to display the surface in 3D Wireframe, 3D Hidden, Realistic, and Conceptual. For more information, refer to the AutoCAD Help.

See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [To specify hillshading settings](#) on page 988
- [To turn off or on hillshading](#) on page 988
- [To change the vertical exaggeration](#) on page 988

To specify hillshading settings

- 1 Verify that you are in the Map 3D for Geospatial [workspace](#) on page 1766.
- 2 Click Setup menu ► Hillshade Settings.
- 3 Specify the Direction and Angle of the sun you want to use for hillshading by doing one of the following:
 - Enter the direction and angle of the sun manually:
 - For Direction Of Sun, specify the direction from which the light should come from, for example, East or West. You can type a direction value into the edit box, or drag the yellow disk in the compass to the position you want.
 - For Angle Of Sun, specify how high in the sky the light is located, such as near the horizon, directly overhead, or somewhere in between. You can type an angle into the edit box, or drag the yellow disk to specify an angle.
 - Click the Settings button to set the direction and angle of the sun based on a date, time and location you specify in the Sun Properties palette. To populate the Hillshade Settings dialog box with the Sun Properties settings, you return to the Hillshade Settings dialog box and click Import.
- 4 Click OK.

To turn off or on hillshading

- 1 In the [Display Manager](#) on page 1748, right-click a surface layer, and click Edit Display Style.
- 2 Do one of the following:
 - To turn off hillshading, set the Hillshade Band to 0.
 - To turn on hillshading, set the Hillshade Band to 1 and verify that the Elevation Band is set to 1.

To change the vertical exaggeration

- In the status bar, for Exaggeration, select the value you want to use for vertical exaggeration from the drop-down list. Choose Custom if you want to specify a value that is not on the list.

Specify a higher number if you want to make the elevation changes appear more extreme. Enter a lower number or a decimal if you want to make it appear less extreme.

Quick Reference

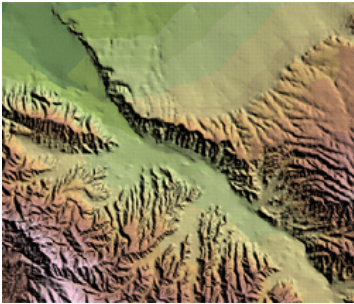
MAPHILLSHADE

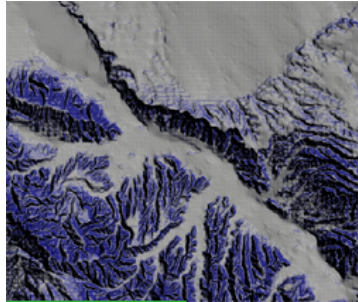
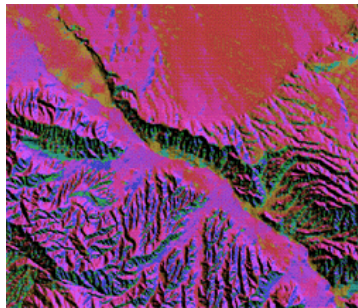
Specifies settings to use when shading 3D raster-based surfaces

Menu	Click Setup ► Hillshade Settings.
Command Line	MAPHILLSHADE
Dialog Box	Hillshade Settings dialog box

Theming Surfaces to Analyze Height, Slope, and Aspect

You can create a theme to change the display of a surface based on height (elevation), slope, or aspect (direction of slope).

Surface Theme Type	Illustration
Height - Changes the display based on elevation.	

Surface Theme Type	Illustration
<p>Slope - Changes the display based on ground slope or steepness.</p> <p>For example, you can use gray to show areas with a slope of less than 10%.</p>	
<p>Aspect - Varies the display based on the direction of ground slope.</p>	

This can help you analyze the surface. For example, you can create a theme on height to analyze the elevation data, a theme on slope to help you determine which areas are flat enough for developing houses, or a theme on aspect to help you find the best drainage routes.

See also:

- [Adding Raster-Based Surfaces to Your Map](#) on page 373
- [Changing Colors in a Themed Surface](#) on page 991
- [Theming Features](#) on page 955
- [Using Hillshading and Vertical Exaggeration](#) on page 986
- [Adding a Legend](#) on page 916
- [Defining Scale Ranges](#) on page 543

To theme a surface to analyze height, slope or aspect

- 1 In [Display Manager](#) on page 1748, click a surface layer. Click the Style icon in the toolbar.
For information about adding a surface layer, see [Adding Raster-Based Surfaces to Your Map](#) on page 373.
- 2 In the Style Editor, under Scale Range, specify the scale threshold to use.
For more information, see [Defining Scale Ranges](#) on page 543.
- 3 In the Band area, for Band 1, select Theme from the Style drop-down list.
- 4 In the Theme dialog box, for Property, select the property to theme on: Height, Slope, or Aspect.
- 5 Specify the other theming option, for example the palette to use. For more information, see [Theme dialog box](#) on page 1380.
- 6 In the Theme dialog box, click OK.
- 7 In the Style Editor, click Apply.

Quick Reference

Theme Surface Layer in Display Manager

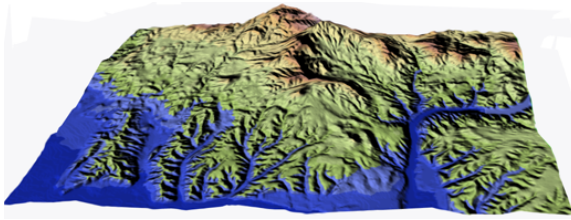
Creates a theme for a surface layer in Display Manager. You can theme on height, slope, or aspect.

Task Pane	In Display Manager, right-click a surface layer. Select Edit Display Style. In the Style Editor, in the Style list, select Theme.
Dialog Box	Theme dialog box

Changing Colors in a Themed Surface

After you have created a theme for a surface, you can change one or more colors to make the image more realistic or to highlight a specific area or characteristic of the surface to help with further analysis.

For example, you might want to change the color of the lowest elevation in a canyon to blue to show that a river runs through it in the spring, or change a group of low elevations to red to highlight an area susceptible to flooding.



Colors of lowest elevations changed to blue

For information about how to theme a surface, see [Theming Surfaces to Analyze Height, Slope, and Aspect](#) on page 989.

To change colors in a themed surface

- 1 In [Display Manager](#) on page 1748, click a surface layer. Click the Style icon in the toolbar.
For information about adding a surface layer, see [Adding Raster-Based Surfaces to Your Map](#) on page 373.
- 2 In the Style Editor, click Band Detail.
- 3 Click the band to change.
For example, for a theme on height, you can select the first band to change the color of the lowest elevation
- 4 Click the down arrow in the band color cell, and choose a new color.
- 5 Click All Bands.
- 6 Click Apply.

Quick Reference

Theme Feature Layer in Display Manager

Creates a theme for a feature layer in Display Manager

Task Pane	In Display Manager, right-click a feature layer. Select Edit Style. In the Style Editor, click the New Theme button.
Dialog Box	Theme dialog box

Finding and Selecting Data

You can find, select, and filter features and drawing objects in your maps, but the methods you use for features and drawing objects are different.

To find and select features, you can use Filter or Search to Select in the [Data Table](#) on page 1747, the Search interface, or a Feature Source Query.

To find and select drawing objects, you can use Quick Select, the Data View, or drawing queries.

To find, filter, and query data

- [To find and select features](#) on page 993
- [To create a buffer](#) on page 1004
- [To change your selection or merge options after receiving a buffer warning](#) on page 1005
- [To find and query drawing objects](#) on page 1006

Finding and Selecting Features

AutoCAD Map 3D provides a few different ways to find, filter, and select just the features you need to work with.

To find and select features

- [To find a subset of data in the Data Table](#) on page 998
- [To clear the filter and display all records](#) on page 998
- [To search to select data](#) on page 998
- [To search for and select features](#) on page 1000
- [To filter a feature layer](#) on page 1003

Overview of Finding and Selecting Features

You can find and focus on a specific subset of features so you don't have to manually review the entire set of data to find what you need.

Autogenerated_S	ADDRESS	STNAME	APN	ACRES	AREA
16319	915	GROUSE DR	117300004000	0.165	7199.12
16360	818	GROUSE DR	117310036000	0.157	6821.137
16361	824	GROUSE DR	117310035000	0.158	6888.34
16362	830	GROUSE DR	117310034000	0.158	6888.34
16363	836	GROUSE DR	117310033000	0.158	6888.34
16364	842	GROUSE DR	117310032000	0.158	6888.34
16366	854	GROUSE DR	117310030000	0.158	6888.34
16367	860	GROUSE DR	117310029000	0.158	6888.34
16368	866	GROUSE DR	117310028000	0.158	6888.34
16369	872	GROUSE DR	117310027000	0.158	6888.412
16371	880	GROUSE DR	117320016000	0.162	11431.547

Use Filter By in the Data Table to filter a feature class using criteria based on a column of data.

Search for Features Across Multiple Layers

Add Layer Delete

Layers	Details	Expression
SHP_Schema P...	SDF_1:SHP_Schema Parcels	

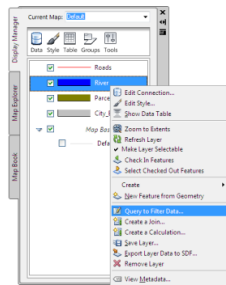
Property Operator Math Function Text Function Date Function Locate on Map Geometric Conversion

[property] > [value]

Validate Clear Zoom Extents Show Location Options

OK Cancel Help

Use Search when you need a more comprehensive way to find features in map.



A query is similar to Search. You define the set of criteria to find and bring in just the data you want.

TIP Using a filter can help you improve performance when working with large sets of feature data. You can filter data **after** you bring it into your map, or you can use Add To Map With Query to apply a filter **while** you bring in the data.

See also:

- [Editing Features using the Data Table](#) on page 595
- [Bringing in GIS Features](#) on page ?
- [Creating Expressions](#)

Use these techniques to find and focus on a specific subset of features to work with.

Method	Description
Filter (Data Table) on page 996	<p>Limit the number of records displayed in the Data Table to those that match the criteria you specify. You can zoom to, select, save, or print the filtered results in the map.</p> <p>For example, find the rows of Road data in which Type = Major Road or Address = GROUSE DR, and highlight those features in the map.</p>

Search to Select (Data Table) on page 996	Find data that meets conditions that you specify. When AutoCAD Map 3D completes the search query, it highlights the
---	---

Method	Description
	data rows in the Data Table and the associated features on your map. For example, search for all parcels with an area greater than five acres.
Search (Edit menu) on page 1000	Define attribute and spatial search criteria, combine multiple criteria to create complex searches, and search across multiple feature classes in your map. Features that meet your Search criteria are selected in the map.
Filter a Feature Layer (Data Connect or Display Manager) on page 1002	To reduce the scope of a feature layer in your map, you can edit the query that brings in the data. For example, if your map has an SDF layer containing all the parcels in California and you want only the parcels in San Francisco, you can edit the query so that the layer displays only the parcels you want.

Finding and Filtering Data in the Data Table

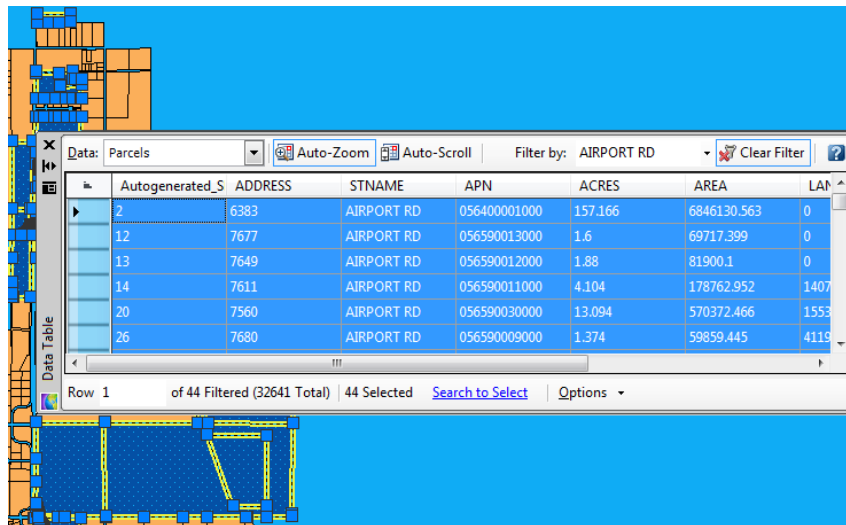
Use a filter in the Data Table to display only the features or records you want to work with.

NOTE When viewing joined data, the Data Table filter function is disabled. You cannot use a filter on joined data.

Start by identifying the column whose values determine whether a feature or record will be included in the results. Then specify the value or string to look for in that column.

The records that match your criteria are selected in the Data Table and highlighted in your map.

For example, to find only the telephone poles with transformers, your filter would specify PoleAttachments equal to Transformer; or to find only the commercial districts in a city, you would specify LandUse equal to Commercial.



Finding and selecting parcel features with STNAME = AIRPORT RD

Use Filter with Zoom Toto magnify the resulting features in the map.

To remove a filter, specify another one, or click Remove Filter in the Data Table.

Searching to Select Data in the Data Table

Use Search To Select in the Data Table to find data that meets conditions that you specify. For example, you can search for all parcels with an area greater than five acres. When AutoCAD Map 3D completes the search, it highlights the data rows in the Data Table and the associated features on your map.

Search supports more advanced criteria, and lets you combine multiple criteria and search across multiple feature classes in your map.

See also:



- [Overview of the Data Table](#) on page 921
- [Zooming to a View Using the Data Table](#) on page ?
- [Exporting and Printing Data from the Data Table](#) on page ?
- [To find a subset of data in the Data Table](#) on page 998
- [To clear the filter and display all records](#) on page 998

- [To search to select data](#) on page 998

To find a subset of data in the Data Table

- 1 In Display Manager, select the feature layer to search.
For information about creating a new feature layer, see [Bringing in GIS Features](#) on page 265.



- 2 Click  .
- 3 In the Data Table, change the data source in the Data list if necessary.
- 4 For Filter By, select the column to search, for example, City or Owner Name.
- 5 The label changes to show your column selection.
- 6 In the Filter By box, type the value to look for.
For example, to find all parcels in the city of Bonn, type BONN. The string you type must exactly match the data in the column to be included in the results.
- 7 To zoom to the features in your map, click Auto-Zoom.
- 8 Click Apply Filter  .
- 9 The features or records that match your criteria are displayed in the Data Table.
- 10 Select a row in the Data Table to see that feature highlighted in your map. If Auto-Zoom is on, you will zoom to the selected features.

To clear the filter and display all records




- 1 In the Data Table, click Clear Filter  , or create a different filter.

To search to select data

- 1 Select the layer in Display Manager that contains the feature class data you want to view.



- 2 Click  on the toolbar to open the Data Table window.
- 3 Click Search to Select on the lower bar of the Data Table.
- 4 Create an expression for your search. You can create the following types of expressions:
 - **Property Evaluation** expressions compare the value of a property to a value you specify. For example, you can find parcels with an area greater than a value you specify, or streets with a particular number of lanes.
 - **Location Conditions** find data based on its location in the map. For example, you can draw a circle to find all parcels within that circle.You can save your expression for reuse.
- 5 To create a complex property evaluation, insert an AND or OR operator, and then insert another property, operator, and value combination. Every operator must be preceded by a property. For example, to find parcels whose last purchase date is after 1990 and before 2005, the expression must look like this:


```
Purchase_Date > 1990 AND Purchase_Date < 2005
```
- 6 Validate your expression.
- 7 To reuse your expression in the future, from the Options list in the Data Table, select Save Expression.
- 8 When the expression is complete and valid, click OK.
When AutoCAD Map 3D has completed the search, it highlights both the selected rows in the Data Table and the associated features on your map.

Quick Reference

MAPDATATABLE

Allows you to view, edit, and filter feature data

Menu Click Edit ► Data Table.

Icon	 Table
Command Line	MAPDATATABLE
Task Pane	In Map Explorer or Display Manager, click the Table button
Dialog Box	Data Table Dialog Box

Searching For and Selecting Features

Use the Search command in AutoCAD Map 3D to find and select features in your map based on their location or properties.

A search specifies a set of conditions (also referred to as criteria or rules) that must be true for a feature to be found and selected. A Search can have one or more sets of conditions. You can search the entire map (for example, across multiple feature classes).

For example, you can find just the roads in Shanghai within a circular area you specify. To do this, you specify criteria that limits the results to road features whose City field is "Shanghai" and within the a circle you define.

NOTE To find data in a single feature class based on a single property, you can also search to select in the Data Table.

See also:

- [Finding and Filtering Data in the Data Table](#) on page 996
- [Overview of Finding and Selecting Features](#) on page 993
- Overview of Creating Expressions

To search for and select features

- 1 Make sure you are connected to the feature sources for the feature layers you are searching.
For more information, see [Bringing in GIS Features](#) on page 265.
- 2 Click Edit menu ► Search.
- 3 In the Search dialog box, click Add Layer to select the layers to search.

- 4 if you are creating a location condition, click Zoom Extents to zoom the drawing window to the extents of the selected feature classes.
- 5 Create an expression for your search. You can create the following types of expressions:
 - Property Evaluation expressions compare the value of a property to a value you specify. For example, you can find parcels with an area greater than a value you specify, or streets with a particular number of lanes.
 - Location Conditions find data based on its location in the map. For example, you can draw a circle to find all parcels within that circle.

You can save your expression for reuse.

- 6 To create a complex property evaluation, insert an AND or OR operator, and then insert another property, operator, and value combination. Every operator must be preceded by a property. For example, to find parcels whose last purchase date is after 1990 and before 2005, the expression must look like this:

```
Purchase_Date > 1990 AND Purchase_Date < 2005
```

- 7 Validate your expression.
- 8 To reuse your expression in the future, from the Options list in the Data Table, select Save Expression.
- 9 When the expression is complete and valid, click OK.

When AutoCAD Map 3D has completed the search, it highlights both the selected rows in the Data Table and the associated features on your map.

Quick Reference

MAPSEARCH

Searches and selects features in your map based on the location and attribute criteria you specify

Menu

Click Edit ► Search.

Icon



Search

Command Line

MAPSEARCH

Task Pane

In Display Manager, click Tools ► Search

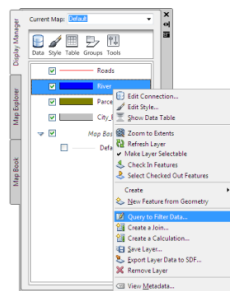
Dialog Box

Feature Source Query dialog box

Filtering a Feature Layer

Filter a feature source layer so that only some of the features appear in your map.

To filter the layer, define a query condition or a set of conditions that specify which features you want. The procedure is similar to performing a search.



Edit the layer query so that only some features appear in your map

TIP Using the filter can help you improve performance when working with large sets of feature data. You can filter data after you bring it into your map, or you can use the Add To Map With Query option *while* bringing it in and then use edit query to apply a filter.

See also:

- [Filtering Features When You Add Them to a Map](#) on page 270
- [Searching For and Selecting Features](#) on page 1000
- [Bringing in GIS Features](#) on page ?

To filter a feature layer

- 1 Make sure you are connected to the feature source for the feature layer.
For more information, see [Bringing in GIS Features](#) on page 265.
- 2 In the Display Manager, right-click the layer and click Query To Filter Data.
- 3 If you are creating a location condition, click Zoom Extents to zoom the drawing window to the extents of the selected feature class.
- 4 Create an expression for your search. You can create the following types of expressions:
 - Property Evaluation expressions compare the value of a property to a value you specify. For example, you can find parcels with an area greater than a value you specify, or streets with a particular number of lanes.
 - Location Conditions find data based on its location in the map. For example, you can draw a circle to find all parcels within that circle.

You can save your expression for reuse.

- 5 To create a complex property evaluation, insert an AND or OR operator, and then insert another property, operator, and value combination.
Every operator must be preceded by a property. For example, to find parcels whose last purchase date is after 1990 and before 2005, the expression must look like this:

```
Purchase_Date > 1990 AND Purchase_Date < 2005
```
- 6 Validate your expression.
- 7 To reuse your expression in the future, from the Options list in the Data Table, select Save Expression.
- 8 When the expression is complete and valid, click OK.

When AutoCAD Map 3D has completed the search, it highlights both the selected rows in the Data Table and the associated features on your map.

Buffering Features in Your Map

You can create buffers around geospatial features in your map. This method does not work for drawing objects, but you can use drawing topologies to create buffers for drawing objects.

When you create a buffer, AutoCAD Map 3D creates a polygon around the feature or features you have selected at the distance you specify. You can output the buffer to a new layer in your map or append it to an existing buffer layer. If you are buffering multiple features, you can specify whether AutoCAD Map 3D should merge all the buffers into a single buffer, merge only the overlapping buffers, or leave the buffers separate. AutoCAD Map 3D saves buffer data in SDF format.

You can use buffers to select features within the specified buffer distance of other features. For example, if you created a one-mile buffer around a construction zone, you could use this buffer to find all parcels within one mile of the construction area.

Buffer Warnings

If you select a very large number of features to buffer, AutoCAD Map 3D will display a warning and give you the option of reducing the number of features in your selection. AutoCAD Map 3D will also display this warning if you have selected features with very complex geometry, or if you have selected merge options for too many features or features with complex geometry.

NOTE When creating buffers around objects with complicated geometries, such as islands, the buffer might not display correctly. If you use the merge option to merge the buffers for all the geometries of a feature, it will display correctly.


See also:

- [Buffering a Topology](#) on page 1111

To create a buffer

- 1 Click Analyze menu ► Buffer. The Buffer Feature dialog box appears.
- 2 If you have not already selected the feature or features to buffer, click Select Features, then click the features to buffer on your map.



- 3 To set the buffer distance, enter a value , or click  to enter a distance interactively on your map. Use the default measurement units (the ones specified by the coordinate system assigned to your map), or choose a different unit.
- 4 For Output To Layer, specify the name of the Display Manager layer that will contain the buffer. If you have created other buffers in this map, you can choose one of their layers from the list.
- 5 Select a location for the buffer's associated SDF file. By default, the buffer file is saved in the current drawing's saved location.
- 6 Select a Merge Results option:
 - No Merging: Overlapping buffers are not merged. The number of resulting buffers is equal to the number of features being buffered.
 - Merge All Buffers: All overlapping buffers are merged into a single buffer and then combined into a single polygon.
 - Merge Overlapping Buffers: Only the overlapping buffers are merged.
- 7 Click OK.

You can style the buffer as you would any other Display Manager layer. All buffers you append to this buffer layer will use the same style. For more information on styling features, see [Styling Features](#) on page 540.

To change your selection or merge options after receiving a buffer warning

- 1 In the Buffer Warning dialog box, click Change.

If you click Proceed instead of Change, it may take a very long time to create the buffer.
- 2 In the Buffer Feature dialog box, do one or both of the following:
 - Click Select Features, then click the features to buffer on your map.
 - Select a new Merge Results option.
- 3 Click OK.

Quick Reference

MAPFDOBUFFERCREATE

Creates a buffer zone around features in your map

Menu	Click Analyze ► Buffer.
Command Line	MAPFDOBUFFERCREATE
Dialog Box	Buffer Features dialog box

Finding and Querying Drawing Objects

AutoCAD Map 3D provides a few different ways to find, filter, and select just the drawing objects you need to work with.

To find and query drawing objects

- [To select drawing objects using Quick Select](#) on page 1007
- [To find records in a database linked to drawing objects](#) on page 1009
- [To query objects from attached drawings](#) on page 1023

Overview of Finding and Querying Drawing Objects

Use Quick Select, Data View, and queries to find drawing objects that match a set of criteria. These methods work for drawing objects only. For geospatial features, see [Finding and Selecting Features](#) on page 993.

Use these methods to find and select drawing objects.

Method	Description
Quick Select on page 1007	Select drawing objects based on their object properties (such as color), object types, or object classification, or to exclude drawing objects from a selection set. For example, you can select all of the red road objects in a drawing without selecting

Method	Description
	any other object, or you can select all objects except the red roads.
Data View on page 1008	Find records in an attached database. If database records are linked to objects in a drawing, you can highlight records linked to objects you select.
Queries on page 1023	Use queries to retrieve drawing objects and transform them if needed.

Using Quick Select to Select Drawing Objects

You can use Quick Select (QSELECT) to select drawing objects based on their object properties (such as color), object types, or object classification. You can also use Quick Select to exclude drawing objects from a selection set.

For example, you can select all of the red road objects in a drawing without selecting any other object, or you can select all objects except the red roads.

When using Quick Select to select drawing objects based on color, linetype, or lineweight, first consider whether these properties are set to BYLAYER in the AutoCAD layer definition. For example, an object may appear red because its color is set to BYLAYER and the layer color is red.

See also:

- [Finding Records in a Database Linked to Drawing Objects](#) on page 1008
- [Querying Objects from Attached Drawings](#) on page 1023

For more information about AutoCAD layer definitions, please refer to the AutoCAD Help.

To select drawing objects using Quick Select

- 1 Verify that you have drawing objects in your map.
The following example illustrates how to use Quick Select to select the red objects in a drawing.

Enter the QSELECT command.

- 2 In the Quick Select dialog box, under Apply To, select Entire Drawing.
- 3 Under Object Type, select Multiple.
- 4 Under Properties, select Color.
- 5 Under Operator, select Equals.
- 6 Under Value, select Red.
- 7 Under How to Apply, select Include in New Selection Set.
- 8 Click OK.

All red objects in the drawing are selected and the Quick Select dialog box closes. Objects that are set to BYLAYER and are red because the layer color is red are not included in the selection set.

For more information about using Quick Select to select or exclude drawing objects, please refer to the AutoCAD Help.

Finding Records in a Database Linked to Drawing Objects

Using the Data View, you can find records in an attached database. If database records are linked to objects in a drawing, you can highlight records linked to objects you select.

NOTE This functionality applies only to drawing objects.

- [Overview of Finding Records in a Linked Database](#) on page 1009
- [Finding a Database Record](#) on page 1011
- [Highlighting Drawing Objects Linked to a Database Record](#) on page 1013
- [Highlighting Records Linked to a Selected Object](#) on page 1016
- [Finding Records in the Data View Based on Record Data \(SQL Queries\)](#) on page 1018
- [Finding Data View Records Based on Object Location](#) on page 1021

You can also bring in drawing data based on attached data and find all drawing objects containing specific SQL information.

See also:

- [Overview of Finding and Querying Drawing Objects](#) on page 1006
- [Bringing In Drawing Objects Based on Attached Data](#) on page 308
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035
- [Altering the Properties of Queried Drawing Objects](#) on page 1044
- [Finding and Selecting Features](#) on page 993

NOTE These procedures apply only to drawing objects. For information about working with feature data, see [Finding and Selecting Features](#) on page 993.

To find records in a database linked to drawing objects

- [To find a database record in the Data View](#) on page 1012
- [To highlight drawing objects linked to a database record](#) on page 1014
- [To set other Data View highlighting options](#) on page 1015
- [To highlight records linked to drawing objects](#) on page 1017
- [To set the record highlight color](#) on page 1017
- [To use a SQL filter in the Data View](#) on page 1019
- [To use a spatial filter in the Data View](#) on page 1022

Overview of Finding Records in a Linked Database

After you create a link between a record in the database table and an object in a drawing, you can use the information in the database table to help you analyze, select, and display objects in your drawing. For example, you can use data from a linked database table to find all pipes installed before 1965.

These procedures apply only to drawing objects. You can join external data to geospatial features and use the Data Table to search that data.

See also:

- [Overview of Linking Database Records to Objects](#) on page 451
- [Viewing External Data Linked to Drawing Objects](#) on page 938
- [Overview of Queries](#) on page 1023
- [Altering the Properties of Queried Drawing Objects](#) on page 1044

■ [Joining Data to GIS Features](#) on page 439

Use database links to do the following:

To do this...	Use this method...
Find a database record	Use Data View to search the linked database. on page ?
Highlight objects in the drawing that are linked to selected records in the database table.	Use Data View to highlight the objects. on page 1014
See which records are linked to selected objects.	Use Data View to highlight the records. on page 1017
Display only records whose data matches the conditions you specify.	Use a SQL filter in Data View. on page 1019
Display only records that are linked to drawing objects you select in the drawing.	Use a spatial filter in Data View. on page 1022
Print linked data.	Print the current contents of Data View. on page ?

NOTE These procedures apply only to drawing objects.

See also:

■ [Highlighting Features Using the Data Table](#) on page 930

Quick Reference

(Data View) AutoHighlight

When records are selected, automatically highlights objects in the drawing linked to the records

Menu In the Data View:Highlight ► Auto Highlight

(Data View) AutoZoom

When records are selected or deselected, automatically adjusts the zoom so that the objects linked to the selected records fill the percent of the screen specified by the Zoom Scale command

Menu In the Data View:Highlight ► Auto Zoom

(Data View) Link Records to Objects

Links the selected records to objects in your drawing

Menu In the Data View:Links ► Link Records To Objects

Icon



Link Records to Objects

(Data View) Zoom Scale

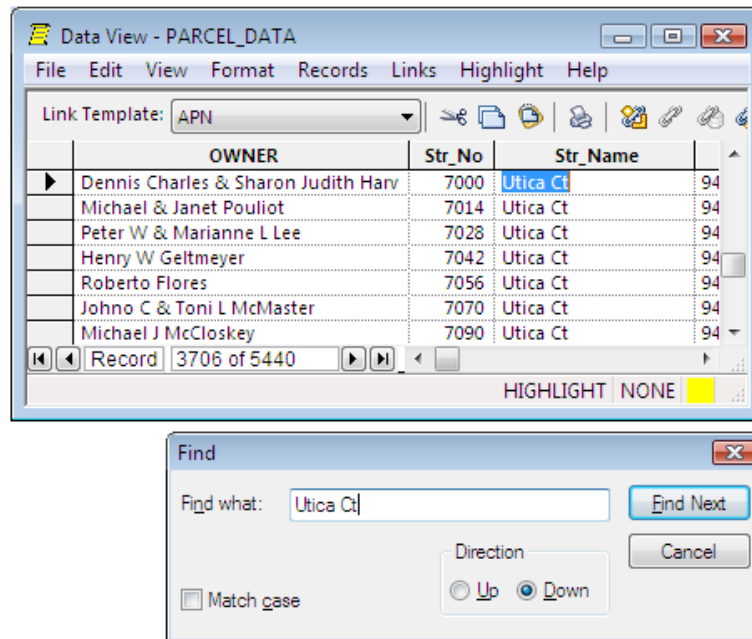
Specifies the percent of the drawing display that the selected objects will occupy

Menu In the Data View:Highlight ► Zoom Scale

Dialog Box Zoom Scale dialog box

Finding a Database Record

Using the Data View, you can search for text strings in a database table.



The entered text must match the record exactly.

To use Replace, the table must be open in Edit mode and AutoCommit must be turned off.

NOTE Data View is for drawing objects. Use Data Table for geospatial feature data.

See also:

- [Opening a Database Table](#) on page 865
- [Editing a Database](#) on page 867
- [Changing the Look of the Data View](#) on page 870
- [Finding and Selecting Features](#) on page 993

To find a database record in the Data View

- 1 Open a database table in the Data View. See [Opening a Database Table](#) on page 865.

- 2 Position the cursor in the column you want to search.
- 3 Do one of the following:
 - In the Data View, click Edit menu ► Find.
 - In the Data View, click Edit menu ► Replace.
- 4 In the dialog box, enter the characters to find. For Replace, enter the replacement text.
- 5 For Find, click Find Next.
For Replace, click Replace to replace this instance and find the next instance. Click Replace All to replace all instances automatically.

Quick Reference

(Data View) Find

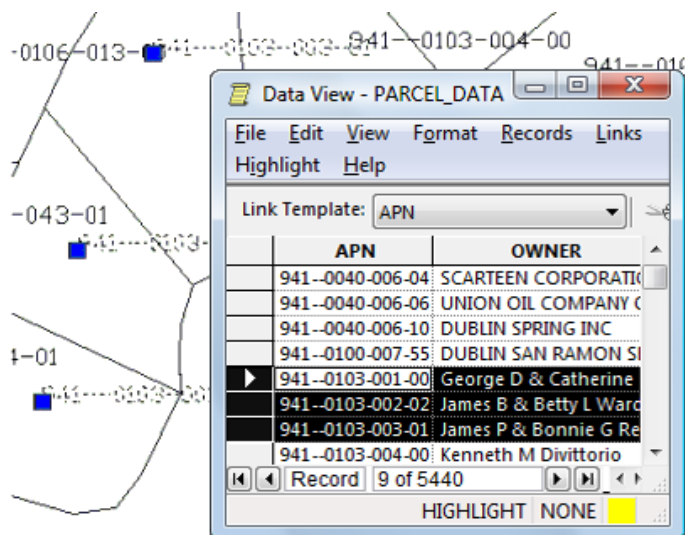
Finds specified text

Menu

In the Data View:Edit ► Find

Highlighting Drawing Objects Linked to a Database Record

After you link database records to objects in a drawing, you can highlight objects in the drawing that are linked to selected records in the database table.



Highlight parcels that are linked to selected records in a database table.

You can set the following options:

- Automatically highlight objects linked to the records you select
- Automatically zoom in on highlighted objects
- Automatically create a selection set of highlighted objects

NOTE Once you set AutoZoom, Zoom Scale, and AutoHighlight, these settings stay in effect for every drawing until you change them.

See also:

- [Opening a Database Table](#) on page 865
- [Editing a Database](#) on page 867
- [Changing the Look of the Data View](#) on page 870
- [Finding and Selecting Features](#) on page 993

To highlight drawing objects linked to a database record

- 1 Open a linked database table in the Data View. See [Opening a Database Table](#) on page 865.

- 2 In the Data View window, select a record.
- 3 In the Data View, click Highlight menu ► Highlight Objects.

NOTE This command is available only if you selected a link template for the table.

Objects that are linked to the selected record are highlighted.

To clear the highlighting, enter regen on the Command line.

To set other Data View highlighting options

- Dynamically highlight linked objects – In the Data View, click Highlight menu ► AutoHighlight. When you select a record in the table, AutoCAD Map 3D automatically highlights linked objects.
- Dynamically zoom to linked objects – Make sure AutoHighlight is on. In the Data View, click Highlight menu ► AutoZoom. When you select a record in the table, AutoCAD Map 3D zooms to linked objects. You can change the zoom scale so that the linked objects take up more or less of the screen. In the Data View, click Highlight menu ► Zoom Scale and enter a value.
- Dynamically add highlighted objects to the selection set – In the Data View, click Highlight menu ► AutoSelect.

Quick Reference

(Data View) AutoHighlight

When records are selected, automatically highlights objects in the drawing linked to the records

Menu In the Data View: Highlight ► Auto Highlight

(Data View) AutoZoom

When records are selected or deselected, automatically adjusts the zoom so that the objects linked to the selected records fill the percent of the screen specified by the Zoom Scale command

Menu In the Data View: Highlight ► Auto Zoom

(Data View) Link Records to Objects

Links the selected records to objects in your drawing

Menu

In the Data View:Links ► Link Records To Objects

Icon



Link Records to Objects

(Data View) Zoom Scale

Specifies the percent of the drawing display that the selected objects will occupy

Menu

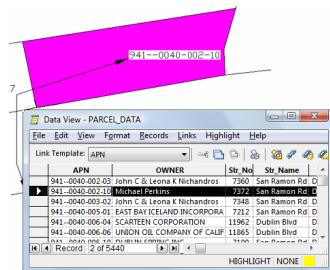
In the Data View:Highlight ► Zoom Scale

Dialog Box

Zoom Scale dialog box

Highlighting Records Linked to a Selected Object

If objects in a drawing are linked to records in a database table, you can use the Data View to see which records are linked to selected objects.



When you select an object in the drawing, linked records are highlighted in the Data View.

See also:

- [Opening a Database Table](#) on page 865
- [Editing a Database](#) on page 867
- [Changing the Look of the Data View](#) on page 870

- [Finding Records in the Data View Based on Record Data \(SQL Queries\)](#) on page 1018
- [Finding Data View Records Based on Object Location](#) on page 1021
- [Finding and Selecting Features](#) on page 993

To highlight records linked to drawing objects

- 1 Open a linked database table in the Data View. See [Opening a Database Table](#) on page 865.
- 2 In the Data View, click Highlight menu ► Highlight Records ► Select Object.
- 3 Select the objects in your drawing. Press Enter.
- 4 Use the highlighted records toolbar to move to the first, previous, next, or last highlighted record.
- 5 Optionally, show only highlighted records. In the Data View, click Highlight menu ► Show Highlighted Records Only.

TIP To improve performance, [create a filter](#) on page 1019 to display only relevant records.

To clear the highlighting, click  on the highlight toolbar.

To set the record highlight color

- 1 Do one of the following:
 - In the Data View, click Highlight menu ► Highlight Color.
 - In the status bar, double-click the highlight color.
- 2 In the Select Color dialog box, specify a color. Click OK.

Quick Reference

(Data View) Clear Highlight

Removes the highlighting from records in the table

Menu In the Data View:Highlight ► Highlight Records ► Clear Highlight

Icon  Clear Highlight

(Data View) Highlight Color

Selects the color to use to highlight records with the Highlight Records command

Menu In the Data View:Highlight ► Highlight Color

(Data View) Highlight Records

Highlights records that match objects you select in the drawing

Menu In the Data View:Highlight ► Highlight Records ► Select Objects

Icon  Highlight Records

(Data View) Show Highlighted Records Only

Displays only the currently highlighted records

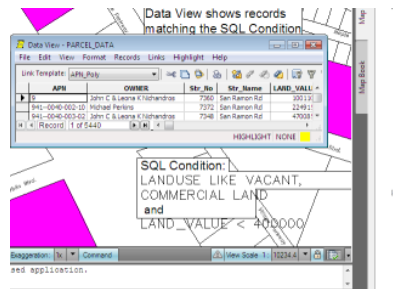
Menu In the Data View:Highlight ► Show Highlighted Records Only

Finding Records in the Data View Based on Record Data (SQL Queries)

Use a SQL filter in the Data View to display only records whose data matches the conditions you specify. For example, view only records with a specific street name or records where the property value is over a specific amount.

This functionality applies only to drawing objects.

Filters can improve performance in scrolling through records or in highlighting records.



Use a SQL filter to view only records whose data matches specified conditions.

NOTE You can also filter records based on the location of linked objects. If both a SQL filter and a spatial filter are defined, the Data View displays only those records that match both filters.

You can set an option to determine how many filters AutoCAD Map 3D stores.

See also:

- [Opening a Database Table](#) on page 865
- [Editing a Database](#) on page 867
- [Setting Data View Options](#) on page 214
- [Changing the Look of the Data View](#) on page 870
- [Finding Data View Records Based on Object Location](#) on page 1021

To use a SQL filter in the Data View

- 1 Open a database table in the Data View. See [Opening a Database Table](#) on page 865.
- 2 In the Data View, click **Records** ► **menu SQL Filter**.
- 3 In the **Table Filter dialog box** on page 1429, define the condition for the filter.

To select from a list of conditions previously defined for this table, click **History** and select the condition.

To define a new condition:

- Under **Where Condition**, select the column to use as a filter.
- Select an operator.

To use wild-card characters, select the LIKE operator. For example, to list only those streets that begin with the letter C, select the LIKE operator and enter C% in the Value box. Wild-card characters can be used only with string values. For information on wild-card characters, refer to the documentation for your database system software.

- Enter a value or click... to select from the list of possible values.
- After setting your criteria, click Add.

The conditions you set appear in the SQL Filter list.

- 4 To add additional conditions, select AND or OR. Create and add the new condition.
- 5 Click OK.

The Data View displays only those records that match the filter.

You can clear all filters. In the Data View, click Records menu ► Clear Filter.

Quick Reference

(Data View) Clear Filter

Eliminates all current filters and requeries the database

Menu In the Data View:Records ► Clear Filter

Icon  Clear Filter

(Data View) SQL Filter

Displays only records that match conditions you specify

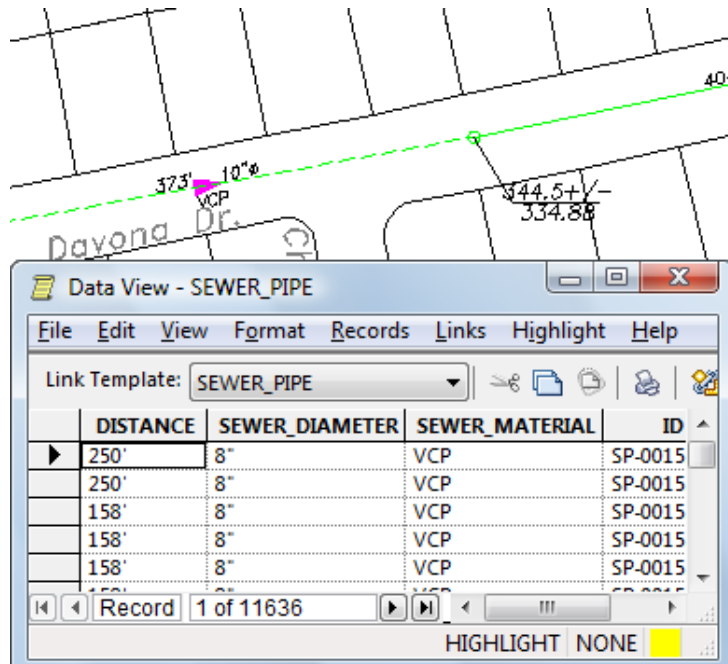
Menu In the Data View:Records ► SQL Filter

Icon  SQL Filter

Dialog Box Table Filter dialog box

Finding Data View Records Based on Object Location

Use a spatial filter to display only records that are linked to drawing objects you select in the drawing.



When you apply a spatial filter, the Data View displays only those records that are linked to selected objects in the drawing.

NOTE You can also filter records based on the data in the record. If both a SQL filter and a spatial filter are defined, the Data View displays only those records that match both filters.


See also:

- [Opening a Database Table](#) on page 865
- [Editing a Database](#) on page 867
- [Setting Data View Options](#) on page 214

- [Changing the Look of the Data View](#) on page 870
- [Finding Records in the Data View Based on Record Data \(SQL Queries\)](#) on page 1018

NOTE The following procedure applies only to drawing objects. For information about feature data, see [Finding and Selecting Features](#) on page 993. In addition, the Spatial Filter command is available only if you have a selected a link template for the table. See [Overview of Linking Database Records to Objects](#) on page 451.

To use a spatial filter in the Data View

- 1 Open a database table in the Data View. See [Opening a Database Table](#) on page 865.
- 2 Do one of the following:
 - In the Data View, click Records menu ► Spatial Filter.
 - From the toolbar, click .
- 3 Select objects.
- 4 Click OK.

The Data View displays only those records that are linked to the selected objects.

To clear all filters in the Data View – In the Data View, click Records menu ► Clear Filter.

See also:

- [To create a link template](#) on page 454
- [Overview of Linking Database Records to Objects](#) on page 451
- [Finding Records in the Data View Based on Record Data \(SQL Queries\)](#) on page 1018

Quick Reference

(Data View) Clear Filter

Eliminates all current filters and requeries the database

Menu In the Data View:Records ► Clear Filter

Icon



Clear Filter

(Data View) Spatial Filter

Displays only records attached to objects that you select

Menu In the Data View:Records ► Spatial Filter

Icon



Spatial Filter

Querying Objects from Attached Drawings

To query objects from attached drawings

- [To create a query to retrieve information from attached drawings](#) on page 1024
- [To retrieve drawing objects based on their location](#) on page 1027
- [To retrieve drawing objects based on their properties](#) on page 1030
- [To retrieve drawing objects based on their object data](#) on page 1033
- [To retrieve drawing objects based on linked SQL data](#) on page 1038
- [To combine query conditions in drawing queries](#) on page 1041
- [To edit a drawing query condition](#) on page 1043
- [To modify objects as they are retrieved by a query](#) on page 1044
- [To execute a drawing query](#) on page 1071
- [To improve performance](#) on page 1076
- [To set options for drawing queries](#) on page 1084

Overview of Queries

Use queries to retrieve the drawing objects you need from attached drawings. When you define a query, you specify the criteria for selecting objects in one or more drawings. You can use four types of criteria: location, property, data, and SQL. A query searches the active attached drawings, selects the objects that match the conditions you specify, and copies the objects to the current drawing.

Only objects in the Model Tab (model space) are queried. Objects from the Layout Tab (paper space) are ignored.

You can view and edit the objects, then save them to a new drawing or save them back to their original drawing.

Markup Objects

Because markup objects are not stored in the drawing file, you cannot query these objects. To copy them from an attached drawing to the current drawing, open the other drawing directly and copy the markup objects. Then paste them into the current drawing.

See also:

- [Attaching Drawings](#) on page 144
- [Activating a Drawing](#) on page 148
- [Executing Queries](#) on page ?
- [Altering the Properties of Defined Queries](#) on page ?
- [To save a query](#) on page 164
- [Editing and Saving Objects in Attached Drawings](#) on page 611

To create a query to retrieve information from attached drawings

- 1 Open a drawing.
- 2 In [Map Explorer](#) on page 1755, under Current Drawing, right-click the Drawings folder. Click Define/Modify Drawing Set.
- 3 Make sure the drawings you want to query are attached and active.
- 4 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 5 To zoom to the extents of all active drawings, click Zoom Ext in the Define Query dialog box.
- 6 In the [Define Query dialog box](#) on page 1572, select a Query Type to define a condition for your query based on:
 - [Location](#) on page 1027— such as inside a window you define.
 - [Property](#) on page 1030— such as color, layer, or elevation.


- [Data](#) on page 1033— information stored with the object
 - [SQL](#) on page 1038— information stored in external databases
- 7 [To add conditions](#) on page 1041, choose And or Or, and choose a query type.
To group conditions, select the first and last condition in the group. Click Group. Conditions inside the parentheses are evaluated first.
 - 8 If you want, [specify how to alter the properties of the objects retrieved by the query](#) on page ?.
 - 9 Select a Query Mode to [specify how to view the objects](#) on page 1071.
 - 10 If you plan to use the query again, [save the query](#) on page 163.
 - 11 Click Execute Query.

You can view and edit the objects, then save them to a new file or save them back to their original file.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

FindingAll Drawing Objects in a Specified Location

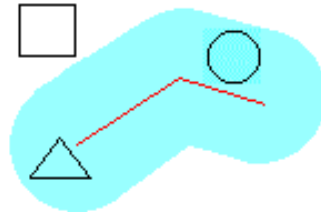
Location conditions retrieve drawing objects from a specified location in the drawings.

Example: Find all roads within 100 meters of a power line or all parcels within a specific section of the drawing.

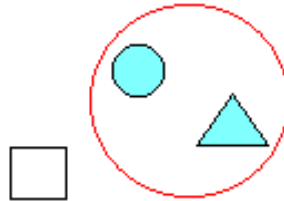
In the following illustrations, the objects that are retrieved are highlighted.

Location Types

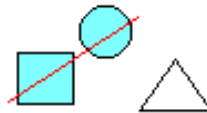
Bufference



Circle



Fence

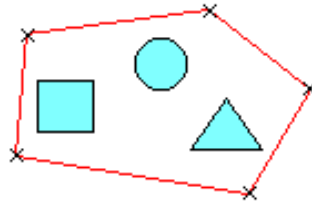


Point

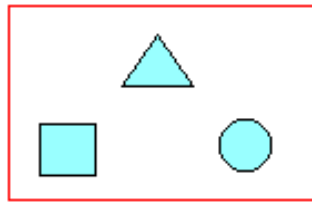


Location Types

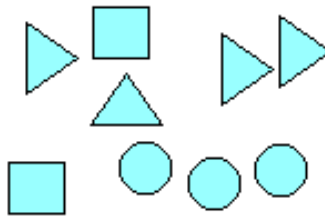
Polygon



Window



All



See also:

- [Finding All Drawing Objects Containing a Specific Property](#) on page 1029
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035
- [Combining Drawing Query Conditions](#) on page 1040

To retrieve drawing objects based on their location

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.

- 2 To zoom to the extents of all active drawings, click Zoom Ext.
- 3 Click Location.
- 4 In the [Location Condition dialog box](#) on page 1584, select a boundary and a selection type.
- 5 Click Define. Specify the boundary.
- 6 In the Define Query dialog box, select a query mode.
- 7 Click Execute Query.


See also:

- [Altering the Properties of Defined Queries](#) on page ?
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Finding All Drawing Objects Containing a Specific Property

Property conditions retrieve drawing objects based on AutoCAD Map 3D object properties such as color, elevation, layer, or linetype

Example: Search for objects on a given layer or of a specified color.

You can use more than one object property in a query, but you must define them one condition at a time.

Object Properties vs. Layer Properties

Some properties, such as Color or Linetype, are often specified BYLAYER, that is, the attribute is set based on the value of the layer rather than the object itself. These objects are not retrieved if you specify a particular color, for instance, in the property query. Instead, you must specify BYLAYER in the property query to retrieve these objects.

For example, querying objects with a DASHED linetype retrieves only objects that have that explicit property, not objects that have that property because they reside on a layer with a DASHED linetype.

If the current drawing does not have a matching layer, queried objects will be displayed according to the characteristics of the layer in the attached drawing. If the active drawing has a matching layer, the queried objects will be displayed according to the characteristics of the layer in the current drawing.

Defining Numeric Range Property Queries

To define a numeric range property condition, combine condition statements that define the upper and lower limit of the range. For example, to retrieve objects with an elevation between 21.0 and 47.0, use the following condition statements:

Property: ELEVATION > 21

AND Property: ELEVATION < 47

Notes

- If you query against Object Type and IMAGE is not listed even though you have a raster image in an attached drawing, exit the query dialog boxes. Go to the Map 3D for Drawings [workspace](#) on page 1766. Click Setup menu

- Image Management. In the Image Manager dialog box, click OK. Then define the query again.
- If the property query you define uses text values, you can set an option to specify case-sensitive text. See [Setting Query Options \(DWG\)](#) on page 220.

See also:

- [Finding All Drawing Objects in a Specified Location](#) on page 1025
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035
- [Combining Drawing Query Conditions](#) on page 1040

To retrieve drawing objects based on their properties

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Click Property.
- 3 In the [Property Condition dialog box](#) on page 1589, select a property.
- 4 Select an operator.
- 5 Enter a value for the property.

To select from a list of available values, click Values. For example, if you select the property "layer," clicking Values displays a list of all layers in the active attached drawings.

You can use wild-card characters to enter values for the following properties: Block Name, Color, Text Style, Object Type, Group, Layer, Object Class, Linetype, and Plotstyle.
- 6 Click OK.
- 7 In the Define Query dialog box, select a query mode.
- 8 Click Execute Query.

See also:


- [Altering the Properties of Defined Queries](#) on page ?
- [Executing Queries](#) on page ?

- [To save a query](#) on page 164

Quick Reference

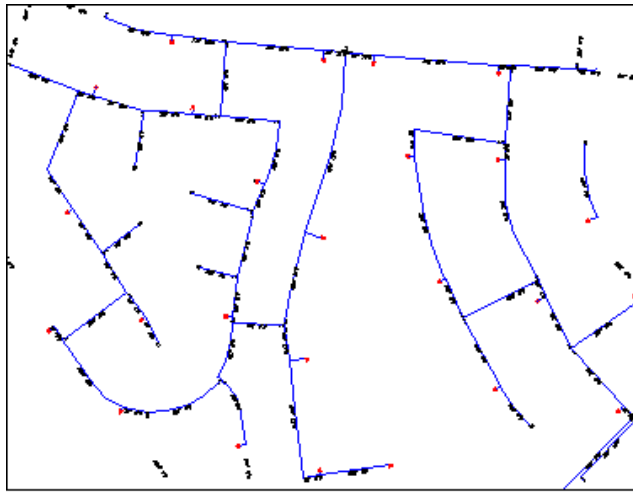
ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

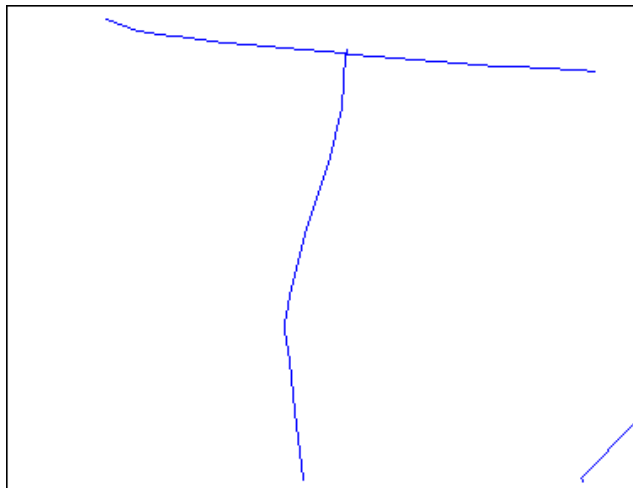
Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Finding All Drawing Objects Containing Specific Data

Data conditions retrieve drawing objects based on nongraphic information associated with the objects.



Source Drawing: WATER_DATA



Data: WATER.DIAMETER > 8

If you store pipe diameter information in an object data table, you can use a data condition to retrieve pipe objects based on the diameter information attached to each pipe object. In this case, all pipes with a diameter of 8 or greater are retrieved. Move your cursor over the image to see the results.

NOTE You cannot retrieve objects based on constant block attributes.

Keep the following in mind:

- You must define and attach the data to objects before you can use a data condition.
- The Database Link option tests the link data stored on the object, not the data in the database table. You can [retrieve objects based on data in the linked database table](#) on page 1035.

See also:

- [Editing Object Data](#) on page ?
- [Using External Databases](#) on page ?
- [Using Object Classification](#) on page ?
- [Creating a SQL condition](#) on page 1035
- [Finding All Drawing Objects in a Specified Location](#) on page 1025
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035
- [Combining Drawing Query Conditions](#) on page 1040

To retrieve drawing objects based on their object data

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Click Data.
- 3 In the [Data Condition dialog box](#) on page 1570, select the type of data to query.
- 4 Specify the specific data to query.
 - For object class, select the object class of the objects to retrieve. Then, under Properties, select the specific properties to query.
 - For object data, select the table and field to query.
Note that if two attached drawings have a table with the same name, AutoCAD Map 3D recognizes only the fields defined in the first drawing you activate.

- For database link data, select the link template associated with the objects you want to retrieve. Under Key Columns, select the key column to query.
Because a query retrieves objects from attached drawings, only link templates defined in your attached drawing are displayed in the list.
 - For block attributes, select the block to query. Under Attribute Tags, select the attribute tag to query, or select * from the Blocks list to see a list of all the attribute tags of all the blocks in the active drawing.
- 5 Specify the condition that the data must match by selecting an operator and entering a value in the Value field.
For example, to find all values greater than 8, select the > operator and enter 8 in the Value field.
For information on using wild cards, see [Wildcard Characters](#) on page 1278.
 - 6 Click OK.
 - 7 In the Define Query dialog box, select a query mode.
 - 8 Click Execute Query.


See also:

- [Altering the Properties of Defined Queries](#) on page ?
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

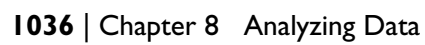
Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY

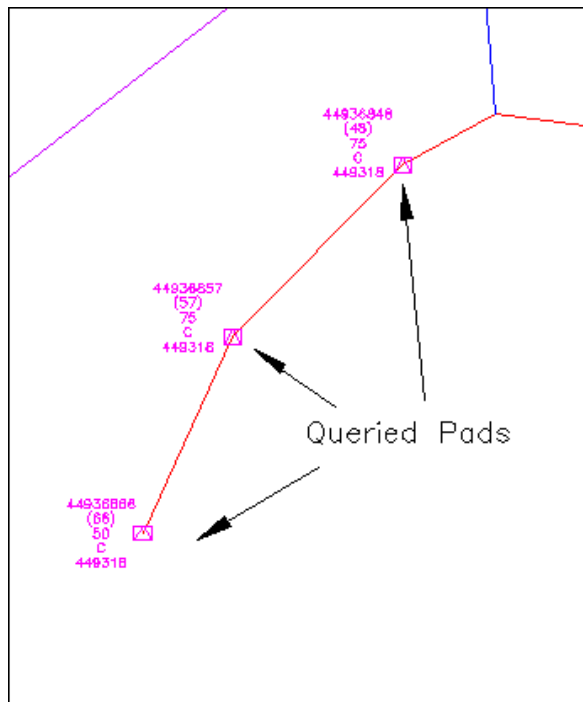
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Finding All Drawing Objects Containing Specific SQL Information

A SQL condition checks information in an external database and retrieves drawing objects that are linked to records that match the condition.

Example: If a database table stores information on supplier, owner, and cost of furniture in a set of drawings, you can define a query to show all chairs purchased from a specific supplier.





Use a query with a SQL condition to retrieve objects based on the value in a linked data base record. In this example, all pads with a phase type of 'C' are retrieved. Move your cursor over the image to see the results.

NOTE If you are retrieving objects from attached drawings, you must have the same data base attached in both the attached drawing and the current drawing.

You must link SQL data to objects before you can use a SQL query. For more information about connecting to external databases and linking records to objects in your drawings, see [Setting Up Data Sources for Drawings](#) on page 184 and [Overview of Linking Database Records to Objects](#) on page 451.

Specifying a Value

The operator and the value define the condition that the value in the table must match. For example, if you select the operator < (less than) and enter a

value of 5, the condition retrieves all objects linked to records in which the value in the table is less than five.

- The value must match the data type of the column. For example, if the column requires a name, enter a text string.
- Enclose string values in single quotes. If the string contains a single quotation mark, precede the single quotation mark with a single quotation mark.
- For dates, use the format `TIMESTAMP'YYYY-MM-DD 00:00:00'`, for example `"Date" > TIMESTAMP'1990-05-30 11:45:00'`

Troubleshooting

Because a SQL condition relies on the ability to connect to a data source, the condition will not work if any part of the connection is broken:

- The query must specify a valid link template.
- The data source must be attached and connected.
- The data source must be in the same directory as when you connected to it. (You must not have moved it after connecting.)
- Links must exist between drawing objects and records in the specified data source.

See also:

- [Setting Up Data Sources for Drawings](#) on page 184
- [Overview of Linking Database Records to Objects](#) on page 451
- [Finding All Drawing Objects in a Specified Location](#) on page 1025
- [Finding All Drawing Objects Containing a Specific Property](#) on page 1029
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Combining Drawing Query Conditions](#) on page 1040

To retrieve drawing objects based on linked SQL data

- 1 Before you execute a query with a SQL condition, be sure the appropriate data source is attached and connected.

- 2 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 3 Click SQL.
- 4 In the [SQL Link Condition dialog box](#) on page 1601, select the link template for the table you want to search.
If you are querying attached drawings, the link template list includes only link templates defined in the active attached drawings.
- 5 Create a SQL condition by selecting a column, an operator, and a value.
To type the condition, click Type Condition.
To reuse a condition you defined previously, click History. Select the condition.
- 6 Click Add Condition to add the condition to the Current SQL Condition list.
- 7 To add more conditions, select And or Or and create another condition.
- 8 When you finish building the SQL condition, click OK.
- 9 In the Define Query dialog box, select a query mode.
- 10 Click Execute Query.

See also:

- [Altering the Properties of Defined Queries](#) on page ?
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu In the Classic workspace, click Setup menu ► More DWG Options ► Define Query

Icon



Define Query

Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Combining Drawing Query Conditions

You can combine query conditions when creating a query to retrieve drawing objects.

Example: Combine a property condition with a location condition to find all utility poles within 100 meters of a road.

When you combine conditions, use *Or* to specify the union of the conditions, use *And* to specify the intersection of the condition, use *Not* to exclude specific objects from the query.

- **And —** Finds objects only if both conditions are true. For example,
Property: LAYER = First Floor
AND Property: COLOR = BLUE
finds only blue objects on the First Floor layer.
- **Or —** Finds objects if either condition is true. For example,
Property: LAYER = First Floor
OR Property: COLOR = BLUE
finds all objects on the First Floor layer (of any color) and all blue objects on any layer.
- **And Not —** Finds objects only if the first condition is true and the second condition is false. For example,
Property: LAYER = First Floor
AND NOT Property: COLOR = BLUE
finds objects on the First Floor layer that are any color except blue.
- **Or Not —** Finds objects if the first condition is true or the second condition is false. For example,
Property: LAYER = First Floor
OR NOT Property: COLOR = BLUE
finds all objects on the First Floor layer (of any color) and all objects on other layers that are not blue.

You can use Not by itself to retrieve all except a specific set of objects. For example, the query definition, Not Property: Layer = Furniture retrieves all objects except those on the Furniture layer.

If you use more than two or three conditions, it is a good idea to group the conditions. Conditions inside the group are evaluated first.

If conditions are not grouped, Not conditions are evaluated first, then And, and last Or.

See also:

- [Finding All Drawing Objects in a Specified Location](#) on page 1025
- [Finding All Drawing Objects Containing a Specific Property](#) on page 1029
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035

To combine query conditions in drawing queries

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Choose a Query Type to [define a condition for your query](#) on page 1024.
- 3 In the [Define Query dialog box](#) on page 1572, under Query Type, select a joining operator:
 - And — Finds objects only if both conditions are true.
 - Or — Finds objects if either condition is true.
 - And Not — Finds objects only if the first condition is true and the second condition is false.
 - Or Not — Finds objects if either the first condition is true or the second condition is false.
- 4 Choose a Query Type to define the next condition for your query.
- 5 To group conditions, select the first and last condition in the group. Click Group. Conditions inside the parentheses are evaluated first.
- 6 Select a Query Mode.
- 7 Click Execute Query.


See also:

- [Altering the Properties of Defined Queries](#) on page ?
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Editing a Drawing Query Condition

When you edit a drawing query, you can modify a condition but you cannot change its type (location, property, data, or SQL). If you want a different query condition type, you must delete the existing condition and define a new one. You can also change the joining operator (And, Or, Not) for a condition.

See also:

- [Finding All Drawing Objects in a Specified Location](#) on page 1025
- [Finding All Drawing Objects Containing a Specific Property](#) on page 1029
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035

- [Altering the Properties of Defined Queries](#) on page ?
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

To edit a drawing query condition


- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 To modify a saved query, in the [Define Query dialog box](#) on page 1572, click Load. Select the query.
- 3 In the Define Query dialog box, under Current Query, select the query condition you want to edit. Click Edit.
To change the joining operator, select the new joining operator before you click Edit.
- 4 Make any changes.
For example, if you select a location condition and click Edit, the Location Condition dialog box appears. Click Show to view or change the boundary of the location condition and press Enter to return to the Location Condition dialog box.
- 5 Click OK.

The revised query appears under Current Query.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit

Altering the Properties of Queried Drawing Objects

Use the property alteration feature to modify drawing objects as they are retrieved by a query.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

NOTE These procedures apply only to drawing objects.

To modify objects as they are retrieved by a query

- [To alter the properties of queried drawing objects](#) on page 1045
- [To alter all retrieved drawing objects in the same way](#) on page 1048
- [To alter retrieved objects based on their properties](#) on page 1050
- [To alter the properties of drawing objects based on their object data](#) on page 1052
- [To alter retrieved drawing objects based on linked SQL data](#) on page 1055
- [To define an expression](#) on page 1060
- [To add text to retrieved drawing objects](#) on page 1062
- [To define the label point for a drawing object](#) on page 1065
- [To fill queried drawing objects with a hatch pattern](#) on page 1067
- [To change the block color in your current drawing](#) on page 1068
- [To modify a property alteration definition](#) on page 1069

Overview of Altering the Properties of Queried Drawing Objects

Use the property alteration feature to modify the properties of queried drawing objects as they are queried into the current drawing.

You can modify object properties such as color, linetype, or polyline width, or add text.

Example: You have a set of city maps that show roads as black polylines of the same width. You can plot a map for a contractor that shows the roads to be repaired in red and roads to be inspected in blue. You can alter the width of the polylines to show road widths. You can also add text to identify elements of your drawing.

Property alteration involves the following three general steps:

- Define a query that retrieves the objects you want to alter.
- Create a property alteration definition that specifies how to alter the retrieved objects.
- Execute the query in Draw mode. You cannot use property alteration in Preview or Report mode queries.

AutoCAD Map 3D performs the query, applies the property alteration definition to the queried objects, and displays the modified objects in the current drawing.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164
- [Altering All Drawing Objects in the Same Way](#) on page 1047
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To alter the properties of queried drawing objects

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.


- 2 In the [Define Query dialog box](#) on page 1572, load or create a query.
- 3 Under Options, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, select the property to alter.
For example, to change the color of queried objects, select Color.
- 5 In the Expression area, specify how to alter the property.
 - To modify every queried object in the same way, select the new value for the property.
For example, if you are altering the color of objects and you want to change the color of all queried objects to red, click Values and select Red.
 - To modify each object using a value that is stored in an associated data source, select the data source, such as [Property](#) on page 1050, [Data](#) on page 1052, or [SQL](#) on page 1055, and specify the location of the data.
For example, if you store color values in an object data table, click Data and select the table and column that contains the color values.
Use this method only if the data values stored in the data source exactly specify the value to use. For example, to alter the color of objects, the data source must specify a valid color value.
 - To modify each object based on other properties or on associated data, select the data source and [define a range table](#) on page 1057.
For example, if you store installation dates in an associated data source, you can modify the color of objects based on their installation date. To do this, first select the data source for the installation dates, then define a range table that specifies which colors to use for each range of installation dates.
 - You can [add text to queried objects](#) on page 1062 or [add a hatch pattern to objects](#) on page 1067.
- 6 Click Add to add the property alteration to the Current Property Alterations list.
- 7 When you finish defining the property alteration, click OK.
- 8 Make sure Alter Properties is selected when you execute the query.
- 9 Under Query Mode, select Draw. You cannot use property alteration in Preview mode or Report mode.
- 10 Click Execute Query.

AutoCAD Map 3D performs the query, applies the property alteration definition to the queried objects, and displays the altered objects in the current drawing.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Altering All Drawing Objects in the Same Way

A simple property alteration modifies all queried drawing objects in the same way.

Here are some examples of using simple property alterations:

- Add a hatch pattern to all water pipes older than fifty years.
- Find every property lot touching a line that represents the path of the new highway. Outline the lots in red and add a hatch pattern.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053

- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To alter all retrieved drawing objects in the same way


- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, load or create a query that retrieves the objects you want to alter.
- 3 Under Options, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, select the property to alter.
- 5 In the Expression area, specify how to alter the property.
For example, to change the color of all queried object to red, enter either red or 1 (the numerical equivalent of red), or click Values to select from a list of colors.
- 6 Click Add to add the property alteration to the Current Property Alterations list.
- 7 When you finish defining the property alteration, click OK.
- 8 Make sure Alter Properties is selected when you execute the query.
- 9 Under Query Mode, select Draw. You cannot use property alteration in Preview mode or Report mode.
- 10 Click Execute Query.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
-------------	--

Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Altering Properties Using Object Properties

You can define a property alteration that modifies a property of queried drawing objects based on another property of the objects.

Example: If the layers in your attached drawings are named using numbers, you could color objects based on the layer they are on. To do this, under Select Property, select Color as the property to alter. In the expression area, click Property and choose Layer as the new value to use for the color.

The property you specify in the Expression area must have a value that can be used for the property you are altering. For example, if your layers are not named using numbers but instead use names such as Roads and Pipes, the example above would not work. (To create a modification based on these layer names, use a range table, where you can specify that objects on the layer named Roads be colored red, and objects on the layer named Pipes be colored blue. For more information, see [Creating a Range Table](#) on page 1056.)

You can also modify a property based on the same property. For example, to double the scale of selected objects, select Scale in the Select Property area as the property to change. In the Expression area, select Scale as the property to base the change on and multiply it by two. The expression would look like this:

(* x.scale 2)

Dot Variables

- Use the .Dwgname dot variable to get the drawing name for a queried object.
- Use the .Elevation dot variable to get the Z-values for objects.
- Use the .Height dot variable to get the text height for objects.

For a full listing of the dot variables that you can use for property alteration, see [Dot Variables](#) on page 1289.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To alter retrieved objects based on their properties

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, load or create a query that retrieves the objects you want to alter.
- 3 In the Define Query dialog box, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, under Select Property, select the property to change.
For example, if you have color-coded the objects in your drawing and you now want to move objects to layers based on their color, you would select Layer as the property to change.
- 5 In the Expression area, click Properties and select the property that you want to base the change on.
In this example, we want to move objects based on their current color, so select Color.
Click OK to close the Select Property dialog box.
- 6 Click Add to add the property alteration to the Current Property Alteration list.


See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [To save a query](#) on page 164

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Altering Object Properties Using Object Data

You can define a property alteration that modifies queried drawing objects based on data that is stored on the objects, such as object data, attribute data, or link data.

NOTE The value stored on the object must be a valid value for the property that you are altering. For example, if you have selected to alter the property Color, the value stored on the object must be a valid color name or number. If the values do not match, [use a range table](#) on page 1057.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?

- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To alter the properties of drawing objects based on their object data

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, load or create a query that retrieves the objects you want to alter.
- 3 In the Define Query dialog box, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, under Select Property, select the property to change.
For example, if you store pipe diameters as object data, you can display each pipe with a polyline width that matches the pipe diameter. In this example, you would select Width as the property to change.
- 5 In the Expression area, click Data.
- 6 Select one of the following:
 - **Attribute** — Select a block attribute tag. This will appear in the Expression box as @BlockTagName.
 - **Database Link** — Select a link template and key column. These will appear in the Expression box as &KeyColumn@LinkTemplate.
 - **Object Data** — Select an object data table and field. These will appear in the Expression box as :FIELD@TABLENAME.
- 7 Click OK.
- 8 Click Add.

The property alteration definition is displayed in the Current Property Alterations list. When you execute the query with Alter Properties selected, AutoCAD Map 3D changes the selected property of queried objects based on the value stored in the specified data field.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu In the Classic workspace, click Setup menu ► More DWG Options ► Define Query

Icon



Define Query

Command Line ADEQUERY

Task Pane In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit

Dialog Box Define Query dialog box

Altering Object Properties Using Linked Data

You can define a property alteration that modifies queried drawing objects based on data stored in a linked database.



SQL Property: LANDUSE <> RESIDENTIAL

Using Property Alteration, parcels not zoned for residential are displayed with a magenta solid fill, based on an external database record value.

For example, you could retrieve a set of pipes and display each pipe in a color based on the pipe's diameter.

For information on creating and using a link template, see [Overview of Linking Database Records to Objects](#) on page 451.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To alter retrieved drawing objects based on linked SQL data

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, load or create a query that retrieves the objects you want to alter.
- 3 In the Define Query dialog box, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, under Select Property, select the property to change.
For example, to modify the color of retrieved objects, select Color as the property to change.

5 Click SQL.

6 Select a link template.

7 Select the external database column whose value you want to use as a value in the expression.

8 Click OK.

The SQL column and link template are displayed under Expression in the Set Property Alterations dialog box, preceded by an ampersand (&). The link template is preceded by an at (@) symbol, for example, &Diameter@PIPES.

You can also enter the SQL data variable directly in the Expression box.

9 Click Add.

The property alteration definition is added to the Current Property Alterations list.


When you execute the query with Alter Properties selected, AutoCAD Map 3D changes the queried objects based on the value stored in the external database.

For more information on connecting to and using external databases, see [External Databases \(Object Data\)](#) on page 185.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Creating a Range Table

A range table specifies a range of actions to take depending on the value of the specified data or property.

- You can change the color of drawing objects based on their elevation
- If you have a street map and use object data to store information about pavement quality, you can move each street to a layer that corresponds to the pavement quality.
- If you have a county map showing cities, and you use an external database to store population data for each city, you can modify the block symbol for each city based on its population size.

The procedure tab for this topic includes general instructions for creating a range table and specific instructions for creating a sample range table.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068

- [Modifying a Property Alteration Definition](#) on page 1069
- [To create a range table](#) on page 1057
- [To create a sample range table](#) on page 1058

To create a range table

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, click Alter Properties.
- 3 If you are creating a range table for a property alteration, in the [Set Property Alterations dialog box](#) on page 1598, select the property to alter.
- 4 Move the cursor to the Expression box and specify the location of the value on which to base the alteration.
Enter a dot variable, a field name, or other valid expression. For example, to modify the color of an object based on its elevation, enter .ELEVATION in the Expression box.
- 5 Click Range.
- 6 In the Define Range Table dialog box, click New to create a new range table.
- 7 Enter a name for the range table and click OK.
- 8 In the Define Range Table dialog box, select an operator and a value for the first condition.
These determines which objects fall in this range.
- 9 Specify the return value for the first condition.
The return value specifies how to modify the selected property. For example, if you are modifying the color of an object based on its elevation, enter the color in the Return Value box.

NOTE In the Expression Value box and Return Value box, you can enter only simple expressions. You cannot enter compound expressions.

- 10 Click Add to add the condition to the Current Range Table Definition.
When you run the property alteration, each object that has the specified expression value (for example, elevation > 200) will be modified according to the specified return value (for example, it will be colored red).

- 11 Specify the remaining conditions.
- 12 Click OK to close the Set Property Alteration dialog box.
- 13 Make sure Alter Properties is selected.
- 14 Click Execute Query to retrieve the objects and alter them.

Creating an Example Range Table

The following example creates a range table for a property alteration. The example range table colors lots larger than 6000 red and lots 6000 or smaller blue.

To create a sample range table


- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, click Property Alteration.
- 3 In the Property Alteration dialog box, select the property Color.
- 4 In the Expression area, click Property and select Area. Click OK.
- 5 Click Ranges.
- 6 In the Define Range Table dialog box, click New.
- 7 Enter the name Color and click OK to close the New Range Table dialog box.
- 8 Enter the description Color areas over 6000.
- 9 In the Condition area, choose the <= operator.
- 10 In the Expression Value area, enter 6000.
- 11 In the Return Value area, enter Blue.
- 12 Click Add.
- 13 In the Condition area, choose the > operator.
- 14 In the Expression Value area, leave the 6000 alone.
- 15 In the Return Value area, enter Red.
- 16 Click Add.
- 17 Click OK to close the Define Range Table dialog box.

- 18 Make sure the Color range table is selected.
- 19 Click Add to add the color property alteration to the Current Property Alterations list.
- 20 Click OK to close the Set Property Alteration dialog box.
- 21 Make sure Alter Properties is selected.
- 22 Click Execute Query to retrieve the objects and alter them.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Defining an Expression

Use [Expression Evaluator](#) on page 1283 when you want AutoCAD Map 3D to evaluate drawing data from different sources, or to evaluate data that is different for each object, such as object properties, block attributes, or object data attached to the object.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049

- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To define an expression


- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 In the Define Query dialog box, load or create a query.
- 3 Under Options, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, select the property to alter.
For example, to change the color of queried objects, select Color.
- 5 In the Expression area, enter an [expression](#) on page 1283.
- 6 Click Add to add the property alteration to the Current Property Alterations list.
- 7 When you finish defining the property alteration, click OK.
- 8 Make sure Alter Properties is selected when you execute the query.
- 9 Under Query Mode, select Draw. You cannot use property alteration in Preview mode or Report mode.
- 10 Click Execute Query.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu In the Classic workspace, click Setup menu ► More
DWG Options ► Define Query

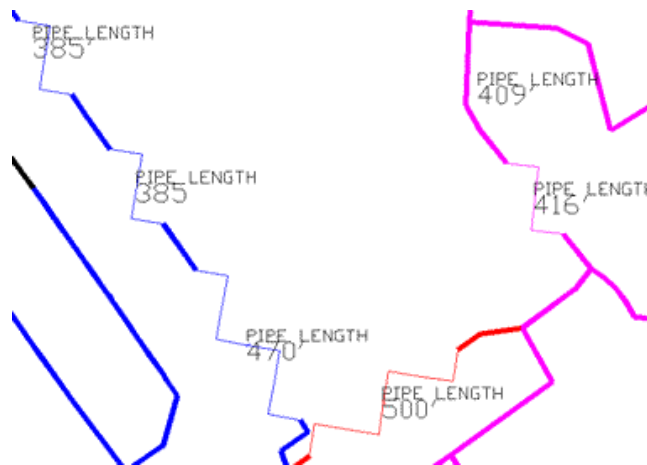
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Adding Text to Queried Drawing Objects

You can add text to queried objects during the property alteration process.

Example: For all retrieved pipes, print the pipe type and diameter.

You can control the text, text height, insertion point, justification, text style, layer, color, and rotation for each text object.



Selected pipes are labeled with their length.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051

- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To add text to retrieved drawing objects

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Create or load a query that will retrieve the objects you want to add text to.
- 3 In the Define Query dialog box, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, click Text.
- 5 In the [Define Text dialog box](#) on page 1580, specify the text.
Enter text in the Text Value box, or specify the data to use for the text by clicking Expression. For example, click Expression and select Layer to display the name of the layer on each object found by the query.
- 6 Set other text options, such as the size, location, color, layer, and rotation.
- 7 Click OK to close the Define Text dialog box.
- 8 Click OK to close the Property Alteration dialog box.
- 9 Make sure Alter Properties is selected.
- 10 Click Execute Query to retrieve the objects and alter them.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

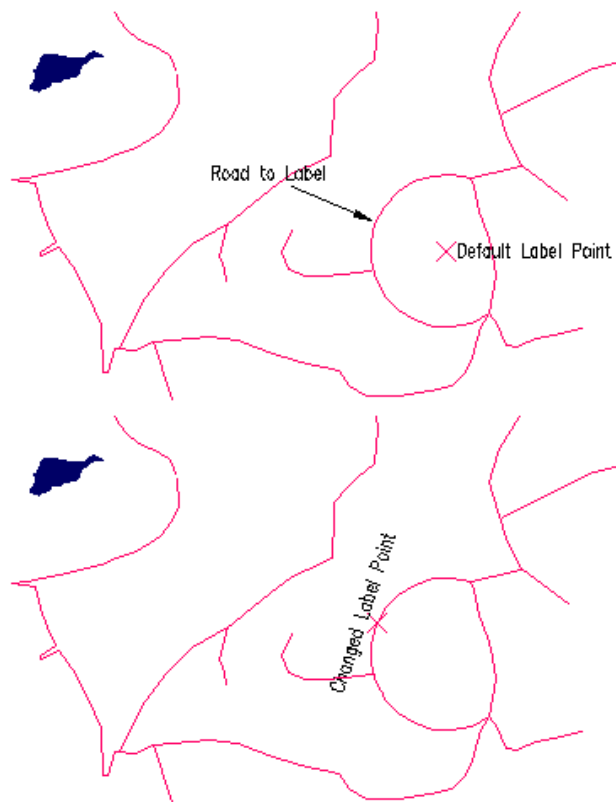
Menu In the Classic workspace, click Setup menu ► More DWG Options ► Define Query

Icon  Define Query

Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Modifying the Text Insertion Point for a Drawing Object

The label point of a drawing object specifies the starting point for text added during a query property alteration. The default label point is the centroid of the object. You can redefine the label point using the Map 3D for Drawings[workspace](#) on page 1766. Click Create menu ► Map Labelpoint Location.



Move the label point from its default location at the center of the arc to a different location. Move your cursor over the image to see the results.

RELATED To use the label point, choose the .LABELPT dot variable in the Define Text dialog box when you create the Property Alteration definition in the Define Query dialog box.

See also:

- [Adding Text to Queried Drawing Objects](#) on page 1061
- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051

- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To define the label point for a drawing object


- 1 Click Create menu ► Map Labelpoint Location.
- 2 Select the object.
- 3 Click the place on the object where you want the label point to be located.

To use this label point as the text insertion point during a [property alteration](#) on page 1062, choose LABELPT as the insert point.

Quick Reference

ADETEXTLOC

Specifies a new label point for an object

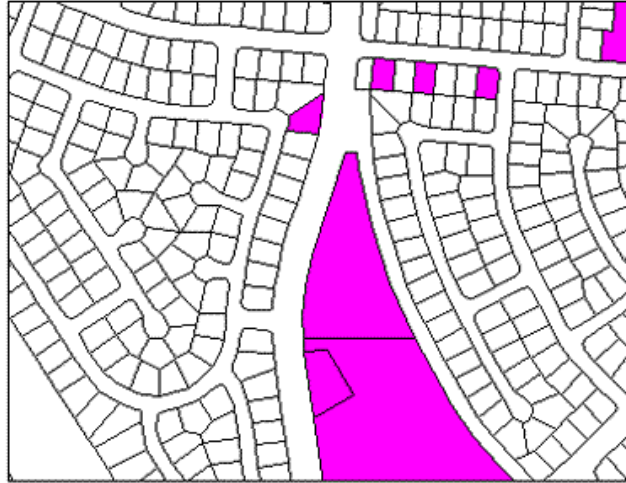
Menu	Create menu ► Map Labelpoint Location
Icon	 Map Labelpoint Location
Command Line	ADETEXTLOC
Dialog Box	ADETEXTLOC (Map Labelpoint Location command)

Filling Queried Drawing Objects with a Hatch Pattern

You can specify a hatch pattern to fill closed polylines and circles during the property alteration process. This applies only to drawing objects.

Example: Create a query that retrieves all land parcels valued above \$450,000 and displays them with a distinguishing pattern.

NOTE If you set the Create Associative Hatch Objects option on the Query tab of the AutoCAD Map Options dialog box, AutoCAD Map 3D creates [associative hatch objects](#) on page 222.



SQL Property: LANDUSE <> RESIDENTIAL

Closed polylines retrieved by a query are filled with a magenta solid hatch pattern.

See also:

- [Using Associative Hatch](#) on page 222
- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Changing the Color of Blocks](#) on page 1068
- [Modifying a Property Alteration Definition](#) on page 1069

To fill queried drawing objects with a hatch pattern

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Create or load a query that will retrieve the objects you want to fill.
- 3 In the Define Query dialog box, click Alter Properties.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, click Hatch.
- 5 In the [Hatch Options dialog box](#) on page 1582, enter a pattern name, click Pattern to select a pattern from the set of hatch patterns, or click Expression to select a data value specifies the hatch name (for example, select a field in an object data table).
AutoCAD Map 3D displays the selected hatch pattern. ISO hatch patterns are not displayed.
If you do not enter a pattern, AutoCAD Map 3D uses a fill that appears solid.
- 6 Enter a scale, rotation, layer, and color for the hatch pattern.
- 7 Click OK to close the Hatch Options dialog box.
Closed polylines and circles that are retrieved during the query are filled with the specified hatch pattern.
- 8 Click OK to close the Property Alteration dialog box.
- 9 Make sure Alter Properties is selected.
- 10 Under Query Mode, select Draw.
- 11 Click Execute Query to retrieve the objects and alter them.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu In the Classic workspace, click Setup menu ► More DWG Options ► Define Query

Icon



Define Query

Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Changing the Color of Blocks

When you use the Color option of the Set Property Alterations dialog box, the colors of objects change to the color you specify. However, if the queried objects include blocks whose color is set to BYLAYER, the objects in the block retain their original color. To have them use the color you specify, change the block color to BYBLOCK.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Modifying a Property Alteration Definition](#) on page 1069

To change the block color in your current drawing

- 1 Use the INSERT command to add another instance of the block.
- 2 Explode the new block.
- 3 On the Command line, enter chprop
 - Select objects: Select the objects in the exploded block
 - Enter property to change (Color/LAyer/LType/LtScale/LWeight/Thickness)?
C
 - Enter new color <varies>: BYBLOCK
 - Enter property to change (Color/LAyer/LType/LtScale/LWeight/Thickness)?
 - Press Enter

- 4 Redefine the block with the BLOCK command and select the objects in the exploded block.

This procedure redefines all instances of the block. The blocks then show the color you defined in the Set Property Alterations dialog box.

Quick Reference

CHPROP

Changes the color, layer, linetype, linetype scale factor, lineweight, thickness, and plot style of an object

Command Line CHPROP

Modifying a Property Alteration Definition

After you've run a query, you may decide to modify a property alteration definition. Or you may want to create a new property alteration based on an existing query.

After you modify the definition, you can save the changes to the current query, or you can save the changes to a new query.

See also:

- [Overview of Queries](#) on page 1023
- [Executing Queries](#) on page ?
- [Altering Properties Using Object Properties](#) on page 1049
- [Altering Object Properties Using Object Data](#) on page 1051
- [Altering Object Properties Using Linked Data](#) on page 1053
- [Filling Queried Drawing Objects with a Hatch Pattern](#) on page 1065
- [Changing the Color of Blocks](#) on page 1068

To modify a property alteration definition


- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.

- 2 In the Define Query dialog box, load the query to modify.
- 3 Click the Alter Properties button.
- 4 In the [Set Property Alterations dialog box](#) on page 1598, under Current Property Alterations, select the property alteration definition to change.
- 5 Double-click the definition.
The value for the property alteration definition appears in the Expression box and the appropriate property is selected.
- 6 Edit or insert a new value and click Update.
The revised property alteration definition appears under Current Property Alterations. If you click Add instead of Update, the revised expression is added to the existing expression in the list.
- 7 Click OK.
- 8 In the Define Query dialog box, click Save.
To save the changes to a new query, enter a new name and description. Click OK.
- 9 In the Define Query dialog box, click OK to save your changes without running the query.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Executing Drawing Queries

After you define a query to retrieve drawing objects, you can execute it in Preview, Draw, or Report mode.x

See also:

- [Overview of Queries](#) on page 1023

To execute a drawing query

- [To select a query mode for retrieving drawing objects](#) on page 1072
- [To run a drawing query in Preview mode](#) on page 1073
- [To run a drawing query in Draw mode](#) on page 1075

Overview of Executing Queries

After you define a query to retrieve drawing objects, you can execute it in one of three modes:

- **Preview mode** — Displays the objects on screen, but does not retrieve them. When you change the screen, the objects disappear. Use Preview to test your query.
- **Draw Mode** — Retrieves objects (copies them into the current drawing). You can manipulate and edit them, save them back to their attached drawings, save them to the current drawing, or save them to a new drawing. The objects are not changed in the attached drawings unless you save your changes back to the attached drawings.
- **Report Mode** — Writes specified information about the objects to a separate file.

Once AutoCAD Map 3D copies the objects that meet the query criteria into the current drawing, it does not duplicate those objects if you run the query again. If an object meets the criteria of more than one query, AutoCAD Map 3D retrieves only one copy of that object. Therefore, you will never have multiple copies of the same object in a drawing.

See also:

- [Overview of Queries](#) on page 1023

- [Overview of Finding and Querying Drawing Objects](#) on page 1006


To select a query mode for retrieving drawing objects

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Define or load a query.
- 3 Under Query Mode, select [Preview](#) on page 1073, [Draw](#) on page 1075, or [Report](#) on page 1218.
If you select Report mode, click Options to [define a report template](#) on page 1220.
- 4 Click Execute Query.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Running a Drawing Query in Preview Mode

Preview mode provides a quick preview of the drawing objects the query will display in the current drawing. You can run a query in Preview mode and check the objects the query produces. If there are too few or too many objects, or objects are displayed in the wrong location, revise the query as necessary.

NOTE You can plot the results of a Preview query. If you assigned colors to different pen widths in your plotter setup, plotting the results of a Preview query recognizes those plotter assignments for different pen widths.

Queries in Preview mode show objects on layers that are locked; however, Preview mode does not show objects on layers that are Off or Frozen. Although you see many elements in the current drawing following a Preview query, AutoCAD Map 3D treats each set of objects as a single object from each drawing. If you attempt to select several objects, AutoCAD Map 3D reports “one object found” for each of the attached drawings queried. The display of objects is temporary and disappears when you redraw or regenerate. You can zoom and pan to examine the queried objects, but you cannot edit them.

NOTE You can [set the Query option](#) on page 221 Show Insertion Point Only to display blocks as insertion points instead of entire objects for Preview queries. See .

When referencing blocks or images with the same name but with different paths, a Preview query shows both blocks or images. In Draw mode, the geometry or image displayed is based on the first definition processed.

See also:

- [Overview of Queries](#) on page 1023
- [Setting Query Options \(DWG\)](#) on page 220
- [Altering the Properties of Queried Objects](#) on page ?
- [Saving a Query](#) on page ?
- [Running a Drawing Query in Draw Mode](#) on page 1074

To run a drawing query in Preview mode


- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Define or load a query.
- 3 Under Query Mode, select Preview.
- 4 Click Execute Query.

To clear objects queried with Preview mode, use the REDRAW or REGEN commands. You can also click Redraw in the Define Query dialog box.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-click Current Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Running a Drawing Query in Draw Mode

Draw mode retrieves drawing objects from attached drawings and copies them into the current drawing. You can save the objects in your current drawing, or you can edit the objects and save them back to the attached drawings. If you decide to edit the queried objects and you have set object locking in System Options, AutoCAD Map 3D locks the individual objects so other users cannot edit them.

Queries in Draw mode retrieve objects from layers that are Off, Locked, or Frozen. Whether the objects remain on layers that are Off, Locked, or Frozen when they are brought into the current drawing depends on the layers in the current drawing: if the layers exist in the current drawing, the objects take on the characteristics of the existing layers; if the layers do not exist, AutoCAD Map 3D creates new layers with the characteristics of the attached drawing layers.

AutoCAD Map 3D preserves the status of objects on locked layers when it copies them into the current drawing. When you retrieve objects that are on locked layers you cannot save changes back to the attached drawing. If you want to save changes back, open the attached drawing and unlock the layer before performing the query.

AutoCAD Map 3D does not place duplicate copies of objects in the current drawing. Once an object is in the drawing, subsequent queries will not retrieve that object again. See [Sharing Attached Drawings](#) on page 606

NOTE In Draw mode, if text is queried into the current drawing and the font is missing, AutoCAD Map 3D substitutes another font. The font used is set by the FONTALT system variable.

NOTE When referencing blocks or images with the same name but with different paths, the geometry or image displayed is based on the first definition processed. A Preview query displays both blocks or images.

See also:

- [Overview of Queries](#) on page 1023
- [Altering the Properties of Queried Objects](#) on page ?
- [Saving a Query](#) on page ?
- [Sharing Attached Drawings](#) on page 606
- [Running a Drawing Query in Preview Mode](#) on page 1072

To run a drawing query in Draw mode

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click Current Query, and then click Define.
- 2 Define or load a query.
- 3 Under Query Mode, select Draw.
- 4 Click Execute Query.

AutoCAD Map 3D copies the queried objects from the attached drawings to the current drawing.


AutoCAD Map 3D does not duplicate objects that have already been queried into the current drawing.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu In the Classic workspace, click Setup menu ► More DWG Options ► Define Query

Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Improving Drawing Query Performance

You can improve the performance of a drawing query by creating an index or by removing an assigned coordinate system.

NOTE The following apply only to drawing data.

To improve performance

- [To create a drawing index](#) on page 1077
- [To remove a drawing index](#) on page 1078
- [To remove an assigned coordinate system](#) on page 1079

Creating a Drawing Index

To reduce the amount of time it takes to perform a drawing query, create an index. Instead of searching all location, property, object data, or database links to find matching data, AutoCAD Map 3D searches only the relevant index.

NOTE Whenever you open a drawing that includes database links, AutoCAD Map 3D automatically creates a database link index and keeps it in memory. To save this database index to the drawing, select the Store Links Index In Drawing File option. To set this option, select AutoCAD Options from the Setup menu. Select the System tab. This feature is especially useful when you edit your attached drawings directly.

You can create the following kinds of index:

- **Location index** — Divides drawings into regions. AutoCAD Map 3D targets just the regions included in the Location query.

- **Property index** — Organizes object properties. AutoCAD Map 3D targets only the objects with the properties you specify.
- **SQL Links index** — Organizes the drawing's link templates and key fields. AutoCAD Map 3D targets only the objects with the link templates and key field values you specify.
- **EED index** — Organizes Extended Entity Data (EED) attached to objects in drawings created in AutoCAD Data Extension (ADE) 1.0. You cannot create EED in the current release of AutoCAD Map 3D.
- **Object Data index** — Organizes object data. AutoCAD Map 3D targets only the objects with the object data you specify. After you generate an object data index, a status message appears beside each indexed field name. The status "Current" means that the object data index on that field is valid and consistent with the attached object data. The status "Out-of-Date" means that the object data index on that field is not consistent with the attached object data. An index could become out-of-date if you modify objects without first loading AutoCAD Map 3D.

See also:

- [Finding All Drawing Objects in a Specified Location](#) on page 1025
- [Finding All Drawing Objects Containing a Specific Property](#) on page 1029
- [Finding All Drawing Objects Containing Specific Data](#) on page 1031
- [Finding All Drawing Objects Containing Specific SQL Information](#) on page 1035
- [Entering and Editing Object Data](#) on page 873

To create a drawing index

- 1 In [Map Explorer](#) on page 1755, right-click Drawings. Click Maintenance.
- 2 In the [Drawing Maintenance dialog box](#) on page 1640, under Active Drawings, select the drawings for which you want to create indexes.
If another user has activated the drawing, you cannot create an index for it.
- 3 Click Drawing Index.
If the selected drawing does not have an index or the index is out of date, the check box beside the index type under Generate Index is selected.

- 4 In the Index Maintenance dialog box, under Generate Index, select the type of index to create.
To generate an object data index, click Object Data. Select the object data table and fields. Click OK.
- 5 Click OK.
- 6 Click OK to confirm.
AutoCAD Map 3D creates the type of index you specified for each of the selected drawings.
- 7 Click Close.

NOTE When you create an index, you may receive a warning message that AutoCAD Map 3D cannot calculate object extents. This indicates that a third-party application might have created the object and that the application is not loaded or the object may not support the geometric extents methodology of AutoCAD Map 3D.

To remove a drawing index

- 1 In [Map Explorer](#) on page 1755, right-click Drawings. Click Maintenance.
- 2 In the Drawing Maintenance dialog box, under Active Drawings, select the drawings for which you want to remove indexes.
- 3 Click Drawing Index.
- 4 In the Index Maintenance dialog box, under Remove Index, select the type of index to remove.
To remove an object data index, click Object Data. Select the object data table and fields. Click OK.
- 5 Click OK to confirm.
AutoCAD Map 3D removes the index you specified for each of the selected drawings.
- 6 Click Close.

Quick Reference

ADEDWGMAINT

Removes locks from objects

Menu	Setup menu ► More DWG Options ► Drawing Maintenance
Command Line	ADEDWGMAINT
Task Pane	In Map Explorer, right-click Drawings ► Maintenance
Dialog Box	Drawing Maintenance dialog box

Removing an Assigned Coordinate System

When you retrieve data from an attached drawing, the data is automatically transformed if the attached drawing uses one coordinate system and the current drawing uses a different system. When data is saved back to the attached drawing, the data is automatically transformed to match the coordinate system of the attached drawing.

Performing these transformations can decrease performance when querying objects. To speed up querying, you can remove an assigned coordinate system.

See also:

■ [Assigning Coordinate Systems](#) on page 133

To remove an assigned coordinate system


- 1 In [Map Explorer](#) on page 1755, right-click Current Drawing, and then click Coordinate System.
- 2 In the Assign Global Coordinate System dialog box, under Current Drawing or under Source Drawings, replace the code with a period (.) in the Code box.

Quick Reference

ADESETCRDSYS

Assigns a global coordinate system code for the current drawing or attached drawings

Menu	Setup menu ► Assign Global Coordinate System
-------------	--

Icon	 Assign Coordinate System
Command Line	ADESETCRDSYS
Task Pane	In Map Explorer, right-clickCurrent Drawing ► Coordinate System
Dialog Box	Assign Global Coordinate System dialog box

Troubleshooting Drawing Queries

Issues can arise when you retrieve blocks, text, externally referenced drawings (xrefs), groups, and hatch patterns from drawings. The following information helps you deal with these issues.

Block Queries in Preview Mode

In Preview mode, you can display a queried block as a block or simply as an "X" that signifies the block's insertion point. On the Query tab of the AutoCAD Map Options dialog box under Options, select or deselect Show Preview Block As Point Only. To set this and other query options, see [Setting Query Options](#) on page 221.

Block Attributes and Property Queries

When performing Property queries, you can query using block attributes, but not *constant* attributes. You can define constant attributes that have the same value for every occurrence of the block that contains them. However, Property queries do not recognize constant attributes. Instead, use the block name in the query.

You can, however, specify invisible attributes. An invisible attribute is not displayed or plotted but is stored in the drawing file. For detailed information on attributes, look up attributes in the index of the online help.

See also:

- [Finding All Drawing Objects Containing Specific Data](#) on page 1031

Queries with Blocks of the Same Name

When queries reference blocks with the same name that lie in two different attached drawings, a Draw query references the block definition first queried into the current drawing; a Preview query references the block definition in the attached drawing.

For example, if a Draw query retrieves a block named parcel1 (a rectangular parcel) from drawing one, and then a block named parcel1 (a square parcel) from drawing two, the current drawing displays the rectangular parcel. The block definition for parcel1 is already in the current drawing. A Preview query displays both the rectangular parcel and the square parcel. Preview queries create temporary objects referenced from the attached drawings.

NOTE The same considerations apply when referencing raster images with the same name but with different paths. A Preview query displays both images. A Draw query, displays the image based on the first definition processed.

See also:

- [Running a Drawing Query in Preview Mode](#) on page 1072
- [Running a Drawing Query in Draw Mode](#) on page 1074

Queries and Raster Images

Raster images attached to drawings using the IMAGEATTACH or MAPIINSERT commands are objects that are part of the drawing. When queried, raster images behave like blocks. Raster images resulting from a paste operation, that is, an OLE frame, are *not* recognized as objects in queries.

When a raster image is queried during a Preview query that includes a coordinate conversion or transformation, the image is not displayed.

When a raster image is queried during a Draw query that includes a coordinate conversion or transformation, the object is transformed like a block insert, around the insertion point.

See also:

- [Running a Drawing Query in Preview Mode](#) on page 1072
- [Running a Drawing Query in Draw Mode](#) on page 1074

Blocks and Property Alteration (Color)

When using Property Alteration to change the color of retrieved blocks, the color of the components of the attached drawing block must be BYBLOCK. Otherwise, no matter what color change you specify for the Property Alteration, the block retains its original colors when queried.

See also:

- [Overview of Altering the Properties of Queried Drawing Objects](#) on page 1044
- [Changing the Color of Blocks](#) on page 1068

Blocks and Property Alteration (Scale)

To set the scale of all the blocks retrieved by the current query to a scale of 2, use Property Alteration and set Scale to 2. This sets the scale of all queried blocks to 2 no matter what their current scale is.

To scale all blocks retrieved by the current query by a factor of 2, use Property Alteration and set Scale to (* .XSCALE 2). This multiplies the existing scale of each queried block by a factor of 2. Make sure that you leave a space between the * and .XSCALE 2.

See also:

- [Overview of Altering the Properties of Queried Drawing Objects](#) on page 1044
- [Altering Properties Using Object Properties](#) on page 1049

Property Alteration (Scale and Rotate)

In the Property Alteration dialog box, the Scale option applies only to blocks, the Rotate option applies only to text and blocks.

See also:

- [Overview of Altering the Properties of Queried Drawing Objects](#) on page 1044
- [Altering Properties Using Object Properties](#) on page 1049

Thickness, Width, and Property Queries

You can use a Property query to query on extruded polyline thickness using the Thickness option in the Property Condition dialog box. You cannot query on polyline width. AutoCAD Map 3D supports queries on Thickness for the following kinds of objects: line, arc, text, circle, point, solid, 2D polyline, light weight polyline, trace, and shape.

See also:

- [Overview of Altering the Properties of Queried Drawing Objects](#) on page 1044

Querying Drawings with Xrefs

When you query attached drawings that contain xrefs, AutoCAD Map 3D does not copy the objects in the xref drawing into the current drawing. Instead, only the name of the xref drawing appears at the xref insertion point in the current drawing. To query the xref drawing, attach the drawing separately.

NOTE Queries in Preview mode do not display the xref drawing name, but queries in Draw mode do.

See also:

- [Overview of Attaching Drawings](#) on page 144
- [Running a Drawing Query in Preview Mode](#) on page 1072
- [Running a Drawing Query in Draw Mode](#) on page 1074

Retrieving Groups of Objects

When you retrieve a group of objects, AutoCAD Map 3D treats them as separate and independent objects and then restores the group when you save the objects back to the attached drawings, even if you edit the objects in the group. However, if you create a new object in the current drawing, you cannot associate it with the group to be saved back to the attached drawing.

See also:

- [Saving Queried Objects Back to Attached Drawings](#) on page 625

Retrieving Hatched Areas

By default, AutoCAD Map 3D retrieves hatched areas, solid objects, and raster images using the bounding box, not the insertion point. To change the default, use the Reference Entire Bounding Area For Objects option on the AutoCAD Map Options dialog box.

If you hatch objects that are formed by retrieving objects from multiple attached drawings, the hatch associativity is lost when you save back.

Associative hatching is designed to work in a single drawing environment. We recommend against querying, editing, and saving back associative hatches. In most cases, hatch associativity is not maintained.

See also:

- [Setting Query Options \(DWG\)](#) on page 220


To set options for drawing queries

- Click Setup menu ➤ AutoCAD Map Options. Click the tab you want.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ➤ More DWG Options ➤ Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ➤ Define-or- Right-click a query ➤ Edit
Dialog Box	Define Query dialog box

Analyzing Drawing Topologies

Topologies are defined by a set of drawing objects and their relationships. (Features are not included in topologies.)

After you create a topology in a drawing, you can analyze it to get useful information about the spatial relationships between drawing objects.

- [Overview of Analyzing Drawing Topologies](#) on page 1086
- [Performing a Shortest Path Trace](#) on page 1090
- [Performing a Best Route Analysis](#) on page 1093
- [Performing a Flood Trace](#) on page 1099
- [Overlaying Two Topologies](#) on page 1102
- [Dissolving a Composite Topology](#) on page 1108
- [Buffering a Topology](#) on page 1111
- [Querying a Topology](#) on page 1114
- [Saving a Temporary Topology](#) on page 1120

Before you can use the topology analysis tools, you must create a topology and make sure it is loaded.

See also:

- [Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767

NOTE The procedures below apply only to drawing objects.

To analyze drawing topologies

- [To perform a shortest path trace](#) on page 1091
- [To perform a best route analysis](#) on page 1096
- [To perform a flood trace](#) on page 1100
- [To overlay two topologies](#) on page 1105
- [To dissolve a composite topology](#) on page 1109
- [To buffer a topology](#) on page 1112
- [To query a topology](#) on page 1119
- [To convert a temporary topology to a permanent topology](#) on page 1120

Overview of Analyzing Drawing Topologies

After you have created a drawing topology, you can use it to analyze spatial relationships between the drawing objects. You can:

- Extract or create new information about a set of objects
- Determine the distribution of an object, or objects, over a network or area
- Manage relationships between objects
- Analyze the location, proximity, and orientation of objects
- Evaluate suitability and capability, estimate, predict, and interpret
- Identify conditions at a geographic location, in a spatial area, or along a linear network, and predict effects of future events on these items

Different topologies can contain information on different aspects of a map. For example, a political map shows county lines or cities and towns. A geological map shows soil types or contour lines. A social map might show the locations of crimes or high-income areas.

Before you can analyze a topology, you must create the topology and make sure it is loaded.

See also:

- [Creating Topologies](#) on page 689
- [Loading or Unloading Topologies](#) on page 767

NOTE The procedures below apply only to drawing objects.

You can analyze drawing topologies in the following ways:

To do this...	Use this method...
Calculate the shortest path between two points in a drawing or determine the optimal route based on values of direction and resistance.	Perform a shortest path trace on page 1091

To do this...	Use this method...
Calculate the best route from a starting point in the drawing to one or more visit points, and back to the starting point.	Perform a best route analysis on page 1096
Determine how many links and nodes can be traveled before the accumulated resistance exceeds the specified maximum resistance.	Perform a flood trace on page 1100
Compare two existing topologies and keep only common geometry, remove common geometry, or combine geometry in a specified way.	Overlay two topologies on page 708
Create a new topology by combining polygons that share the same data value in a specified field.	Dissolve a topology on page 1109
Identify objects within a specified offset of elements in node, network, and polygon topologies.	Buffer a topology on page 1112
Retrieve a loaded topology and its associated data from the current drawing or an attached drawing, or query part of a topology in a source drawing and work on that part of a topology without having to retrieve all its objects.	Query a topology on page 1119
Save back the temporary information retrieved by a topology query to the drawings from which it was queried.	Save a temporary topology on page 1120

Quick Reference

MAPANBUFFER

Creates a buffer around an existing topology

Menu Click Analyze ► Buffer.

Icon



Buffer Topology

Command Line MAPANBUFFER

Task Pane In Map Explorer, right-click a topology ► Analysis ► Buffer

Dialog Box Topology Buffer - Set Buffer Distance dialog box

MAPANDISSOLVE

Removes the boundaries between polygons in a topology or the nodes between links that share a specific attribute

Menu Click Analyze ► Dissolve.

Icon



Dissolve Topology

Command Line MAPANDISSOLVE

Task Pane In Map Explorer, right-click a network or polygon topology ► Analysis ► Dissolve

Dialog Box Topology Dissolve - Set Parameter dialog box

MAPANOVERLAY

Overlays one topology with another, and creates a new topology

Menu Click Map ► Topology ► Overlay.

Icon



Overlay Topology

Command Line MAPANOVERLAY

Task Pane In Map Explorer, right-click a topology ► Analysis ► Overlay

Dialog Box Topology Overlay Analysis - Analysis Type dialog box

MAPANTOPONET

Traces through a network topology (shortest path, best route, or flood trace)

Menu

Click Map ► Topology ► Network Analysis.

Icon



Network Analyze

Command Line

MAPANTOPONET

Task Pane

In Map Explorer, right-click a network topology ► Analysis ► Network Analysis

Dialog Box

Network Topology Analysis - Select Method dialog box

MAPTOPOLoad

Loads a topology

Menu

Click Analyze ► More Topology Options ► Load Topology.

Icon



Load Topology

Command Line

MAPTOPOLoad

Task Pane

In Map Explorer, right-click a topology ► Administration ► Load Topology

Dialog Box

Topology Selection dialog box

MAPTOPOQuery

Queries topologies

Menu

Click Setup ► More DWG Options ► Define Topology Query.

Icon



Query Topology

Command Line

MAPTOPOQuery

Task Pane

In Map Explorer, right-click a topology ► Analysis ► Topology Query

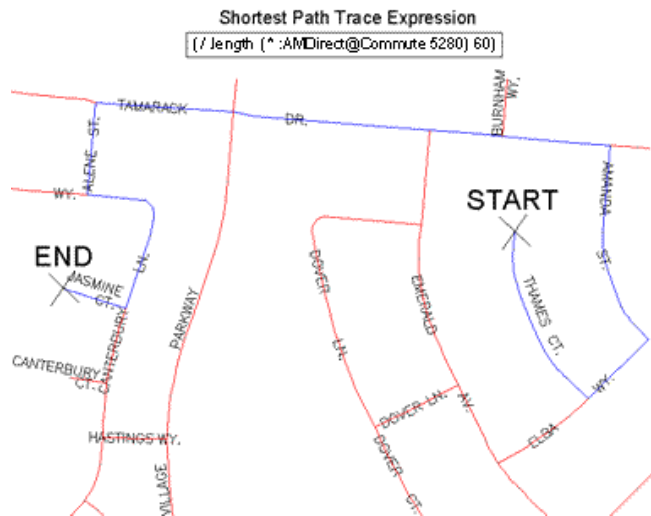
Dialog Box

Topology Query dialog box

Performing a Shortest Path Trace

Using a network topology, which is made up of drawing objects and their relationship data, you can calculate the shortest path between two points in a drawing or determine the optimal route based on values of direction and resistance. This process is known as a *shortest path trace analysis*.

In a drawing of a street network, for example, you might find the shortest path between a fire station and a school.



Shortest path trace based on resistance (time taken to traverse a segment).

You can specify a resistance for any link in the network. This resistance specifies the difficulty in traversing the link. The default resistance is the length of the link.

If a path has a total resistance lower than the Minimum Resistance value, the path is ignored. Similarly, if a path has a total resistance greater than the Maximum Resistance value, the path is ignored.

Using SQL Data in Expressions

If you specify an expression that uses SQL data, the Link Template list includes only link templates for the drawing where the topology is loaded:

- In the source drawing, if you loaded the topology from source drawings

- In the current drawing, if you loaded the topology from the current drawing.

Travel Time in Network Topologies

To carry out network path trace analysis on a road network based on time rather than distance, assign a speed or speed limit to each link using an object data field or a field in a linked external database. You then set the Link Direct Resistance property to an expression that uses this speed limit data, for example:

```
(/ .length (* :speed@street_data 5280))
```


which divides the length of each link by the average speed per foot (where 5280 is the number of feet in a mile).


The resulting analysis shows the shortest route, in terms of time, not distance, to get from the first point to the second.


See also:

- [Specifying the Direction for a Link](#) on page 710
- [Specifying the Resistance for a Link or Node](#) on page 713
- [Expression Evaluator](#) on page 1283
- [Expression dialog box](#) on page 1316

To perform a shortest path trace

- 1 Verify that you have a network topology available and it is loaded. See [Creating Topologies](#) on page 689 and [To load a topology](#) on page 768.
- 2 In [Map Explorer](#) on page 1755, under Current Drawing, right-click a network topology ► Analysis ► Network Analysis.
- 3 In the [Network Topology Analysis - Select Method dialog box](#) on page 1703, click Shortest Path. Click Next.
- 4 In the Network Topology Analysis - Choose Locations dialog box, click Start Point, and the click  (Select Point) to select the starting point in the map. Press Enter to return to the dialog box.
AutoCAD Map 3D uses the node closest to the location you clicked as the start point. The coordinates of the point are shown in the list.

- 5 Click End Point. To select the ending point, click  (Select Point). Press Enter to return to the dialog box.

AutoCAD Map 3D uses the node closest to the location you clicked as the end point.
- 6 Review the start and end points you have specified. The coordinates of the points are shown in the list.
 - To double-check a point's location in the map, highlight the coordinates in the list. Click Preview.
 - To delete a point so that you can define a new one, highlight the coordinates in the list. Click Delete.
- 7 Click Next.
- 8 In the Network Topology Analysis - Direction and Resistance dialog box, select limits to put on the trace. For direction and resistance, you can enter a constant or an expression that references an object data field or linked external database column. The expression will be evaluated for each link. Click  (Expression Evaluator) to select data from a list.
 - Link Direction — Specify a direction for the trace. If you leave the box blank, bi-directional (0) is used.
 - Reverse — Select this option to use the reverse of the direction indicated in the Link Direction box.
 - Link Direct Resistance — Specify the resistance to travel in the direction that a link was created. If you leave the box blank, the length of the line (.LENGTH) is used.
 - Link Reverse Resistance — Specify the resistance in the opposite direction along a link. If you leave the box blank, the length of the line (.LENGTH) is used.
 - Node Resistance — Specify the resistance to cross the node, for example, resistance for a valve in a pipe network, or a junction in a road network. If you leave the box blank, zero (0) is used.
 - Maximum Resistance and Minimum Resistance — Any path that has a total resistance below the minimum or above the maximum is ignored.

For example, if you stored the average speed limit for a link (in miles per hour) in an object data table called `street_data`, you could find the fastest


route between two points by entering the expression (`/ .length (* :speed@street_data 5280)`) which divides the length of each link by the average speed per foot (where 5280 is the number of feet in a mile).

- 9 Click Next.
- 10 In the Network Topology Analysis - Output dialog box, indicate whether or not to view the results of the trace onscreen and whether to save the trace results as a new topology.
 - To view your shortest path trace onscreen, select Highlight. Choose a highlight color from the Color list.
You should use a highlight color that's different than the color of the objects in your map.
 - To save the shortest path trace as a new topology, select Create Topology. Enter a name and description for the new topology. The new topology will be created on the existing objects.
- 11 Click Finish to perform the shortest path trace.

Quick Reference

MAPANTOPONET

Traces through a network topology (shortest path, best route, or flood trace)

Menu	Click Map ► Topology ► Network Analysis.
Icon	 Network Analyze
Command Line	MAPANTOPONET
Task Pane	In Map Explorer, right-click a network topology ► Analysis ► Network Analysis
Dialog Box	Network Topology Analysis - Select Method dialog box

Performing a Best Route Analysis

Using a network topology, which is made up of drawing objects and their relationship data, you can calculate the best route from a starting point in the

drawing, to one or more visit points, and back to the starting point. AutoCAD Map 3D determines the optimal route based on values of direction and resistance. For example, in a street network, you can find the best route to travel when visiting several customer sites from your hotel.

If a path has a total resistance lower than the Minimum Resistance value, the path is ignored. Similarly, if a path has a total resistance greater than the Maximum Resistance value, the path is ignored.

Using SQL Data in Expressions

If you specify an expression that uses SQL data, the Link Template list includes only link templates defined in the drawing where the topology is loaded — in the source drawing, if you loaded the topology from source drawings; in the current drawing, if you loaded the topology from the current drawing. Also, be sure the appropriate data source is attached and connected in the current drawing.

Travel Time in Network Topologies

To carry out a best route analysis on a road network based on time rather than distance, [assign a speed or speed limit to each link](#) on page 713 using an object data field or a field in a linked external database. You then set the Link Direct Resistance property to an expression that uses this speed limit data, for example:

```
(/ .length (* :speed@street_data 5280))
```

which divides the length of each link by the average speed per foot (where 5280 is the number of feet in a mile).

The resulting analysis shows the best route, in terms of time, not distance.

Object Data Stored for a Best Route Topology

If you save the results of a best route analysis to a new topology, AutoCAD Map 3D adds topology information, stored as object data, on each element that makes up the best route topology. The object data table contains information about the order of the links visited and the resistance used to calculate the best route. The object data table added is like the one shown in the following table.

Topology Name	Object Data Table	Object Data Field
SAMPLE	BR_SAMPLE	Path Link Visit Order

Topology Name	Object Data Table	Object Data Field
		Evaluated Link Forward Resistance
		Evaluated Link Reverse Resistance
		Evaluated Start Node Resistance
		Evaluated End Node Resistance
		Evaluated Link Direction

Displaying Visit Order Using Annotation

To display the order in which to visit points, you use AutoCAD Map 3D's annotation feature to label the best route with the object data described above.

Editing a Best Route Topology


If you change the direction or resistance of an object in a best route topology, the best route shown may no longer be the optimal route, and you should recalculate the best route. For example, if you change the direction of a link from bi-directional to forward or reverse, it may change the best route.


NOTE The best route cannot be calculated if the network topology contains negative resistance values or if *all* resistance values equal "0" (or use expressions that evaluate to zero). In layman's terms, if all resistance values equal zero, every possible route is as good as any other route, and there is no "best" route to travel.

See also:

- [Specifying the Resistance for a Link or Node](#) on page 713
- [Attaching Annotation to Objects](#) on page 907
- [Expression Evaluator](#) on page 1283
- [Expression dialog box](#) on page 1316
- [Renaming Topologies and Changing Their Descriptions](#) on page 783
- [Deleting Topologies](#) on page 784


To perform a best route analysis

- 1 Verify that you have a network topology available and it is loaded. See [Creating Topologies](#) on page 689 and [To load a topology](#) on page 768.
- 2 In [Map Explorer](#) on page 1755 under Current Drawing, right-click a network topology ► Analysis ► Network Analysis.
- 3 In the [Network Topology Analysis - Select Method dialog box](#) on page 1703, click Best Route. Click Next.
- 4 In the Network Topology Analysis - Choose Locations dialog box, click Start Point. Click Select Point  to select the starting point in the drawing. Press Enter to return to the dialog box.

AutoCAD Map 3D uses the node closest to the location you clicked as the start point. The coordinates of the point are shown in the list.
- 5 Click Visit Point. Click  (Select Point).
- 6 In the drawing, click a point to visit during the best route analysis. It doesn't matter which point you pick first, AutoCAD Map 3D calculates the order in which to visit the sites as part of the calculation.

AutoCAD Map 3D uses the node closest to the location you clicked as the visit point.
- 7 Do one of the following:
 - To accept the point and return to the dialog box, press Enter.
 - To discard the point and return to the dialog box, press Esc.
 - To accept the point and specify another point, right-click in the drawing. Click Next Point.
- 8 In the dialog box, review the start points and visit points you have specified.
 - To double-check a point's location in the map, highlight the coordinates in the list. Click Preview.
 - To delete a point so that you can define a new one, highlight the coordinates in the list. Click Delete.
 - To add another visit point, return to Step 5.
- 9 Click Next.

- 10** In the Network Topology Analysis - Direction and Resistance dialog box, select limits to put on the analysis. For direction and resistance, enter a constant or an expression that references an object data field or linked external database column. The expression will be evaluated for each link.

Click  (Expression Evaluator) to select data from a list.

- **Link Direction** — Specifies a direction for the trace. If the box is blank, bi-directional (0) is used.
- **Reverse** — Uses the reverse of the direction indicated in the Link Direction box.
- **Link Direct Resistance** — Specifies the resistance to travel in the direction that a link was created. If the box is blank, the length of the line (.LENGTH) is used.
- **Link Reverse Resistance** — Specifies the resistance in the opposite direction along a link. If the box is blank, the length of the line (.LENGTH) is used.
- **Node Resistance** — Specifies the resistance to cross the node (for example, resistance for a valve in a pipe network or a junction in a road network). If the box is blank, zero (0) is used.
- **Maximum Resistance and Minimum Resistance** — Any path that has a total resistance below the minimum or above the maximum is ignored.

For example, if you stored the average speed limit for a link (in miles per hour) in an object data table called `street_data`, you could find the fastest route between two points by entering the expression `(/ .length (* :speed@street_data 5280)` which divides the length of each link by the average speed per foot (where 5280 is the number of feet in a mile).

NOTE The best route cannot be calculated if the network topology contains negative resistance values or if *all* resistance values equal "0" (or use expressions that evaluate to zero). In layman's terms, if all resistance values are all zero, every possible route is as good as any other route, and there is no "best" route to travel.


- 11** Click Next.

- 12 In the Network Topology Analysis - Output dialog box, indicate whether or not to view the results of the trace onscreen and whether to save the trace results as a new topology.
 - To view the best route analysis onscreen, select Highlight and choose a highlight color.
Use a highlight color that is different from the color of the objects in your map.
 - To save the results of the best route analysis as a new topology, select Create Topology and enter a name and description for the new topology.
AutoCAD Map 3D adds topology information, stored as object data, on each element that makes up the best route topology.
- 13 Click Finish to perform the best route analysis.
To display the order in which to visit points, use annotation to label the best route with the object data stored on the best route topology objects.
For more information, see [To insert annotation](#) on page 908.

Quick Reference

MAPANTOPONET

Traces through a network topology (shortest path, best route, or flood trace)

Menu	Click Map ► Topology ► Network Analysis.
Icon	 Network Analyze
Command Line	MAPANTOPONET
Task Pane	In Map Explorer, right-click a network topology ► Analysis ► Network Analysis
Dialog Box	Network Topology Analysis - Select Method dialog box

Performing a Flood Trace

An analysis that looks out from a point in all directions is called a network flood trace. You can perform a flood trace on a network topology, which is made up of drawing objects and their relationship data.

You specify the point where the network starts and the maximum distance the network can traverse. The analysis determines how many links and nodes can be traveled before the accumulated resistance exceeds the specified maximum resistance. For example, you might want to find all restaurants within a 10-minute walk of a hotel.

If you specify an expression that uses SQL data, the Link Template list includes only link templates for the drawing where the topology is loaded:

- In the source drawing, if you loaded the topology from source drawings
- In the current drawing, if you loaded the topology from the current drawing.

Using Flood Trace to Test Network Integrity

You can use flood trace analysis to check the integrity of a network topology. If some links are not flooded, the topology is incomplete; you can use the map editing tools to correct the geometry, and then recreate the topology.

Travel Time in Network Topologies

To carry out network flood trace analysis on a road network based on time rather than distance, [assign a speed or speed limit to each link](#) on page 713 using an object data field or a field in a linked external database. You then set the Link Direct Resistance parameter to an AutoLISP expression that uses this speed limit data.

For example, to determine a flood trace analysis based on a maximum travel time, start a flood trace, select the start point for the analysis, enter the AutoLISP expression for the Link Direct Resistance, and specify the travel time for Maximum Value. This analysis will show the streets that can be reached from a start node within the specified period of time.



See also:

- [Specifying the Direction for a Link](#) on page 710
- [Specifying the Resistance for a Link or Node](#) on page 713

- [Expression Evaluator](#) on page 1283
- [Expression dialog box](#) on page 1316

NOTE This procedure applies only to drawing objects.

To perform a flood trace

- 1 Verify that you have a network topology available and it is loaded. See [Creating Topologies](#) on page 689 and [To load a topology](#) on page 768.
- 2 In [Map Explorer](#) on page 1755, under Current Drawing, right-click a network topology ► Analysis ► Network Analysis.
- 3 In the [Network Topology Analysis - Select Method dialog box](#) on page 1703, click Flood Trace. Click Next.
- 4 In the Network Topology Analysis - Choose Locations dialog box, click Start Point. Click Select Point  to select the starting point in the map. Press Enter to return to the dialog box.
AutoCAD Map 3D uses the node closest to the location you clicked as the start point. The coordinates of the point are shown in the list.
- 5 Review the start point you have specified. The coordinates of the point are shown in the list.
 - To double-check the point's location in the map, highlight the coordinates in the list. Click Preview.
 - To delete the point so that you can define a new one, highlight the coordinates in the list. Click Delete.
- 6 Click Next.
- 7 In the Network Topology Analysis - Direction and Resistance dialog box, select limits to put on the trace. For direction and resistance, you can enter a constant or an expression that references an object data field or linked external database column. The expression will be evaluated for each link. Click  (Expression Evaluator) to select data from a list.
 - Link Direction — Specify a direction for the trace. If you leave the box blank, bi-directional (0) is used.
 - Reverse — Select this option to use the reverse of the direction indicated in the Link Direction box.

- **Link Direct Resistance** — Specify the resistance to travel in the direction that a link was created. If you leave the box blank, the length of the line (.LENGTH) is used.
- **Link Reverse Resistance** — Specify the resistance in the opposite direction along a link. If you leave the box blank, the length of the line (.LENGTH) is used.
- **Node Resistance** — Specify the resistance to cross the node, for example, resistance for a valve in a pipe network, or a junction in a road network. If you leave the box blank, zero (0) is used.
- **Specify a maximum resistance for the trace.** The analysis determines how many links and nodes can be traveled before the accumulated resistance exceeds the specified maximum resistance.

For example, to trace out to a maximum length of 5000, set the Link Direct Resistance to .LENGTH and set the Maximum Resistance to 5000. To trace out to the first node on each link, set the Link Direct Resistance to 0, set the Node Resistance to 50 and set a Maximum Resistance of 45.

- 8 Click Next.
- 9 In the Network Topology Analysis - Output dialog box, indicate whether to view the results of the trace onscreen and whether save the flood trace results as a new topology.
 - To view your flood trace onscreen, select Highlight. Select the highlight color.
 - To save the flood path trace as a new topology, select Create Topology. Enter a name and description for the new topology. The new topology is created on the existing objects.
- 10 Click Finish to perform the flood trace.


Quick Reference

MAPANTOPONET

Traces through a network topology (shortest path, best route, or flood trace)

Menu

Click Map ► Topology ► Network Analysis.

Icon	 Network Analyze
Command Line	MAPANTOPONET
Task Pane	In Map Explorer, right-click a network topology ► Analysis ► Network Analysis
Dialog Box	Network Topology Analysis - Select Method dialog box

Overlaying Two Topologies

A powerful form of analysis is possible when you overlay two or more topologies. Topologies can be created only from drawing objects.

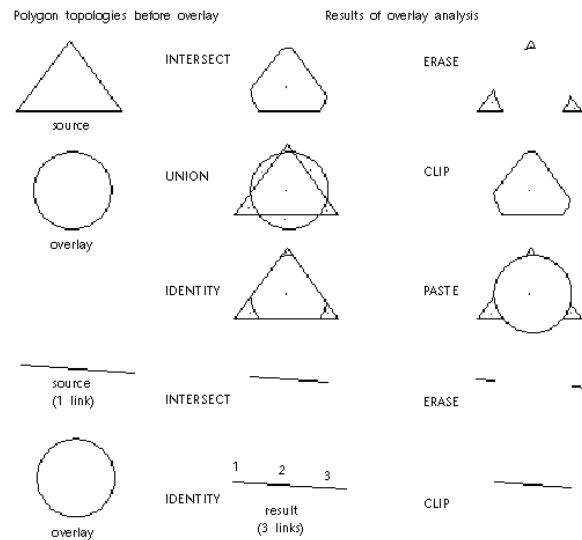
There are three types of overlay analysis:

- Nodes with polygons
- Networks with polygons
- Polygons with polygons

To overlay topologies, both must be loaded into the current drawing.

Options for Overlaying Topologies

When you overlay two topologies, you choose the method in which the two selected topologies interact. In some cases, the result varies according to which topology is the source and which is the overlay.



NOTE All the overlay analysis operators change arcs into a series of line segments; for example, a complete circle consists of 32 segments. In the examples shown above, the result topology is a tessellated (or jagged) circle after overlay analysis. This may affect properties of the result topology, and gives different values, such as area and perimeter.

Intersect

Intersect operations combine topologies and keep only the common geometry. Intersect acts like the Boolean AND operation. The results are the same whichever topology is chosen as the first or second. Object data is combined for the two operations.

Here are some examples of using Intersect:

- Which parcels (polygons) fall within 100-year flood zones (polygons)? Intersect shows only the flooded properties, not the whole property.
- Which crimes (nodes) fall within drug-free zones (polygons)?
- Which stream sections (networks) fall within the building area (polygons) and need to be examined for potential negative environmental impact?

Union

Union operations combine polygons with polygons and keep all geometry. Union acts like the Boolean OR operation and can be used only with polygons. For example, you can combine parcels with soils information for property assessment. Use Union to maintain both sets of geometry together and pull them apart as needed.

Identity

Identity operations work like Union on the source topology and like Intersect on the overlay topology. Use Identity to combine nodes, links, or polygons with polygons and keep all the input geometry. Identity creates one topology with one link where the link is crossed by the overlay topology.

When Identity is used with the question, Which parcels (polygons) fall within 100-year flood zones (polygons)?, all the properties in the flood zones are shown intact.

Erase

Erase operations use the overlay polygon topology like a mask and erase everything in the source polygon topology that is covered by the overlay topology.

Clip

Clip operations use the overlay polygon topology as a boundary. The parts of the source polygons outside the overlay polygons are clipped and discarded. You can use this option to show polygons within a boundary polygon, such as a city or state boundary.

Paste

Paste operations paste the overlay polygon topology on top of the source polygons. The source polygons not covered by the overlay remain. The Paste option can be used only with polygons.

Object Data in Overlay Analysis

You can copy selected object data and external database data from the source and overlay topologies to a new object data table in the resulting topology. You specify the name of the new object data table that will store the data in

the resulting topology. The object data table name should be a new name. Data fields in the resulting topology look like this:

TOPONAME_FIELD

In addition to any fields you select, overlay analysis creates these object data fields in the resulting topology.

Field Name	Data
TOPOID	Polygon Identification Number
TOPONAME1_ID	Object ID in source topology (TOPO-NAME1 is name of Source)
TOPONAME2_ID	Object ID in overlay topology (TOPO-NAME2 is name of Overlay)
TOPONAME1_PERCENTAREA	Percentage area of parent polygon in source topology
TOPONAME2_PERCENTAREA	Percentage area of parent polygon in overlay topology



See also:

- [Overview of Creating Topologies](#) on page 689
- [To load a topology](#) on page 768
- [Overview of Analyzing Drawing Topologies](#) on page 1086

To overlay two topologies

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click the source topology ► Analysis ► Overlay.
- 2 **NOTE** Most of the overlay analysis types work only with polygon topologies. For more information about those that work with node or network topologies, see [the Concept tab for this topic](#) on page 1102.

- 3 In the [Topology Overlay Analysis - Analysis Type dialog box](#) on page 1719, do the following:
 - Select the type of overlay analysis to perform:
 - Intersect — Only areas that appear in both the source and overlay topologies are in the result topology.
 - Union — Areas that appear in either the source or the overlay topologies are in the result topology.
 - Identity — The result topology includes areas that appear in the source topology and areas in the overlay topology that are within the source topology boundary.
 - Erase — The result topology includes areas that appear in the source topology except where it is covered by the overlay topology. The area covered by the overlay polygons is erased from the source polygon area.
 - Clip — The result topology includes areas that appear in the source topology except where they are outside the boundary of the overlay topology. The source polygons are clipped to the outer boundary of the overlay polygons.
 - Paste — The overlay topology is "pasted" on the source topology. The result topology includes the overlay topology and any areas of the source topology that extend beyond the boundaries of the overlay topology.
 - Click Next.
- 4 In the Select Overlay Topology dialog box, do the following:
 - Select the polygon topology to use as the overlay topology.
 - Click Next.
- 5 In the Topology Overlay Analysis - New Topology dialog box, do the following:
 - Select Highlight to highlight the resulting topology onscreen. Select the highlight color.
 - Enter a name and description for the new topology, and specify the layer to place it on.
 - Click Next.

- 6 In the Topology Overlay Analysis Dissolve - Output Attributes dialog box, do the following to copy data to the result topology:
 - For Source Attributes For New Topology, click  (Expression Evaluator) to select the data from the source topology that you want to include in the resulting topology. You can include fields in an object data table or columns in an external database.
 - For Overlay Attributes For New Topology, click  (Expression Evaluator) to select the data from the overlay topology that you want to include in the resulting topology.
 - Enter a name and description for the object data table that will store the data in the new topology.
Object data and external database records are attached to the centroids of the result topology.
 - Click Next.
- 7 In the final dialog box, choose whether to create new nodes to complete the resulting topology. If so, specify which a block to use:
 - To use a point, leave the box blank or enter ACAD_POINT.
 - To select from a list of block definitions, click the down arrow.
 - To select a block saved as a DWG file, click Browse. Select the file to use.
- 8 For certain overlay operations, you also specify the block to use for centroids.
- 9 Click Finish.

Quick Reference

MAPANOVERLAY

Overlays one topology with another, and creates a new topology

Menu

Click Map ► Topology ► Overlay.

Icon



Overlay Topology

Command Line	MAPANOVERLAY
Task Pane	In Map Explorer, right-click a topology ► Analysis ► Overlay
Dialog Box	Topology Overlay Analysis - Analysis Type dialog box

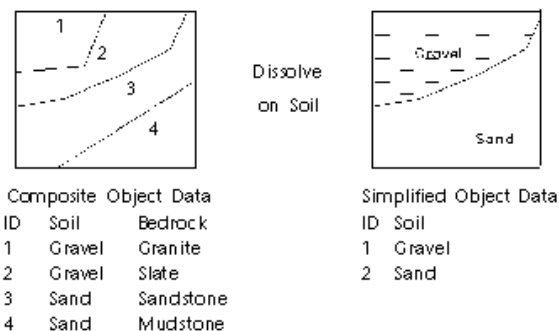
Dissolving a Composite Topology

If a topology contains many smaller polygons, you can create a new topology by combining polygons that share the same data value in a specified field. This field is called the dissolve field. The dissolve field can be an object data field or a column in a linked external database.

Note that topologies can include drawing objects only.

Dissolving Polygons

When you dissolve a topology, AutoCAD Map 3D checks each boundary between polygons to see if the dissolve field value is the same for both. If so, the boundary and one of the centroids are removed. All object fields except for the dissolve and any new topology fields are removed.

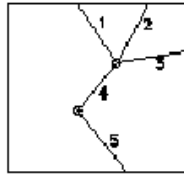


If adjacent polygons do not contain the dissolve field, the boundary is not dissolved and the resulting polygon has a blank value for that field.

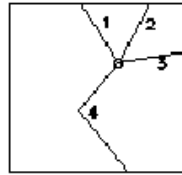
Dissolving Network Links

When you dissolve a network topology, AutoCAD Map 3D checks nodes between lines to see whether two lines intersect at a specified node and whether the dissolve field is the same. If so, the node is removed, and the two links

are joined to form one link. All object fields except for the dissolve and any new topology fields are removed as shown in the following illustration.



ID	River	Depth
1	Agua Fria	97
2	Grande	204
3	Caliente	42
4	Grande	351
5	Grande	363



ID	River
1	Agua Fria
2	Grande
3	Caliente
4	Grande

If adjacent lines do not contain the dissolve field, the node is not dissolved and the resulting polyline has a blank value for that field.

See also:

- [Overview of Creating Topologies](#) on page 689
- [To load a topology](#) on page 768
- [Overview of Analyzing Drawing Topologies](#) on page 1086


To dissolve a composite topology

- 1 In [Map Explorer](#) on page 1755, right-click the topology to dissolve ► Analysis ► Dissolve.
- 2 Note that topologies must be loaded before you can work with them. See [To load a topology](#) on page 768.
- 3 In the [Topology Dissolve - Set Parameter dialog box](#) on page 1718, for Dissolve By, specify the data element to use for the new topology. To select a field from an object data table or a column from an external

database, click  (Expression Evaluator).

Any two adjacent polygons or connected lines that have the same value for the specified field or column are combined into a single polygon or line.

NOTE When dissolving a topology, AutoCAD Map 3D uses only data that is attached or linked to the centroid of the polygon. It does not use data attached to a polygon border.

- 4 In the Topology Dissolve - New Topology dialog box, select Highlight to highlight the resulting topology onscreen. Specify the highlight color.
- 5 Enter a name and description for the new topology and specify the layer. Click Next.
- 6 In the Topology Dissolve - Output Attributes dialog box, do the following:
 - Click  (Expression Evaluator) to select the data to include in the resulting topology. You can include fields in an object data table or columns in an external database.
 - Enter a name and description for the object data table that will store the data in the new topology.

NOTE If you do not want to populate an Object Data Table with the dissolve information, select the last (empty) item in the list. Selecting this empty item will not copy data from the dissolve topology.

- Click Next.
- 7 In the final dialog box, indicate whether to create new nodes to complete the resulting topology. If so, specify which a block to use:
 - To use a point, leave the box blank or enter ACAD_POINT.
 - To select from a list of block definitions, click the down arrow.
 - To select a block saved as a DWG file, click Browse. Select the file to use.

If you are dissolving a polygon topology, you can also specify the block to use for centroids.

- 8 Click Finish to dissolve the topology.

Quick Reference

MAPANDISSOLVE

Removes the boundaries between polygons in a topology or the nodes between links that share a specific attribute

Menu

Click Analyze ► Dissolve.

Icon



Dissolve Topology

Command Line

MAPANDISSOLVE

Task Pane

In Map Explorer, right-click a network or polygon topology ► Analysis ► Dissolve

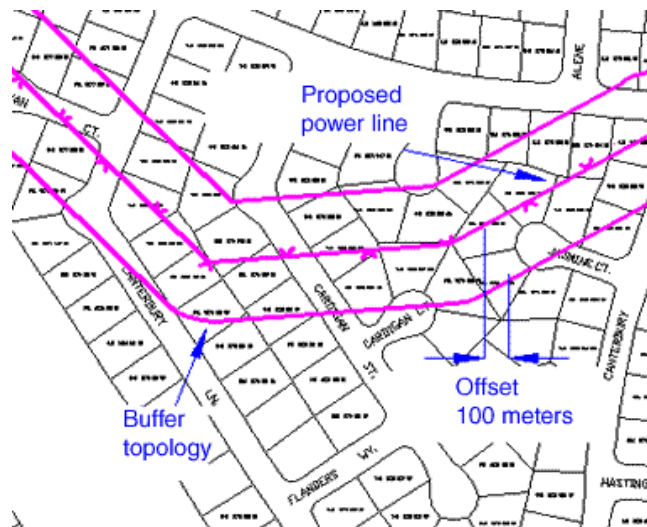
Dialog Box

Topology Dissolve - Set Parameter dialog box

Buffering a Topology

A buffer analysis identifies objects within a specified offset of elements in node, network, and polygon topologies. A buffer is a zone that is drawn around a topology. For example, you might specify a buffer on either side of a river to show the extent of a flood plain.

Note that topologies can contain only drawing objects.



Use Buffer Analysis to show an area around an existing topology. In this case, the buffer analysis of the power line network topology creates a new polygon topology.

For buffering, you create a new polygon topology from an existing node, network, or polygon topology and specify a buffer offset.

The buffer offset can be:

- A positive or negative numeric value
- An expression
- A value specified by object data
- A value linked to an external database record

Note that you can [use negative offset values](#) on page 1283 for polygon topologies only.

TIP You can improve the performance of buffering operations by increasing the RAM to more than the recommended amount, or by increasing the virtual memory on your system. This is recommended if you are buffering large topologies.

See also:

- [Expression Evaluator](#) on page 1283
- [Buffering Features in Your Map](#) on page 1004

To buffer a topology

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click a topology
➤ Analysis ➤ Buffer.
- 2 In the [Topology Buffer - Set Buffer Distance dialog box](#) on page 1712, enter the buffer distance. Click Next. The buffer extends the specified distance from the objects.

The buffer offset can be any of the following:

- Numeric value. To decrease the size of existing polygons, enter a negative value.
- An expression that evaluates to a numeric value.
- A value in an object data table or a linked external database. Click



(Expression Evaluator) to select the table and field or the link template and column from a list.

NOTE If you are creating a buffer around a polygon and want to use a value in an object data table or an external database, the data must be attached to the centroid of the polygon.

- 3 In the Topology Buffer - New Topology dialog box, select Highlight to highlight the resulting buffer topology onscreen. Specify a highlight color that is different from the color of the objects.
- 4 Enter a name and description for the new topology and specify the layer to place it on. Click Next.

NOTE If you specify a locked layer, AutoCAD Map 3D can create the buffer geometry but not the buffer topology.

- 5 In the Topology Buffer - Create New Centroids and Nodes dialog box, specify the blocks to use for centroids and node in the resulting buffer topology.
 - To use a point, select ACAD_POINT.
 - To select from a list of block definitions, click the down arrow.
 - To select a block saved as a DWG file, click Browse. Select the file.
- 6 Click Finish to create the buffer topology.

Quick Reference

MAPANBUFFER

Creates a buffer around an existing topology

Menu Click Analyze ► Buffer.

Icon



Buffer Topology

Command Line MAPANBUFFER

Task Pane In Map Explorer, right-click a topology ► Analysis ► Buffer

Dialog Box Topology Buffer - Set Buffer Distance dialog box

Querying a Topology

Use a topology query to retrieve a loaded topology and its associated data from the current drawing or an attached drawing. You can also query part of a topology in a source drawing and work on that part of a topology without having to retrieve all the objects that make up a topology.

There are three differences between using standard queries and topology queries:

- Topology queries work with only one topology; standard queries work with all objects in the attached drawings.
- Because topology information is stored in object data, a Data condition can be based on Area, Length, Perimeter, Direction, Direct Resistance, and Reverse Resistance.
- Property alterations work differently with polygon topologies.

Creating a Result Topology

When you use a topology query, you can hold the retrieved information in the current drawing in three types of topology:

- None — No information is added to the geometry in the current drawing.
- Temporary — Information is retrieved and stored in memory as a topology with a name preceded by an asterisk (*).

You cannot save back the temporary topology to the queried drawings. However, you can [save the temporary topology to make it permanent](#) on page 1120, or you can retain the topology in the current drawing.

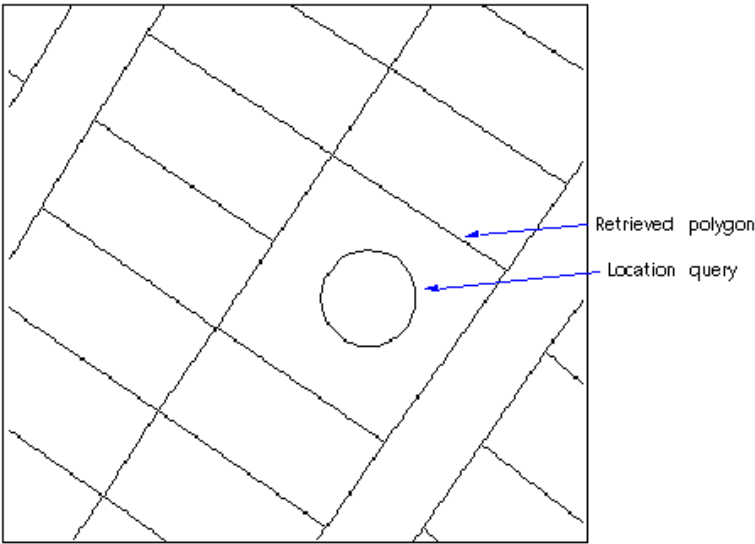
- Permanent — The query retrieves data and creates a topology in the current drawing. You can save back this topology to the source drawings. The topology name must not be preceded by an asterisk (*).

Location Queries

Location queries on network topology work in the same way as queries on any other linear or point object.

Topology	Data Retrieved by Location Query
Node	Nodes
Network	Links; also nodes if part of topology
Polygon	Polygons if links or centroid selected; also links or nodes if part of polygon topology

Polygons are handled as true areas, not just as boundaries. In the example following, the polygon area crosses through the query boundary so the whole polygon is retrieved, although none of the objects that make up the polygon intersect any part of the query boundary.



Point location queries also retrieve the polygon that includes the point.

Object Data Queries

Any topology object can be queried using object data, such as node, link, and polygon identifiers; the "from" and "to" node information on links; the left and right side information on links; polygons; and so on.

Topology queries can retrieve data such as areas, perimeters, numbers of links, and more. For example, a query to retrieve objects with an area greater than a specified value gives different results with the two query types:

- A query defined with a standard Define Query retrieves closed polylines with areas of the specified value.
- A Define Topology Query retrieves all polygons with areas of the specified value, whatever the objects making up the polygon (lines, arcs, or open polylines) are.

Property Alteration with Topology Queries

When you define a property alteration for topology objects, only specific elements of the topology are altered, as shown in the following table.

Property Alteration	Modified Objects
Block Name	Nodes in node and network topologies Centroids in polygon topology
Color	Nodes, links, and centroids
Elevation	Nodes, links, and centroids
Height	Nodes in node and network topologies Centroids in polygon topology
Layer	Nodes, links, and centroids
Linetype	Nodes, links, and centroids
Rotation	Nodes in node and network topologies. Centroids in polygon topology

Property Alteration	Modified Objects
Scale	Nodes, links, and centroids
Text Style	Nodes in node and network topologies Centroids in polygon topology
Width	Links
Text Value	Nodes in node and network topologies Centroids in polygon topology (text appears at the centroid label point)
Thickness	Links
Hatch	Hatched polygons

Saving and Using Queries

If you plan to use a query more than once, you can save it with the current drawing in the Query Library or to an external file, and edit the query or reuse it. The following table shows the options available with topology queries.

Description	Procedure	Command
Save a query	In the Define Query dialog box, click Save. See Saving a Query on page 163.	ADEQUERY
Run Query (internal)	In the Map 3D for Drawings workspace on page 1766, click Edit menu ► DWG Query. See Running a Saved Query on page 165.	ADERUNQUERY
Run External Query	In the Map 3D for Drawings workspace on page 1766, click Edit menu ► More DWG Querying Options ► Run External Topology Query.	ADERUNXQUERY

Description	Procedure	Command
Use the Query Library	In the Map 3D for Drawings workspace on page 1766, click Setup menu ► More DWG Options ► Topology Query Library. See Setting Up a Query Library on page 160.	ADEQUERYLIB

Report Mode

In addition to the dot variables available using the standard Define Query command, Define Topology Query has two extra dot variables.

- .TOPONAME — Contains the topology name.
- .TOPOTYPE — Contains the topology type: NODE, NETWORK, or POLYGON.

Three of the dot variables give different results in topology queries.

- .DRAWING — The drawing name that is the source of the geometry object in the topology.
- .AREA — The value of the AREA object data field for each polygon.
- .PERIMETER — The value of the PERIMETER object data field for each polygon.

The Process Sub-Objects option in the Output Report Options dialog box specifies the objects in a report.

Reported Data		
Topology Type	Process Sub-Objects	Do not Process Sub-Objects
Node	Nodes, objects, and object data	Nodes
Network	Links, start and end node data	Links
Polygon	Centroids, links, and nodes	Centroids

To query a topology

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click a topology
➤ Analysis ➤ Topology Query.
- 2 In the [Topology Query dialog box](#) on page 1728, select the topology to query.
If the topology is not on the list, click Load and select the topology to use.
- 3 Under Result Topology, specify how to save the results of the query:
 - None — Objects are retrieved into the current drawing, but no topology data is created.
 - Temporary — Objects are retrieved into the current drawing, and the topology data is loaded into memory. This data is not saved to the objects.
 - Permanent — Objects are retrieved into the current drawing, and a new topology is created.
If you create a temporary or permanent topology, specify a name and description for the topology.
- 4 To load an existing query, click Load Query and select the query.
To define a new query, click Define Query and define the conditions for the query.
To close the dialog box, but have AutoCAD Map 3D remember your selections, click OK.
- 5 When you click Define Query, the Define Query Dialog box opens. Its operation and options are the same for topology and AutoCAD Map 3D queries, except for some options you have in the Property option in the Query Type area. For more information, see [Overview of Queries](#) on page 1023.


Quick Reference

MAPTOPOQUERY

Queries topologies

Menu

Click Setup ➤ More DWG Options ➤ Define Topology Query.

Icon	 Query Topology
Command Line	MAPTOPOQUERY
Task Pane	In Map Explorer, right-click a topology ► Analysis ► Topology Query
Dialog Box	Topology Query dialog box

Saving a Temporary Topology

When you use a topology query, you can store the retrieved information in a temporary topology. The topology name is preceded by an asterisk (*). To save back the temporary topology to the queried drawings, first convert the temporary topology to a permanent topology.

See also:

- [Querying a Topology](#) on page 1114

To convert a temporary topology to a permanent topology

- 1 In [Map Explorer](#) on page 1755, under Current Drawing, right-click the temporary topology you want to convert ► Administration ► Rename. A temporary topology has a name preceded by an asterisk (*).
- 2 In the [Rename Topology dialog box](#) on page 1707, enter a new name for the topology.
To create a permanent topology, do not start the topology name with an asterisk (*). Also note that topology names can contain letters, numbers, and the underscore, hyphen, and dollar characters. Names cannot include spaces.
- 3 Optionally, enter a new description for the topology.
- 4 Click OK to rename the topology, making it a permanent topology.

Quick Reference

MAPTOPOREN

Changes the name and description of a topology

Menu	Click Map ► Topology ► Administration ► Rename.
Command Line	MAPTOPOREN
Task Pane	In Map Explorer, right-click a topology ► Administration ► Rename
Dialog Box	Rename Topology dialog box

Publishing and Sharing Maps

9

Overview of Publishing and Sharing

There are many ways to output and share map data. Use the following table to determine which option to use for moving your data from one format to another:

To move this data...	To this format...	Use this option...
Entire map	Printer, plotter, or file	File menu ► Plot See Publishing a Map to a Plotter on page 1127 and Publishing Maps on page 1126
Entire map	Map book (divides your map into a grid of tiles and renders each tile on a separate page, which can be published to a plotter or a file)	See Publishing Map Books on page 1144
Entire map	DWG format	File menu ► Save Current Map as DWG See Exporting Maps to DWG Format on page 1202
Entire map	DWF (Design Web Format) to display in Autodesk Design Review	File menu ► More Plotting Options ► Publish to DWF See Publishing to DWF on page 1128

To move this data...	To this format...	Use this option...
Entire map	PDF file	File menu ► Plot See Publishing to PDF on page 1136
Entire map	Web page	File menu ► More Plotting Options ► Publish to DWF See Publishing to a Web Page on page 1137
Entire map	Autodesk MapGuide Enterprise 2007	File menu ► More Plotting Options ► Publish to Autodesk MapGuide See Publishing to MapGuide on page 1140
Entire map and all its dependent files (for example, Xrefs)	A transmittal package	At the Command prompt, enter etransmit See Using eTransmit on page 1139
Drawing data	Autodesk SDF (Spatial Data File) ESRI Arc/INFO Coverages ESRI Shapefile GML (Geographic Markup Language) MapInfo MIF/MID MapInfo TAB MicroStation DGN Shape Multiclass VML (Vector Markup Language)	File menu ► Convert DWG To ► Map 3D Export See Overview of Converting and Exporting on page 1166
Drawing data	Oracle ESRI ArcSDE	File menu ► Convert DWG To ► FDO Connection See Exporting DWG Data to an FDO Data Store on page 1203
Drawing data	Image formats	File menu ► Convert DWG To ► Raster Image See Exporting DWG Data to an Image Format on page 1207

To move this data...	To this format...	Use this option...
Drawing data	DXF	File menu ► Save As See Saving Drawing Objects to a DXF File on page 1202
Geospatial data	Autodesk SDF (Spatial Data File)	In Display Manager, right-click the layer and choose Export Layer Data to SDF or Save Layer. See Saving or Exporting a Display Manager Layer on page 1210
Geospatial data	Another geospatial format	In Map Explorer, click Tools ► Bulk Copy See Migrating Data on page 522
Data attached to geospatial objects	A printer or a comma-separated file	In the Data Table, choose Options ► Export. See Exporting from the Data Table on page 1214
Data attached to drawing objects	A printer or a comma-separated file	At the Command prompt, enter ad-equery. See Creating a Drawing Object Report (DWG) on page 1217
External data linked to objects	A printer or a comma-separated file	In the Data View, click File menu ► Print. See on page 1215
Metadata	A printer or a comma-separated file	See Publishing and Printing Metadata on page 1255 and Sharing Metadata on page 1250

You can also use the following options to share map data:

- [Export data to a GIS format and back into DWG format](#) on page 1207.

- [Convert Display Manager styles to object properties](#) on page 1202. This allows you to share styled maps with users who do not have Display Manager (for example, users of AutoCAD or a previous version of AutoCAD Map 3D).

Publishing Maps

When you publish a map or map book, AutoCAD Map 3D plots it and sends it to an output format. For example, if you publish your map to a plotter, you print a copy of the map. If you publish it to DWF, you create a file containing the plotted map or map book.

Overview of Publishing Maps

You can publish a map to the following output formats:

- Plotters
- DWF (Design Web Format)
- PDF
- A web page
- A packaged format that includes all dependent files (eTransmit)
- MapGuide
- Map books

See also:

- [Overview of Publishing and Sharing](#) on page 1123
- [Overview of Converting and Exporting](#) on page 1166
- [Overview of Exporting Attribute Data](#) on page 1213

Use the following methods to publish your map.

To publish to this format...	Use this method
Plotter	File menu ► Plot. See Publishing a Map to a Plotter on page 1127.
DWF (Design Web Format)	File menu ► More Plotting Options ► Publish to DWF. See Publishing to DWF on page 1128.
PDF	File menu ► Plot and choose a PDF printer driver. See Publish a Sheet Set in the AutoCAD Help .
A Web page	Click File menu ► More Plotting Options ► AutoCAD Publish To Web. See Publishing to a Web Page on page 1137.
eTransmit	Click File menu ► More Plotting Options ► AutoCAD eTransmit. See <i>Package a Set of Files for Internet Transmission</i> in the online Help.
MapGuide	Click File menu ► More Plotting Options ► Publish To Autodesk MapGuide. See Publishing to MapGuide on page 1140.
Map Books	See Publishing Map Books on page 1144.

Publishing a Map to a Plotter

You can publish to a plotter for a printed copy. The steps for publishing to a plotter are slightly different for a map and [for a map book](#) on page 1162, but you set plotting options the same way for both.

See also:

- [Overview of Map Books](#) on page 1144

To publish to a plotter

- 1 Save the map.
- 2 Click File menu ► Plot.
- 3 Choose a printer or plotter and set any options needed.
For information, type “To plot a drawing” in the Search tab of the help.


NOTE If your map contains feature data that you have styled to be transparent, you can print the transparency by enabling the Plot with Transparency option. To enable transparency plotting, enter mapplottransparency at the command prompt, then enter On.

- 4 Click OK.

Quick Reference

MAPPLOT

Plots a set of maps with title blocks

Menu	At the Command prompt, enter mapplot.
Icon	 Plot Map Set
Command Line	MAPPLOT
Dialog Box	Plot Map Set dialog box

Publishing to DWF

DWF (Design Web Format™) is an open, secure file format developed by Autodesk for sharing engineering design data. DWF files are highly compressed, so they are small and fast to transmit and view.

See also:

- [Publishing Map Books to DWF](#) on page 1162
- [To publish a map to DWF](#) on page 1129
- [To publish attribute data to DWF](#) on page 1131
- [To prepare a map for publishing to DWF](#) on page 1133
- [To publish a map to DWF](#) on page 1135

Overview of Publishing to DWF

DWF (Design Web Format™) is an open, secure file format developed by Autodesk for sharing engineering design data. DWF files are highly compressed, so they are small and fast to transmit and view.

DWF files are useful for the following:

- Publishing complex maps that use a variety of feature sources to a compact file that can be used in the field. All information from the original map, including stylization, is represented.
- Sharing maps with people who don't have a copy of AutoCAD Map 3D. These people can download the free viewer to see the maps.

All layers and styles are published, with no loss of information. If you have [joined data](#) on page 439 to layers in your map, the joined data is published. You can include graphical elements, including any draped raster files. You can include attribute data.

If your map has a coordinate system assigned to it, AutoCAD Map 3D includes that coordinate system for each sheet in the published DWF file.

See also:

- [Joining Data to GIS Features](#) on page 439
- [Publishing Attribute Data to DWF](#) on page 1130
- [Preparing a Map for Publishing to DWF](#) on page 1132
- [Overview of Publishing to DWF](#) on page 1129

To publish a map to DWF

- 1 [Specify attribute data to include with the published DWF](#) on page ?

- 2 [Prepare a map for DWF publishing and set publishing options](#) on page 1133.
- 3 [Publish the map to DWF](#) on page 1135

You can also do the following:

- [Publish a map book to DWF](#) on page 1162

Publishing Attribute Data to DWF

Before publishing maps to DWF™, you can specify which data to include from the following categories:

DWF Publishing Option	Description
object data on page 179	Data attached to drawing objects
classification data on page 109	Information about drawing objects that have been assigned to classes
GIS feature sources on page 266	Spatial data objects
joins on page 439	Data from records that have been joined to the data for spatial data objects
linked records on page 451 from an external database	Data from records or fields that have been linked to drawing objects
data table information on page 180	Table type, table name, record ID, and the delimiter. This is useful if your viewer doesn't automatically display this information.

For each category of data, you can choose the individual items to include when you publish.

NOTE If your map has a coordinate system assigned to it, AutoCAD Map 3D includes that coordinate system for each sheet in the published DWF file, using the property name "Coordinate System." You cannot choose this as a DWF Publishing Option, and you cannot change the property name. If you turn off all publishing options (by clearing the Publish Map Information box), the coordinate system is not included in the publish operation.

See also:

- [Overview of Object Classification](#) on page 836
- [Overview of Object Data](#) on page ?
- [Preparing a Map for Publishing to DWF](#) on page 1132
- [Publishing a Map to DWF](#) on page 1135

To publish attribute data to DWF

- 1 Click File menu ► More Plotting Options ► DWF Publishing Options.
- 2 Check Publish Map Information.
- 3 Select the properties to include in the DWF.
 - To see specific properties, expand any categories that display a plus sign.
 - Check an item with sub-items to select all its sub-items.

To save these properties for future use, click the file icon and specify the name and location of the file for the exported properties. You can reload these settings again later by clicking the folder icon.

- 4 Click OK.

NOTE If you clear the Publish Map Information box, the options you checked remain checked, but they are not included in the publish operation. When you check Publish Map Information again, the options will be included.

- 5 [Set up](#) on page 1133 and [publish the map to DWF](#) on page 1135.

Quick Reference

MAPDWFOPTIONS

Sets AutoCAD Map 3D options for publishing to DWF

Menu	Click Map ► Tools ► DWF Publishing Options.
Command Line	MAPDWFOPTIONS

Preparing a Map for Publishing to DWF

For best results, use the following techniques to prepare your map before publishing to DWF:

- Set the paper size larger than it is set for normal plotting and fit the map to the paper size.
If you publish a detailed drawing to a small paper size, Autodesk Design Review cannot display the detail. Zooming in doesn't help if the entities in the map are smaller than the pen weight used to draw lines on the paper.
- Use virtual pens to display details.
To be sure that users can see all the available detail in a map, use zero-weight pens. These allow users to zoom in without causing the lines to get thicker. Zero-weight lines display as one pixel wide on screen.
Define pen settings (including weights) using AutoCAD Plot Style Tables, which are stored in .CTB files. You can see a list of CTB files in the Plot Style Manager. The .CTB files are used by page setups, which are stored in .PC3 files. You can see a list of PC3 files in the AutoCAD Page Setup Manager. The .PC3 files are used by several commands, including *PLOT*, *PUBLISH*, and the Sheet Set Manager. For information about the Plot Style Tables and the Plot Style Manager, see *Manage Plot Style Tables* in the AutoCAD Help.
- Set a high display resolution.
By default, DWF files are produced with a vector grid of 1200 dots per inch (DPI), which means the files have roughly the same precision and security as paper.
Specify a DPI setting based on how small your objects are, relative to the plot scale. The maximum number of virtual DWF dots allowed on a page is 231 (2,147,483,647 in each dimension). To find the maximum allowed DPI for your map, divide the maximum number of dots (231) by the number of inches of the longest paper dimension. For example, for 42"x36" paper, you can have a maximum DWF DPI of about 51 million dots-per-inch. However, precision increases file size: a fifty-million-DPI file is about twice the size of a 1200-DPI file (file size is not linear with

resolution). Set the DPI for DWF files using the DWF6 ePlot.PC3 settings. See Set the DWF File Resolution in the AutoCAD Help.

NOTE While it is safe to use very large DPI values for vectors, increasing gradient or raster DPI increases your file size exponentially. This can cause system failure.

- [Assign a coordinate system](#) on page 133 to the map.
Make sure that the coordinate system is valid for the data in the map. For example, a coordinate system for Canada might not support converting x,y values to latitude and longitude for a map of Thailand.
- Make sure that the graphics fall within the region of the coordinate system.

See also:

- [Overview of Publishing to DWF](#) on page 1129
- [Publishing Attribute Data to DWF](#) on page 1130
- [Publishing a Map to DWF](#) on page 1135

To prepare a map for publishing to DWF

- 1 Display and set up the layout you plan to use for your publishing job.
A layout is an AutoCAD paper space environment where you can specify the size of your sheet, add a title block, display multiple views, and create dimensions and notes for your map. For more information about creating or editing a layout, see *Create Multiple-View Drawing Layouts (Paper Space)* in the AutoCAD Help.
- 2 [Choose any attributes to include](#) on page 1130 with the published DWF.
- 3 Save the map.
- 4 Click File menu ► More Plotting Options ► Publish To DWF.
- 5 In the Publish dialog box, do any of the following:
 - For each item in the Sheets to Publish list, click in the Page Setup/3D DWF field and choose or import a layout from the drop-down list. Make sure the Status column shows no errors. To exclude a sheet from the publish operation, right-click it and choose Remove.

NOTE By default, the model space view and the two default layout views are included in the list. You can change the settings for the sheets that are automatically included by clearing the check boxes under Include When Adding Sheets. You can also save the current sheet list and reload it for future publishing jobs.

- To specify publishing options, click Publish Options. To specify the attributes or object data to publish with this map, scroll down to Map Options and click in the field. To use your DWF Publishing settings, this field must be set to “Include.” To [view or change the settings](#) on page 1130, click the button labeled “...” Make sure that the Publish Map Information box in the DWF Publishing Options dialog box is checked. Otherwise, the coordinate system is not included in the publish operation.


To publish each display layer in your map to a separate layer in the DWF, click in the Layer Information field under DWF Data Options and change it to Include. Design Review can display each resulting layer independently. Each DWF layer has the same name as its Display Manager layer, but if multiple layers share the same name, the DWF layer will have _1 appended to the first duplicate name, _2 to the second, and so on.
- Click the DWF file option under Publish To.
- Change any other publishing options as desired. For information about these options, click Help.

6 [Publish the map to DWF](#) on page ?

Quick Reference

PUBLISH

Publishes a drawing to DWF format

Menu	File menu ➤ More Plotting Options ➤ Publish to DWF
Icon	 Publish
Command Line	PUBLISH

Publishing a Map to DWF

When you publish to DWF, you create an electronic version of the map that can be displayed using Autodesk® Design Review, which you can download from the Autodesk Design Review page on the Autodesk website.

Autodesk Design Review includes the ability to measure, add redline markups, define and place custom stamps and symbols, convert DWG files to DWF, convert raster image formats to DWF, add/remove/reorder DWF sheets to create custom packages, define and save new 3D views, and more.

Publishing Georeferenced DWFs

As long as you have assigned a coordinate system to all the maps in your DWF file, the publishing operation will automatically convert the coordinate information to latitude/longitude coordinates. Autodesk Design Review 2008 can automatically navigate to a specific location when you enter coordinates, and displays coordinates of any location in the map when you move your mouse over that location. When your computer is integrated with a GPS device, field workers can center the map to the coordinates provided by the integrated GPS device on your system, and display the “my coordinates” icon within the map. GPS devices must use the NMEA 0183 protocol. Earlier versions of the DWF Viewer do not support georeferenced DWFs. For product information and a free trial version, refer to the Autodesk Design Review page on the Autodesk website.

NOTE Use the Publish command to create a georeferenced DWF file. Plotting to DWF will not work.

See also:

- [Overview of Publishing to DWF](#) on page 1129
- [Publishing Attribute Data to DWF](#) on page 1130
- [Preparing a Map for Publishing to DWF](#) on page 1132

To publish a map to DWF

- 1 Save the map.
- 2 Prepare the map for publishing to DWF. See [Preparing a Map for Publishing to DWF](#) on page 1133.
- 3 Click File menu ► More Plotting Options ► Publish To DWF.

- 4 In the Publish dialog box, click the DWF file option under Publish To.
- 5 Set publishing options and click Publish.
- 6 In the Select DWF File dialog box, specify the name and location for the DWF output and click Select.
- 7 Indicate whether to save the current sheet set for future publishing operations.


The status area shows the progress of the publishing operation. When it is complete, a pop-up message lists the details of the job, including any warnings or errors that occurred.

NOTE If you are creating a georeferenced DWF and want to use it with a GPS-enabled device, set the GPS device for NMEA output and WGS84 coordinates. If you are not sure how to do this, review the documentation that came with your GPS device.

Quick Reference

PUBLISH

Publishes a drawing to DWF format

Menu	File menu ► More Plotting Options ► Publish to DWF
Icon	 Publish
Command Line	PUBLISH

Publishing to PDF

Recipients of PDF files can view and print them using Adobe® Reader versions 5 or later. You can publish a single PDF file or multiple PDF files containing separate layouts.

For more information about publishing to PDF, see Publish a Sheet Set in the AutoCAD Help.

See also:

- [Overview of Publishing Maps](#) on page 1126

Publishing to a Web Page

You can save your map in HTML format for display as a static web page. The result is a “snapshot” of the map that cannot be edited in AutoCAD Map 3D, but can be viewed by any web browser.

You use a wizard to guide you through the publishing process. Once you have created a web page with this wizard, you can update the information for the web page if the map file changes.

For more information, see *Use the Publish to Web Wizard to Create Web Pages* in the AutoCAD Help.

NOTE You can also use the MapGuide technology to publish map-related data on the web or on an intranet.

See also:

- [Overview of Publishing Maps](#) on page 1126
- [Publishing to MapGuide](#) on page 1140

To publish a map as a web page

- 1 Save your map.
- 2 Click File menu ► More Plotting Options ► AutoCAD Publish To Web.
- 3 Click Create New Web Page and click Next.

NOTE Once you create a web page with this wizard, you can choose Edit Existing Web Page. You select the web page to edit, and then you can change any of the settings for that web page and republish it.

- 4 Specify a name and location for the web page files.
 - Type a name for the web page (without any file name extension).
 - Specify the parent directory for the web page files by clicking the button labeled “...” next to the default path. Choose or create a folder for the files and click Open.

- Type a description for the web page in the space provided.
 - Click Next.
- 5** Choose an image type.
- As you select an image type from the drop-down list, the description provides information for that option. The last one you select will be used. For JPEG and PNG, you can specify an image size.
- Review the image types and select the one you want.
 - Select an image size (if appropriate).
 - Click Next.
- 6** Choose a page template.
- As you select a template from the list, the preview and description update for that option.
- Review the templates and select the one you want.
 - Click Next.
- 7** Choose a formatting theme for the web page.
- As you select a theme from the drop-down list, the preview illustrates it.
- Review the themes and select the one you want.
 - Click Next.
- 8** Choose whether to use i-drop™ or not and click Next.
- The i-drop option lets you post copies of the DWG files that comprise your map so viewers can access those files.
- 9** Choose the drawings for your web page.
- Specify the map file for the web page by clicking the button labeled “...” next to the default file name. Choose the file and click Open.
 - Choose a layout (model space or one of the layouts you’ve defined for this map file).
 - Type a label and a description to annotate the image on the resulting web page
 - Click Add.

If you need to change one of your entries, select it in the Image list, make your changes in Image Settings, and click Update.

- Click Next.

10 Click Next on the Generate Images page of the wizard to create the web page.

11 Preview and post the resulting web page.

- Click Preview to see how the web page will look.
If you need to change anything, close the browser window in which the preview appears and click Back to make your changes.
- Click Post Now to post the web page.
Navigate to the location for the web page and click Save.
- Click Send Email to create an email message that contains a link to your web page.

12 Click Finish.

Using eTransmit

When you send a map file to another AutoCAD Map 3D user, it is easy to omit some of the dependent files needed to edit that map effectively. You can use eTransmit to package all dependent files for a map (for example, SHP, SDF, and MDB files to which you are connected) and ensure that the recipient has all the required information. Then you can email the resulting file to the recipient, along with a report explaining how to use the files.

The eTransmit feature also packages all local edits.

NOTE If your map includes data from a feature store such as an Oracle database, that data will be available to the recipient, even if the recipient does not have access to that data store.

For more information, see *Package a Set of Files for Internet Transmission* in the online Help.

See also:

- [Overview of Publishing Maps](#) on page 1126

Publishing to MapGuide

The MapGuide technology lets you publish map-related data on the web or on an intranet. The MapGuide technology is available as Autodesk MapGuide Enterprise 2009 and under an open source license. For more information, see the Mapping & GIS Solutions page on the Autodesk website.

When you publish to MapGuide, all layers, layer definitions, dynamic labels, queries, filters, and styles (including point, line, raster, and other styles) in your map are published in the format that MapGuide needs.

NOTE If you are using a previous release (Autodesk MapGuide 2008 or earlier), you cannot use this command. Instead, [export your map to SDF2 format](#) on page 1210 and send the resulting file to your MapGuide server.

Metadata is not included when you publish to MapGuide. You can [export metadata from the Metadata Viewer](#) on page 1250.

MapGuide and Joined Data

If you have joined data to layers that you are publishing, you cannot publish the joined data with this command. The layer will be published, but the joined data will not. To publish both, save the layer with the joined data to SDF (which converts the joined data into a flat table) and then publish the resulting SDF file. This publishes only the data that was on the server at the time you created the SDF file. The features are no longer connected to the original databases and data. For more information about saving a layer to SDF, see [Saving or Exporting a Display Manager Layer](#) on page 1210.

MapGuide and SHP or SDF Layers

If your map includes SHP or SDF layers, AutoCAD Map 3D copies the source files for those layers to the server. If your map includes layers that come from a central database, AutoCAD Map 3D includes pointers to the original data stores. If your map includes layers composed of objects from drawing files, AutoCAD Map 3D copies those objects as high-fidelity DWF files.

See also:

- [Sharing Metadata](#) on page 1250
- [Saving or Exporting a Display Manager Layer](#) on page 1210
- [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323

- [Saving or Exporting a Display Manager Layer](#) on page 1210
- [Importing ESRI ShapeFiles](#) on page 333

To publish a map for use with MapGuide

- 1 Save the map.
- 2 Click File menu ► More Plotting Options ► Publish To Autodesk MapGuide.
- 3 In the Publish To MapGuide dialog box, specify the URL for the target website. If the site requires a password, a Connect to Site dialog box appears. Enter your user name and password.
- 4 Check Overwrite existing resources of the same name if you want to overwrite such files.
- 5 Check Show map in web browser after publishing if you want to review the published map immediately.
- 6 Choose a folder for the published files.
- 7 Click Publish. You can monitor the progress and result of the operation in the status bar.

Quick Reference

MAPPUBLISHTOMAPGUIDE

Publish to the new MapGuide technology (Autodesk MapGuide Enterprise 2007 or MapGuide Open Source)

Menu	File ► More Plotting Options ► Publish to Autodesk MapGuide
Command Line	MAPPUBLISHTOMAPGUIDE

Viewing Publish to MapGuide Results

When you publish to Autodesk MapGuide Enterprise 2009, you can check the results of the publish operation, including the number of layers that were

published and the number that failed. The following types of problems can occur:

- Layers without assigned coordinate systems may not display correctly in MapGuide.
- Features from third-party data sources, such as Oracle databases or ArcSDE, will cause problems if no corresponding data store exists on the MapGuide server.
- If the program cannot determine the source type for data, or cannot open the current map or configuration file, some data may not be published.
- Layers that are joined to external data sources are not published.
- If a map with the same name already exists on the server, the publish operation will fail if you set the MapGuide publishing options to stop the publish operation in this situation.
- If a folder name or its path contain invalid characters, the publish operation will fail. Invalid characters are \, :, *, ?, ", <, >, |, &, %, =, and /.
- Situations like a session expiration, a timeout, or the inability of the server to parse the XML can also cause the publish operation to fail.

To resolve MapGuide publishing errors

- 1 On the Publish to MapGuide Results dialog box, click View Log.
- 2 Examine the log file to see which layers failed and why.
- 3 Resolve the publishing errors in the following ways:
 - **Errors due to joined data:** You can detach the joined data from the layers before publishing to omit that data but still publish the layers. If you need to include the joined data, save layers with joined data to SDF format (which converts the join into a flat table), remove the layers from the map (turning them off is not sufficient), and publish the resulting map. Then copy the SDF containing the joined data layer to the MapGuide server. This places a “static” copy of the data on the server (the features no longer point to the original databases and data). You will need to reconstruct the map on the server to add the SDF layer back in. For information on how to save a layer to SDF, see [Saving or Exporting a Display Manager Layer](#) on page 1210.
 - **Errors resulting from layers without assigned coordinate systems:** Display the Data Connect dialog box, select the data source whose layers are missing a coordinate system, and click Edit Coordinate

Systems. Click Edit and select a coordinate system. Click OK in both dialog boxes to apply your changes.

- **ODBC DSN errors:** If feature sources in the map use an ODBC DSN (Data Source Name) on the local computer, the DSN must exist on the machine where the server resides, and it must have the same name as the DSN on the local machine.
- **Errors related to missing provider components on the server:** If you publish a map layer from a provider that requires software or components, such as an Oracle database, ArcSDE data source, SQL server, or a third-party database provider you set up, you must install that software on the MapGuide server and configure it correctly. For example, if you publish a layer from an Oracle database, you must install the Oracle client on the server.

NOTE MapGuide Enterprise installs some provider support automatically, while the open source version does not. However, in both cases, you will need to install components for some providers.

- **Errors due to a failure to determine the source data type or read the configuration file:** These errors are usually the result of using data from third-party FDO providers. Contact Autodesk technical support, or the support group for the FDO provider you are using.
- **Errors due to existing files on the server:** If you specified that this publish operation should stop if it encounters existing files with the same names as new ones, and if those files exist, you can either remove the existing files from the server or change the publishing options to overwrite the existing files. For more information, see [Publishing to MapGuide](#) on page 1140.
- **Errors due to invalid characters:** Rename the offending files or folders to avoid invalid characters.

4 Republish.

Quick Reference

MAPPUBLISHTOMAPGUIDE

Publish to the new MapGuide technology (Autodesk MapGuide Enterprise 2007 or MapGuide Open Source)

Menu	File ► More Plotting Options ► Publish to Autodesk MapGuide
Command Line	MAPPUBLISH TOMAPGUIDE

Publishing Map Books

- [To create and publish a map book](#) on page 1145
- [To set up a map book template](#) on page 1148
- [To identify layout placeholders](#) on page 1150
- [To create a map book](#) on page 1151
- [To rebuild a map book](#) on page 1152
- [To import a plot map set](#) on page 1153

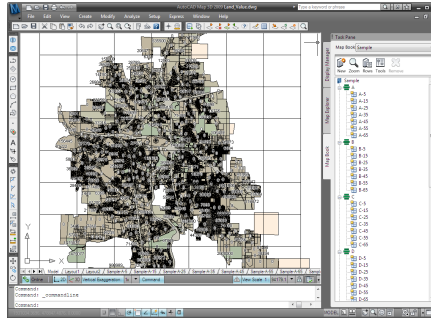
Overview of Map Books

A map book divides your map into multiple “tiles” and displays each tile on a separate page. Picture a grid overlaying your map. Each section of the grid represents a tile. Once you create a map book, you can publish the entire map or selected tiles to a plotter or to DWF.

Each map book is associated with an AutoCAD sheet set. For more information about AutoCAD sheet sets, see *Create and Manage a Sheet Set* in the AutoCAD Help.

NOTE If a map book becomes dissociated from its sheet set (for example, if you rename the map file after creating a map book), you will be prompted to regenerate the sheet set when you select an existing map book or create a new map book. You can choose the sheet set from the older version of the map file, or you can create a new one. To regenerate the sheet set at any other time, right-click the map book (on the Map Book tab of the Task Pane) and choose Rebuild Sheet Set. When you package and send your map files to a recipient using eTransmit, the sheet set is packaged with the map file and your recipient does not have to regenerate it.

To create a map book, you must first set up a map book template. You can start with a sample template and adapt it to your needs. When the template is complete, you generate the map book. You can update the original map at any time and regenerate the map book without changing the template, or you can change the template and regenerate the map book. The new map book will reflect your changes.



Map book with tiles listed by row and column

You can create more than one map book for a map, but only one can be current at a time.

See also:

- [Overview of Publishing and Sharing](#) on page 1123

To create and publish a map book

- 1 [Set up a map book template](#) on page 1147.
- 2 [Identify layout placeholders](#) on page 1150.
- 3 [Create a map book](#) on page 1151.
- 4 [View or edit the map book tiles](#) on page 1158.
- 5 [Publish the map book](#) on page 1161.

Quick Reference

MAPBOOKCREATE

Creates a map book to publish your data

Menu

In the Map Classic workspace, Click Map ► Map Book.

Command Line

MAPBOOKCREATE

Task Pane



In the Map Book task pane, click New ► Map Book.

Dialog Box Create Map Book/Edit Map Book dialog box

MAPBOOKCREATEFROMSETTINGS

Creates a new map book from a previously saved map books settings file

Command Line MAPBOOKCREATEFROMSETTINGS

Task Pane



In the Map Book task pane, click New ► Map Book from Settings.

Dialog Box Select Map Book Settings dialog box

MAPBOOKEDITSETTINGS

Edits the settings of an existing map book

Command Line MAPBOOKEDITSETTINGS

Task Pane

In the Map Book task pane, click Tools ► Edit Settings and Rebuild Map Book.

Dialog Box Edit Map Book dialog box

MAPBOOKIMPORTPLOTSET

Imports settings from a map plot set

Command Line MAPBOOKIMPORTPLOTSET

Task Pane



In the Map Book task pane, click New ► Map Book from Plot Set.

Dialog Box Select Plot Set to Convert dialog box

MAPBOOKPLACEHOLDER

Names the viewports and element placeholders in the layout template

Command Line MAPBOOKPLACEHOLDER

Dialog Box

Identify Map Book Template Placeholders dialog box

MAPBOOKSAVESETTINGS

Saves map book settings to an external file

Command Line	MAPBOOKSAVESETTINGS
Dialog Box	Save Map Book Settings dialog box

Setting Up a Map Book Template

Every map book requires a template that specifies printer settings (such as paper size and the printer driver to use) and defines the size and position of elements on the page (for example, the legend, title block, and map tiles).

A template can contain one or more layouts. If it contains multiple layouts, you must specify the one to use for a particular map book.

Once you define the map book template and save your map, you can publish the map book to a plotter or to a DWF file.

Viewports

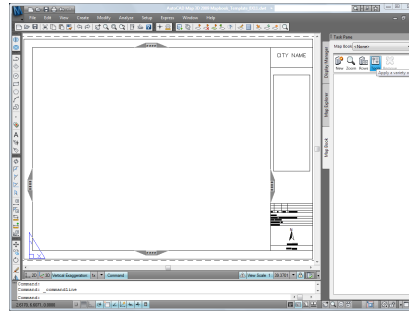
In your map book template, each element appears within a *viewport*, which is similar to a frame on a web page. A viewport has a shape and a position on the page, and you specify the type of information that appears within it. You must include a main viewport in your map book template. Other viewports are optional and can include the following:

- *Tileview viewport* displays the corresponding tile, and determines the shape of that tile. Templates for map books must include a tileview viewport.
- *Keyview viewport* displays a thumbnail view of the entire area included in the map book. You can create a simplified view of the mapped area to use in this viewport, save that view to a separate drawing file, and then link the viewport to that drawing. You can display a different linked file in this viewport, instead of the thumbnail. For example, you can save a detail of the map in a separate file and use the keyview viewport to display it as an inset. You can also display selected AutoCAD layers for the entire map.

NOTE When you generate the map book, you can choose any of the above alternatives, or you can choose to omit the keyview viewport altogether.

- *Legend viewport* displays a legend, and specifies where it will appear in the map book. If you created a display legend for your map, you can select it for this viewport, or you can select an area of your map to use as a legend. This viewport is optional.

- *Adjacent arrows* are blocks at each edge of the tile that point to and identify the adjacent tile. Each arrow has a property that specifies the adjacent tile in that direction and displays the name of that tile within the arrow. You can specify the text that appears within the arrowheads. When you generate the map book, you can choose a drawing for an adjacent block. That drawing replaces the original adjacent block defined in the template layout.
- *Title block* displays a defined DWG block that can include title information, such as your company or group name and the name of the map. Many organizations have standard title blocks to insert in this element. You can define certain attributes of the title block from within your template. Title blocks defined in the sample templates include a frame that surrounds the entire tile. When you generate the map book, you can choose a drawing for the title block. That drawing replaces the original title block contents defined in the template layout.



Map book template

See also:

- [Overview of Publishing and Sharing](#) on page 1123
- [Overview of Map Books](#) on page 1144

To set up a map book template

- 1 Open an existing map book template. Map book templates for a variety of paper sizes are included in the Templates folder. Choose from 8.5x11, 8.5x14, 11x17, A3, or A4.
- 2 Do the following:
 - Right-click a layout tab and choose Rename. Type a new name for this layout.

NOTE If you don't see the layout tabs, click Setup menu ➤ AutoCAD Options ➤ Display tab, check Display Layout and Model Tabs, and create a new layout.

- Right-click the renamed layout tab. Choose Page Setup Manager to specify plotter and paper information.

NOTE This information will be used every time you publish your map book to a plotter. You cannot change these settings at print time. For more information about this dialog box, type "Page Setup Manager" in the Search tab of the help.

- 3 Resize the viewports on the layout as needed:
 - To resize a viewport, click it to select it. Click and drag a corner grip.
 - If you don't want to use one of the viewports that appear on the template, select it and press the Delete key on your keyboard.
- 4 Customize the viewports on the template as desired:
 - Double-click the outside frame of the title block to change its attributes or text properties. Items that display pound signs (###) are variables. Right-click a variable to change its value.
 - Double-click an arrow block to change its text properties.
- 5 When the elements appear as you want them, you must [Identify the layout placeholders](#) on page 1150.
- 6 After identifying the placeholders, save the map file as a DWT (AutoCAD Drawing Template) file.

NOTE You can also create a map book layout in an existing map, and use that map as your map book template. Be sure to rename the layout tab that you plan to use for map books. You can have multiple layout templates in a map.

Quick Reference

PAGESETUP

Displays the Page Setup Manager for a layout

Menu	File menu ► More Plotting Options ► Page Setup Manager
Command Line	PAGESETUP

Identifying Layout Placeholders

You must identify each element in your map book template as a placeholder for a particular type of information. For example, you select the viewport intended for the title and identify it as a title block placeholder.

See also:

- [Setting Up a Map Book Template](#) on page 1147
- [Overview of Map Books](#) on page 1144

To identify layout placeholders

- 1 Select the layout tab you defined for the map book.
- 2 On the Map Book tab of the Task Pane, click Tools ► Identify Template Placeholders.
- 3 Click an item in the Layout Placeholders list. For example, click Main Viewport. Then click Select Placeholders.
- 4 In your layout, click the outline of the viewport to use for the item you selected. For example, for the Main viewport, click the viewport that will display the map tile.
- 5 Repeat steps 3 and 4 for each of the following elements in your layout:
 - Main viewport
 - Keyview viewport
 - Legend viewport
 - Adjacent arrow blocks
 - Title block
- 6 When you have identified all the elements, click Close.

Quick Reference

MAPBOOKPLACEHOLDER

Names the viewports and element placeholders in the layout template

Command Line MAPBOOKPLACEHOLDER

Dialog Box Identify Map Book Template Placeholders dialog box

Creating a Map Book

You can create a map book from a map you styled in Display Manager or from objects in model space.

By default, the map book uses the current map in the Display Manager, whether you have saved it or not. If you specify the model space instead, the map book will show the current contents of the model space. You can also choose a map you saved in the Display Manager.

See also:

- [Overview of Map Books](#) on page 1144
- [Setting Up a Map Book Template](#) on page 1147

To create a map book

- 1 On the Map Book tab of the Task Pane, , click New ► Map Book.
- 2 In the [Create Map Book/Edit Map Book dialog box](#) on page 1561, select an option under each of the following and enter the required information:
 - Source
 - Sheet Template
 - Tiling Scheme
 - Naming Scheme
 - Sheet Set
- 3 Optionally, you can select options under the following:
 - Key


- Legend

- 4 Click Preview to see a preview of the tile outlines on the map.
- 5 Click Generate.

Quick Reference

MAPBOOKCREATE

Creates a map book to publish your data

Menu	In the Map Classic workspace, Click Map ► Map Book.
Command Line	MAPBOOKCREATE
Task Pane	 In the Map Book task pane, click New ► Map Book.
Dialog Box	Create Map Book/Edit Map Book dialog box

Rebuilding a Map Book

If you make changes to a map book template, you must rebuild the map book to apply the changes.

See also:

- [Overview of Map Books](#) on page 1144
- [Setting Up a Map Book Template](#) on page 1147

To rebuild a map book

- 1 On the Map Book tab of the Task Pane, select the map book to rebuild.
- 2 Right-click the map book name and click Rebuild.

Importing Plot Map Sets

You can import settings from plot map sets that you created in previous releases of the software.

See also:

- [Creating a Map Book](#) on page 1151
- [Map Book Settings](#) on page 1153

To import a plot map set

- 1 Open the file that contains the plot map set.
- 2 On the Map Book tab of the Task Pane, click New ► Map Book From Plot Set.
- 3 Select the plot map set to convert. Click OK.
- 4 In the Create Map Book dialog box, edit the imported plot map set information as desired. Click OK.

Quick Reference

MAPBOOKIMPORTPLOTSET

Imports settings from a map plot set

Command Line

MAPBOOKIMPORTPLOTSET

Task Pane



In the Map Book task pane, click New ► Map Book from Plot Set.

Dialog Box

Select Plot Set to Convert dialog box

Map Book Settings

- [Overview of Map Book Settings](#) on page 1154
- [Saving Map Book Settings](#) on page 1155
- [Creating New Map Books from Saved Settings](#) on page 1156

- [Editing Map Book Settings](#) on page 1157
- [To save map book settings](#) on page 1155
- [To create a new map book from saved settings](#) on page 1156
- [To edit map book settings](#) on page 1157

Overview of Map Book Settings

You can save and reuse the settings you specified for a particular map book.

See also:

- [Creating a Map Book](#) on page 1151
- [Creating New Map Books from Saved Settings](#) on page 1156
- [Editing Map Book Settings](#) on page 1157

To do this...	Use this method...
Save map book settings	On the Map Book tab of the Task Pane, right-click the map book name. Click Save Settings. See Saving Map Book Settings on page 1155
Use saved map book settings	On the Map Book tab of the Task Pane, click New ► Map Book From Settings. See Creating New Map Books from Saved Settings on page 1156
Edit saved map book settings	On the Map Book tab of the Task Pane, select a map book and click Tools ► Edit Settings And Rebuild Map Book. See Editing Map Book Settings on page 1157

Quick Reference


MAPBOOKSAVESETTINGS

Saves map book settings to an external file

Command Line	MAPBOOKSAVESETTINGS
Dialog Box	Save Map Book Settings dialog box

MAPBOOKCREATEFROMSETTINGS

Creates a new map book from a previously saved map books settings file

Command Line	MAPBOOKCREATEFROMSETTINGS
Task Pane	 In the Map Book task pane, click New ► Map Book from Settings.
Dialog Box	Select Map Book Settings dialog box

MAPBOOKEDITSETTINGS

Edits the settings of an existing map book

Command Line	MAPBOOKEDITSETTINGS
Task Pane	In the Map Book task pane, click Tools ► Edit Settings and Rebuild Map Book.
Dialog Box	Edit Map Book dialog box

Saving Map Book Settings

Map book settings are automatically saved in the map file as soon as you create the map book. You can save these settings in a separate MBS (Map Book Settings) file to use with other map books.

See also:

- [Creating a Map Book](#) on page 1151
- [Creating New Map Books from Saved Settings](#) on page 1156

To save map book settings

- 1 On the Map Book tab of the Task Pane, select the map book whose settings you want to use.
- 2 Right-click the map book name. Click Save Settings.

- 3 Give the file a unique name.
- 4 Click Save.

Quick Reference

MAPBOOKSAVESETTINGS

Saves map book settings to an external file

Command Line	MAPBOOKSAVESETTINGS
Dialog Box	Save Map Book Settings dialog box

Creating New Map Books from Saved Settings

If you saved the settings for a map book in a Map Book Settings file, you can use those settings for a new map book.

See also:

- [Creating a Map Book](#) on page 1151
- [Saving Map Book Settings](#) on page 1155


To create a new map book from saved settings

- 1 On the Map Book tab of the Task Pane, click New ► Map Book From Settings.
- 2 Navigate to a map book settings (MBS) file and open it.
- 3 In the Create Map Book dialog box, change the settings as desired.
- 4 Click Generate.

Quick Reference

MAPBOOKCREATEFROMSETTINGS

Creates a new map book from a previously saved map books settings file

Command Line	MAPBOOKCREATEFROMSETTINGS
Task Pane	 In the Map Book task pane, click New ► Map Book from Settings.
Dialog Box	Select Map Book Settings dialog box

Editing Map Book Settings

You can edit the settings of an existing map book.

See also:

- [Creating a Map Book](#) on page 1151
- [Saving Map Book Settings](#) on page 1155
- [Rebuilding a Map Book](#) on page 1152

To edit map book settings

- 1 On the Map Book tab of the Task Pane, select the map book whose settings you want to change, and click Tools ► Edit Settings And Rebuild Map Book.
- 2 In the Edit Map Book dialog box, change the settings as desired.
- 3 Click Generate.

Quick Reference

MAPBOOKEDITSETTINGS

Edits the settings of an existing map book

Command Line	MAPBOOKEDITSETTINGS
Task Pane	In the Map Book task pane, click Tools ► Edit Settings and Rebuild Map Book.
Dialog Box	Edit Map Book dialog box

Viewing and Editing Map Books

You can view or edit individual tiles and their corresponding layouts.

- [Overview of Viewing and Editing Map Book Tiles](#) on page 1158
- [Viewing a Map Book](#) on page 1159
- [Viewing Map Book or Tile Properties](#) on page 1160
- [Viewing Tiles in Model Space](#) on page 1160
- [Viewing Layouts](#) on page 1161

- [To view a map book](#) on page 1159
- [To hide all map books](#) on page 1159
- [To view map book or tile properties](#) on page 1160
- [To view a tile](#) on page 1161
- [To view several tiles](#) on page 1161
- [To view all tiles](#) on page 1161
- [To view a layout](#) on page 1161

Overview of Viewing and Editing Map Book Tiles

Map books divide a single map into a set of tiles and display each tile on a separate map book page. You use a template to specify the layout of the pages. You can view and change individual tiles or layouts for existing map books.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151

Use the following methods to view and edit map book tiles.

To view or edit this...	Use this method...
An entire map book	On the Map Book tab of the Task Pane, select the map book to view from the Map Book list. See Viewing a Map Book on page 1159.
Map book or tile properties	On the Map Book tab of the Task Pane, right-click a map book or tile and click

To view or edit this...	Use this method...
	Properties. See Viewing Map Book or Tile Properties on page 1160.
Map book tiles in model space	On the Map Book tab of the Task Pane, right-click a map book or tile and click Zoom Tiles. See Viewing Tiles in Model Space on page 1160.
Map book tile layouts	On the Map Book tab of the Task Pane, right-click a tile and click Zoom Layout. See Viewing Layouts on page 1161.

Viewing a Map Book

When you open a map containing one or more map books, none of the map books is current until you select one. When you select a map book, you automatically zoom to its extents and see the tile outlines. If the map book is based on a display map, you will see the stylization associated with that display map.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Overview of Viewing and Editing Map Book Tiles](#) on page 1158

To view a map book

- On the Map Book tab of the Task Pane, select the map book to view from the Map Book list.

To hide all map books

- On the Map Book tab of the Task Pane, select <None> from the Map Book list.

NOTE If the map book is based on a display map, this will hide only the tile outlines. To turn off stylization, use the Display Manager.

Viewing Map Book or Tile Properties

You can view basic properties about map books or tiles. In the [Map Book Properties dialog box](#) on page 1564, you can view the map's name, scale, orientation, coordinate system, and number of tiles. In the [Tile Properties dialog box](#) on page 1565, you can view a tile's name and the numbers of its adjacent tiles.

NOTE The map book properties are strings, for use as field values in sheets. They do not change the actual properties of the map book.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Overview of Viewing and Editing Map Book Tiles](#) on page 1158

To view map book or tile properties

- 1 On the Map Book tab of the Task Pane, do one of the following:
 - Right-click the map book name.
 - Right-click a tile name.
- 2 Click Properties.

Viewing Tiles in Model Space

You can view selected tiles in model space.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Overview of Viewing and Editing Map Book Tiles](#) on page 1158

To view a tile

- On the Map Book tab of the Task Pane, right-click a tile name. Click Zoom Tile.

To view several tiles

- Select multiple tile names. Right-click one of the selected tiles. Click Zoom Tiles.

To view all tiles

- Right-click the map book containing the tiles. Choose Zoom Tiles.

Viewing Layouts

You can view layouts for selected tiles, one at a time.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Overview of Viewing and Editing Map Book Tiles](#) on page 1158

To view a layout

- On the Map Book tab of the Task Pane, right-click a tile name. Click Zoom Layout.

Publishing Map Books

You can publish a map book to a DWF file for electronic distribution or to a plotter for a printed map book based on the current plot settings.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151

- [Overview of Publishing to DWF](#) on page 1129
- [Publishing a Map to a Plotter](#) on page 1127
- [To publish a map book to DWF](#) on page 1162
- [To publish a map book to a plotter](#) on page 1163

Publishing Map Books to DWF

The steps for [publishing a map to DWF](#) on page 1128 and publishing a map book to DWF are slightly different, but you set DWF Publishing Options the same way for both.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Overview of Publishing to DWF](#) on page 1129
- [Publishing Attribute Data to DWF](#) on page 1130

To publish a map book to DWF

- 1 Save the map.
- 2 [Set up options for publishing attribute data](#) on page 1130.
- 3 On the Map Book tab of the Task Pane, select the map book to publish, and click Tools ► Publish To DWF.
- 4 In the Select DWF File dialog box, choose a name and location for the DWF file and click Select.

Publishing Map Books to a Plotter

You can publish to a plotter for a printed copy. The steps for [publishing a map to a plotter](#) on page 1127 and publishing a map book to a plotter are slightly different. The plotter and plotting options are specified in your layout for this map book, so the map book is sent to the plotter as soon as you choose the command.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Publishing a Map to a Plotter](#) on page 1127

To publish a map book to a plotter

- 1 Save the map.
- 2 Make sure you have set up the printer or plotter you want to use.
- 3 On the Map Book tab of the Task Pane, select the map book to publish, and click Tools ► Publish To Plotter.

Managing Map Books and Tiles

- [To rename a map book or tile](#) on page 1163
- [To delete a map book or tile](#) on page 1164

Rename Map Books or Tiles

You can rename entire map books or individual tiles.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Delete Map Books or Tiles](#) on page 1164

To rename a map book or tile

- 1 On the Map Book tab of the Task Pane, do one of the following:
 - Right-click the map book to rename.
 - Right-click the tile to rename.
- 2 Click Rename.

3 Type the new name.

4 Press Enter.

NOTE Renaming a tile does not rename its associated layout.

Delete Map Books or Tiles

You can delete tiles from a map book or delete the entire map book.

See also:

- [Overview of Map Books](#) on page 1144
- [Creating a Map Book](#) on page 1151
- [Rename Map Books or Tiles](#) on page 1163

To delete a map book or tile

- 1 On the Map Book tab of the Task Pane, do one of the following:
 - Right-click the map book to delete.
 - Right-click the tile to delete.
- 2 Click Delete.
- 3 Click Yes.

WARNING You cannot undo the deletion.

Converting and Exporting

To convert or export drawing objects

- [To prepare your data for export](#) on page 1168
- [To export drawing objects to other file formats](#) on page 1168
- [Before moving drawing data to SDF](#) on page 1174
- [To specify the name for the index property used in export](#) on page 1175
- [To move data into SDF format](#) on page 1175
- [To export DWG data to SDF2 format](#) on page 1176

- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1179
- [To export to Arc/INFO](#) on page 1179
- [To include all object types when exporting drawing objects to ESRI SHP format](#) on page 1183
- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1183
- [To export to SHP format](#) on page 1183
- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1184
- [To export to MapInfo MIF/MID](#) on page 1184
- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1186
- [To export to MapInfo TAB](#) on page 1186
- [To change the seed file for a single file](#) on page 1188
- [To change the default seed file](#) on page 1189
- [To export to DGN](#) on page 1189
- [To verify language encoding settings for export to GML](#) on page 1190
- [To export to GML](#) on page 1190
- [To export to VML](#) on page 1191
- [To export multiple feature classes](#) on page 1192
- [To combine multiple layers into one feature class](#) on page 1194
- [To change the class names that are assigned automatically](#) on page 1194
- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1196
- [To export to SHP Multi-class](#) on page 1196
- [To map fields when exporting to Shape Multiclass](#) on page 1196
- [To create polygons when exporting to SHP Multiclass](#) on page 1196
- [To export to a single feature class that uses all the items you specified on the Data tab.](#) on page 1197
- [To map drawing attributes to feature class properties](#) on page 1197
- [To map AutoCAD drawing attribute values to feature class property values](#) on page 1198
- [To export text enclosed in a polyline as attribute data](#) on page 1199
- [To export polygons from a polygon topology](#) on page 1201
- [To create a DXF file](#) on page 1202
- [To save a styled map to DWG format](#) on page 1203
- [To export DWG data to Oracle:](#) on page 1204
- [To export DWG data to ESRI ArcSDE:](#) on page 1205
- [To save drawing objects in an image format](#) on page 1207
- [To move drawing data to a spatial data store and back using the import method](#) on page 1209

- [To move drawing data to a spatial data store and back using the Data Connect method](#) on page 1209
- [To export layers in SDF format](#) on page 1212
- [To save a layer's styles and pointers to its data](#) on page 1212

Overview of Converting and Exporting

You can share all or some of the drawing objects in your map with users of other software programs by exporting to another format. You can print or export attribute data and metadata separately. The Convert DWG To command on the File menu affects DWG objects only. Spatial data is ignored. However, you can [export a Display Manager layer](#) on page 1210 containing spatial data to SDF format, or you can use [Bulk Copy](#) on page 522 to convert features from one geospatial format to another.

When you convert or export your drawing objects to other formats, you can convert or export not only the objects themselves, but also data associated with the objects. In addition, AutoCAD Map 3D can automatically perform a coordinate conversion on the objects as they are converted or exported.

During conversion or export, AutoCAD Map 3D will copy objects from the active map to the specified file or location. To convert or export objects from a source DWG file, query those objects into the active map before you begin the export.

Using Saved Settings

If you saved export settings (from Autodesk Map Release 4.5 or later), you can reload those settings.

Selecting Drawing Objects

You can automatically select all drawing objects, or you can manually select the ones you want. In addition, you can export drawing objects on selected layers or in selected classes. You can also export drawing objects from a polygon topology.

The status bar tells you how many objects are currently selected and how many are filtered out. In addition, you can preview the objects that will be exported.

Data

You can export data associated with drawing objects, including object data, block attributes, linked external data, object properties, and topology data. You can also map drawing attributes to feature class properties during export. Choose the data you want on the Data or Feature Class tab of the Export dialog box.

NOTE You cannot export metadata using the Export dialog box. Instead, export metadata from the Metadata Viewer. See [Sharing Metadata](#) on page 1250.

When you export external data, two options are available:

- If the external file format does not support external databases, export the entire record associated with each linked object. The information from the record is attached to the exported object as attribute data.
- If the external file format supports external database files, export only the key field.

Text

DWG text elements are exported as points (using the insertion point of the text). If your text elements are MTEXT objects, and you want to preserve the actual text as well as text properties such as rotation and style, you must specify the data attributes during export. If you then import the resulting file, you will have AutoCAD points with AutoCAD Map 3D object data. You can use the AutoCAD Map 3D ADE Query feature to alter the point objects and display them as text, using the attributes to define the text value, rotation and style. When you export to SDF or SHP and then connect to the resulting file in Display Manager, you can display the point and label it using any of the attributes that were defined.

Coordinate Conversion

If the active map has a coordinate system assigned to it, you can convert objects from that coordinate system to a different coordinate system.

NOTE The settings specified in the UNITS command do not effect the export process. The UNITS command affects only the way data is displayed; it does not affect the coordinate values stored with the objects themselves.

Stylized Objects

For maps saved or exported from the Display Manager, AutoCAD Map 3D saves or exports original object properties regardless of any map stylizations, except for text. Text entities created by text stylizations are saved or exported. To avoid saving or exporting text entities, turn off any text stylization before exporting your data. For more information, see [Overview of the Display Manager](#) on page 535.

You can export stylized objects to DWG format. See [Exporting Maps to DWG Format](#) on page 1202.

See also:

- [Exporting DWG Data to SDF2 Format](#) on page 1175
- [Migrating DWG Data to GIS](#) on page 530
- [Mapping Drawing Attributes to Feature Class Properties](#) on page 1197
- [Converting Data From Other Formats to Drawing Objects](#) on page 315

To prepare your data for export

- To convert or export objects from source drawings, query those objects into the current map.
- To perform a coordinate transformation during export, be sure you have assigned a coordinate system to the map.

To export drawing objects to other file formats

- 1 Click File ► Convert DWG To ► Map 3D Export.

NOTE If you are exporting to Autodesk SDF, you can also choose File ► Convert DWG To ► Autodesk SDF . You can export to SDF 3 using either command.

- 2 In the Export Location dialog box, select the file format and location for the exported files. For information on the file format choices, see [Supported Formats](#) on page 1172. Click OK.
- 3 In the [Export dialog box](#) on page 1440, specify how to export objects. To use settings that you stored previously, click Load and select the profile containing the settings.

- 4 On the Selection tab, specify the objects to export.
 - To select a subset of objects, click Select manually and choose either Select Objects or Quick Select.
 - To filter the selection to export only objects on specific layers or in specific classes, specify the layers and classes to include.
 - To export polygons from a polygon topology, select the topology.
 - To preview the objects that will be exported, click Preview filtered selection.
- 5 On the Data or Feature Class tab, click Select Attributes and select the data to export with the objects.

TIP If you are exporting data from an external database, you can export the entire record from the database or just the key fields. Because the key field values are stored in the map, choosing the key field (listed under Link Templates) makes the export faster.

- 6 On the Feature Class or Options tab, select the options you want.
 - To perform a coordinate conversion, you must have a coordinate system [assigned to the map](#) on page 137.
 - Check Treat closed polylines as polygons (if it is available) unless you want only polygon objects to be exported as polygons.
 - If you are exporting to [Oracle](#) on page 1203, [Autodesk SDF](#) on page 1173, or [ESRI ArcSDE](#) on page 1179, specify how classes will be created on the Feature Class tab. See [Exporting to Multiple Classes](#) on page 1191. If you are exporting to [Shape Multiclass](#) on page 1194, your choices on the Options tab and on the Data tab work together to determine how attributes are assigned to the exported feature classes. See [Exporting To Shape Multiclass](#) on page 1194.
 - If you are exporting to DGN version 7 or 8, click Map Layers To DGN Levels to map each layer in the current map to a level in the DGN drawing. Click Map Layers To Levels to specify names for the DGN levels. Closed polylines are always exported as polygons; they will be shapes in the DGN v8 file. You cannot clear the Treat Closed Polygons as Polygons check box.
 - Click Driver Options to set options specific to the export format you specified. For information on driver options, see the following:
 - [Exporting To ESRI Arc/INFO Coverages](#) on page 1178

- [Exporting to ESRI ShapeFile](#) on page 1180
- [Exporting To Geographic Markup Language \(GML\)](#) on page 1189
- [Exporting To MicroStation Design \(DGN\) Versions 7 and 8](#) on page 1186
- [Exporting To Shape Multiclass](#) on page 1194
- [Exporting To VML \(Vector Markup Language\)](#) on page 1190

While other formats are supported, they do not have driver options.

7 Click OK to begin the export process.

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu

Click File ► Convert DWG To ► Map 3D Export.

Icon



Export Map File

Command Line

MAPEXPORT

Dialog Box

Export dialog box

Supported Objects

The following object types are exported:

- Arc
- Attribute Definition
- Text
- Block Reference (exports as point)
- Circle
- Ellipse

- Face
- Hatch
- Line
- MLine
- MText
- Point
- Polygon
- Polyline
- 2dPolyline
- 3dPolyline
- Shape
- Solid
- Spline
- Trace
- Xref (exports as point)

Unsupported Object Types

The following object types are not exported:

- Attribute
- Body
- Dimension
- Gradient fill for polygon objects (MPolygons)
- Image
- Leader
- OleFrame
- Ole2Frame
- Proxy objects (from other applications)

- Ray
- Region
- Viewport
- Xline

See also:

- [Overview of Converting and Exporting](#) on page 1166

Supported Formats

The following formats are supported for export:

- [Autodesk SDF \(Spatial Data File\)](#) on page 1173
- [Autodesk SDF2](#) on page 1175 (MapGuide 6.5 and earlier)
- [ESRI Arc/INFO Coverages](#) on page 1178
- [ESRI ArcSDE](#) on page 1179
- [ESRI ShapeFile](#) on page 1180
- [GML \(Geographic Markup Language\)](#) on page 1189 (version 3.1.1)
- [MapInfo MIF/MID](#) on page 1183
- [MapInfo TAB](#) on page 1185
- [MicroStation Design \(DGN\) Versions 7 and 8](#) on page 1186
- [Shape Multiclass](#) on page 1194
- [VML \(Vector Markup Language\)](#) on page 1190
- [Image Formats](#) on page 1207

See also:

- [Overview of Converting and Exporting](#) on page 1166
- [Exporting DWG Data to SDF2 Format](#) on page 1175
- [Exporting DWG Data to an FDO Data Store](#) on page 1203

- [Exporting Maps to DWG Format](#) on page 1202

Exporting To Autodesk SDF (Spatial Data File)

SDF is a native Autodesk file-based geospatial format that is optimized for storing large, classified data sets.

SDF is similar to SHP format in that it contains both spatial data and attribute data. However, unlike SHP, it stores both types of data in a single file rather than a set of files.

When drawing data is stored as SDF, you can use Autodesk MapGuide Enterprise 2007 to style and publish the data to the Internet. You can also [publish map data directly to MapGuide](#) on page 1140, without exporting to SDF.

Versions

The current version, which works with AutoCAD Map 3D and Autodesk MapGuide Enterprise, is SDF version 3. AutoCAD Map 3D refers to this version as “SDF.”

SDF version 2 is still supported by MapGuide 6.5 (and earlier releases), and AutoCAD Map 3D can import and export SDF 2 using a separate import/export interface.

Advantages

SDF has the following advantages over DWG:

- It stores and manages an order of magnitude more data than DWG
- It is very fast, allowing Autodesk applications, such as AutoCAD Map 3D and MapGuide, to read and display tens of thousands of features per second.
- It provides the power of a database without the overhead and cost of a full relational database management system (RDBMS) such as SQL Server or Oracle.
- An SDF file can store a single feature class, or it can store multiple feature classes.
- It is easy to manage, providing access to the database schema.

Exporting

If you export to an existing file, you can choose to overwrite that file or append the new data to it. Overwriting destroys the existing file and creates a new one. Appending will add the data in the current export operation to the existing data without deleting any existing data.

When you append, any existing classes in the target file remain unchanged. New feature classes and new properties for existing feature classes will be added.

If the target file contains properties for which the source file has no values, the resulting file may show those properties as being null or as having default values, depending on what was specified in the schema.

If the source data contains classes that are not in the target file, those classes will be created and will have the properties of the source data.

NOTE An index property is added to each feature class when you export. You can specify the name for this property in the [MapExport.ini file](#) on page 240.

A message reports on the export results. Because some entities belong to multiple feature classes, the number of entities exported may not match the number of SDF entities created. The message will tell you how many DWG entities were exported more than once. If you base the exported feature classes on object data or link templates, an entity may be exported more than once if more than one data table is attached or linked to it.

Driver Options

SDF has no export driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [Before moving drawing data to SDF](#) on page 1174
- [To specify the name for the index property used in export](#) on page 1175
- [To move data into SDF format](#) on page 1175

Before moving drawing data to SDF

- [Clean up any geometry errors.](#) on page 1328

Use the AutoCAD Map 3D cleanup tools to correct any geometry errors introduced during drafting, digitizing, or converting the data before you export it.

- [Add attribute data to objects](#) on page 859 or [classify](#) on page 836 the drawing (DWG) objects you are exporting.
If you create object data tables within a map and add attribute information or linked objects to data in an external data source, such as a database, you can export those attributes. If you classify objects, you can use those classes as the basis for your export.
- Decide how to export the data to SDF.
You can export to a single feature class that uses all the items you specified on the Feature Class tab. To do this, click Create a single class from all selected objects and type a name for that class.
You can [export data to multiple classes at one time](#) on page 1191 and combine the data organization in your drawing with your selections on the Feature Class tab to determine the attributes for each exported feature class.

To specify the name for the index property used in export

- Specify a different name in the [MapExport.ini file](#) on page 240, under the FDO_SDF entry, where you see *Driver:fdo_index_column*.

To move data into SDF format

- [Export to SDF](#) on page 1166 – Exports drawing objects to SDF (version 3).
- [Export to SDF 2](#) on page 1175 – Imports and exports the data in the previous SDF format to and from DWG.
- [Bulk Copy](#) on page 522 – Moves data to and from SDF (version 3) and other geospatial data stores.

Exporting DWG Data to SDF2 Format

Export drawing objects to SDF 2 format to use as a map layer in Autodesk MapGuide version 6.5 and earlier.

NOTE This format is not readable by Autodesk MapGuide Enterprise 2007 or MapGuide Open Source. You can [publish to Autodesk MapGuide Enterprise 2007 format](#) on page 1140.

Along with the objects, you can export data attached to the objects (such as object data, external data, attribute data, or properties) to use for the following SDF fields:

- SDF Name — the popup label
- Key — the link to an external database
- URL — the embedded web link that jumps to another web page

Export only one type of object — point, line, polygon, or annotation — to an SDF file. The associated SIF file is a spatial index format (SIF) file.

Use the coordinate system set in AutoCAD Map 3D or export the file using a different global coordinate system. You can also define your own coordinate system for the translation.

After creating the SDF 2 file, you can use Autodesk MapGuide Author and Autodesk MapGuide Server to produce the files needed to create and deliver web-viewable maps.

For information about Autodesk MapGuide SDF and SIF files, refer to the Autodesk MapGuide SDF Loader Help.

See also:

- [Publishing to MapGuide](#) on page 1140
- [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323
- [Overview of Converting and Exporting](#) on page 1166
- [Importing Autodesk SDF 2](#) on page 325

To export DWG data to SDF2 format

- 1 Click File menu ► Export ► As SDF2 (Autodesk MapGuide 6.x).
- 2 In the Export dialog box, specify a location and file name. Click Save.
- 3 On the Selection tab of the [Autodesk MapGuide Export dialog box](#) on page 1318, under SDF Type, specify the type of data to export:
 - Point — Points and inserts.
 - Line — Lines, arcs (segmented), polylines, and plines with bulges (segmented).
 - Polygon — Closed polylines and circles.

- Annotation — Text and mtext (mtext exports a single point object).
- 4 On the Selection tab, specify how to select objects for the export.
 - 5 On the Options tab, under SDF Description, type a description for the SDF file to which you're exporting data.
 - 6 Under Data Expressions, you can create expressions as follows:
 - Use the Key option to define an expression to act as the link between the SDF file and a field in an external database.
 - Use the Name option to define an expression for the SDF Name field.
 - Use the URL option to define an expression to act as a URL (Uniform Resource Locator).

To create an expression using data attached to the object, such as object data, external data, attribute data, or property values, click... to select from a list of available data and properties.

NOTE When exporting a map to SDF format, if you use an expression that references a SQL value, the export process will require a large amount of swap space. It may be necessary to partition your data into smaller sections.

- 7 Under Coordinate Conversion, select Convert To. To specify a coordinate conversion as part of the file export, enter the coordinate system code.
- 8 Under Other, select Create Key Index File (KIF) to create a KIF file along with the SDF file.
- 9 To save your settings as a profile, click Save.
- 10 Click OK to begin exporting the data.

Quick Reference

MAP2SDF

Exports an SDF 2 format file for use with Autodesk MapGuide, versions 6.5 and earlier.

Menu	Click File ► Convert DWG To ► Autodesk SDF2 (MapGuide6.x...).
Command Line	MAP2SDF

Exporting To ESRI Arc/INFO Coverages

AutoCAD Map 3D supports Arc/INFO version 7.2, 7.3, and 8.x, and E00.

ESRI Arc/INFO stores coverages on your hard disk as a directory of files. The main coverage directory, called the workspace, always includes one subdirectory called INFO. Each coverage is written to its own subdirectory. If you don't have a coverage workspace on your computer, AutoCAD Map 3D creates one for you when you export to an Arc/INFO coverage.

Arc/INFO uses elevation values but they are stored in the coverage as a field in the attribute table. Select the Elevation property to export elevation.

When exporting, the exported file is stored in memory before it is written to the file. If you run into problems exporting a large drawing, increase the size of your virtual memory.

PC coverages are single precision. UNIX coverages can be single or double precision. AutoCAD Map 3D always exports double-precision coverages, although it does import single- or double-precision coverages.

Map objects such as arcs, splines, and circles are segmented in the coverage. You can change the settings used for segmentation by editing the *mapimport.ini* file.

Exporting Restrictions

When specifying a coverage name, use fewer than 14 characters and don't use periods in the name. If you use double-byte characters, you can use 6 or fewer characters.

If you specify a directory name that already exists and it contains a log or text file, those files may be overwritten.

Arc/INFO also supports a transfer format called E00 which writes all information out to a single file, which can become quite large.

When exporting text or mtext to Arc/Info Coverages, the resulting objects in the Coverage data are annotation. AutoCAD Map 3D does not support attribute data for annotation. As a result any data linked to text objects will be lost during the export process. The text value itself will be maintained.

Driver Options

When exporting to E00 or coverage format, you can set the following options:

Option	Description
Coverage Precision	Select Double or Single. The default is Double.
Compression (available only for E00)	Select None, Partial, or Full.
Linear Topology	Select Create or Bypass. The default is Create.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To change the settings used for segmentation](#) on page 1183
- [To export to Arc/INFO](#) on page 1179

To change the settings AutoCAD Map 3D uses for segmentation

- Edit the *mapexport.ini* file.
See [To edit the .ini file](#) on page ?.

To export to Arc/INFO

- [Use the Export instructions.](#) on page 1166

Exporting to ESRI ArcSDE

You can export data from your DWG to a connected ESRI ArcSDE database.

Exporting

You cannot append data to an ESRI ArcSDE data store when exporting from AutoCAD Map 3D. You must map your DWG data to the existing database schemas.

Driver Options

ESRI ArcSDE has no export driver options.

See also:

- [Bringing In Features from ArcSDE](#) on page 274

Exporting to ESRI ShapeFile

AutoCAD Map 3D supports up to ArcView version 3.2 and 8.x.

About SHP Files

ESRI SHP files store both geometry and attributes (data) for features. A single shape can have as many as five physical files with the same filename, but different file extensions:

- *.shp*— Geometric data. Data for multiple points, polylines, and polygons can be stored in one SHP file, but each SHP file can store only one type of geometry. For example, a line SHP file can contain data for rivers, roads, and pipes.
- *.shx* — A geometric index to the map features, which can be used by some applications to find features in disparate sections of a large map.
- *.dbf*— Attribute data associated with the map features.
- *.prj*—Projection and coordinate system data. This file is created only if your map has an assigned coordinate system.
- *.idx*—Identifies the index field for the related SHP file, which is the unique identifier for each entity in the SHP file.

Exporting

DWG files can contain multiple geometry types, while SHP files contain only one. Each ESRI SHP file stores a single type of spatial data: point, line, text, or polygon. The text SHP files contain attribute text associated with points.

When you export, AutoCAD Map 3D automatically filters the selected objects and exports the correct type of object to the corresponding SHP file. The filenames produced by the export operation use the name of the feature class followed by the geometry type, for example, PARCELS_POLYGON.SHP.

NOTE You cannot name a SHP feature class `FeatId`. This is a reserved name.

Export Options

You can export a single object to a single file, or you can export multiple objects to a set of files. There are two methods for multi-file export.

- The single-file option
Unless you have modified the *MapExport.ini* file, choosing ESRI Shapefile from the drop-down list in the Export dialog box exports a single geometry type to a single SHP file. You specify the geometry type on the Selection tab of the Export dialog box.

- The *MapExport.ini* folder export option.
You can [modify the initialization file](#) on page 245 to include all object types when exporting drawing objects to ESRI SHP format. This will remove the object type options and display File Name Prefix field on the Options tab of the Export dialog box, which lets you create a folder of SHP files using this prefix, appended by each object type name.

This method is effective when you export all the geometry from a DWG file and visual fidelity is more important than the preservation of classes and attributes.

All objects of the same geometry type will be grouped in a single SHP. For example, if pipes, roads, and streams are all represented by lines, you will export one SHP containing the geometry and attributes for all three object types. If streams have attributes that are not shared by pipes, those attributes will have null values for pipes.

To create polygons in the SHP files using the folder option, you must select the Treat Closed Polylines As Polygons option. To export closed polylines as lines, select the Line object type. To export closed polylines as polygons, select the Polygon object type and select Treat Closed Polylines As Polygons on the Options tab.

All new SHP classes that contain text entities will have a property called TEXTSTRING. To bring this information back into AutoCAD Map 3D, select the import option to import points as text.

- The [Shape Multiclass](#) on page 1194 export option.
This is a separate option on the drop-down list in the Export dialog box that exports multiple drawing objects to a set of SHP files in a folder you specify. Each resulting SHP will contain the geometry and attributes for a single geometry type, and will be stored in files that indicate that type, for example, PARCELS_POLYGON.SHP.

You can specify that the resulting files use a single feature class or multiple feature classes based on layer, object classification, object data, or link templates.

You can also export object data or external database links to the corresponding SHP database (DBF) file.

Export Restrictions

SHP files do not support color; in ArcView, each theme is assigned a color that is used when an item is drawn.

SHP files do not support circular arcs. During export, arcs, splines, and ellipses are converted to segmented polylines. You can change the settings used for segmentation.

Overwriting or Appending

If you export to an existing file, or to a folder containing files with the same names as those that will be generated by the export, you can choose to overwrite the existing data or append the new data to it. Overwriting can destroy existing files when it creates new ones. Appending will add the data in the current export operation to the existing data without deleting any existing data.

If you append and you are transforming the coordinate system for the data, the old data and the new data must both use the same source and target coordinate systems.

You cannot use the append option to update existing data, but only to add new data.

If you are using either the folder or the multi-file Shape option and you choose to append, AutoCAD Map 3D will check the target folder for existing files that use the same feature class name, even if those files do not have the appropriate geometry indicator in their file names. For example, exporting parcels would usually result in a file called PARCELS_POLYGON.SHP. However, if the folder contains PARCELS.SHP, AutoCAD Map 3D will check its geometry type and will append to it if it contains polygon information.

NOTE If your data meets these criteria but the export operation fails, try deleting the .prj file in the target folder and then retrying the export operation.

Driver Options

When exporting to SHP, you can select 2 Dimension Shape Files or 3 Dimension Shape Files from the driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To include all object types when exporting drawing objects to ESRI SHP format](#) on page 1183
- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1183
- [To export to SHP format](#) on page 1183

To include all object types when exporting drawing objects to ESRI SHP format

- 1 [Modify the initialization file](#), on page 245 *MapExport.ini*.
This will remove the object type options and display File Name Prefix field on the Options tab of the Export dialog box.
- 2 Choose the ESRI Shapefile file option from the drop-down list in the Export dialog box to export to a folder of files.

To change the settings AutoCAD Map 3D uses for segmentation

- Edit the *mapexport.ini* file.
See [To edit the .ini file](#) on page ?.

To export to SHP format

- Use the [regular Export instructions](#), on page 1166
- Use the [Shape Multiclas](#) on page 1194 export option.

Exporting To MapInfo MIF/MID

MIF/MID is a file standard used by MapInfo, a desktop mapping system. AutoCAD Map 3D supports MapInfo up to version 7 MIF/MID files.

About MapInfo MIF/MID Files

MapInfo MIF/MID format stores both geometry and attributes (data) for features, and is a set of two physical files that work together:

- *.mif*— Vector geometric data. A single *.mif* file can contain many different types of geometry.
- *.mid*— Attributes for the geometric data.

Exporting

The MIF/MID format does not support ellipses with an angled bounding box (i.e., ellipses whose axes are at an angle to the X and Y axes), so when you export such ellipses from AutoCAD Map 3D to MIF/MID, they are segmented. To change the settings AutoCAD Map 3D uses for segmentation, edit the *mapexport.ini* file.

Driver Options

MapInfo MIF/MID has no export driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To change the settings AutoCAD Map 3D uses for segmentation](#) on page 1184
- [To export to MapInfo MIF/MID](#) on page 1184

To change the settings AutoCAD Map 3D uses for segmentation

- Edit the *mapexport.ini* file.
See [To edit the .ini file](#) on page ?.

To export to MapInfo MIF/MID

- [Use the Export instructions.](#) on page 1166

Exporting To MapInfo TAB

MapInfo TAB, also referred to as the MapInfo native format, is a two-dimensional format that stores both feature geometry and attributes (data) in a set of physical files that have the following file extensions:

About MapInfo TAB Files

- *.tab*— The main file for a MapInfo table. It is associated with the appropriate *.dat*, *.id*, *.map*, and *.ind* files.
- *.dat*— Tabular data for a table in MapInfo's native format.
- *.id*— An index to a MapInfo graphical objects (*.map*) file.
- *.map*— Contains geographic information describing map objects.
- *.ind*— An index to a MapInfo tabular (*.dat*) file.

With AutoCAD Map 3D, you can import and export MapInfo TAB up to version 7.

Exporting

The TAB format does not support ellipses with an angled bounding box (i.e, ellipses whose axes are at an angle to the X and Y axes), so when you export ellipses from AutoCAD Map 3D to TAB, they are segmented. You can change the settings AutoCAD Map 3D uses for segmentation in the *mapexport.ini* file.

Driver Options

MapInfo TAB has no export driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To change the default text justification setting for MapInfo TAB](#) on page 339
- [To export to MapInfo TAB](#) on page 1186

To change the settings AutoCAD Map 3D uses for segmentation

- Edit the *mapexport.ini* file.
See [To edit the .ini file](#) on page ?.

To export to MapInfo TAB

- [Use the Export instructions.](#) on page 1166

Exporting To MicroStation Design (DGN) Versions 7 and 8

You can import and export Microstation DGN version 7 and 8. Bentley Systems, Inc., and MicroStation programs use the DGN format, which is similar to a DWG file; points, lines, areas, text, and other object types can all be present in the same file.

Exporting

There are two separate choices for Microstation DGN (version 7 and version 8) in the Export dialog box. You can map layers in the map to DGN levels when you export. The default is to map layers to level names using the same name as the layer.

Geometry in DGN 7 files is stored in fixed-point integers. When you export map data with large coordinate values, you can overflow these values with unpredictable results. The seed file you use for export has a dramatic effect on the resulting DGN data.

Every DGN file requires a seed file to give it default information (similar to the acad.dwg prototype or template file). The seed file controls working units, global origin, the version to export, etc. Several seed files ship with AutoCAD Map 3D.

The default for a version 7 DGN file is lrgseed.dgn. The default for a version 8 DGN file is lrgseed3d_v8.dgn. Both of these are three-dimensional seed files.

To export to a two dimensional DGN file, or to set a specific global origin or specific working units, reference the file name of the desired seed file. The global origin and units of resolution should be set in a seed file that is appropriate to your AutoCAD Map 3D drawing coordinates.

The seed file you use significantly affects the outcome of the export process. If the design plane coordinate bounds in the seed file do not fully contain the extents of the AutoCAD Map 3D drawing, AutoCAD Map 3D will repeat the export operation automatically using the Compute Optimal Seed File option. If the second export operation fails, manually choose a seed file that works for your region and coordinate system.

Export Restrictions

Closed objects are not filled, even if they were filled originally.

Hatch patterns are not exported. If you export polygon data that is hatched in AutoCAD Map 3D, the resulting data will not be filled in MicroStation.

Driver Options for DGN 7

You can set the following options when exporting DGN 7 files:

Option	Description
Coordinate Units	Select the coordinate units of the features: Master or Sub. Select the unit that matches the default unit in your AutoCAD Map 3D drawing. For example, if the default unit in your AutoCAD Map 3D drawing is meters, and you are using a seed file that defines meters as the Master unit, then select Master. The default is the Master unit.
Seed File	Select the seed file, which controls whether or not the output DGN file is two-dimensional or three-dimensional, sets the coordinate units, sets global origin, etc. You must use a version 7 DGN seed file.
Compute Parameters	Select this option to override all seed file settings and have AutoCAD Map 3D calculate the settings for you. AutoCAD Map 3D determines the largest dimension for the set of exported objects and sets the appropriate range and precision. It sets the UOR per Sub to 10, and sets the Global Origin to the center of the bounding rectangle of the exported objects.
Override Global Origin	Select this option to override the global origin setting in the seed file. Specify the global origin to use.

Driver Options for DGN 8

You can set the following options when exporting DGN 8 files:


Option	Description
Coordinate Units	Select the coordinate units of the features: Master or Sub. Select the unit that matches the default unit in your AutoCAD Map 3D drawing. For example, if the default unit in your AutoCAD Map 3D drawing is meters, and you are using a seed file that defines meters as the Master unit, then select Master. The default is the Master unit.
Seed File	Select the seed file, which controls whether or not the output DGN file is two-dimensional or three-dimensional, sets the coordinate units, sets global origin, etc.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [Importing Objects with Links to an External Database](#) on page 366
- [To change the seed file for a single file](#) on page 1188
- [To change the seed file](#) on page 1189
- [To export to DGN](#) on page 1189

To change the seed file for a single file

- 1 In the Export dialog box, click the Options tab.
- 2 Click Driver Options.

- 3 In the Design File Output Settings dialog box, under Seed File, click .

NOTE If you are a limited rights user, be sure that the seed file is in a location where you have access to it.

- 4 In the Select Seed File dialog box, navigate to the location of the seed file to use and select the file.

NOTE Be sure to specify a seed file designed for the version of DGN you specified in the Export Location dialog box. You cannot use a DGN version 8 seed file when exporting to DGN version 7.

- 5 Click Open.

To change the *default seed file*

- 1 Open the *mapexport.ini* file using a text editor such as WordPad.
This file is in the *C:\Documents and Settings\All Users\Application Data\Autodesk\AutoCAD Map 3D\R17.2* folder.
- 2 Find the section labeled [DGN_V7] or [DGN_V8]. This is where the default seed file is specified.
- 3 Specify the new default seed file.
For example: `Driver:RUNTIME_MACROS=_SEED,"C:\Program Files\Common Files\Autodesk Shared\GIS\ImportExport\4.0\design\seed3d_ft.dgn"`.
- 4 Save and close the .ini file.

To export to DGN

- [Use the Export instructions.](#) on page 1166

Exporting To Geographic Markup Language (GML)

GML (Geography Markup Language) is an OpenGIS® Implementation specification that defines an XML encoding for the transport and storage of geographic information. The specification can be found on the [http://www.opengis.org/OpenGIS Consortium web site](http://www.opengis.org/OpenGIS%20Consortium%20web%20site).

You can import and export GML in and out of AutoCAD Map 3D.

Exporting

You can export GML version 3.1.1 files.

If you are exporting GML data in Asian languages, verify that *mapexport.ini* contains the language encoding settings you need to export valid GML data in the desired language.

Driver Options

GML has no export driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [To verify language encoding settings for export to GML](#) on page 1190
- [To export to GML](#) on page 1190

To verify language encoding settings for export to GML

- Make sure the language encoding settings in the *mapexport.ini* file export valid GML data in the desired language.
For more information, see [Customizing the Import and Export .ini Files](#) on page 240.

To export to GML

- [Use the Export instructions.](#) on page 1166

Exporting To VML (Vector Markup Language)

AutoCAD Map 3D supports VML (Vector Markup Language). VML, which is written using the XML syntax, is a text-based markup language used for describing vector graphics. VML is an export-only format.

Exporting

When you export to VML format, AutoCAD Map 3D creates a single HyperText Markup Language (HTML) file with the VML data contained in the <body> region of the HTML.

When you export objects, be sure the objects have a color that will be visible on the target page. For example, if you are exporting to a page with a white background, be sure the objects themselves are not white.

You can specify the following attributes for VML objects:

VML Attribute	Description
vml_title	The title of the feature that may be displayed by the VML viewer. (The title appears as a ToolTip when the user places their mouse over the feature. Range: string Default: none)
vml_url	The URL to jump to if this feature is clicked. Range: string Default: none
vml_target	The target frame in the URL. Range: string Default: none
vml_z_index	The z-index of the feature in the output VML file. Positive numbers are in front of the screen; negative numbers are behind the screen. Features having a higher z-index obscure features with a lower z-index. Range: integer Default: 0 for vml_polygon features 10 for vml_polyline features 11 for vml_point features 12 for vml_text features

Driver Options

VML has no export driver options.

To export to VML

- [Use the Export instructions.](#) on page 1166

Exporting to Multiple Classes

You can export selected data to multiple feature classes during one export operation for the following formats:

- [Autodesk SDF](#) on page 1173
- [Oracle](#) on page 1203
- [ESRI ArcSDE](#) on page 1179

Using the Feature Class Tab on the Export Dialog Box

Use the Feature Class tab for attributes that should be associated with all output feature classes. For example, suppose you have created three sets of objects: each set contains water lines, electrical lines, and sewer lines, but you have color-coded them to represent different maintenance dates. You can select objects based on color, and export them to multiple feature classes (water, electrical, and sewer). You can select an attribute on the Feature Class tab (maintenance date, for example), and apply it to all three feature classes when you export them.

However, if the objects you are exporting already have associated attributes, it may be best if you don't select any attributes on the Feature Class tab.

See also:

- [Overview of Converting and Exporting](#) on page 1166
- [Exporting DWG Data to an FDO Data Store](#) on page 1203
- [Exporting DWG Data to an FDO Data Store](#) on page 1203
- [To export multiple feature classes](#) on page 1192
- [To combine multiple layers into one feature class](#) on page 1194
- [To change the class names that are assigned automatically](#) on page 1194

To export multiple feature classes

- 1 Click Create multiple classes based on a drawing property on the Feature Class tab of the [Export dialog box](#) on page 1166.
- 2 Specify a classification method.
Only the methods relevant to your map are listed. For example, if you didn't classify objects in the map, you won't see the Object Classification option.

The classification method you choose determines the resulting feature class attributes, as shown in the following table:

Multiple class export classification method	Output	Select Attributes Dialog Box settings	End result
Layers	A feature class for each exported layer	Nothing selected	No attributes in the output feature classes
Layers	A feature class for each exported layer	Attributes selected	All feature classes contain all attributes that were selected in the Select Attributes dialog box.
Object Data on page 179 or Link Templates on page 451	A feature class for each object associated with an object data table or link template.	Nothing selected	Output feature classes inherit their attributes from the Object Data table or Link Template definitions.
Object data or link templates	A feature class for each object associated with an object data table or link template.	Attributes selected	Output feature classes inherit their attributes from the Object Data table or Link Template definitions AND all attributes selected in the Select Attributes dialog box are also assigned to all output feature classes.
Object class on page 108	A feature class for each exported object class.	Nothing selected	Output feature classes inherit their attributes from the object class.
Object class	A feature class for each exported object class.	Attributes selected	Output feature classes inherit their attributes from the Object Class AND all attributes selected in the Select Attributes

Multiple class export classification method	Output	Select Attributes Dialog Box settings	End result
			dialog box are also assigned to all output feature classes.

To combine multiple layers into one feature class

- 1 On the Feature Class tab of the [Export dialog box](#) on page 1166, select Create a single class from all selected objects.
- 2 In the Feature Class column, give the new feature class an appropriate name.
For example, if your DWG file has three layers called text_City, text_County, and text_Region, you can name the combined feature class "Text" in the Feature Class column.

To change the class names that are assigned automatically

- 1 Click the Feature Class field.
- 2 Edit the proposed class names as needed.
- 3 Click OK.

Exporting To Shape Multiclass

Drawing (DWG) objects can contain multiple geometry types, while SHP files contain only one. However, the Shape Multiclass option lets you export multiple drawing objects to a set of SHP files in a folder you specify. Each resulting SHP will contain the geometry and attributes for a single geometry type. For example, if pipes, roads, and streams are all represented by lines, you will export three sets of SHP files, each one containing the geometry and attributes for one of those object types. For information about the set of files produced for SHP and their naming conventions, see [Importing ESRI ShapeFiles](#) on page 333.

NOTE There is also an [MapExport.ini folder](#) on page 333 export option.

Exporting

You can specify that the resulting files use a single feature class or multiple feature classes based on layer, object classification, object data, or link templates.

All new SHP classes that contain text entities will have a property called TEXTSTRING. To bring this information back into AutoCAD Map 3D, select the import option to import points as text.

To create polygons when you use this export option, select the Treat Closed Polylines As Polygons option.

You can export to a single feature class that uses all the items you specified on the Data tab. To do this, click One class and type a name for that class.

You can [export data to multiple classes at one time](#) on page 1191 and combine the data organization in your drawing with your selections on the Data tab to determine the attributes for each exported feature class.

Export Restrictions

SHP files do not support color; in ArcView, each theme is assigned a color that is used when an item is drawn.

SHP files do not support circular arcs. During export, arcs, splines and ellipses are converted to segmented polylines. You can change the settings used for segmentation in the *mapexport.ini* file.

You cannot map fields when you export to Shape Multiclass. If you need to map fields, export your DWG data to SDF first, and then use [Migrating Data](#) on page 522 Bulk Copy to export the data to SHP.

Overwriting and Appending

If you export to an existing folder containing files with the same names as those that will be generated by the export, you can choose to overwrite the existing data or append the new data to it. Overwriting can destroy the existing files when it creates new ones. Appending will add the data in the current export operation to the existing data without deleting any existing data. If you append and you are transforming the coordinate system for the data, the old data and the new data must both use the same source and target coordinate systems. You cannot use the append option to update existing data, but only to add new data.

NOTE If your data meets these criteria but the export operation fails, try deleting the relevant .prj files in the target folder and then retry the export operation.

Driver Options

When exporting to SHP files, you can select 2 Dimension Shape Files or 3 Dimension Shape Files from the driver options.

See also:

- [Customizing the Import and Export .ini Files](#) on page 240
- [Importing ESRI ShapeFiles](#) on page 333
- [To change the settings used for segmentation](#) on page 1196
- [To export to SHP Multi-class](#) on page 1196
- [To map fields when exporting to Shape Multiclass](#) on page 1196
- [To create polygons when exporting to SHP Multiclass](#) on page 1196
- [DataTo export to a single feature class that uses all the items you specified on the tab.](#) on page 1197

To change the settings AutoCAD Map 3D uses for segmentation

- Edit the *mapexport.ini* file.
See [To edit the .ini file](#) on page ?.

To export to SHP Multi-class

- [Use the Export instructions.](#) on page 1166

To map fields when exporting to Shape Multiclass

- 1 Export your DWG data to SDF first.
- 2 Use [Migrating Data](#) on page 522 Bulk Copy to export the data to SHP.
Bulk Copy allows you to map fields.

To create polygons when exporting to SHP Multiclass

- 1 Select the Treat Closed Polylines As Polygons option.

- 2 Do one of the following:
 - To export closed polylines as lines, select the Line object type.
 - To export closed polylines as polygons, select the Polygon object type and select Treat Closed Polylines As Polygons on the Options tab

To export to a single feature class that uses all the items you specified on the Data tab.

- 1 Click One class.
- 2 Type a name for that class.

You can [export data to multiple classes at one time](#) on page 1191 and combine the data organization in your drawing with your selections on the Data tab to determine the attributes for each exported feature class.

Mapping Drawing Attributes to Feature Class Properties

You can map drawing attribute properties to feature class properties when you export DWG data to the SDF format. You can also map specific values of the AutoCAD drawing properties .COLOR, .LINETYPE, and .LINEWEIGHT to specific feature class property values. For example, you could specify that all pipes drawn with green lines are eight-inch pipes, or that all roads drawn with .25 mm lines are two-lane roads.

For more information on exporting drawing data to the Autodesk SDF format, see [Exporting To Autodesk SDF \(Spatial Data File\)](#) on page 1173.

To map drawing attributes to feature class properties

- 1 In the Export dialog box, click the Feature Class tab.
- 2 Select the drawing objects you want to map to feature class properties.
- 3 In the Feature Class column, click the [...] button.
- 4 In the Feature Class Property Mapping dialog box, select or enter the feature class property to which the drawing attributes should be mapped.
- 5 You can select additional drawing objects and attributes to export by clicking the Select Attributes button.
- 6 Click OK.

To map AutoCAD drawing attribute values to feature class property values

- 1 In the Export dialog box, click the Feature Class tab.
- 2 Select the drawing attributes you want to map to feature class properties.
- 3 In the Feature Class column, click the [...] button.
- 4 In the Feature Class Property Mapping dialog box, select the feature class property to which the drawing attribute values should be mapped.
- 5 You can select additional drawing properties and attributes to export by clicking the Select Attributes button.
- 6 In the Drawing Attributes column, click the [...] button in the field of the attribute to be mapped to the feature class property.
- 7 In the New Property Data Type dialog box, select the appropriate data type from the drop-down list.
- 8 Click OK.
- 9 In the Property Value Mapping dialog box, map the drawing attribute values to the specific feature class values.
- 10 Click OK.

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu Click File ► Convert DWG To ► Map 3D Export.

Icon  Export Map File

Command Line MAPEXPORT

Dialog Box Export dialog box

MAPEXPORTFDO

Export to an FDO data store

Menu Click File ► Convert DWG To ► FDO Connection.

Command Line _MAPEXPORTFDO

Exporting Text Enclosed in a Polyline

If your map includes text that is enclosed in a polyline, you can turn that text into object data and export it as attribute data attached to the polyline.

See also:

- [Overview of Converting and Exporting](#) on page 1166
- [Setting Up Object Data](#) on page 179

To export text enclosed in a polyline as attribute data

- 1 [Create an object data table](#) on page 180 with one field.
- 2 Use the [Generate Links](#) on page 878 command to automatically attach data to objects.
In the [Generate Data Links dialog box](#) on page 1541, select the Enclosed Text option. This option links the text data to the polyline enclosing the text.
Under Data Links, select Create Object Data Records and select the name of the table you created in step 1.
Click OK and select the objects you want. For each selected object, AutoCAD Map 3D will create a new record in the selected object data table and fill the record with the enclosed text.
- 3 Click File menu ► Convert DWG To ► Map 3D Export to export the polylines. On the Data or Feature Class tab of the [Import dialog box](#) on page 1446, select the table you created in step 1. Select any other export options you want and export the objects.

Quick Reference

ADEDEFDATA

Defines object data

Menu

Setup menu ► Define Object Data

Icon



Define Object Data

Command Line	ADEDEFDATA
Dialog Box	Define Object Data dialog box


ADEGENLINK

Automatically links objects to object data or external database records

Menu	In the Classic workspace, click Setup menu ► More Link Template Options ► Generate Links
Command Line	ADEGENLINK
Task Pane	In Map Explorer, right-click a link template ► Generate Links
Dialog Box	Generate Data Links dialog box

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu	Click File ► Convert DWG To ► Map 3D Export.
Icon	 Export Map File
Command Line	MAPEXPORT
Dialog Box	Export dialog box

Exporting Polygons from a Polygon Topology

Exporting polygons from a polygon topology is useful when you export data to an external file format that supports polygons.

During this operation, you can create a group containing all the elements of complex areas, such as islands. If the islands themselves have nested islands or other polygons, these nested polygons will form a separate grouping automatically, creating different levels of grouping. If two or more inner polygons are not nested but share the same outer boundary, they will be treated as one group.

See also:

- [Overview of Converting and Exporting](#) on page 1166

- [Creating Closed Polylines from a Polygon Topology](#) on page 758
- [Converting Polylines to Polygons](#) on page 825
- [Converting Polygon Topology to Polygons](#) on page 827

To export polygons from a polygon topology

- 1 Click File ► Convert DWG To ► Map 3D Export.
- 2 In the [Import dialog box](#) on page 1446, select the topology to export.
All complete polygons in the selected topology are automatically selected.
- 3 Select Group Complex Polygons to group nested polygons into a single, balanced polygon.
If you do not select the Group Complex Polygons option, AutoCAD Map 3D will create a separate polygon for each centroid.
To create a single polygon from nested polygons, each nested polygon must have a centroid. For example, if three polygons are nested one within another, and the middle polygon does not have a centroid, AutoCAD Map 3D will create separate polygons for the inner polygon and the outer polygon.
- 4 Set any other export options.

Quick Reference

MAPEXPORT

Exports drawing objects and their attribute data to an external file format

Menu

Click File ► Convert DWG To ► Map 3D Export.

Icon



Export Map File

Command Line

MAPEXPORT

Dialog Box

Export dialog box

Saving Drawing Objects to a DXF File

You can create DXF files for use with previous versions of AutoCAD or with any other application that supports the DXF format.

NOTE All topology information, links to external databases, object data, and civil objects are lost when you use this command.

See also:

■ [Importing DXF Files](#) on page 327

To create a DXF file

- 1 Click File menu ► Save As.
- 2 Select a type of DXF from the Files of Type list.
- 3 Specify a name and location for the file and click Save.

Quick Reference

SAVEAS

Saves an unnamed drawing with a file name or renames the current drawing

Menu	File menu ► Save As
Command Line	SAVEAS

Exporting Maps to DWG Format

You can save both geospatial features and DWG objects to DWG format from the Display Manager. This allows you to share styled maps with users who do not have Display Manager (for example, users of AutoCAD or a previous version of AutoCAD Map 3D).

In the output drawing, styling is preserved, but object attributes, labels, and any [joined data](#) on page 439 are not. The output drawing can be viewed by previous versions of AutoCAD Map 3D and by AutoCAD, and the output drawing can be used by the Sheet Set Manager.

Each display layer in your map is saved to a corresponding layer in the target drawing.

To output multiple maps based on different zoom scales, you must save individual maps for each desired zoom scale.

See also:

■ [Moving DWG Data to a Spatial Data Store and Back Again](#) on page 1207

■ [Work with Geospatial Features and Drawing Objects](#) on page 21

To save a styled map to DWG format

- 1 Build your map, styling your feature and drawing layers as desired.
- 2 Display the map at the scale you want recipients to share.
- 3 Choose File ► Save Current Map as DWG
- 4 In the Export Current Map to DWG dialog box, specify a location and file name for the exported map and click Save.

Exporting DWG Data to an FDO Data Store

You can move DWG (drawing object) data into any Oracle database to which you have connected in AutoCAD Map 3D. You can also move DWG data into existing ESRI ArcSDE data stores to which you have connected in AutoCAD Map 3D.

Exporting DWG Data to Oracle

When you export to an existing Oracle table, you can use the data to populate both new and existing classes.

You can export a single class at a time and use the Feature Class tab to match your output fields to the existing fields. The left-hand column on the Feature Class tab (on the Export dialog box) is an expression, which allows you to concatenate fields or do calculations on them.

You can [export data to multiple classes at one time](#) on page 1191 and combine the data organization in your drawing with your selections on the Feature Class tab to determine the attributes for each exported feature class.

Object class property values are written to the feature class in Oracle if their data types match. Otherwise, AutoCAD Map 3D attempts to convert to a supported data type.

You can also use scripting to perform export operations. For single-class export, the parameters for each export operation can be saved in a profile and you can export multiple classes with a single script. This is helpful for the cases where the same complex set of operations needs to be done frequently.

Exporting DWG Data to ESRI ArcSDE

When you export data to ArcSDE format, you can export only to an existing ArcSDE data store with a complete schema. You cannot create or modify ArcSDE schemas using AutoCAD Map 3D.

See also:

- [Overview of Converting and Exporting](#) on page 1166
- [Exporting to Multiple Classes](#) on page 1191
- [Bringing In Features from Oracle](#) on page 271
- [Importing From ESRI ArcSDE](#) on page 327
- [Migrating GIS Data \(Bulk Copy\)](#) on page 523

To export DWG data to Oracle:

- 1 [Connect to the Oracle data store](#) on page 271 to which you want to move the data.
- 2 Before moving drawing data to Oracle, do the following to your DWG drawing objects:
 - [Assign a coordinate system](#) on page 133. This lets you position your data accurately in a real-world geographic location and align imported survey or GPS point data. Once you assign a coordinate system, you can convert to a different system when you export.
 - [Clean up any geometry errors](#) on page 636. Use the AutoCAD Map 3D cleanup tools to correct any errors introduced during drafting, digitizing, or converting the data.
- 3 Click File menu ► Convert DWG To ► FDO Connection.

- 4 In the dialog box that appears, choose the Oracle connection for the export and click OK.
- 5 On the Selection tab of the [Map Export dialog box](#) on page 1458, specify which objects to export.

This tab determines how items are selected for export, and not how they are organized in their exported form. You specify how to organize the exported material on the Feature Class tab.
- 6 On the Feature Class tab, specify which object properties and attributes to export to feature class attributes.

All attributes you specify here will be included in all the resulting features you create in Oracle. For information on how the choices on this tab determine the properties of the exported feature class, see [Exporting to Multiple Classes](#) on page 1191.
- 7 On the [Options tab](#) on page 1440, specify whether to convert the coordinate system during the export process and choose the coordinate system. Specify whether to treat closed polylines as polygons when you export.
- 8 Specify how to create classes in the Oracle data store.
 - To create a single feature class containing all the items you selected on the Selection tab, click Create a single class from all exported objects and type a name for that class.
 - To create multiple feature classes for the items you selected on the Selection tab, click Create multiple classes based on a drawing object and specify an “auto-classification” method
For information about these methods, see [Exporting to Multiple Classes](#) on page 1191.
- 9 To change the automatically assigned class names, click the Feature Class field and edit the names as needed, then click OK.
- 10 Click Save.

To export DWG data to ESRI ArcSDE:

- 1 Query the data you want from the DWG drawing into your map.
- 2 [Connect to the ESRI ArcSDE data store](#) on page 274 to which you want to move the data.

- 3 Before moving drawing data to ESRI ArcSDE, do the following to your DWG drawing objects:
 - [Assign a coordinate system](#) on page 133. This lets you position your data accurately in a real-world geographic location and align imported survey or GPS point data. Once you assign a coordinate system, you can convert to a different system when you export.
 - [Clean up any geometry errors](#) on page 636. Use the AutoCAD Map 3D cleanup tools to correct any errors introduced during drafting, digitizing, or converting the data.
- 4 Click File menu ► Convert DWG To ► FDO Connection.
- 5 In the dialog box that appears, choose the data source for the export and click OK.
- 6 On the Selection tab of the [Map Export dialog box](#) on page 1458, specify which objects to export.

This tab determines how items are selected for export, and not how they are organized in their exported form. You specify how to organize the exported material on the Feature Class tab.
- 7 On the Feature Class tab, specify which object properties and attributes to export to feature class attributes. Note that you cannot create or modify ArcSDE schemas. You can only map object properties and attributes to existing feature class attributes.

All attributes you specify here will be included in all the resulting features you export to ESRI ArcSDE. For information on how the choices on this tab determine the properties of the exported feature class, see [Exporting to Multiple Classes](#) on page 1191.
- 8 On the [Options tab](#) on page 1440, specify whether to convert the coordinate system during the export process and choose the coordinate system. Specify whether to treat closed polylines as polygons when you export.
- 9 Click Save.

Quick Reference

MAPEXPORTFDO

Export to an FDO data store

Menu	Click File ► Convert DWG To ► FDO Connection.
Command Line	_MAPEXPORTFDO

Exporting DWG Data to an Image Format

You can save the drawing objects in the current map to an image format, such as BMP, JPEG, or PNG. The resulting image file will not contain geospatial features. If your map includes geospatial features, save it to DWG format before you use this feature.

When you export to an image format, you use the Render Output File Dialog Box.

See also:

- [Exporting Maps to DWG Format](#) on page 1202

To save drawing objects in an image format

- 1 Click File menu ► Export ► As Image.
- 2 In the dialog box that appears, choose the image format for the new file from the Files of Type list.
- 3 Specify a name and location for the image file and click Save.
- 4 If the format you chose has any further options, specify them in the dialog box that appears and click OK.

For information about these options, see the corresponding topic in the AutoCAD Help. For example, for information about the JPEG options, see the JPEG Image Options Dialog Box topic.

All drawing objects in your map are rendered and saved to the image file.

Moving DWG Data to a Spatial Data Store and Back Again

You can move AutoCAD drawing data from AutoCAD Map 3D to SDF or Oracle and back into AutoCAD Map 3D. For example, you can export drawing objects to an SDF file to give to someone who needs to change those objects. Once the changes are made, you can incorporate them into your original drawing file.

Attributes

If you connect to the data, rather than import it, and extract the geometry from the feature data, the attributes are lost.

Bringing the Data Back Into AutoCAD Map 3D

After changes have been made to the data, you can bring it back into AutoCAD Map 3D in one of the following ways:

- Import the data in DWG format. If anyone changes the data after that, those changes will not appear in your map unless you re-import. Import gives you a "snapshot" of the data at the moment that you import. This method is best for changes to many objects in one area of the map. It works best if you classify the objects before you export them, and then map to those object classes when you re-import.
- Connect to the data (using Data Connect) and then extract the geometry from the changed features. You can then update your original DWG files with the new information. The data remains in its original format, and any further changes in its data store appear in your map. This method is best for small changes.

If you plan to re-import SDF data using either method, you will get the best results if you export only the properties you want edit to a multi-class SDF file. You can then map the properties to separate layers when you import the SDF file.

Preserving Visual Styles

When you export styled drawing data, the visual styling is lost. You can use two alternative methods to preserve styling information:

- Set up a drawing template file (.dwt) that includes styling information for the drawing objects you wish to include (layers, linetypes, blocks, etc.). For more information on using drawing templates, see the *AutoCAD 2009 User's Guide*.
- Publish your map to the DWF format., which preserves all styling. Use Autodesk Design Review to examine and mark up the resulting map. You can then update the original DWG data from those markups.

See also:

- [Publishing to DWF](#) on page 1128

- [Overview of Converting and Exporting](#) on page 1166
- [Exporting DWG Data to an FDO Data Store](#) on page 1203
- [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323
- [Overview of Converting Geospatial Data to Drawing Objects](#) on page 316
- [To move drawing data to a spatial data store and back using the import method](#) on page 1209
- [To move drawing data to a spatial data store and back using the Data Connect method](#) on page 1209

To move drawing data to a spatial data store and back using the import method

- 1 Export the drawing data to an SDF file or to Oracle. See [Overview of Converting and Exporting](#) on page 1166, [Exporting DWG Data to an FDO Data Store](#) on page 1203, and [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323.

If your drawing data has been styled, be sure to check the appropriate properties on the Feature Class tab of the Export dialog box when you export the data. Although the visual styling will not appear in the resulting feature data, you will be able to reconstruct the styling when you re-import the data later.

- 2 Once the feature data has been changed, open the original DWG file in AutoCAD Map 3D to update it with those changes.
- 3 Remove any objects that will be replaced with the imported data.
- 4 Connect to the data store with the new data and import the data to add it to your original drawing.

See [Overview of Converting Geospatial Data to Drawing Objects](#) on page 316. If your original drawing contains layers that specify visual styling, import the data into the appropriate layer to restore its styling information.

To move drawing data to a spatial data store and back using the Data Connect method

- 1 Export the drawing data to SDF or Oracle.

See [Exporting DWG Data to an FDO Data Store](#) on page 1203, [Overview of Converting and Exporting](#) on page 1166, and [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323.

If your drawing data has been styled, be sure to check the appropriate properties on the Feature Class tab of the Export dialog box when you export the data. Although the visual styling will not appear in the resulting feature data, you will be able to reconstruct the styling when you re-import the data later.

Alternately, you can use a drawing template that includes all the styling information you wish to include. For more information on using a drawing template to preserve drawing data stylization, see [Preserving Visual Styles](#) on page 1208

- 2 Once the feature data has been updated, open your original DWG file in AutoCAD Map 3D to update it with those changes.
- 3 Connect to the spatial data source containing the changed data.
See [Bringing in GIS Features](#) on page 265.
- 4 Check out any new or changed features and use Extract Geometry From Feature to convert them to drawing objects.
See [Checking Out Features](#) on page 583 and [Extracting Feature Geometry](#) on page 598

NOTE The resulting drawing objects will lose any attribute data that was connected to them.

- 5 Check the features back in and remove the display layers that use the feature source data.
- 6 Disconnect from the feature source.
- 7 Click Create menu ► Attach/Detach Object Data.
- 8 Attach any existing object data to the new geometry.
See [Specifying Object Data for a Drawing Object](#) on page 875.

Saving or Exporting a Display Manager Layer

You can save or export information about geospatial layers in Display Manager (including annotation layers) to separate files. Only geospatial features are saved or exported.

This allows you to package data that is ordinarily stored in a central data store, such as an Oracle database, into a geospatial data file. However, all connection to the original data store is lost and changes you make to the SDF file will not update the central data store.

Saving vs. Exporting

If you use the export option, you can export a single layer to an Autodesk SDF (version 3) file. The resulting file contains geometry and attribute data, but no styling data.

If you have [joined data](#) on page 439 to the layers you are exporting, the joined data is also exported. However, metadata is not exported with the layer. For information about exporting metadata, see [Sharing Metadata](#) on page 1250.

If you use the save option, you can save one layer at a time. When you save a layer, you save its styling information and pointers to the data source that defines its geometry and attributes. You can drag and drop saved layers into any map to re-use them.

You cannot use a saved layer and an exported layer together because saved layers point to the current data for the layer while exported layers contain a “snapshot” of the data at the time they were exported, and these data definitions may differ.

Using Exported Layers

You can use exported layers for any of the following:

- As a map layer in Autodesk MapGuide Enterprise or MapGuide Open Source.

NOTE This format is not readable by Autodesk MapGuide version 6.5 or earlier. Instead, see [Exporting DWG Data to SDF2 Format](#) on page 1175.

- To package the layer contents as a personal geospatial data store. The resulting SDF file can be opened and edited in any application that supports this format. However, once you export the layers, they lose their connection to their original data store, and any changes you make will not be updated in that data store.

NOTE You can also export all DWG objects to SDF3 format, and you can copy features from one geospatial format to another using Bulk Copy.

See also:

- [Overview of the Display Manager](#) on page 535
- [Overview of Converting and Exporting](#) on page 1166
- [Importing Autodesk SDF \(Spatial Data Files\)](#) on page 323
- [Migrating Data](#) on page 522

To export layers in SDF format

- 1 In the [Display Manager](#) on page 1748, right-click a layer and choose ► Export Layer Data to SDF.
- 2 Specify a name and location for the file.
- 3 Click Save.

To save a layer's styles and pointers to its data

- 1 In the [Display Manager](#) on page 1748, right-click the layer ► Save Layer.
- 2 Specify a name and location for the file.
- 3 Click Save.

Exporting and Printing Attribute Data

To print and export attribute data

- [To export from the Data Table](#) on page 1215
- [To print a database table](#) on page 1216
- [To set print options](#) on page 1216
- [To specify the header and footer](#) on page 1216
- [To apply a filter](#) on page 1217
- [To create a drawing object report](#) on page 1217

Overview of Exporting Attribute Data

You can export attribute data in the following ways:

- From the Data Table: Attribute data for geospatial features appears in the Data Table. You can export all or some of this data to a comma-separated file, which you can then print from a supporting application.
- From the Data View: Data you linked to drawing objects from an external source appears in the Data View. You can print some or all of this data, or you can copy and paste it into another application.
- **From the Metadata Viewer:** Metadata is is structured information that describes the content, quality, condition, and other characteristics of data. In AutoCAD Map 3D, you can examine this data in the Metadata Viewer. You can share metadata by exporting it from the Metadata Viewer.
- As a report: You can query objects in attached drawings to retrieve object data and properties that match your criteria. You define a template to specify which of that information to include in the resulting report, which is written out to a comma-separated file.

See also:

- [Exporting from the Data Table](#) on page 1214
- [Overview of the Data Table](#) on page 921
- [Printing from the Data View](#) on page 1215
- [Viewing External Data Sources for Drawing Object Data](#) on page 859
- [Sharing Metadata](#) on page 1250
- [Creating a Drawing Object Report \(DWG\)](#) on page 1217

Use the following methods to export or print attribute data.

To export this type of data...	Use this method
Geospatial attribute data	In the Data Table, select the desired data and click Options ► Export. See Exporting from the Data Table on page 1214.

To export this type of data...	Use this method
External data linked to drawing objects	In the Data View, specify print options and click File menu ► Print. See Printing from the Data View on page 1215.
Drawing object data and properties (as a report)	Click Setup menu ► More DWG Options ► Define Query and define and execute the query. Then click Report in the same dialog box to create a report template and specify a file name for the report. See Creating a Drawing Object Report (DWG) on page 1217.
Metadata	Click Export or Publish in the Metadata Viewer. Select the source data type and specify the location for the exported data. See Sharing Metadata on page 1250.

Exporting from the Data Table

Attribute data for geospatial features appears in the Data Table. You can export all or some of this data to a comma-separated file. Exported data is stored in a comma-separated file for use in other applications, such as Microsoft® Access™ or Excel™.

If your data includes decimal values, the exported data will use the format for your current user locale (the current setting in the Windows Regional Settings control panel on your computer.) For this reason, the data may not actually be separated by commas. For example, in a German locale, items are separated by semicolons.

If you have [joined data](#) on page 439 to geospatial features whose data you are exporting, the exported data will include the joined properties.

NOTE You can also copy cells from the Data Table and paste them into a spreadsheet program, such as Microsoft Excel.

See also:

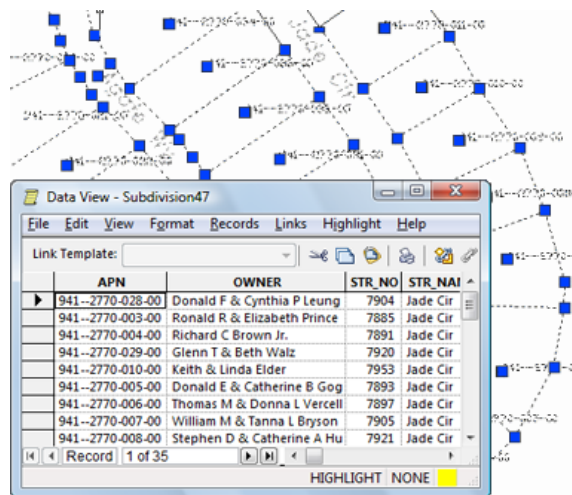
- [Overview of the Data Table](#) on page 921

To export from the Data Table

- 1 In [Map Explorer](#) on page 1755, click the feature layer whose data you want to export.
- 2 Click Table.
- 3 Filter the display to see the data you want.
- 4 Select the data to export. To select all the data currently displayed, click Select in the upper right corner.
- 5 Click Options ► Export (at the bottom of the Data Table window).
- 6 Specify a name and location for the comma-separated file, and click Save.

Printing from the Data View

Data you linked to drawing objects from an external source appears in the Data View. You can print all or part of the active table. If you have filters in effect, only the records that match the filter are printed. You can set print options for margins, titles, grid lines, header, and footer.



You can print from a Data View table.

NOTE You can also copy cells from the Data View and paste them into a spreadsheet program, such as Microsoft Excel.

See also:

- [Opening a Database Table](#) on page 865
- [Finding Records in the Data View Based on Record Data \(SQL Queries\)](#) on page 1018
- [Finding Data View Records Based on Object Location](#) on page 1021
- [Freezing and Hiding Data View Columns](#) on page 871

- [To print a database table](#) on page 1216
- [To set print options](#) on page 1216
- [To specify the header and footer](#) on page 1216
- [To apply a filter](#) on page 1217

To print a database table

- 1 Open a database table in the [Data View](#) on page 938.
- 2 Specify print options, header, footer, or filters.
- 3 In the Data View, click File menu ► Print.
- 4 Click OK.

To set print options

- 1 In the Data View, click File menu ► Page Setup.
- 2 In the [Page Setup dialog box](#) on page 1423, select the print options you want. Click OK.

To specify the header and footer

- 1 In the Data View, click File menu ► Header And Footer.
- 2 In the [Header/Footer dialog box](#) on page 1421, set options for headers and footers. Click OK.

If you've applied a filter to the table, only the filtered records print.

To apply a filter

- See [Finding Records in the Data View Based on Record Data \(SQL Queries\)](#) on page 1018.
- See [Finding Data View Records Based on Object Location](#) on page 1021.

Quick Reference

(Data View) Header and Footer

Specifies header and footer for printing in the Data View

Menu	In the Data View:File ► Header and Footer
Dialog Box	Header/Footer dialog box


(Data View) Page Setup

Sets the print options for Data View

Menu	In the Data View:File ► Page Setup
Dialog Box	Page Setup dialog box

(Data View) Print

Prints the current view of the database table

Menu	In the Data View:File ► Print
Icon	 Print



Creating a Drawing Object Report (DWG)

To create a drawing object report

- [To run a query in Report mode](#) on page 1218
- [To create a report template](#) on page 1220

Running a Query in Report Mode

You can run a special query on objects in attached drawings to retrieve information about the object properties and object data. You can use Report mode to save the results of the query to a comma-separated file, which you can use in a spreadsheet program or database.

For example, you can create a list of pipes and their diameters (when the diameters are stored in object data).

You use a report template to control the information that is included in the report. Depending on your use of blocks, layers, object data, links to external databases, block attributes, color, and other data, you can create various printed reports.

NOTE Queries in Report mode retrieve objects from layers that are Off or Frozen.

See also:

- [Defining Queries](#) on page 1006
- [Altering Properties of Defined Queries](#) on page ?
- [Saving Queries](#) on page ?
- [Creating a Report Template](#) on page 1219


To run a query in Report mode

- 1 Click Setup menu ► More DWG Options ► Define Query.
- 2 Define or load a query.
- 3 Under Query Mode, select Report.
- 4 Click Options.
- 5 In the [Output Report Options dialog box](#) on page 1587, [To create a report template](#) on page 1220. Click OK.
- 6 Click Execute Query.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Creating a Report Template

Control the information that is included in a report query by defining a report template.

For example, you can create a report that displays pipe lengths and diameters by querying the feature class PIPES, and defining a report template that includes the property LENGTH and an object data field that contains pipe diameter information.

A template can include variables that represent:

- object properties
- feature classification
- object data
- topology information
- SQL data in an external database table
- block attributes

For a complete listing of variables you can use in a template, see [Variables](#) on page 1288.

TIP Objects that include several elements have multiple entries in the output file. Use the .TYPE dot variable to identify such objects, and edit the output file to remove duplicate references to the object.

The report template is saved when you save the query.

NOTE Report mode queries retrieve objects from layers that are Off or Frozen.

See also:

- [Running a Query in Report Mode](#) on page 1218
- [Altering Properties of Defined Queries](#) on page ?
- [Saving Queries](#) on page ?

If you run a Report query, the report template specifies the information to write to an external file.


To create a report template

- 1 Click Setup menu ► More DWG Options ► Define Query.
- 2 In the Define Query dialog box, under Query Mode, click Report.
- 3 Click Options.
- 4 In the [Output Report Options dialog box](#) on page 1587, specify the information to include in the report.
Click Expression and select the item to include.
You can edit the expression box to add a calculation to the variable. For example, you can edit an area dot variable to reflect the scale of a map.
- 5 To associate a range with the expression, select the range table name from the Range list. To [define a range table](#) on page 1057, click Ranges.
- 6 Click Add to add each expression to the Report Template list.
- 7 Select Process Sub-Objects to create a line in the report for each component of an object, for example, polyline vertices or centroids, links, and nodes in a polygon topology.
- 8 Select Apply Transformation to apply a transformation to the values displayed report.
If you have used either a coordinate system transformation or a simple transformation in the current map, you must select this option to apply the transformation to the values in the report.
- 9 Specify a name and location for the output report file.
- 10 Click OK to close the dialog box.

Quick Reference

ADEQUERY

Controls defining, modifying, saving, loading, and executing a query

Menu	In the Classic workspace, click Setup menu ► More DWG Options ► Define Query
Icon	 Define Query
Command Line	ADEQUERY
Task Pane	In Map Explorer, right-clickCurrent Query ► Define-or- Right-click a query ► Edit
Dialog Box	Define Query dialog box

Working with Metadata

I 0

Overview of Working with Metadata

Metadata is data about data. Geospatial metadata describes your GIS data according to an established standard to help those who might want to use your maps understand them. Organizing your data according to standards helps you manage it more efficiently, enforces data quality, and facilitates data sharing. In AutoCAD Map 3D, you can automatically generate metadata for DWGs; their [resources](#) on page 1760, such as object or feature classes; and non-DWG files.

AutoCAD Map 3D currently supports two standards for geospatial metadata: the [FGDC CSDGM Standard](#) on page 1751 and [ISO 19139](#) on page 1225.

The FGDC Standard (United States)

In 1998, the Federal Geographic Data Committee (FGDC) released the http://www.fgdc.gov/metadata/documents/workbook_0501_bmk.pdf *Content Standard for Digital Geospatial Metadata* (the [FGDC CSDGM Standard](#) on page 1751). Its goal is to promote electronic, geospatial information-sharing between various agencies and regions around the world. Some agencies in the United States may be required to create geospatial metadata that complies with this standard.

The FGDC standard specifies seven major sections of GIS metadata. Each section has several data elements, and [compound elements](#) on page 1745. Each element must meet one of the following conditions:

- Mandatory
- Optional
- Conditional

Conditional elements are “mandatory if applicable.” For example, if a particular data set neither has nor needs distribution information as defined by the FGDC, you need not complete any of the fields in the Distribution Information section, even if some fields in that section are mandatory.

Information Type	Description	Requirement	Related Editor
Identification Information	Basic information about the data	Mandatory	Contact Information Editor (FGDC Metadata) on page 1492
Data Quality Information	Overall quality of the data	Conditional	Citation Information Editor (FGDC Metadata) on page 1488
Spatial Data Organization Information	How spatial information is represented in the data	Conditional	Spatial Data Organization Information Editor (FGDC Metadata) on page 1494
Spatial Reference Information	Details about the spatial reference of the data, such as coordinates	Conditional	Horizontal Coordinate System Definition Editor (FGDC Metadata) on page 1499
Entity and Attribute Information	The features and constraints of the data	Conditional	Attribute Domain Values Editor (FGDC Metadata) on page 1504
Distribution Information	Who provides the data, and how it can be obtained	Conditional	Standard Order Process Editor

Information Type	Description	Requirement	Related Editor
			(FGDC Metadata) on page 1506
Metadata Reference Information	How current the metadata is, and who maintains it	Mandatory	Time Period Information Editor (FGDC Metadata) on page 1491

Because GIS data is so general, it remains usable outside the United States when formatted with this standard. For example, the FGDC standard shares many common fields with ISO 19139. To learn more about the FGDC and its GIS metadata standard, visit <http://www.fgdc.gov/metadata>.

ISO 19139

AutoCAD Map 3D supports ISO 19139. If your version of AutoCAD Map 3D is for any country except the United States, it will be configured with ISO as the default. If you need to switch to a different standard, you can do so in the [Metadata Options dialog box](#) on page 1485.

See also:

- [Setting Metadata Options](#) on page 1225
- [Creating and Viewing Metadata](#) on page 1227
- [Working with Metadata Templates](#) on page 1231
- [Editing Metadata](#) on page 1239
- [Sharing Metadata](#) on page 1250

Setting Metadata Options

You can select the [metadata](#) on page 1756 standard you want to work with, set template options, specify the precision to which the metadata measures your map's latitude/longitude values, and indicate whether or not you want the

metadata for a data source to be updated as soon as you select it in the [Metadata Viewer](#) on page 1479.

Setting your metadata standard

The default standard is [FGDC](#) on page 1751 for AutoCAD Map 3D in the United States, and ISO 19139 for all other countries. You can change the standard in the [Metadata Options dialog box](#) on page 1485.

Keeping your metadata current

When Auto Update is selected, metadata for a data source is updated as soon as you select it in the [Metadata Viewer](#) on page 1479. If you [import](#) on page ? metadata from another AutoCAD Map 3D user, and remain connected to the data source, the metadata is updated when the data is updated. For example, if your organization keeps [classified DWGs](#) on page 1745 on a shared network, and someone updates an object in a DWG, the metadata you have imported from that object updates automatically.

If you do not always want your metadata to be automatically updated (for example, if you want to check it for accuracy first), do not select the Auto Update check box. Instead, click Update All each time you want to refresh your metadata.

Saving time with metadata templates

Using [metadata templates](#) on page 1232 prevents repetitive data entry, saving time do perform your other job functions. You can save frequently-used metadata in a template to reuse as often as necessary.

See also:

- [Metadata Options dialog box](#) on page 1485
- [Updating Metadata](#) on page 1243

To set metadata options

- 1 Open the [Metadata Viewer](#) on page 1479.
- 2 On the [Metadata Viewer](#) on page 1479 toolbar, click Options.
- 3 On the Template tab, do any of the following:
 - Under Metadata Standard, select a standard.

- [Import a template.](#) on page 1233
 - [Set a default template.](#) on page 1235
 - [Preview a template.](#) on page 1235
 - [Deactivate a template.](#) on page 1236
 - [Export a template.](#) on page 1237
 - [Rename a template.](#) on page 1234
 - [Remove a template.](#) on page 1238
- 4 Click the Preference tab. Set the latitude and longitude precision.
Enter the number of digits (0 - 10) that display after the decimal point for your reported latitude and longitude values. Both values are 6 by default.
 - 5 If desired, select the Auto Update check box.
When Auto Update is selected, metadata is updated as soon as you select it in the Metadata Viewer.
 - 6 Click OK.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line	MAPMETADATAOPTIONS
Dialog Box	Metadata Options

Creating and Viewing Metadata

When you open the [Metadata Viewer](#) on page 1479 for the first time, [metadata](#) on page 1756 is automatically generated and displayed for the current drawing.

When you select a [resource](#) on page 1760 from the Current Drawing tree view, or a file from the Folder Shortcut tree view, the available metadata for that resource is displayed in the Metadata Viewer.

Some metadata information can be generated for the following resources:

DWG files	FDO file-based data	FDO RDBMS-based data	Web Services
DWGs that contain classified drawing objects	SDF files	Oracle Spatial	WFS
DWGs that do not contain classified drawing objects	SHP files	MySQL with spatial	WMS
	Raster files	SDE	
		SQL Server with spatial	

Metadata for resources in the Current Drawing tree view are stored in the drawing file. Metadata for resources in the Folder Shortcut tree view are stored in an automatically generated MTD file. The MTD file is saved in the same directory as the resource.

See also:

- [Overview of Object Classification](#) on page 836
- [Updating Metadata](#) on page 1243

To do this...	Use this method...
Display the Metadata Viewer on page 1479	In the Display Manager, select a layer. Click Tools ► View Metadata.
Create metadata for a drawing	In the Display Manager, right-click a layer ► View Metadata.
Create metadata for a resource on page 1760	In the Metadata Viewer, select the DWG or data source from the Current Drawing tree view.

To do this...	Use this method...
To create metadata for a non-DWG file	<ol style="list-style-type: none"> 1 In the Metadata Viewer, in the Folder Shortcut area, click Add. 2 Select the file.
To add your own style sheet	<ol style="list-style-type: none"> 1 Import the stylesheet. on page 1230 2 At the top of the Metadata tab on page 1482 click the Style sheet menu.
To display metadata in XML format	<ol style="list-style-type: none"> 1 At the top of the Metadata tab, click the Stylesheet menu. 2 Select XML.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Working with Metadata Style Sheets

The style of the [metadata](#) on page 1756 in the [Metadata Viewer](#) on page 1479 is controlled by a style sheet. You can use the default style sheet (FGDC Classic for [FGDC](#) on page 1751 metadata or ISO Classic for ISO metadata), one that you import from elsewhere, or no style sheet (unformatted XML).

To import a style sheet into the Metadata Viewer

- 1 Obtain a style sheet in valid XML format.

NOTE The use of stylesheets supplied by parties other than Autodesk is subject to the terms and conditions published by the provider(s) of those stylesheets.

- 2 Save it to the following location:

For FGDC

- *C:\Program Files\AutoCAD Map 3D
2009\Support\Metadata\FGDC\Configuration\Style*

For ISO

- *C:\Program Files\AutoCAD Map 3D
2009\Support\Metadata\ISO\Configuration\Style*

- 3 Open the following file in any text or XML editor:

*C:\Program Files\AutoCAD Map 3D
2009\Support\Metadata\MetadataConfiguration.xml.*

- 4 Inside the <MetadataStyleSheetSet> tags, add a <MetadataStyleSheet> element. Use the following FGDC example as your guide:

```
<MetadataStandard>
  <Name>FGDC</Name>
  <MetadataProfile>
    <MetadataStyleSheetSet>
      <MetadataStyleSheet>
        <Name>Stylesheet1</Name>
        <Path>Support\Metadata\FGDC\Configuration\Style\Stylesheet1.xml</Path>
      </MetadataStyleSheet>
    </MetadataStyleSheetSet>
  </MetadataStandard>
```

- 5 Open the [Metadata Viewer](#) on page 1479. (In the Display Manager, select a layer. Click Tools ► View Metadata.)
- 6 Select the new style sheet from the Stylesheet menu at the top of the [Metadata tab](#) on page 1482.

NOTE If your style sheet does not appear in the Stylesheet menu after you perform these steps, restart AutoCAD Map 3D, re-launch the Metadata Viewer, and click Stylesheet again.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Working with Metadata Templates

Overview of Metadata Templates

Metadata templates allow you to reuse [metadata](#) on page 1756 such as the contact information for your organization, or other common values that rarely change. Templates can be especially useful if your organization must create metadata for large numbers of legacy drawings. You can create new templates from existing metadata, or [import](#) on page ? them from other sources to increase your productivity.

See also:

- [Overview of Editing Metadata](#) on page 1239
- [Updating Metadata](#) on page 1243

To use metadata templates

- 1 [Create](#) on page ? or [import](#) on page ? the template you want.
- 2 [Apply the template](#) on page ?.

- 3 If desired, set a default template:
 - [Preview](#) on page ? the templates to see which one you want.
 - [Set a default template](#) on page ? for all metadata you generate from this point on.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line MAPMETADATAOPTIONS

Dialog Box Metadata Options

Using Metadata Templates

You can create or import (upload) an existing [metadata](#) on page 1756 template. Metadata templates must be in an XML file, and must comply with the structure of the standard with which you are working.

You can apply imported templates to your metadata. Applying a template will overwrite any existing values. However, if they overwrite any values in [forced-update fields](#) on page 1751, those values will revert to the values from their data sources once the metadata is refreshed.

Once you have created or imported templates, you can set the one you will use most often as a default.

See also:

- [Setting Metadata Options](#) on page 1225
- [To create a new template](#) on page ?
- [To import a template](#) on page ?
- [To set a default template](#) on page ?
- [To export a template](#) on page 1237
- [To deactivate a template](#) on page 1236

- [To remove a template](#) on page 1238
- [To create a new template](#) on page 1233
- [To import a template](#) on page 1233
- [To apply a template](#) on page 1233
- [To rename a template](#) on page 1234

To create a new template

- 1 In the [Metadata Viewer](#) on page 1479, select the data source from which you want to create a template.
- 2 Click Create Template.
- 3 Enter a name for your template.
- 4 Click OK.
Your template is saved as an XML file. If you open the [Metadata Options dialog box](#) on page 1485, your new template will be listed in the Use Template window.

To import a template

- 1 In the Metadata Viewer, click Options.
- 2 Click Import.
- 3 Browse to and select a template (an XML file).
- 4 Click Open.
The template is displayed in the Use Template window.

To apply a template

- 1 In the Metadata Viewer, select the data source to which you want to apply the template.
- 2 Right-click the data source.
- 3 Click Regenerate Metadata from Template.
An additional menu is displayed, listing all your saved metadata templates. If you have a default template already set, it is checked with an orange checkmark.

- 4 Select the template you want to apply.
The template is applied, and the Metadata tab refreshes with the updated metadata.

To rename a template

- 1 On the [Metadata Viewer](#) on page 1479 toolbar, click Options.
- 2 Select a template from the Use Template window.
- 3 Do one of the following:
 - Click Rename. Enter the new name and press ENTER.
 - Right-click a template in the Use Template window and rename it.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line MAPMETADATAOPTIONS

Dialog Box Metadata Options

Previewing Metadata Templates

You can preview a template to make sure it displays the intended metadata before you select it as a default. The Metadata Preview window behaves similarly to the Metadata tab in the [Metadata Viewer](#) on page 1479. The links are live, and you can collapse and expand levels of metadata to focus on specific areas.

See also:

- [To create a new template](#) on page 1233
- [To import a template](#) on page 1233
- [To set a default template](#) on page 1235
- [To apply a template](#) on page 1233

- [To deactivate a template](#) on page 1236
- [To export a template](#) on page 1237
- [To rename a template](#) on page 1234
- [To remove a template](#) on page 1238

To preview a template

- 1 On the [Metadata Viewer](#) on page 1479 toolbar, click Options.
- 2 Select the template to preview from the Use Template window.
- 3 Click Preview.

Setting a Default Metadata Template

Once you have created or imported templates, you can set the one you will use most often as a default.

See also:

- [To create a new template](#) on page 1233
- [To import a template](#) on page 1233
- [To preview a template](#) on page 1235
- [To apply a template](#) on page 1233
- [To deactivate a template](#) on page 1236
- [To export a template](#) on page 1237
- [To rename a template](#) on page 1234
- [To remove a template](#) on page 1238

To set a default template

- 1 On the [Metadata Viewer](#) on page 1479 toolbar, click Options.
- 2 From the Use Template window, select the template to set as the default.
- 3 Select the Use Template check box.

- 4 Click OK.

The template you selected is set to be the default.

Deactivating Metadata Templates

If you have applied a template to your [metadata](#) on page 1756, but decide you do not want to use it, you can deactivate it. When you deactivate a metadata template, values that had come from the template will be overwritten by values from the data source. Fields that had been populated by values from the template, but that do not have corresponding values in the data source will be cleared.

See also:

- [To create a new template](#) on page 1233
- [To import a template](#) on page 1233
- [To apply a template](#) on page 1233
- [To set a default template](#) on page 1235
- [To export a template](#) on page 1237
- [To remove a template](#) on page 1238

To deactivate a template

- 1 In the [Metadata Viewer](#) on page 1479, click Options.
- 2 If the Use Template check box is selected, clear it.
- 3 Click OK.
- 4 Select the data source.
- 5 Click Update All.
- 6 Click Yes in the warning message that is displayed.
The metadata is updated with values from the data source you selected.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line MAPMETADATAOPTIONS

Dialog Box Metadata Options

Exporting Metadata Templates

Once you create a [metadata](#) on page 1756 template, you can export it as an XML file to share with others in your organization.

See also:

- [To create a new template](#) on page 1233
- [To import a template](#) on page 1233
- [To apply a template](#) on page 1233
- [To set a default template](#) on page 1235
- [To deactivate a template](#) on page 1236
- [To remove a template](#) on page 1238

To export a template

- 1 In the [Metadata Viewer](#) on page 1479, click Options.
- 2 Select a template from the Use Template window.
- 3 Click Export.
- 4 Browse to, and select the location to save the template.
- 5 Optionally, rename the template in the File Name field.

NOTE If a file name is already displayed, rename it unless you are sure you want to overwrite the existing file with the one you are saving.

- 6 Click Save.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line MAPMETADATAOPTIONS

Dialog Box Metadata Options

Removing Metadata Templates

If you no longer want a [metadata](#) on page 1756 template to be available for use, you can remove it. If you have applied the template to metadata, removing the template will not cause any of the values in that metadata to change. To remove metadata that came from a template, see [Deactivating Metadata Templates](#) on page ?.

See also:

- [Editing Metadata](#) on page 1239
- [To create a new template](#) on page 1233
- [To import a template](#) on page 1233
- [To apply a template](#) on page 1233
- [To set a default template](#) on page 1235
- [To deactivate a template](#) on page 1236
- [To export a template](#) on page 1237

To remove a template

- 1 In the [Metadata Viewer](#) on page 1479, click Options.
- 2 Select the template to remove in the Use Template window.
- 3 Click Remove.

Quick Reference

MAPMETADATAOPTIONS

Displays the Metadata Options dialog box

Command Line MAPMETADATAOPTIONS

Dialog Box Metadata Options

Editing Metadata

Overview of Editing Metadata

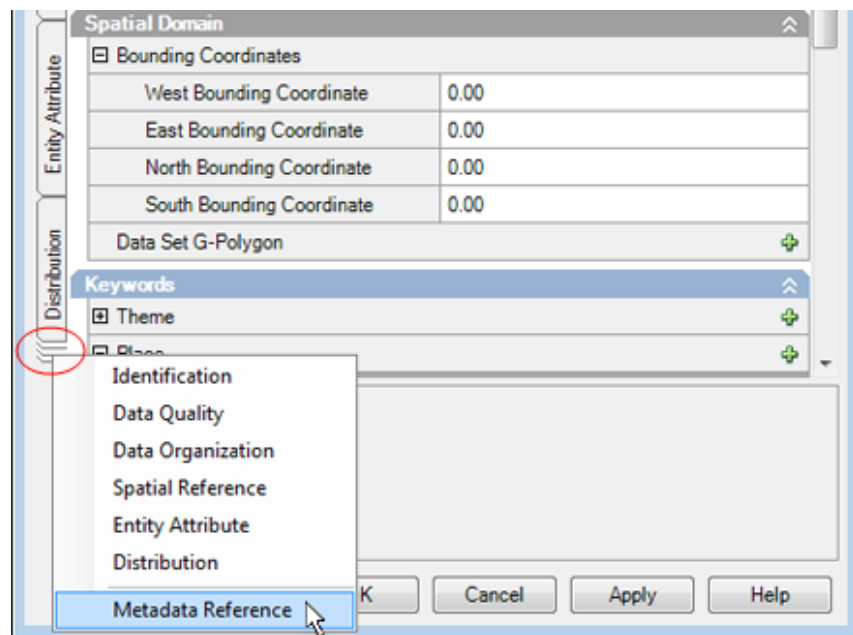
Although the best practices for creating most [metadata](#) on page 1756 are [auto-generation](#) on page 1743, updating from the data source, using [templates](#) on page ?, copying and pasting, or [importing](#) on page 1251 from similar sources, some data must be entered manually. [Metadata Editor](#) on page 1483 provides an interface in which to enter and manage your metadata.



See also:

- [Metadata Fields](#) on page 1484
- [Keyboard Controls and Shortcuts](#) on page 1485
- [To enter or edit metadata manually](#) on page 1240
- [To add a new item to a drop down menu in the Metadata Editor](#) on page 1241
- [To select an item from a drop down menu in the Metadata Editor](#) on page 1241
- [To edit an item in a drop down menu in the Metadata Editor](#) on page 1241
- [To delete an item in a drop down menu in the Metadata Editor](#) on page 1241
- [To enter text into a free-form field in the Metadata Editor](#) on page 1241
- [To edit text in a free-form field in the Metadata Editor](#) on page 1242
- [To delete text in a free-form field](#) on page 1242

To enter or edit metadata manually

- 1 In the [Metadata Viewer](#) on page 1479, select the file or resource to edit.
- 2 Click Edit.
- 3 On the left side of the [Metadata Editor](#) on page 1483, click the tab for the section you want to edit. If all the tabs do not display on your screen, do one of the following:
 - Stretch the Metadata Editor vertically to make it longer.
 - Click the edges of the lowest tab, and select the tab you want from the menu that is displayed.



- 4
 - Click  to the left of a field group to reveal additional fields within that group.
 - Click  to contract a field group.
- 5 Enter the required changes in the appropriate fields.
- 6 Click Apply to save your changes and continue editing.

- 7 Click OK to save your changes and close the Metadata Editor.

To add a new item to a drop down menu in the Metadata Editor

- 1 Click the field. A drop down arrow is displayed.
- 2 Click the drop down arrow. A menu is displayed.
- 3 Click New. A [compound element metadata editor](#) on page 1488 is displayed with empty fields.
- 4 Enter the new item.
- 5 Click OK. The item is saved, and will appear in the drop down menu the next time you click the arrow.

To select an item from a drop down menu in the Metadata Editor

- Double-click the item.

To edit an item in a drop down menu in the Metadata Editor

- 1 Click the field. A drop down arrow is displayed.
- 2 Click the drop down arrow. A menu is displayed.
- 3 Select the item to edit.
- 4 Click Edit. A [compound element metadata editor](#) on page 1488 is displayed, showing the metadata from your selection.
- 5 Edit the metadata.
- 6 Click OK to save the edits.

To delete an item in a drop down menu in the Metadata Editor

- 1 Click the field. A drop down arrow is displayed.
- 2 Click the drop down arrow. A menu is displayed.
- 3 Select the item to delete.
- 4 Click Delete.

To enter text into a free-form field in the Metadata Editor

- 1 Click the field. A drop down arrow is displayed.

- 2 Click the arrow. The field expands.
- 3 Select the bottom, right-hand corner of the field, and drag it outward until it is the size and shape that you want.
- 4 Enter text into the field, or paste it in from another source.
- 5 When you are finished, click somewhere else on the screen. The field is no longer displayed.
- 6 Click OK to save the text.

To edit text in a free-form field in the Metadata Editor

- 1 Click the field. A drop down arrow is displayed.
- 2 Click the arrow. The field expands.
- 3 Select the bottom, right-hand corner of the field, and drag it outward until it is the size and shape that you want.
- 4 Edit the text like you would in a simple text editor.
- 5 When you are finished, click somewhere else on the screen. The field is no longer displayed.
- 6 Click OK to save your edits.

To delete text in a free-form field

- 1 Click the field. A drop down arrow is displayed.
- 2 Click the arrow. The field expands.
- 3 Select the bottom, right-hand corner of the field, and drag it outward until it is the size and shape that you want.
- 4 Delete text like you would in a simple text editor.
- 5 When you are finished, click somewhere else on the screen. The field is no longer displayed.
- 6 Click OK to save the deletion.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line MAPMETADATAVIEWER

Task Pane In Map Explorer, right-click the current drawing ►
View Metadata.

Dialog Box Metadata Viewer

Updating Metadata

You can specify that your [metadata](#) on page 1756 is updated automatically, or you can update it manually.

Update Automatically

If you select the Auto Update check box in the [Metadata Options dialog box](#) on page 1485, your metadata will be updated as soon as its data source is updated if the drawing is connected to the data source. If the drawing is not connected, the metadata will update the next time you connect to the source.

Update Manually

To update metadata manually, you can use Update Auto in the [Metadata Viewer](#) on page 1479 or in the [Metadata Editor](#) on page 1483. This will update the values for [forced-update fields](#) on page 1751. Forced-update fields are derived directly from their data source. Any manual overrides to values in the fields will be updated to those from the data source when you click Update Auto.

The labels for forced-update fields are highlighted in turquoise if you click Highlight in the [Metadata Editor](#) on page 1483.

Fields that are not forced-update fields will maintain your manual overrides.

Use Update All to update all fields. This will override any temporary fields or values you entered manually.

See also:

- [Keyboard Controls and Shortcuts](#) on page 1485

To update metadata for all fields

- In the Metadata Viewer or Metadata Editor, click Update All.

To update metadata for forced-update fields only

- In the Metadata Viewer, click Update Auto.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Copying and Pasting Metadata

You can copy [metadata](#) on page 1756 from one source and paste it into another. You can copy and paste all the metadata from a data source, but not select parts. Because metadata standards require the metadata for [forced-update fields](#) on page 1243 to come directly from their data sources, any pasted metadata that differs from the values in these fields will not be saved.

To copy and paste metadata

- 1 In the [Metadata Viewer](#) on page 1479, right-click the data source from which you want to copy metadata.
- 2 Click Copy Metadata to Clipboard.
- 3 Right-click the data source to which you want to paste the metadata.
- 4 Click Paste Metadata from Clipboard.
The pasted metadata is displayed in the [Metadata Tab](#) on page 1482.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ► View Metadata.
Dialog Box	Metadata Viewer

Adding and Deleting Records in the Metadata Editor

Some metadata elements can have multiple records. You can add or delete these records within the Metadata Editor.

See also:

- [Creating and Viewing Metadata](#) on page 1227
- [Compound Element Metadata Editors](#) on page 1488

To add a new record to a metadata element

- Click .

To delete a record from a metadata element

- Click .

Quick Reference


MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ► View Metadata.
Dialog Box	Metadata Viewer

Working with Compound Metadata Elements

Some metadata elements consist of multiple elements. These are called *compound elements*. Some [compound elements](#) on page 1745 have their own editors within the [Metadata Editor](#) on page 1483. These [compound element editors](#) on page 1488 have more detailed field labels, as well as explanations of those fields.

A compound element that has its own editor will display an ellipsis  on the right side of the field when you click it.

See also:

- [Using the Record Navigator](#) on page 1247

To edit a compound metadata element

- 1 In the [Metadata Editor](#) on page 1483 click a field that displays an ellipsis

 on the right side of the field.

- 2 Click the ellipsis .
- 3 In the compound element editor, make the required edits.
- 4 Click OK.

Quick Reference

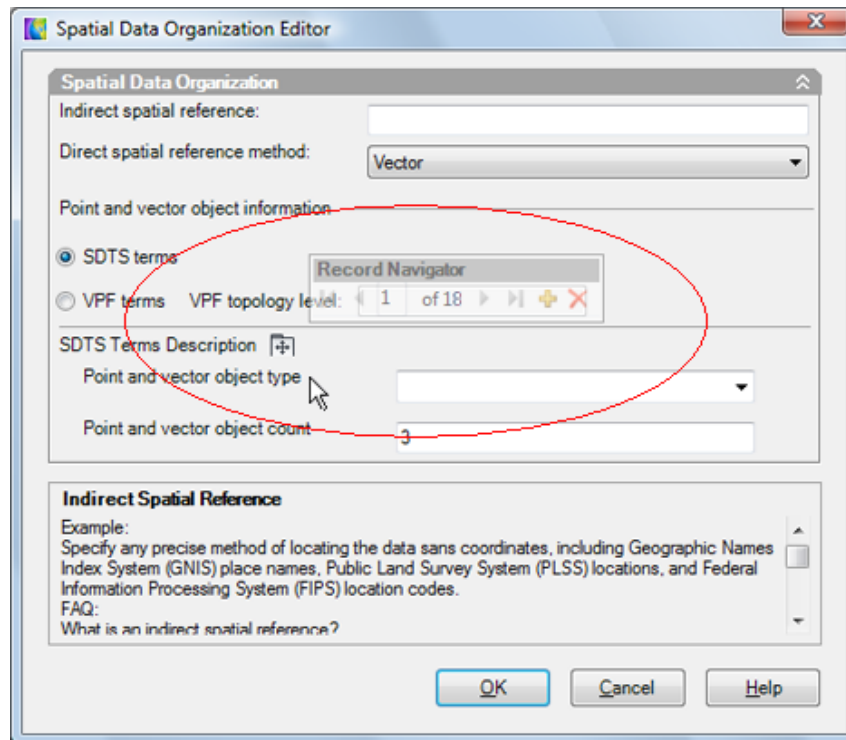
MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Using the Record Navigator

Some of the [compound element editors](#) on page 1246 have fields or field groups that can save more than one entry. These fields have a small button with four arrows on the right side of the field. If you hover over this button, the Record Navigator is displayed. The Record Navigator is inactive until you enter values into the field or fields for which it stores records. Once a value is saved, you can keep entering values in the same field,.




When you hover over the Record Navigator button, the Record Navigator is displayed. Here, the Record Navigator is transparent because it is not yet storing any records.

See also:





- [Creating and Viewing Metadata](#) on page 1227
- [Editing Metadata](#) on page 1239
- [To add records using the Record Navigator](#) on page 1248

- [To locate a record in the Record Navigator](#) on page 1248
- [To delete a record in the Record Navigator](#) on page 1248


To add records using the Record Navigator

- 1 If the fields in the compound element editor are blank, enter values into them as you normally would.
- 2 If the fields are populated, and you want to add more values, hover over the Record Navigator button. The Record Navigator is displayed.
- 3 Click  in the Record Navigator. The related fields in the editor are cleared to accept new entries.
- 4 Enter values into the field(s).
- 5 Click anywhere on the screen to hide the Record Navigator.
- 6 Click OK to save the new records.

To locate a record in the Record Navigator

- 1 Hover over the Record Navigator button. The Record Navigator is displayed.
- 2 Hover over the Record Navigator. It is no longer transparent.
 - Click  to go to the first record.
 - Click  to go to the last record.
 - Click  to move one record toward the first.
 - Click  to move one record toward the last.

To delete a record in the Record Navigator

- 1 Locate the record you want to delete.
- 2 Click .

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer


Command Line MAPMETADATAVIEWER

Task Pane In Map Explorer, right-click the current drawing ➤
View Metadata.

Dialog Box Metadata Viewer

Auditing Metadata


The [Metadata Editor](#) on page 1483 has an auditor to help you comply with the [metadata](#) on page 1756 standard you are using. The auditor marks empty required

fields with auditing symbols that look like caution signs .


These symbols also appear on the tabs along the left side of the Metadata Editor to indicate errors in that section. If no auditing symbol is displayed on a tab, the auditor found no errors in that section.

Once an acceptable value is entered into the field, or other fields in the same field group, the auditing symbol will not be displayed the next time you click Audit.

To audit metadata

- In the [Metadata Editor](#) on page 1483, click .

To view auditing descriptions

- Hover over an auditing symbol .

To clear an auditing symbol

- Enter a valid value into the field.



■ Click

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line MAPMETADATAVIEWER

Task Pane In Map Explorer, right-click the current drawing ➤
View Metadata.

Dialog Box Metadata Viewer

Sharing Metadata

Overview of Sharing Metadata

The best practice for sharing [metadata](#) on page 1756 within an organization is to store the source data on a server. This will ensure that any metadata that you work with on your local machine will remain current. If you save a file-based data source to your local machine, the file that keeps the metadata linked to the source data will look for that data on your machine. This can be problematic if you want to share the metadata file. The linking mechanism will attempt to locate the data in the same place that you stored it. To work around this, send the data source to the new user. They will either need to save everything in the exact same locations as you did, or edit the FSD file to point to the data source's new location.

See also:

■ [Importing Metadata](#) on page 1251

■ [Exporting Metadata](#) on page 1253

To do this...	Use this method...
Print metadata	<ol style="list-style-type: none"> 1 In the Metadata Viewer on page 1479, select a style sheet. 2 click Print.
Export on page ? metadata	■ In the Metadata Viewer, click Export.
Import on page ? metadata	■ In the Metadata Viewer, click Import.
Publish on page ? metadata	■ In the Metadata Viewer, click Publish.

Importing Metadata

One way to share [metadata](#) on page 1756 is by to import metadata created in AutoCAD Map 3D.

For Object Classes

When you import metadata for an object class (one type of [resource](#) on page 1760), you can either open the [DWG](#) on page 1749 file containing that class (and its metadata), or append the metadata for the object class to the metadata for an existing object class in your current drawing. To do so, the object class's metadata you are importing must have the exact same name as the existing object class.

For feature classes

When importing metadata for a feature class (another type of [resource](#) on page 1760), AutoCAD Map 3D tries to connect to the feature source by launching the Data Connect dialog box with its connection parameter fields filled.

In the [Metadata Viewer](#) on page 1479, you can import a metadata storage (MTD) file.

Import metadata values

In the [Metadata Editor](#) on page 1483, you can import an XML file. As long as the file is structured according to the standard, the metadata values in it will overwrite the current ones, except for the values in forced-update fields.

See also:

- [Import Metadata Options dialog box](#) on page 1486
- [Setting Up Object Classification](#) on page 108
- [Editing Metadata](#) on page 1239
- [Exporting Metadata](#) on page 1254
- [Publishing Metadata](#) on page 1255

To import metadata for DWGs or their resources

- 1 In the [Metadata Viewer](#) on page 1479, click Import.
- 2 Browse to, and select the MTD file you want to import.
- 3 Click Open.
- 4 Select one of the following:
 - Open the original project DWG file
 - Append the source metadata to the current metadata
- 5 Click OK.

To import metadata for Non-DWG files

- 1 In the [Metadata Editor](#) on page 1483, click Import.
- 2 Browse to, and select the XML file you want to import.
- 3 Click Open.

To import ESRI metadata

- 1 In ESRI, use ArcCatalog to export metadata in an ESRI profile to the FGDC or ISO standard in XML format.
- 2 In the AutoCAD Map 3D [Metadata Editor](#) on page 1483, click Import Metadata Values.

- 3 In the Open dialog box, select the XML file you exported from ESRI, and click Open.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Exporting Metadata

You can share your [metadata](#) on page 1756 with other AutoCAD Map 3D users by exporting it. If you wish to share metadata with users of other products, see [Publishing and Printing Metadata](#) on page 1255.

For current drawing classified DWGs

For a [classified DWG](#) on page 1745 used as the current drawing, the metadata is stored inside the DWG. Because the DWG file stores the location of the data source, the metadata will be [updated](#) on page ? with each data update, or each time it connects to updated data.

When you export metadata from a current classified DWG, it is transferred to an MTD file. Although the file has an .mtd extension, its format is XML. A linking file is also created and placed in the same location as the MTD file. If the following conditions are met, the linking file retains the location of the data, and the exported metadata will be kept current.

- The MTD file and the linking file are kept together
- The data source remains in the same location
- Auto update is selected in the [Metadata Options dialog box](#) on page 1485

For non-DWG files and feature classes

An MTD file is also generated when you create metadata for a non-DWG file or a feature class (which is one type of [resource](#) on page 1760).

When you export metadata for a feature class, a feature source definition (FSD) file is created in addition to the MTD. In this case, it is the FSD file that keeps the metadata linked to its source data.

See also:

- [Updating Metadata](#) on page ?
- [Importing Metadata](#) on page 1252
- [Publishing Metadata](#) on page 1255
- [Setting Up Object Classification](#) on page 108

To export metadata

- 1 In the [Metadata Viewer](#) on page 1479, click Export.
 - **For the current drawing DWG**
Click Selected Item.
 - **For resources**
Click All Items In, and select the applicable resources.
- 2 Click Browse to select a location to save the files.
- 3 Click Export.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Publishing and Printing Metadata

Publishing metadata

You can publish [metadata](#) on page 1756 to the following file formats: XML, HTML, and TXT.

If you publish metadata for an object class or feature source, AutoCAD Map 3D will create an XML file for each object or each feature. If you publish a DWG containing feature sources and object classes, the XML file will describe each object and feature in the DWG, but not as thoroughly as it will if you publish them separately.

NOTE It is possible to publish metadata that does not comply with the standard with which you are working. Audit your metadata to check for errors (see [Auditing Metadata](#) on page 1249).

Printing metadata

When you print [metadata](#) on page 1756, the printout is formatted using the style sheet that is currently selected in the [Metadata Viewer](#) on page 1479.

See also:

- [Importing Metadata](#) on page 1251
- [Exporting Metadata](#) on page 1253

To publish metadata

- 1 In the [Metadata Viewer](#) on page 1479, click Publish.
- 2 Optionally, rename the file.
- 3 Select a location to save the file.
- 4 Under Save As Type, select a file type.
- 5 Click OK.

To print metadata

- 1 In the Metadata Viewer, select a style sheet.
- 2 Click Print.

Quick Reference

MAPMETADATAVIEWER

Displays the Metadata Viewer

Command Line	MAPMETADATAVIEWER
Task Pane	In Map Explorer, right-click the current drawing ➤ View Metadata.
Dialog Box	Metadata Viewer

Reference Guide

This section provides comprehensive information about AutoCAD Map 3D commands, expressions and variables, and the dialog boxes where many of the AutoCAD Map 3D settings can be specified.

Command Reference



AutoCAD Map 3D adds its own unique mapping and spatial data management commands to the AutoCAD command set. You get all the power and design capabilities of AutoCAD plus the spatial context needed for mapping.

Commands can be accessed using a variety of methods:

- Enter a command in the drawing area or on the command line.
- Select the command from the menu.
- Click the toolbar icon for the command.
- Right-click an object in the drawing or an item in the Task Pane and select the command from the shortcut menu

This section provides information about the mapping commands in AutoCAD Map 3D.

For information about AutoCAD commands, see the AutoCAD Help.

To learn more about the various ways you can use a command, click the Quick Reference tab of a help topic.

- [Mapping Commands](#) on page 1259
- [Discontinued Commands](#) on page 1274
- [MAPWSACTION](#) on page 1277
- [REFEDIT](#) on page 1278
- [Wildcard Characters](#) on page 1278
- [Improving Performance](#) on page 1279

Mapping Commands

Following is a list of mapping commands. Click a command name for information about how to use it.

For information about AutoCAD commands, see the AutoCAD Help.

Command	Description
AD on page ?	Specifies a point based on angle and distance from a given point
ADEATTACHDATA on page 876	Attaches object data to objects
ADEDEFCDRDSYS on page 86	Defines a global coordinate system
ADEDEFDATA on page 181	Defines object data
ADEDRAWINGS on page 146	Manages the drawing set
ADEDWGMMAINT on page 1640	Removes locks from objects
ADEDWGSTAT on page 1646	Displays drawing statistics
ADEEDITDATA on page 881	Edits attached object data
ADEFILLPOLYG on page 796	Fills a selected polygon
ADEGENLINK on page 452	Automatically links objects to object data or external database records
ADEQUERY on page 1025	Controls defining, modifying, saving, loading, and executing a query
ADEQUERYLIB on page 169	Maintains the library of queries
ADEQVIEWDWGS on page 620	Performs a quick display of active drawings
ADEREMOBS on page 1619	Removes objects from the save set so they aren't saved to source drawings
ADERSHEET on page 793	Performs rubber sheeting on selected objects

Command	Description
ADERUNQUERY on page 166	Runs queries in the Query Library
ADERUNXQUERY on page 167	Runs externally saved queries
ADESAVEOBS on page 1621	Saves objects in the save set back to source drawings
ADESELOBS on page 1620	Creates a set of objects to be saved to source drawings
ADESETCRDSYS on page 138	Assigns a global coordinate system code for the current drawing
ADESHOWOBS on page 1621	Displays the objects in the save set
ADETEXTLOC on page 795	Redefines the default label point of an object for text
ADETRANSFORM on page 790	Moves, scales, and rotates a set of objects
ADEWHOHASIT on page 1623	Displays the current owner of a selected locked object
ADEZEXTENTS on page 618	Performs a ZOOM command to display the extents of selected active drawings
ATTACHDEF on page 849	Changes the current object class definition file
BD on page 855	Specifies a point based on bearing and distance from a given point
CLASSIFY on page 844	Classifies existing objects
DD on page 857	Specifies a point based on deflection and distance from a given point

Command	Description
FEATUREDEF on page 113	Defines a new object class based on an example in the current drawing
MAP2SDF on page 1177	Exports an SDF 2 file for use with Autodesk MapGuide 6.5 or earlier. Same as MAPEX-PORTMAPGUIDE.
MAPABOUT	Gives information about AutoCAD Map 3D
MAPAL on page 745	Adds a link to a network topology
MAPAN on page 742	Adds a node to a topology
MAPANBUFFER on page 1113	Creates a buffer around an existing topology
MAPANDISSOLVE on page 1110	Dissolves a topology into constituent topologies
MAPANNDELETE on page 911	Deletes all annotation based on selected template
MAPANNINSERT on page 1312	Adds annotation to objects based on selected annotation template
MAPANNREFRESH on page 910	Refreshes existing annotation
MAPANNTEMPLATE on page 175	Defines and modifies annotation templates
MAPANNTEXT on page 175	Creates and edits annotation text
MAPANNUPDATE on page 911	Updates existing annotation
MAPANOVERLAY on page 1107	Overlays one topology with another, and creates a new topology

Command	Description
MAPANTOPONET on page 1087	Traces through a network topology (shortest path trace, best route analysis, or flood trace)
MAPAP on page 747	Adds a polygon to a polygon topology
MAPATTACHDB on page 189	Attaches a data source to a drawing
MAPAUTOCHECKOUT on page 584	Automatically checks-out features that are edited
MAPBL on page 728	Breaks a link in a topology at a specified point
MAPBREAK on page 799	Breaks objects along a selected or defined boundary
MAPBROWSELINK on page 866	Opens a database table associated with a specific link template to edit in the Data View
MAPBROWSETBL on page 866	Opens a database table to edit in the Data View
MAPCANCELCHECKOUT on page 586	Discards edits and unlocks the features in the feature source. Edits are not discarded if Update Edits Automatically is enabled
MAPCGADIST on page 948	Adds the distances between points
MAPCGANG on page 951	Displays the angle between lines or points
MAPCGAZBASE on page 211	Sets the azimuth base
MAPCGCDIST on page 950	Displays the distance between points

Command	Description
MAPCGLIST on page 952	Displays coordinate geometry information for lines and arcs
MAPCGSETUP on page 211	Specifies coordinate geometry settings
MAPCGSLIST on page 952	Displays the slope between points
MAPCHECKIN on page 583	Saves modified features back to their feature source and unlocks the features in the feature source
MAPCHECKOUT on page 584	Makes feature available for editing and if locking is available, sets locks on the source
MAPCLEAN on page 639	Performs drawing cleanup operations
MAPCLPLINE on page 759	Creates polylines from a polygon topology
MAPCONFIGDB on page 192	Configures the connection to an external data source
MAPCONNECT on page 269	Connects to a feature source
MAPCONNECTDB on page 193	Connects to an attached data source
MAPCONNECTIONPOOLING on page 81	Toggles default connection pooling setting.
MAPCREATECENTROIDS on page 749	Creates a centroid in a polygon and moves data to the centroid
MAPCREATEFEATUREFROMGEOMETRY on page 582	Converts drawing objects to features to create new features.
MAPDATATABLE on page 925	Opens the Data Table, which allows you to view, edit and filter feature data

Command	Description
MAPDEFINELT on page 455	Defines a link template for a database table
MAPDELETELINKS	Deletes database links from objects
MAPDELETEL	Deletes a link template
MAPDETACHDB on page 193	Detaches a data source from a drawing
MAPDIGISETUP on page 123	Sets up user options for digitizing nodes and linear objects
MAPDIGITIZE on page 893	Digitizes nodes and linear objects with settings from mapdigisetup
MAPDISCONNECTDB on page 193	Disconnects an attached, connected database
MAPDISPLAYLIBRARY on page 1357	Turns on and off the Display Library palette.
MAPDISPLAYMANAGER on page 1357	Turns on and off the Display Manager.
MAPDIST on page 944	Measures the geodetic distance between points
MAPDL on page 752	Deletes a link in a network topology.
MAPDN on page 752	Deletes a node in a topology.
MAPDP on page 752	Deletes a polygon from a polygon topology.
MAPDOCKWSPACE on page 1628	Docks and undocks the Task Pane
MAPDVP on page 732	Divides a polygon in a polygon topology by allowing you to add a link

Command	Description
MAPDWFOPTIONS on page 1130	Sets AutoCAD Map 3D options for publishing to DWF.
MAPEDITDIR on page 713	Edits direction of a link in a network topology
MAPEDITRES1 on page 715	Edits direct resistance of a node or link in a network topology
MAPEDITRES2 on page 715	Edits reverse resistance of a link in a network topology
MAPEDITSETAUTO on page 586	Updates feature edits automatically
MAPEDITSETAUTODEFAULT on page 81	Toggles default setting for Update Edits Automatically
MAPEXPORT on page 1170	Exports data from AutoCAD Map 3D to an external file format
MAPEXPORTMAPGUIDE on page 1177 (Same as MAP2SDF)	Exports an SDF 2 file for use with Autodesk MapGuide 6.5 and earlier. Same as MAP2SDF
MAPEXTRACTFEATUREGEOMETRY on page 599	Extracts the geometry from a feature to use AutoCAD commands that are not available for features
MAPFDOBUFFERCREATE on page 1006	Creates a buffer zone around features in your map
MAPFEATUREEDIT on page 588	Edits a feature.
MAPFEATUREEDITOPTIONS on page 217	Specifies options for editing features

Command	Description
MAPFEATUREMERGE on page 594	Merges features and assigns feature property values for the resulting feature
MAPFEATURESPLIT on page 593	Splits features and assigns feature property values for resulting features
MAPHILLSHADE on page 989	Specifies the settings to use for shading 3D raster-based surfaces
MAPIFRAME on page 426	Makes frames enclosing raster images, visible or invisible
MAPIGNORESPLITMERGERULES on page 1391	Determines whether or not the rules for split and merge are used
MAPIINFO on page 406	View file, image, object property, and correlation information about selected images
MAPIINSERT on page 393	Inserts a raster image
MAPIL on page 745	Inserts a link in a topology
MAPIMANAGE on page 406	View list of images in current drawing, change drawing order, erase or zoom to selected images
MAPIMPORT on page 320	Imports an external file format into AutoCAD Map 3D
MAPIMPORTMAPGUIDE on page 326 (Same as MAPSDFIN)	Imports an SDF 2 file from Autodesk MapGuide 6.5 or earlier. Same as MAPSDFIN.
MAPIN on page 742	Inserts a node in a topology.

Command	Description
MAPIOPTIONS on page 226	Specify default image correlation settings, display options, detach options, paths, and memory settings
MAPJL on page 728	Joins two links in a topology
MAPLINESTRINGCREATE on page 1392	Creates a new LineString feature
MAPLINESTRINGEDIT on page 1393	Edits a LineString feature
MAPLINKEDIT on page 728	Edits a link in a network topology
MAPLINKMANAGER on page 465	Edits the link data attached to an object
MAPLINKUPD on page 754	Updates links in a network topology
MAPLOGIN on page 133	Log in as an AutoCAD Map 3D user
MAPMEL on page 728	Repositions an end point of a link in a network topology
MAPML on page 728	Moves a link in a network topology
MAPMN on page 725	Moves a node in a node topology or moves a node at the end of a link in network or polygon topologies
MAPMP on page 732	Merges polygons in a polygon topology
MAPMULTILINESTRINGCREATE on page 1394	Creates a new MultiLineString feature
MAPMULTILINESTRINGEDIT on page 1395	Edits a MultiLineString feature
MAPMULTIPOINTCREATE on page 1396	Creates a new MultiPoint feature

Command	Description
MAPMULTIPOINTEDIT on page 1397	Edits a MultiPoint feature
MAPMULTIPOLYGONCREATE on page 1398	Creates a new MultiPolygon feature
MAPMULTIPOLYGONEDIT on page 1399	Edits a MultiPolygon feature
MAPNODEEDIT on page 725	Edits a node in a topology
MAPNOUPD on page 754	Updates nodes in a topology
MAPOD2ASE on page 464	Converts object data tables to linked external database tables.
MAPOPTIONS on page 197	Sets AutoCAD Map 3D options
MAPPOINTCREATE on page 1401	Creates a new Point feature
MAPPOLYGONCREATE on page 1401	Creates a new Polygon feature
MAPPOLYGONEDIT on page 1402	Edits a polygon feature
MAPPOLYLINETOPOLYGON on page 827	Converts closed polylines to polygons
MAPPOLYUPD on page 754	Updates a polygon topology
MAPPROPSLT on page 467	Edits the database table name or location in a link template
MAPPUBLISHTOMAPGUIDE on page 1141	Publishes to the new MapGuide technology (Autodesk MapGuide Enterprise 2007 or MapGuide Open Source)
MAPRL on page 713	Reverses a link in a network topology.

Command	Description
MAPRUNDBQUERY on page 861	Runs a database query and opens a database table displaying the results of the query in the Data View
MAPSDFIN on page 326	Imports an SDF format file from Autodesk MapGuide
MAPSEARCH on page 1001	Searches for and selects features in your map, based on the location and attribute criteria you specify
MAPSELECTCHECKEDOUT on page 584	Highlights features in the drawing that are from the selected feature source
MAPSELECTCLASSIFIED on page 848	Selects all classified objects
MAPSELECTUNCLASSIFIED on page 848	Selects all objects that have no classification assigned to them
MAPSELECTUNDEFINED on page 848	Selects all objects whose classification is not defined in the object class definition file
MAPSHOWGEOM on page 772	Highlights objects in the selected topology
MAPSHOWTOPO on page 772	Highlights and identifies topologies for the selected object
MAPSTATUSBAR on page 81	Shows or hides the Map status bar.
MAPTEXTCREATE on page 915	Adds text features to an annotation layer
MAPTEXTEDIT on page 916	Allows you to edit text features on an annotation layer

Command	Description
MAPTEXTLAYERCREATE on page 913	Creates an annotation layer for freestanding text features
MAPTOPOAUDIT on page 780	Checks that a topology is complete and contains no errors
MAPTOPOCOMP on page 780	Completes a network or polygon topology
MAPTOPOCREATE on page 692	Creates a new topology.
MAPTOPODEL on page 785	Removes topology data from objects, and optionally deletes the objects
MAPTOPOLOAD on page 768	Loads a topology
MAPTOPOLOGY on page 830	Converts an existing polygon topology to polygons
MAPTOPOQUERY on page 1119	Queries topologies
MAPTOPORECR on page 780	Reestablishes a topology that was edited with nontopology editing commands such as STRETCH, PEDIT, and MOVE
MAPTOPOREN on page 784	Changes the name, description, or both of a topology
MAPTOPOSTATS on page 776	Displays detailed information about a topology
MAPTOPOUNLOAD on page 768	Unloads a topology
MAPTRACKCS on page 942	Tracks the coordinates of the cursor in any coordinate system
MAPTRIM on page 802	Trims objects to a set of edges

Command	Description
MAPUPDATEFEATUREGEOMETRY on page 600	Merges new or existing drawing object geometry with a feature.
MAPUSEMPOLYGON on page 835	Enables/disables use of mapping polygons
MAPUSERADMIN on page 76	Performs administrative functions
MAPVIEWLINK on page 456	Opens a database table associated with a specific link template to view in the Data View
MAPVIEWTBL on page 866	Opens a database table to view in the Data View
MAPWORKOFFLINE on page 600	Disconnects you from feature sources and caches all your feature data connections, allowing you to work with a local copy of your feature data.
MAPWORKONLINE on page 600	Reestablishes connections with your feature sources so you are working live again and can check in any changes.
MAPWSACTION on page 1277	Indicates that a shortcut menu command in the Task Pane has no link to an AutoCAD Map 3D command
MAPWSpace on page 1628	Shows or hides the Task Pane
MAPWSREFRESH on page 1628	Redisplays the Task Pane
MAPMPEDIT on page 822	Edits polygons
MPFILL on page 835	Sets the default fill for polygons
MPOLYGON on page 818	Creates polygons

Command	Description
MPSPLIT on page 824	Splits an existing polygon object into two new polygon objects
NEWDEF on page 120	Creates a new object class definition file
POLYDISPLAY on page 835	Changes the display of polygon edges and fill
UNCLASSIFY on page 844	Removes classification from an object
ZD on page 859	Specifies a point based on azimuth and distance from a given point

Changed or Replaced Commands

Some commands have been replaced or discontinued in this release. Some of the commands still function, but they may not be available in future releases. You should update any scripts you have to use new commands. For more information, see [Discontinued Commands](#) on page 1274.

Using Wildcard Characters with Commands

Most AutoCAD Map 3D commands are wildcard character-enabled. For more information, see [Wildcard Characters](#) on page 1278.

See also:

- [REFEDIT](#) on page 1278

Discontinued Commands

The following commands have been discontinued or replaced. Some may still function in this release. However, you should update your scripts to use new commands.

Category	Discontinued Command	Notes
Feature Data Objects (FDO)	FDOATTACH	Discontinued. Not used any more.
	FDOCONFIGURE	Discontinued. Not used any more.
	FDOCONNECT	Discontinued. New command is MAPCONNECT.
	FDODETACH	Discontinued. Not used any more.
	FDODISASSOCIATE	Discontinued. Not used any more.
	FDODISCONNECT	Discontinued. Not used any more.
	FDOEDITSETADD	Discontinued. New command is MAPCHECKOUT.
	FDOEDITSETREMOVE	Discontinued. New command is MAPCANCELCHECKOUT.
	FDOEDITSETSAVE	Discontinued. New command is MAPCHECKIN.
	FDOEDITSETSHOW	Discontinued. New command is MAPSELECTCHECKEDOUT.

Category	Discontinued Command	Notes
	FDOLOCKS	Discontinued. Not used any more.
	FDOQUERY	Discontinued. Not used any more.
	FDOREFRESH	Discontinued
	FDOSHEMA	Discontinued. Not used any more.
	FDOSHOWOWNER	Discontinued. Not used any more.
	FDOSYSADMIN / SYSADMIN	Discontinued
General	MAPSKINMAP	Discontinued
Import Export (Release 4)	MAPIMPORT4	Discontinued
	MAPEXPORT4	Discontinued
Drawing Cleanup	ADEDWGCLEAN	Discontinued in Autodesk Map 6. New command is MAP-CLEAN.
Oracle Spatial (Older Method)	ORACONNECT	Discontinued. For information about the new way, see Bringing In Features from Oracle on page 271.
	ORADISCONNECT	Discontinued
	ORAERUPDATE	Discontinued

Category	Discontinued Command	Notes
	ORAEXPORT	Discontinued
	ORAIMPORT	Discontinued
	ORAINDEX	Discontinued
	ORAUPDATE	Discontinued
Topology	MAPBUFFER	Discontinued. New command is MAPANBUFFER
	MAPCREATE	Discontinued. New command is MAPTOPOCREATE
	MAPDISSOLVE	Discontinued. New command is MAPANDISSOLVE
	MAPFLOOD	Discontinued. New command is MAPANTOPONET
	MAPLINKADD	Discontinued. New command is MAPAL
	MAPLINKDEL	Discontinued. New command is MAPDL
	MAPLINKREV	Discontinued. New command is MAPRL
	MAPNODADD	Discontinued. New command is MAPAN
	MAPNODDEL	Discontinued. New command is MAPDN

Category	Discontinued Command	Notes
	MAPNODINS	Discontinued. New command is MAPIN
	MAPOVERLAY	Discontinued. New command is MAPANOVERLAY
	MAPPOLYADD	Discontinued. New command is MAPAP
	MAPPOLYDEL	Discontinued. New command is MAPDP
	MAPTOPOADMIN	Discontinued. There are several new commands, for example, MAPTOPOLOAD and MAPTOPODEL. For a complete list, see Managing Topologies on page 760.
	MAPTOPOEDIT	Discontinued. There are several new commands, for example, MAPAN, MAPDL, and MAPMP. For a complete list, see Editing Topologies on page 715.
	MAPTRACE	Discontinued. New command is MAPANTOPONET

MAPWSACTION

This text represents a shortcut menu command in the Task Pane that has no link to an AutoCAD Map 3D command. For example, some topology commands that you choose from the shortcut menu in the Task Pane do not have corresponding AutoCAD Map 3D commands.

If you right-click in the drawing after completing such an action, you see "Repeat MAPWSACTION" in the menu. If you click this item, nothing will happen, by design. Likewise, if you right-click the command line, you see MAPWSACTION as one of the Recent Commands, but clicking on it will do nothing. The action that MAPWSACTION represents is not repeatable by typing MAPWSACTION on the command line. You must repeat the action from the Task Pane.

NOTE You cannot undo this operation using the UNDO command.

REFEDIT

Use the reference editing command to make modifications to Xrefs and blocks. While in REFEDIT mode, the Task Pane and Data View are grayed-out and some commands are unavailable. If you attempt to use one of these commands, AutoCAD Map 3D displays a message that the command is not allowed during reference editing

Wildcard Characters

Most dialog boxes and command line entries support the following wildcard characters.

These wildcard characters can be used in object data queries and property queries. To use wildcard characters in SQL queries, refer to your database software for a list of supported characters.

Wildcard	Description
# (pound)	Matches any numeric digit.
@ (at)	Matches any alphabetic character.
. (period)	Matches any nonalphanumeric character.
* (asterisk) or % (percent)	Matches any string, including the null string. It can be used at the beginning, middle, or end of a string.
? (question mark)	Matches any single character.

Wildcard	Description
~ (tilde)	Matches anything but the next pattern.
[] (brackets)	Matches any one of the characters enclosed.
[~] (tilde and brackets)	Matches any character not enclosed.
- (hyphen)	Specifies a range for a single character when inside brackets.
' (reverse quote)	Escape character; reads the next character literally.
, (comma)	Enters a set when used between items.

NOTE Most AutoCAD Map 3D commands are wildcard character-enabled. To use a wildcard character as a literal character, precede the wildcard character with a back quote (`). For example, if you have a layer named "Floor Plan #1," from which you want to query some objects, type Floor Plan `#1 when you create the query. If you select the name from a list box, the back quote is added automatically to the text that appears in any corresponding edit box. The wildcard characters for which this is valid include #, @, .(period), ~.

Improving Performance

You can improve performance in many areas by taking a few steps in advance. For example, creating indexes can greatly speed up queries and save back.

The following table lists some of the steps you can take to improve performance. For more information on an item, click the link.

Feature Layers	
Filtering a Feature Layer on page 1002	You can filter a feature layer to reduce the number of features in the layer and improve performance. You can filter data as you bring it into your map (in Data Connect, click Add To

Feature Layers

Map With Query), or after you bring it in (right-click the layer and choose Query To Filter Data).

Query Attached Drawings

[To turn off a global coordinate system](#) on page 140

Using the AutoCAD Map 3D global coordinate systems requires many complex calculations and can decrease performance for operations such as querying objects from attached drawings and saving back objects.

[To create a drawing index](#) on page 1077

To reduce the amount of time it takes to perform a query, create an index. Instead of searching all locations, properties, object data, or database links to find matching data, AutoCAD Map 3D searches only the relevant index. If you created indexes in a previous release of AutoCAD Map 3D, it may help to recreate the indexes in this release to ensure that they include any new features, such as color book names.

Raster Images

[To hide an image](#) on page 416

When you hide an image, the image does not display onscreen, nor does it plot. Only the image boundary displays onscreen. Hiding images is a convenient way to speed regeneration time. You can easily redisplay the image when you are ready to plot.

[To unload an image](#) on page 418

To conserve memory use and enhance performance, you can unload images that you do not currently need to view and/or plot.

[To configure memory for images](#) on page 235

Because memory management can be an issue when working with large images, you can configure the Raster Extension for best performance. Specify the amount of memory reserved for the image swap file. The higher the Memory Limit, the less swapping to hard disk occurs and the faster your images load and display. For best performance, use a local drive for your temporary swap file.

Raster Images

[To change the image display quality](#) on page 230

Display your images in high quality or draft quality. High quality dithers the pixels so that the areas between shading appear more gradual. Draft quality can speed up the performance of your system, but may reduce the quality of how some color and gray scale images appear onscreen.

Topology

Buffering a Topology

Improve the performance of buffering operations by increasing the RAM to more than the recommended amount, or by increasing the virtual memory on your system. This is recommended if you are buffering large topologies.

DataView

[To use a SQL filter in the Data View](#) on page 1019

Filter, or limit, the data displayed in the Data View. Filters let you view only the records you want. This can improve performance in scrolling through many records or in highlighting records.

Other

[To erase short linear objects](#) on page 666

Using the Erase Short Objects cleanup action, you can locate any objects shorter than the specified tolerance and erase them. This action reduces the number of unnecessary linear objects and nodes in a map.

[To simplify objects](#) on page 682

Simplifying linear objects reduces file size and improves performance but also reduces the resolution of the data.

[To add objects to the save set and lock the objects](#) on page 624

When modifying or working with a large number of objects, you can enhance performance by adding the objects to the EditSet (locking them) prior to working with them.

Expression Evaluator

I 2

Use expressions and variables to define data based on other information in your drawings or in external databases.

Most places where you can enter an expression, you can use the Expression dialog box to select from a list of available variables. You can combine expressions and variables to create complex expressions.

- [Functions](#) on page 1283
- [Variables](#) on page 1288
- [Using Color in Expressions](#) on page 1295
- [Tips and Suggestions for the Expression Evaluator](#) on page 1297

Functions

Expressions can include many types of functions.

See also:

- [Variables](#) on page 1288

Arithmetic Functions

The expression evaluator supports the following arithmetic functions. The words in italics can be replaced by an actual value or a variable.

Expression	Description
(+ <i>number number [number] ...</i>)	Returns the sum of all numbers.

Expression	Description
(- <i>number number</i> [<i>number</i>] ...)	Subtracts the second and following numbers from the first and returns the difference.
(* <i>number number</i> [<i>number</i>] ...)	Returns the product of all numbers.
(/ <i>number number</i> [<i>number</i>] ...)	Divides the first number by the product of the remaining numbers and returns the quotient.
(abs <i>number</i>)	Returns the absolute value of the number.
(atan <i>num1</i> [<i>num2</i>])	Returns the arctangent of the number expressed in radians.
(cos <i>angle</i>)	Returns the cosine of the angle expressed in radians.
(exp <i>number</i>)	Returns the constant e (a real number) raised to a specified power (the natural antilog).
(expt <i>basepower</i>)	Returns a number raised to a specified power.
(fix <i>number</i>)	Returns the conversion of a real number into the nearest smaller integer.
(log <i>number</i>)	Returns the natural log of a number as a real number.
(log10 <i>number</i>)	Returns the base 10 logarithm for a number.
(sin <i>angle</i>)	Returns the sine of an angle as a real number expressed in radians.
(sqrt <i>number</i>)	Returns the square root of a number as a real number.
(tan <i>angle</i>)	Returns the tangent of an angle, measured in radians.

String-Handling Functions

The expression evaluator supports the following string-handling functions. The words in *italics* can be replaced by an actual value or a variable.

Expression	Description
(strcase <i>string</i> [<i>which</i>])	Returns a string where all alphabetic characters have been converted to uppercase or lowercase.
(strcat <i>string1</i> [<i>string2</i>] ...)	Returns a string that is the concatenation of multiple strings.
(strlen [<i>string</i>] ...)	Returns an integer that is the number of characters in a string.
(substr <i>stringstart</i> [<i>length</i>])	Returns a substring of a string.
(chr <i>integer</i>)	Returns the conversion of an integer representing an ASCII character code into a single-character string.
(LPAD <i>stringlength</i>)	ads the beginning of a string with spaces until the string reaches the length specified.
(RPAD <i>stringlength</i>)	ads the end of a string with spaces until the string reaches the length specified.
(trim <i>string</i> [<i>mode</i>])	Trims strings from the beginning, middle, or end of a string based on the mode. Mode can be B (beginning), M (middle), or E (end), or any combination. If no mode is specified, BE is used.

Equality and Conditional Functions

The expression evaluator supports the following equality and conditional functions. The words in *italics* can be replaced by an actual value or a variable.

Expression	Description
<code>(= numstr [numstr] ...)</code>	Returns T if all arguments are numerically equal, and returns nil otherwise.
<code>(/= <i>numstr</i> [<i>numstr</i>] ...) or (<> <i>numstr</i> [<i>numstr</i>] ...)</code>	Returns T if the arguments are not numerically equal, and nil if the arguments are numerically equal.
<code>(< <i>numstr</i> [<i>numstr</i>] ...)</code>	Returns T if each argument is numerically less than the argument to the right, and returns nil otherwise.
<code>(<= <i>numstr</i> [<i>numstr</i>] ...)</code>	Returns T if each argument is numerically less than or equal to the argument to the right, and returns nil otherwise.
<code>(> <i>numstr</i> [<i>numstr</i>] ...)</code>	Returns T if each argument is numerically greater than the argument to the right, and returns nil otherwise.
<code>(>= <i>numstr</i> [<i>numstr</i>] ...)</code>	Returns T if each argument is numerically greater than or equal to the argument to the right, and returns nil otherwise.
<code>(and <i>expr</i> ...)</code>	Returns the logical AND of a list of expressions.
<code>(or <i>expr</i> ...)</code>	Returns the logical OR of a list of expressions.

Symbol-Handling Functions

The expression evaluator supports the following symbol-handling function. The words in italics can be replaced by an actual value or a variable.

Expression	Description
(not <i>item</i>)	Verifies that the item evaluates to nil.

Conversion Functions

The expression evaluator supports the following conversion functions. The words in italics can be replaced by an actual value or a variable.

Expression	Description
(angtos <i>angle</i> [<i>mode</i> [<i>precision</i>]])	Converts an angular value in radians into a string.
(ascii <i>string</i>)	Returns the conversion of the first character of a string into its ASCII character code (an integer).
(lwtof <i>lineweight</i> [<i>metric</i>])	Converts the lineweight (first argument) to a real. If the optional second argument is non-nil, returns the lineweight as millimeters, otherwise returns it as inches.
(rtos <i>number</i> [<i>mode</i> [<i>precision</i>]])	Converts a number into a string.

Other Functions

The expression evaluator supports the following other functions. The words in italics can be replaced by an actual value or a variable.

Expression	Description
entity <i>.dotvariable</i>	Returns the value of the dot variable for the object as it is stored in the drawing. If the object was queried from a source drawing, returns the value for the object in the source drawing, before any transformations are applied.
style <i>.dotvariable</i>	Returns the value of the dot variable for the object as it is stylized in the Display Manager.
PI	Returns pi (approx. 3.1415926).
(Range <i>expression</i> <i>range_table</i>)	Returns the value of the expression after it has been processed by the specified range table. The range table must be defined in the current drawing.
(viewscale)	Returns the current viewport scale, expressed as the apparent size of a screen pixel in drawing units.
(viewtwist)	Returns the current twist angle for the current viewport. This is equivalent to the viewtwist system variable.

Variables

Expressions can include many types of variables and expressions.

See also:

■ [Object Data Variables](#) on page 1292

Dot Variables

Use dot variables to represent object properties. For example, use the .LENGTH variable in a property alteration to have AutoCAD Map 3D add text to all lines specifying their length. In an output report, use the .TYPE variable to list the type of objects in your report.

Expression	Description
.ANGLE	For most objects, returns the angle in the XY plane. For ellipse objects, returns the angle of the major axis; for point objects, returns the ECS rotation; for trace objects, returns the angle between the middle points of the start and end edges; for circle objects, returns the angle of the circle normal projected plus $\pi/2$ onto the WCSmdash; if no ECS, returns 0; for objects with 1 or 0 grip points, returns 0; for attdef, text, mtext, insert, shape, and raster images objects, returns rotation.
.AREA	Area of a closed polyline or circle. Topology queries only: Value of AREA object data field for each polygon.
.BLOCKNAME	Name of a block.
.BULGE	Bulge factor for a polyline segment.
.CENTER	Center point of an object's extents. If the object is a polygon (a closed polyline), this coordinate is always inside the closed area regardless of the area's dimension.
.CENTROID	Center point of an object's extents; that is, the intersection of the diagonals of its bounding rectangle.
.CLASSNAME	Object class name.
.COLOR	ACI color of an AutoCAD Map 3D object. Color BYLAYER evaluates as 256. Color BYBLOCK evaluates as 0.

Expression	Description
.DWGNAME	Name of the object's source drawing. Topology queries only: Name of the geometry object's source drawing.
.EANGLE	Ending angle of an arc object, using radians, interpreted from the coordinate space where the object exists.
.EHANDLE	Handle of the queried object.
.ELEVATION	Value for the Z coordinate.
.EWIDTH	Ending width of a polyline. Does not adjust to the ending width of individual polyline segments.
.HEIGHT	Height of a text object.
.LABELPT	Location for text associated with an object.
.LAYER	Layer of an object.
.LENGTH	Length of a line, arc, polyline, or circle. Circle length is given as the circle circumference.
.LINETYPE	Linetype of an object.
.LINEWEIGHT	Lineweight of an object.
.LOCKSTAT	User responsible for the lock.
.PERIMETER	Topology queries only: Value of PERIMETER object data field for each polygon.
.PLOTSTYLE	Plotstyle of an object.
.RADIUS	Radius of a circle.

Expression	Description
.ROTATION	Rotation angle of a block or text, using radians.
.SANGLE	Starting angle of an arc, using radians, interpreted from the coordinate space where the object exists.
.SHAPENAME	Name of an AutoCAD Map 3D shape.
.SIZE	Size of an AutoCAD Map 3D shape.
.STRING	Value of a string (can be the value of an attribute or text).
.STYLE	Style of a text string or attribute.
.SWIDTH	Starting width of a polyline.
.TAG	All AutoCAD Map 3D attribute tags for an object. Usually used with .STRING to return an attribute tag and its string value (that is, .TAG, .STRING).
.THICKNESS	AutoCAD Map 3D thickness of an object.
.TOPONAME	Topology name (Topology queries only).
.TOPOTYPE	Topology type: NODE, NETWORK, or POLYGON (Topology queries only).
.TRUECOLOR	True color or color book value of an AutoCAD Map 3D object.
.TYPE	AutoCAD Map 3D object type.
.URL	<p>URL information linked to an object. An object with no URL link returns nil.</p> <hr/> <p>NOTE An object can take only one URL. URL data can be entered in the following formats:</p> <hr/> <p>http://servername/pathname/filename.dwg</p>

Expression	Description
	ftp://servername/pathname/filename.dwg file://drive/pathname/filename.dwg
.X1, .Y1, .Z1	Components of a line's starting point--X, Y, or Z.
.X2, .Y2, .Z2	Components of a line's ending point--X, Y, or Z.
.X3, .Y3, .Z3	Third definition point of a shape or three-dimensional face. If used on any other object, returns <i>nil</i> .
.X4, .Y4, .Z4	Fourth definition point of a shape or three-dimensional face. If used on any other object, returns <i>nil</i> .
.XSCALE	Scale factor along the <i>X</i> axis, interpreted using the coordinate space where the object exists.
.YSCALE	Scale factor along the <i>Y</i> axis, interpreted using the coordinate space where the object exists.
.ZSCALE	Scale factor along the <i>Z</i> axis, interpreted using the coordinate space where the object exists.

All numeric return values are in decimals.

Object Data Variables

The syntax for using an object data variable in an expression is

:ObjectDataFieldName@ObjectDataTableName

For example, to retrieve the values in the Diameter field of the Pipes table, enter :diameter@pipes.

Block Attribute Variables

The syntax for using a block attribute variable in an expression is

@BlockTagName

For example, to retrieve the values for the block attribute tag VALVETYPE, enter @VALVETYPE.

SQL Variables and Expressions

The syntax for using a SQL variable in an expression is

&ColumnName@LinkTemplate

For example, to retrieve the values in the PRICE column in the table referenced by the link template HOUSES, enter &PRICE@HOUSES.

To relate a second table to the table specified in the link template and return a value from one of its fields, use this syntax

&[[[catalog.] schema.] colname@LT [.lnka1, lnka2, ..., lnkaN [.lnkb1, lnkb2, ..., lnkbN]]

The expression must be entered on one line.

- The parameters preceding the @ symbol identify the related table. The LT parameter identifies the primary table. If no schema or catalog is defined, it is assumed the related table exists in the same schema as the primary table.
- The lnk parameter (or lnk1,lnk2,...,lnkN parameter list) identifies the column name (or names) to reference for the relation if you are not using the key or keys identified in the link template. If no lnk column is defined it is assumed that the columns identified in the link template exist in both tables and are referenced for the relation.
- The lnka parameter (or lnka1,lnka2,...,lnkaN parameter list) identifies the column name (or names) to use in the primary table.
- The lnkb parameter (or lnkb1,lnkb2,...,lnkbN parameter list) identifies the column name (or names) to use in the related table if the column name (or names) to reference for the relation are not the same in both tables. The number of lnka parameters and lnkb parameters must be the same.

SQL Expressions and SQL Statements

The expression:

```
&catalog.schema.table.colname  
@linktemplate.lnka1,lnka2,...,lnkaN.lnkb1,lnkb2,...,lnkbN
```

is equivalent to the following SQL statement:

```
SELECT catalog.schema.table.colname FROM catalog.schema.table WHERE  
lnka1 = lnkb1 AND lnka2 = lnkb2 AND ... AND lnkaN = lnkbN AND  
linktemplatekey1 = linktemplatevalue1 AND linktemplatekey2 =  
linktemplatevalue2 AND ... AND linktemplatekeyN = linktemplatevalueN
```

where lnka1,...,lnkaN are columns from the primary table, lnkb1,...,lnkbN are columns from the secondary table, linktemplatekey1,...,linktemplatekeyN are link template key columns from the primary table, and linktemplatevalue1,...,linktemplatevalueN are the key column values obtained from the object.

Object Classification Variables

The syntax for using an object class property variable in an expression is

#ObjectClassName.Category.Property

For example, to retrieve the values in the Diameter field of the Pipes table in the PipeRun object class, enter #PipeRun.OD:Pipes.Diameter. To retrieve the values in the layer property, which is in the General category, enter #PipeRun.General.Layer. To retrieve the values of the end node of the LocalRoads topology in the Roads object class, enter #Road.Topo:LocalRoads."end node". Use quotation marks so the space in the name "end node" is interpreted correctly as part of the property name.

AutoLISP Variables

The syntax for using an AutoLISP variable is

!AutoLISPVariable

For example, to retrieve the values assigned to a variable defined as DIAMETER, enter !DIAMETER.

EED Expressions

The syntax for using an EED expression is

`$EEDFIELD@REGAPP` (for string fields)

`$#EEDFIELD@REGAPP` (for numeric fields)

`$&EEDFIELD@REGAPP` (for SQL fields)

For example, to retrieve the values for the AGE field registered under the application ADE, enter `$#AGE@ADE`.

Using Color in Expressions

When specifying color in an expression, you can use any of the following:

- AutoCAD Color Index (ACI) number
- RGB triplet
- color book color

AutoCAD Color Index (ACI)

You can specify the color using an ACI color name (red, yellow, green, cyan, blue, magenta and white), the ACI index number (0-256), BYLAYER (256), or BYBLOCK (0).

Examples:

- `(ade_qrydefine '("" "" "" "Property" ("color" "=" "blue"))')`
- `(ade_qrydefine '("" "" "" "Property" ("color" "=" "5"))')`
- `(ade_altpdefine "color" "red")`
- `(ade_altpdefine "color" "1")`

RGB Triplet

An RGB triplet specifies the amount of red, green, and blue used to create the color. The values represent the intensity of the red, green, and blue components. The combination of these values can be manipulated to create a wide range of colors. For each component, enter a value between 0 and 255.

To enter an RGB color, enter the value for each of the components separated by commas. Enclose the three numbers in single quotation marks. For example, enter the color Red as `'255,0,0'` and enter cyan as `'0,255,255'`.

Only the following operators are valid: = and < >.

Examples:

- `(ade_qrydefine '("" "" "" "Property" ("color" "=" "\"255,0,0\"")"))`
- `(ade_altpdefine "color" "255,0,0")`

Color Book and Color Name

You can specify colors using third-party color books (such as Pantone) or user-defined color books.

To specify a color book color, enter the name of the color book and the name of the color separated by a comma. Enclose the entire string in single quotation marks. For example, to specify the Pantone process coated cyan, enter 'Pantone(R) process coated, PANTONE Process Cyan C'. When you enter the color book and color name, be sure to type them exactly.

If you are unsure of the color name or color book name, display the Select Color dialog box. On the Color Books tab, look at the name of the color book and the color name.

For information on adding color books, click Help in the Color Books tab of the Select Color dialog box.

Only the following operators are valid: = and < >.

Examples:

- `(ade_qrydefine '("" "" "" "Property" ("color" "=" "\"Pantone,Pantone 647 CVC\"")"))`
- `(ade_altpdefine "color" "Pantone,Pantone 647 CVC")`

Combining Colors

When you specify the range of valid colors, you can combine any of the color specifications. Separate each color with a comma. In addition, for ACI colors, you can specify a continuous range. For example:

`1,5,[7,11],'255,128,64','Pantone(R) process coated, PANTONE Process Cyan C'`

Tips and Suggestions for the Expression Evaluator

- Not all operators are valid with all types of comparisons. When comparing strings, If, =, /=, >=, <= are valid, but not <. No error results, but the accuracy of the results can be affected.
- For strings, the standard wild-card characters listed in [Wildcard Characters](#) on page 1278 are valid. For example, if the expression (IF (= .LAYER ELEC*) EDISON) is placed in the condition, all objects in the query on layers beginning with ELEC are displayed on the layer EDISON. In addition, the operators = and /= are valid with wild cards.
- For real numbers less than one, enter all decimal values with a leading zero; that is, enter .001 as 0.001.
- When nil is a possible parameter, AutoCAD Map 3D uses zero.
- The expression evaluator deals only in strings; it does not distinguish between strings and numerics. The expression evaluator converts strings to their numeric values for math operations and converts the results back to strings.
- If you use variables set using AutoLISP, you must precede the variable with an exclamation point (!).
- To keep a space within a string, enclose the string in quotation marks. For example, "this string" evaluates as one string, with a space between the two words. Without the quotation marks, this string evaluates as two separate strings. The expression evaluator ignores quotation marks.
- You must enclose named objects with spaces in the name in parentheses when used in evaluator functions. These objects include layers, blocks, hatches, and linetypes.
- The following expressions handle a maximum of three arguments: +, -, *, /, AND, OR, STRCAT, =, and /=. All other expressions handle one or two arguments. If you use +, -, *, or /, you must supply more than one argument. For example, (+ 5 6) evaluates to 11; (+ 5 3 2) evaluates to 10.
- An expression evaluates numbers with scientific notation in compound simple expressions. For example, (+ 1e+001 1) evaluates to 11.0000; 1e+001 evaluates to 10.0.
- AutoCAD Map 3D evaluates pi only in compound expressions; the program treats pi as a string in simple expressions. For example, (STRCAT pi "%") evaluates to 3.14%; pi by itself evaluates to "pi."

- You can specify [color](#) on page 1295 using ACI, True Color, or Color Book color values.

Expression Builder

13

Use expressions to filter the geospatial information displayed in your map, to create calculated fields, and to change the styles used for a feature layer based on certain conditions.

Using the Expression Builder

The Expression Builder is displayed when you are doing the following:

- Adding Layers to a Map with a Query
- Filtering a Feature Layer
- Filtering by Location
- Searching to Select Feature Layers
- Creating a Calculation
- Using Expressions to Label Features
- Using Expressions In Split/Merge Rules

Expressions you build with the Expression Builder affect geospatial data only and cannot be used for drawing objects. For help with expressions that affect drawing data, see the [Expression Evaluator](#) on page 1283 section.

Dialog Boxes

Analyzing Data Dialog Boxes

14

Buffer Features dialog box

Use this dialog box to specify the buffer distance and merging options for buffering features in AutoCAD Map 3D.



[To create a buffer](#) on page 1004



Click Analyze menu ► Buffer.

The Buffer Features dialog box has the following options:

Features to Buffer

Specifies the features to buffer in your map.

Buffer Distance

Specifies the buffer distance. By default, the buffer distance unit of measure matches the unit of measure specified in your map's coordinate system. You can select another unit of measure from the Units drop-down list.



(Specify buffer distance)

Click to pick the buffer distance interactively on your map.

Output Buffers

Specifies the layer for your new buffer feature and the name of the SDF file that will store the buffered features. By default, AutoCAD Map 3D creates a new layer for your buffer. Alternately, you can append your buffer to a pre-existing buffer layer.

Merge Options

Specifies the merge options for buffering multiple features. The options are no merging (overlapping buffers are not merged), merge all (all overlapping buffers are merged into a single buffer, then combined into a single multi-polygon), and merge overlapping only.

Buffer Warning dialog box

Use this dialog box to respond to buffer warnings.



[To change your selection or merge options after receiving a buffer warning on page 1005](#)



Click Analyze menu ► Buffer.

You may have selected too many features to buffer in a reasonable amount of time. You can change your feature selection or merge options to improve performance of the buffer task.

Proceed

Applies your selected options and executes the buffer task. If you choose to proceed after receiving a buffer warning, the buffer may take a very long time to complete.

Change

Returns you to the Buffer Features dialog box to change your feature selection and/or merge options.

Contour dialog box

Use this dialog box to specify the settings for new contour lines for a raster-based surface.



To create contour lines on page 978



In [Display Manager](#) on page 1748, right-click a surface layer, and select Create Contour Layer

NOTE This functionality applies only to raster-based surface data brought into AutoCAD Map 3D using Data Connect.

The Contour dialog box has the following options:

New Contour Layer Name

Specifies the name for the new contour layer in Display Manager.

Contour Elevation Interval

Specifies the difference in elevation between contour elevations, for example 10, 20 or 50.

Units

Specifies the units (meters or feet) used to measure the elevation (height) in your surface. AutoCAD Map 3D attempts to get this data from the surface itself, but you can change it if you need to.

Major Contour Every

Specifies the difference in elevation between major (bold) contour lines.

Label the Elevation

Labels the contour lines with the elevation.

Create Contour As

Specifies the type of feature to use when creating contour lines. Either polyline or polygon.

Save Contours Into Filename

Specifies the name of the SDF file that will store the contour line features.

Hillshade Settings dialog box

Use this dialog box to specify the settings for shading applied to raster-based surfaces in AutoCAD Map 3D.



[To specify hillshading settings](#) on page 988



Click Setup menu ► Hillshade Settings.

The Hillshade Settings dialog box includes the following options:

Direction Of Sun

Specifies the direction from which the light should come from, for example, East or West. You can type a direction value into the edit box, drag the yellow disk in the compass to the position you want, or use the Settings button.

Angle Of Sun

Specifies high in the sky the light is located, such as near the horizon, directly overhead, or somewhere in between. You can type an angle into the edit box, drag the yellow disk to specify an angle, or use the Setting button.

Date, Time, and Location

Allows you to specify sun settings using date, time and location. Click Settings to go to the Sun Properties palette, where you specify these values. To populate the Hillshade Settings dialog box with the settings from Sun Properties, return to the Hillshade Settings dialog box and click Import.

Annotation Dialog Boxes

15

Annotation Delete dialog box

Use this dialog box to delete an annotation template from the list of available templates.



[To edit an annotation](#) on page 915



Click Setup ► More Annotation Options ► Delete.

Annotation Refresh dialog box

Use this dialog box to refresh an annotation template.



[To edit an annotation](#) on page 915



Click Setup ► More Annotation Options ► Refresh.

Annotation Text dialog box

Use this dialog to specify text elements for annotation templates, and set entity properties and text options.



[To define an annotation template](#) on page 174

[To change an annotation template](#) on page 176




Attribute

Tag


Specifies a name for the annotation text object.

Value

Specifies the content of the annotation text. Click  to specify an expression.

Object Properties

Layer

Selects the layer for the annotation text. Click  to specify an expression.

Color


Selects the color for the annotation text. Click  to specify an expression.

Lineweight

Selects the lineweight. Click  to specify an expression.

Text Options

Style

Selects the style for the annotation text. Click  to specify an expression.


Height

Specifies the default height of the annotation text. Click Select Point to pick

points in the drawing, or click  to specify an expression.


Rotation

Specifies the rotation angle to use when inserting annotation. Click Select

Point to pick points in the drawing, or click  to specify an expression.

NOTE Values you enter directly in this field are interpreted using the current setting for the AUNITS system variable. However, if you enter an expression, the resulting values are interpreted using radians. If necessary, you can modify your expression to include a conversion from degrees to radians (divide the degree value by $360/(2\pi)$).

Justification

Specifies the justification for the annotation text. Click  to specify an expression.

Annotation Update dialog box

Use this dialog box to update an annotation template from the list of available templates.



[To edit an annotation](#) on page 915



Click Setup ► More Annotation Options ► Update.

Define Annotation Template dialog box

Use this dialog to define or change the text and graphic elements, default properties, and insertion options of annotation templates.



[To define an annotation template](#) on page 174

[To change an annotation template](#) on page 176

[To delete all references to a selected annotation template](#) on page 178



Click Setup ► Define Annotation Template.

Annotation Template

Template Name

Select an annotation template.

New

Creates a new annotation template.

Copy

Copies the selected annotation template with a new name.

Rename


Renames the selected annotation template.

Delete

Deletes the selected annotation template.

Default Properties


Layer

Selects a layer for the annotation. Click  to specify an expression.

Linetype

Selects a linetype. Click  to specify an expression.

Lineweight

Selects a lineweight for the annotation. Click  to specify an expression.


Color

Selects a color for the annotation. Click  to specify an expression.


Default Insertion Options

Insertion Point


Specifies the annotation insertion location based on the selected template.

Click Select Point to pick a point in the drawing, or click  to specify an expression.

Scale

Specifies the scale to use when inserting annotation based on the selected template. Click Select Point to pick points in the drawing, or click  to specify an expression.

Rotation

Specifies the rotation angle to use. Click Select Point to pick points in the drawing, or click  to specify an expression.

NOTE Values you enter directly in this field are interpreted using the current setting for the AUNITS system variable. However, if you enter an expression, the resulting values are interpreted using radians. If necessary, you can modify your expression to include a conversion from degrees to radians (divide the degree value by $360/(2\pi)$).

Edit Template Contents

Specifies the contents of the selected annotation template.

Edit Expression dialog box

Use this dialog box to edit an expression. For information about the Expression Evaluator, see [Expression Evaluator](#) on page 1283.



[To define an expression](#) on page 1060



Click Create ► Insert Annotation.

Click Setup ► Define Annotation Template.



You can type an expression, or click  to select from a list of variables in your drawing.

Insert Annotation dialog box

Use this dialog to select an annotation template, and specify insert properties.



[To insert annotation](#) on page 908



Click Create ► Insert Annotation.

Annotation Templates

Select an annotation template to use when inserting annotation into your drawing.

Basic

Expands or contracts the Insert Annotation dialog box. Click to specify insertion information.

Insert Options


Insertion Point

Specifies the annotation insertion location. Click Select Point to pick a point

in the drawing, or click  to specify an expression.


Scale

Specifies the scale to use when inserting annotation based on the selected

template. Click Select Point to pick points in the drawing, or click  to specify an expression.

Rotation

Specifies the rotation angle to use when inserting annotation. Click Select

Point to pick points in the drawing, or click  to specify an expression.


NOTE Values you enter directly in this field are interpreted using the current setting for the AUNITS system variable. However, if you enter an expression, the resulting values are interpreted using radians. If necessary, you can modify your expression to include a conversion from degrees to radians (divide the degree value by $360/(2*\pi)$).

Insert Properties


Layer

Selects a layer for the annotation. Click  to specify an expression.

Linetype


Selects a linetype for the annotation. Click  to specify an expression.

Lineweight

Selects a lineweight for the annotation. Click  to specify an expression.

Color



Selects a color for the annotation. Click  to specify an expression.

Match

Click to copy the insertion options and properties from an annotation already in the drawing.

New Annotation Template Name dialog box

Use this dialog box to specify a name for an annotation template.



[To define an annotation template](#) on page 174



Click Setup ► Define Annotation Template.

Autodesk MapGuide Dialog Boxes

16

Publish to Autodesk MapGuide

Use this dialog box to publish the current display map to Autodesk MapGuide Enterprise 2007, a platform that lets you publish map-related data on the web or on an intranet.



[To publish a map for use with MapGuide](#) on page 1141



Click File ► More Plotting Options ► Publish to Autodesk MapGuide.

URL

Specify the URL for the target website. If the site requires a password, a Connect to Site dialog box appears. Enter your user name and password.

Publishing Options

Specify how to deal with files of the same name that already exist in the target folder. You can choose to overwrite the old files, make a new copy, or cancel the operation when such files are encountered.

Folder Name

Choose a folder for the published files.

Publish to MapGuide Results

Use this dialog box to resolve any errors that result from a Publish to MapGuide operation.



[To resolve MapGuide publishing errors](#) on page 1142



Click File ► More Plotting Options ► Publish to Autodesk MapGuide.

Expression dialog box

Use this dialog box to add a variable to an expression.



[To define an expression](#) on page 1060



Click File ► Convert DWG to ► Autodesk SDF.

Select an item from this list and click OK to add the item to your expression. For example, expand Object Data Tables to see the list of tables in the current drawing. Expand again to see the list of fields in the table. For more information about expressions for drawing objects, see [Expression Evaluator](#) on page 1283.

Define New Object Data Field dialog box

Use this dialog box to create new fields in existing object data tables when you are importing Autodesk MapGuide SDF 2 files into AutoCAD Map 3D.



[To import SDF 2 files](#) on page 326



Click File ► Create DWG From ► Autodesk SDF 2 (MapGuide 6.x).

Field Name

Specifies a name for the new field.

The name cannot contain any spaces. It must start with an alphanumeric character.

Type

Specifies the valid data type of the new field.

Integer

An integer between -2,147,483,648 and 2,147,483,647

Character

Any characters

Point

Three real numbers separated by commas representing the X, Y, and Z values of a point

Real

A real number between -1.7E308 and 1.7E308

If you select Integer, numbers are rounded to the nearest whole number.

Description

Specifies a description for the new field.

This description appears in the Object Data Fields list.

Default

The value must match the data type you selected above.

Enter the value you will use most often when you assign this data field to an object.

New Layer dialog box

Use this dialog box to create layers from imported SDF data.



[To import SDF 2 files](#) on page 326

[To create centroids for polygons and closed polylines](#) on page 749



Click File ► Create DWG From ► Autodesk SDF 2 (MapGuide 6.x).

Click Create ► Centroids.

The new layer name may not contain any of the following characters.

< > / \ : ? * | , = " ` "

Autodesk MapGuide Export dialog box

Use this dialog box to specify settings for exporting DWG data to Autodesk MapGuide SDF 2 files for use with Autodesk MapGuide version 6.5 and earlier.



[To export DWG data to SDF2 format](#) on page 1176



Click Map ► Tools ► Export to Autodesk MapGuide.

If you have previously saved your settings in this dialog box, you can click Load to reload those settings. To save the current settings for use later or to use in a script, click Save.

Selection Tab

SDF Type

Select the type of data to export. Objects of other entity types will be filtered out of the export. To export these other entity types, run the Autodesk MapGuide Export feature again. Note that some objects in an AutoCAD Map 3D drawing may be exported as more than one entity type.

Select Objects Automatically

Selects all objects of the specified type. If Filter Selection By Layer is selected, only objects on the specified layers will be selected.

Select Objects Manually

Lets you individually select the objects to export. To modify the selection set, click Select Objects or Quick Select. Selected objects that do not match the filter will not be exported.

Filter Selection area

Use the Filter Selection options to filter the selected objects based on layer. Click Filter Selection By Layer and specify the layers to include. Enter the names of the layers to include, or click the button to select from a list of all layers in the drawing. Objects that are not on the selected layers will be filtered out of the export. The status line shows how many objects are selected and how many have been filtered out.

Preview Filtered Objects

Preview the objects that will be exported. In the preview, objects that will be exported are highlighted. To leave the preview and return to this dialog, press ESC.

Options Tab

SDF Description


Specifies a description for the SDF 2 file.

Data Expression

Enter expressions to specify the Key, Name, and URL fields for the SDF 2 file.


Key



Type an expression to specify the Key field, or click  to open the Expression Chooser dialog box, in which you can create an expression for the Key field.


Name



Type an expression to specify the Name field, or click  to open the Expression Chooser dialog box, in which you can create an expression for the Name field.

URL



Type an expression to specify the URL field, or click  to open the Expression Chooser dialog box, in which you can create an expression for the URL field.

Coordinate Conversion

To convert the exported objects to a different coordinate system, check Convert To and enter the coordinate system code for the export file or click Select Coordinate System to select one.

If this box is greyed, your current map does not have an assigned coordinate system. You can cancel this dialog box, assign a coordinate system, and then retry this operation.

Create Key Index File

Creates a corresponding Key Index File (KIF) for the SDF 2 file.

Autodesk MapGuide Import dialog box

Use this dialog box to specify settings for importing Autodesk MapGuide SDF 2 files into AutoCAD Map 3D.



[To import SDF 2 files on page 326](#)



Click File ► Create DWG From ► Autodesk SDF 2 (MapGuide 6.x).

Import Layer

Import to Layer

Imports SDF 2 data to a specified layer. Click New Layer to open the New Layer dialog box, in which you can create a new layer for the imported SDF 2 data.

Data Elements

Assign to Object Data Table

Assigns Key, Name, and URL data from the SDF 2 file to an object data table in the current drawing.

Table

Specifies the object data table to which the SDF 2 data will be assigned. Click New Table to open the Define New Object Data Table dialog box, in which you can define a new object data table to hold the SDF 2 data.

Key

Specifies the field in the object data table to assign the SDF 2 Key data. Click Create New Field to open the Define New Object Data Field dialog box, in which you can define a new field in the object data table to hold the SDF 2 data.

Name

Specifies the field in the object data table to assign the SDF 2 Name data. Click Create New Field to open the Define New Object Data Field dialog box, in which you can define a new field in the object data table to hold the SDF 2 data.

URL

Specifies the field in the object data table to assign the SDF 2 URL data. Click Create New Field to open the Define New Object Data Field dialog box, in which you can define a new field in the object data table to hold the SDF 2 data.

Create Hyperlinks From URL Field

Creates hyperlinks from the URL expressions in the SDF 2 file.

Coordinate Conversion

Convert From

Specifies the coordinate system of the SDF 2 file. This function is only available if the current drawing has an assigned coordinate system. AutoCAD Map 3D converts the data from the SDF 2 coordinate system to the active drawing coordinate system. Click Select Coordinate System to open the Select Global Coordinate System dialog box, in which you can select the coordinate system of the SDF 2 file.

Import by Location

Define an Area to Import From the SDF File

Imports a specific area of the SDF 2 file.

X Min

Specifies the X coordinate of the lower left corner of the area to import.

Y Min

Specifies the Y coordinate of the lower left corner of the area to import.

X Max

Specifies the X coordinate of the upper right corner of the area to import.

Y Max

Specifies the Y coordinate of the upper right corner of the area to import.

Import Profile

Load

Loads previously saved SDF Import Profiles (SIP files) containing import settings.

Save

Saves the current import settings as an SDF Import Profile (SIP file).

Cleaning Up Maps Dialog Boxes

17

Cleanup Methods Page

Use this dialog box to specify what to do with the original objects after the cleanup process is complete.



[To specify how to convert the objects after cleanup](#) on page 646

[To save drawing cleanup settings as a profile](#) on page 650



Click Modify ► Drawing Cleanup.

Cleanup Method

Modify Original Objects

The processed drawing will use the original layer and as much of the original data as possible.

Retain Original Objects And Create New Objects

Keeps the original objects and puts the new objects on a layer you specify.

Delete Original Objects And Create New Objects

When you create new objects, existing object data and database links are copied to the new objects.

Use Original Layer

Places new objects on the same layer as the source objects.

Create On Layer

Enter the name of a layer or click Select Layers to select from a list of layers.
If the layer does not exist, it will be created.

Convert Selected Objects

Specify whether to convert lines, arcs, and 3D polylines to 2D polylines, and convert circles to arcs as well as 2D polylines. Use these conversion options in the following cases:

- To use the results of the
- operation in another program that accepts only polylines.
- To modify the line width of the arcs, circles, or lines so you can use them in a thematic map. You can only assign line width to polylines.

When you convert arcs to polylines, the polyline is created using a true arc, not a set of straight line segments.

When you convert a circle to a polyline, the polyline is created using two true arcs, not a set of straight line segments.

NOTE If you use the Convert Selected Objects options to convert objects to different entity types, classified objects may be modified so that they no longer meet the feature class definition and will be unclassified. You must re-classify them manually.

Other

Load

Loads a profile file that contains drawing cleanup settings saved previously.

Save

Saves your drawing cleanup settings in a profile file for later use.

Next

Displays the [Error Markers Page](#) on page 1325. Available only if you selected the Interactive option on the previous Select Actions page.

Finish

Performs the drawing cleanup operation using the current settings.

Error Markers Page

Use this dialog box to specify the marker shape and color for each cleanup action. Specify the marker size, and set options for erasing or maintaining markers before and after cleanup.



[To set up markers for interactive mode](#) on page 649

[To save drawing cleanup settings as a profile](#) on page 650



Click Modify ► Drawing Cleanup.

This page is available only when you select Interactive on the [Select Actions page](#) on page 1326.

In Interactive mode, AutoCAD Map 3D displays each error for you to accept or reject the correction. You can place a markers at error locations to help you find them more easily.

Parameters

Set options for removing markers before and after the drawing cleanup, and specify the size of the markers, relative to the screen size.

Erase Markers When Cleanup Starts

Deletes markers from an earlier operation before placing new markers. Deleting old markers prevents confusion. Clear this check box to display both sets of markers.

Maintain Markers When Command Ends

Keeps markers in the drawing after the drawing cleanup operation.

Marker Size

Specifies the marker size as a percent of the screen size. A value between 3% and 7% is usually suitable.

Blocks And Colors

For each operation listed, select a marker shape and marker color from the pull-down lists.

Other

Load

Loads a profile file that contains drawing cleanup settings saved previously.

Save

Saves your drawing cleanup settings in a profile file for later use.

Finish

Performs the drawing cleanup operation using the current settings and displays a list of detected errors in the [Drawing Cleanup Errors dialog box](#) on page 1329. You can place markers, review errors, and decide whether or not to make the suggested corrections.

Select Actions Page

Use this dialog box to select the cleanup actions to perform, the parameters to use, and whether to review errors in interactive mode or have AutoCAD Map 3D automatically correct errors.



[To select cleanup actions and set options](#) on page 643

[To save drawing cleanup settings as a profile](#) on page 650



Click Modify ► Drawing Cleanup.

Although you can perform several cleanup actions simultaneously, it is recommended that you perform only one or a few actions at a time to make it easier to track changes. And for Simplify Objects and Weed Polylines, it is recommended that you run these by themselves (do NOT run them with other actions).

Cleanup Actions list

Displays a list of available cleanup actions. To perform a cleanup action, add it to the Selected Actions list by selecting the in the Cleanup Actions list and clicking Add. For more information about each cleanup action, click one of the following links:

[Delete Duplicates](#) on page 663

[Erase Short Objects](#) on page 665

[Break Crossing Objects](#) on page 667

[Extend Undershoots](#) on page 669
[Apparent Intersection](#) on page 671
[Snap Clustered Nodes](#) on page 673
[Dissolve Pseudo Nodes](#) on page 676
[Erase Dangling Objects](#) on page 678
[Simplify Objects](#) on page 680
[Zero-Length Objects](#) on page 683
[Weed Polylines](#) on page 684

NOTE When you perform cleanup actions that create a new object or break the object into multiple segments (such as break crossing objects or extend undershoots with the break target option), on data that has been classified, the classification information remains with only the one segment that contains the start point of the original object. You need to classify the other segments manually.

Add

Adds selected action(s) to the Selected Actions list.

Remove

Removes selected action(s) from the Selected Actions list.

Selected Actions list

Specifies the cleanup actions to perform. Actions are performed in the order they appear in the list. Order is important and can affect your results.

NOTE If you perform Simplify Objects and Weed Polylines with other cleanup actions, AutoCAD Map 3D automatically performs Simplify and Weed first, regardless of their position in the list.

Up arrow

Moves the selected action up one position in the Selected Actions list.

Down arrow

Move the selected action down one position in the Selected Actions list.

Cleanup Parameters

Specify the cleanup parameters to use for the selected action. Each action has its own, unique set of parameters, so it is important that you set up each action individually. To set parameters for an action, select it in the Selected Actions list. Enter the settings to use.

Many of the cleanup actions use a tolerance value when detecting errors. Tolerance is the radial search distance for locating geometric errors. You can enter a tolerance value into the Tolerance box, or click Pick to specify

a tolerance by specifying a distance in the drawing area. For example, if you set the tolerance to 5 units, two nodes within 10 units of each other are within the tolerance and will be corrected.

Some cleanup actions have different or additional parameters, and a few have none at all. For detailed information about the cleanup parameters for a specific cleanup action, click a cleanup action link above.

Options

Interactive

Specifies that you want to review errors and decide how to handle them. For example, you can decide to correct the errors, place marker blocks on them, or ignore them.

For Simplify Objects or Weed Polylines, AutoCAD Map 3D changes the map automatically, regardless of which option is selected.

Automatic

Specifies that AutoCAD Map 3D will correct errors automatically.

Other

Load

Loads a profile file that contains drawing cleanup settings saved previously.

Save

Saves your drawing cleanup settings in a profile file for later use.

Next

Displays the [Cleanup Methods page](#) on page 1323.

Finish

Performs the drawing cleanup operation using the current settings.

Drawing Cleanup

Drawing cleanup helps you improve the accuracy of your maps, correct common map errors (resulting from surveying, digitizing, scanning errors, for example), and remove unnecessary detail from complex maps. This is essential when you need accurate and complete maps suitable for defining topologies, performing map analyses, or plotting and presentations.



[To clean up objects in a mapmaps;maps:cleaning;Drawing Cleanup;Drawing Cleanup:usingdrawings;drawing... on page ?](#)

[To save drawing cleanup settings as a profile on page 650](#)



Click Modify ► Drawing Cleanup.

Drawing Cleanup is a sequence of pages that guide you through specifying the set of objects to include in a drawing cleanup operation, the objects to anchor, the cleanup actions to perform and the settings to use, how to treat the objects after cleanup, and the error marker settings (for interactive mode only).

Drawing Cleanup includes the following pages:

[Select Objects Page](#) on page 1331

[Select Actions Page](#) on page 1326

[Cleanup Methods Page](#) on page 1323

[Error Markers Page](#) on page 1325

Other

Load

Loads a profile file that contains drawing cleanup settings saved previously.

Save

Saves your drawing cleanup settings in a profile file for later use.

Next

Displays the [Select Actions Page](#) on page 1326.

NOTE Do not use Drawing Cleanup to correct topologies; you might make a topology invalid and not be able to recreate it. To edit topologies, use the [topology editing commands](#) on page 715.

Drawing Cleanup Errors dialog box

Use this dialog box to step through the errors, review them in the map, decide whether to correct the errors, place markers on errors that you want to review later.



[To set up markers for interactive mode](#) on page 649

[To review errors before correcting them](#) on page 655



Click Modify ► Drawing Cleanup.

This dialog box displays the cleanup actions performed on the drawing and the errors detected for each action. This dialog box is displayed only if you select Interactive on the Drawing Cleanup - Cleanup Actions dialog box. If you select Automatic, all errors are corrected automatically.

The Drawing Cleanup Errors are grouped in the following areas:

Cleanup Action

List of cleanup actions

Initially, the first cleanup action with detected errors is selected. The icons next to the cleanup action show you what the error marker for that action will look like (marker shape and color) if you mark errors in the map. Expand a cleanup action to display the list of detected errors (Error 1 of...).

All cleanup actions performed, except Simplify Objects, are represented in the Drawing Cleanup Errors dialog box. When using Simplify Objects, AutoCAD Map 3D automatically simplifies the objects, even when you select the Interactive option.

If you are cleaning up short objects, AutoCAD Map 3D divides the detected errors into three groups: Short Degenerate Objects, Short Line Objects, and Short Polyline Objects so you can evaluate and correct these types of errors separately. If you are cleaning up zero length objects, AutoCAD Map 3D divides the errors into two groups: Zero Length Line Objects and Zero Length Polyline Objects.

To display the list of errors detected (Error 1 of...) for a cleanup action, click the plus (+) next to the cleanup action's name.

To work with all errors for a cleanup action at once, verify that the action you want is selected and choose any of the following:

- To correct all errors for the selected action, click Fix All.
- To mark all errors for the selected action with error markers, making them easily visible in the map, click Mark All.
- To skip all errors for the selected action without correcting them, remove any error markers, and go to the next cleanup action in the list, click Remove All.
- To go to the next cleanup action in which errors are detected, without correcting errors, click Next Action.

To step through the errors for a cleanup action one at a time, select its list of errors (Error 1 of...), and then use any of the following:

- To correct the selected error and go to the next error on the list, click Fix.
- To place an error marker on the selected error, click Mark.
- To skip the current error without correcting it, remove any error marker, and go to the next error in the list, click Remove.
- To go to the next error on the list without correcting the selected error, click Next.

Zoom Settings

Zoom % box

Specifies the percent of the drawing display that highlighted objects will occupy. For example, specify 100% to zoom the display to the extents of the highlighted objects, specify < 100 to display more of the drawing outside the highlighted objects, or specify 0 to maintain the current zoom level.

Auto Zoom

Automatically adjusts the zoom so that the selected error fills the percent of the screen specified in the Zoom % box.

Zoom

Zooms to the selected error. This button is available only when you clear Auto Zoom.

Select Objects Page

Use this dialog box to select the objects to include in the cleanup process and the objects to anchor.



To select and anchor objects for drawing cleanup on page 640

To save drawing cleanup settings as a profile on page 650



Click Modify ► Drawing Cleanup.

If you have previously saved your drawing cleanup settings in a profile file, click Load to reload those settings.

Objects To Include In Drawing Cleanup

Select objects to clean up. In general, you can clean up linear objects only (lines, arcs, circles, and polylines), although a few cleanup actions also support points, blocks, text, and mtext. Any unsupported object types are not cleaned up.

Select All

Selects all objects.

Select Manually

Specifies that you want to select objects. To select the objects, first specify any layer or feature class filters, and then click Objects To Be Included.

Layers

Limits (filters) the layers used for object selection. Objects that are not on the selected layers will be filtered out during objection selection. The status line shows how many objects are selected and how many have been filtered out.

Enter the layer names, or click the button to select from a list. You can use wild-card characters in the Layers box. To use all layers, enter an asterisk (*).

Feature Classes

Limits (filters) object selection based on feature class. Objects that are not in the selected feature classes will be filtered out. The status line shows how many objects are selected and how many have been filtered out. You enter feature classes the same way you enter layers.

If your map does not contain feature classes, feature class filter options are grayed-out.

Select Objects To Be Included

Temporarily closes the Select Objects page so that you can select the set of objects to include in the cleanup. Press Enter to return to the Select Objects page.

Objects To Anchor In Drawing Cleanup

Select the objects to anchor. Anchored objects are used as reference points during cleanup and are not altered or moved; objects being cleaned will be moved towards anchored objects. You can anchor linear objects, points, blocks, text, and mtext.

Select Objects To Be Anchored

Temporarily closes the Select Objects page so that you can select the objects to anchor. Press Enter to return to the Select Objects page.

Layers

Limits (filters) the layers used when selecting anchored objects.

Feature classes

Limits (filters) object selection based feature class.

Other

Load

Loads a profile file that contains drawing cleanup settings saved previously.

Save

Saves your drawing cleanup settings in a profile file for later use.

Next

Displays the [Select Actions page](#) on page 1326.

Coordinate Systems Dialog Boxes

18

MAPDIST

Use this command to measure the geodetic distance between points in your map.



[To measure geodetic distance](#) on page 943



Click Analyze ► Geodetic Distance.

The geodetic distance is the actual distance along the ground, taking into account the curvature of the Earth. For example, if you have a Mercator map of the world, use this command to measure how many miles wide Greenland is.

Note that this command is different from the DIST command, which measures the simple Pythagorean distance between two points, not the underlying physical distance. Because of map distortion (due to the chosen coordinate system), the actual distance on the ground will be considerably different from what's measured on the surface of the map.

When prompted, specify the first point and the second point, either by entering the coordinates or by clicking the mouse. AutoCAD Map 3D displays the following information on the command line:

Distance

The geodetic distance from the first point to the second point, expressed in units of the current drawing's assigned coordinate system.

Azimuth

The angle, expressed in degrees east of north, of the line from the first point to the second point, measured at the first point.

Delta X, Delta Y

These are the same as the DIST command.

Assign Global Coordinate System dialog box

Use this dialog box to assign the coordinate systems before you bring objects or features into the current drawing.



To assign a coordinate system to the current drawing on page 138



Click Setup menu ► Assign Global Coordinate System.

When you bring objects and features into the current drawing, AutoCAD Map 3D checks whether the coordinate system assigned to the object or feature matches that of the current drawing. If it does not, AutoCAD Map 3D transforms the object or feature to the current drawing coordinate system. If you edit and save the object or feature back to its source, AutoCAD Map 3D transforms it back to its original coordinate system.

Current Drawing

To assign a global coordinate system to the current drawing, enter the code in the Code box, or click Select Coordinate System to select from a list of available coordinate systems.

You cannot assign a coordinate system to the current drawing if it contains any objects that have been queried from source drawings.

Source Drawings

To assign a global coordinate system to attached drawings, click Select Drawings and select the attached drawings. Enter the code for these drawings in the Code box, or click Select Coordinate System to select from a list of

available coordinate systems. All the selected drawings are assigned the specified code. To assign a different code to other source drawings, use this command again.

You cannot assign a coordinate system to a source drawing if that drawing currently has queried objects in the current drawing.

If you are using the Canadian National Transformation, you must copy the data files to the Autodesk shared coordinate system directory.

NOTE For information on using custom coordinate systems you defined in a previous release of AutoCAD Map 3D, look up “coordinate systems, updating” in the help index.

Coordinate system transformations may not work as expected on raster objects.

Select Drawings to Assign Coordinate System dialog box

Use this dialog box to select the file names of drawings to which you want to attach the coordinate system.



[To assign a coordinate system to a source drawing](#) on page 136



Click Setup menu ► Assign Global Coordinate System.

Select the file names and click Add. You can change the drive or folder and continue to add files to the Selected Drawings list. When you have added all the drawings you want, click OK

Look In

Select a drive alias from the list. AutoCAD Map 3D creates a drive alias for drive C. You must create drive aliases for all other drives that you use.



If the drive or folder you want is not listed, click Create/Edit Aliases to display the Drive Alias Administration dialog box where you define a new drive alias.



To open a preview window that displays a preview of the selected drawing, click Preview. In some instances, such as if a drawing is locked, the Preview window is blank.

File List

Lists all drawings in the current directory.

Filter

Use wild-card characters to filter the display of file names. For example, enter `t*` to view only file names starting with the letter `t`.

Add

Add the selected drawing names to the Selected Drawings list.

Remove

Remove the selected drawing names from the Selected Drawings list.

Selected Drawings

To use these drawings, click OK.

Data Connect Dialog Boxes

19

Create a Join / Edit a Join dialog box

Use this dialog box to join a table of attribute data to features in your map so they have more properties, or edit an existing join.



[To create a join](#) on page 443



In Display Manager, right-click a feature layer ► Create A Join.

To create a join, you select the primary table (feature layer), secondary table of data you want to join to (for example an Access database), the columns of data to use to link the tables (often referred to as join keys), the type of join, and the relationship between primary and secondary records.

Primary Table Initiating The Join

Displays the name of the table you are joining to. For example, the layer of features.

Table (Or Feature Class) To Join To

Select the table of attributes that you want to join to the primary table. This table is often referred to as the secondary table. Note that you must have a

[connection](#) on page 265 to the secondary table set up before you can join to it.

This Column From The Left Side

Choose the column(s) from the primary table you want to use to link the primary table to the secondary table.

Matches This Column From The Right Side

Choose the column(s) from the secondary table that will be used to link the tables. Note that this column does not have to have the same name as the column on the left side. However, it must have the same data type. Only columns with matching data types will be displayed in the list.

Type of Join

Choose one of the following joins types:

Keep All Records On The Left

Features from the primary table will be displayed in the map, even if there is no matching value in the secondary table. This is sometimes referred to as a left outer join.

Keep Only Left-Side Records With A Match

Features will not display if there is no matching record in the secondary table. This is sometimes referred to as an inner join.

Relationship With Secondary Records (Cardinality)

Choose one of the following:

One-To-One

One feature to one record in the secondary table, even if multiple records in the secondary table exist.

One-To-Many

One feature can have multiple secondary records associated with it.

Create Data Store dialog box

Use this dialog box to create a new data store, which is a collection of feature classes in a single storage location that can store your features.



[To create a data store for a database provider](#) on page 505



In Display Manager, click Data menu ► Connect To Data.

A default schema will be created for you; after you click OK to create the new data store, you will be given the opportunity to edit the default schema.

Data Store Name

Enter a name for the new data store.

Password

Enter a password.

Confirm Password

Enter your password again to confirm it.

Description

Enter a description for the new data store.

Data Store Coordinate System

Click [...] to select the coordinate system.

Data Store Extents

Enter the extents.

Storage Resolution

Enter the resolution.

Data Store Tablespace

Enter the tablespace.

Feature Information dialog box

Use this dialog box to view feature information for the selected object, including feature source, schema, key value, and the current lock status.

Feature Source Scope

Use this dialog box to select the feature sources and classes to include in this query or search.

For example, to limit the query or search to one class, select only that class.

Feature Source Administration dialog box

Use this dialog box to view and release feature source locks.

Feature Source

Select the feature source whose locks you want to review.

Feature Locks

Lists locked objects in the selected feature source.

To release a lock, select the object in the list and click Release Selected.

You can release locks only if you have appropriate rights in the feature source.

NOTE This dialog does not display objects in the edit set for the current drawing. To remove locks for these objects, remove the objects from the edit set.

Feature Source Connection dialog box

Use this dialog box to connect to an attached feature source.



To bring in features from Oracle on page 272



In [Display Manager](#) on page 1748, click Data ► Connect To Data.

Feature Source

Select a feature source to connect. The lists displays feature sources attached to the current drawing.

TIP If the feature source you want is not listed, click Define and attach it to the current drawing.

Properties

In the Value column, enter any connection information required to connect to the selected feature source. Press Enter.

If you do not know the values to enter, contact your database administrator.

Manage Layer Data dialog box

Use this dialog box to modify, edit, and delete joins and calculations for a selected primary table (layer of features).



[To create a calculated property based on joined data](#) on page 448



In Display Manager, right-click the feature layer with the join to modify, and select Manage Joins

In the Data Table, click Options menu ► Manage Calculations.

New

To create a new join, click New menu ► Join.

To create a new calculation, first select the layer whose properties will be used for the calculation. Use Shift or Ctrl to select multiple layers. Then click New menu ► Calculation.

Edit

To edit an existing join or calculation, select the item to modify and click Edit. You can edit only one item at a time.

Delete

To delete an existing join or calculation, select the item to delete and click Delete. Use Shift or Ctrl to select multiple layers.

Save Features dialog box

Use this dialog box to save modified features back to their feature source.

Objects in the edit set are saved back to their feature source.

If you right-clicked a single feature source and clicked Save, only objects in the edit set for the selected feature source are saved. If you right-clicked the Feature Sources node, all objects in the edit set are saved back to their feature source.

Status

Lists the number of objects that will be saved to the feature source.

Click Show to highlight the objects in the drawing.

Save Queried Features

Saves edited objects back to the feature source.

Clear this check box if you want to save only newly created objects to the feature source.

Save Newly Created Features

Saves new objects to the feature source.

TIP If the status does not list your newly created objects, be sure you have added the objects to the edit set for this feature source.

Clear this check box if you want to save only objects that were queried in from the feature source.

Save Version dialog box

Use this dialog box to specify how to handle changed objects when the object has been changed in both the parent and the child version.



To [create a new version](#) on page 603



In Map Explorer, right-click the feature source and click Manage Versions.

Favor Changes in the Parent Version

Keep the object in the parent version and discard changes in the child version.

Favor Changes in the Child Version

Overwrite the object in the parent version with the changes from the child version.

Quit without Saving the Version

Stop the Save operation.

You can then determine which version of the objects you want to keep and modify the child version so it contains only changes you want.

User Credentials dialog box

Use this dialog box to log in to data sources that require user credentials. If you do not know your user name and password, check with your System Administrator.



To access data through FDO on page 268



In [Display Manager](#) on page 1748, click Data ► Connect To Data.

User Name

Enter your user name.

Password

Enter your password.

Remember Password

Optionally select this option to have AutoCAD Map 3D remember this user name and password and log in whenever you open this map file.

View Query Statement dialog box

Use this dialog box to view the current feature source filter statement.



To filter feature data when you add it to a map on page 270



In [Display Manager](#) on page 1748, click Data ► Connect To Data.

Query Statement

For information on queries, see [Using the Expression Builder](#) on page 1299

Data Table Dialog Box

20

Data Table dialog box

Use the [Data Table](#) on page 1747 much as you would a database spreadsheet.



To find and select features on page 993



Click Edit ► Data Table.

Access the Data Table dialog box from either the Display Manager or Map Explorer Task Panes.

- Columns — Resize columns by dragging left or right.
Sort columns by clicking the column header. Arrow pointing up or down indicates sort order.
- Rows — Resize rows by dragging up or down.

The functionality described below applies only to features.

Data

Select feature source or table data to view or edit.



Click this icon to automatically zoom to the selected rows.



Click this icon to automatically scroll to the current selection in your map.

Filter by

Select a filter value from the drop-down list.

Search to Select

Click this link to select features using a query.

Options

- Export—Exports the data from the selected row(s) to a text file (.csv).
- Select All—Selects all rows in the data table window.
- Select None—Deselects all rows in the data table window.
- Zoom To—Zooms to the selected row.
- Create a Join—Create a join for this data table
- Create A Calculation—Create a calculated property for this data table. It does not affect the original data store, but is available in this map only.
- Manage Joins—Manage data joined to this table.
- Manage Calculations—Manage calculated properties you’ve created.
- Delete Joins—Delete joins for this table
- Help—Opens the Data Table help topic.



Click this icon to filter data based on column values.



This icon indicates a filter has been applied to the data table window based on the column value selected. If you double-click this icon, the original data table window will be restored.

Row counter

In the status bar area of the data table dialog box, there is a Row field, where you can enter row numbers and the data table will scroll immediately to that data.

In addition, when you select rows of data, the corresponding row numbers will appear in this field.

Digitizing Dialog Boxes

21

MAPDIGITIZE (Digitize command)

Use this command to digitize nodes and linear objects with settings from MAPDIGISETUP.



To digitize links and nodes on page 892



Click Map ► Data Entry ► Digitize.

Digitizing Nodes

Respond to the prompts:

Specify insertion point:

Specify the location of the first nodes. Continue to specify nodes. When you finish, press Enter.

Digitizing Linear Objects

Respond to the prompts:

From point:

Specify the starting point of the linear object.

Arc/Close/Halfwidth/Length/Undo/Width/<Endpoint of line>:

For information on this prompt, look up PLINE command in the help index.
Continue to specify linear objects. When you finish, press Enter two times.

Digitizing Setup

The specified nodes or linear objects are digitized using the settings specified in the Digitize Setup dialog box.

- If you selected Attach Data in the Digitize Setup dialog box, enter the data values for each digitized object.
- If you selected Prompt For Label Point in the Digitize Setup dialog box, specify a label point for each digitized object.
- If you selected Prompt For Rotation in the Digitize Setup dialog box, enter a rotation in degrees. (Use the UNITS command to view or change the current direction.)
- If you selected Prompt For Scale in the Digitize Setup dialog box, enter a real number. For example, enter 2 to double the size of the block, or enter .5 to halve the size of the block.

Data to Attach dialog box

Use this dialog box to select the type of data and the source for the data when you attach data to node or linear objects as they are digitized.



[To attach object data as you digitize](#) on page 893



Click Map ► Data Entry ► Digitize.

Object Data Type

Select Object Data to use data in an object data table in the current drawing.
Select Database Link to use data in an external database.

Object Data Tables Name

If you are using data from an object data table, select the table.

Link Template

If you are using data from an external database, select the link template associated with that database.

To associate databases to link templates, use the [Define Link Template dialog box \(MAPDEFINELT\)](#) on page 1419.

Record Validation

As AutoCAD Map 3D digitizes your drawing, it prompts you for the key value to associate with each object. Select the validation option to use.

Validate

AutoCAD Map 3D checks the database for the key value you specify. If it does not find a match, you are prompted for a new key value.

Validate And Create

AutoCAD Map 3D checks the database for the key value you specify. If it does not find a match, it creates a new row in the database. You will be prompted to enter information for all the columns in the new row.

No Validation

AutoCAD Map 3D associates the specified key value with the object whether or not the key value matches a row in the database.

NOTE To attach data to node or linear objects, make sure the Attach Data option is selected on the Digitize Setup dialog box.

Digitize Setup dialog box

Use this dialog box to set options for digitizing nodes and linear objects.



To set digitizing specifications on page 129



Click Map ► Data Entry ► Digitize Setup.

Object Type

Select whether you are digitizing nodes (points or blocks) or linear objects (polylines).

Attach Data

Select this option to attach object data to the digitized objects. Click Data To Attach to display the Data to Attach dialog box, where you can select the data source and location.

When you digitize objects, you are prompted for the data for each object.

Prompt for Label Point

Select this option to change the default location of the label point for digitized objects. The label point determines the location of text associated with the object during queries.

As the objects are digitized, you are prompted for the new label point.

Node Object Settings

Specify settings for the node objects that are created during the digitizing process.

Create On Layer

Specify the layer for new node objects.

To select from a list of layers in the drawing set, click Layers. To create a new layer, type the layer name in the box.

Block Name

Specify the block to reference when creating node objects.

To select from a list of block definitions in the drawing set, click Blocks. To use point objects, select ACAD_POINT.

Prompt for Rotation

Select this option to specify the rotation for each block as it is digitized.

If this option is not selected, objects are not rotated. ACAD_POINT objects cannot be rotated.

Prompt for Scale

Select this option to specify the scale for each block as it is digitized.

If this option is not selected, the scale is set to 1. ACAD_POINT objects cannot be scaled.

Object Snap to End

Snaps the location of the node object to the closest endpoint of an arc, elliptical arc, line, mline, polyline segment or ray, or the closest corner of a trace, solid, or 3D face.

For more information about the OSNAP command, see the AutoCAD help.

Linear Object Settings

Specify settings for the linear objects that are created during the digitizing process.

Create on Layer

Specify the layer for new linear objects.

To select from a list of layers in the drawing set, click Layers. To create a new layer, type the layer name in the box.

Linetype

Specify the linetype to assign to the linear objects.

To select from a list of linetypes in the drawing set, click Linetypes.

Elevation

Select 3D to have the linear objects support three dimensions.

Width

Specify the width of the polyline for 2D linear objects.

You cannot specify a width for 3D linear objects.

Object Snap to Insert

Snaps the location of the new linear object to the insertion point of an attribute, block, shape, or text.

For more information about the OSNAP command, see the AutoCAD help.

Link Template Data Entry dialog box

Use this dialog box to add information to your external database as you attach external database information to digitized objects. This dialog box appears only if you have selected the Validate and Create validation method.



[To convert object data to a linked database table](#) on page 463



Click Setup ► Convert Object Data to Database Links.

The Link Template area lists the full path and table associated with the link template.

- To edit any value, highlight the value, type the new value in the Column Value box, and press Enter to update the value. When you finish updating values for the current object, click OK.
- To attach no additional data to the current object, click Cancel.

Link Template Key Column Entry dialog box

Use this dialog box to review or modify the external data that is attached to digitized objects.



To convert object data to a linked database table on page 463



Click Setup ► Convert Object Data to Database Links.

The Link Template area lists the full path and table associated with the link template. It also displays the current validation method.

- To accept the displayed values, click OK.
- To change any value, highlight the value, type the new value in the Key Value box, and press Enter to update the value. When you finish updating values for the current object, click OK.
- To cancel the digitize operation, click Cancel.

Display Manager Dialog Boxes

22

MAPDISPLAYLIBRARY (Display Library command)

Use this command to turn on and off the display of the Display Library palette.

MAPDISPLAYMANAGER (Display Manager command)

Use this command to load a display map, update the display, or turn on and off the stylization of maps.

Respond to the prompts:

Display Manager [?/Load/Update/Stylization/eXit]

Do one of the following:

Enter ? to display the current settings for the Display Manager.

Enter l to load a display map.

Enter u to update the display of the current map.

Enter s to turn stylization on/off.

Enter x to exit the command.

Alter Block Insertion dialog box

Use this dialog box to control how blocks are inserted for a specific range of entities or for a specific value in a theme.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

Name

Select a block from those already defined in the current drawing or click



to go to the Select Drawing File dialog box.

Layer



Select a layer for the block, or click to go to the Layer Properties Manager dialog box.

Scale

Specify the scale for the block. Use positive numbers. For example, 2 doubles the size, 0.5 halves it.

Angle

Specify the angle to rotate the blocks.

Alter Line Format dialog box

Use this dialog box to control the line formatting for a specific range of entities or for a specific value in a theme.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

NOTE This functionality applies only to drawing objects.

Linetype

Select a line type to represent the data values or click to go to the Select Linetype dialog box.

Layer

Select a layer for the new lines, or click to go to the Layer Properties Manager dialog box.

Width

Specify the width of the polylines in the thematic map.

To assign line width to circles, arcs, or lines, convert the objects to polylines with the drawing cleanup tools. See [Cleaning Up Drawing Data](#) on page 636.

Alter Linetype dialog box

Use this dialog box to select a linetype for a specific range of entities or for a specific value in a theme.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

Alter Lineweight dialog box

Use this dialog box to select a lineweight for a specific range of entities or for a specific value in a theme.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ► Theme.

Alter Plotstyle dialog box

Use this dialog box to select a plotstyle for a specific range of entities or for a specific value in a theme from those already defined in the current drawing.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ► Theme.

Copy Scale dialog box

Use this dialog box to copy all the styles from an existing scale.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

Define Hatch dialog box

Use this dialog box to control the addition of hatching for a specific range of entities or for a specific value in a theme.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

Pattern

Select a hatch pattern from those already defined in the current drawing or click to go to the Select Pattern dialog box.

Layer

Select a layer for the new hatch, or click to go to the Layer Manager dialog box.

Color

Specify the color of the hatch or click to go to the Select Color dialog box.

Scale

Specify the scale for the hatch pattern. Use positive numbers. For example, 2 doubles the size, 0.5 halves it.

Angle

Specify the angle to rotate hatch created for the thematic map.

For standard-scale hatch patterns (those that do not have an AR- prefix), the density of the hatching varies according to the hatch scale and plot scale you use, as shown in the following table and figure

Plot Scale	Hatch Scale	Result
1:2000	1 to 500	Solid
2000	Lines clearly visible	
15000	Sparse, occasional lines	
20000	No hatch or one line only	
1:10000	1 to 2500	Solid
10000	Lines clearly visible	
75000	Sparse, occasional lines	
100000	No hatch or one line only	

You can use solid fills at any scale to fill an enclosed area.

Define Text dialog box

Use this dialog box to control the addition of text for a specific range of entities or for a specific value in a theme.

NOTE This functionality applies only to drawing objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ► Theme.

Style

Select a style for the text from those already defined in the current drawing or click to go to the Text Style dialog box.

Layer

Select a layer for the new text, or click to go to the Layer Manager dialog box.

Insert Point

Select the point on objects to create new text. The default is labelpt.

Justification

Select the justification (left, right, center, middle) for text created for the thematic map. The default is center.

Color

Specify the color of the text or click to go to the Select Color dialog box.

Height

Specify the height of the text.

Angle

Specify the angle to rotate text created for the theme.

Scale and height values for fill patterns, text height, and symbol size vary according to the plotting scale you intend to use. The following table shows suitable text heights for different plot scales.

Plot Scale	Required Text Height on Plot	(Text Height)
1:2000	1	2000
0.5	1000	
1:10000	1	10000
0.5	5000	

Edit Text Instance dialog box

Specifies the text and style for individual text feature instances on annotation layers.



[To edit an annotation](#) on page 915



In the map, select the text feature, right-click it, and click Edit Text Instance.

Style changes made in this dialog box supersede the base style of the annotation layer. To revert to the base style, you must remove the style overrides. For more information about styling annotation layers, see [Style Text Layer dialog box](#) on page 1376

Specifies the text and the following text styles: font, bold, italic, underline, overline, font size, and color.

Import Old Theme dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to import a theme or an entire thematic map definition from the old thematic wizard into the Display Manager.

Map

Select the map definition.

Themes

If you are importing a single theme, select the theme. The theme is imported as an element in the current Display Manager map.

After you import a theme into the Display Manager, you can edit it:

- To edit the query used to select objects for the element, select the element in the Display Manager. In the Properties palette, under Element Source,

select the Query field and click



- To edit the theme style, right-click an element in the Display Manager. Click Edit Theme.

New Scale dialog box

Use this dialog box to create a new scale.



[To create a theme for a drawing layer](#) on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

Range of Values dialog box

Use this dialog box to specify the source of thematic data and partition it into ranges.



[To create a theme for a drawing layer](#) on page 970



In Display Manager, right-click a drawing layer. Click Add Style ➤ Theme.

Data Values area

Obtain From



Click . In the Choose Data Expression dialog box, select the data source from the lists under Properties, Link Templates, Blocks, or Object Data.

Ignore

Select data values to exclude from the thematic display. These values, while present in the data, may be inappropriate for use in the thematic map. Examples include null or empty data values.

Normalize By

Enter a value or an expression if you want to normalize the data values relative to some other data value. Click... to display the Choose Data Expression dialog box.

Read Data

Reads the data from the data source according to the expression you defined.

Data Ranges area

Group Value By

Select a method for partitioning data values.

Optimal The optimal method groups data values based upon a determination of the natural breaks in the data. Because the calculations are iterative, this method quite literally finds the optimal sets of values in a group based upon the position of values upon a number line. It is most useful for complex non-uniform distributions where calculation time is less important than the accuracy of grouping. This is the default method.

Quantile Divides the data so that each range contains an equal number of values. Also known as equal count, this method is most appropriate where the data values are linear (equally distributed).

Equal Interval Divides the data into a specified number of groups from the minimum value to the maximum. Also known as equal step, this method has the disadvantage that it may over generalize the data and place too many values in one range and too few in another.

Standard Deviation This method calculates how far data values differ from the arithmetic mean. It is most effective when the data approximates a normal distribution (bell-shaped curve). This is rarely the case with geographical data, but is fairly common when considering demographic data. Because of this curve preference, standard deviations are best used with an even number of groups. Standard deviations are often used to emphasize how far a specific value is above or below the mean value.

Number

Select the number of ranges to create.

Precision

Specify the numeric precision. This option rounds the values up or down to the decimal point you specify. Rounding only affects the range value calculations and resulting range divisions. It does not affect the actual data

values stored in the data source. For more information, see Notes About Precision below.

Use Thousands Separator

Adds a punctuation mark to separate the thousands in values such as population data.

Find Ranges

Divides the data into ranges according to the parameters you entered.

Ranges Area

This area displays the data divided into ranges according to the parameters you entered.

Notes About Precision

When numeric data is read into the AutoCAD Map 3D as part of Thematic Mapping, it is stored as an eight byte floating point number. You may fine-tune the formatting of these numbers by selecting a decimal precision or integer rounding up.

For instance, suppose you have a number that was originally entered into a database or into an object data field with the value 12.34. This number could be displayed in several ways depending upon the format specified. Formats that contain a decimal point will generate the specified number of digits to the right of the decimal point. Formats without a decimal point will round up. The following table will make this more clear.

Format	Explanation	Ouput
.01	use two decimal points	12.34
.1	use one decimal point	12.4
1	nearest whole number	13
10	nearest ten	20
100	nearest hundred	100

Select Display Element dialog box

Use this dialog box to select drawing elements on the Display Manager.

NOTE This functionality applies only to drawing objects.



To bring in drawing objects based on object classes in the current drawing on page 303

To bring in drawing objects from AutoCAD layers in the current drawing on page 301

To bring in drawing objects based on topology on page 312

To add a raster image to the map on page 372

When you select an item, such as a layer or a object class, a new layer is added to the Display Manager and all objects in that item are added to the new layer. If you select multiple items, for example two layers, then multiple layers are added to the Display Manager.

List of Items

Select the items whose objects you want to include in this element.

Feature Class

Lists all feature classes in the active Feature Definition file.

Layer

Lists all the layers in the current drawing. To select from layers in attached drawings, create a [property query](#) on page 307.

Topology

Lists all topologies in the current drawing. If the selected topology is unloaded when you view the display map, it will be loaded.

Image

Lists all images in the current drawing. If the selected image is unloaded when you view the display map, it will be loaded.

Group Selection

If you choose more than one item, you can select this option to group all the new elements under one heading in the Display Manager. When elements are grouped, you can easily turn off all the elements by turning off the group.

Source Drawing Scope dialog box

Use this dialog box to specify which drawings to include in the query.



[To bring in drawing objects based on object data or external \(SQL\) data on page 309](#)

[To bring in drawing objects based on location on page 304](#)

[To bring in drawing objects based on object properties on page 307](#)

[To create a drive alias on page 150](#)



Click File ► Attach/Detach ► Attach Source Drawings.

Click a drawing to select it. The icon is grayed out for unselected drawings.

- If you select a nested drawing, its parent drawing is automatically selected.
- If you deselect a parent drawing, all nested drawings are automatically deselected.
- You can select a parent drawing and deselect a child, but you cannot deselect a parent and select a child.
- If the drawing is attached using a drive alias, the drive alias name appears in the file path.

Style Band dialog box

NOTE This functionality applies only to features.

Use this dialog box to specify the first and last color of the color ramp for styling or theming your feature data. The color ramp will smoothly transition from the first to last color.



[To set styling options for polygon features on page 961](#)



In Display Manager, right-click a feature layer ► Edit Style.

Style Label dialog box

NOTE This functionality applies only to features.

Use this dialog box to add and style labels for features.



[To label features](#) on page 901



In Display Manager, right-click a feature layer ► Edit Style.

Create a Label

Select the checkbox to turn on labels.

Multiline

Specifies that the label can have multiple lines of text, but no advanced placement functionality.

Advanced Placement

Specifies a single-line label which follows a path and shrinks to fit. A single label is used for feature segments that have the same property value.

Property To Display

Select a property or select Expression to define an expression for the label text. For more information, see [Using the Expression Builder](#) on page 1299.

Font

Select a font from the list.

Size Context

Select Device Space to specify label widths and heights in screen units. Available units are Points, Inches, Millimeters, or Centimeters.

Select Map Space to specify label widths and heights in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.

Units

Select the type of units to use.

Size

Enter the text size or specify the size using an expression.

For more information, see [Using the Expression Builder](#) on page 1299.

Format

To apply bold, italic, or underlining, click one or more of the Format options.

Text Color

Select a text color.

Background Style

Select one of the following background styles:

- Ghosted: Draws an opaque border around each character. Use Background Color to specify a color for the outline.
- Opaque: Draws a background behind the labels. They are displayed as rectangles with text inside. Use Background Color to specify a color for the rectangles.
- Transparent: No background is applied to the labels, which are displayed only as text on the map.

Background Color

For Ghosted and Opaque background styles, click a color in the Background Color list.

Horizontal Alignment

Horizontal alignment is available for point layers with fixed labels instead of symbols.

Vertical Alignment

Vertical alignment is available for labels on polyline layers.

Select one of the available positions or select a layer property that contains alignment information for each feature.

Rotation

Do one of the following:

- Enter the amount to rotate the text.

- Click Any Angle. Specify the angle using the slider or enter an angle in the box. Click OK.
- Click Expression. Specify the rotation using an expression. For more information, see [Using the Expression Builder](#) on page 1299.

NOTE Horizontal and vertical alignment settings are not available for area layers. Only the vertical alignment setting is available for line layers. Horizontal and vertical alignment settings are available for point layers that display fixed labels instead of symbols. For more information, see [Displaying Fixed Labels at Point Locations](#) on page 903.

Style Line dialog box

NOTE This functionality applies only to features.

Use this dialog box to create styles for line geometry.



[To apply styles to lines](#) on page 546



In Display Manager, right-click a feature layer ► Edit Style.

Apply Styles To The Line checkbox

Select to apply styles to lines.

Create Composite Lines/Reset To Single Line

Click to build up a composite line style. Style the first line in the composite. Click New to add a new component to the line. Style the new component as desired. Control the position of the selected component in the overall composite line by clicking the up and down arrows. Click Reset To Single Line to style a single line.

Units (Device Space)

Select the type of units to measure line thickness. Lines are specified in Device Space units.

Thickness

Specify polyline thickness. Select 0 thickness to draw the line as thinly as possible.

Color

Select a color.

Pattern

Select a pattern.

Style Point dialog box

NOTE This functionality applies only to features.

Use this dialog box to specify symbols to represent and display point features.



[To apply styles to points](#) on page 545

[To place labels at points](#) on page 904

[To allow labels to obscure points on the selected layer](#) on page 903




In Display Manager, right-click a feature layer ➤ Edit Style.

Style A Point Symbol checkbox

Select to apply styles to points.

Symbol

Symbols are AutoCAD blocks stored in drawings. Click  and navigate to the drawing that contains the symbol you want to use.

Size Context

Select Device Space to specify label widths and heights in screen units.

Available units are Points, Inches, Millimeters, or Centimeters.

Select Map Space to specify label widths and heights in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.

Units

Select the type of units to use.

Width

Enter the symbol width or specify the width using an expression. For more information, see [Using the Expression Builder](#) on page 1299.

Height

Enter the symbol height or specify the height using an expression. For more information, see [Using the Expression Builder](#) on page 1299.

Maintain Aspect Ratio checkbox

To maintain width-to-height proportions when you change the width or height of the symbol, select the Maintain Aspect Ratio checkbox.

Fill Color

To override the fill color of the symbol, select a color. If you do not specify an override, the default fill color from the symbol is used.

Edge Color

To override the edge color of the symbol, select a color. If you do not specify an override, the default edge color from the symbol is used.

Rotation

Do one of the following:

- Enter the amount to rotate the text.
- Click Any Angle. Specify the angle using the slider or enter an angle in the box. Click OK.
- Click Expression. Specify the rotation using an expression. For more information, see [Using the Expression Builder](#) on page 1299.

Style Area dialog box

NOTE This functionality applies only to features.

Use this dialog box to create styles for polygon geometry.



[To apply styles to areas](#) on page 548



In Display Manager, right-click a feature layer ► Edit Style.

Apply Fill To The Area

Apply Fill To The Area checkbox

Select to fill polygons.

Fill Pattern

Select Solid or a pattern.

Foreground Transparency

For solid fills, specify Foreground Transparency if desired.

Foreground Color

Specify Foreground Color for solid or pattern fills.

Background Color

For pattern fills, specify Background Color. If you do not want a background color for the pattern, click Transparent.

NOTE In polygons with transparent backgrounds, the colors you see on the map may differ from the colors displayed in the Preview frame because the Preview frame uses a white background, which may differ from the color beneath the transparent objects in your map.

Apply A Border To The Area

Apply A Border To The Area checkbox

Select to apply a border to polygons.

Line Pattern

Specify the pattern for the area border

Units (Device Space)

Select the type of units to use to measure border thickness.

Line Thickness

Specify border thickness. Select 0 thickness to draw the border as thinly as possible.

Line Color

Specify border color.

Style Text Layer dialog box

Specifies how text on the selected annotation is displayed.



[To style an annotation layer](#) on page 913



In Display Manager, right-click an annotation layer. Click Edit Style ► Style field.

Size context

Select one of the following:

- **Device Space.** Specifies that symbol widths and heights are in screen units. Available units are Points, Inches, Millimeters, or Centimeters.
- **Map Space.** Specifies that symbol widths and heights are in Mapping Coordinate System (MCS) units. Available units are Inches, Feet, Yards, Miles, Millimeters, Centimeters, Meters, and Kilometers.

Units

Specifies the units for the annotation layer.

Text Type

Select one of the following:

- **Plain**—Formats annotation text uniformly using the settings specified for the layer in this dialog box. The text has no formatting information itself.
- **Mtext**—Formats annotation text as multiline. The settings specified for the layer in this dialog box define the base formatting style. You can override this formatting when you insert individual annotative text features.

The Edit Expression button lets you specify an expression for this setting for advanced use cases. It is recommended that you do not use expressions for Text Type.

Text

Displays the name of a property in the feature source. It specifies that the text for the annotation is what you specify in the [Edit Text Instance dialog](#)

[box](#) on page 1364 when you create the annotation. The Edit Expression button lets you specify an expression for this setting for advanced use cases. For more information on inserting annotations, see [Adding Text to an Annotation Layer](#) on page 914.

Font Name

Specifies the font for the annotation layer.

Font Size

Specifies the font size for the annotation layer. Leave the "NullValue(SIZE,number)" expression. The initial setting for font height is in mapping units and is based on the existing view. We recommend that you try the suggested height and adjust the number as needed. If individual instances need a different height, adjust the value in the SIZE column in the Data Table after you insert the annotation instances.

Horizontal Alignment

Displays the name of a property in the feature source. It specifies that the text for the annotation is what you specify in the [Edit Text Instance dialog box](#) on page 1364 when you create the annotation. The Edit Expression button lets you specify an expression for this setting for advanced use cases.

Vertical Alignment

Displays the name of a property in the feature source. It specifies that the text for the annotation is what you specify in the [Edit Text Instance dialog box](#) on page 1364 when you create the annotation. The Edit Expression button lets you specify an expression for this setting for advanced use cases.

Rotation

Displays the name of a property in the feature source. It specifies that the text for the annotation is what you specify in the [Edit Text Instance dialog box](#) on page 1364 when you create the annotation. The Edit Expression button lets you specify an expression for this setting for advanced use cases.

Preview

Displays a preview of the text with the specified styles applied.

Thematic Mapping dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the data you will use for the theme and the ways in which you want to stylize the objects.



To create a theme for a drawing layer on page 970



In Display Manager, right-click a drawing layer. Click Add Style ► Theme.

Data Values

Specify whether the data you will use for this theme is a set of distinct, specific values, or whether it is a set of values that can be broken into ranges, and then specify the data you want to use.

Theme Type

Select one of the following:

- A Set of Specific Values: Choose this option if each item in this element has a distinct value. This option is appropriate for string and integer data. Examples of distinct values are different types of pipe material or different land use designations.
- A Range of Numeric Values: Choose this option if the values can be grouped into ranges. This is appropriate for numeric data only. Examples are property values, temperature, or population.

Values

Displays either the [Thematic Values dialog box](#) on page 1379 or the [Range of Values dialog box](#) on page 1365 where you specify the data source to use for the values and the specific values to use.

Thematic Details

Specify which properties you want to stylize and the stylizations for each range or value in this theme.

Table

Select ways to stylize the objects.

- In the column heading, select the check boxes for the properties you want to stylize.

- Click one of the cells in a stylization column to edit the stylization for a specific value.
- Click one of the cells in the Legend column to edit the text that will appear next to each value in the map legend.
- To reverse the order of rows in the selected column, right-click a column heading and click Flip. Flip is available for all columns except Values and Legend.
- To change the value of a particular range, click one of the cells in the Values column and edit the number. To redefine all of the values, click the Values button.

Hide Unused Columns

Hides any columns that are not selected.

Ramps

Select from a list of pre-built stylization sequences, for example a set of color gradations, hatch patterns, or linestyles.

Scale Ramp to Fit

Divides the selected ramp sequence into equal intervals according to the number of values. If you do not select this option, the ramp styles are applied in sequence, up to the number of values that you have.

Thematic Values dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box (from the [Thematic Mapping dialog box](#) on page 1377) to specify the source of thematic data and then select one or more discrete values from that data.



[To create a theme for a drawing layer](#) on page 970




In Display Manager, right-click a drawing layer. Click Add Style ► Theme.

Data Values area

Obtain From



Click . In the Choose Data Expression dialog box, select the source of the data to use.

Ignore

Select data values to exclude from the thematic display. These values, while present in the data, may be inappropriate for use in the thematic map. Examples include null or empty data values.

Normalize By

Enter a value or an expression if you want to normalize the data values

relative to some other data value. Click  to display the Choose Data Expression dialog box.

Read Data

Reads the data from the data source according to the expression you defined.

Select Specific Values area

Shows the values read from the data source, together with the number of occurrences (Count). Select the value(s) to appear in the thematic map. To quickly select all the values, right-click and choose Select All.

Theme dialog box

NOTE This functionality applies only to features.

Use this dialog box to create a theme for a feature source layer, based on a range of conditions.



To create a theme for a feature layer on page 958



In Display Manager, right-click a feature layer ➤ Edit Style.

A theme consists of a collection of rules. Each rule specifies a style and feature label for the features that meet the specified condition. You can add a legend label to provide a description of a rule's condition.

Rules

Specifies the number of ranges to create and how to handle any existing rules.

Create Rules

Enter the number of ranges to create and whether new ranges replace existing ranges or are added before or after existing ranges.

You can specify the number of ranges to create if Distribution method is Equal, Quantile, or Jenks (Natural Breaks). Properties containing strings use an Individual Values distribution that does not allow the number of rules to be edited. Adjust the number of rules to control the coarseness of the theme. For more information about distribution methods, see Understanding Distribution Methods.

Existing Rules

Specify whether new ranges replace existing rules (ranges) or are added before or after existing rules.

Create A Range Of Conditions

Check the Create A Range Of Conditions check box to analyze features based on values that fall into various numerical ranges. If you clear the Create A Range Of Conditions check box, the theming tool creates a set of ranges with interpolated styles and labels, but with empty conditions. You can then fill in the conditions manually.

Property

Select the property on which to base the theme.

Minimum Value

Specify the minimum value for the range.

Maximum Value

Specify the maximum value for the range.

The first rule includes the Minimum Value and the last rule includes the Maximum Value. Styles are interpolated across the range.

Distribution


Select a method. For more information, see Understanding Distribution Methods

Interpolate Styles Across The Range Of Conditions

Check the Interpolate Styles Across The Range of conditions check box to interpolate styles across the range of conditions. The first rule uses the From style and the last rule uses the To style. Styles are interpolated across the range. If you clear this box, the theming tool creates a range of conditions with blank styles. Then, you can fill in the styles manually.

Choose of the following:

Style Ramp

Allows you to define a style ramp manually. Click . The Style Point, Style Line, or Style Area dialog box is displayed depending on the type of data associated with the layer. An additional column of controls is provided for defining the end-of-range style.


Palette

Allows you to select from a list of predefined palettes.

Create Feature Labels For The Range Of Conditions

Select the Create Feature Labels For The Range Of Conditions check box to add labels to the features in your theme. The label is placed near the line, point symbol, or polygon.

Label Ramp

Click  to specify the property to display, font, size, format, color, background style and color, alignment, and rotation of the label. For more information, see the [Style Label dialog box](#) on page 1370.

Create Legend Labels For The Range Of Conditions

Check the Create Legend For The Range Of Conditions check box to label the theme in the legend.

Label Text

Enter the text to appear next to each rule in the legend

Label Format

For Label Format, specify how to display the legend label.

If you theme a layer on a property that contained area information and you used the label text Area:, the label formats might look like the following examples:

<Label Text> <Min> to <Max>

Area: 100 to 200

<Label Text> <Min> - <Max>

Area: 100 - 200
<Min> <= <Label Text> <<Max>
100 <= Area < 200

Editing Maps Dialog Boxes

23

ADEFILLPOLYG (Fill Closed Polyline command)

Use this command to fill a closed polyline with a color.



To fill a closed polyline with a solid-looking hatch on page 796

Respond to the prompts:

Select/<Layer>:

Enter s to select individual objects, or l to fill all objects on a layer.

Select objects/Layer to fill:

Select the individual objects you want to fill, or enter the name of a layer.

Color to fill <Bylayer>:

Enter the name of a color, such as RED.

The selected closed polylines are filled with a solid hatch. To display text or other objects on top of the hatch, use the DRAWORDER command.

You can set an option to determine whether the hatch object created by this command is associative.

ADERSHEET (Rubber Sheet command)

Use this command to get two or more data sets from different sources to align geographically: for example, when stretching a new subdivision map into a preexisting parcel map.



To rubber sheet two maps on page 792



Click Modify ► Rubber Sheet.

WARNING Use rubber sheeting only when it is absolutely necessary because it can severely compromise the accuracy of your data.

Respond to the prompts:

Base point 1:

Specify a point.

Reference point 1:

Specify the new location for the first point.

Base point 2:

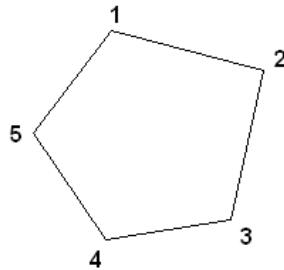
Specify another point. When you finish specifying points, press Enter. Keep in mind that the more points you enter, the more accurate the results will be.

Select objects by <Area>/Select:

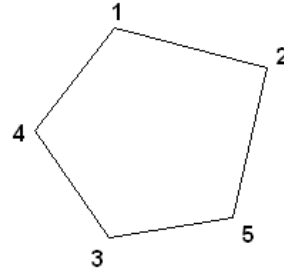
Enter a to select all objects in the polygon, or enter s to select objects individually.

Objects wholly within the original polygon are modified to fit the new shape and location of the polygon.

When selecting points for rubber sheeting, select points in order around the perimeter of the object or region to be rubber sheeted.



correct



incorrect

The selected points are treated as the vertices of a polygon, so you will get better results if you select the points sequentially around the perimeter.

ADETRANSFORM (Transform command)

Use this command to move, rotate, and scale a single object or a group of objects. (To transform an entire source drawing while it is active, use the transformation options in the [Drawing Settings dialog box](#) on page 1642.



To [move, rotate, or scale an object](#) on page 789



Click Modify ► Transform.

Respond to the prompts:

Select/<Layer>:

Enter S to select objects or enter L to choose all objects on a layer.

Select objects:

Use any AutoCAD selection method to select the objects you want to transform. If you chose Layer, enter the names of the layers you want to

transform. You can use “[wild-card characters](#)” such as * and ? to select a set of layers.

First source point:

Select a point in your drawing or enter the coordinates of the point.

First destination point:

Select a point in your drawing or enter the coordinates of the point. Objects are translated the relative distance between the first source point and this new point.

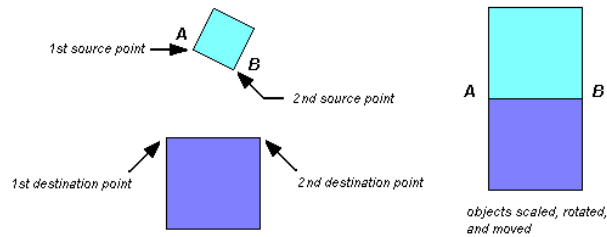
Second source point:

Select a point in your drawing or enter the coordinates of the point.

Second destination point:

Select a point in your drawing or enter the coordinates of the point.

Source and Destination Points



The difference between the first source point and the first destination point is the offset for the selected objects.

The difference in angle between the two source points and the two destination points is the rotation.

The ratio of the length between the two destination points to the length between the two source points is the change in scale.

MAPFEATUREMERGE

NOTE This command must be used with at least one feature.

Use this command to merge features and assign feature property values for resulting features.

When you merge features, the resulting feature property values are determined by rules you specify in the [Split and Merge Rules dialog box](#) on page 1405.



To create split/merge rules using expressions: polygons:splitting using expressions; polygons:merging u...



Click Modify ► Merge.

Respond to the prompts:

Select features to merge:

Select at least two objects to merge, one of which must be a feature. Press ENTER when you are done selecting the feature or features you want to merge.

Specify Feature ID for use [Select/New] <Select>:

Specify whether you want to select the feature that has the feature ID you want to use or you want to create a new feature ID.

Select

Allows you to select the feature that has the ID you want to use for the merged feature.

New

Specifies that a new feature ID will be created for the merged feature.

MAPFEATURESPLIT

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to split features and assign feature property values for resulting features.

When you split a feature, the resulting feature property values are determined by rules you specify in the [Split and Merge Rules dialog box](#) on page 1405.



To split a feature on page 592



Click Modify ► Split.

Respond to the prompts:

Select one or more linear or polygonal features to split:

Select one or more linear or polygonal features in your map to split. Press ENTER when you are done selecting the feature or features you want to split.

Create a new or multi-part [New/Multipart] feature:

Specify whether you want the feature or features split into new features or a multipart feature.

New

Creates new features.

Multipart

Creates a multipart feature.

Generate new feature ID or use existing [New/Existing] <New>:

Specify whether you want the new feature to use the existing feature ID or a new one.

Would you like to Draw or Select the line for split? [Select/Draw]:

Select or draw a split line. If you use a polyline as your split line, make sure it intersects with feature geometry you are splitting. You can also use a closed polyline.

If you use a polygon (or mpolygon) to split a feature, the part that falls outside of the polygon becomes one feature, and the part that falls inside the polygon becomes another feature.

MAPIGNORESPLITMERGERULES

Use this command to specify whether or not feature property values are calculated based on the rules specified in the [Split and Merge Rules dialog box](#) on page 1405 when the following commands are used on features:

- Split ([MAPFEATURESPLIT](#) on page 1389)
- Merge ([MAPFEATUREMERGE](#) on page 1388)
- JOIN
- Join option of PEDIT
- BREAK
- TRIM

Even when MAPIGNORESPLITMERGERULES is set to Yes, the following default rules are applied when splitting or merging features. For more information about these rules, see [Split and Merge Rules dialog box](#) on page 1405

Property Type	Default Split Rule	Default Merge Rule
String	Copy	First Selected
Integer (Int)	Copy	Sum
Double	Copy	Sum



[To turn on or off Ignore Split and Merge Rules on page 593](#)



In the Data Table, click Options ► Set Split and Merge Rules.
Click Modify ► Split.
Click Modify ► Merge.

MAPLINESTRINGCREATE

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to create a new LineString feature on a layer that contains LineString feature data.



To create a new LineString or MultiLineString feature on page 580

The MAPLINESTRINGCREATE command is based on the PLINE command. For more information about the prompts, see PLINE in the AutoCAD Help.

Respond to the prompts:

Specify start point:

Specify a starting point for the LineString.

Specify next point or [Arc/Length/Undo]:

Specify the next point or enter an option.

Next Point

Draws a line segment. The previous prompt is repeated.

Arc

Adds arc segments to the polyline.

Specify endpoint of arc or [Angle/Center/Direction/Line/Radius/Second pt/Undo]:

Specify the endpoint of the arc or enter an option. If you have already created one arc, you have the option to close the LineString. For more information about the prompts, see PLINE in the AutoCAD Help.

Length

Draws a line segment of a specified length at the same angle as the previous segment. If the previous segment is an arc, the new line segment is drawn tangent to that arc segment.

Specify length of line:

Specify a distance.

Undo

Removes the most recent segment added to the LineString.

MAPLINESTRINGEDIT

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to edit a LineString feature.



To edit a feature using feature editing commands on page 591

The MAPLINESTRINGEDIT command is based on the PEDIT command. For more information about the prompts, see PEDIT in the AutoCAD Help.

Respond to the prompts:

Enter an option [Close/Join/Edit vertex/Undo/eXit] <eXit>:

Enter an option. For more information about the prompts, see PEDIT in the AutoCAD Help.

Close

Creates the closing segment of the LineString, connecting the last segment with the first. The LineString is considered open unless you close it using the Close option. If the LineString is closed the first option is Open.

Open

Removes the closing segment of the polyline. The polyline is considered closed unless you open it using the Open option. If the LineString is open the first option is Closed.

Join

Joins two open LineStrings into one. The ends must be touching.

Select objects:

Select the two LineStrings to be joined.

Edit Vertex

Marks the first vertex of the LineString by drawing an X on the screen. If you have specified a tangent direction for this vertex, an arrow is also drawn in that direction.

Next/Previous/Insert/Move/eXit] <Next>:

Enter an option. For more information about the prompts, see PEDIT in the AutoCAD Help.

Undo

Reverses operations as far back as the beginning of the edit session.

Exit

Ends the MAPLINESTRINGEDIT command.

MAPMULTILINESTRINGCREATE

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to create a new MultiLineString feature on a layer that contains line feature data. A MultiLineString is a set of LineStrings that behave as one feature. When you complete the first LineString you are prompted to begin another one until you have created the set.



[To create a new LineString or MultiLineString feature on page 580](#)

The MAPMULTILINESTRINGCREATE command is based on the PLINE command. For more information about the prompts, see PLINE in the AutoCAD Help.

Respond to the prompts:

Specify start point

Specify a starting point for the first LineString.

Specify next point or [Arc/Length/Undo]

Specify the next point or enter an option.

LineString/eXit <eXit>:

Create another LineString or exit the command.

Next Point

Draws a line segment. The previous prompt is repeated.

Arc

Adds arc segments to the polyline.

Specify endpoint of arc or [Angle/Center/Direction/Line/Radius/Second pt/Undo]:

Specify the endpoint of the arc or enter an option. If you have already created one arc, you have the option to close the LineString. For more information about the prompts, see PLINE in the AutoCAD Help.

Length

Draws a line segment of a specified length at the same angle as the previous segment. If the previous segment is an arc, the new line segment is drawn tangent to that arc segment.

Specify length of line:

Specify a distance.

Undo

Removes the most recent segment added to the LineString.

LineString

Begins the MAPLINESTRINGCREATE command so you can create another LineString.

Exit

Ends the MAPMULTILINESTRINGCREATE command.

MAPMULTILINESTRINGEDIT

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to edit a MultiLineString feature.



To edit a feature using feature editing commands on page 591

The MAPMULTILINESTRINGEDIT command is based on the PEDIT command. For more information about the prompts, see PEDIT in the AutoCAD Help.

Respond to the prompts:

Enter an option [Add/Delete/Move/Edit/Undo/eXit] <eXit>:

Enter an option.

Add

Adds a new LineString to the MultiLineString. For more information, see [MAPLINESTRINGCREATE](#) on page 1392.

Delete

Deletes a LineString from the MultiLineString.

Move

Moves a LineString in the MultiLineString.

Select Objects:

Select the object to move.

Specify base point:

Specify a base point for the Move operation.

Specify second point:

Specify the second point for the Move operation. The two points you specify define a vector that indicates how far the selected LineStrings are to be moved and in what direction.

Edit

Edits a LineString in the MultiLineString. For more information, see [MAPLINESTRINGEDIT](#) on page 1393.

Undo

Undoes the last step in the MAPMULTILINESTRINGEDIT operation.

Exit

Ends the MAPMULTILINESTRINGEDIT operation.

MAPMULTIPOINTCREATE

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to create a new MultiPoint feature on a layer that contains point feature data. A MultiPoint feature is a set of points that behave as one

feature. When you complete the first point you are prompted to begin another one until you have created the set.



[To create a new Point or MultiPoint feature](#) on page 578

Respond to the prompts.

Specify a point:

Specify the location of the new MultiPoint feature.

Specify a point or [Undo]:

Specify the location of the next point or undo the last point.

MAPMULTIPOINTEDIT

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to edit a MultiPoint feature.



[To edit a feature using feature editing commands](#) on page 591

Respond to the prompts:

Add

Adds a new point to the MultiPoint feature. For more information, see [MAPPOINTCREATE](#) on page 1401.

Delete

Deletes a point from the MultiPoint feature.

Move

Moves a point in the MultiPoint feature.

Select Objects:

Select the object to move.

Specify base point:

Specify a base point for the Move operation.

Specify second point:

Specify the second point for the Move operation. The two points you specify define a vector that indicates how far the selected points are to be moved and in what direction.

Undo

Undoes the last step in the MAPMULTIPOINTEDIT operation.

Exit

Ends the MAPMULTIPOINTEDIT operation.

MAPMULTIPOLYGONCREATE

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to create a new MultiPolygon feature on a layer that contains polygon feature data. A MultiPolygon is a set of polygons that behave as one feature. When you complete the first polygon you are prompted to begin another one until you have created the set.



To create a new Polygon or MultiPolygon feature on page 579

The MAPMULTIPOLYGONCREATE command is based on the PLINE command. For more information about the prompts, see PLINE in the AutoCAD Help.

Respond to the prompts:

Specify start point:

Specify a starting point for the MultiPolygon.

Specify next point or [Arc/Length/Undo]:

Specify the next point or enter an option.

Next Point

Draws a line segment. The previous prompt is repeated.

Arc

Adds arc segments to the polygon.

Specify endpoint of arc or [Angle/Center/Direction/Line/Radius/Second pt/Undo]:

Specify the endpoint of the arc or enter an option. If you have already created one arc, you have the option to close the polygon. For more information about the prompts, see PLINE in the AutoCAD Help.

Length

Draws a line segment of a specified length at the same angle as the previous segment. If the previous segment is an arc, the new line segment is drawn tangent to that arc segment.

Specify length of line:

Specify a distance.

Undo

Removes the most recent segment added to the polygon.

Ring

Creates a polygon inside a polygon. This is considered a hole. Additional rings are islands. Repeats the MAPPOLYGONCREATE command.

Polygon

Begins the MAPPOLYGONCREATE command so you can create another polygon.

Exit

Ends the MAPMULTIPOLYGONCREATE command.

MAPMULTIPOLYGONEDIT

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to edit a MultiPolygon feature.



To edit a feature using feature editing commands on page 591

The MAPMULTIPOLYGONEDIT command is based on the PEDIT command. For more information about the prompts, see PEDIT in the AutoCAD Help.

Respond to the prompts:

Enter an option [Add/addRing/Delete/Move/Edit/Undo/eXit] <eXit>:

Enter an option.

Add

Adds a new polygon to the MultiPolygon. For more information, see [MAPPOLYGONCREATE](#) on page 1401.

Addring

Creates a polygon inside a polygon. This is considered a hole. Additional rings are islands. Specify the polygon to which you will add the ring. Repeats the MAPPOLYGONCREATE command.

Delete

Deletes a polygon from the MultiPolygon.

Move

Moves a polygon in the MultiPolygon.

Select objects:

Select the polygon to move.

Specify base point:

Specify a base point for the Move operation.

Specify second point:

Specify the second point for the Move operation. The two points you specify define a vector that indicates how far the selected polygons are to be moved and in what direction.

Edit

Edits a polygon in the MultiPolygon. For more information, see [MAPPOLYGONEDIT](#) on page 1402.

Undo

Undoes the last step in the MAPMULTIPOLYGONEDIT operation.

Exit

Ends the MAPMULTIPOLYGONEDIT operation.

MAPPOINTCREATE

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to create a new point feature on a layer that contains point feature data.



[To create a new Point or MultiPoint feature on page 578](#)

Respond to the prompt.

Specify a point:

Specify the location of the new point feature.

MAPPOLYGONCREATE

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to create a new polygon feature on a layer that contains polygon feature data.

The MAPPOLYGONCREATE command is based on the PLINE command. For more information about the prompts, see PLINE in the AutoCAD Help.



[To create a new Polygon or MultiPolygon feature on page 579](#)

Respond to the prompts.

Specify start point:

Specify a starting point for the polygon.

Specify next point or [Arc/Length/Undo]:

Specify the next point or enter an option.

Next Point

Draws a line segment. The previous prompt is repeated.

Arc

Adds arc segments to the polygon.

Specify endpoint of arc or [Angle/CEnter/Direction/Line/Radius/Second pt/Undo]:

Specify the endpoint of the arc or enter an option. If you have already created one arc, you have the option to close the polygon. For more information about the prompts, see PLINE in the AutoCAD Help.

Length

Draws a line segment of a specified length at the same angle as the previous segment. If the previous segment is an arc, the new line segment is drawn tangent to that arc segment.

Specify length of line:

Specify a distance.

Undo

Removes the most recent segment added to the polygon.

Ring

Creates a polygon inside a polygon. This is considered a hole. Additional rings are islands. Repeats the MAPPOLYGONCREATE command.

Exit

Ends the MAPPOLYGONCREATE command.

MAPPOLYGONEDIT

NOTE This command applies only to geospatial features, and not to drawing objects.

Use this command to edit a polygon feature.



To edit a feature using feature editing commands on page 591

The MAPPOLYGONEDIT command is based on the PEDIT command. For more information about the prompts, see PEDIT in the AutoCAD Help.

Respond to the prompts:

Enter an option [Add/Delete/Move/Edit/Undo/eXit] <eXit>:

Enter an option.

Add

Adds an outer polygon or a ring or island to the selected polygon. For more information, see [MAPPOLYGONCREATE](#) on page 1401.

Delete

Deletes the outermost polygon or rings or islands from the selected polygon.

Move

Moves the outermost polygon or rings or islands in the selected polygon.

Select objects:

Select the polygon to move.

Specify base point:

Specify a base point for the Move operation.

Specify second point:

Specify the second point for the Move operation. The two points you specify define a vector that indicates how far the selected polygons are to be moved and in what direction.

Edit

Edits a vertex on the outer ring or an island or hole. For more information, see [MAPLINESTRINGEDIT](#) on page 1393.

Undo

Undoes the last step in the MAPPOLYGONEDIT operation.

Exit

Ends the MAPPOLYGONEDIT operation.

Break Objects at Boundary dialog box

Use this dialog box to create a clean map edge by cutting lines, 2D polylines, arcs, and circles that cross a specified edge.

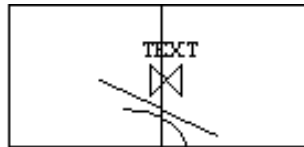


To break objects at a boundary on page 798

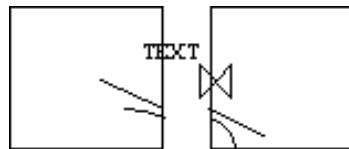


Click Modify ► Boundary Break.

Before



After



Boundaries

Specify what to use as the boundary.

Use Save Back Extents Of Active Source Drawings

Use the save back extents specified in the current drawing's drawing settings. You can change the save back extents in the Drawing Settings dialog box. In Map Explorer, right-click Drawings ► Define/Modify Drawing Set. In the [Define/Modify Drawing Set dialog box](#) on page 1638, click Drawing Settings.

Select Boundaries

Use existing objects as the boundary. If you select this option, click Select. Select the objects to use.

Define Boundary

Use selected points to specify the boundary. If you select this option, click Define. Select points to delineate the boundary.

Objects to Break

Select the objects to break.

Select Automatically

Use all objects within or crossing the boundary.

Select Manually

Use only selected objects. If you select this option, click Select <. Select the objects to break.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects.

Filter On Layers

Only objects on the selected layers will be broken. Click Layers to select from a list of all available layers in the current drawing.

Break Method

Select the objects to skip or object data to retain during a break operation.

Skip Topology Objects

Select this option to protect topology data. Any objects that have topology data are not broken.

Retain Object Data

Select this option to save object data from the original object. The data is duplicated on each new piece.

Split and Merge Rules dialog box

Use this dialog box to specify how class property values are calculated when you use the following commands on features.

- Split ([MAPFEATURESPLIT](#) on page 1389)
- Merge ([MAPFEATUREMERGE](#) on page 1388)
- JOIN

- Join option of PEDIT
- BREAK
- TRIM



To create split/merge rules using expressions



In Map Explorer, right click on a feature class and then click Set Split and Merge Rules.

In the Data Table, click Options ► Set Split and Merge Rules.

Click Modify ► Merge.

Click Modify ► Split.

Feature Properties

Displays the selected feature class and its properties. Use the shortcut menu options to select multiple properties or property types. You can only set rules for properties that are not read-only.

Property Attributes

Displays attribute information for the selected property or properties.

Split and Merge Rules

Specifies how class property values will be calculated when features are split or merged.

Split Rule

Specifies the rule for calculating class property values when you split features.

- **Calculation.** For numeric properties, sets the property value based on a custom calculation specified in the Expression field.
- **Copy.** Copies the property values to each new feature. (Default)
- **Divide.** Divides the property values equally into each new feature. (Numeric properties only)
- **Empty.** Sets the property values to “empty” or a default for new features. The original feature retains the original property values.
- **Expression.** Allows you to specify an expression.

- **Proportional.** Distributes the property values proportionally into each new feature based on the numeric value specified in the Based On field.

Expression

Specifies a custom calculation. To change the custom calculation, type it in or click the Expression Builder button to launch the Expression Builder. This options is displayed when the Split Rule is set to Calculation or the selected feature property is a string.

Based On

Specifies the value on which the Proportional rule distributes the property values. This option is only displayed when Split Rule is set to Proportional.

Merge Rule

Specifies the rule for calculating class property values when you merge features.

- **Average.** Averages the property values from the merged features. (Numeric properties only)
- **Calculation.** Sets the property value based on a custom calculation specified in the Expression field.
- **Concatenation.** Concatenates the property values together separated by the text in the Separator Text field.
- **Empty.** Sets the property value to “empty” or a default for the merged feature.
- **Expression.** Allows you to specify an expression.
- **First Selected.** Sets the property value to that of the first selected feature.
- **Last Selected.** Sets the property value to that of the last selected feature.
- **Maximum.** Sets the property value to that of the maximum property value of the merged features.
- **Median.** Sets the property value to the median value taken from the merged features.
- **Minimum.** Sets the property value to that of the minimum property value of the merged features
- **Standard Deviation.** Sets the property value to the standard deviation taken from the property values of the merged features.

- **Sum.** Sets the property value to the sum of property values of the merged features.

Expression

Specifies a custom calculation. To change the custom calculation, type it in or click the Expression Builder button to launch the Expression Builder. This options is displayed when the Merge Rule is set to Calculation or the selected feature property is a string.

Separator Text

Specifies the text which separates the property values when the Concatenation merge rule is specified.

Trim Objects at Boundary dialog box

Use this dialog box to trim objects at a specified boundary, excluding either what is inside the boundary (Trim Inside), or what is outside (Trim Outside). The trimmed objects are created new in the current drawing and do not retain links to their source drawings.



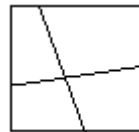
To trim objects inside a boundary on page 802



Click Modify ► Boundary Trim.

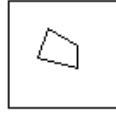
Trim Inside / Trim Outside

Given some drawing data...

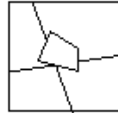


Trim Inside / Trim Outside

And a trim boundary...



Trim Inside looks like this...



And Trim Outside like this...



Boundary

Specify what to use as the boundary.

Reference Last Query Boundary

Use the last spatial boundary that was referenced in a query.

Select Boundary

Use an existing object as the boundary. If you select this option, click Select and select the closed polyline or circle to use as the boundary.

Define Boundary

Use selected points to specify the boundary. If you select this option, click Define and select points to delineate the boundary. You must specify at least three points, and the boundary cannot cross itself.

Objects to Trim

Select the objects to trim.

Select Automatically

Trim all objects within or crossing the boundary.

Select Manually

Trim only selected objects. If you select this option, click Select and select the objects to trim.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects.

Filter On Layers

Only objects on the selected layers will be trimmed. Click Layers to select from a list of all available layers in the current drawing.

If circle objects cross the selected boundary, they are converted to arcs before they are trimmed.

Trim Method

Set rules for the trim operation.

Trim Inside/Outside Boundary

Specify whether to trim all objects inside the specified boundary and cut a hole in the drawing, or whether to trim all objects outside the boundary and create a neat border.

Skip Topology Objects

Select this option to protect topology data. Any objects that have topology data are not trimmed.

Retain Object Data

Select this option to duplicate object data and external database links on each piece of the trimmed object. If you do not select this option, the data remains attached only to the original location.

Objects That Cannot be Trimmed

Specify what to do with objects that cannot be trimmed, such as text.

Ignore

Do not delete the objects.

Delete

Delete the objects.

Reference Insertion Point

Delete an object only if its insertion point is inside the area to be trimmed.

External Databases Dialog Boxes

24

Associate Database Versions dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to set options related to database versions and file extensions.



[To associate database versions with files extensions](#) on page 219



Click Setup ► AutoCAD Map Options.

You can associate a database file extension with the version of the database software that you use to edit the file. When you drop a database file on the Map Explorer tab of the Task Pane, AutoCAD Map 3D checks the file extension and uses the specified version of the database software.

Always Prompt

Each time you drop a database file onto the Map Explorer tab, AutoCAD Map 3D will prompt for the version of the database software to use with the file. Select this option if you use more than one type of database.

Always Use

When you drop a database file onto the Map Explorer, AutoCAD Map 3D uses the specified version of the database software.

For example, if all your dBASE files are in dBASE III format, select the Always Use option, and then select dBASE III from the list. If you have files in both dBASE III and dBASE IV format, select the Always Prompt option under dBASE/FoxPro.

For files created with Excel 95, select the Excel 7.0 driver.

Column dialog box

Use this dialog box to specify column display options.



To change the formatting of cells in a column in [Data View](#) on page 870



Click Setup ► AutoCAD Map Options.

By default, your formatting changes are saved with the current drawing. Whenever you open this table from this drawing, the table uses the saved formatting. If you do not want to save the formatting, clear the Save Format And Style Changes With Drawing option on the Data Source tab of the [AutoCAD Map Options dialog box](#) on page 1628. If this option is cleared, AutoCAD Map 3D erases formatting information when you close a table. When you detach a data source, AutoCAD Map 3D erases formatting information for all tables in that data source.

If you modify table column order outside of the Data View, the Data View formatting may no longer be correct. To clear the formatting for a single table, close the table when the Save Format And Style Changes With Drawing option is cleared. To clear the formatting for all tables in a data source, detach the data source.

Use the Font tab to specify text options for the selected column.

Use this Interior Pattern tab to specify the background of cells in the selected column.

Use the Borders tab to specify borders for the selected column.

Use Align tab to specify text alignment for the selected column.

Font tab

Font

Select a font from the list of fonts installed on your system. Row height adjusts automatically for the font size.

Outline

Select a font style. Font styles available depend on the selected font.

Size

Select a font size. Sizes available depend on the selected font.

Effects

Select Strikeout to print hyphens through the text. Select Underline to underline the text.

Text Color

Select a color for the text.

Preview

Preview how the font options will look.

Color tab

Interior Pattern

Select a pattern. For no pattern, select the asterisks.

Foreground

Specify the color for the foreground of the pattern. Be sure to select a color that doesn't hide the text.

Background

Specify the color for the background of the pattern. Be sure to select a color that doesn't hide the text.

3D-Effect

Select a 3D effect for the cell.

Preview

Preview how the pattern and 3D effects will look.

Borders tab

Border

Click in a box to select a border for the Left, Right, Top, or Bottom of each cell in the column. The border uses the currently selected line type.

Type

Click a line type to select it.

Color

Select a color for the border.

Align tab

Horizontal

Align text on the left of the cell, the right of the cell, or in the horizontal center of the cell. Select Standard to right-align numeric fields and left-align all other fields.

Vertical

Align text with the top of the cell, the bottom of the cell, or in the vertical center of the cell.

Wrap Text

Allow text to wrap in the cell. If this option is not selected, text that is too long is not displayed or printed.

Allow Enter

Pressing Enter clears the cell. If this option is not selected, pressing Enter moves to the next cell.

Auto Size

Automatically adjust the column width to the longest value in the column.

Column Values dialog box

Use this dialog box to specify values for a SQL filter in the Data View.



[To use a SQL filter in the Data View](#) on page 1019



Click Setup ► More DWG Options ► Define Query.

Scroll through the list, select the value you want, and click OK. The new value is inserted into the Value field.

Configure Data Source dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to enter a name for a new data source or select an existing data source from the list.



[To automatically configure a data source](#) on page 191



Click Setup ► Create/Edit a Source of Data ► External Records.

When you click OK, the Microsoft Windows Data Link Properties dialog box appears, where you can define or modify a data link file for the data source.

If the data source you want is not listed, it may not be in the data sources folder.

For more information on configuring a data source, refer to your Microsoft Windows documentation.

NOTE If you modify a data source that is currently connected, the changes will not take effect until you reconnect the data source.

Connect Data Source dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to select a data source to connect.



[To attach a data source by dragging the database file to the Task Pane](#) on page 188



Click File ► Connect/Disconnect ► Connect to External Records.

Click File ► Connect/Disconnect ► Disconnect from External Records.

The list includes data sources that are attached to the current drawing but are currently disconnected. Select the data sources you want. Click Connect.

If the data source you want is not listed, it may not be attached to this drawing.

Convert Object Data to Database Links dialog box

Use this dialog box to convert object data in your drawing to external data.



[To convert object data to a linked database table](#) on page 463

[To automatically link records to objects using object data](#) on page 460

[To attach a data source by dragging the database file to the Task Pane](#) on page 188



Click Setup ► Convert Object Data to Database Links.

NOTE Before you run this command, you must attach the data source to the current drawing. In Map Explorer, right-click Data Sources ► Attach.

Do either of the following:

- Take an object data table and create a database table with the same structure. For each selected object, the object data is read and a new record is created in the external database table. If an object has multiple records from the object data table, multiple records are created in the external database table. Also, a database link is generated linking the object to the record in the new database table.
- Use object data in your drawing that matches information in an external database table and automatically create links based on the matched information.

You can choose to leave the object data in the drawing or remove the object data from the objects as each record is created.

When you are finished with this dialog box, click Proceed.

Source Object Data Table

Select the object data table you want to convert or link. You can work with object data tables defined in the current drawing. To work with object data tables in attached drawings, you must open those drawings directly.

Name

Select the object data table from the list.

Remove Data From Objects Processed

Deletes the object data currently associated with the object.

Target Link Template

Select an option and then click Define to specify the link template.

Convert Object Data To Database

Converts object data to records in a database and links objects to the new data.

Link Object Data To Database

Links objects with attached object data to records in a database table using key fields.

Define

Displays a dialog box where you specify the link template to identify the database table.

Object Selection

Choose how you want to select objects, and whether you want to select all objects or only objects on specific AutoCAD layers.

Select Automatically

Uses all objects unless Filter On Layers is selected.

Select Manually

Selects individual objects. To select objects, choose Select Manually and click Select.

Filter On Layers

Specifies the AutoCAD layers on which to search. The default is all layers. Click Layers to select from a list of AutoCAD layers in the current drawing.

Define Link Template dialog box (MAPOD2ASE)

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to specify the table name for the new database table and to define the link template that identifies the database table.



To create a link template on page 454



Click Setup ► Convert Object Data to Database Links.

Data Source

Select a data source from the list.

If you are connected to the data source, a check appears in the check box.

If you are not connected, click Connect.

Catalog/Schema

Select a catalog and schema from the list.

These options are not required for all data sources.

Table Name

Specify a unique name for the link template.

Key Columns

Specify the columns to use as key columns.

To enter more than one column, separate names with a comma. To select from a list of field names in the object data table, or to rename the fields, click Select to display the [Select Link Template Key dialog box](#) on page 1531.

Link Template

Specify a unique link template name.

Define Link Template dialog box (MAPDEFINELT)

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to define the location of a table and the columns to use as key columns for a link template.



[To convert object data to a linked database table](#) on page 463



Click Setup ► More Link Template Options ► Define Link Template.

If you use the same table and key columns for multiple drawings, choose a consistent naming scheme for link templates.

Data Source list

Lists the attached and connected data sources in the current drawing. If you open the dialog box from an existing table, it lists the data source for the table.

Table Name list

Lists tables for the selected data source. If you open the dialog from an existing table, it lists the table name.

Link Template box

Lists link templates defined for the selected table. Enter a new name.

Key Selection area

Lists column names and data types for the columns in the selected table. To select a column as a key column, click a box in the Key column. The values in the key column are used to identify records in the table, so select a column or set of columns that has a unique value for each record.

NOTE If the link template does not immediately appear on the Map Explorer tab of the Task Pane, right-click on a blank space in the Map Explorer tab. Click Refresh.

Source dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to view all data sources attached to the current drawing.



To attach a data source by dragging the database file to the Task Pane on page 188



Click File ► Attach/Detach ► Attach External Records.

Select the data sources. Click Detach. The selected data sources are disconnected and removed from the current drawing.

Disconnect Data Source dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to view data sources that are attached to the current drawing and are currently connected.



[To disconnect a data source](#) on page 193



Click File ► Connect/Disconnect ► Disconnect from External Records.

Select the data sources you want. Click Disconnect. If the data source you want is not listed, it may not be attached to this drawing or it may not be currently connected. When you disconnect a data source, it remains attached to the current drawing.

Header/Footer dialog box

Use this dialog box to define the header and footer for a Data View report.



[To specify the header and footer](#) on page 1216



In the Data View: File ► Header and Footer

Select the Header or Footer tab and enter the text. You can also enter certain variables.

Variable	Replaced with at print time
\$A	Application name
\$P	Current page number
\$N	Total number of pages

Variable	Replaced with at print time
\$D	Current date

To change the font, select the cell. Click Font. In the Font dialog box, select the formatting options you want. Note that font formatting applies to all text in a cell.

Distance to Frame

Dimensions are in cm if your Windows system-wide measurement system is set to Metric, in inches if it is set to U.S. To view or set the measurement system, from the Windows Control Panel choose Regional Settings ► Number tab ► Measurement System.

Header

Specify the distance from the top margin to the bottom of the Header text.

Footer

Specify the distance from the bottom margin to the top of the Footer text.

First Page No.

Enter the starting page number.

Additional pages are numbered consecutively.

Link Template Properties dialog box

Use this dialog box to change the width of the Column Name or Data Type columns.



To edit the database path in a link template on page 466



Click Setup ► Edit Link Template Properties.

Place the cursor over the column divider. Click and drag the column to the desired width.

Page Setup dialog box

Use this dialog box to specify margins, headers, grid, print order, and centering options.



[To set print options](#) on page 1216



In the Data View: File ► Page Setup

Margins

Margin dimensions are in cm if your Windows system-wide measurement system is set to Metric, in inches if it is set to U.S. To view or set the measurement system, from the Windows Control Panel choose Regional Settings ► Number tab ► Measurement System.

Left

Enter the distance from the left edge of the paper to the beginning of each line.

Right

Enter the distance from the right edge of the paper to the end of the printable area.

Top

Enter the distance from the top of the paper to the top of the first line.

Bottom

Enter the distance from the bottom of the paper to the bottom of the last line.

Headers and Grid Lines

Row Headers

Print row headers.

Column Headers

Print column headers.

Print Frame

Print a frame around the table.

Vertical Lines

Print vertical lines between each column.

Horizontal Lines

Print horizontal lines between each row.

Only Black And White

Print using only black and white. Text that has a color assigned to it will be printed using a pattern.

Page Order

If a table extends beyond the limits of a single page, it is divided into page-size tiles. This setting governs the order of printing the tiles.

First Rows, Then Columns

Print tiles from left to right by rows, top row first.

First Columns, Then Rows

Print tiles from top to bottom by columns, left column first.

Center on Page

Vertical

Center the table between the specified top and bottom margins.

Horizontal

Center the table between the specified left and right margins.

Select Database Version dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to select the database to use with this file from the list of available databases.



[To set data source options](#) on page 213



Click Setup ► AutoCAD Options.
Click Setup ► AutoCAD Map Options.

Always Use This Database For Files Of This Type

Select to use the selected database version for all databases with this extension. You will not be prompted again. To turn prompting back on, change the setting on the Data Source tab of the Autodesk Map Options dialog box.

To specify default database versions for other extensions, use the Data Source tab of the [AutoCAD Map Options dialog box](#) on page 1628.

Select Existing Link Template dialog box

Use this dialog box to select the appropriate link template, specify the key fields in the object data to use, and then select a database validation option.



[To open a linked database table](#) on page 456



Click Edit ► More External Record Options ► View Linked Table.

The list of link templates include those available for the current drawing.

Link Template

Select a link template for the database table containing the data matching your object data table. In the OD Column, specify the fields in the object data table to use for key fields.

Database Validation

Select a validation option.

None

Create links without checking the database.

Record Must Exist

Create a link only where the text or attribute tag value matches an existing record's key field value.

Create If New

Create a new record in the table if no existing record matches. If you choose this option, you can use the grid below to map data from fields in the object data table to non-key fields in the database.

Select Link Template dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to select the appropriate data source and then select the link template. .



To open a linked database table on page 456



Click Edit ► More External Record Options ► View Linked Table.

The lists include the data sources and link templates available for the current drawing

Select Link Templates dialog box

Use this dialog box to select link templates to delete.



To delete links for a group of objects on page 465



Click Setup ► More Link Template Options ► Link Manager.

If you are deleting links or link templates for selected objects, the list includes link templates for records linked to the selected objects. Once you select the link templates and click OK, link data associated with the selected link templates is removed from the selected objects.

Select Query dialog box

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to select the query whose records you want to view.



To open a table using the Task Pane on page 865



Click Edit ► More External Record Options ► Execute Query.

Select the appropriate data source and then select the query. A Data View window displays the records that match the query.

NOTE You cannot edit the data resulting from a database query.

Data Source

Lists data sources currently attached and connected to the current drawing.

Query

Lists the queries associated with the selected data source. These are queries that were defined in the external database program.

Select Table dialog box (MAPBROWSETBL)

NOTE This functionality applies only to an attribute data source that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to select a data table to view or edit.



To open a table using the Task Pane on page 865



Click Edit ► More External Record Options ► Edit Table.

Select the appropriate data source and then select the table.

Data Source

Lists data sources currently attached and connected to the current drawing.

Table

Lists tables in the selected data source.

Sort dialog box

Use this dialog box to sort the Data View.



To use the Data View on page 860



In the Data View: View ► Sort ► Multiple Columns

Before you begin sorting, note the following:

- Records are sorted based on the value in the column selected in the Sort By box.

If multiple records have the same value in this column, those records are further sorted by the column specified in the first Then By box.

- If you don't specify a sort column, records are sorted in database order.
- To sort the table by additional columns, use the remaining Then By lists.
- You can sort up to five columns simultaneously.
You cannot sort columns that have binary or user-defined data types, and these columns do not appear in the sort lists.
- To clear all the lists, click Reset.

Sort By

Lists the columns in the table. Click the down arrow and select the column by which you want to sort the table. Columns with binary or user-defined data types are not listed.

Ascending

Sort from the beginning of the alphabet, the lowest number, or the earliest date.

Descending

Sort from the end of the alphabet, the highest number, or the latest date.

Table Filter dialog box

Use this dialog box to select records from the database table.



To use a SQL filter in the Data View on page 1019



In the Data View: Records ► SQL Filter

When you apply the filter, the Data View searches the current database table and displays only records that match the specified conditions.

To edit an existing condition, select the line in the SQL Filter list. Edit the information in the Where Condition area. When you finish editing, click Update.

To add a new line, select a joining operator (And/Or/Not). Select a column and an operator and specify a value. When you finish, click Add.

SQL Filter area

Displays the current filter. If lines in the filter have been grouped, the group is indented.

Group

Groups the selected conditions. Conditions in the group are evaluated before other conditions.

Ungroup

Deletes the parentheses from the selected line and from the matching ending or beginning line of the group.

Delete

Deletes the selected condition.

Clear All

Deletes all conditions.

Where Condition area

Use the Where Condition area to edit an existing condition in the filter or to add a new condition.

And

Specifies that both conditions must be met for the object to be included in the query.

Or

Specifies that either condition can be met for the object to be included in the query.

Not

And Not specifies that the first condition must be met and the second condition must not be met for the object to be included in the query.
Or Not specifies that either the first condition can be met or the second condition cannot be met for the object to be included in the query.
For the very first condition in the list, you do not specify And or Or, but you can select Not.

Column

Displays columns from the current table.

Operator


Specifies how to test the values in the column.

Operator	Description
=	The value of the selected column is equal to the value you enter in the Value box.
>	The value of the selected column is greater than the value you enter in the Value box.
>=	The value of the selected column is greater than or equal to the value you enter in the Value box.
<	The value of the selected column is less than the value you enter in the Value box.
<=	The value of the selected column is less than or equal to the value you enter in the Value box.
<>	The value of the selected column is not equal to the value you enter in the Value box.
IN	The selected column is linked to the object and contains the specified value. If you specify multiple values, separate each value with a comma. Enclose values in single quotes, for example, '1','2','3'.
IS NULL	The selected column is linked to the object and is empty. Do not enter a value in the Value box.
LIKE	The selected column is linked to the object and contains part of the value specified. Applies to string (character) data types only. Use the percent sign (%) as a wild-card character in the Value box.

For information on the wild-card characters supported by your database system, refer to the documentation for your database system software.

Value

Specify the value you want to search for. To select from a list of existing

values in the column, click .

To use wild-card characters for string values, select the LIKE operator. For example, type B% to find all values that begin with the letter B.

Add

Add the condition line to the SQL Filter list.

Update

Replace the selected condition in the SQL Filter list with the new condition.

To use a filter you previously defined for this table, click History at the bottom of the screen. Select the filter from the list.

Table Filter History dialog box

Use this dialog box to manage the filters you previously defined for this table.



To use a SQL filter in the Data View on page 1019



In the Data View: Records ► SQL Filter

To use a filter, select it in the list and click OK, or double-click the filter. To erase a filter, select it in the list and click Delete. To erase all filters, click Delete All.

The maximum number of filters stored on this list is determined by the setting for Number Of SQL Conditions To Keep In History List on the Current Drawing tab of the [AutoCAD Map Options dialog box](#) on page 1628.

Table Properties dialog box

Use this dialog box to view information about the selected table or query.



[To view external data linked to drawing objects](#) on page 938



Click the Highlight Linked Objects icon.

To change the width of the Column Name or Column Type columns, place the cursor over the column divider. Click and drag the column to the desired width.

Name

Displays the name of the selected table or query.

Structure

Displays the column name and column type for each column.

Zoom Scale dialog box

Use this dialog box to specify the percentage of the display area that highlighted objects will fill.



[To set other Data View highlighting options](#) on page 1015



In the Data View: Highlight ► Zoom Scale

Specify 100% to zoom the display to the extents of the selected objects. Specify a smaller number to display more of the drawing outside the highlighted objects.

Specify 0% to maintain the current zoom level.

Import Export Dialog Boxes

25

Attribute Data dialog box

Use this dialog box to specify the attribute data to import for the selected input layer. This is sometimes called a theme, level, or file.



[To specify the data to import](#) on page 359



Click File ► Create DWG From ► Map 3D Import.

Do Not Import Attribute Data

Data attached to the objects in the source drawing is not imported.

Create Object Data

Data attached to the objects in the source drawing is imported into an object data table.

Object Data Table To Use

Select an object data table or enter a name for a new one. A table name can include the characters A-Z, a-z, 0-9, \$ and _. It cannot include spaces. It must start with an alphanumeric character.

For a new object data table name, AutoCAD Map 3D creates a new object data table with fields that match the fields you're importing. To change these defaults, click Select Fields.

For an existing object data table, incoming fields are imported into object data fields with the same name by default. If no object data field exists with the same name, the incoming field is not imported. To change these defaults, click Select Fields.

When the data is imported, it will be converted to the following object data types:

- Integer32, Integer16, and Boolean data types are converted to the Integer data type. For Boolean data, false is converted to 0 and true is converted to 1.
- Float, Double, and Decimal data types are converted to the Real data type.
- Char and Date data types are converted to the Character data type.

Incoming data is converted to the data type of the matching object data field. If this conversion fails, AutoCAD Map 3D uses 0 for integers, 0.0 for real numbers, and "" for characters.

Select Fields

Select the fields to import and specify names for the object data fields.

Add Unique Key Field

Automatically creates a field with a unique entry for each imported object. You can edit the field name.

The unique ID numbers increment within a single AutoCAD Map 3D session, but restart when you restart AutoCAD Map 3D. To extend the unique key across multiple imported files, import them all during the same AutoCAD Map 3D session.

Add To Database Table

Appends data attached to the objects in the source to an external database table. The links to the data are imported with the objects. Select the link template to use. Optionally, import only the link data.

If no link templates are defined in the current drawing, the option is not available.

Link Template

Select a link template from the list.

Select Fields

Selects fields to import from the source drawing. If you select only key fields, they are imported as link data, and the database table is not updated.

Create Link Only

Imports link data only. Links are maintained from the imported objects to their appropriate row in the table, but no changes are made to the database table.

If you import only the key field, this option is automatically selected.

Block Mapping dialog box

This dialog box was used to list all values in the import file for the specified Control Data Element and the block name to which they were mapped. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

Conflict Resolution dialog box

Use this dialog box to resolve conflicts during import.



[To specify the data to import](#) on page 359



Click File ► Create DWG From ► Map 3D Import.

You can map incoming attribute data to target data fields in the AutoCAD Map 3D drawing using both the Data and Object Class columns. This may

result in mapping two different incoming data fields to the same target data field. Before proceeding with the import, you must resolve such conflicts.

For example, the Object Class field can specify that a AutoCAD Map 3D object data field called "Wire_Data" stores an imported attribute "Voltage," while the Data column specifies that the same "Wire_Data" object data field stores another imported attribute, "EMF." You cannot store two data values in one target field. The Conflict Resolution dialog box lets you specify which incoming data values to use.

Conflicts Detected For Input Layer <Layer Name>

Indicates that conflicts between the attribute mapping specified in the Data and Object Class columns have been found for the specified layer.

Conflict List

Lists the data-mapping conflicts to resolve before proceeding with the import. Specify which of the incoming attributes (the one defined in the Object Class or the one specified in the Data column) should be stored in the AutoCAD Map 3D data field.

Class Input Field

Click in this column to use the value specified by the Object Class.

Data Input Field

Click in this column to use the value specified by the Data column.

Target

Displays the target attribute data field in the AutoCAD Map 3D drawing.

The syntax used for the Target field is

CATEGORY:TABLE.FIELD

Where

CATEGORY	Type of data, for example "OD" for object data, or "LT" for link template (linked external database).
TABLE	Object data table name or database table name.
FIELD	Data field name.

Use Class

Resolves all conflicts using the Class Input Field definitions.

Use Data

Resolves all conflicts using the Data Input Field definitions.

OK

Accept the current settings and return to the Import dialog box.

Coordinate System Translation dialog box

This dialog box was used to convert the file from one coordinate system to another. It has been discontinued. Instead, use one of the following procedures or commands.



[To export to DGN](#) on page 1189

[To export to MapInfo MIF/MID Use the Export instructions.](#) on page ?

[To export to SHP format](#) on page 1183

[To export to Arc/INFO](#) on page 1179



Click File ► Convert DWG To ► Map 3D Export.

If the coordinate system you want is not listed in any category, you can [create a new coordinate system](#) on page 82.

Input Settings area

From the Coordinate System list, select the coordinate system code for the existing file. This list displays all codes in the selected category. To display the codes for a different category, select the new category from the Category list.

Output Settings area

From the Coordinate System list, select the coordinate system code you want for the new file. This list displays all codes in the selected category. To display the codes for a different category, select the new category from the Category list.

Define Link Template dialog box (MAPIMPORT4)

This dialog box was used to define a new link template when importing an external map file into AutoCAD Map 3D format. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

OK

When you click OK, a link template is created for the table using the key columns in the Key Selection Area that have been set to On.

Table Specification Area

Select a data source, catalog, and schema. Enter the name of a table. To select from a list of table names, click List.

Link Template Area

Enter a name for the link template. Link template names can be up to 31 alphanumeric characters.

Key Selection Area

Specify a key column by selecting the column and clicking On.

Export dialog box

Use this dialog box to select the drawing objects to export, and specify export options. You cannot export feature data.



[To export drawing objects to other file formats](#) on page 1168



Click File ► Convert DWG To ► Map 3D Export.

If you have previously saved your settings in this dialog box, you can click Load to reload those settings. To save the current settings for use later or to use in a script, click Save.

The dialog box has the following tabs:

- [Selection Tab](#) on page 1441
- [Data Tab](#) on page 1443
- [Options Tab](#) on page 1444

If you export to SDF, Oracle, or ArcSDE, the Export dialog box substitutes [Feature Class Tab](#) on page 1442 for the Data Tab.

Selection Tab

Specify the objects to export.

Object Type

For some formats, you must select the object type you want to export. Objects of other types will be filtered out of the export. To export these other object types, run the Export feature again. Note that some objects in an AutoCAD Map 3D drawing may be exported as more than one type.

Select Objects To Export

Select the objects that you want to export.

Select All

Selects all objects.

Select Manually

Lets you individually select the objects to export. To modify the selection set, click Select Objects or Quick Select.

Filter Selection area

Filters the selected objects based on layer or object class. To apply a filter, enter the names of the layers or object classes you want to include, or click the button to select from a list. Objects that are not on the selected layers and in the selected object classes will be filtered out of the export. The status line shows how many objects are selected and how many have been filtered out.

Select Polygon Topology To Export

Name

Select the polygon topology to export. All the polygons in the selected topology will be converted to polygon objects and exported. These objects are in addition to any objects selected above.

Group Complex Polygons

Groups nested polygons into a single balanced polygon. Each nested polygon must have a centroid.

If you do not select this option, AutoCAD Map 3D will create separate polygons, one for each centroid.

Preview Filtered Selection

Preview the objects that will be exported. In the preview, objects that will be exported are highlighted. To leave the preview and return to this dialog, press ESC.

Feature Class Tab

Choose a method for organizing the selected drawing objects into logical feature classes.

DWG to Feature Class Mapping

Specify how DWG objects map to FDO feature classes.

Create a single class from all selected objects

Creates a single FDO feature class for all selected DWG objects. This is the default selection.

Create multiple feature classes based on a drawing property

Lets you create multiple feature classes based on drawing properties (AutoCAD layer, object data tables, Object Classification classes, or Link Template tables). To select the drawing property from which to create feature classes, use the Drawing property to use pick list.

Select Attributes


Displays the Select Attributes dialog box. Allows you to select specific attributes to export. You can select attributes for both single-class and multiclass export operations. For multiclass export operations, these attributes will be added to every feature class.

Drawing Property

Select the drawing properties you want to export.

Feature Class

Displays the feature class to which you are exporting your data. If you are exporting to an existing FDO data store, you can use the drop-down list to map your data to existing fields. Existing feature classes are displayed in blue text. You can map more than one drawing property to a single feature class.

To access feature-class-level property mapping, click the  button in the Feature Class field. The Feature Class Mapping dialog box will appear, allowing you to map specific drawing properties to specific feature class properties.

Geometry

Use the drop-down list to select the geometry data you want to export for each drawing property. To display the drop-down list, click in the appropriate field, then click the down arrow. For pre-existing classes, this field displays the geometry type already associated with that class.

Show Schemas

Check this box to display the schemas of the feature class to which you are mapping your data.

Data Tab

Data

To include data with the exported objects, select the data fields to export. The selected fields appear in the table. You can also enter an expression.

NOTE If you are exporting to SHP format using object classification to create feature classes, you may not want to specify attributes here, as all feature classes will then receive all attributes you check on this tab. If you don't select attributes here, properties for those feature classes are defined by the original object classes.

Select Attributes

Displays the Select Attributes dialog box, where you can select properties, object properties, topology information, object class information, or fields from link template data, object data, or block attributes.

TIP To export only the key values, select the fields in the Link Templates section. Since the key values are stored in the drawing as link data, selecting only key fields improves performance.

In the list of attributes, Object Data is map-specific and includes the attributes of any objects in the map that have object data tables associated with them. Object Properties are the properties of each entity type. These

are the same attributes that appear in the Properties palette. Properties are attributes that apply to every DWG object in the map.

Source Field

Lists the data you've selected to export. Click Select Attributes to select additional data, or enter an expression.

Output Field

Enter a name for the field in the output file. Output field names can use any alpha-numeric character and the underscore symbol ("_").

Create Unique Key Field

Creates a unique value for each exported object. You can specify a name for this field.

The unique ID numbers increment within a single AutoCAD Map 3D session, but restart when you restart AutoCAD Map 3D. If you want the unique key to extend across a number of files you are exporting, be sure to export all the files in the same AutoCAD Map 3D session.

Options Tab

Coordinate Conversion

To convert the exported objects to a different coordinate system, check Convert To. Enter the coordinate system code for the export file or click Select Coordinate System to select one from a list.

If the Convert To box is grayed, your current drawing does not have a coordinate system assigned to it. You can cancel this dialog box, assign a coordinate system to the current drawing, and then re-run the export command.

Other

The options that appear in this section depend on your choice of export format.

Treat Closed Polylines as Polygons

Exports closed polylines as polygons. If this check box is not selected, only polygon objects will be exported as polygons.

NOTE If you are exporting a polygon topology that includes closed polylines and those closed polylines are part of the selection set, selecting this check box may create duplicate polygons in the exported file.

Additional settings

The Options tab may include other settings for the particular format you chose. In addition, for some formats, you can click Driver Options to specify

additional options. For formats without additional driver options, this button is grayed. For more information about the options for a particular format, see [Supported Import Formats](#) on page 323.

Additional Notes

- AutoCAD Map 3D exports original object properties regardless of any map stylizations, except for some text. Text entities created by text stylizations are exported. To avoid exporting text entities, turn off any text stylization before exporting your data. To export stylized drawing objects, first save the stylizations to a linked output drawing, and then export the linked objects. You can export stylized feature layers using Display Manager. For more information, see [Saving or Exporting a Display Manager Layer](#) on page 1210.
- Settings saved with the MAPEXPORT command from version 4.0 or earlier of AutoCAD Map 3D cannot be loaded in this dialog box.

Object Class Attribute Mapping dialog box

Use this dialog box to specify how you want to map the attribute data from the incoming file to the object class definitions in the AutoCAD Map 3D drawing.



[To assign an object class to an input layer](#) on page 355



Click File ► Create DWG From ► Map 3D Import.

Select An Object Class

Displays the object classes defined in the AutoCAD Map 3D drawing.

Input Fields

Displays the incoming attribute data fields that are available to be mapped to Target Fields in the object class definition.

Target Fields

Lists the attributes in the selected object class that require mapping. You should map as many Target Fields as possible.

After you map a target field, it no longer appears in the Target Fields list, so when there are no more target fields in the Target Fields list, you've mapped them all. This ensures that each target field is mapped to only one incoming data field.

If you don't map a target field, the default object class value will be used. The syntax used for the Target field is

CATEGORY:TABLE.FIELD

Where

CATEGORY	Type of data, for example "OD" for object data, or "LT" for link template (linked external database).
TABLE	Object data table name or database table name.
FIELD	Data field name.

OK

Use the current settings and return to the Import dialog box.

Cancel

Close the dialog box, cancel any settings made, and return to the Import dialog box.

Import dialog box

Use this dialog box to specify options and settings for imported files.



[To import data from other formats](#) on page 318

[To specify an area to import](#) on page 351

[To specify an AutoCAD layer during import](#) on page 353

[To assign an object class to an input layer](#) on page 355

[To assign a coordinate system to the current drawing](#) on page 138

[To specify the data to import](#) on page 359

[To specify how to import points](#) on page 361



Click File ► Create DWG From ► Map 3D Import.

In the table, you can specify properties for each input layer (sometimes called a schema, level, or file).

To import an input layer, select the check box next to its name. To change other settings for an input layer, click in the field you want to change. Click



the down arrow to choose from a list of choices, or click to for additional choices.

To sort on a specific column, right-click the column heading. Click Sort Ascending or Sort Descending.

To copy the contents of a field, right-click in the field. Click Copy. Right-click in the target field. Click one of the Paste options. To copy the contents of a field to all other layers, right-click in the field. Click one of the Paste To All Layers options. Note that when pasting into Object Class fields, the object class name and data mappings are pasted separately, and if data mapping conflicts are detected, the pasted data mappings options will not be available.

Current Drawing Coordinate System

Displays the global coordinate system for the current drawing. To change this coordinate system, or to assign a coordinate system, click Assign Global Coordinate System.

Driver Options

For some import formats, you can click Driver Options to specify additional options. Some formats do not have any additional driver options. For more information about the options for a particular format, see [Supported Import Formats](#) on page 323.

NOTE If you import from DGN Version 8, there may be more than one model in the drawing. If so, you will see input layers reflecting each one. Each model corresponds roughly to a model space in AutoCAD Map 3D (for example, Layout 1 or Layout 2). The input layers will be named using the syntax ModelName_LevelNumber, ModelName_LevelName, or ModelName_GeometryType, depending on the settings you choose in Driver Options.

Be sure to set driver options before you modify the table. Changing driver options may reset some of the settings in the table.

Spatial Filter

Specify the area into which you want import data.

None

Place no area limit on the incoming file and import the entire incoming file.

Current Display

Limits the import to the area shown in the current drawing window.

Define Window

Limits the import to a rectangular area you define in the drawing. Click Select. Drag your cursor from right to left to define the area. Objects that the rectangular window encloses or crosses will be imported. Notes:

- AutoCAD Map 3D does not display a preview of the incoming data.
- If the coordinate system assigned to the Map drawing differs from the coordinate system specified in the Coordinate System column, AutoCAD Map 3D will perform a reverse transformation to determine the correct coordinate space (area) for the incoming data.


Import Properties Table

Input Layer

Lists all layers (sometimes called schema, levels, or files) for the selected file or folder. Select the check box next to an input layer name to import objects from that layer.


Drawing Layer

Specifies the target layer in the current drawing. Objects will be imported to the selected layer. Select an existing layer or create a new layer. To use

layer names stored in data, click . Select the data field.

Object Class

Specifies the name of the object class to use for the incoming data. For example, objects on an incoming Shapefile input layer can be classified and included in the "LAND USE" object class in Map.

Click the down-arrow to select from a list of valid object classes. Click  to specify the incoming data attributes you want to use to populate the object class definition. This process is referred to as attribute mapping. If you don't map the attributes, AutoCAD Map 3D populates the object class with the default object class values.

NOTE This column is available only if you have object classes defined in your Map drawing. For more information about setting up object classes, see [Setting Up Object Classification](#) on page 108.

Input Coordinate System


Displays the coordinate system of the incoming layer. Objects will be converted from input coordinate system to the coordinate system assigned

to the current drawing. Click  to specify the coordinate system code for the incoming objects.

NOTE This column is available only if you've assigned a coordinate system to the current drawing. To assign a coordinate system to the current drawing, click Assign Global Coordinate System under Current Drawing Coordinate System.

Data


Displays the name of the object data table or link template to use for

incoming data. Click  to specify a name for the table and select the incoming fields you want to include in the object data table.

Note that data is imported only if it is associated with an imported object. If no imported objects are associated with the incoming data, the table is not created.

Points

Lists the block to use for point objects. Select ACAD_POINT or a block name from the list. To create text or get block names from incoming data, click

 and select the data field.

Saved Profiles

To save your settings as a profile, click Save. To use settings that you've previously saved, click Load. You can use your saved setting to help automate scripts.

NOTE Settings saved with the MAPIMPORT command in version 4.0 or earlier of AutoCAD Map 3D cannot be loaded in this dialog box.

Import Polygons As Closed Polylines

Specifies that you want to import polygons as closed polylines, which is useful if you plan to use the polygons in a polygon topology. If this option

is not selected, polygons are imported as polygon objects. To change the default state of this option, use the MAPUSEMPOLYGON command.

Use Class Defaults For Out Of Range Values

Specifies that you want to use object class default values for incoming data values that are not within the specified object class range. Choosing this option ensures that the incoming data will be accurately classified, but may require AutoCAD Map 3D to modify some of the incoming data values.

Import Data Options dialog box (MAPIMPORT4)

This dialog box was used to specify how objects and data in the import file are imported into AutoCAD Map 3D. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

Proceed

Click Proceed to convert the selected file.

OK

Click OK to close the dialog box but keep the current import options.

Import Graphics Area

Perform Coordinate Conversion

To convert the file from one coordinate system to another, select Perform Coordinate Conversion. Click Define to display the Coordinate System Translation dialog box.

Map Data Element To Layers

Select this option to use the attribute data in the import file to determine the target layer for the AutoCAD Map 3D objects that are created.

Click Layers to display the Map Data Elements to Layers dialog box, where you can map the values for a selected data element to specific layers in the output file.

Map Data Element To Block Name

Select this option to use the attribute data in the import file to determine the target block name for point and polygon centroid objects that are created.

Click Blocks to display the Map Data Elements to Block Name dialog box, where you can map the values for a selected data element to specific block names in the output file.

Import Data Elements Area

Ignore Data Elements

Select this option to ignore attribute data in the import file (other than data that is used in the layer and block name mapping above).

Select this option if you do not want to convert the attribute data to object data or create links to SQL tables. Only the graphical objects in the file will be converted.

Map Data Elements To Object Data

Select this option to convert the attribute data in the import file to object data.

Click Data to display the Object Data Table dialog box, where you can select the name of an existing object data table or create a new one.

Map Data Elements To SQL Table

Select this option to use the attribute data in the import file to create links to existing SQL tables or to create new tables.

Click SQL to display the Map Data Elements to SQL dialog box, where you can map specific data elements to specific columns in an external database.

Options Area

Load

Use import settings that you previously saved.

Save

Save the current settings so you can use them again.

Layer Mapping dialog box (MAPIMPORT4)

This dialog box was used to specify all values in the import file for the specified Control Data Element and the layer they are mapped to. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

Layer Mapping dialog box (Import)

Use this dialog box to specify a target layer in the current drawing for the selected layer in the incoming file. This is sometimes called a schema, level, or file.



[To specify an AutoCAD layer during import](#) on page 353



Click File ► Create DWG From ► Map 3D Import.

Create on Existing Layer

Puts incoming objects on an existing layer in the drawing. Click the down arrow to select the layer.

If you assigned the incoming layer to an object class with a layer property, the default is the layer specified in the object class.

Create on New Layer

Puts incoming objects on a new layer. Enter a name for the new layer.

Use Data Field For Layer Name

Puts incoming objects on a layer based on data attached to the objects. Click the down arrow and select the field to use for layer names. For each object, AutoCAD Map 3D will read the value in the specified field and put the object on a layer with the same name. If the layer does not exist, it will be created. If an object does not have a value in the specified field, it will go on Layer 0.

AutoCAD Map 3D uses only the first 255 characters of the value in the field. If the incoming file has field values that are longer, you may want to change the value before you import the file.

NOTE If a conflict between the layer specified by the Drawing Layer setting and an Object Class with a layer property is found, AutoCAD Map 3D uses the Drawing Layer setting, except when Drawing Layer is set to <None>. In that case, the Object Class setting is used. When Use Class Defaults is checked, AutoCAD Map 3D forces the data to the correct Drawing Layer.

Layers to DGN Levels dialog box

Use this dialog box to specify a name for the corresponding level in the exported DGN file for each layer in the current drawing.



[To export to DGN on page 1189](#)



Click File ► Convert DWG To ► Map 3D Export.

To change a DGN level name, click in the DGN Level field you want to change and enter a new name. DGN version 7 names can be numbers or strings. For DGN version 8, names must be strings.

Related procedures:

- [Exporting To MicroStation Design \(DGN\) Versions 7 and 8 on page 1186](#)

Link Template to Export dialog box

This dialog box was used to select the link template to use in the export operation. It has been discontinued. Instead, use one of the following procedures or commands.



[To export to DGN](#) on page 1189

[To export to MapInfo MIF/MID Use the Export instructions.](#) on page ?

[To export to SHP format](#) on page 1183

[To export to Arc/INFO](#) on page 1179



Click File ► Convert DWG To ► Map 3D Export.

If you select the Map SQL Data To Data Element option, the data from the referenced table will be exported.

If you select the Map Database Link To Data Element option, the key column value that links the object to the table will be exported.

Map Data Elements to Block Name dialog box (MAPIMPORT4)

This dialog box was used to specify which data element to use for determining the block for points or polygon centroids. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

When the file is converted, the value of the selected data element for each object determines the block to use.

To map a value to a block name, select the value in the Values Available list and select a block from the Target Block Name list. Click >>.

Control Data Element area

Select the data element to use to determine the target block.

Values Available list

Displays all the values in the import file for the selected data element.

Target Block Name area

Select a block name. To load a block, click Load.

>>

Move the selected values from the Values Available list to the Values Assigned list for the selected block name.

<<

Remove the selected values from the selected block name and return them to the Values Available list.

Values Assigned list

Displays the values assigned to the current block name.

Auto Block

Assign each value to a block name of the same name.

List

Display the Block Mapping dialog box, which lists the block name assignment for each value in the selected data element.

Map Data Elements to Layers dialog box (MAPIMPORT4)

This dialog box was used to specify the data element to use when determining the target layer for objects. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

When the file is converted, the value of the selected data element for each object will determine its layer.

To map a value to a layer, select the value in the Values Available list and select a layer from the Target Layer list. Click >>.

Control Data Element area

Select the data element to use to determine the target layer.

Values Available list

Displays all the values in the import file for the selected data element.

Target Layer area

Select a layer. To create a new layer, click New.

>>

Move the selected values from the Values Available list to the Values Assigned list for the selected layer.

<<

Remove the selected values from the selected layer and return them to the Values Available list.

Values Assigned list

Displays the values assigned to the current layer.

Auto Layer

Assign each value to a layer of the same name. If a layer does not exist, one will be created.

List

Display the Layer Mapping dialog box, which lists the layer assignment for each value in the selected data element.

Map Data Elements to SQL dialog box (MAPIMPORT4)

This dialog box was used to map data elements in the import file to specific columns in external database tables. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

Database Link Method area

Specify whether to link objects to an existing database table or to create a new database table and link objects to the new table.

When the file is imported, each object in the import file is linked to the record in the external database table with the matching key column value. Or a new table is created using the values from the data elements, and links are created to the new table.

To link a data element to a key value, select the data element in the Import Data Elements list and select the key value in the Link Template list. Click >>.

Import Data Elements area

Displays all data elements in the import file.

Link Template area

Select a link Template from the list.

To create a new link template, click Define to display the Define Link Template dialog box.

>>

Link the selected import data element to the selected key in the link template.

<<

Remove the selected link from the Link Template list and return the data element to the Import Data Elements list.

Map Export dialog box

This dialog box was used to export data from AutoCAD Map 3D to an external file format. It has been discontinued. Instead, use one of the following procedures or commands.



[To export to DGN on page 1189](#)

[To export to MapInfo MIF/MID Use the Export instructions. on page ?](#)

[To export to SHP format on page 1183](#)

[To export to Arc/INFO on page 1179](#)



Click File ► Convert DWG To ► Map 3D Export.

Proceed

When you have set options, click Proceed to display the Map Export Options dialog box, where you can specify how to export graphics and data.

OK

Click OK to close the dialog box but keep the current import options.

Export File area

Format

Select the format to export to.

Name

Enter a name and location for the new file or directory.

If you are not sure of the location, click Browse to view existing files and directories. If you are creating a coverage, the parent directory for the new directory must be a "workspace" directory, containing only other coverage directories, and the new directory must be empty of all files. The default coverage format is UNIX ArcInfo. If the workspace directory contains an existing PC ArcInfo coverage, the new coverage will be in PC ArcInfo format.

File Type area

Select the file type for the information you are exporting. This option is not necessary for all file formats.

Object Selection area

Select Automatically

Use all objects on the specified layers and of the specified file type.

Select Manually

Select individual objects. Click Select < to select objects.
Objects will be filtered for the specified layers and file type.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects.

If this option is not selected, the filters are ignored.

Filter On Layers

Specify the layers to search. The default is all layers. To select from a list of layers in the current drawing, click Layers.

Map Export Options dialog box

This dialog box was used to specify how objects and data in the current drawing are exported. It has been discontinued. Instead, use one of the following procedures or commands.



[To export to DGN](#) on page 1189

[To export to MapInfo MIF/MID Use the Export instructions.](#) on page ?

[To export to SHP format](#) on page 1183

[To export to Arc/INFO](#) on page 1179



Click File ► Convert DWG To ► Map 3D Export.

Proceed

Click Proceed to export to the selected file format.

OK

Click OK to close the dialog box but keep the current export options.

Export Geometry area

Select Perform Coordinate Conversion to convert the objects from one coordinate system to another. Click Define to display the Coordinate System Translation dialog box.

Export Object Properties area

Map Layer Name To Data Element

Transfer the layer name for each object to the specified data element name in the export file.

Map Block Name To Data Element

Transfer the block name for each object to the specified data element name in the export file.

Map Linetype To Data Element

Transfer the linetype name for each object to the specified data element in the export file.

Export Data Elements area

No Data Mapping

Export only graphical objects. No data is exported.

Map Object Data To Data Element

Export object data for each object.

Click Data to display the Object Data Table dialog box where you can select the object data table to export.

Map SQL Data To Data Element

Export data from an external database that is linked to the objects.

Click SQL to display the Link Template to Export dialog box, where you can select the link template that defines the external table.

Map Database Link To Data Element

Export information about the database link. This option exports the key column value that links the object to the table.

Click Link to display the Link Template to Export dialog box, where you can select the link template that defines the external table.

Options area

Load

Use export settings that you previously saved.

Save

Save your current export settings so you can use them again.

New Property Data Type dialog box

Use this dialog box to specify a property type for a newproperty when you export data to a geospatial format. Once the property type has been selected, it cannot be edited. To change the property type, you must create a new property.



[To export drawing objects to other file formats](#) on page 1168



Click File ► Convert DWG To ► Map 3D Export.

New Property Data Type is only available for three specific AutoCAD properties: .COLOR, LINETYPE, and LINEWEIGHT.

Data Type

Select the data type for the new class property from the drop-down list.

Feature Class Property Mapping dialog box

Use this dialog box to map data to existing feature classes in the target data store when you export to a geospatial format. To select attributes to map to this feature class only, click the Select Attributes button. The rows in this dialog box display both the global attributes selected from the Export Dialog Box and the attributes that apply to this feature class only.




[To export drawing objects to other file formats](#) on page 1168



Click File ► Convert DWG To ► Map 3D Export.

Drawing Attribute

Select the drawing attributes you wish to map to FDO feature classes. This field is not editable.

For .COLOR, LINETYPE, and LINEWEIGHT attributes, click  to display the Property Value Mapping dialog box.

Feature Class Properties

Select the feature class property to which you want to map your drawing attributes. If you are exporting to an existing FDO feature class, you can select feature class properties from a drop-down list. Existing properties are displayed in bold blue text.

Property Value Mapping

Use this dialog box to map specific drawing attribute properties to specific feature class properties when you export to a geospatial format. For example, you could map the color RED to the string CLAY.



[To export drawing objects to other file formats](#) on page 1168



Click File ► Convert DWG To ► Map 3D Export.

Property Value Mapping is only available for three specific AutoCAD properties: .COLOR, LINETYPE, and LINEWEIGHT.

... Value

The left column is the AutoCAD drawing attribute property value. This will display as .COLOR Value, LINETYPE Value, or LINEWEIGHT Value as appropriate. Select the checkbox next to each property value you want to map.

... Value

The right column is the target feature class property value. This will display with the feature class property name you entered in the Feature Class Property Mapping dialog box.

Map Import dialog box

This dialog box was used to translate an external map file into AutoCAD Map 3D format. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

You can import coverages in both UNIX ArcInfo and PC ArcInfo format. If you are importing a coverage, you must have the coverage subdirectory and the associated INFO subdirectory before using the MAPIMPORT4 command. To set a text size for coverages, set the TEXTSIZE variable before using the MAPIMPORT4 command.

NOTE If a SHP file is located on a read-only drive or directory, you cannot import the file if the name contains any of the following characters: pound sign (#), exclamation point (!), comma (,), or accent grave (`). To import the file, either rename the file or move it to a directory to which you have write access.

When you have set options, click Proceed to display the Import Data Options dialog box, where you can specify how to import graphics and data.

Click OK to close the dialog box but keep the current import options.

Format

Select the format of the file to import.

Name

Enter the name of the existing file or coverage.

If you are not sure of the name or location, click Browse to view existing file names and directories.

New Layer dialog box

This dialog box was used to specify a name for a new imported layer. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

New layers are created with color number 7 and the CONTINUOUS linetype.

Object Data Table dialog box (Export)

This dialog box was used to select the object data table to export. It has been discontinued. Instead, use one of the following procedures or commands.



[To export to DGN](#) on page 1189

[To export to MapInfo MIF/MID Use the Export instructions.](#) on page ?

[To export to SHP format](#) on page 1183

[To export to Arc/INFO](#) on page 1179



Click File ► Convert DWG To ► Map 3D Export.

Click the down arrow to select from a list of object data tables in the current drawing.

You can select only one object data table. To export data from multiple tables, repeat the export command for each table.

Object Data Table dialog box (Import)

This dialog box was used to select the object data table to import data into. It has been discontinued. Instead, use one of the following procedures or commands.



[To import data from other formats](#) on page 318

[To import from Arc/INFO](#) on page 332

[To import from MapInfo MIF/MID](#) on page 337

[To import SHP data](#) on page 334



Click File ► Create DWG From ► Map 3D Import.

To create a table, exit the import operation and use the ADEDEFDATA command.

During the import operation, data elements in the import file are transferred to a matching field name.

Table box

Displays the target object data table name. If you enter a value in this box that does not reference an existing object data table, Map creates a new table that includes all data elements in the import file.

Tables

Display a list of all defined object data tables in the current drawing.

Selecting an existing table populates only fields whose names exactly match the name of a data element.

Object Data/External Database Mapping dialog box

Use these dialog boxes to specify which fields from the incoming file should be mapped to fields in an object data table or external database.



[To specify the data to import](#) on page 359



Click File ► Create DWG From ► Map 3D Import.

Input Fields

Select the fields from the incoming file you want to import.

Target Fields

Select the field in the object data table or external database to which you want to import each field.

- If you are importing to an external database:

To select a Target Field, click in the box. Click the down arrow to select from a list of existing fields.

If you selected Create Link Only in the Attribute Data dialog box, or if you select only the key field in this dialog box, AutoCAD Map 3D will import the key field as link data and will not modify the external database.

- If you are importing to an object data table:

To import into an existing field in the table, click in the box. Click the down arrow to select from a list of existing fields.

To import into a new field, type the name of the new field in the box.

To change a target field, click in the box and select or type the field you want.

Point Mapping dialog box

Use this dialog box to specify how to import points for the selected layer. This is sometimes called a schema, level, or file.



[To specify how to import points on page 361](#)



Click File ► Create DWG From ► Map 3D Import.

Create As Points

Converts points as points. Points are imported using ACAD_POINT.

Create As Text From Data

Converts points as text. Select the data field in the incoming file that contains the value to use for the text. If an object does not have a value in the selected data field, the point will be imported using ACAD_POINT. Text will use the text style for the current drawing. To change the text style for the current drawing, click Text Style and select the style you want.

Create As Blocks

Converts points as blocks. Select the block to use.

Get Block Name From Data

Converts points as blocks and uses a block name stored in attribute data. Select the data field in the incoming file that contains the value to use for the block name. If the block does not exist, then the point will be imported using ACAD_POINT.

Get Attribute Values From Fields

Imports attribute values attached to the incoming points. If an attribute name on the block that is being created matches a field name on the incoming point, the data for that attribute will be imported with the point. This option is available only if you select either Create As Blocks or Get Block Name From Data.

Design File Input Settings

Use this dialog box to set options when you import data from Microstation Design. Options may differ, depending on whether you are importing DGN7 or DGN 8, and the order of the items in the dialog may also change by version.



[To import DGN files](#) on page 344



Click File ► Create DWG From ► Map 3D Import.

Group Elements By

Level

Groups incoming objects by their DGN level. Only levels that contain elements are imported.

Level Names

Groups incoming objects by their DGN level name. Only levels that contain elements are imported. This option is available for DGN 8 only.

Geometry

Groups incoming objects by entity type.

Linkage Extraction

Allows you to extract MSLinks and FRAMME attribute linkage values from the DGN 7 file.

MSLink

AutoCAD Map 3D imports up to three links per object for DGN 7. For each link, two fields are added to the object data table: `mslinks_n`, which specifies the key value, and `entity_num_n`, which specifies the table.

FRAMME

The following fields are added to the object data table: `comp_count`, `comp_num`, `dgnfile`, `feat_num`, `state_num`, and `ufid`

Coordinate Units

Master/Sub

Each DGN 7 file defines a UOR (unit of resolution); in addition, it can define Sub units and Master units. Select Master or Sub to specify which of these units in the DGN 7 file matches the default unit in the AutoCAD Map 3D map. For example, if the default unit in your AutoCAD Map 3D map is meters, and meters are the Sub unit in the imported file, select Sub. If you select Sub or Master, the UORs in the DGN 7 file are converted to Sub or Master units according to the conversion factor in the DGN file header. When you import the file, one Master or Sub unit (whichever you choose) will become one drawing unit in your AutoCAD Map 3D map.

Unit Ratio

Indicates the ratio between the Master and Sub units. For example, if the ratio is 1:12 (as it would be for Feet/Inches), imported object coordinates will be scaled 12 times bigger if you select Sub.

Element Expansion

Explode multi-text

Explodes multi-text objects into their component parts.

Create Text From Tags

Converts the contents of tags to text.

Explode Complex Chains

Returns each component of a complex chain as its own feature (no feature will be returned for the complex chain as a whole). Otherwise, all elements of the complex chain merge into a single linear feature, any arcs in the complex chain become linestrings, and any linkages on the component elements themselves are lost.

Cell Expansion

Create blocks From Cells

By default, cells are expanded into blocks, maintaining the cell grouping structure.

Explode Cells

Expands the contents of the DGN cells into their component parts. The expansion is a single level deep. It does not expand all sublevels.

Create As Points

Expands the contents of the DGN cells into points instead of blocks, maintaining the cell grouping structure.

Reference File

Ignore

Ignores all external reference files (xrefs) attached to the source data set.

Create DWG

Reads all external reference files (xrefs) attached to the source data set. If the reference file has nested references, they are also imported, but circular references are not. If you select this option, you specify a location for the folder for these files. If the folder already exists, you can choose to replace it (overwrite its contents) or cancel and specify a different location. The default folder location is the same as the selected DGN file location.

Design File Output Settings

Use this dialog box to set options when you export data to Microstation Design (DGN7).



[To export to DGN on page 1189](#)



Click File ► Convert DWG To ► Map 3D Export.

Coordinate Units

Master/Sub Select the coordinate units of the features: Master or Sub.

Select the unit that matches the default unit in your AutoCAD Map 3D drawing. For example, if the default unit in your AutoCAD Map 3D drawing is meters, and you are using a seed file that defines meters as the Master unit, then select Master. The default is the Master unit.

Seed File Select the seed file, which controls whether or not the output DGN file is two-dimensional or three-dimensional, sets the coordinate units, sets global origin, etc. For DGN version 7, you must use a version 7 DGN seed file.

Override Global Origin (DGN 7 only) Select this option to override the global origin setting in the seed file. Specify the global origin to use.

Compute Parameters (DGN 7 only) Select this option to override all seed file settings and have AutoCAD Map 3D calculate the settings for you. AutoCAD Map 3D determines the largest dimension for the set of exported objects and sets the appropriate range and precision. It sets the UOR per Sub to 10, and sets the Global Origin to the center of the bounding rectangle of the exported objects.

Seed File

Managing Data Dialog Boxes

26

Schema Editor

Use the Schema Editor to view or change settings for the entire schema hierarchy: schemas, feature classes, and properties.



[To create a schema](#) on page 510

[To edit a schema](#) on page 520



In Map Explorer, select the [feature source](#) on page 1751 in the connection tree (at the top of the pane) and click Schema ► Edit Schema.

You cannot control every aspect of a schema from the Schema Editor. For example, you cannot create object or association properties, or specify that the system auto-generate a value for a property. However, if you have set up these attributes for a schema, the Schema Editor will display the current settings.

The settings you see depend on what the provider supports. For example, the Long Transactions option won't appear if the provider doesn't support versioning.

Schema settings

Name The name that will appear in the Schema tree. It must follow the naming rules of the provider.

Description A description of the schema (optional)

Feature class settings

Name The feature class name that will appear in the Schema tree. It must follow the naming rules of the provider.

Description A description of the feature class (optional)

Type One of the following:

A *feature class* has an associated geometry. For most providers, each feature class requires a unique identifier to distinguish it from other features (unless the feature class has a base class from which it inherits an identifier).

A *non-feature class* specifies non-spatial data (with no geometry) and can be used as a standalone class or a contained class. As a standalone class, it has no association with another class and requires a unique identifier. As a contained class, it defines a property of another non-feature or feature class. For example, Sidewalk could be a property of a Road feature class; the Sidewalk class defines the Road.Sidewalk property. In this case, the Sidewalk class does not need an identity property, although it could have one.

Base feature class Indicates the inheritance aspects of this feature, if any. If this feature class inherits from another feature class, select that superclass; otherwise select None. This setting applies only to feature classes (not non-feature classes) and is available only if the provider supports inheritance.

Abstract Indicates whether this feature class is an abstract class. You can't create features for an abstract class but you can use it as a base class. This setting applies only to features classes (not non-feature classes) and is available only if the provider supports inheritance.

Identifier properties Specifies which properties comprise the unique identifier (for non-null primary-key values) for this feature class. Use the check boxes to select one property for a simple identifier or multiple properties for a compound identifier (some providers support only simple identifiers). Create these properties before you create any others. Use the up-arrow and down-arrow buttons to reorder the properties.

You must specify a value for any non-null property of a feature before you check that feature into the data store. If you don't, you won't be able to check the feature in.

Ordinarily, identifier properties use an auto-generated integer. This means that when you add new features to this feature class, they automatically receive an auto-generated, unique identifier. If you don't specify auto-generated integer for this property, you must manually enter a unique identifier for each new feature that uses it.

Constraints Specifies the criteria features must meet in order to be added to this feature class. Enter a constraint for this feature class in the Constraints box and click New to apply it. Repeat this step to create additional constraints if necessary. Use the up-arrow and down-arrow buttons to reorder the constraints. To remove a constraint, select it and click Delete. This setting is available only if the provider supports constraints. Constraint syntax is provider-specific.

Locking Specifies whether the user who checks out a feature controls that feature to the exclusion of other users, until it is checked back in. This setting applies only to providers that support locking.

Long transaction Enables long transactions. A long transaction groups conditional changes to one or many features. Long transactions are used to create different versions of a feature or set of features. This setting applies only to providers that support versioning.

Property settings

Name The name of the property that will appear in the Schema tree. It must follow the naming rules of the provider.

Each property is a single attribute of a feature class. For example, a Road feature class may have properties called Name, DateConstructed, and Location.

Type One of the following:

A **data** property is non-spatial. It has a value whose type is either boolean, byte, date/time, decimal, single, double, Int16, Int32, Int64, or string. For example, a Road feature can have a data property called DateConstructed whose type is date/time.

A **geometry** property defines an object's shape. The default geometry property specifies one of four shapes: point (0 dimensions), curve/line (1 dimension), surface/polygon (2 dimensions), and solid (3 dimensions). A feature class has one main geometry property, but can have additional geometry properties. A geometry property is associated with a spatial context. All instances of a geometric property must have the same ordinate dimension. Not all providers support all geometry types or all dimensionalities; SHP supports only XY points, for example, whereas Oracle supports XY, XYZ, XYZM, and XYM points. The default is XY. Additionally, it can have attributes that describe elevation and measure: HasElevation for Z and HasMeasure for M.

The **association** property may appear in the list, but it is not supported by AutoCAD Map 3D. Choose this property type only if existing data uses it and you want to maintain that data after it is moved to a different data store.

Description A description of the property (optional).

System generated Specifies whether the system will auto-generate values for this property. Generally, identifier properties whose values identify each feature uniquely are auto-generated. You cannot set this option. It indicates the current setting for this property in an existing schema.

Data attributes Specifies values for the attributes of the property. The list changes dynamically to show the different attributes that are available for the selected property type. Click an attribute name to display its description in the Data Attributes table. If you can change or specify the value for this property, a down-arrow or a blinking cursor appears in the value field and you can choose or type a value.

Bulk Copy

Use Bulk Copy to copy the complete feature source or a subset based on specified schemas, feature classes, or properties.



[To copy data from one feature source to another](#) on page 525



In Map Explorer, click Tools ► Bulk Copy.

From The feature source from which the data will be copied. Select a feature source in the Connection Name list.

Version The version to use for copying. If the selected feature source supports versioning, select a version from the list.

To The destination feature source. Select a feature source in the top list.

Version The version to use for copying. If the destination feature source supports versioning, select a version from the list.

Select items to copy Specifies the individual schemas, features classes, and properties to copy to the destination feature source. Check the items to copy. Selecting any schema element automatically selects all its child elements (selecting a feature class also selects all its properties, for example). A square (instead of a check) in a check box means that some of that element's children are not selected.

Click on an item to select a different input name Click the arrow for each item whose counterpart you selected in the left-hand tree to map the source item to its destination item.

Ignore the following errors during the copy process The error types to ignore during processing. If you leave error types unchecked, Bulk Copy stops processing and reports these errors when they occur.

If the Insert Errors option is checked, Bulk Copy continues if there is an error inserting an object, but objects that fail are skipped. Errors can occur if there are any anomalies in the object data being copied, for example, an unmatched feature ID, a value that is outside the range allowed for a property, a constraint violation (for example, each item must be unique and the source is trying to copy over an object that already exists in the target), or an inappropriate value (for example, a string value that is too long).

If the Unmatched data or geometric type errors option is checked, Bulk Copy skips association and object properties that the target data store does not support.

NOTE AutoCAD Map 3D does not support either association or object properties, but they may be present in existing schemas created outside AutoCAD Map 3D.

Some dimension properties are also skipped. For example, if you copy 3D data to a 2D target, the z-coordinate is silently removed. Some fields can be converted, for example, from int32 to int64, from int32 to double, or from int32 to string. However, if a target does not support a data type (for example, blob or polygon geometry), the data cannot be converted and the object is skipped. For information about how fields are converted, see [Understanding How Bulk Copy Converts Data Types](#) on page 526.

If the Coordinate system option is checked, AutoCAD Map 3D copies the geometry without performing a coordinate system transformation. Use this option if information for the source or target coordinate systems is missing, but you are sure that the geometry coordinate systems are the same. For example, if you are missing the .PRJ file for the .SHP file you are copying, but you know that the coordinate system is the same as the target, use this option. If you are not sure of one of the coordinate systems, this option can produce undesired results.

Schema Mapping To save the current settings in an XML mapping file, click Save. Click Load to open a saved mapping file.

Note: Before loading a mapping file, connect to the source and destination feature sources.

Copy Now Copies the data for the specified schema elements. Bulk Copy reports warnings and errors depending on the data formats of the two feature

sources, and the copying options you selected. Click View Log to see [details](#) on page 529.

Create Data Store Dialog Box

Use this dialog box to create a new data store in a database data source. The available settings in the dialog box vary by provider.



[To create a data store for a database provider](#) on page 505

[To create an SDF or SHP data store](#) on page 506



For a database data store, connect to and log into the data store in the Data Connect window. In the Data Store list, select Add New Data Store (or type a name that does not appear in the list already) and press *Enter*

For an SDF or SHP data store, in Map Explorer, click Schema ► Create SDF or ► Create SHP.

Data store name Enter the name of the new data store or accept the default name. This name will appear in the Data Connections by Provider list in Data Connect.


Password Type the user password (Oracle only).

Confirm password Re-type the user password (Oracle only).

Data store name Enter the name of the new data store or accept the default name. This name will appear in the Data Connections by Provider list in Data Connect.

Description Optionally enter a description of the new feature source.

Data store coordinate system Enter the coordinate system code for the new

data store. If you don't know the code, click  to select a coordinate system. In the Select Global Coordinate System dialog box, select a category. Select from a list of available coordinate systems. Click Properties to view the properties of the selected coordinate system. Click OK. Choose a coordinate system that both the provider and AutoCAD Map 3D support.

Data store extents Enter the new data store's minimum and maximum X and Y spatial extents or accept the default values. You can't add objects that are outside these extents.

For SQL Server, you must specify the extents of the data store or BulkCopy will fail when copying data from any other provider source to SQL Server. MySQL and Oracle support expanding the extents automatically if incoming data are beyond the scope of the extents.

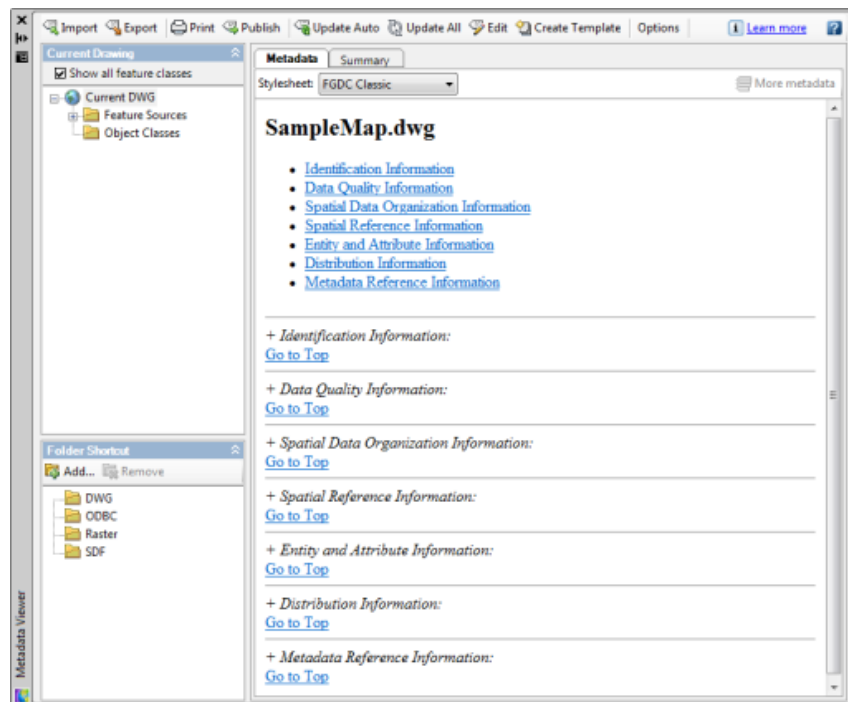
Storage resolution Enter the new data store's X and Y tolerance or accept the default value. If the distance between two points is smaller than the resolution, the points are considered to be equivalent for most spatial tests.

Data store tablespace Enter the new data store's tablespace name (Oracle only).

Metadata Dialog Boxes

27

Metadata Viewer



Use the Metadata Viewer to view metadata for the current drawing or other resources.



To view metadata on page 1228



In the Display Manager, select a layer. Click Tools ► View Metadata.

From the Metadata Viewer you can also perform the following actions:

- Import metadata
- Export metadata
- Print metadata
- Publish metadata to an XML, HTML, or TXT file
- Update forced-update fields
- Update all fields
- Edit metadata (through the [Metadata Editor](#) on page 1483)
- Create a template from the current metadata
- Specify [metadata options](#) on page 1485
- Specify the metadata stylesheet
- Display additional metadata that is not part of the standard (FGDC or ISO) specified in the Metadata Options dialog box

Metadata Viewer Toolbar

Use the Metadata Viewer toolbar to perform the following actions.

Toolbar Button	Action
Import	Imports metadata from another program
Export	Exports metadata to be read by another program

Toolbar Button	Action
Print	Prints metadata
Publish	Publishes metadata to an XML, HTML, or TXT file
Update Auto	Updates forced-update fields
Update All	Updates all fields (assumes that the automatic update option is turned off)
Edit	Opens the Metadata Editor
Create Template	Creates a template from the currently-displayed metadata
Options	Opens the Metadata Options dialog box
Learn More	Opens the New Features Workshop
Help	Opens online Help to Creating Metadata

Current Drawing

The Current Drawing tree view lists the current drawing [DWC](#) on page 1749, and any feature classes or object classes ([resources](#) on page 1760) associated with it.

Show All Feature Classes

Specifies that the tree view displays metadata for all feature classes from connected feature sources.

Folder Shortcut

The Folder Shortcut tree view allows you to display metadata for other types of files on your local machine or a server.

If you add or remove files from a folder that you have uploaded to the Folder Shortcut tree view, right-click somewhere in the tree view, and click Refresh.

Add

Allows you to create and view metadata for additional files.

Remove

Removes additional files that you've added to the Folder Shortcut tree view.

Metadata Tab

Displays all the metadata related to the selected data source.

As soon as you select a data source, AutoCAD Map 3D automatically identifies all the relevant metadata that it can, categorizes it according to the standard with which you are working, and displays it in the Metadata Viewer. This tab behaves like a web browser, with links and various levels that you can expand or contract by clicking your mouse. The metadata content is completely expanded by default.

The Summary tab

If the selected data source is a file, displays basic information about the file, such as its type, size, and location.

Stylesheet

Controls the display of the metadata.

FGDC Classic/ISO Classic

Specifies a metadata standard for displaying the metadata.

XML

Specifies that the metadata is displayed in freeform XML format.

Text

Specifies that the metadata is displayed as text.

More Metadata

Displays additional metadata that is not part of the standard (FGDC or ISO) specified in the [Metadata Options dialog box](#) on page 1485.

Metadata Editor

Allows you to edit and update metadata.








To view metadata on page 1228



In the Display Manager, select a layer. Click Tools ➤ View Metadata.

Metadata Editor Toolbar

Use the Metadata Editor toolbar to perform the following actions:

Toolbar Button	Action
	Applies a template on page ? to your metadata.
	Updates on page ? fields with values from the current data source.
	Audits on page ? your metadata for compliance with the metadata standard you are using.
	Imports on page ? metadata values from an XML file that complies with the metadata standard you are using.
	Highlights the field labels of forced-update fields on page 1751.



[Create a template](#) on page ? from the metadata you are working with.



Expand fields and field groups.



Collapse fields and field groups.

Metadata Fields

Allows you to enter metadata. A description and additional information are displayed in the bottom area of the Metadata Editor when a field name or field is selected.

Required fields are marked with a <Required> temporary placeholder. Some fields will only accept certain types of data. For example, on the Identification tab, under Spatial Domain, an attempt to enter a text string in the North Bounding Coordinate field will be ignored. That is because the [domain](#) on page 1748 of that field is any real number between -90.0 and +90.0, inclusive.

Some fields store past entries. If a drop down menu with past entries is displayed when you begin to make an entry, you can do one of the following:

- [Select](#) on page ? the entry
- [Add](#) on page ? a new entry
- [Edit](#) on page ? a past entry
- [Delete](#) on page ? an entry

Fields that have specific values pre-defined by their standard, may provide a drop-down list. Although these types of fields will also accept and save valid, free-form entries, they will not display these entries the next time you click the drop-down arrow.

Some fields provide a free-form text area.

NOTE For ISO date fields, use one of the following formats: YYYY-MM-DD, YYYY-MM, or YYYY. For ISO date and time fields, use the following format: YYYY-MM-DDThh:mm:ss.

Keyboard Controls and Shortcuts

In addition to using a mouse to navigate the Metadata Editor, you can traverse fields using standard Windows keyboard controls such as pressing Tab to move to the next field, and Shift + Tab to move back one field. You can also use standard Windows keyboard shortcuts whenever one of the letters on a button is underlined.

Apply

Saves changes to the metadata without closing the Metadata Editor.

Attribute Editor

Allows you to edit ISO element attributes. The title and fields of the Attribute Editor change dynamically depending upon the attribute.



[To enter or edit metadata manually](#) on page 1240



In the Metadata Editor, right-click an element field name and select Edit Attribute.

Metadata Options dialog box



[To import a template](#)[metadata:importing templates;templates:importing for metadataIn the Metadata Vie...](#) on page ?

[To export a template](#) on page 1237

[To remove a template](#)[metadata:removing templates;templates:removing from metadataIn the Metadata View...](#) on page ?
on page 1243

[Using Metadata Templates](#) on page 1232



In the Display Manager, select a layer. Click Tools ➤ View Metadata.

Template Tab

Metadata standard

Specifies the metadata standard.

The default metadata standard has been set according to your version of AutoCAD Map 3D.

Use template

Specifies that the selected metadata template in the window below will be used as the default template.

Import

Imports a metadata template.

Export

Exports a metadata template.

Rename

Renames the selected metadata template.

Remove

Removes the selected metadata template.

Preference Tab

Latitude/Longitude Precision

Sets the number of digits after the decimal point you want to display for latitude and longitude in your metadata. The default is 6.

Auto Update

Specifies that metadata will be updated as soon as the data source is updated (or as soon as the metadata is reconnected to its updated data source).

Import Metadata Options dialog box



To import a template [metadata:importing templates;templates:importing for metadata](#) in the Metadata Vie... on page ?

[To enter or edit metadata manually](#)[editing:metadata;metadata:editing;specialized metadata editors](#)In t... on page ?
[To create a new template](#)[metadata:creating templates;templates:creating for metadata](#)In the Metadata V... on page ?
[To import metadata for DWGs or their resources](#) on page 1252
[To import metadata for Non-DWG files](#) on page 1252



In the Display Manager, select a layer. Click Tools ► View Metadata.

Open the original project DWG File

Opens the original DWG as the current project. Any [resources](#) on page 1760 for the imported DWG are displayed in the [Current Drawing](#) on page 1481 tree view. You can then edit the metadata for any of those resources, or save it as a template.

Append the source metadata to the current metadata

Overwrites the metadata with the source metadata.

Export Metadata dialog box



[To export metadata](#) on page 1254



In the Display Manager, select a layer. Click Tools ► View Metadata.

Select the source data type for which you want to export metadata

Selected items

Select this option if you only want to export metadata for the items selected in the [Metadata Viewer](#) on page 1479 .

All items in

Select Feature class if you want to export metadata for all features in the selected class. Select Object class if you want to export metadata for all

objects in the selected class. Select both if you want to include all features and objects.

Create Metadata Template dialog box

Creates a template from the current metadata.



To create a new template on page 1233



In the Display Manager, select a layer. Click Tools ► View Metadata.

Template

Specifies the name of the template.

Compound Element Metadata Editors

Citation Information Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.

Use the Citation Information Editor to enter information about published geospatial data, using the United States [FGDC CSDGM Standard](#) on page 1751 field definitions.



To edit a compound metadata element on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

The Citation Information Editor is divided into the following sections:

General Information

Title

The NOAA Coastal Services Center suggests including a topic, time period, and place in geospatial metadata titles. In addition, you can include the file name, the data source, and the data resolution (if applicable). AutoCAD Map 3D populates the field with the name of the selected resource in the [Metadata Viewer](#) on page 1479.

Originator

The originator is usually the name of the organization responsible for creating the resource, such as a county planning department. You can include more than one originator. Put “ed.” after the name of an editor, and “comp.” after the name of a compiler. Use [the Record Navigator](#) on page 1247 to locate a previous entry, delete an entry, or add a new one.

Publication date

Accepts a date in one of the following formats:

- YYYYMMDD
- bcYYYYMMDD
- ccYYYYY
- cdYYYYY

If the date is not known, select one of the options in the drop down menu.

Publication time

Accepts a time in one of the following formats:

- HHMMSSSS
- HHMMSSSSshhmm
- HHMMSSSSZ

Edition

The version of the publication.

Geospatial data presentation form

The format or media used to present the data. Select one of the options from the drop down menu, or enter a an FGDC-approved alternative. If you enter an alternative, it will be saved in the current field, but will not be added to the list for later selection.

Other citation details

Additional information to help users easily access and use your data.

Online linkage

The URL of the online resource where the data is published. Use the most specific URL possible so users will not have to hunt around for it on a web site or server. Use [the Record Navigator](#) on page 1247 to locate, add, or delete URLs.

Series Information

Series name

If the data is part of a series, enter the name of the series.

Issue identification

If the data is part of a series, enter the issue number.

Publication Information

Publication place

The city in which the data was published. If the name is not unique, include the state or province, and country as well.

Publisher

The name of the person or organization that published the data.

Large Work Citation

Larger work citation

If the data is part of a large work with several data sets that require their own citation information, click Detail to launch an empty Citation Information Editor. You can continue to do this for as many data sets as necessary.

FGDC Field ID	Field Title	Short Name	Data Type
8.4	Title	title	String
8.1	Originator	origin	String
8.2	Publication date	pubdate	Date/time
8.3	Publication time	pubtime	Date/time

FGDC Field ID	Field Title	Short Name	Data Type
8.5	Edition	edition	String
8.6	Geospatial data presentation form	geoform	String
8.9	Other citation details	othercit	String
8.10	Online linkage	onlink	URL
8.71	Series name	sername	String
8.72	Issue ID	issue	String
8.81	Publication place	pubplace	String
8.82	Publisher	publish	String
8.11	Larger work citation	lworkcit	Various

Time Period Information Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.



[To edit a compound metadata element](#) on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

FGDC Field ID	Field Title	Short Name	Data Type
9.1	Single date/time	sngdate	Compound
9.1.1	Calendar date	caldate	Date
9.1.2	Time of day	time	Time
9.2	Multiple dates/times	mdattim	Compound
9.3	Range of dates/times	rngdates	Compound
9.3.1	Beginning date	begdate	Date
9.3.2	Beginning time	begtime	Time
9.3.3	Ending date	enddate	Date
9.3.4	Ending time	endtime	Time

Contact Information Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.



[To edit a compound metadata element](#) on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

Contact information is part of the Distribution section of the FGDC specification. The Distribution section is conditional (mandatory if applicable). The requirements for individual elements and [compound elements](#) on page 1745 assume you are going to include contact information in your metadata. A requirement of mandatory in this context means that it is mandatory if you are including contact information.

FGDC Field ID	Field Title	Short Name	Data Type
10.1	Primary contact	cntperp	Select one of two choices
10.1.1	Person name	cntper	String
10.1.2	Organization	cntorg	String
10.3	Contact position	cntpos	String
10.4.1	Address type	addrtype	Menu choice
10.4.2	Address	address	String
10.4.3	City	city	String
10.4.4	State or province	state	String
10.4.5	Postal code	postal	String
10.4.6	Country	country	String
10.5	Contact voice phone	cntvoice	String

FGDC Field ID	Field Title	Short Name	Data Type
10.6	TDD/TTY tele- phone	cnttdd	String
10.7	Facsimile tele- phone	cntfax	String
10.8	E-mail address	cntemail	String
10.9	Hours of Service	hours	String
10.10	Contact instruc- tions	cntinst	String

Spatial Data Organization Information Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.

The Spatial Data Organization Information Editor is accessed from the [Metadata Editor](#) on page 1483. It provides an interface for you to explain which method/s you used to represent spatial information in the data set, and how the data is organized. It includes both direct and indirect spatial references. The fields in the Spatial Data Organization Information Editor accept metadata about the number and type of objects in your data set, the terminology set you use to describe the data, and other qualitative and quantitative information about the nature of the data.



To add records using the Record Navigator [metadata:record navigator;metadata:adding records;records \(... on page ?](#)
To edit a compound metadata element on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

Spatial Data Organization

The Spatial Data Organization section provides fields to explain how you describe your data in both direct and indirect terms. Indirect data describes the location of the spatial data, while direct data tells users how you visually represented the data in your resource.

Indirect spatial reference

Tells which method/s you used to identify geographic locations, whether they are formal methods, such as the Geographic Names Index system (GNIS) place names, Public Land Survey System (PLSS) locations, or Federal Information Processing System (FIPS) location codes; or less formal methods such as the name of a county, or a street address. These references do not include coordinates.

Direct spatial reference method

Select one of the following direct methods used to represent objects:

- Point
- Vector
- Raster

Point and vector object information

The type of vector or non-gridded point objects used in the data set, and how many there are. If the direct spatial reference method is either Point or Vector, select whether you use SDTS terms or VPF terms.

If you select either Point or Vector, the following fields are displayed:

- SDTS terms
- VPF terms
- VPF topology level
- Point and vector object type
- Point and vector object count

SDTS Terms/VPF Terms

This field name changes depending upon which terminology set you select.

SDTS terms description

Point or vector information that use terminology and concepts from Spatial Data Concepts, Part 1, Chapter 2, in Department of Commerce, 1992, Spatial Data Transfer Standard (SDTS) (Federal Information Processing Standard 173): Washington, Department of Commerce, National Institute of Standards

and Technology. The reference to the SDTS is used only as a name for the method used to describe the point and vector objects. This method is selected by default in the dialog box.

NOTE If you select one of the options, but later decide to select the other, close the Spatial Data Organization Information Editor and re-open it to reset the fields.

If you select SDTS terms, complete the following fields:

SDTS point and vector object type

The type of point or vector objects that you use to identify zero-, one-, and two-dimensional locations in the data set. Select one of the 26 items in the drop down menu.

Point and vector object count

The number of point or vector objects in your data set.

VPF terms description

If you select VPF terms, complete the following fields as many times as necessary. Use the Record Navigator to add new fields.

VPF topology level

How completely the topology is represented in the data set. This field becomes active if you select VPF terms. These levels are defined in the following publication: Department of Defense, 1992, Vector Product Format (MIL-STD-600006): Philadelphia, Department of Defense, Defense Printing Service Detachment Office. The reference to the VPF is used only as a name for the method used to describe the point and vector objects.

VPF point and vector object type

Select one of the following choices from the drop down menu:

- Node
- Edge
- Face
- Text

This is point or vector information that use the terminology and concepts defined in: Department of Defense, 1992, Vector Product Format (MIL-STD-600006): Philadelphia, Department of Defense, Defense Printing Service Detachment Office.

VPF point and vector object count

The number of point or vector objects in your data set.

Raster object information

If you select Raster as the direct spatial reference method, the following fields are displayed:

- Raster object type
- Row count
- Column count
- Vertical count

This describes the types of raster objects in the data set, and how many rows and columns they have for flat, rectangular objects; or the number of objects along the Z-axis (verticals) for three-dimensional, rectangular objects.

Raster object type

Select one of the four items from the drop down menu. This indicates the type of raster objects that you use to identify zero-, one-, and two-dimensional locations in the data set.

If the raster data is rectangular (you selected Point, Pixel, or Grid Cell) complete the following fields:

Row count

The number of object rows along the Y-axis of the raster.

Column count

The number of object rows along the X-axis of the raster.

If the raster data is rectangular and three-dimensional, complete the Vertical Count field.

Vertical count

The number of objects along the vertical Z-axis.

FGDC Field ID	Field Title	Short Name	Data Type
3.1	Indirect spatial reference	indspref	String
3.2	Direct spatial reference method	direct	Menu choice

FGDC Field ID	Field Title	Short Name	Data Type
3.3	Point and vector object information	ptvctinf	Compound
3.3.1.1	SDTS point and vector object type	sdtstype	Menu choice
3.3.1.2	Point and vector object count	ptvctcnt	Integer
3.3.2	VPF terms description	vpfterm	Compound
3.3.2.1	VPF topology level	vpflevel	Integer
3.3.2.2	VPF point and vector object information	vpfinfo	Compound
3.3.2.2.1	VPF point and vector object type	vpftype	Integer
3.4	Raster object information	rastinfo	Compound
3.4.1	Raster object type	rasttype	String
3.4.2	Row count	rowcount	Integer
3.4.3	Column count	colcount	Integer
3.4.4	Vertical count	vertcount	Integer

Horizontal Coordinate System Definition Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.

The Horizontal Coordinate System Definition section is conditional overall. The requirements for elements and [compound elements](#) on page 1745 within the definition assume that you are going to include it.



[To edit a compound metadata element](#) on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

FGDC Field ID	Field Title	Short Name	Data Type
4.1	Horizontal co-ordinate system	horizsys	Compound
4.1.1	Geographic	geograph	Compound
4.1.1.1	Latitude resolution	latres	Real number
4.1.1.2	Longitude resolution	longres	Real number
4.1.1.3	Geographic co-ordinate units	geogunit	Menu choice
4.1.2	Planar	planar	Compound

FGDC Field ID	Field Title	Short Name	Data Type
4.1.2.1.1	Map projection name	mapprojn	Menu choice
4.1.2.1.23.1	Standard parallel	stdparll	Real number
4.1.2.1.23.2	Longitude of central meridian	longcm	Real number
4.1.2.1.23.3	Latitude of projection origin	latprjo	Real number
4.1.2.1.23.4	False easting	feast	Real number
4.1.2.1.23.5	False northing	fnorth	Real number
4.1.2.1.23.6	Scale factor at equator	sfequat	Real number
4.1.2.1.23.7	Height of perspective point above surface	heightpt	Real number
4.1.2.1.23.8	Longitude of projection center	longpc	Real number
4.1.2.1.23.9	Latitude of projection center	latprjc	Real number
4.1.2.1.23.10	Scale factor at center line	sfctrln	Real number
4.1.2.1.23.11	Oblique line azimuth	obqlazim	Compound
4.1.2.1.23.11.1	Azimuthal angle	azimangl	Real number

FGDC Field ID	Field Title	Short Name	Data Type
4.1.2.1.23.11.2	Azimuth measure point longitude	azimptl	Real number
4.1.2.1.23.12	Oblique line point	obqlpt	Compound
4.1.2.1.23.12.1	Oblique line latitude	obqllat	Real number
4.1.2.1.23.12.2	Oblique line longitude	obqllong	Real number
4.1.2.1.23.13	Straight vertical longitude from pole	svlong	Real number
4.1.2.1.23.14	Scale factor at projection origin	sfprjorg	Real number
4.1.2.1.23.15	Landsat number	landsat	Integer
4.1.2.1.23.16	Path number	pathnum	Integer
4.1.2.1.23.17	Scale factor at central meridian	sfctrmer	Real number
4.1.2.2	Grid coordinate system	gridsys	Compound
4.1.2.2.1	Grid coordinate system name	gridsysn	Menu choice
4.1.2.2.2	Universal transverse mercator (UTM)	utm	Compound

FGDC Field ID	Field Title	Short Name	Data Type
4.1.2.2.2.1	UTM zone number	utmzone	Integer
4.1.2.2.2.3	Universal polar stereographic (UPS)	ups	Compound
4.1.2.2.2.3.1	UPS zone identifier	upszone	Menu choice
4.1.2.2.4	State plane coordinate system (SPCS)	spcs	Compound
4.1.2.2.4.1	SPCS zone identifier	spcszone	String
4.1.2.2.5	ARC coordinate system	arcsys	Compound
4.1.2.2.5.1	ARC system zone identifier	arczone	Integer
4.1.2.2.6	Other grid system's definition	othergrd	String
4.1.2.3	Local planar	localp	Compound
4.1.2.3.1	Local planar description	localpd	String
4.1.2.3.2	Local planar georeference information	localpgi	String
4.1.2.4	Planar coordinate information	planci	Compound

FGDC Field ID	Field Title	Short Name	Data Type
4.1.2.4.1	Planar coordinate encoding method	plance	Choose one of three
4.1.2.4.2	Coordinate pair	coordrep	Compound
4.1.2.4.2.1	Abscissa resolution	absres	Real number
4.1.2.4.2.2	Ordinate resolution	ordres	Real number
4.1.2.4.3	Distance and bearing	distbrep	Real number
4.1.2.4.3.1	Distance resolution	distres	Real number
4.1.2.4.3.2	Bearing resolution	bearres	Real number
4.1.2.4.3.3	Bearing units	bearunit	Menu choice
4.1.2.4.3.4	Bearing reference direction	bearrefd	Menu choice
4.1.2.4.3.5	Bearing reference meridian	bearrefm	Menu choice
4.1.2.4.4.	Planar distance units	plandu	Menu choice
4.1.3	Local	local	Compound
4.1.3.1	Local description	localdes	String

FGDC Field ID	Field Title	Short Name	Data Type
4.1.3.2	Local georeference information	localgeo	String
4.1.4	Geodetic model	geodetic	Compound
4.1.4.1	Horizontal datum name	horizdn	Menu choice
4.1.4.2	Ellipsoid name	ellips	Menu choice
4.1.4.3	Semi-major axis	semiaxis	Real number
4.1.4.4	Denominator of flattening ratio	denflat	Real number

Attribute Domain Values Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.



To edit a compound metadata element on page 1246



In the Display Manager, select a layer. Click Tools ➤ View Metadata.

FGDC Field ID	Field Title	Short Name	Data Type
5.1.2.4	Attribute domain values	attrdomv	Choose one of four

FGDC Field ID	Field Title	Short Name	Data Type
5.1.2.4.1	Enumerated domain	edom	Compound
5.1.2.4.1.1	Enumerated domain value	edomv	String
5.1.2.4.1.2	Enumerated domain value definition	edomvd	String
5.1.2.4.1.3	Enumerated domain value definition source	edomvds	String
5.1.2.4.2	Range domain	rdom	Compound
5.1.2.4.2.1	Range domain minimum	rdommin	String
5.1.2.4.2.2	Range domain maximum	rdommax	String
5.1.2.4.2.3	Attribute units of measure	attrunit	String
5.1.2.4.2.4	Attribute measurement resolution	attrmres	Real
5.1.2.4.3	Codeset domain	codesetd	Compound
5.1.2.4.3.1	Codeset name	codestn	String
5.1.2.4.3.2	Codeset resource	codesets	String

FGDC Field ID	Field Title	Short Name	Data Type
5.1.2.4.4	Unrepresentable domain	udom	String

Standard Order Process Editor (FGDC Metadata)

NOTE Information about each field is displayed at the bottom of the dialog box when you click in the field. Most of this information is quite robust, with detailed examples of best practices, and answers to frequently-asked questions.



To edit a compound metadata element on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

FGDC Field ID	Field Title	Short Name	Data Type
6.4.3	Fees	fees	String
6.4.4	Ordering instructions	ordering	String
6.4.5	Turnaround	turnaround	String
6.4	Standard order process	stdorder	Choose one of two
6.4.1	Non-digital form option	nondig	String
6.4.2.1.1	Format name	formname	Menu choice

FGDC Field ID	Field Title	Short Name	Data Type
6.4.2.1.4	Specification	formspec	String
6.4.2.1.2	Format version number	formvern	String
6.4.2.1.3	Format version date	formverd	Date
6.4.2.1.7	Transfer size	transize	Real number
6.4.2.2.1	Online option collection	onlinopt	Compound
6.4.2.2.1.1	Computer contact information	computer	Choose one of two
6.4.2.2.1.1.1	Network address	networka	Compound
6.4.2.2.1.1.1.1	Network resource name	networkr	String
6.4.2.2.1.2	Dialup instructions	dialinst	Compound
6.4.2.2.1.1.2.1	Lowest bps	lowbps	Integer
6.4.2.2.1.1.2.2	Highest bps	highbps	Integer
6.4.2.2.1.2.3	Number databits	numdata	Integer
6.4.2.2.1.1.2.4	Number stopbits	numstop	Integer
6.4.2.2.1.1.2.5	Parity	parity	Menu choice
6.4.2.2.1.1.2.6	Compression support	compress	Menu choice

FGDC Field ID	Field Title	Short Name	Data Type
6.4.2.2.1.1.2.7	Dialup telephone	dialtel	String
6.4.2.2.1.1.2.8	Dialup file name	dialfile	String
6.4.2.2.1.2	Access instructions	accinstr	String
6.4.2.2.1.3	Online computer and operating system	oncomp	String
6.4.2.2.2	Offline option collection	offoptn	Compound
6.4.2.2.2.1	Offline media	offmedia	Menu choice
6.4.2.2.2.2.1	Recording density	recden	Real number
6.4.2.2.2.2.2	Recording density units	recdenu	String
6.4.2.2.2.3	Recording format	recfmt	String
6.4.2.2.2.4	Compatibility information	compat	String

Responsible Party Editor (ISO Metadata)

Allows you to enter metadata for the Responsible Party compound element.

Related procedures:

- [To edit a compound metadata element](#) on page 1246

The Citation Editor (ISO Metadata)

Allows you to enter metadata for the Citation compound element



[To edit a compound metadata element](#) on page 1246



In the Display Manager, select a layer. Click Tools ► View Metadata.

Object Classification Dialog Boxes

28

MAPSELECTCLASSIFIED (Select Classified Objects command)

NOTE This functionality applies only to drawing objects.

Use this command to select all objects that have been classified with specific object classes.



To select objects in your current map, based on their object class on page 847



Click Edit ► Select Classified Objects.

Respond to the prompts:

Select objects

Do one of the following:

- Press Enter to select all classified objects.
- Enter the name of the object class whose objects you want to select. You can use wildcards to select multiple object classes. For example, enter r*

to specify all object classes whose name begins with "r". For more information on using wildcards, see [Wildcard Characters](#) on page 1278.

Objects classified with the specified object classes are selected.

MAPSELECTUNCLASSIFIED (Select Unclassified Objects command)

NOTE This functionality applies only to drawing objects.

Use this command to select all objects that have not been classified.



To select objects in your current map, based on their object class on page 847



Click Edit ► Select Unclassified Objects.

Unclassified objects are selected.

MAPSELECTUNDEFINED (Select Undefined Objects command)

NOTE This functionality applies only to drawing objects.

Use this command to select all objects that have been classified, but whose object class definition is not included in the object class definition file attached to the drawing.



To select objects in your current map, based on their object class on page 847



Click Edit ► Select Undefined Objects.

An object can be classified but not included in the object class definition file attached to the drawing if you classify the objects using one object class definition file, and then attach a different object class definition file that does not include a definition for this object class.

Undefined objects are selected.

Attach Object Class Definition File dialog box

NOTE This functionality applies only to drawing objects.

The object class definition file includes the set of object classes you will use with this drawing.

NOTE If the FILEDIA variable is set to 0, then this dialog box is not displayed and you can type the name of the file that you want to insert on the command line. For more information, see the AutoCAD help.



[To attach an object class definition file](#) on page 849

[To use object classification](#) on page 836



Click Setup ► Classification Tools ► Attach Definition File.

Look In

Select the drive and folder that contains the object class definition file.

File Name

Type or select the name of the object class definition file.

Files Of Type

Leave this set to Object Definition File.

Classified Property List dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to review the properties included in this object class definition and the settings for those properties.



[To define an object class](#) on page 112



Click Setup ► Classification Tools ► Define Object Class.

To change any settings, return to the Define Object Classification dialog box and select the property you want to edit.

Classify dialog box

NOTE This functionality applies only to drawing objects.

Assign an object class to selected objects.



[To assign an object class to an existing object](#) on page 843
[To create a classified drawing object](#) on page 842



Click Create ► Classify Objects.

Classification Name

Lists the object classes and the object types to which they can be assigned. Select the object class you want to assign to the objects.

Include Objects...

Classifies objects even if their property values do not meet the classification rules for this object. Property values that are out of range will be reset to

the default value for the property. If you clear this option, objects with out-of-range values are not classified.

Exclude Objects...

Does not classify objects that have another object class already assigned. If you clear this option, the existing object class is removed and the new one is assigned.

Classify Objects dialog box

NOTE This functionality applies only to drawing objects.

Apply the specified object class to the selected objects.



[To assign an object class to an existing object](#) on page 843

[To create a classified drawing object](#) on page 842



In Map Explorer, under Current Drawing, right-click an object class ► Create Classified Object.

Include Objects...

Classifies objects even if their property values do not meet the classification rules for this object class. If you clear this option, objects with out-of-range values are not classified.

Exclude Objects...

Does not classify objects that have another object class already assigned. If you clear this option, the existing object class is removed and the new one is assigned.

Color Range Editor dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify which colors to allow for this object class.



To specify a default value and a range for a property on page 116



Click Setup ► Classification Tools ► Define Object Class.

Click Add below the List Of Colors following your selection. All colors listed in the List Of Colors are valid colors for this object class.

Color Range

Allow Any Color

Accepts any color as valid for this object class.

Add A Specific Color

Adds a specific color to the List Of Colors.

In the Color list, select the color to include, or choose Select Color to display the Select Color dialog box, where you can select an index color, a true color, or a color book color.

Add A Range Of Colors

Adds a range of colors to the List Of Colors.

In the First Color list, select the color at the beginning of the range. In the Last Color list, select the color at the end of the range.

All colors whose index color number falls between the two selected colors are considered valid for this object class.

List Of Colors

Lists the colors currently included in the object class.

- To delete a color from the list, select the color and click Remove.
- To add a color to the list, choose Add A Specific Color or Add A Range Of Colors, and select the colors you want to add.
- To modify a color in the list, select the color in the list, choose Add A Specific Color or Add A Range Of Colors, and select the colors you want to add. Click Update.

Define Object Classification dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create a new object class definition or edit an existing definition.



[To define an object class](#) on page 112

[To set up object classification](#)[object classification:setting up](#)[Create a sample object that has all t...](#) on page ?

[To attach an object class definition file](#) on page 849



Click Setup ► Classification Tools ► Define Object Class.

The new object class definition is added to the current object class definition file. Users can use these object class definitions to create objects that automatically have the properties you define in this dialog box.

Class Name

Specifies the name for the object class. The name can include spaces, and is not case sensitive.

Description

Specifies the description for the object class.

Based On

Specifies that this object class will be based on an existing object class definition. All of the settings for the base object class are automatically included in this object class definition, and if you modify the base class, the modifications are included in this object class definition. You can add additional settings to this object class definition.

To select a base class, the base class must have the same create method as the class you are defining.

Use As Base Object Classification Only

Specifies that the current class can be used only as a base class. You will not be able to create an object using this object class.

The dialog box has the following tabs:

[Applies To](#) on page 1518

[Properties List](#) on page 1518

[Class Settings](#) on page 1520

[Feature Source Settings](#) on page 1520

Applies To

Object Types

Specifies the object types that may be tagged with this definition. Available object types are determined by the base class, if there is one, and the selected example objects.

TIP Select the most specific object type that applies to all objects in this object class. For example, if all the objects will be circles, select `AcDbCircle`.

Properties List

Available Properties

Specifies the properties that will apply to all objects created with this object class. Available properties are based on the objects selected in the drawing, the base class, if one is selected, and the object types selected on the Applies To tab.

(Note that if no properties appear, you need to first select an object type on the Applies To tab.)

Select a check box to include the property in the object class. Highlight a property to view or change its attribute values.

If this object class is based on another object class, you cannot clear a check box for a property that is assigned in the "based on" class.

Property Attributes

Specifies the settings for each property.

To change the value for Type, Range, Default, Visible, or Read Only, click on the value.

Type

For properties that you've created, set the data type. Specify Integer, Real, Text String, 3D Point, or Yes/No. For other properties, the type is set automatically and can't be changed. (For information on creating a new property, see [New Property](#) on page ? below.)

Range

Specify the allowable values for this property. This allowable range is used in the following situations:

- When users classify an existing object with this object class definition.

- When users use the Object Class tab of the Properties palette to edit property values for an object classified with this object class definition.

In each case, the value for the property must fall within this range.

For many properties, such as color, lineweight, line type, plot style, and layer, you can select from a list of available values. To display the list, click on the value you want to change. Click [...] to display a dialog where you can specify the range.

When specifying the range values, keep these points in mind:

- To enter a list of values for the range, separate each value with a comma, for example, 15,25,35, or Paved,Gravel,Dirt. To enter a continuous range, use square brackets around the first and last value, for example, [2,8].
- When specifying integers, you can specify values between -2147483628 and +2147483627 (32-bit signed integer).
- To specify a lineweight, enter the decimals as integers. For example, to specify a lineweight of 0.13, enter 13.
- To delete a range, enter two dashes ("--").

Default

The default is used when an object has a value assigned that is out of the range. This can happen if the value is assigned before the object is classified or if the object is edited outside the Object Class tab. As soon as the object is selected when the Object Class tab is active, the value will be reset to the default.

When specifying the default for properties such as color, lineweight, line type, plot style, and layer, you can select from a list of available values. To display the list, click on the value you want to change. Click the down arrow to display a list of available value, or click [...] to see additional choices.

Visible

Specify whether the property should appear on the Object Class tab of the Properties palette. You may want to turn visibility off if you want a property set to a single value that users can't edit. In this case, set both the range and the default to the same value.

Read Only

Controls whether the property of a classified object is editable on the Object Class tab. If this is set to Yes, the value is displayed in gray.

To view attribute settings for all selected properties, click Show List.

New Property

Displays the [New Property dialog box](#) on page 1523, where you can add a new property to the Available Properties list.

The new property appears in the Properties palette and can be edited in the same way as other properties.

Show List

Displays the [Classified Property List dialog box](#) on page 1514, which lists all the selected properties and their attribute settings. This is a convenient way to check your properties before you save the definition.

Class Settings

Show Object Class In Map Explorer

Displays the object class name in Map Explorer. When this option is cleared, this object class name is hidden in Map Explorer.

Class Icon

Selects the bitmap to use for this object class in Map Explorer.

Be sure the location you specify is available to everyone who will use this object class definition file. If you store the object class definition file on the network, it's a good idea to store the bitmaps in the same location.

Use Standard Icon

Displays the standard icon for the object class in Map Explorer. When this option is cleared, you can choose the icon you want to display.

Create Method

Specifies the object to create when creating a new object in this object class. You can select only objects that are appropriate for the object type you selected on the Applies To tab.

Select None if you don't want to specify a create method for this object class. This is useful for base classes, where each subclass may specify a different create method.

In the Geometric Settings table, specify any additional parameters to set when creating objects in this object class.

Feature Source Settings

Specify how to treat linked data when you add an object to a feature source.

Move my linked data to Feature Source

When you add an object with linked data to a feature source, the data from the linked data source is copied to the feature source.

Keep my data linked in Feature Source

When you add an object with linked data to a feature source, the link is copied to the feature source.

Layer Range Editor dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify which AutoCAD layers to allow for this object class.



[To specify a default value and a range for a property](#) on page 116



Click Setup ► Classification Tools ► Define Object Class.

You can choose from a list of all AutoCAD layers in the current drawing.

Layer Range

Allow Any Layer

Accepts any AutoCAD layer as valid for this object class.

Choose Specific Layers

Accepts only specific AutoCAD layers for this object class. In the Layer list, select the AutoCAD layers to include.

Linetype Range Editor dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify which linetypes to allow for this object class.



[To specify a default value and a range for a property](#) on page 116



Click Setup ► Classification Tools ► Define Object Class.

You can choose from a list of all linetypes in the current drawing.

Linetype Range

Allow Any Linetype

Accepts any linetype as valid for this object class.

Choose Specific Lintypes

Accepts only specific lintypes for this object class. In the Linetype list, select the lintypes to include.

Lineweight Range Editor dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify which lineweights to allow for this object class.



[To specify a default value and a range for a property](#) on page 116



Click Setup ► Classification Tools ► Define Object Class.

Lineweight Range

Allow Any Lineweight

Accepts any lineweight as valid for this object class.

Choose Specific Lineweights

Accepts only specific lineweights for this object class. In the Lineweight list, select the lineweights to include.

New Object Class Definition File dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create an object definition file.



[To create a new object classification file](#) on page 120

[To set up object classification](#) on page 109



Click Setup ► Classification Tools ► New Definition File.

The object class definition file includes information on how to create each of the object classes you've defined. Only definitions in the object class definition file attached to a drawing can be assigned to objects in the drawing or used to create new objects.

NOTE To create a new object class definition file, you must have [Alter Object Class privileges](#) on page 75.

Look In

Select the drive and folder where you want to store the object class definition file.

File Name

Type a name for the new object class definition file.

Files Of Type

Leave this set to Object Definition File.

NOTE If the FILEDIA variable is set to 0, then this dialog box is not displayed and you can type the name of the object class definition file that you want to create on the command line. For more information, see the AutoCAD help.

New Property dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create a new property for the object class.



[To define an object class](#) on page 112



Click Setup ► Classification Tools ► Define Object Class.

Property Heading Category

Specify a category for the new property.

Property Name

Specify a name for the new property.

When you close this dialog box, the new property will appear in the Properties List of the Define Object Classification dialog box. If you add this new property to the current object class definition file, the property will appear on the Object Class tab of the Properties palette.

Plotstyle Range Editor dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify which plotstyles to allow for this object class.



[To specify a default value and a range for a property](#) on page 116



Click Setup ► Classification Tools ► Define Object Class.

You can choose from a list of all plotstyles in the current drawing.

Plotstyle Range

Allow Any Plotstyle

Accepts any plotstyle as valid for this object class.

Choose Specific Plotstyles

Accepts only specific plotstyles for this object class. In the plotstyle list, select the plotstyles to include.

Object Data Dialog Boxes

29

Attach Object Data dialog box

NOTE This functionality applies only to attribute data that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to view the fields in the table and to view or edit the values for those fields.



[To attach data to an object](#) on page 876



Click Create ► Attach/Detach Object Data.

- The Object Data Field area lists the fields in the table and the values for those fields. To change any value, highlight the value, type the new value in the Value box, and press Enter. When you finish updating values, click OK.

Attach/Detach Object Data dialog box

NOTE This functionality applies only to attribute data that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to add data to an object data table and attach that data to an object, or to detach existing data from an object.



[To attach data to an object](#) on page 876



Click Create ► Attach/Detach Object Data.

Table

Lists all the tables in the current drawing. Select the table containing the data fields to attach.

Object Data Field

Lists all the data fields in the selected table and the current value for each field.

Note that if two attached drawings have a table with the same name, AutoCAD Map 3D recognizes only the fields defined in the first drawing you activate.

To change the value to attach, highlight the field and type a new value in the Value box.

Value

Displays the default value for the selected field.

To specify a different value, type a new value in the box.

Attach to Objects <

Returns to your map, where you can select the objects to attach the data to.

Detach from Objects

Returns to your map, where you can select the objects to detach.

All data from the selected table is removed from the objects.

Overwrite

Overwrites any existing values for this table with the new values.

If the box is not selected, the object will have two values assigned for the data fields in the table.

Select the box when you want only one set of values attached to the object, as when specifying a pipe diameter or a desk height. Deselect the box if you want the object to have multiple sets of values assigned to it, as when specifying software installed on a computer or types of plants in a landscape section.

Define

Displays the Define Object Data dialog box, where you can create new tables or modify existing tables.

To attach data to an object, select a table and review or change the default values. Click Attach To Objects <. When you finish selecting objects in your drawing, AutoCAD Map 3D creates a record for each object and attaches the records to the objects.

If you selected Overwrite, the new record replaces any existing record from this table. If you don't select Overwrite, the object can have more than one record from the table.

To detach data, select a table. Click Detach From Objects. When you return to your map, select all the objects you want to detach the data from.

Edit Object Data dialog box

NOTE This functionality applies only to attribute data that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to view and edit object data.



[To modify an object data table](#) on page 182



Click Setup ► Define Object Data.

- To view data from a different table, select the table from the list.
- To view data for a different object, click Select Object <.
- To change a value, enter a new value in the box and press Enter. You must have Edit Drawing privileges to edit object data. See [User Administration dialog box](#) on page 1653

Table

Lists all tables that have data attached to the selected object.
Select a table to view or edit.

Object Data Field/Value

Displays the field values for the selected object.
If the object has more than one record from the selected table, use Next, Prior, First, and Last to view the other records.

Nested Data

Determines whether the values displayed are for the nested object, or only for its parent object.

- If the box is selected, the Object Data Field/Value list shows information for just the selected object.
- If the box is not selected, the Object Data Field/Value list shows information for the parent object. If the object has more than one parent object, select one from the list.

Value

Displays the current value for the selected field.
To change the value, enter a new value in the box and press Enter.

Select Object <

To view and edit data for another object, click Select Object < , and select a new object.

Insert Record

Attach a new record from this table to the object. The record contains the current values for each field.

Delete Record

Remove the record from the object.

Rename Table dialog box

NOTE This functionality applies only to attribute data that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to rename the selected table.



[To modify an object data table](#) on page 182



Click Setup ► Define Object Data.

The table name cannot include spaces.

Before you rename a table:

- All source drawings that use the table should be attached and active.
If a drawing is not attached and active, the table will not be renamed for that drawing.
- Do not perform a Draw mode query.
If you have already performed a Draw mode query since you opened the current drawing, you must save the objects back to their source drawings or close the current drawing and reopen it.

If you change a table name, be sure to update any queries that reference the table.

Select Link Template Key dialog box

NOTE This functionality applies only to attribute data that you use with drawing objects. It does not apply to a feature source or to attribute data you use with a feature source.

Use this dialog box to select the fields from the current object data table to use as key fields in the database table.



To open a linked database table on page 456



Click Edit ► More External Record Options ► View Linked Table.

Method area

Select the method for setting key fields.

Reference Existing Fields

Use existing fields as key fields.

If you select this option, select the fields to use in the Existing Fields area.

Generate Key Field

Create a new field to use as the key field.

If you select this option, specify a name for the field in the Generate Key area. When the database table is created, this field will contain a unique number for each record.

Existing Fields area

If you select Reference Existing Fields, select the fields to use as key fields.

- To specify a key field, select the field and click On.
- To deselect a key field, select the field and click Off.
- To change the name of a field, select the field, type a new name in the Rename box. Click Rename.

Generate Key area

If you select Generate Key Field, specify a name for the new field. The name must be different from other fields in the table.

Other Dialog Boxes

30

ADETEXTLOC (Map Labelpoint Location command)

Use this command to specify a new label point for an object.

An object's label point is used as the reference point when you add text to an object during property alteration. By default, the label point is the centroid of the object. Use this command to specify a different label point.

Respond to the prompts:

Select object:

Use any object selection method.

Pick new text location <X,Y>:

Enter new X and Y coordinates, separated by a comma.

To use this label point when inserting text during a property alteration, choose LABELPT from the Insert Point list in the Define Text dialog box.

AutoCAD Map Messages dialog box

This dialog box displays information and error messages.

To view additional information about a message, select the message and click Show Log File.

The dialog box has the following windows:

Messages

Briefly explains the error.

Message details

Displays additional details about the error, and the code associated with it.

Browse/Search dialog box

Use this dialog box to display preview images of drawings, open drawings, and search for files. Use the browser to search for files across multiple directories on a single drive or on multiple drives.

The Browse tab displays small bitmap images of drawings in the specified directory. You can sort the preview images by file type.

Browse tab

File Name

Displays the name of the currently selected drawing.

Directories

Displays the names of the directories on the current drive.

Drives

Displays the names of the available drives.

List Files of Type

Specifies file types to browse for, including drawing files (DWG), drawing interchange format files (DXF), and drawing template files (DWT).

Size

Changes the size of the preview images. The options are Small, Medium, and Large.

Network

Displays the Map Network Drive dialog box (a Windows system window) for connecting to networked drives

Search tab

Files

Displays a list of files that meet the search criteria.

Search Pattern

Specifies a pattern to search for in file name, based on file type. For example, you can enter floor* to search for all files that begin with "floor" and are of the file type specified.

This option handles wild-card characters in the following way: if the search string does not contain path separators, the search attempts to match either the full path or just the file name portion of the path.

File Types

Specifies the types of files for which the system searches.

Date Filter

Controls whether the system searches forward or backward from the specified time or date.

Time

Specifies the time from which the system searches forward or backward.

Date

Specifies the date from which the system searches. The specified date must be 1/1/80 or later

Search Location

Specifies which drives and paths the system searches.

Drive

Lists all currently attached drives.

All Drives

Lists all local hard drives, including removable and network drives.

Path

Lists directories.

Open

Opens the selected file.

Search

Begins searching for the named file according to the search location information. Changes to Stop Search once the search begins.

Create Centroids dialog box

Use the Create Centroids dialog box to create centroids in the middle of selected closed polylines or polygons, and move any object data or SQL link data from the closed object to the centroid.

When you use this feature, AutoCAD Map 3D checks that the selected polygons and closed polylines are clean; that is, that the lines do not intersect each other, and that the closed object has an area greater than 0. Centroids are created with a Z value of 0.

If the closed object has holes, the centroid will be placed in the center of the enclosed area, regardless of whether it falls within a hole or not. For a 'figure eight' polygon, AutoCAD Map 3D will create one centroid.

Create Centroids In

Select the polylines or polygons for which you want to create centroids.

All Closed Objects

Create centroids for all polygons and closed polylines.

Selected Only

Create centroids only for selected polygons and polylines. Click Select Objects or Quick Select to select the polylines and polygons.

Creation Options

Specify where to create the centroids and what point or block to use for centroids.

Create on Layer

Specify the layer for the new centroids. Click the down arrow to select from a list of layers in the drawing. If the layer you want is not listed, it may be frozen or locked. To create the centroids on a new layer, click Create On Layer.

Create Using

To create centroids as points, select ACAD_POINT. To create centroids using an existing block, click the down arrow and select the name of the block.

Related procedures:

- [To create centroids for polygons and closed polylines](#) on page 749

Data Expression dialog box

Select a data location.

Attribute

To use data in an attribute, select Attribute. Select the attribute from the Attributes list. To view attributes in a different block, select the block from the Blocks list.

Object Data

To use data in an object data table, select Object Data. Select the field from the Object Data Fields list. To view fields in a different table, select the table from the Tables list.

Database Link

To use data in link data stored on an object, select Database Link. Select the column from the Key Columns list. To view columns in a different link template, select the link template from the list.

Define New Object Data Table dialog box

Use this dialog box to create a new object data table or to modify an existing table.

- To add a data field, enter a new Field Name in the Field Definition section. Enter the information for the new data field. When you finish, click Add.
- To edit an existing field, select it from the Object Data Fields list. Edit the information in the Field Definition section. When you finish, click Update.

Table Name

If you are modifying an existing table, the name of the table appears in the box.

If you are creating a new table, enter a name for the table. A table name cannot include spaces. It must start with an alphanumeric character.

NOTE Do not use a table name that is already used in another drawing, unless this table will have the same field definitions as that table. If two source drawings have tables with the same name but different definitions, AutoCAD Map 3D uses the table definition in the first drawing that is activated, and data from the second table is not available.

Object Data Fields

Use the Object Data Fields area to select a data field to update or to delete a field.

The Object Data Fields list displays all data fields in the selected table.

Note that if two source drawings have a table with the same name, AutoCAD Map 3D recognizes only the fields defined in the first drawing you activate.

- To edit a data field, select its name in the list. Information about the field appears in the Field Definition section. Change any information. Click Update.
- To delete a field, select its name in the list. Click Delete.
- To delete all the fields in the list, click Delete All.

Field Definition

Use the Field Definition area to change information about an existing field or to specify information for a new field.

To change information about an existing field, select its name in the Object Data Fields list. Information about the field appears in the Field Definition area. Change any information. Click Update.

To add a new field, enter a new name in the Field Name box. Enter information about the field. Click Add.

NOTE Before you add a field to an existing object data table, be sure all drawings that use this table are attached and active. Objects in active drawings are automatically updated to include the new field and are assigned the default value for the field. If an object that uses this table is not in an active drawing when the table is modified, the data attached to the object is not modified.

Field Name

Enter a name for the data field.

The name cannot contain any spaces. It must start with an alphanumeric character.

Type

Select a data type.

Integer

An integer between -2,147,483,648 and 2,147,483,647

Character

Any characters, up to 132 characters

Point

Three real numbers separated by commas representing the X, Y, and Z values of a point

Real

A real number between -1.7E308 and 1.7E308

If you select Integer, numbers are rounded to the nearest whole number.

Description

Enter a description for the data field.

This description appears in the Object Data Fields list.

Default

Specify a default value for the data field.

The value must match the data type you selected above.

Enter the value you will use most often when you assign this data field to an object.

Before you modify a table

- All source drawings that use the table should be attached and active.
If a drawing is not attached and active, the table definition will not be updated for that drawing. If two source drawings have tables with the same name but different definitions, this operation affects the table definition in the first drawing that is activated, and data from the second table is not available.
- Do not perform a Draw mode query.
If you have already performed a Draw mode query since you opened the current drawing, you must save the objects back to their source drawings or close the current drawing and reopen it.

You can modify newly defined tables until you perform a save operation (either saving objects back to source drawings or saving the current drawing). Once you perform a save operation, the table can be modified only by a Superuser. Use the [User Login dialog box](#) on page 1656 command to log in as a Superuser, or contact your system administrator.

Related procedures:

- [To create an object data table](#) on page 180

Define Object Data dialog box

Use this dialog box to create object data tables and data fields. Object data tables store information about the objects in your drawings.

Create an object data table by entering a name for the table and defining the fields in the table.

Table list

Lists all tables in the current drawing.

To view the object data fields in a table, select the table name from the list.

Object Data Fields

Lists the fields in the selected table.

Note that if two source drawings have a table with the same name, AutoCAD Map 3D recognizes only the fields defined in the first drawing you activate.

To view Field Definition information for a field, select the field.

Field Definition

Displays the values for the selected field.

Field Name

displays the name of the field.

Data Type

displays the type of information that can be entered in the field.

Description

displays the description assigned to the field.

Default

displays the default value assigned to the field.

To change any values, click Modify.

New Table

Display the Define Object Data Table dialog box, where you can create a new table and define new object data fields.

Modify

Display the Modify Object Data Table dialog box, where you can modify the selected table and define or delete object data fields.

You can modify newly defined tables until you perform a save operation (either saving objects back to source drawings or saving the current drawing).

Once you perform a save operation, the table can be modified only by a Superuser. Use the MAPLOGIN command to log in as a Superuser, or contact your system administrator.

Rename

Display the Rename Table dialog box, where you can enter a new name for the selected table.

NOTE If you rename a table, be sure to update any queries that call that table.

Delete

Delete the selected table.

NOTE If any data from this table is attached to objects, the data is deleted from those objects when you remove the table.

Before you delete a table

- All source drawings that use the table should be attached and active. If a drawing is not attached and active, the object data from the table is not removed from that drawing.
- Do not perform a Draw mode query.

If you have already performed a Draw mode query since you opened the current drawing, you must save the objects back to their source drawings or close the current drawing and reopen it.

This dialog box displays information about the tables in your drawing.

Some of the tables on this list contain information that AutoCAD Map 3D needs. If you select one of these needed tables, you cannot change the information or remove or rename the table. You can view the information.

Related procedures:

- [To create an object data table](#) on page 180

Generate Data Links dialog box

If you have text in your drawing that matches information in a table, use this dialog to automatically create links based on the matched information. You can create links to an external database table or to an object data table stored with the current drawing.

Select a linkage type. Set options for that type. After you click OK, you are prompted to select the blocks, text, enclosed blocks, or enclosed text.

NOTE You cannot create links to objects on layers that are locked, frozen, or turned off.

Block

If you are creating links to blocks or enclosed blocks, select the name of the block.

Keys and Tags

For each key field in the link template, select a tag from the block attribute. You can assign a tag to only one key field. (If you are creating links to enclosed text, skip this step.)

Use Insertion Point as Label Point

Select to use the insertion point of the text or block as the default label point for the object.

Table/Link Template

Select the table or the link template for the database table containing the matching data. The complete record is linked to the object.

- If you link data from blocks or enclosed blocks to an object data table, the attribute data is linked only if attribute tags match field names in the table.
- If you link data from blocks or enclosed blocks to an external table, use the Data Links area to specify which attribute tags correspond to the key fields.
- If you link data to text or enclosed text, you must select a table with only one field or a link template with only one key field. The remaining controls are grouped in the following areas:

Data Links

Specify whether you are linking to object data or an external database.

Create Object Data Records

Create records in an object data table stored with the current drawing. These new records are attached to the objects.

Create Database Links

Create links to an external database table. Select a Database Validation option to specify whether to link only to existing records or to create new records.

Linkage Type

Select a linkage type.

After you click OK, you are prompted to select the blocks, text, enclosed blocks, or enclosed text.

Blocks

Create links from block attribute data. The links are created on the blocks themselves.

Text

Create links from text. The link data is stored on the text object.

Enclosed Blocks

Create links from block attribute data. The links are created on the polyline that encloses the block. Blocks that are not enclosed by a polyline are not linked.

Enclosed Text

Create links from text that lies within a closed polyline. The links are created on the closed polyline that encloses the text. Text that is not enclosed by a polyline is not linked.

Database Validation

If you are creating links to an external table, select a validation option.

None

Create links without checking the database.

Link Must Exist

Create a link only where the text or attribute tag value matches an existing record's key field value. If you are creating links to an Excel spreadsheet, the selected link template must point to a named range and not to a worksheet.

Create If New

Create a new record in the table if no existing record matches. The new record will have the key field values filled in, but other fields will be blank.

Related procedures:

- [To automatically attach data to objects](#) on page 878
- [To automatically link records to objects using text or block attribute data](#) on page 460

New Layer dialog box

The new layer name may not contain any of the following characters.

< > / \ : ? * | , = " ` "

Related procedures:

- [To import SDF 2 files](#) on page 326
- [To create centroids for polygons and closed polylines](#) on page 749

Select dialog box

- To select an item, click on the item.
- To select a group of items, click on the first one. Hold down the Shift key while you click on the last one.
- To select additional items, hold down the Ctrl key while you click on each item.

When you finish selecting items, click OK.

Select Block dialog box

Click on the block to select it.

Click OK.

Select Blocks dialog box

Select the blocks you want by clicking on them.

When you finish selecting blocks, click OK.

Select Data dialog box - Query

This dialog box lists data in the current drawing. Select the type of data to include:

Attribute

The Attribute Tags list displays the attributes for the current block. To see the attribute tags for a different block, select the block from the Block list.

Object Data

The Object Data Fields list displays the data fields for the current table. To see the fields for a different table, select the table from the Table list. Note that if two source drawings have a table with the same name, AutoCAD Map 3D uses only the fields defined in the first drawing you activate.

Database Link

The Key Columns list displays the key columns for the current link template. To see the key columns for a different link template, select the link template from the link template list. Select the data value and click OK.

Related procedures:

- [To find sliver polygons when overlaying two topologies](#) on page 708

Select dialog box

Select from the list of available values.

Some types of values are available only if they are in an active drawing.

Related procedures:

- [To retrieve drawing objects based on their properties](#) on page 1030
- [To select an image by pressing Shift + left-click](#) on page 424
- [To find sliver polygons when overlaying two topologies](#) on page 708

Select Drawings to Attach dialog box

Use this dialog box to add source drawings to your current drawing set.

Select the file names of drawings to attach. Click Add. You can change the drive or folder and continue to add files to the Selected Drawings list. When you finish, click OK.

Look In

Select a drive alias from the list. AutoCAD Map 3D creates a drive alias for drive C. You must create drive aliases for all other drives that you use.



If the drive or folder you want is not listed, click Create/Edit Aliases to display the Drive Alias Administration dialog box where you define a new drive alias.



To open a preview window that displays a preview of the selected drawing, click Preview. In some instances, such as if a drawing is locked, the Preview window is blank.

File List

Lists all drawings in the current directory.

Filter

Use wild-card characters to filter the display of file names. For example, enter t* to view only file names starting with the letter t.

Add

Add the selected drawing names to the Selected Drawings list.

Remove

Remove the selected drawing names from the Selected Drawings list.

Selected Drawings

To use these drawings, click OK.

You must have Alter Drawing Set privileges to attach and detach drawings. Change privileges using the [User Administration dialog box](#) on page 1653.

Related procedures:

- [Attaching Drawings](#) on page 144

Select Feature Classes dialog box

Select the feature classes you want by clicking on them.

When you finish selecting feature classes, click OK.

Select Features dialog box

Select the features you want by clicking on them.

When you finish selecting features, click OK.

Select Layer dialog box

Select the layer you want by clicking on it

Click OK.

Select Layers dialog box

Select the layers you want by clicking on them.

Select Property dialog box

Select the property and click OK.

Related procedures:

- [To alter retrieved objects based on their properties](#) on page 1050

Select SQL Column dialog box

To see the columns for a different link template, select the link template from the list.

Select the column you want and click OK.

Select Table Dialog Box (MAPIMPORT: Object Data)

This dialog box was used to select an object data table from the list of all object data tables in the current drawing during an import procedure. It has been discontinued. Instead, use one of the following procedures or commands.

- **Related procedure:**
 - [To import data from other formats](#) on page 318
 - [To import from Arc/INFO](#) on page 332
 - [To import from MapInfo MIF/MID](#) on page 337
 - [To import SHP data](#) on page 334
- **Related command:**
 - Click File ► Create DWG From ► Map 3D Import.

Select Table Dialog Box (MAPIMPORT: Database Table)

This dialog box was used to select a database table from the list of all tables in the current drawing during an import procedure. It has been discontinued. Instead, use one of the following procedures or commands.

- **Related procedure:**
 - [To import data from other formats](#) on page 318
 - [To import from Arc/INFO](#) on page 332
 - [To import from MapInfo MIF/MID](#) on page 337
 - [To import SHP data](#) on page 334
- **Related command:**
 - Click File ► Create DWG From ► Map 3D Import.

SQL Expression dialog box

Select a column in an external database.

To see columns from a different database table, select the link template for the table from the Link Templates list.

In most cases, the Link Template list includes only link templates for active source drawings. If the link template you want is not listed, be sure it is defined

in the source drawing, and the appropriate data source is attached and connected.

If you are using a command that involves topology, the Link Template list includes only link templates for the drawing where the topology is loaded. If you loaded the topology from source drawings, the list displays link templates defined in the source drawing; if you loaded the topology from the current drawing, the list displays link templates in the current drawing.

Polygon Object Dialog Boxes

31

MAPPOLYLINETOPOLYGON (Convert Polylines to Polygons command)

Use this command to convert an existing closed polyline to a polygon.



[To convert polylines to polygons](#) on page 826

Respond to the prompts:

Select objects:

Select the polylines to convert. Press Enter.

Each closed polyline in the selection set is converted into a polygon. If the polyline belongs to a group, only the first (outermost) polyline in the group is converted. Other polylines in the group are copied into the polygon as additional boundaries. The polygon is automatically rebalanced.

When objects are converted to polygons, they use the default color or hatch set by the [To change the default setting for importing polygons](#) on page 833.

MAPUSEMPOLYGON

Use this command to change the default setting for how polygon are imported.



[To change the default setting for importing polygons on page 833](#)

Respond to the prompts:

Enter new value for MAPUSEMPOLYGON:

Do one of the following:

- Enter ON to turn on the use of mpolygons. Polygons imported into AutoCAD Map 3D are created using the polygon object.
- Enter OFF to turn off the use of mpolygons. Polygons imported into AutoCAD Map 3D are creating using the polyline object.

MAPMPEDIT (Edit Polygon command)

Use this command to modify a polygon object.



[To add boundaries on page 819](#)

[To edit nodes on a boundary on page 820](#)

[To edit the fill property for the polygon object on page 821](#)

[To edit nodes on a boundary on page 820](#)



Click Modify ► Edit MPolygon.

You can add, delete, and move polygon boundaries, edit nodes, convert a boundary to an object, change a boundary type, change the fill color or pattern, and rebalance the polygon.

Respond to the prompts:

Select polygon:

Use any object selection method.

Enter an option [Add/Delete/Move/Edit/disConnect/Boundary type/Fill/Rebalance/eXit]:

Enter the letter of the option you want.

Add

Enter a to add a boundary to the polygon. Respond to the prompt:

Select new boundary:

Select the object to use as the new boundary. The object can be a polygon, rectangle, circle, or another mpolygon.

The new boundary is added to the polygon.

Delete

Enter d to delete a boundary from the polygon. Respond to the prompt:

Select boundary:

Select the boundary to delete from the current polygon. If it is a complex polygon, you can select additional boundaries. When you finish, press Enter.

The selected boundaries are deleted from the polygon. Enter r to rebalance the polygon.

Move

Enter m to move a boundary. Respond to the prompts:

Select boundary:

Select the boundary to move. If it is a complex polygon, you can select additional boundaries. When you finish selecting boundaries, press Enter.

Select Basepoint or displacement:

Select the starting point for the move.

Specify second point of displacement or <use first point as displacement>:

Select the ending point for the move.

The selected boundaries are moved according to the distance and direction between the basepoint and the second point of displacement.

Edit

Enter e to edit a boundary. Respond to the prompts:

Select boundary:

Select the boundary to edit.

Enter a node editing option [Next/Previous/Remove/Insert/Move/eXit]:

Enter the letter of the option you want.

- Enter n to move to the next node.
- Enter p to move to the previous node.
- Enter r to remove the current node. You cannot remove a node if the resulting new line would cross another boundary in the current polygon.
- Enter i to insert a node before the current node. Note that you cannot insert a node if the resulting new line would cross another boundary in the current polygon.
- Enter m to move the current node. You cannot move a node so that the current boundary crosses another boundary in the current polygon.
- Enter x to exit node-editing mode.

disconnect

Enter c to disconnect a boundary from the polygon, but preserve the boundary object. Respond to the prompt:

Select boundary:

Select the boundary to disconnect.

The boundary is deleted from the polygon, but remains in the drawing as a polyline or circle object.

If you disconnect a boundary that has nested boundaries, all the nested boundaries are also disconnected.

Boundary type

Enter b to change the boundary type for a boundary. Respond to the prompts:

Select boundary:

Select the boundary whose type you want to change.

Enter boundary type [Outer/Inner/Annotation] <Outer>:

Enter o to make the selected boundary an outer boundary, enter i to make it an inner boundary, or enter a to make it an annotation boundary. Annotation boundaries behave the same as inner boundaries, but have no effect on area calculations.

Fill

Enter f to change the fill for the polygon. This displays the [Polygon Fill Properties dialog box](#) on page 1558, where you can select a hatch pattern or a gradient fill.

Rebalance

Enter r to rebalance the polygon. The polygon is rebalanced so the nesting order follows an alternating outer/inner/outer order.

Undo

Enter u to undo the last action.

eXit

Enter x to exit the mapmpedit command.

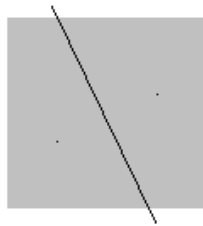
MPSPLIT (Split Polygon command)

Use this command to split an existing polygon object into two new polygon objects. The original polygon object is deleted.



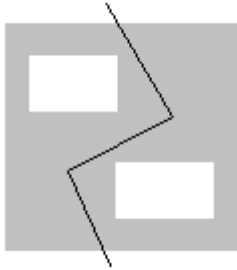
[To split a polygon object](#) on page 824

You can draw a new line to split the polygon, or you can selecting an existing line.

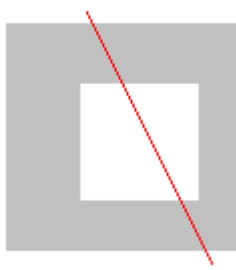


The existing polygon is split into two new polygons.

If the polygon has internal boundaries, your split line must not cross one of the internal boundaries, nor can it touch one of the vertices of an internal boundary.



This split is allowed.



This split is *not* allowed because it crosses an internal boundary.



This split is *not* allowed because it touches one of the vertices of the internal boundary.

You can choose to copy data from the original mpolygon to the two new mpolygons, or you can delete the data.

Respond to the prompts:

Select the mpolygon to split:

Use any object selection method.

Would you like to Draw or Select the line for split? [Draw/Select]:

Enter the letter of the option you want.

Draw

Enter d to draw the line. Respond to the prompts:

Specify start point or [eXit] <eXit>:

Select the starting point for the divider line.

Specify next point or [Arc/Undo]:

Do one of the following:

- Select the next point for the divider line.
- Enter a to draw an arc. For more information on drawing arcs, see the AutoCAD help.
- Enter u to undo the last action.

When you finish drawing the line, press Enter.

Select

Enter s to select an existing polyline to use as the dividing line. Respond to the prompts:

Select objects:

Select the polyline you want. When you finish selecting polylines, press Enter.

Would you like to copy data from the original mpolygon to the split mpolygons? [Yes/No]:

Do one of the following:

- Enter y to copy object data or external database links from the original mpolygon to both of the new mpolygons.
- Enter n to delete the data.

Create Polygons From Topology dialog box

Use this dialog box to create polygons directly from a polygon topology.



[To convert a polygon topology to polygons](#) on page 829



At the Command prompt, enter `maptopologytopolygons`.

Name

Select the topology to convert. Click Load Topology to select and load the topology if you need to.

Layer

Select the layer on which you want to place the converted polygon(s). Click Layer Settings to create a new layer and set its properties.

Group Complex Polygons

Create a single polygon from nested polygons in the topology.

Copy Object Data From Centroid

Copy object data from the topology polygons to the new polygon objects.

Copy Database Links From Centroid

Copy database links from the polygons to the new mpolygon objects.

Polygon Fill Properties dialog box

Use this dialog box to specify the fill color and pattern to use for polygon objects. You can choose from a variety of colors including true colors and colors from imported color books. You can also define the pattern type, pattern properties, and attributes for hatch, solid, and gradient fill.



[To edit the fill property for the polygon object on page 821](#)



Click Modify ► Edit MPolygon.

The dialog box has the following tabs:

The Hatch tab defines the appearance of the hatch pattern (or solid color) to be used to fill polygons.

The Gradient tab defines the appearance of the gradient fill to be used to fill polygons.

Hatch tab

Pattern Type

Sets the pattern type. Choose one of the following:

- Predefined — Specifies a predefined pattern.
- User Defined — Creates a pattern of lines based on the current linetype in your drawing.
- Custom — Specifies a pattern that is defined in any custom PAT file that you have added to the search path.

Pattern Name

Lists the available predefined patterns. AutoCAD Map 3D stores the selected pattern in the HPNAME system variable. The Pattern option is available only if you set Type to Predefined. Click [...] to display preview images for all predefined patterns at once.

Angle

Specifies an angle for the hatch pattern relative to the X axis of the current UCS.

Scale

Expands or contracts a predefined or custom pattern.

Relative To Paper Space

Scales the hatch pattern relative to paper space units. Using this option, you can easily display hatch patterns at a scale that is appropriate for your layout. This option is available only from a layout.

Fill Color

Click the down arrow to select from a list of colors. To choose from a greater variety of colors, including true colors and colors from imported color books, choose the Select Color Option.

Gradient tab**One Color**

Specifies a fill that uses a smooth transition between darker shades and lighter tints of one color.

Two Color

Specifies a fill that uses a smooth transition between two colors.

Color Swatch

Specifies the color for the gradient fill. Click [...] to display the Select Color dialog box, where you can select an AutoCAD Index color, true color, or color book color.

Shade and Tint Slider

Specifies the tint (the selected color mixed with white) or shade (the selected color mixed with black) of a color to be used for a gradient fill of one color.

Centered

Specifies a gradient configuration that is symmetrical. If this option is not selected, the gradient fill is shifted up and to the left, creating the illusion of a light source to the left of the object.

Angle

Specifies the angle of the gradient fill. The specified angle is relative to the current UCS.

Gradient Patterns

Select one of the nine fixed patterns for gradient fills.

For more information on setting hatch options, see the AutoCAD help.

Printing and Publishing Dialog Boxes

32

Create Map Book/Edit Map Book dialog box

Use this dialog box to specify the data to use to create or edit a map book.



[To create a map book](#) on page 1151

[To edit map book settings](#) on page 1157



Click Map ► Map Book.

Expand a node in the left pane of the dialog box to specify the necessary information on the right

Source node

Create a map book from a display or model space. If your map contains drawing objects, you can specify Model Space to include all the objects, or Map Display to include only objects you've added in Display Manager.

- Select Map Display to publish a display map that you created in the Display Manager.
- Select Model Space to publish objects in model space.

Sheet Template node

Click the heading Sheet Template to specify a template file and layout to use. Indicate whether to include a title block and adjacent sheet links. (You can include these only if you defined placeholders for them.)



If you include a title block, specify its name. If it isn't in the list, click to find it. If you include adjacent sheet links, specify the name of the file that represents the adjacent sheet.

By default, the scale factor is 1, meaning a scale ratio of 1:1.

Tiling Scheme node

Select the way to specify the area to publish. Click the heading Tiling Scheme to specify further information.

- By Area calculates the number of tiles based on the map scale and the size of the main viewport in the layout template. Specify a layer for the grid that forms the tile in your map book. If you defined a grid layer, choose it in the list. Otherwise, type a name for a new layer to contain the grid. Click Select area to tile and draw a rectangle for the area to include in the map book.
- By Number calculates the number of tiles based on the map scale, the size of the main viewport in the layout template, and the specified number of rows and columns. Specify the upper left corner and how many columns and rows to create. Be sure to preview the map book to see how much of the map is included when you use this tiling scheme.
- Custom generates the tiles from the closed polylines you select. Click Select Tiles and define the tiles. If you have already defined the tiles in a separate layer, you can use the layer manager to turn off other layers and window-select the tiles on your grid layer.

Naming Scheme node

Select the way to name the tiles.

- Columns And Rows names each tile with a column indicator and a row indicator, for example, A1.
- Grid Sequential numbers the first tile with a digit and augments each subsequent tile number by the increment you choose. Specify which order to go in and the increment between tile numbers.
- Sequential is designed for custom tiling schemes and numbers only the tiles you specified in your custom tiling scheme. Specify which order to go in and the increment between tile numbers.

- Data Driven lets you choose an expression for your naming scheme based on data in the map.

Key node

If you defined a keyview viewport, choose what to display in it. If you choose External Reference, specify the file to display in this viewport. If you specify Layers, specify which layers will appear in the keyview thumbnail. If you created a new grid layer under Tiling Scheme that you want to use in the Key node, you must click the layer icon at the top of the dialog box and type that name in the list.

If you specify Layers, choose a small subset of layers that help the viewer identify a specific area of the map. Too many layers will result in a crowded and hard-to-read thumbnail. This step is optional.

Legend node

Specify the source for a legend. If you created a display legend in Display Manager, choose Map Display. To use an area of your map as a legend, click Select Modelspace Bounds and select that area. This step is optional.

Sheet Set node

Specify whether to create a new sheet set for this map book or to make it a subset of an existing sheet set.

Map book sheet sets are based on AutoCAD sheet sets. For more information about AutoCAD sheet sets, type “create and manage a sheet set” on the Search tab of the help.

Identify Map Book Template Placeholders dialog box

Use this dialog box to specify the viewport and element placeholders in the sheet template layout.



To [identify layout placeholders](#) on page 1150



On the Map Book tab of the Task Pane, click Tools ► Identify Template Placeholders.

Layout Placeholders

Select the viewport or element to identify.

Select button

In your layout, select the viewport or element that corresponds to the item you selected in the Layout Placeholders list.

Map Book Properties dialog box

Use this dialog box to view basic properties of a map book.



[To view map book or tile properties](#) on page 1160



On the Map Book tab of the Task Pane, right-click the map book name. Click Properties.

NOTE Except for the name, these properties are strings used as field values in sheets. They do not change the actual properties of the map book. For example, if you change a property in this dialog box, the corresponding map book property does not change. However, if your layout template contains a text element with a field that references the property you changed, that text element will change.

Name

Identifies the map book name.

Scale

Identifies the scale used for the selected map book.

Orientation

Identifies the rotation orientation of the selected map book.

Coordinate System

Identifies the coordinate system, if one was specified.

Tile Count

Indicates the number of tiles in the selected map book.

Tile Properties dialog box

Use this dialog box to view basic properties of a map book tile.



To view map book or tile properties on page 1160



On the Map Book tab of the Task Pane, right-click a tile name. Click Properties.

NOTE These properties are strings used as field values in sheets. They do not change the actual properties of the tile. For example, if you change a property in this dialog box, the corresponding tile property does not change. However, if your layout template contains a text element with a field that references the property you changed, that text element will change.

Name

Identifies the tile name.

Adjacent Tiles

Identifies all tiles that are immediately adjacent to the selected tile.

Select Plot Set to Convert dialog box

Use this dialog box to select a plot map set that you want to convert to a map book.



To import a plot map set on page 1153



On the Map Book tab of the Task Pane, click New ► Map Book From Plot Set.

Map Information dialog box

Use this dialog box to specify the types of information to include when publishing to DWF™.



[To publish attribute data to DWF on page 1131](#)



Click File ► More Plotting Options ► DWF Publishing Options.

Publish Map Information

Specifies that the checked items in the list are included in the publish operation. If you clear the Publish Map Information box, the options remain checked, but they are not included in the publish operation. Check Publish Map Information again to include them.

Properties tree

Categories listed here vary, depending on the contents of your map. Expand a category to see its layers, and expand a layer to see its objects. If you select an item with sub-items, all the sub-items are automatically checked.

File icon

Specify the file for the properties.

Folder icon

Find a saved properties file to load.

NOTE If you assigned a coordinate system to your map, it is always included for each sheet in your published DWF file, unless you clear the Export Map Properties check box.

Plot Map Set dialog boxes

The Plot Map Set functionality has been replaced with the Map Books feature. While you can continue to use your existing map plot sets, we recommend that you import your plot sets into map books.



[To import a plot map set](#) on page 1153



On the Map Book tab of the Task Pane, click New ► Map Book From Plot Set.

Query Dialog Boxes

33

NOTE Query functionality applies only to drawing objects.

Alternate Font dialog box

Use this dialog box to specify a different font for the queried drawing object.



[Use these procedures to bring drawing objects into your map](#) on page 300



Click Setup ► More DWG Options ► Define Query.

The font specified for a queried drawing object cannot be found. Select an alternate font to use.

Change Category dialog box

Use this dialog box to assign queries to categories.



[To add a category to the query library](#) on page 168



Click Setup ► More DWG Options ► Query Library.

Current Category displays the name of the category the query is currently assigned to. (If you are changing the category for multiple queries, this area may be blank.) Select a category from the New Category list, and click OK. The query is reassigned to the new category.

You can assign a query to only one category.

Data Condition dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create or modify a data condition in a query.



[To retrieve drawing objects based on their object data](#) on page 1033



Click Setup ► More DWG Options ► Define Query.

A data condition searches data that you have attached to drawing objects.

Object Class / Object Properties / Database Link / Object Data / Attribute options
Select the data to query.

- To search data associated with a object class, select Object Class. Select an object class from the Class list. Select the property.
To search all subclasses of the selected object class, select Include Subclasses. If this option is not selected, only data in objects tagged with the selected object class is searched.
- To search data stored in custom objects, select Object Properties. When selected, you can choose from a list of all object types and properties defined either in all source drawings or in the current drawing, depending on whether the source or current drawing is queried.
To search all subclasses of the selected object type and/or property, select Include Subclasses. If this checkbox is cleared, the query will be limited.

It is recommended the user select Include Subclasses when running an Object Properties query.

- To search data in link data stored on an object, select Database Link. Select the link template from the Link Templates list. Select the key column. Note that this option searches only the link data stored on objects. To search the database table, use a SQL condition.
- To search data in an object data table, select Object Data. Select a table from the Tables list. Select the object data field.
Note that if two source drawings have a table with the same name, AutoCAD Map 3D recognizes only the fields defined in the first drawing you activate.
- To search data in a block attribute, select Attribute. Select a block from the Blocks list. Select the attribute tag.

NOTE The lists you select from (for example the Link Templates list and the Object Data list) display only the information available in the source(s) you are querying. For example, if you are querying database links in your source (attached) drawings, the Link Templates list will display only the link templates in your source drawings.

Operator list

Select an operator from the list.

Operator	Description
=	The value of the selected property or data is equal to the value you enter the Value box.
>	The value of the selected property or data is greater than the value you enter the Value box.
>=	The value of the selected property or data is greater than or equal to the value you enter the Value box.
<	The value of the selected property or data is less than the value you enter the value box.
<=	The value of the selected property or data is less than or equal to the value you enter the value box.

Operator	Description
<>	The value of the selected property or data is not equal to the value you enter the Value box.
NOTE If you are querying database link data, only the = (equals) operator is available.	

Value box

Specify the value to search for. You can use [Wildcard Characters](#) on page 1278.

To enter a value that includes a comma, such as an RGB color or a Colorbook color, enclose the value in double quotes, for example, "255,255,255" or "PANTONE(R) process coated,PANTONE Process Cyan C".

Define New Category dialog box

Use this dialog box to create a new category in the Query Library.



[To add a category to the query library](#) on page 168



Click Setup ► More DWG Options ► Query Library.

Enter a new name in the New Category Name box. Click OK. Category names cannot contain any spaces.

Define Query dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to define, modify, save, load, or execute queries.



[Defining Queries](#) on page 1006

[Querying Topologies](#) on page 1119



Click Setup ► More DWG Options ► Define Query.

The dialog box settings reflect the properties of the current query. If you change a setting, you modify the current query. If you load a query from the query library or from a file, you replace the current query.

Note the difference between pressing Execute Query and pressing OK:

Execute Query

Saves dialog box settings and executes the current query.

OK

Saves dialog box settings without executing. You also use this button if you are creating an element for the Display Manager.

NOTE You can set several query options. See the Query tab of the [AutoCAD Map Options dialog box](#) on page 1628.

Current query

This area shows the conditions in your current query. You can edit, group, or delete the conditions.

Current query list

Displays all conditions in the current query. If conditions have been grouped, the group is indented and enclosed within parentheses. (Conditions in a group are evaluated before conditions outside the group.)

- To edit a condition, select it. Click Edit.
- To group conditions, select the first and last condition that you want in the group. Click Group.
- To delete a condition, select it. Click Delete.

Edit

Edit the selected condition.

If you select more than one condition, Edit is unavailable.

You can also edit a condition by double-clicking it in the list.

Group

Group the selected conditions.

When you run the query, conditions inside the group are evaluated before conditions outside the group.

The easiest way to specify a group is to select the first and last conditions in the group and click Group. All conditions between the first and the last selected conditions are included in the group and enclosed within parentheses.

You can nest groups.

Ungroup

Ungroup the selected group.

To ungroup conditions, select the first or last condition in the group. Click Ungroup.

Delete

Deletes the selected query condition.

Clear Query

Delete all conditions in the list.

Clearing the query does not remove settings from the Set Property Alterations dialog box or from the Output Report Options dialog box.

Query type

Use this area to create conditions for your query.

And/Or/Not options

Determines how the condition is combined with other conditions.

And specifies that both conditions must be met for the object to be included in the query.

Or specifies that either condition can be met for the object to be included in the query.

And Not specifies that the first condition must be met and the second condition must not be met for the object to be included in the query.

Or Not specifies that either the first conditions can be met or the second condition cannot be met for the object to be included in the query.

Location

Display the [Location Condition dialog box](#) on page 1584, where you can define a condition based on the location of the object in relation to points you specify.

For example, search for all objects that fall inside a circle or that cross a line.

Property

Display the [Property Condition dialog box](#) on page 1589, where you can define a condition based on the object's properties.

For example, search for all objects on a specified layer, all objects of a certain color, or all text in a certain text style.

Data

Display the [Data Condition dialog box](#) on page 1570, where you can define a condition based on object data attached to an object.

For example, if you attach a field named Pipe Diameter to several objects, you can search for all objects where that field has a value of 10" or more.

For more information on defining and attaching data, see [Creating an Object Data Table](#) on page 180 and [Entering and Editing Object Data](#) on page 873.

SQL

Display the [SQL Link Condition dialog box](#) on page 1601, where you can define a condition based on the external data linked to an object.

For example, if you are trying to determine the best location for a new park and you have linked data from a table containing information about the households, you can search for all parcels where the household has young children.

NOTE Before you execute a query with a SQL condition, be sure the appropriate data source is attached and connected.

Query mode

In this area, specify the type of query to run. Note that if you are creating an element for the Display Manager, Draw is the only available option.

Preview

Preview the objects that match the query conditions, but don't actually pull the objects into the current drawing.

When you redraw the screen, the objects will be gone. Property alterations do not appear in a Preview mode query.

Draw

Get the objects that match the query and bring them into the current drawing. If you are creating an element for the Display Manager, gets the objects and adds them to the element.

If a property alteration has been defined, objects are modified as they are copied into the current drawing.

You must have Draw Query privileges to perform a draw query. See [To add a new user](#) on page 75.

Report

Execute the query and save the results in a report file.

To specify a template for the report, click Options to display the [Output Report Options dialog box](#) on page 1587.

Property alterations are not reflected in the report.

Options

Display the [Output Report Options dialog box](#) on page 1587, where you specify a template for the report. The Options button is available only if Report query mode is selected.

NOTE For topology queries, the Options button is available with both Draw and Report query modes.

Options

The Options area includes buttons for setting property alterations, saving the query so you can execute it later, loading a query you've previously saved, redrawing the screen, or setting options.

If you are creating a element for a display map, not all of the options are available.

Alter Properties check box

Determines whether the query executes the property alteration. If this is not selected, property alterations are ignored when you execute the query.

Alter Properties button

Display the [Set Property Alterations dialog box](#) on page 1598, where you specify how to modify objects that are found by the query.

Save

Display the [Save Current Query dialog box](#) on page 1596, where you save the current query so you can run it later.

Load

Display the [Load Internal Query dialog box](#) on page 1583, where you load a query that you've previously saved.

Redraw <

Redraw the screen to clear any previews.

Zoom Ext <

Display the [Zoom Drawing Extents dialog box](#) on page 1734, where you select any active drawings in your drawing set. AutoCAD Map 3D then zooms the screen to the extents of the selected drawings.

Drawings

Display the [Define/Modify Drawing Set dialog box](#) on page 1638, where you can change which drawings are attached to the current drawing, and which drawings are active for queries.

More

Display the Query tab of the [AutoCAD Map Options dialog box](#) on page 1628, where you change query options such as whether searches are case sensitive and whether to preview text as an insertion point.

Define Range Table dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create, rename, or delete range tables.



To [create a range table](#) on page 1057



Click Setup ► More DWG Options ► Define Query.

A range table specifies a range of actions to take depending on the actual value of object data or properties associated with drawing objects.

- For property alteration, specify different alterations for a property depending on the value of the property. For example, you could specify that all buildings under two stories be colored blue, all buildings two stories to ten stories be colored green, and all buildings above ten stories be colored red.
- For an output report, specify different actions to take depending on the value of the data. For example, you could specify that if a lot is valued at less than \$10,000, report the value in the Land Value A column of your database; if the lot is valued at over \$10,000, report the value in the Land Value B column.

You can create range tables and save them with the current drawing to use again.

Range Table area

Use this area to select an existing table, rename a table, create a new table, or delete a table.

Range Table list

Lists all tables in the current drawing.

To view tables, click the down arrow. Select the table you want.

Rename

Display the [Rename Range Table dialog box](#) on page 1595, where you can specify a new name for the current range table.

New

Display the New Range Table dialog box, where you can save the current table definitions to a new range table.

Remove

Remove the current range table.

Be careful not to delete a range table used by your queries.

Current Range Table Definition area

Use this area to view, edit, or delete rows in the range table.

Current Range Table Definition list

Displays all rows in the current range table.

To edit or delete a row, select the row and click Edit or Delete.

Edit

Copy the selected row to the Condition section of the dialog box, where you can modify it.

When you finish modifying the condition, click Add To List to update the row in the Current Range Table Definition list.

Delete

Delete the selected row.

Clear List

Delete all rows from the current range table.

Expressions in the Current Range Table Definition list are evaluated from top to bottom, that is, in the order you enter them. As soon as one condition is evaluated as TRUE, AutoCAD Map 3D stops evaluating, ignores the remaining expressions, and returns the value associated with the TRUE condition in the range table.

For example, assume you enter the following expressions:

If < 0 Return: Low

If < 15 Return: Medium

If < 30 Return: High

If < 45 Return: Very High

With a value of 20, the first condition evaluates to FALSE because 20 is not less than 0. The second condition also evaluates to FALSE since 20 is not less than 15. However, the third condition evaluates to TRUE since 20 is less than 30, and the value returned by the range table is High. The last condition, although TRUE, is ignored.

Condition area

Use this area to edit an existing row, or to create a new one.

- To edit an existing row, select the row in the Current Range Table Definition list and click Edit. When you finish, click Update.
- To create a new condition, select an operator, specify an expression and a return value, and click Add.

Operator list

Select an operator from the list.

Operator	Description
=	The value of the selected property or data is equal to the value you enter the Value box.
>	The value of the selected property or data is greater than the value you enter the Value box.
>=	The value of the selected property or data is greater than or equal to the value you enter the Value box.
<	The value of the selected property or data is less than the value you enter the value box.
<=	The value of the selected property or data is less than or equal to the value you enter the value box.
/=	The value of the selected property or data is not equal to the value you enter the Value box.

Operator	Description
OTHERWISE	Specify the action to take none of the preceding conditions are met.If you include an OTHERWISE condition, it must be at the end of the list.

Expression Value box

Enter a simple expression.

If an object matches the value of this expression, the object is affected by the return value.

Return Value box

Specify a return value for this condition.

The return value specifies what happens if the object matches the expression.

Enter a value or a simple expression. Do not enter a compound expression.

Add

Add the current condition to the Current Range Table Definition list.

Update

Update the selected condition in the Current Range Table Definition list with the current condition.

Define Text dialog box

Use this dialog box to specify text to add to all drawing objects found by the query.



[To define text location](#) on page 794

[To add text to retrieved drawing objects](#) on page 1062



Click Create ► Map Labelpoint Location.

Click Setup ► More DWG Options ► Define Query.

Text Value

Specify the text to add.

You can enter the text, or choose a variable by clicking Expression.

- If you enter text in the box, that text is added to each object.

- If you choose a variable, the text for each object is based on the value of the variable.

For example, if you choose the property Elevation, the elevation is added as text to each retrieved object.

If select a field from an object data table, the value in that field is added to each object. If an object does not have a record attached from the selected table, no text is added to the object.

Text Height

Specify a text height.

If none is specified, text uses the AutoCAD Map 3D default text height.

Insert Point

Specify an insertion point for the text.

Centroid

Insert text at the centroid of the object.

Labelpt

Insert text at the label point of the object.

The default location for the label point is the centroid of the object. To change the location of the label point, use the ADETEXTLOC command.

Justification

Specify the justification for the text. The list displays options for center, middle, and right, or combinations of these with top (T), middle (M), and bottom (B).

Text Style

Enter a text style, or click Styles to select from a list of styles in the active drawings.

Layer

Enter a layer for the text, or click Layers to select from a list of layers in the active drawings. If you enter a new layer name, the layer is created. To easily hide or delete text, insert it on its own layer.

Color

Specify a color for the text.

Enter a color name, or click Color Palette to select a color.

Rotation

Enter a rotation value. Enter 0 for no rotation.

For example, enter 90 to rotate objects 90 degrees in the current direction.
(Use the DDUNITS command to view or change the current direction.)

For each option, enter a value in the box, enter an expression or variable, or select a value. For information on expressions and variables, see [Expression Evaluator](#) on page 1283.

Hatch Options dialog box

Use this dialog box to add a hatch pattern to drawing objects found by the query.



[To fill queried drawing objects with a hatch pattern](#) on page 1067



Click Setup ► More DWG Options ► Define Query.

Pattern

Enter a hatch pattern, or click Patterns to select from a list of hatch patterns defined in the active drawings, or click Expression to use an expression to specify the hatch pattern. If you leave the box empty, AutoCAD Map 3D uses a solid fill.

The box displays the selected hatch option. ISO hatch patterns are not displayed.

Scale

Specify a scale for the pattern. A small scale creates a smaller pattern and takes longer to display and print.

Rotation

Enter the rotation. Enter 0 for no rotation.

For example, enter 90 to rotate objects 90 degrees in the current direction.
(Use the DDUNITS command to view or change the current direction.)

Layer

Enter a layer for the hatch, or click Layers to select from a list of layers in the active drawings. If you enter a new layer name, the layer is created.

To easily hide or delete the hatch, insert it on its own layer.

Color

Specify a color for the hatch.

Enter a color name, or click Color Palette, and select a color.

For each option, enter a value in the box or enter an expression or variable. For example, to use a hatch pattern specified in the Hatch field of the Design object data table, enter :hatch@design. For information on expressions and variables, see [Expression Evaluator](#) on page 1283.

You can set an option to determine whether the hatch object created by this command is associative. See the Query tab of the [AutoCAD Map Options dialog box](#) on page 1628 and [To have hatch created by property alteration be associative](#) on page 223.

NOTE Use the DRAWORDER command to have objects appear on top of the hatch.

Load Internal Query dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to load a previously saved query.



To add a category to the query library: [query library:categories:queries:categories:for query...](#) on page ?

To edit a query saved with the current drawing on page 170



Click Setup ► More DWG Options ► Define Query.

Click Setup ► More DWG Options ► Query Library.

The definition of the loaded query appears in the Define Query dialog box. Depending on the options you specified when you saved the query, it may change the active drawings or load property alteration settings. You can modify the query or click Execute Query to execute the query.

Category list

Select a category to save your query in.

Use categories to organize queries. (When you run a query, you first select a category, and then see all the queries in that category.)

If you have only a few queries, you can save them all in the same category.

Queries list

Lists all the queries assigned to the selected category.
To load a query, choose it from the list. Click OK.

Selected Query display

Displays the name and description of the selected query.

Location Condition dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create or modify a location condition in a query.



[To retrieve drawing objects based on their location](#) on page 1027

[To edit a drawing query condition](#) on page 1043



Click Setup ► More DWG Options ► Define Query.

Click Setup ► More DWG Options ► Define Query.

A location condition finds drawing objects based on location relative to a specified boundary. You can specify whether objects must be completely inside the boundary or have any part inside the boundary.

For blocks or text objects, you can specify if their location is determined by their insertion point or their bounding box. For hatch, solid, and raster objects, you can specify if their location is determined by their area or their boundary. See the Query tab of the [AutoCAD Map Options dialog box](#) on page 1628.

Location Coordinates

Displays the coordinates for the current location condition.

Define <

Displays your current drawing, where you can specify the points to define the boundary.

Show <

Shows the boundary of the condition you are editing.

To change the colors used to display the boundaries, use the Query tab on the Autodesk Map Options dialog box.

Boundary Type

Select a boundary type.

All

Returns all objects in the active drawings.

Buffer Fence

Returns all objects within a specified distance from a fence.

Select a selection type. Click Define < to define the fence and the distance.

First Point Enter the X,Y coordinates of the first point of the buffer fence, or select the point.

Next Point Enter the X,Y coordinates of the next point of the buffer fence, or select the point. Press Enter when done entering points.

Bufference Width Enter the width of the buffer fence in the current unit.

Circle

Returns all objects in a defined circle.

Select a selection type. Click Define < to define the circle.

Center point Enter the X,Y coordinates of the center of the circle, or select the point.

Radius Enter a number in the current unit.

Fence

Returns all objects that cross a defined line.

Select a selection type. Click Define < to define the fence.

A fence does not need to be closed and can cross itself.

First Point Enter the X,Y coordinates of the first point of the fence, or select the point.

Next Point Enter the X,Y coordinates of the next point of the fence, or select the point. Press Enter when done entering points.

Point

Returns all areas that surround a selected point.

Click Define < to select the point.

Coordinates of Point Enter the X,Y coordinates of the point, or select the point.

Polygon

Returns all objects in a defined polygon.

The polygon can be any shape, but cannot cross or touch itself. If you don't close the polygon, AutoCAD Map 3D connects the final point to the first point to create a closed polygon.

Select a selection type. Click Define < to define the polygon.

First Point Enter the X,Y coordinates of the first point of the polygon, or select the point.

Next Point Enter the X,Y coordinates of the next point of the polygon, or select the point. Press Enter when done entering points.

Polyline

Returns all objects that cross an existing polyline.

Select a selection type, select a polyline mode. Click Define < to select the polyline.

Select Polyline Select a polyline, line, or arc. If you selected the Polygon polyline mode, you can select only a polyline.

Bufference Width Enter the width of the buffer fence in the current unit. (This prompt appears only if you select the Buffer Fence polyline mode.)

Window

Returns all objects in a specified window.

Select a selection type. Click Define < to define the window.

First Corner Enter the X,Y coordinates of the first corner of the window, or select the point.

Other Corner Enter the X,Y coordinates of the opposite corner of the window, or select the point.

Selection Type

Inside

Select to find only objects that are completely within the boundary.

Crossing

Select to find objects that are completely within or crossing the boundary.

NOTE When you perform location queries close to blocks or text objects, be aware that the bounding box for these objects can extend significantly beyond the extents of the objects. You can set an option to retrieve objects based on their bounding box or their insertion point. See [AutoCAD Map Options dialog box](#) on page 1628.

Polyline Mode

If you select a polyline boundary, select the mode to define the polyline border.

Polygon

Closes the polyline to create a polygon. If the polyline contains arcs, AutoCAD Map 3D connects the ends of the arcs with a straight line.

Fence

Returns all objects that cross the polyline.

Buffer Fence

Returns all objects within a specified distance from the polyline.

New Range Table dialog box

Use this dialog box to name a new range table.



[To create a range table](#) on page 1057



Click Setup ► More DWG Options ► Define Query.

Enter a name for the new range table.

Output Report Options dialog box

NOTE This functionality applies only to drawing objects. Reports will include information about drawing objects only.

Use this dialog box to specify the name for your report file, and to define a template for the file.



[To create a report template](#) on page 1220



Click Setup ► More DWG Options ► Define Query.

An output report lists information about drawing objects that were found by a query of an attached drawing file. This information can include properties (such as layer, color, or object type), data attached to the object, or data linked to the object from an external database. You set up expressions to limit the objects found to those that match specific criteria. For example, you can create a query that finds all structures larger than a certain size, and then prints a

report listing the object type and size. You can also include information from sub-objects.

To specify which information you want in the report, create a template.

Report Template area

Report Template list

Lists all expressions in the current template. New expressions are added to the bottom of the list, unless an expression in the list is selected, and then the new expression is added above that expression.

Edit

Select an expression in the Report Template list and click Edit to copy it to the Expression box, where you can modify it. When you finish modifying the expression, click Update.

Delete

Select an expression in the Report Template list and click Delete to remove it.

Clear List

Erases the entire report template.

Expression area

Use this area to create a new expression or to modify an existing one.

Expression box

Enter an expression to add to the template or edit an existing expression. To create an expression, specify the variable that represents the information to include in the report and click Add. To select from a list of available variables, click Expression.

Expression

Displays the [Expression dialog box](#) on page 1316, which lists all drawing object properties, object classes, object data, and external data in the drawing you are querying.

Range list

Displays the current range table. To see a list of all range tables defined in the drawing you are querying, click the down arrow.

Ranges

Displays the [Define Range Table dialog box](#) on page 1577, where you can create a new range table.

Add

Adds the current expression to the Report Template list.

Update

Updates the edited expression in the Report Template list.

Output File Name area

Lists the path and file name for the report.

Type a path and file name or click Browse to choose one.

Unless you specify otherwise, the file name extension is .txt. The output file is in text format regardless of the file name extension you use.

Process Sub-Objects

If this option is not selected, the output report contains information about the selected object, but not its component parts.

For example, select this option to print information for all points in a polygon. If the option is not selected, the output report will contain information for only the first point.

The following table shows the information included in a topology query, depending on whether you select Process Sub-Objects or not.

Topology type	Not selected	Selected
Node topology	Nodes	Nodes, objects, and object data
Network topology	Links	Links, start and end node data
Polygon topology	Centroids	Centroids, links, and nodes

Apply Transformation

If objects from the drawing you are querying have been transformed using a coordinate system transformation or a simple offset, scale, or rotate transformation, check this option to have the report query evaluate the transformed objects.

If this option is not selected, the report query evaluates only the untransformed objects in the drawing.

Property Condition dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create or modify a property condition in a query.



To retrieve drawing objects based on their properties on page 1030



Click Setup ► More DWG Options ► Define Query.

A property condition finds drawing objects based on a property, such as color, layer, length, or text style.

Select Property Area

Specify the property to search for.

Area

Returns objects based on their area.

Area only works on circles, ellipses, polylines, splines, regions, and solids.

It does not work on objects created from line segments. For example, Area will not work on a rectangle created of four separate lines.

Block Name

Returns objects based on their block name.

To select from a list of block names in the active drawings, click Values.

Color

Returns objects based on their color.

To select a color, click Values.

Elevation

Returns objects based on their elevation.

Elevation is the Z value from the XY plane where the object is defined.

Object Type

Returns objects based on their type.

To select from a list of types in the active drawings, click Values.

If an object type, does not appear on the list, it may be a custom object. To add a custom object to the list, run a command that will load the object's dbx.

NOTE To specify a polyline object type, enter 2Dpolyline or 3Dpolyline.

Group

Returns objects based on the groups they are members of.
To select from a list of groups in the active drawings, click Values.
The group is not maintained in the current drawing.

Layer

Returns objects based on their layer.
To select from a list of layers in the active drawings, click Values.

Length

Returns objects based on their length.

Linetype

Returns objects based on their linetype.
To select from a list of linetypes, click Values.
If the linetype is not loaded in the current drawing, the objects will appear with a CONTINUOUS linetype.

Text Style

Returns objects based on their text style.
To select from a list of text styles, click Values.

Text Value

Returns objects based on their text value.
To set an option for case-sensitive match for text values, use the Query tab of the [AutoCAD Map Options dialog box](#) on page 1628.

Thickness

Returns objects based on their thickness.
Thickness is the distance an object is extruded above or below its elevation.

Object Class

Returns objects based on their object classification.
To select from a list of object classes, click Values.
Select Include Subclasses to return all objects tagged with the selected object class and all objects tagged with any subclasses of the selected object class.
If the option is not selected, the query returns only objects tagged with the selected object class.

Lineweight

Returns objects based on their lineweight.
To select from a list of lineweights, click Values.

Plotstyle

Returns objects based on their plot style.

To select from a list of plot styles, click Values.

Operator list

Select an operator from the list.

=	The value of the selected property or data is equal to the value you enter the Value box.
>	The value of the selected property or data is greater than the value you enter the Value box.
>=	The value of the selected property or data is greater than or equal to the value you enter the Value box.
<	The value of the selected property or data is less than the value you enter the value box.
<=	The value of the selected property or data is less than or equal to the value you enter the value box.
<>	The value of the selected property or data is not equal to the value you enter the Value box.

If you have selected Layer, Object Classname, or Plotstyle as the property, = (equal) is the only available operator.

Value box

Specify the value to find.

To specify more than one value, separate each value with a comma. The query will find objects that match any of the values.

You can use wild-card characters for: Block Name, Object Type, Group, Layer, Linetype, and Text Style.

To select values from a list, click Values.

Values

Display a list of values defined for the property in any of the active drawings attached to this drawing.

Select the values you want from the list.

NOTE For topology queries, some of the options are different. For more information on querying a topology, see [To query a topology](#) on page 1119.

Query Library Administration dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to rename, create, or delete query categories, to move a query from one category to another, to change a query description, to attach queries from external files, or to delete queries you no longer use.



To add a category to the query library on page 168



Click Setup ► More DWG Options ► Query Library.

Category

Use this area to select, rename, create, or delete a category.

Category list

Lists all query categories in the current drawing.

Select the category you want. The Available Queries list updates to show all queries in the selected category.

Rename

Display the [Rename Category dialog box](#) on page 1595, where you rename the current category.

New

Display the [Define New Category dialog box](#) on page 1572, where you create a new category.

Remove

Delete the current category.

You can remove a category only if it has no queries assigned to it. To delete a category that still has queries in it, you must first delete the queries or assign them to new categories (by clicking Category).

Available Queries

Use this area to delete queries or assign them to new categories.

Available Queries list

Lists all queries in the current category.

To view additional queries, select a different category from the Category list.

Delete

Delete the selected queries.

Select All

Highlight all queries in the list.

Clear All

Remove the highlighting from all queries in the list.

Category

Display the Change Category dialog box, where you move the query to a different category.

A query can be assigned to only one category.

Selected Query

Use this area to add an external query to the current drawing, or to view information about the selected query in the Available Queries list.

To add an external query, select External from the Query Type list. (You may need to erase the query Name box first.) Specify the path and file name for the external query in the File Name box. Once the external query is found, you can modify its name or description. Click Add to add the query to the current category.

To modify information about an existing query, select it in the Available Queries list and change any information you want. When you finish, click Update. To assign a query to more than one category, copy the query by selecting it in the Available Queries list. Enter a new name for the query, click Add and assign the new query to a different category.

Name box

Specify a name for the query.

A query name must be unique in the current drawing.

Description box

Specify a query description.

File Name box

If the query is external, specify the path and file name for the file where the query is stored.

Query Type list

Specify internal (the query is stored with the current drawing) or external (the query is saved in a separate file).

Add

Add the query to the Available Queries list for the current category.

Update

Update the existing query in the Available Queries list.

Rename Category dialog box

Use this dialog box to rename a category in a Query Library.



[To add a category to the query library](#) on page 168



Click Setup ► More DWG Options ► Query Library.

The Current Category Name area displays the current name of the category. Enter a new name and click OK. Category names cannot contain any spaces.

All queries assigned to the previous category name are assigned to the new name. The old category name no longer exists.

Rename Range Table dialog box

Use this dialog box to rename a range table.



[To create a range table](#) on page 1057



Click Setup ► More DWG Options ► Define Query.

The Current Range Table Name area shows the current name for the range table. Enter a new name in the New Range Table Name box.

NOTE If you have any queries that use the current table name, edit those queries to use the new table name.

Run Library Query dialog box

Use this dialog box to run a query you saved to the Query Library.



To run a query from the Query Library on page 165



Click Edit ► DWG Query.

Select a query from the query library. Click Run Query. To view queries from a different category, select the category from the Category list. You can run queries that have been saved with the current drawing or external queries that have been added to the library.

Category list

Select a category to save your query in.

Use categories to organize queries. (When you run a query, you first select a category, and then see all the queries in that category.)

If you have only a few queries, you can save them all in the same category.

Queries list

Lists all the queries assigned to the selected category.

To load a query, choose it from the list. Click OK.

Selected Query display

Displays the name and description of the selected query.

Save Current Query dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to save your current query. Once a query is saved, you can run it again later.



To save a query on page 164



Click Setup ► More DWG Options ► Query Library.

Category List

Select a category to save your query in.

Use categories to organize queries. (When you run a query, you first select a category, and then see all the queries in that category.)

If you have only a few queries, you can save them all in the same category.

New Category

Display the Define New Category dialog box where you can create a new query category.

Name

Enter a name for the query. Query names cannot contain any spaces. Each query name must be unique.

Description

Enter a description for the query. Use a description that will help you remember the query when you look for it later.

Save to External File

Select this box to save the query to an external file instead of in the current drawing.

Specify a name for the file.

If you want the query description to appear in the current drawing query library, select Keep Reference In Library.

File name

Specify a name for the external file where you want to save the query. To select a different directory, click [...].

Each external query must be saved in a separate file.

Keep Reference In Library

If you save the query to an external file, use this check box to list the query description along with other queries in this drawing's query library.

Save List of Active Drawings

If this box is selected, the saved query specifies which drawings in the drawing set will be active when the query is executed.

If the box is not selected, the query searches whatever drawings are active when you execute the query.

Save Location Coordinates

If this box is selected, the coordinates for any location conditions are saved with the query.

If the box is not selected, you will need to specify the coordinates when you execute the query.

Save Alter Properties

If this box is selected, property alteration specified in the Set Property Alterations dialog box are saved with the query.

If the box is not selected, the property alterations are not saved with the query.

Auto Execute

If this box is selected, when you run the saved query, it is automatically executed.

If the box is not selected, the query is loaded as the active query, but is not executed until you click Execute Query in the Define Query dialog box.

If you save the query to an external file and do not keep a reference in the current drawing library, you do not need to provide a name or description for the query.

Set Property Alterations dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify how drawing objects found in a query will be modified as they are brought into the current drawing.



To modify objects as they are retrieved by a query on page ?



Click Setup ► More DWG Options ► Define Query.

You can alter object properties such as color, layer, block name, or thickness, or you can add text to objects. In addition, you can create a range table that modifies objects in different ways based on where they fall in a range of values.

Property alteration is a fast way to modify a group of objects. For example, make objects stand out in their source drawings by adding color or hatch, move a group of objects to a new layer, or add informational text.

NOTE To have a property alteration take effect, execute a Draw mode query. Property alterations do not work in Preview or Report mode queries.

To save property alterations back to source drawings, add the objects to the save set.

Current Property Alterations list

Lists all expressions in the property alteration list.

Edit

Copy the selected expression to the expression section of the dialog box, where you can modify it.

Delete

Delete the selected expression.

Clear List

Remove all expressions from the Current Property Alterations list.

Select Property area

Use this area to select the property to alter.

To change the color of retrieved blocks, the color of the components of the source drawing block must be BYBLOCK. Otherwise, the block retains its original colors.

Color alterations on a bitonal raster image affect both the image and the boundary. On multiple color raster images, the alteration affects only the boundary.

Properties

Select the property to alter.

Text

Display the Define Text dialog box, where you specify text to add, and its height, insertion point, justification, text style, layer, color, and rotation.

Hatch

Display the Hatch Options dialog box, where you specify the hatch to add.

Expression area

Use this area to create or modify an expression that defines how you want to alter a property on objects that are found by the query.

To modify an existing expression, select it in the Current Property Alterations list. Click Edit. When you finish modifying the expression, click Update.

To create a new expression, enter the expression in the Expression box. Use the Values, Property, Data, and SQL s to help you create the expression.

When you are done, click Add.

Each expression must list the property you want to modify, and how the property should be modified. To modify objects based on where they fall in a range of values, select an existing range table from the Range list, or create a new table using the Ranges.

Expression box

Enter the expression to add to the Current Property Alterations list.

Range list

Displays the current range table.

To see a list of all range tables defined in the current drawing, click the down arrow.

Ranges

Displays the [Define Range Table dialog box](#) on page 1577, where you can create a new range table.

Add

Adds the current expression to the Current Property Alterations list.

Update

Updates the edited expression in the Current Property Alterations list.

Values

For the property selected in the Select Property area, displays all values in the active drawings.

Expression

Displays the [Expression dialog box](#) on page 1316, which lists all properties, object data fields, and SQL link template fields in the active source drawings.

SQL Condition History dialog box

Use this dialog box to copy a condition to your current SQL query.



[To retrieve drawing objects based on linked SQL data](#) on page 1038



Click Setup ► More DWG Options ► Define Query.

This dialog box lists the SQL conditions specified in this drawing. Each line includes the link template and the condition.

To copy a condition from this list to your current SQL query, select the condition. Click OK.

Clear History

Remove all SQL conditions from the list.

To specify a maximum length for this list, use the Data Source tab of the [AutoCAD Map Options dialog box](#) on page 1628.

SQL Link Condition dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create or modify a SQL condition in a query.



[To retrieve drawing objects based on linked SQL data](#) on page 1038



Click Setup ► More DWG Options ► Define Query.

A SQL condition searches for objects based on data in an external database. (Use the Map Database commands to link external data to objects.)

NOTE Before you execute a query with a SQL condition, be sure the appropriate data source is attached and connected.

To create a SQL condition, specify the link template. Specify the column to check and the value for the column.

Build a SQL condition using this dialog box, or type a condition by choosing Type It.

Current SQL Condition area (SQL Link Condition)

This area displays the current SQL condition. You can add, delete, or edit any line in the condition.

Current SQL Condition list

Displays the current SQL condition.

If lines in the condition have been grouped, the group is indented. (Lines in a group are evaluated before lines outside the group.)

Edit

Copy the selected line to the Condition section so you can edit it.

Group

Group the selected lines.

Select the first and last lines that you want in the group. Click Group.

When you run the query, lines inside the group are evaluated before the rest of the condition.

Ungroup

Delete the parentheses from the selected line and from the matching ending or beginning line of the group.

Delete

Remove the selected line from the condition.

Clear All

Remove all lines from the current SQL condition.

Condition area (SQL Link Condition)

Use this area to edit an existing line in the condition or to add new lines.

To edit an existing line, select the line in the Current SQL Condition list. Edit the information in the Condition area. Click Update.

To add a new line, select the operator (And/Or/Not). Select a column and an operator and specify a value. Click Add Condition.

And/Or/Not options

Determines how the condition is combined with other conditions.

And specifies that both conditions must be met for the object to be included in the query.

Or specifies that either condition can be met for the object to be included in the query.

And Not specifies that the first condition must be met and the second condition must not be met for the object to be included in the query.

Or Not specifies that either the first conditions can be met or the second condition cannot be met for the object to be included in the query.

Column list

Select a column from the list.

The list displays columns from the current table.

Operator list

Select an operator from the list.

Operator	Description
=	The value of the selected property or data is equal to the value you enter in the Value box.
>	The value of the selected property or data is greater than the value you enter in the Value box.
>=	The value of the selected property or data is greater than or equal to the value you enter in the Value box.
<	The value of the selected property or data is less than the value you enter in the Value box.
<=	The value of the selected property or data is less than or equal to the value you enter in the Value box.
<>	The value of the selected property or data is not equal to the value you enter in the Value box.
IN	The value of the selected property or data matches any of the values you enter in the Value box. When you use the IN operator, you must enclose each value in single quotation marks, separate

Operator	Description
	the values with commas, and enclose the entire list in parentheses, for example, ('1','2','3').
IS NULL	The value of the selected property or data is empty. Do not enter a value in the Value box.
LIKE	The value of the selected property or data contains the value you enter in the Value box. Applies to string (character) data types only. Use the percent sign (%) as a wild-card character. For example, to retrieve all objects that have a value starting with B, choose the LIKE operator and enter B% in the Value box. For information on the wild-card characters supported by your database system, refer to the documentation for your database system software.

Value box

Specify the value to search for.

The value must match the data type of the column.

If the string you want to use contains a single quotation mark, you must precede the single quotation mark with another single quotation mark. For dates, use the format `TIMESTAMP'YYYY-MM-DD 00:00:00'`, for example, `TIMESTAMP'1993-06-20 11:24:00'`.

To use wild-card characters with string values, use the LIKE operator. For example, to retrieve all objects that have a value starting with B, choose the LIKE operator and enter B%. Refer to the documentation for your database software to see which wild-card characters are supported.

Add Condition

Add the condition line to the Current SQL Condition list.

The new line is added to the bottom of the list. If any line in the list is selected, the new line is added above it.

Update

Update the selected condition in the Current SQL Condition list.

Other Controls

Link template list

Select the link template that specifies the table containing the data to use for this query condition.

This list displays only the link templates available in the source(s) you are querying. For example, if you are querying source (attached) drawings, the list will display only the link templates in your source drawings. If you are querying the current drawing, the list will display only the link templates in the current drawing.

You can query only one link template in a SQL condition. To query a different link template, create a new SQL condition.

History

Display the [SQL Condition History dialog box](#) on page 1601, where you select from a list of SQL conditions you've previously added.

Type It

Display the [Type SQL Condition dialog box](#) on page 1605, where you type your SQL condition.

Type SQL Condition dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create or modify a SQL condition, if you are familiar with SQL.



[To retrieve drawing objects based on linked SQL data](#) on page 1038



Click Setup ► More DWG Options ► Define Query.

History

To modify a condition you've used previously, select it in from the list. The condition is copied to the Enter SQL Condition area, where you can modify it.

Link Template

Select the link template that specifies the table to use with this condition. The SQL condition tests information linked from this table to the queried objects. Because queries apply only to objects in active source drawing, this list displays only link templates in your source drawings.

Enter SQL Condition

To create a new condition, type it in the box.

SQL Condition Syntax

SQL has a strict grammatical structure and syntax. Here are some rules to follow when you define SQL statements.

- Character values (data type CHAR) must be enclosed in single quotation marks ('XXX').
- If the column has a data type of string or data, enclose the column name in double quotes. If the column has a numeric data type, do not enclose the column name in double quotes.
- Database values are case sensitive, but field (column) names are not.
- Do *not* end each statement with a semicolon (;) as in standard SQL syntax.
- For dates, use the format `TIMESTAMP'YYYY-MM-DD 00:00:00'`. For example: `"DATE">TIMESTAMP'1993-06-20 11:24:00'`
- Do *not* use AutoCAD Map 3D or DOS wild cards such as * or ? as part of column values or names.
- Do not use SQL keywords as identifiers. Examples of keywords are SQL commands and data types such as CHAR, GROUP, SQL, TABLE, USER, SECTION, BY, and CURRENT. Examples of identifiers are table and column names. For example, if you try to create a table with a column name of CURRENT, AutoCAD Map 3D displays an error message.

AutoCAD Map 3D supports standard SQL syntax as formally defined in the ANSI X3.135-1989 SQL standard.

Raster Image Dialog Boxes

34

MAPIFRAME (Image Frame command)

Use this command to turn on or off the display of frames.



[To display image frames](#) on page 426

Image Correlation dialog box

Use this dialog box to correlate an image within the drawing when you insert it.



[To insert a raster image](#) on page 391

[To correlate an image during insertion](#) on page 395



Click Create ► Insert an Image.

The Source tab displays correlation information from the selected correlation source. The Insertion tab shows how these settings apply to the current drawing.

Correlation Source list

You can select a correlation source for the image from this list. For example, if a resource or world file exists for the image, then it is displayed in this list.

Insertion Point area

Contains the insertion point (X, Y, and Z coordinates) for the lower-left corner of the image frame. On the Source tab, this information is in the units specified in the Units area at the bottom of the tab. On the Insertion tab, this information is in current drawing units.

Rotation box

Contains the amount of rotation in current drawing angle units for the image. This value uses the lower-left corner as the base point.

Scale box

Contains a scale factor for the image. A scale factor > 1 enlarges the image, while a scale factor
For example, to make the image twice as large, type 2 in the Scale box.

Density box

Displays the dots (or pixels) per unit for the image.

Units list

Select the units for the insertion point and density from this list. For example, if your image was scanned at 300 dpi, then select Inches as the unit.

Apply

Click Apply to secure the changes you have made to the insertion point, rotation, scale, and frame color.

Pick <

Click Pick (on the Insertion tab) to draw a frame for the image. For more information, see [To manually adjust the image frame during insertion](#) on page 396.

Frame Color box

Displays the current color for the image frame and for the foreground of a bitonal image. Usually, this is the current AutoCAD Map 3D color. However, when you insert a bitonal image, AutoCAD Map 3D first looks for the foreground color in the image header file or in a resource file. If it cannot find the color information, then the foreground color defaults to the current AutoCAD Map 3D color. To change the color, click Select (on the Insertion tab).

Image Information dialog box

Use this dialog box to view data about the selected images in your drawing.



[To display the Image Management dialog box](#) on page 405



Click View ► Imaging Tools ► Information.

File area

Displays the image name, where the image is stored, the file type, size, and date that it was created and modified.

Image area

Displays the image density, depth, width, height, and color type.

Object area

Displays the linetype and layer of the image frame.

Correlation area

Displays the insertion point, scale, and rotation of the selected image.

NOTE If you select more than one image, and the information varies for different images, then varies is displayed.

Image Management dialog box

Use this dialog box to view information about images in your drawing.



[To display the Image Management dialog box](#) on page 405
[Managing Raster Images](#) on page 404



Click Setup ► Image Management.

The Image Management dialog box displays the names of the images that are inserted into the drawing, the current display order, and other image information. Each image that is in your drawing, even if it is unnamed or a copy, is listed in this dialog box. To indicate copies, the dialog box numbers them in the following format: imagename:1, imagename:2.

The images are listed in display order. The image at the top of the list is displayed on top and drawn last. You can modify the image display order by clicking an image name and dragging it up or down in the list.

Image

The name of the image file.

File

The full path name for the image file.

Layer

The layer on which the image is located.

Created

The date that the file was created.

Density

Dots per inch that the image was scanned at. Synonymous with resolution.

Depth

Every pixel of an image has information associated with it that defines its color. The amount of information stored with each pixel is referred to as depth. The more information that is stored with each bit, the greater the number of colors that can be represented.

Type

The format type of the image.

Visible

The display status of the image.

Last Modified

The date that the image was last modified.

File Size

The file size of the image in bytes.

Layout

Click Layout to display the [Image Management Layout dialog box](#) on page 1611, where you can determine which topic columns are displayed and in what order they are displayed in the Image Management dialog box.

To view additional information about an image, select the image and right-click. Click Information to display the Image Information dialog box.

NOTE You can change the size and position of this dialog box. Any changes you make will be retained in future sessions.

Image Management Layout dialog box

Use this dialog box to control which topic columns are displayed and the order in which they are displayed in the Image Management dialog box.



[Managing Raster Images](#) on page 404



Click Setup ► Image Management.

Image Topics list

Select or clear the check box next to a topic to display or remove that topic column. You can also change the order of the topic columns by dragging a selected topic up or down.

Description area

Provides a brief description of the selected topic in the Image Topics list.

Image Select dialog box

Use this dialog box to control the selection of multiple images in your drawing.



[To select an image by pressing Shift + left-click](#) on page 424



Click Create ► Insert an Image.

You can select images by placing your cursor over them and pressing Shift + left-click. If you select more than one image, the Image Select dialog box is displayed.

List of images

Lists each image that you have inserted into the drawing. Each image that is currently selected is highlighted. Click an image name to select or deselect it.

Select All

Click to select all the images in your drawing.

Select None

Click to remove all selected images from the selection set.

Insert Image dialog box

Use this dialog box to insert raster images whose formats are not supported by Data Connect.



To insert a raster image on page 391



Click Create ► Insert an Image.

You can select one or more images to insert into a drawing. You can view information about an image and preview the image before you insert it.

NOTE If the FILEDIA variable is set to 0, then this dialog box is not displayed and you can type the name of the image to insert on the command line.

Look In

Select the drive and folder (or directory) that contains the image.

File Name

Type or select the name of the image or images to insert.

Files Of Type

From the list of available image formats, select the type of file that you want to display in the list.

Show Frame(s) Only

Select this option to insert only a frame placeholder for the image. The image is not loaded into memory and not displayed. This is useful if you are inserting a group of images and don't want to wait for each image to display. (To display the image later, select the image frame. Right-click the image frame ► Image ► Show Image.)

If this option is not selected, the image is loaded into memory and displayed as it is inserted.

Modify Correlation

Select this option to display the [Image Correlation dialog box](#) on page 1607 when you click Open. The Image Correlation dialog box lets you review and modify the correlation settings for the image. This option is not available if multiple images are selected. If you do not select this option, the image is inserted using its default correlation settings. Default settings are determined by searching for correlation data in the following order.

- 1 World file
- 2 Resource file (.res extension)
- 3 Tab files (.tab extension)
- 4 Image file
- 5 Defaults set in the Raster Extension Options dialog box

Information >>

Click this to display information about the image file and preview the image.

Raster Extension Options dialog box

Use this dialog box to configure options for raster images you insert with the Insert An Image dialog box.



[Setting Raster Image Options](#) on page 226



Click Setup ► Raster Options.

Configure raster image options using the following tabs:

Paths

Use the Paths tab to set the directory for resource files. Resource files store information about an image's insertion point, scale, rotation, and density. Resource files have the same base name as the raster image with an *.res* extension.

Resource File Directory

The directory where AutoCAD Map 3D searches for resource files. Click [...] to locate a directory. Note that this directory applies only to resource (*.res*) files and not to other correlation sources.

When you insert an image, AutoCAD Map 3D looks in the Resource File Directory path to see if there is a resource file associated with the image. If it locates a resource file, then you can select this file as the source of correlation information. If you leave the resource file path blank, then AutoCAD Map 3D searches the directory or directories from where the images were inserted.

Use Resource File Directory Before Using Image Directory

Informs AutoCAD Map 3D to search for resource files in the resource file directory before searching the image path stored in the drawing.

General

Use the General tab to set how frames are displayed, the display quality of images, image detach options, and the Shift + left-click setting.

Display Preferences

Image Frame list

Use this list to specify how AutoCAD Map 3D displays the image frames in your drawing. You can hide the frames by selecting Frames Off, you can have the frames appear in front of the images by selecting Frame Drawn Above Image, or you can have the frames drawn behind the images by selecting Frame Drawn Below Image.

Display Quality High

This option dithers the pixels onscreen so that the changes between shades and colors appears more gradual. This setting is recommended for color and grayscale images.

Display Quality Draft option

This option does not dither the pixels. This setting is recommended for bitonal images.

Image Detach Preferences

Ask Before Detach

Select this option to be prompted to detach an image if there are no more frames in the drawing that reference the image.

Always Detach

Select this option if you want AutoCAD Map 3D to automatically detach an image when you erase the image frames.

Never Detach

Select this option if you want AutoCAD Map 3D to keep the image attached, even if you erase the frames.

Shift + Left Click

Shift + Left Click Image Select

Select to be able to select images by placing your cursor over them and clicking the left mouse button while pressing Shift. This feature is very useful when you are zoomed in to the image and you cannot see the image frame.

Image Defaults

Use the Image Defaults tab to set correlation defaults. Most images have correlation data that is stored in the image file header, or in a resource file, World file, or tab file. However, some images may not have any correlation data. For those cases, you can specify default correlation data. In addition, if

the correlation source does not include information on the scale or the density, AutoCAD Map 3D uses the default values on this tab when inserting the image.

TIP Setting the correlation defaults can save you time if you have multiple images that require the same insertion point, scale, rotation, and density.

Insertion Values

X

Enter the default AutoCAD Map 3D X coordinate to define the lower-left corner of images.

Y

Enter the default AutoCAD Map 3D Y coordinate to define the lower-left corner of images.

Z

Enter the default AutoCAD Map 3D Z coordinate to define the lower-left corner of images.

Rotation

Enter a default rotation for images.

Scale

Enter a default numeric scaling factor for images.

For example, to make the image twice as large, type 2 in the Scale box.

Density

Density

Type a default density (or resolution) for images. You should set the this value to the most common density value at which your images are scanned.

Insertion Point and Density Units list

Select the default insertion point and density units for the images. For example, a common North American scanning resolution is 300 dpi (300 dots per inch). To set this value as your default density, type 300 in the Density edit box and select inches as the Units. If you insert images that have density value and density unit information stored in the correlation source, then these defaults are not used.

For an illustration of how to set the density value and units for an image, see [Setting Image Density](#) on page 398.

Memory

Use the Memory tab to specify the amount of memory (RAM) that AutoCAD Map 3D can use for images before using a temporary swap file. You can also define the location of the temporary swap file.

Temporary File Location

Temporary File Location

The location to use for your temporary swap file. Click [...] to locate a drive and directory. AutoCAD Map 3D uses this temporary swap file when the memory limit has been exceeded.

NOTE You must close and restart AutoCAD Map 3D for these settings to take effect.

RAM Settings

Physical RAM

This value is the amount of physical RAM in your system.

Memory Limit

The amount of RAM that AutoCAD Map 3D will use before creating a swap file.

NOTE Increasing the default amount may degrade your system's performance. Be sure to leave enough RAM for your operating system and other applications.

Default

Click to restore the memory setting to the default RAM amount, 25% of the total physical memory.

MB, KB, and Bytes

The units (megabytes, kilobytes, or bytes) used for defining the Memory Limit.

Transparency Color dialog box

Use this dialog box to specify the color that should appear transparent in the image.



[To make an image transparent](#) on page 431



Click Setup ► Raster Options.

Click Select and pick a color on the image. When transparency is turned on, the selected color is transparent.

Setting transparency color is available only if the image is loaded and the Raster Extension is loaded. To load the image, select the image, then right-click the image frame ► Image ► Show Image. To load the Raster Extension, choose a Raster Extension command.

NOTE The transparency color is stored in the drawing as an AutoCAD Map 3D custom object. If you send the drawing to other users, they can see the transparency color only by opening the drawing in AutoCAD Map 3D or Autodesk Raster Design. If they open the drawing in AutoCAD, they see a message that AutoCAD cannot reference the custom object and will not display the transparent color.

Saving Objects Dialog Boxes

35

ADEREMOBS (Remove Objects from Save Set command)

Use this command to unlock selected locked objects in the current drawing and remove them from the save set.



[To remove objects from the save set and unlock the objects](#) on page 631



Click File ► Drawing Save Set Options ► Remove Items from Save Set.

Respond to the prompts:

Erased/<Select>:

Enter e to remove all objects that have been erased from the current drawing.
Enter s or press Enter to select individual objects.

Select objects:

Use an object selection method to select the objects to unlock and remove from the save set. Press Enter when you finish.

Press Enter to confirm.

Objects that are locked in their source drawings are unlocked so that other users can edit them. They are removed from the list to be saved back to source drawings.

Any changes made to the objects in the current drawing still exist in the drawing. To save these changes to a new file, click File menu ► Save As.

Objects that were erased from the current drawing remain erased from the drawing, but they will not be erased from source drawings.

ADESELOBJS (Select Objects for Save Back command)

Use this command to add objects the save set and lock the objects.



To add objects to the save set and lock the objects on page 624



Click File ► Drawing Save Set Options ► Add Items to Save Set.

If object locking is on, adding an object to the save set locks the object to prevent anyone else from editing it while you are using it. When an object is locked, other users can view it, but they cannot edit it.

Respond to the prompts:

Add objects to save set: Select/<allNew>:

Enter s to individually select objects, or press Enter to add all objects created since opening the current drawing.

Select objects:

Use an object selection method.

If you plan to edit more than one object, lock them all at the start of your editing session. That way, no other users can modify or lock them before you get to them.

If an object is on a locked layer in the source drawing, you cannot add it to the save set. If you are working in paper space, you cannot add objects to the save set.

Objects in the save set are saved to source drawings when you use the [Save Objects to Source Drawings dialog box](#) on page 1621 command.

ADESHOWOBS (Show Objects in Save Set command)

Use this command to highlight all objects in the current drawing that are marked to be saved to source drawings.



[To view objects in the save set on page 625](#)



Click File ► Drawing Save Set Options ► Show Items in Drawing Save Set.

To remove the highlighting, press Enter.

Save Objects to Source Drawings dialog box

Use this dialog box to save the objects that are currently in the save set back to source drawings.



[To save queried objects back to attached source drawings on page 626](#)



Click File ► Save Source Drawing Save Set.

If you are saving new objects, specify the source drawings to save objects to and the method used to save objects. Queried objects are saved back to their original layer in their original source drawing.

You must have Edit Drawing privileges to save objects to source drawings. See the [User Administration dialog box](#) on page 1653.

Status area

Lists the number of queried objects and the number of newly created objects that are in the save set.

Save Queried Objects

Select this option to save queried objects to source drawings. Queried objects are saved back to their original layer in their original source drawing.

If you have redefined a block, layer, or text style definition and you want to save the new definition, be sure the option to save the definition is selected on the Save Back tab of the [AutoCAD Map Options dialog box](#) on page 1628.

Save Newly Created Objects

Select this option to save objects created in the current drawing to source drawings.

Under Save Order For Newly Created Objects, specify the source drawings to save objects to and the method used to save objects.

Save Order for Newly Created Objects

Specify the method to use when saving objects created in the current drawing. Objects are saved by the first method that applies to them.

Area

Saves objects to the first source drawing in the list within whose boundary they lie. This is useful for tiled drawings. This method does not save objects outside the boundary of the source drawings.

You can specify the drawing boundary by setting save back extents in the [Drawing Settings dialog box](#) on page 1642. If no save back extents are set, the drawing extents are used as the boundary. If an object lies partially outside the save back extents, the drawing extents are modified to include the object, but the save back extents are not changed.

Layer

Saves objects to the first source drawing in the list that includes a layer of the same name as the layer the object is on in the current drawing. This is useful for stacked drawings. This method does not save objects on layers in the current drawing that have no corresponding layer in the source drawings.

Selective

Prompts you to choose which objects to save and which drawings to save them in. Objects are saved to the same layer as they are on in the current drawing. If the source drawing does not have a layer of the same name, one is created. This method applies to all objects, so you cannot specify other save back methods after this one.

Drawings to Save New Objects to list

Specify which drawings to save objects to. If you use the Selective method, AutoCAD Map 3D prompts for the objects to save to each selected drawing.

Select All

Highlight all drawings in the list.

Clear All

Remove the highlighting from all drawings in the list.

Filter

Select Filter to turn on the current drawing filter.

When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

To create or change the filter, click Filter. In the [Drawing Set Display Filter dialog box](#) on page 1642, you can create separate filters for file names and descriptions.

Who Has It Information dialog box

Use this dialog box to find out who has an object locked, what source drawing and current drawing it comes from, and the date and time it was locked.



To find out who has an object locked on page 609



Click File ► Drawing Save Set Options ► Who Has It?.

Setting Map Options Dialog Boxes

36

MAPABOUT (About AutoCAD Map 3D command)

Use this command to display the About AutoCAD Map 3D screen, which shows the version number and date of AutoCAD Map 3D.

MAPAUTOCHECKOUT

Use this command to specify whether or not features are automatically checked out when edited.



[To check out features automatically](#) on page 584



MAPAUTOCHECKOUT

MAPDOCKWSPACE (Dock Task Pane command)

Use this command to dock or undock the Task Pane.



[To use the AutoCAD Map Options dialog box on page 196](#)



Double-click the title bar (floating) or the double bar at the top of the pane (docked).

MAPEDITSETAUTO

Use this command to specify whether or not edits to features are automatically reflected in the feature source.



[To update edits automatically on page 587](#)



MAPEDITSETAUTO

MAPFEATUREEDITTOOLS

Use this command to specify whether features are checked out as AutoCAD drawing objects or as geospatial features.



[To check out features on page 584](#)



[Feature Editing Options dialog box on page 1648](#)

This setting determines the way you work with your data.

Features checked out as AutoCAD drawing objects	Features checked out as geospatial features
Allows you to use many common ACAD editing commands	Allows you to use some common ACAD editing commands in addition to geospatial feature-specific editing commands (for example, MAPFEATURESPLIT on page 1389 and MAPFEATUREMERGE on page 1388)
Edited features represented as AutoCAD geometries (for example, closed polylines are used to represent polygonal features)	Edited features are represented as geospatial geometries (for example, MAPPOLYGONS).
Most existing custom or third-party editing applications (LISP, VB or ObjectARX) should continue to work. Some may require minor updates.	Supports multipart (multipolygons, multilines, and multipoints) geospatial features and editing, such as the Hawaiian islands.
Some existing AutoCAD Map 3D editing commands will continue to work on features (for example, rubbersheeting [ADER-SHEET on page 1386]).	Preserves and allows you to edit M and Z values.
Allows you to use feature styling.	Allows you to use feature styling.

MAPWSFOCUS

Use this command to set the keyboard or mouse focus to the Task Pane. You can also set the focus by clicking in the Task Pane.

To return the focus to the command line, press ESC or click in the command line area. Whenever you return to AutoCAD Map 3D after using another application, the focus is reset to the command line.

MAPWSPACE (Task Pane command)

Use this command to hide or show the Task Pane.



To hide or display the Task Pane within your current session on page 200



Click View menu ► Task Pane.

MAPWSREFRESH

Use this command to refresh the Task Pane. This is sometimes necessary if Map Explorer does not reflect your recent changes to the drawing or if the icons in the Display Manager need to be refreshed.



To refresh Map Explorer on page 200



Right-click a clear area in Map Explorer, and click Refresh.

AutoCAD Map Options dialog box

Use this dialog box to define options for the Task Pane, drawings, queries, save options, data sources, coordinate systems, and the system.



To use the AutoCAD Map Options dialog box on page 196



Click Setup ► AutoCAD Map Options.

[Task Pane](#) on page 1629

[Current Drawing](#) on page 1629

[Query](#) on page 1631

[Save Back](#) on page 1633

[Data Source](#) on page 1634

[Multi-User](#) on page 1635

[System](#) on page 1635

[Coordinate Systems tab](#) on page 1636

Task Pane

Specify Task Pane options.

Map Explorer Categories To Display

Select the categories to display in Map Explorer. When you turn off the display of the category, all functionality associated with the category is still available.

TIP To reduce screen clutter, turn off the display of categories you don't use.

These settings are user-specific and will affect any drawing that you open. These settings will take effect the next time you start AutoCAD Map 3D.

Show Task Pane on startup

If the Task Pane is hidden, you can display it by entering mapwspace at the command prompt.

Show Properties Palette on startup

If the Properties palette, is hidden, you can display it by entering properties at the command prompt.

Current Drawing

Specify options for attached drawings, coordinate transformations, and drawing-specific data sources.

Activate Attached Drawings

Specifies the default active/inactive status for drawings you attach to the current drawing and whether the active status is saved with the current drawing.

Coordinate Transformation Adjustments

Specifies how you want AutoCAD Map 3D to perform coordinate transformations.

Adjust Sizes And Scales - For Changes In Units

Specifies whether the units used in the coordinate system of an attached drawing are scaled to the units used in the coordinate system of the current drawing.

For example, if an attached drawing uses meters and the current drawing uses U.S. Survey Feet, you can scale text and blocks so that their size or scale measures in feet rather than meters.

If you don't set the For Changes In Units option, AutoCAD Map 3D doesn't size or scale text and block objects. In that case, a block that is five meters long in an attached drawing will be five feet long when you bring it into the current drawing.

Do not change this setting after you bring objects into the current drawing, or you may introduce unintended changes to text and blocks when you save them back to their source drawings.

Adjust Sizes And Scales - For Map Distortion

Adjusts the size and scale of text and blocks to correct for map distortion introduced when you represent a spherical object (earth) in a Cartesian coordinate system.

For example, two objects, located at the northern and southern extremes of a map, of equal length in coordinate system X will remain the same length when transformed to coordinate system Y.

If you don't select this option, the two objects will be scaled to different lengths in coordinate system Y according to the relative map distortion (or grid scale factor).

This option is not available if For Changes In Units under Adjust Sizes And Scales is not selected.

Adjust Rotations - For Map Distortion

Adjusts the angle of text and blocks to correct for map distortion due to the convergence angle (the deviation of the Y axis of a Cartesian coordinate system from true north).

Adjust Rotations - For Zero-Rotation Objects

Specifies that text and blocks that have a rotation value of zero in the source drawing are adjusted to correct distortion due to the convergence angle (the deviation of the Y axis of a Cartesian coordinate system from true north).

If you set this option, AutoCAD Map 3D calculates the convergence angle for text and blocks with a zero rotation value. If you don't set this option, AutoCAD Map 3D does not rotate text and blocks with a zero rotation value even if there is a convergence angle.

This option is not available if For Map Distortion under Adjust Rotations is not selected.

Adjust Elevations

Adjusts the elevation (Z axis) of objects when you select For Changes In Units and For Map Distortion under Adjust Sizes and Scales.

Data Source Options

Specifies drawing-specific data source options.

Number Of SQL Conditions To Keep In History List

Specifies the maximum number of SQL conditions that are stored in the SQL Condition History dialog box and in the Table Filter History dialog box. Once the history list is full, the oldest, or first added, condition is removed from the list to make room for a new condition. If memory is limited on your system, keep this number low.

Query

Query Options

Use the Query tab to specify query options and default settings for queries.

Save Current Query With Drawing

Saves the current query definition with the current drawing, even if you have not saved the query. When you next open this drawing, the query loads as the current query definition.

Use Case Sensitivity When Matching Text Values

Specifies whether text values in Property Condition queries must match the case used in the query definition.

Create Selection Set From Queried Objects

Specifies whether the selection set contains the items retrieved by the query. To use this selection set when editing, enter p (to use the previous selection set) when prompted to select objects. (Note that as soon as you select other

objects, AutoCAD Map 3D clears this selection set and replaces it with your new selection.)

If your query finds a large number of objects, this feature can take time. If you do not need to put the objects into a selection set, clear this check box to save time during queries.

Create Associative Hatch Objects

Specifies whether AutoCAD Map 3D creates associative hatch objects for hatch objects created by the ADEFILLPOLYG, ADEQUERY (using alter properties), MAPTOPOQUERY, and MAPTHEMATIC (using fill) commands. If this box is not selected, hatch objects created by these commands are nonassociative hatch objects.

Preview Queries

Specifies options to use when displaying blocks and raster images in Preview Query mode.

Show Insertion Point Only

Specifies whether to show only the insertion point of inserted blocks in a Preview query and not the objects. An insertion point is represented as an X.

Show Image Clipping Boundary Only

Specifies whether a Preview query displays only the clipping boundary of raster images.

Preview Definitions From

Specifies the location to use for definitions of layers, linetypes, blocks, etc. when running a query in Preview mode.

Select Current to speed up the preview, though some items may not display exactly as they will when the query is executed in Draw mode.

Location Queries

Specifies options to use when creating Location queries.

Boundary Color For And/Or Conditions

Specifies the boundary color for And and Or conditions when you edit a Location query and click Show.

Boundary Color For Not Conditions

Specifies the boundary color for Not conditions when you edit a Location query and click Show.

Reference Entire Bounding Area For Objects

Specifies whether Location queries reference the entire bounding area of hatch, solid, and raster objects or only the bounding edge. (The bounding edge for raster objects is the clipping boundary.)

When you select this option, a hatch boundary is treated as an area. If the query location is on any part of the hatch object, even if it touches only a hatch boundary, the whole hatch object (the hatch and the hatch boundary) is included in the selection.

When you clear this option, the hatch boundary is treated as an edge. The query location must intersect or enclose the boundary edge of the hatch object to include the object in the selection. If the query selects only the space inside the hatch area, but not the hatch boundary, the hatch object (the hatch and the hatch boundary) is not selected.

This setting affects the ADEQUERY, MAPTOPOQUERY, and MAPTHEMATIC commands.

Determine Block Locations Using

Specifies whether AutoCAD Map 3D uses the block's insertion point or its bounding box as its location to determine whether a block meets a Location condition.

Determine Text Locations Using

Specifies whether AutoCAD Map 3D uses the text's insertion point or its bounding box as its location to determine whether text meets a Location condition.

Default Joining Operator

Specifies the default joining operator to use in the Define Query dialog box.

And

Specifies that both conditions must be met for the object to be included in the query.

Or

Specifies that either condition can be met for the object to be included in the query.

Save Back

Use the Save Back tab to specify options for saving queried objects back to attached drawings.

Save Set

Specifies options for adding objects to the save set.

Save Back To Source Drawings

Specifies the behavior of objects when you save them back to their source drawings.

Redefine Block Definitions On Save Back

Saves changes to block definitions back to attached drawings.

Redefine Layer Definitions On Save Back

Saves changes to layer definitions back to attached drawings.

Redefine Text Style Definitions On Save Back

Saves changes to text style definitions back to attached drawings.

Create History File Of Changes

Creates a file of all changes made to each source drawing. The history file has the same name as the source drawing file, but has the extension *.hst*.

Create Backup File Of Source Drawing

Creates a back up file of attached drawings before saving changes. Backup drawing files have the extension *.bak*.

Data Source

Display Of Multiple Tables

Use the Data Source tab to specify options for Data View behavior, data source path name display, and database file associations. These settings apply to attribute tables

Specifies the number of Data Views to use when displaying tables.

Show Each Table In A Separate Data View

Opens a new Data View window for each open table. Move between tables by clicking on the window you want.

Show All Tables In One Data View

Opens only one Data View window. When you open a new table, the previous table is automatically closed.

Data Views

Specifies the behavior of the Data View.

Open In Read-Only Mode

Opens the Data View in read-only mode. When this option is selected, you cannot edit data in the Data View.

Save Format And Style Changes With Drawing

Saves all formatting changes, such as column width, font, color, or borders, that you make in the Data View.

Keep On Top

Specifies whether the Data View window remains on top of all other windows, even when it is not the active window.

Associate Database Versions With File Extensions

Click Associate to display the Associate Database Versions dialog box where you specify the database version to use for each database file extension. When you drop a database file on the Map Explorer tab, AutoCAD Map 3D checks the file extension and uses the specified version of the database software.

Default Provider For Microsoft Access Databases

Select the default driver to use when you drop an MDB file onto the Map Explorer tab.

Multi-User

Multi-User Options

Use the Multi-User tab to specify options for user login and object locking. You must have Superuser privileges to modify multi-user options.

Specifies options that apply to all users in a multi-user environment.

Force User Login

Requires users to log in before using AutoCAD Map 3D.

Enable Object Locking

Locks objects that are selected for the save set. If an object is locked, other AutoCAD Map 3D users can view it, but cannot edit it.

If an AutoCAD user does not have AutoCAD Map 3D, they cannot open a drawing that an AutoCAD Map 3D user has open.

You cannot disable object locking while drawings are active.

System

Log File Options

Use the System tab to specify system settings.

Log files keep track of error messages and other AutoCAD Map 3D system messages. If the log file is active, it is updated each time you use AutoCAD Map 3D. To save space on your disk, you can delete or archive the log file and start a new one.

Log File Active

Stores error messages and other AutoCAD Map 3D system messages in the log file.

Log File Name

Specifies a name for the log file. Click Browse to search through existing names or to change the drive or directory. If you don't specify a name, AutoCAD Map 3D creates the acadmap.log file in the current directory.

Message Level

Specifies which kind of error messages to store in the log file.

Number Of Drawings Loaded In Memory At Once

Specifies the number of drawings that AutoCAD Map 3D can have open in memory at the same time. This number does not limit the number of active drawings. AutoCAD Map 3D opens and closes files in memory as it needs them.

If your system has a lot of memory, you can enter a larger number (up to 200) to make queries go faster.

Default Query File Directory

Specifies the default directory for queries saved to external files.

Default Cache File Directory

Specifies the default directory where your cache files are stored. Click Clear Cache to enhance performance of AutoCAD Map 3D.

Coordinate Systems tab

Coordinate System Definitions Stored In Drawing

Specifies the program behavior when opening drawings that contain coordinate system definitions. For more information about coordinate systems, see [Assigning Coordinate Systems](#) on page ?.

Ignore Definitions

Specifies that the program will ignore coordinate system definitions when opening drawing files.

Prompt User To Add Definitions to Dictionaries

Specifies that the program will prompt you for action when opening drawing files that contain coordinate system definitions.

Automatically Add Definitions To Dictionary

Specifies that, when opening drawing files that contain coordinate system definitions, the program will automatically add the coordinate system definitions from the drawing file to your coordinate system dictionary.

Geodetic Distance

Units For Display

Specifies the units to use to display geodetic distances.

Coordinate Geometry Setup dialog box

Use this dialog box to specify settings to use with the Coordinate Geometry features.



[To set coordinate geometry options](#) on page 211



At the Command prompt, enter mapcgsetup.

Set North Direction

Direction From Y Axis If North on your map is not on the Y axis, specify the direction from the Y axis to North on your map. Enter a number that represents the angular distance measured clockwise from the Y axis. Note that this option sets the ANGBASE system variable.

Azimuth Measurements

Define Bearings Relative To North Select this option if bearings in your map are relative to North.

Define Bearings Relative to South Select this option if bearings in your map are relative to South. This is most often the case for maps of the southern hemisphere.

Elevation Settings

Prompt For 3D Data Input Select this option to have AutoCAD Map 3D always prompt for 3D data, such as elevation, grade, or slope. If this option is not selected, all elevations are assumed to be 0.

Define/Modify Drawing Set dialog box

Use this dialog to define or modify the drawing set for the current drawing. Attach drawings that you will use with the current drawing. Activate only those drawings you want to search for the current query.



[To attach drawings](#) on page 144



Click Setup ► Define/Modify Drawing Set.

In addition, you can change drawing settings such as description, simple transformation, or save back extents.

AutoCAD Map 3D stores the changes you make to the drawing set with the current drawing. The next time you open this drawing, your new settings will be in effect.

Attached Drawings list

Lists all drawings attached to the current drawing.

The first column specifies if the drawing is active. Only active drawings are searched during queries.

- Yes indicates the drawing is active.
- Locked indicates the drawing is inactive, and you have locks on objects in the drawing.
- No indicates the drawing is inactive.

If the drawing has a description assigned to it, that description appears in the list instead of the file name. For information on how to assign a description to a drawing, see Drawing Settings Dialog Box.

Activate

Activate all selected drawings.

Queries search only active drawings; they do not search inactive drawings.

Deactivate

Deactivate all selected drawings.

Queries do not search deactivated drawings. Queries search only active drawings.

If you deactivate a drawing that contains objects you've locked, the status of the drawing changes to Locked.

Select All

Highlight all drawings in the list.

Clear All

Remove the highlighting from all drawings in the list.

Drawing Settings

Display the [Drawing Settings dialog box](#) on page 1642, where you can change the drawing description, simple transformation settings, or save back extents.

Show Nested

When selected, the Attached Drawings list displays nested drawings attached to active drawings. Nested drawings attached to inactive drawings are not displayed.

If a drawing has nested drawings, a plus sign (+) appears before the drawing name.

A nested drawing is a drawing that is not attached directly to the current drawing, but is attached to a drawing in the drawing set.

When not selected, only top-level drawings appear in the Attached Drawings list.

Filter

Select Filter to turn on the current drawing filter.

When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

To create or change the filter, click Filter. In the [Drawing Set Display Filter dialog box](#) on page 1642, you can create separate filters for file names and descriptions.

Attach

Display the [Select Drawings to Attach dialog box](#) on page 1545, where you can attach additional source drawings to the current drawing.

To attach drawings to a source drawing, open the source drawing directly, and then attach the drawings. To open the source drawing, click File menu

➤ Open.

Detach

Detach the selected drawings from the current drawing.

If you detach a parent drawing, all nested drawings attached to that drawing are also detached.

Drawing Maintenance dialog box

Use this dialog box to remove locks from drawings and create drawing indexes.



[To create a drawing index](#) on page 1077

[To release all locked objects](#) on page 610



Click Setup ► More DWG Options ► Drawing Maintenance.

Use the options in the Active Drawings area to see which drawings currently have locks.

Use the options in the Locks area to see which users have objects locked, and to remove those locks. This feature is particularly useful if a user's system goes down while objects are locked.

To display information in the Locks area, click User List.

Active Drawings

Use this area to see which drawings currently have locks.

Active Drawings list

Lists all attached active drawings for the current drawing.

- To display information about locked objects in a drawing, select the drawing in the list. Click User List. The area at the bottom of the screen updates to show the names of users who have locks on objects in the drawing, and the number of objects they have locked.
- To update indexes for a drawing, select the drawing in the list. Click Drawing Index.

Select All

Highlight all drawings in the list.

Clear All

Remove the highlighting from all drawings in the list.

Filter

Select Filter to turn on the current drawing filter.

When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

To create or change the filter, click Filter. In the [Drawing Set Display Filter dialog box](#) on page 1642, you can create separate filters for file names and descriptions.

Drawings Index

Displays the [Index Maintenance dialog box](#) on page 1650, where you can specify which types of indexes to create for the selected drawings.

User List

Update the display of users that have locks on objects in source drawings.

Locks

Use this area to see which users have objects locked, and to remove those locks. This feature is particularly useful if a user's system goes down while objects are locked.

To display information in this area, click User List.

User Name list

Lists all users who have locks on objects in the selected drawings. The Number Of Objects Locked column shows how many locked objects each user has.

To update this list, select an active drawing. Click User List.

Select All

Highlight all drawings in the list.

Clear All

Remove the highlighting from all drawings in the list.

Remove Locks

Unlock objects locked by the selected users. Be careful not to unlock objects that other users are currently editing, as this may cause work to be lost.

Only Superusers can remove locks for other users.

Drawing Set Display Filter dialog box

Use this dialog box to specify separate filters for file names and for descriptions.



[To attach drawings](#) on page 144



Click Setup ► Define/Modify Drawing Set.

Filters can include wild-card characters:

Asterisk (*) can represent any set of letters.

Question mark (?) can represent any single letter.

For example, if you enter *\\ch* in the file name filter field, the drawing list displays all file names that start with the letters ch in all directories.

To display drawings in a specific directory, enter the path to that directory. For example, enter c:\\office1* to view all drawings in the office1 directory. When specifying drives, use the drive aliases assigned in the [Drive Alias Administration dialog box](#) on page 1647

Nested drawings are also filtered. If the parent drawing is filtered out, none of its nested drawings appear in the list. If the parent drawing appears in the list, the filter applies to the nested drawings.

To display all drawings, enter **.dwg in the File Name box. To display all descriptions, enter * in the Description box.

Drawing Settings dialog box

Use this dialog box to change the drawing description, specify simple transformation settings, or define save back extents.



[To modify drawing settings](#) on page 153



Click Setup ► Define/Modify Drawing Set.

To change a drawing's settings, select the drawing in the list. Enter the new information in the fields in the dialog box. When you finish, click Apply. You can then select a new drawing.

Specify the transformation of objects in the source drawing as they are brought into the current drawing. AutoCAD Map 3D stores this information with the current drawing. The source drawing does not change. This feature is useful if you want to overlay drawings or tile them.

Active Drawings list

Select the drawing to change.

This list displays all the active drawings in the drawing set. If a coordinate system code is assigned to the drawing, that code is displayed in the left column.

Filter

Select Filter to turn on the current drawing filter.

When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

To create or change the filter, click Filter. In the [Drawing Set Display Filter dialog box](#) on page 1642, you can create separate filters for file names and descriptions.

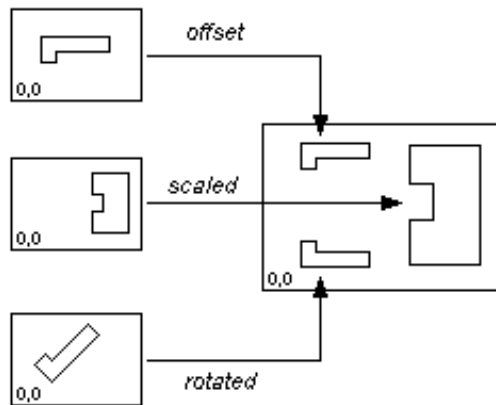
Drawing Description box

Enter a new description for the selected drawing.

Descriptions make it easy for you to remember what is in a drawing. If a description is assigned to the drawing, it appears in the drawing list instead of the file name.

Simple Transformation area

Specify the transformation of objects in the source drawing as they are brought into the current drawing. AutoCAD Map 3D stores this information with the current drawing. The source drawing does not change. This feature is useful if you want to overlay drawings or tile them.



If the document has a coordinate system code assigned to it, you cannot use the simple transformation section.

When objects are saved back to their source drawings, their original scale, offset, and rotation are restored. To permanently transform an object, use the [ADETRANSFORM \(Transform command\)](#) on page 1387 command.

Simple Transformation

Turn the simple transformation settings on and off.

When not selected, the settings are not used.

If the document has a global coordinate system code assigned to it, you cannot use the simple transformation option.

Simple transformations let you tile, scale, or overlay drawings.

Scale box

Specify the change in scale of objects from the source drawing to the current drawing.

Enter a real number. For example, enter 2 to double the size of objects, or enter .5 to halve the size of objects.

Rotation box

Specify the rotation of objects from the source drawing to the current drawing.

Enter an angle. For example, enter 90 to rotate objects 90 degrees in the current direction. (To view or change the current direction, open the source drawing and use the DDUNITS command.)

Offset (X,Y) box

Specify the offset of objects from the source drawing to the current drawing.

Enter two real numbers (one for X and one for Y), separated by a comma. For example, enter 5,-4 to offset objects 5 units to the right and 4 units down. (To view or change the current unit, open the source drawing and use the DDUNITS command.)

If you specify save back extents for the drawing, those extents are also offset.

Pick <

Display the drawing, where you can specify points to determine the scale, rotation, and offset.

- The difference between the old base point and the new base point is the offset for objects in the source drawing.
- The difference in angle between the two old points and the two new points is the rotation. 0,0 is the base point for the rotation.
- The ratio of the length between the two new points to the length between the two old points is the change in scale.

Save Back Extents area

Specify the area that is saved back to the source drawing. By specifying save back extents, you can prevent boundaries from expanding and intruding on the boundaries of adjacent drawings. These save back extents are stored with the source drawing.

Save Back Extents list

Displays the coordinates of the current save back extents.

Define <

Display your drawing, where you can select points to specify the save back extents.

NOTE This displays the current window. To view or change the extents for the entire drawing, zoom to drawing extents before starting this command. To zoom drawing extents, click View menu ➤ Extents.

Show <

Display the current save back extents in the current drawing. Save back extents are indicated by a dotted line.

NOTE This shows only the extents displayed in the current window. To view the extents for the entire drawing, zoom to drawing extents before starting this command. To zoom drawing extents, click View menu ➤ Extents.

Reset

Reset the values to the original drawing extents adjusted for simple transformations.

The default save back extents are the extents of the source drawing adjusted for simple transformation.

Drawing Statistics dialog box

Use this dialog box to view information about the active source drawings in the current drawing.



To view information about attached drawings on page 160



Click Setup ► More DWG Options ► Drawing Statistics.

Select the drawings you want information about. Click an information button. AutoCAD Map 3D searches the selected source drawings and displays the information in the box at the bottom of the screen.

Active Drawings list

Lists all the active attached drawings in the current drawing.

- Use the Select All to select all drawings.
- Use the Clear All to remove the highlighting from all items.
- Use the Filter to filter the list of drawings.

Filter

Select Filter to turn on the current drawing filter.

When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

To create or change the filter, click Filter. In the [Drawing Set Display Filter dialog box](#) on page 1642, you can create separate filters for file names and descriptions.

Object Counts

Displays the number and type of objects in the source drawing.

Symbol Tables

Displays symbol tables and their values for each of the selected drawings. Symbol tables include Blocks, Layers, Linetypes, Text Styles, and Regapps, which are registered applications that contain xdata (extended data) within the drawing.

Object Data

For the selected drawings, this displays

- Link Templates
- Object Data tables
- Attributes

Feature Classes

Displays feature classes used in the selected drawings and the number of features in each feature class.

Drive Alias Administration dialog box

AutoCAD Map 3D creates a drive alias for drive C. You must create drive aliases for all other drives that you use.



To create a drive alias on page 150



Click Setup ► Define/Modify Drawing Set.

Drive aliases are useful as typing shortcuts or as a reminder of what drawings are contained in the directory. In addition, they make it easy for multiple users to share drawings.

The alias you assign appears in the Drive list whenever you select drawings.

To modify an existing drive alias, select it in the list, enter a new Actual Path, and click Update.

To create a new drive alias, enter a new Drive Alias, enter an Actual Path, and click Add.

Drive List

Lists aliases you've created.

Drive Alias box

Enter the alias to use.

The name must be unique, use only alphanumeric characters (including hyphen and underscore), contain no spaces or colons, and start with a character.

Actual Path box

Enter the path, including drive or server name and directories.

If you are not sure of the drive or directory, click Browse.

Note that xrefs and raster objects use their assigned paths and are not affected by drive aliases.

Feature Editing Options dialog box

Use this dialog to set options for automatically checking out features and updating feature sources, whether features are checked out as drawing objects or geospatial features, and how often you are prompted to check in features.



[To specify Feature Edit Options](#) on page 217



[MAPFEATUREEDITTOOLS](#) on page 1626

Check out and Update Features

Specifies options for automatically checking out features and updating feature source.

Automatically check out features when edited.

Specifies that features are automatically checked out when you edit them.

Automatically update data resources with edits
Specifies that edits to features are automatically reflected in the feature source

Feature Checkout Options

Specifies whether features are checked out as drawing objects or geospatial features.

AutoCAD Drawing Objects

Specifies that features are checked out as AutoCAD drawing objects.

NOTE Features checked out as AutoCAD drawing objects will be listed as custom features when you use the LIST command. In addition, custom LISP applications may not work with custom features.

Geospatial features

Specifies that features are checked out as geospatial features.

This setting determines the way you work with your data.

Features checked out as AutoCAD drawing objects	Features checked out as geospatial features
Allows you to use many common ACAD editing commands	Allows you to use some common ACAD editing commands in addition to geospatial feature-specific editing commands (for example, MAPFEATURESPLIT on page 1389 and MAPFEATUREMERGE on page 1388)
Edited features represented as AutoCAD geometries (for example, closed polylines are used to represent polygonal features)	Edited features are represented as geospatial geometries (for example, MAPPOLYGONS).
Most existing custom or third-party editing applications (LISP, VB or ObjectARX) should continue to work. Some may require minor updates.	Supports multipart (multipolygons, multilines, and multipoints) geospatial features and editing, such as the Hawaiian islands.
Some existing AutoCAD Map 3D editing commands will continue to work on features (for example, rubbersheeting [ADER-SHEET on page 1386]).	Preserves and allows you to edit M and Z values.

Features checked out as AutoCAD drawing objects	Features checked out as geospatial features
Allows you to use feature styling.	Allows you to use feature styling.

Other Options

Specifies whether or not you are prompted to check in features and how often.

Prompt To Check In Every

Specifies that you will be prompted to check in features at intervals of the specified value.

Generate Object Data Index dialog box

Use this dialog box to select the tables and fields to include in the index.



[To create a drawing index](#) on page 1077



Click Setup ► More DWG Options ► Drawing Maintenance.

In the Object Data Tables list, select a table. In the Fields list, select the object data fields to include in the index. If a table has fields selected for the index, the table is checked in the list.

Index Maintenance dialog box

Use this dialog box to specify which types of indexes to create for the selected source drawings.



[To create a drawing index](#) on page 1077



Click Setup ► More DWG Options ► Drawing Maintenance.

Indexes speed up queries, but they add to the size of your source drawings. If size is an issue, create indexes for just the types of queries you perform most often. For example, if you mostly perform queries based on location, create just a location index.

- To create an index, select the check box for the type of index you want. To create an object data index, click Object Data. At the [Generate Object Data Index dialog box](#) on page 1650 select the tables and fields to index. To improve the performance of object data and SQL queries, create object data and SQL indexes for all drawings in the data set, even if they don't contain object data or SQL link information.
- To remove an existing index, select the check box for that type of index. To remove an object data index, click Object Data. At the [Remove Object Data Index dialog box](#) on page 1652 select the tables and fields to remove from the index. Removing an index reduces the size of the drawing, and reduces the time it takes to save the drawing.

Because indexes are saved in the source drawing, you can create indexes only if the drawing is not in a read-only directory and you have Edit Drawing privileges. See [User Administration dialog box](#) on page 1653.

Once you create an index, AutoCAD Map 3D automatically updates the index each time you change the drawing and save the changes back. However, you will need to recreate the index in the following circumstances:

- If you notice that queries are taking longer. Over time, automatic updates can cause degeneration of an index. It is a good idea to periodically use this command to recreate the indexes.
- If you modify a drawing with AutoCAD or with AutoCAD Map 3D when the drawing is not attached, you need to use this command to recreate the indexes.

NOTE To check if a source drawing has an index created, select the drawing in the Drawing Maintenance dialog box. Click Drawing Index to display the Index Maintenance dialog box. If the source drawing contains a usable index, the check box for that index is not selected. If the drawing does not contain an index, or if the index is out of date, the check box for the index is selected.

Remove Object Data Index dialog box

Use this dialog box to remove object data fields from an index.



To create a drawing index on page 1077



Click Setup ► More DWG Options ► Drawing Maintenance.

In the Object Data Tables list, select a table. In the Fields list, select the object data fields to remove. If a table has fields selected to be removed from the index, the table is checked in the list.

Select Alias dialog box

Use this dialog box to select the alias to use with this drawing.



To create a drive alias on page 150



Click Setup ► Define/Modify Drawing Set.

More than one alias is associated with the path to the file you selected. Select the alias to use with this drawing

Undefined Alias Referenced dialog box

Use this dialog box to resolve problems with undefined drive aliases.



[To attach drawings](#) on page 144



Click Setup ► Define/Modify Drawing Set.

The drawing you are activating or attaching has an alias assigned to it that is not defined.

- To attach this drawing without defining an alias, click Skip. You cannot activate the drawing until you define a path for the alias. To define the alias later, see [To create a drive alias](#) on page 150.
- To define a path for the alias now, click Define <.

User Administration dialog box

Use this dialog box to add or delete users or modify user settings



[To add a new user](#) on page 75



Click Setup ► User Administration.

Do any of the following:

- To add a user, enter information in the User Profile section. Click Add.
- To delete a user, select the name and click Delete.
- To modify a user, select the name and change information in the User Profile section. Click Update.

User List

Lists all users set up for AutoCAD Map 3D.

Login Name box

Specify the login name for the user.

- Each login name must be unique.
- Login names are not case-sensitive.
- The login name cannot contain spaces or any of the following characters.
" / \ [] ; : | = , + ? < >

Password box

Specify the password for the user.

- Passwords are case-sensitive.
- Passwords cannot contain spaces.

For a new user, you might want to set the password to PASSWORD and have the user change it to something they can remember.

To be effective, passwords should have a combination of letters and numbers, and a combination of uppercase and lowercase letters.

Privileges

Select privileges for the user.

Superuser

Select this option to let the user perform user administration tasks, set system options, and perform any other AutoCAD Map 3D operation.

Alter Drawing Set

Select this option to let the user attach and detach drawings. If this option is not selected, the user can activate and deactivate drawings, but cannot attach and detach them.

Alter Feature Class

Select this option to let the user define and edit feature class definitions. If this option is not selected, users can only assign feature classes and change the current feature definition file.

Edit Drawing

Select this option to let the user edit objects and save them back to source drawings. If this option is not selected, the user can edit objects but cannot save them back to source drawings.

Draw Query

Select this option to let the user execute Draw mode queries, which copy objects into the current drawing. If this option is not selected, users can do Preview and Report mode queries only.

User Information dialog box

This dialog box displays information about the current AutoCAD Map 3D user.



To add a new user on page 75



Click Setup ► User Administration.

To change your privileges, see your system administrator.

Login Name

Displays the name used to log in to AutoCAD Map 3D.

Privileges

Displays the privileges of the current user.

Superuser

User can perform user administration tasks, set system options, and perform any other AutoCAD Map 3D operation.

Alter Drawing Set

User can attach and detach drawings. If this option is not selected, the user can activate and deactivate drawings, but cannot attach and detach them.

Alter Feature Class

User can define and edit feature class definitions. If this option is not selected, users can only assign feature classes and change the current feature definition file.

Edit Drawing

User can edit objects and save them back to source drawings. If this option is not selected, the user can edit objects but cannot save them back to source drawings.

Draw Query

User can execute Draw mode queries, which copy objects into the current drawing. If this option is not selected, users can do Preview and Report mode queries only.

User Login dialog box

Log in to AutoCAD Map 3D on this computer. If you do not know your login name or password, check with your system administrator



To log in to AutoCAD Map 3D on page 133



Click Setup ► User Login.

Some actions, such as modifying object data tables and removing locks for other users, require Superuser access. To log in as a Superuser, enter the login name Superuser. Enter the password SUPERUSER. In offices where the system administrator reserves the Superuser login name, contact your system administrator to gain access to object data tables, object locks, or system options.

If user login is not required, you can log in at any time, even if you did not log in at the beginning of your current AutoCAD Map 3D session. For example, you can log in under your own name, or as a different user, while working in a drawing with active source drawings.

Topology Dialog Boxes

37

NOTE Topology functionality applies only to drawing objects.

MAPEDITDIR (Edit Direction command)

NOTE This functionality applies only to drawing objects.

Use this command to edit the direction of a selected linear object in an existing topology while maintaining the integrity of the topology information.



To edit the direction of a link on page 737

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology for which you want to modify direction. To display a list of all loaded topologies, enter ?.

Select objects:

Use any selection method to select the objects.

Enter new value (Bi-directional/From->To/To->From):

Enter B for bi-directional, F for From->To, or T for To->From.

MAPEDITRES1 (Edit Direct Resistance command)

NOTE This functionality applies only to drawing objects.

Use this command to edit the direct resistance of a selected link or node in an existing topology while maintaining the integrity of the topology information.



[To edit the resistance of a link or node in a network topology](#) on page 739

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology for which you want to modify resistance.

To display a list of all loaded topologies, enter ?.

Edit resistance of (Links/Nodes) <L>:

Enter L for Links or N for Nodes.

Select objects:

Use any selection method to select the objects.

Enter new direct resistance <1.000>:

Enter a new value.

MAPEDITRES2 (Edit Reverse Resistance command)

NOTE This functionality applies only to drawing objects.

Use this command to edit the reverse resistance of a selected link an existing topology while maintaining the integrity of the topology information.



[To edit the resistance of a link or node in a network topology](#) on page 739

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology for which you want to modify resistance.

To display a list of all loaded topologies, enter ?.

Select objects:

Use any selection method to select the objects.

Enter new reverse resistance <1.000>:

Enter a new value.

MAPLINKADD (Add Topology Link command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for adding a link to a topology. The new command is MAPAL.

Use this command to add a link to an existing network or polygon topology while maintaining the integrity of the topology information.



To create a link and add it to a topology on page 744



MAPAL

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to add the link to. To display a list of all loaded topologies, enter ?.

Enter first point:

Enter the coordinates for the first point of the line, or select the point.

Arc/Close/Halfwidth/Length/Undo/Width/<Endpoint of line>:

For information about this prompt, see the PLINE command in the AutoCAD help.

You can use MAPLINKADD to add a link in three ways:

- In space (connecting no existing nodes). Two new nodes are created at the link endpoints in space.
- From one existing node to a point in space. A new node is created at the end point in space.
- From one existing node to another existing node.

A topology must have a node at the end points of all link objects. This node is part of the topology data structure and is assigned a topology ID. However, a node can be implicit (referenced in the topology data structure) or explicit (a physical object in the drawing). Use the [MAPNODADD \(Add Topology Node command\)](#) on page 1663 or [MAPNODINS \(Insert Topology Node command\)](#) on page 1665 command to create a new node.

When you add a link to a topology, AutoCAD Map 3D creates a node when necessary. If the link joins two existing nodes, no new nodes are created. Remember these features of nodes and links:

- A node can reference many links.
- A link can reference only two nodes.
- Only one node can exist at a specific point.

If the new link splits an existing area in a polygon topology into two areas, AutoCAD Map 3D creates a new centroid and updates the existing centroid.

MAPLINKDEL (Delete Topology Link command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for deleting a link in a network topology. The new command is MAPDL.

Use this command to delete a link from an existing network or polygon topology while maintaining the integrity of the topology information.



[To delete a link, node, or polygon on page 751](#)



MAPDL

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to delete the link from. To display a list of all loaded topologies, enter ?.

Select object:

Use any selection method to select the object to delete.

MAPLINKEDIT (Edit Topology Link command)

NOTE This functionality applies only to drawing objects.

Use this command to edit a link in an existing network or polygon topology while maintaining the integrity of the topology information.



[To reposition a node at the end point of a link on page 727](#)

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select link to edit:

Select the object using any selection method.

For information about the prompts, see the PEDIT command in the AutoCAD help.

You cannot delete the first or last vertex of a polyline.

MAPLINKREV (Reverse Direction of Topology Link command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for reversing a link in a network topology. The new command is MAPRL.

Use this command to reverse the direction of a link in an existing network topology while maintaining the topology information.



To edit the direction of a link on page 737



MAPRL

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select link to edit:

Use any selection method to select the object whose direction you want to reverse.

MAPLINKUPD (Update Topology Link command)

NOTE This functionality applies only to drawing objects.

When you modify a link using standard editing commands, the topology information associated with the link is not updated. Use this command to have the topology relationship information on the link updated. (If you

modified the link using an AutoCAD Map 3D topology command, such as MAPLINKEDIT, the topology information was automatically updated and you do not need to use this command.)



[To update a topology](#) on page 753

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select link to update:

Use any selection method to select the object to update.

MAPNODADD (Add Topology Node command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for adding a node to a topology. The new command is MAPAN.

Use this command to add a an existing block or point to a topology while maintaining the integrity of the topology information.



[To create a node on an existing link](#) on page 742



MAPAN

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to add the node to. To display a list of all loaded topologies, enter ?.

Select block or point to add:

Select an existing block or point.

You can use this operation to create a new block object at the location of an existing implicit node. MAPNODADD prompts you to select the new block or point object.

You cannot add a new node to a topology with this command. To insert a node on an existing link, use the [MAPNODINS \(Insert Topology Node command\)](#) on page 1665 command.

MAPNODEL (Delete Topology Node command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for deleting a node in a topology. The new command is MAPDN.

Use this command to delete a node from an existing topology while maintaining the integrity of the topology information.



To delete a link, node, or polygon on page 751



MAPDN

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to delete the node from. To display a list of all loaded topologies, enter ?.

Select node to delete:

Use any selection method to select the node to delete.

If the node has only one link, choose whether to delete the dangling link.

If the node has two links, the two links are combined. Choose which set of object data to preserve.

You cannot delete a node that has more than two links.

MAPNODEEDIT (Edit Topology Node command)

NOTE This functionality applies only to drawing objects.

Use this command to move a node in an existing topology while maintaining the integrity of the topology information.



[To edit a node on page 724](#)

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select node to update:

Use any selection method to select the object to edit.

Specify new insertion point:

Enter the coordinates of a point or select a point onscreen. If a node already exists in the new location, you are prompted to delete one of the nodes.

The node is moved to the new location, and all associated links move their endpoints.

MAPNODINS (Insert Topology Node command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for inserting a node in a topology. The new command is MAPIN.

Use this command to insert a node on an existing link while maintaining the integrity of the topology information.



[To create a node on an existing link on page 742](#)



MAPIN

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Specify insertion point:

Enter the coordinates of a point or select a point on the screen. If any block definitions exist in the drawing, you are prompted for a block to reference. The default block name is the last block name referenced in the drawing.

To add a node at the end of a dangling link, or to add a node not on a link, use the [MAPNODADD \(Add Topology Node command\)](#) on page 1663 command.

MAPNODUPD (Update Topology Node command)

NOTE This functionality applies only to drawing objects.

Use this command to have the topology relationship data on the node updated.



To update a topology on page 753

When you modify a node using standard editing commands, the topology data associated with the node is not updated. (If you modified the node using an AutoCAD Map 3D topology command, such as MAPNODEEDIT, the topology data was updated automatically and you do not need to use this command.)

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select node to update:

Use any selection method to select the object to update.

MAPPOLYADD (Add Topology Polygon command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for adding a polygon to a polygon topology. The new command is MAPAP.

Use this command to add a centroid in an existing topology while maintaining the integrity of the topology information.



To add a polygon to a polygon topology using existing linework on page 746



MAPAP

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select objects:

Enter the coordinates of a point or select a point on screen. The point must be in a defined area that does not currently contain a centroid.

MAPPOLYDEL (Delete Topology Polygon command)

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for deleting a polygon from a polygon topology. The new command is MAPDP.

Use this command to delete a polygon from an existing topology while maintaining the integrity of the topology information.



To delete a link, node, or polygon on page 751



MAPDP

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select objects:

Use any selection method to select the centroid of the polygon to delete.

MAPPOLYUPD (Update Topology Polygon command)

NOTE This functionality applies only to drawing objects.

Use this command to have the topology data on the polygon updated.



To update a topology on page 753

When you modify a polygon using standard editing commands, the topology data associated with the polygon is not updated. (If you modified the polygon using an AutoCAD Map 3D topology command, such as MAPPOLYADD, AutoCAD Map 3D updated the topology for you.)

Respond to the prompts:

Enter topology name (? for list) <toponame>:

Enter the name of the topology to modify. To display a list of all loaded topologies, enter ?.

Select object:

Use any selection method to select the centroid of the polygon to update.

AutoCAD Map Confirmation dialog box - MAPTOPOADMIN Delete

NOTE This functionality applies only to drawing objects.

Use this dialog box to confirm the deletion of topology objects.



To delete a link, node, or polygon on page 751



MAPDL
MAPDN
MAPDP

If you select Delete Topology Objects, the referenced objects are deleted from the current drawing, if either of the following conditions exist:

- It was loaded from the source and all objects were created when loaded.
- It was loaded from the current drawing.

AutoCAD Map Confirmation dialog box - MAPTOPOEDIT

NOTE This functionality applies only to drawing objects.

Use this dialog box to confirm the change to an object shared by multiple topologies.



To edit a topology on page 718



MAPTOPOEDIT

The object you are modifying is referenced by more than one topology. If you modify the object in the selected topology, the other topologies may be invalid. You must [To update a topology](#) on page 753 the other topologies.

AutoCAD Map Confirmation dialog box - MAPTOPOADMIN Rename

Use this dialog box to confirm the renaming of a topology.



[To change the name, description, or both of a topology](#) on page 784



Click Analyze > More Topology Options > Rename.

Before you rename a topology:

- Attach all source drawings that are referenced by the topology. If the source drawings are not attached, you could corrupt your data set.
- Load the topology. The topology needs to be completely represented, either in source files or in the current drawing.
- You cannot rename a topology if there are any queried objects in the current drawing. You must save all queried objects back to their source drawings or detach them from their source drawings before you can rename any topology.
- Be sure the Create Backup File Of Source Drawing option is not selected on the Save Back tab of the [AutoCAD Map Options dialog box](#) on page 1628.

You cannot undo this rename operation using the UNDO command.

Centroid Objects dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the centroids to include when you create a topology.



To create a topology on page 691



Click Create ► Topology.

Centroid information is stored as object data and saved with the map. Each centroid is given a unique ID number, which is automatically processed whenever you use a topology command.

Object Selection

Select Automatically / Manually options

- Select Automatically selects all objects that meet the object type and filter criteria.
- Select Manually lets you manually select objects for the topology. Click Select < to select objects.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects. If this option is not selected, the filters are ignored.

Layer Filters box

Specify which layers to search for objects to be used for the topology. Enter an asterisk (*) to search all layers. To select from a list of layers, click Layers.

Block Filters box

Specify which blocks to search for objects to be used for the topology.

- To search all blocks, enter an asterisk (*).
- To select from a list of block definitions in the drawing set, click Blocks.

- To select point objects, enter ACAD_POINT.

Object Creation

Create on Layer box

If new nodes or centroids are created, specify on which layer they should be placed. To select from a list of layers, click Layers.

Create Using box

If new nodes or centroids are created, specify what block to use to create them.

- To select from a list of block definitions in the drawing set, click Blocks.
- To create nodes or centroids as a point, leave the box blank or enter ACAD_POINT.

Create Closed Polylines dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create polylines from a polygon topology.



To create closed polylines from a polygon topology on page 759



Click Create ► Create Closed Polylines.

Topology Name

Name box

Select the topology you want.

The list displays topologies loaded from the current drawing. If the topology you want is not listed, click Load and load it.

Type

Displays the type of the selected topology.

Description

Displays the description of the selected topology.

Number of Polygons Referenced

Displays the number of polygons referenced by the selected topology. If the topology is loaded as partial, this is the number of polygons in the partial subset.

How to Close

Create on Layer box

Specify a layer for the new plines.

Click Layers to select from a list of layers in the current drawing or enter a new layer name.

Group Complex Polygons

Select this option to group all closed plines that make up the original complex topology polygon. A complex polygon is one that includes islands. If the islands themselves have nested islands or other polygons, these nested polygons will form a separate grouping automatically, creating different levels of grouping. If two or more inner polygons are not nested but share the same outer boundary, they will be treated as one group.

Copy Object Data from Centroid to Pline

Select this option to copy object data from the centroid to the closed pline that is created.

Object data on islands are copied to the outer polygon edge.

Copy Database Links from Centroid to Pline check box

Select this option to copy database links from the centroid to the closed pline that is created.

Database links on islands are copied to the outer polygon edge.

Create Network Topology - Create New Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create node objects at the endpoint of links when you create a network topology.



To create a network topology on page 697



Click Create ► Topology.

Create New Nodes

Specify whether or not to create nodes in the current object to complete the topology. (Nodes are optional.)

Layer

If new nodes are created, you can specify a new layer or click the down arrow to select from a list of layers in the drawing set.

Point Object for Node Creation

If new nodes are created, specify what block to use to create them.

- To create nodes using a block defined in the drawing set, click the down arrow and select from the list.
- To create nodes using a block saved as a DWG file, click Browse, and select the file you want to use. Selecting this file will insert the entire DWG as a single block.
- To create nodes as a point, select ACAD_POINT.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Disabled because this is the last dialog box in the list.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Network Topology - Select Links dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the links for a network topology.



[To create a network topology](#) on page 697



Click Create ► Topology.

Select the links to include in the topology. You can select all links in the map or select them manually. You can also filter (restrict) link selection to a subset of links, in which you include only the links that are on specified layers and in specified object classes.

Link information is stored as object data and saved with the map. Each link is given a unique ID number, which is automatically processed whenever you use a topology command.

Select All

Include all links that meet the filter criteria.

Select Manually

Include only the links that you manually select in the map. Click Select Objects to select the links. Only links that meet the filter criteria will be selected.

Layers

Specify the layers to use to filter (restrict) link selection to a subset of links, in which you include only the links that are on the specified layers. This filter is used for both automatic and manual selection of objects. To select from a list of layers in the map, click Select Layers. To use all layers, enter an asterisk (*) or leave the box blank.

Object Classes

Specify the object classes to use to filter (restrict) link selection to a subset of links, in which you include only the links that are in the specified object classes. To select from a list of object classes in the map, click Select Object Classes. To use all object classes, enter an asterisk (*) or leave the box blank.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Network Topology - Select Nodes dialog box](#) on page 1676.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Network Topology - Select Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the nodes to include in a network topology.



[To create a network topology](#) on page 697



Click Create ► Topology.

Nodes are useful when performing some types of analysis. You can select all nodes in the map or select them manually. You can also filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are on specified layers, are of specified block types, or in specified object classes.

Node information is stored as object data and saved with the map. Each node is given a unique ID number, which is automatically processed whenever you use a topology command.

Select All

Include all nodes that meet the filter criteria.

Select Manually

Include only the nodes that you manually select in the map. Click Select Objects to select the nodes. Only nodes that meet the filter criteria will be selected.

Layers

Specify the layers to use to filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are on the specified layers. This

filter is used for both automatic and manual selection of objects. To select from a list of layers in the map, click Select Layers. To use all layers, enter an asterisk (*) or leave the box blank.

Block Names

Specify which blocks to search for nodes to be used in the topology. To search all blocks, enter an asterisk (*) or leave the box blank. To select from a list of block definitions in the drawing set, click Select Blocks. To select point objects, select ACAD_POINT from the list.

Object Classes

Specify the object classes to use to filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are in the specified object classes. To select from a list of object classes in the map, click Select Object Classes. To use all object classes, enter an asterisk (*) or leave the box blank.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Network Topology - Create New Nodes dialog box](#) on page 1673.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Node Topology - Select Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the nodes to include in a node topology.



[To create a node topology](#) on page 694



Click Create ► Topology.

You can select all nodes in the map or select them manually. You can also filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are on specified layers, are of specified block types, or in specified object classes.

Node information is stored as object data and saved with the map. Each node is given a unique ID number, which is automatically processed whenever you use a topology command.

Select All

Include all nodes that meet the filter criteria.

Select Manually

Include only the nodes that you manually select in the map. Click the Select Objects to select the nodes. Only nodes that meet the filter criteria will be selected.

Layers

Specify the layers to use to filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are on the specified layers. This filter is used for both automatic and manual selection of objects. To select from a list of layers in the map, click Select Layers. To use all layers, enter an asterisk (*) or leave the box blank.

Block Names

Specify which blocks to search for nodes to be used in the topology. To search all blocks, enter an asterisk (*) or leave the box blank. To select from a list of block definitions in the drawing set, click Select Blocks. To select point objects, select ACAD_POINT from the list.

Object Classes

Specify the object classes to use to filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are in the specified object classes. To select from a list of object classes in the map, click Select Object Classes. To use all object classes, enter an asterisk (*) or leave the box blank.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Disabled because this is the last dialog box in the list.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Polygon Topology - Create New Centroids dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create centroids for any areas that are missing centroids and to specify the layer and block to use for the new centroids.



[To create a polygon topology](#) on page 702



Click Create ► Topology.

If you do not select the Create Missing Centroids option, and an area is missing a centroid, you are notified that the topology has not been created. The areas that are missing centroids are marked or highlighted using the error markers you specify in the [Create Polygon Topology - Set Error Markers dialog box](#) on page 1686.

Create Missing Centroids

Creates centroids where needed.

Layer

Specify the layer on which to place the new centroids. Enter a layer name or click the down arrow to select from a list of layers in the drawing set. If a layer you want is not listed, it may be frozen or locked.

Point Object for Centroid Creation

Specify the block to use to represent the new centroids. To create centroids using an existing block, click the down arrow and select the name of the block from the list. To use a point instead of a block, select ACAD_POINT. To use a block saved as a DWG file, click Browse, and select the file.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Polygon Topology - Set Error Markers dialog box](#) on page 1686.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Polygon Topology - Create New Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify whether to create explicit node objects at the endpoints of links when creating a polygon topology. If so, specify the layer on which to place the new nodes and the block to use to create the nodes.



To create a [polygon topology](#) on page 702



Click Create ► Topology.

Create New Nodes

Specify whether nodes that are not present in the current object selection should be created to complete the topology. (Explicit nodes are optional.)

Layer

If new nodes are created, specify on which layer they should be placed. You can specify a new layer or click the down arrow to select from a list of layers in the drawing set.

Point Object for Node Creation

If new nodes are created, specify what block to use to create them.

- To create nodes using a block defined in the drawing set, click the down arrow and select from the list.
- To create nodes using a block saved as a DWG file, click Browse, and select the file you want to use. Selecting this file will insert the entire DWG as a single block.
- To create nodes as a point, select ACAD_POINT.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Polygon Topology - Select Centroids dialog box](#) on page 1681.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Polygon Topology - Select Centroids dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the point and block objects to use as centroids for the polygons.



[To create a polygon topology](#) on page 702



Click Create ► Topology.

Each polygon in a polygon topology has a centroid, which is a point or block element within the polygon, and contains information about the area it encloses. Centroid information is stored as object data and saved with the map. Each centroid is given a unique ID number, which is automatically processed whenever you use a topology command.

You can select all point or block elements in the map or select them manually. You can also filter (restrict) object selection to a subset of objects, in which you include only the objects that are on specified layers, are of specified block types, or in specified object classes.

Select All

Use all point or block objects that meet the filter criteria as centroids.

Select Manually

Include only the point or block objects that you manually select in the map. Click Select Objects to select the objects. Only objects that meet the filter criteria will be selected.

Layers

Specify the layers to use to filter (restrict) object selection to a subset of objects, in which you include only the objects that are on the specified layers. This filter is used for both automatic and manual selection of objects. To select from a list of layers in the map, click Select Layers. To use all layers, enter an asterisk (*) or leave the box blank.

Block Names

Specify the point or block objects to use to filter object selection. To use all points and blocks, enter an asterisk (*) or leave the box blank. To select from a list of block definitions in the drawing set, click Select Blocks. To select point objects, select ACAD_POINT.

Object Classes

Specify the object classes to use to filter (restrict) object selection to a subset of objects, in which you include only the objects that are in the specified object classes. To select from a list of object classes in the map, click Select Object Classes. To use all object classes, enter an asterisk (*) or leave the box blank.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Polygon Topology - Create New Centroids dialog box](#) on page 1679.

Finish

Create the topology using the current settings. The Finish is available after you enter a valid, unique name for the topology.

Create Polygon Topology - Select Links dialog box

NOTE This functionality applies only to drawing objects.

Every area forms a polygon; and each polygon in a polygon topology consists of a set of links. When you create polygon topology, use this dialog box to select the links to include in the topology.



To create a polygon topology on page 702



Click Create ► Topology.

You can select all links in the map or select them manually. You can also filter (restrict) link selection to a subset of links, in which you include only the links that are on specified layers and in specified object classes.

Link information is stored as object data and saved with the map. Each link is given a unique ID number, which is automatically processed whenever you use a topology command.

Select All

Include all links that meet the filter criteria.

Select Manually

Include only the links that you manually select in the map. Click the Select Objects to select the links. Only links that meet the filter criteria will be selected.

Layers

Specify the layers to use to filter (restrict) link selection to a subset of links, in which you include only the links that are on the specified layers. This filter is used for both automatic and manual selection of objects. To select from a list of layers in the map, click Select Layers. To use all layers, enter an asterisk (*) or leave the box blank.

Object Classes

Specify the object classes to use to filter (restrict) link selection to a subset of links, in which you include only the links that are in the specified object classes. To select from a list of object classes in the map, click Select Object Classes. To use all object classes, enter an asterisk (*) or leave the box blank.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Polygon Topology - Select Nodes dialog box](#) on page 1684.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Polygon Topology - Select Nodes dialog box

NOTE This functionality applies only to drawing objects.

When you create a polygon topology, use this dialog box to select the nodes you want to be part of the topology.



To create a [polygon topology](#) on page 702



Click Create ► Topology.

Nodes are useful when performing some types of analysis. You can select all nodes in the map or select them manually. You can also filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are on specified layers, are of specified block types, or in specified object classes.

Node information is stored as object data and saved with the map. Each node is given a unique ID number, which is automatically processed whenever you use a topology command.

Select All

Include all nodes that meet the filter criteria.

Select Manually

Include only the nodes that you manually select in the map. Click the Select Objects to select the nodes. Only nodes that meet the filter criteria will be selected.

Layers

Specify the layers to use to filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are on the specified layers. This filter is used for both automatic and manual selection of objects. To select from a list of layers in the map, click Select Layers. To use all layers, enter an asterisk (*) or leave the box blank.

Block Names

Specify which blocks to search for nodes to be used in the topology. To search all blocks, enter an asterisk (*) or leave the box blank. To select from a list of block definitions in the drawing set, click Select Blocks. To select point objects, select ACAD_POINT from the list.

Object Classes

Specify the object classes to use to filter (restrict) node selection to a subset of nodes, in which you include only the nodes that are in the specified object classes. To select from a list of object classes in the map, click Select Object Classes. To use all object classes, enter an asterisk (*) or leave the box blank.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Click to display the [Create Polygon Topology - Create New Nodes dialog box](#) on page 1680.

Finish

Create the topology using the current settings. The Finish is available after you enter a valid, unique name for the topology.

Create Polygon Topology - Set Error Markers dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify how to mark errors in your polygon topology. If you mark errors with blocks, specify the size, shape, and color of the marker blocks.



[To create a polygon topology](#) on page 702



Click Create ► Topology.

AutoCAD Map 3D automatically checks for missing centroids and intersections. These are considered serious errors and if detected, prevent topology creation. You can choose whether you want Map to check for other potential problems, including duplicate objects, incomplete areas, and sliver polygons.

Marker Parameters

Specify whether or not to highlight errors and/or mark them with blocks. Also specify the marker size.

Highlight Errors

Highlight errors in red (nodes or centroids are highlighted with a red X). To remove the highlighting, use the REDRAW, REGEN, or SAVE command.

Mark Errors With Blocks

Mark errors with blocks of the shape and color you specify below. To remove a marker block, select it and then press Delete.

Marker Size

Specify the marker size as a percent of the screen size. A value between 3% and 7% is usually suitable.

Missing Centroids

Mark each area with a missing centroid with a block of the shape and color you specify. This option is disabled if you selected the Create Missing Centroids option on the previous dialog box.

Intersections

Mark each duplicate object with a block of the shape and color you specify.

Duplicate Centroids

Select the check box to mark each area in the drawing with more than one centroid. If you don't select the check box, AutoCAD Map 3D creates a topology even if an area contains more than one point object which qualifies to be a centroid. The topology data is added to only one of the centroid objects.

Incomplete Areas

Select the check box to detect links that are not part of a closed area. If you don't select this option, AutoCAD Map 3D ignores links that are not part of a closed area and they do not receive any topology data.

Highlight Sliver Polygons

Select the check box to check for sliver polygons and mark their centroids with red Xs. Sliver polygons are long, thin polygons, which can occur if data is digitized or drawn inaccurately. Map will create your topology regardless of the sliver polygons, but you should check that your data is accurate.

Cancel

Close the dialog box without creating the topology.

Back

Display the previous dialog box in the list.

Next

Disabled because this is the last dialog box in the list.

Finish

Create the topology using the current settings.

Create Topology - Select Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the type of topology to create and to specify the topology name and description.



To create a polygon topology on page 702



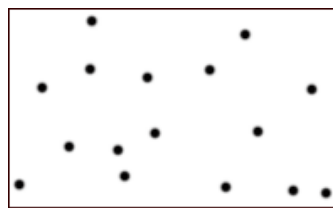
Click Create ► Topology.

Before you create network or polygon topologies, you should clean up your map to make sure it doesn't have certain types of errors. Node topologies do not usually require cleanup. To clean up a map, click Modify menu ► Drawing Cleanup. For more information, see [Cleaning Up Drawing Data](#) on page 636.

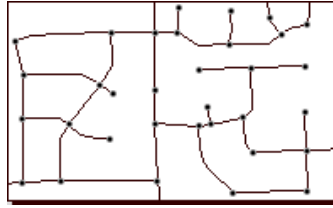
Topology Type

Select the type of topology to create: node, network, or polygon.

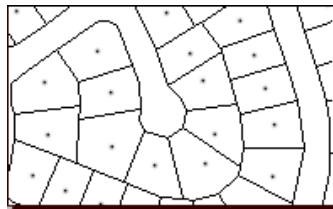
- Node topologies involve independent points. Some examples of node topologies are street lights, city-maintained trees, or drill holes for core samples. [Cleaning Up Maps](#) on page ?



- Network topologies involve linear objects, and can have nodes where linear objects connect. In addition, linear objects can have direction or resistance. Some examples of network topologies are a water distribution network, a river network, or a street network.



- Polygon topologies involve polygons that define areas. Some examples of polygon topologies are city blocks, land parcels, and political boundaries.



Topology Name

Enter a unique name for the topology. Names can contain letters, numbers, and the underscore, hyphen, and dollar characters. Always use unique names for a topology; topologies with the same name may become corrupt if you insert one drawing with a topology into another.

Topology Description

Enter a description for the topology. Providing a description can help you and other users identify the topology more easily.

Cancel

Close the dialog box without creating the topology.

Back

Disabled because this is the first dialog box in the list.

Next

Display the next dialog box. This varies, depending on the type of topology you are creating.

Finish

Create the topology using the current settings. Enter a unique name for the topology and click Finish.

Create Topology Warning dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to indicate whether you want to continue creating the topology.



To create a [polygon topology](#) on page 702



Click Create ► Topology.

You selected 25,000 links for your topology. Creating a topology of this size may take longer to create.

- To continue creating the topology, click OK.
- To return to the previous dialog box without creating a topology, click Cancel.

If you don't want to see this warning again, select Do Not Warn Me Before Creating A Large Topology.

Delete Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to delete an entire topology.



To delete a [topology](#) on page 785



Click Analyze ► More Topology Options ► Delete.

When you delete a topology, the topology relationship data is automatically deleted from objects referenced by the selected topology.

Select Delete Geometry to delete the referenced objects from the current drawing.

You can delete a topology under the following conditions:

- It was loaded from source and all objects were created at load.
- It was loaded from the current drawing and completed.

Edit Direct Resistance dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to edit the direct resistance of a selected link or node in an existing topology while maintaining the integrity of the topology information.



[To edit the resistance of a link or node in a network topology](#) on page 714



[MAPEDITRES1 \(Edit Direct Resistance command\)](#) on page 1658

[MAPEDITRES2 \(Edit Reverse Resistance command\)](#) on page 1658

Value box

Displays the direct resistance for the object. Enter a new value and click OK.

The value must be numeric.

Edit Direction dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to edit the direction of a selected linear object in an existing topology while maintaining the integrity of the topology information.



To specify the direction for a link on page 712



MAPEDITDIR
MAPRL

Direction box

Select the direction for the link from the list and click OK. You can choose Bi-Directional, From -> To , or To -> From.

Edit Reverse Resistance dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to edit the reverse resistance of the selected link in an existing topology while maintaining the integrity of the topology information.



To edit the resistance of a link or node in a network topology on page 714



MAPEDITRES1
MAPEDITRES2

Value box

Displays the reverse resistance for the object. Enter a new value and click OK.

The value must be numeric.

Edit Topology dialog box

NOTE This functionality applies only to drawing objects.

WARNING This command will not be supported in future releases. This is the old command for editing geometry, direction, and resistance in a topology. There are several new commands for editing topologies, such as MAPAN, MAPDL, MAPMP. For a complete list, see [Editing Topologies](#) on page 715.

Use this dialog box to modify objects in a topology without damaging the topology relationship data. If you modified objects using standard editing commands, use the Update option to correct the topology relationship data for that object.



Topology Name area

Select a topology from the list of loaded topologies. When you modify the selected object, the topology data for that object will be updated in the selected topology.

NOTE If the object is referenced by more than one topology, you will need to use the update option to modify the other topologies.

If the topology you want is not loaded, click Load.

Object Type

Select the object type to edit. Object options are unavailable if they do not match the topology type you are choosing.

Edit Operation

Specify the edit operation to perform on the selected object type.
Click OK to perform the specified operation and make your selections.
To cancel the topology edit operation, click Close.

Link Objects	Polygon Objects	Node Objects
MAPLINKEDIT (Edit Topology Link command) on page 1661	MAPPOLYDEL (Delete Topology Polygon command) on page 1667	MAPNODEEDIT (Edit Topology Node command) on page 1665
MAPLINKADD (Add Topology Link command) on page 1659	MAPPOLYADD (Add Topology Polygon command) on page 1667	MAPNODADD (Add Topology Node command) on page 1663

Link Objects	Polygon Objects	Node Objects
MAPLINKDEL (Delete Topology Link command) on page 1660	MAPPOLYUPD (Update Topology Polygon command) on page 1668	MAPNODINS (Insert Topology Node command) on page 1665
MAPLINKREV (Reverse Direction of Topology Link command) on page 1662		MAPNODDEL (Delete Topology Node command) on page 1664
MAPLINKUPD (Update Topology Link command) on page 1662		MAPNODUPD (Update Topology Node command) on page 1666
MAPEDITDIR (Edit Direction command) on page 1657		MAPEDITRES1 (Edit Direct Resistance command) on page 1658
MAPEDITRES1 (Edit Direct Resistance command) on page 1658		
MAPEDITRES2 (Edit Reverse Resistance command) on page 1658		

Link Objects dialog box

NOTE This functionality applies only to drawing objects.

When you create a topology, use this dialog box to select the links to include in the topology.



[To create a topology](#) on page 691

Link information is stored as object data and saved with the map. Each link is given a unique ID number, which is automatically processed whenever you use a topology command.

Select Automatically/Manually options

- Select Automatically selects all objects that meet the object type and filter criteria.
- Select Manually lets you manually select objects for the topology. Click Select < to select objects.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects.

If this option is not selected, the filters are ignored.

Layer Filters box

Specify which layers to search for objects to be used for the topology.

Enter an asterisk (*) to search all layers.

To select from a list of layers, click Layers.

Load Topology Conflict dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to load the topology from either the source drawing or the current drawing.



To load a topology on page 768



Click Analyze ► More Topology Options ► Load Topology.

This dialog box is displayed when AutoCAD Map 3D detects duplicate topology names in a source drawing and the current drawing.

Click OK.

Load Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to load a topology.



To load a topology on page 768



Click Analyze ► More Topology Options ► Load Topology.

Topology Location options

Select whether to load a topology that is in a source drawing or in the current drawing.

Name

Select the topology to load. If the list does not display the topology you want, be sure you have selected the correct in the Topology Location area. The list of topology names comes from the object data tables. These tables may exist in the current drawing but the topology objects may only exist in the source drawings.

Type

Displays the type of the selected topology.

Description

Displays the description of the selected topology.

Create Topology Objects When Loaded

If the selected topology is from a source drawing, select this check box to copy the topology objects into the current drawing as the topology is loaded. If this option is not selected, the objects are loaded but are not copied into the current drawing.

Select Topology Objects For Save Back

Select this option to add objects in the current drawing to the save back set if they are referenced by the selected topology.

Audit Geometry Of Topology Objects

Select this option to verify that objects for the selected topology are geometrically correct. Any objects that are not correct are highlighted.

Complete Existing Topology Objects

If the selected topology is from the current drawing, select this option to complete any incomplete objects in the topology.

Use this option to ensure that the objects in the current drawing are available for topology editing. Map queries all the objects from the source drawings that are required to create a self-contained subset of the topology objects.

Load Topology From Source Drawing dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog to set options when loading a topology from a source drawing.



To load a topology on page 768



Click Analyze ► More Topology Options ► Load Topology.

Topology Objects

Create Topology Objects When Loaded

If the selected topology is from a source drawing, select this check box to copy the topology objects into the current drawing as the topology is loaded. If this option is not selected, the objects are loaded but are not copied into the current drawing.

Select Topology Objects For Save Back

Select this option to add objects in the current drawing to the save back set if they are referenced by the selected topology. This means that the objects will be saved back to their source drawings and replace the original objects.

Topology Verification

Audit Geometry of Topology Objects

Select this option to verify that objects for the selected topology are geometrically correct. Any objects that are not correct are highlighted.

Network Topology Analysis - Choose Locations dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the locations to use for your network analysis.



[To perform a shortest path trace on page 1091](#)

[To perform a best route analysis on page 1096](#)

[To perform a flood trace on page 1100](#)



Click Analyze ► Network Analysis.

When you choose points, AutoCAD Map 3D locates the closest node to the point you select.

- Shortest path — Specify a starting point and ending point.
- Best route — Specify a starting point and one or more visit points.
- Flood trace — Specify a start point only.

Start Point

Select a start point. Click Select Point to select a point in the map. Press Enter to return to this dialog box. All three forms of network analysis require a start point.

Visit Point

Select one or more visit points for best route analysis. Click Select Point to select points in the map. While in the map, click a point to select it. Accept the point, cancel the selected point, or select additional points:

- To accept the point and return to the dialog box, press Enter, or right-click and click Enter.

- To discard the point and return to the dialog box, press ESC, or right-click and click Cancel.
- To accept the point and specify another point, right-click. Click Next Point.

End Point

Selects an end point for a shortest path analysis. Click Select Point to select a point in the map. Press Enter to return to this dialog box.

List of Locations

The points you specify are displayed in the list.

- To see the location of a point in the map, select the coordinates in the list. Click Preview.
- To remove a point from the list, select the coordinates. Click Delete.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the network analysis.

Back

Display the previous dialog box.

Next

Display the [Network Topology Analysis - Resistance and Direction dialog box](#) on page 1701.

Finish

Perform the network analysis using the current settings. For a shortest path trace, the Finish is available after you select a start point and an end point. For a flood trace, the Finish is available after you select a start point.

Network Topology Analysis - Output dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to view the results of the network analysis onscreen.



[To perform a shortest path trace](#) on page 1091

[To perform a best route analysis](#) on page 1096

[To perform a flood trace](#) on page 1100



Click Analyze ► Network Analysis.

You can specify a name and description for the new topology.

Highlight

Show the results of the analysis on screen using the color specified in the Color.

Color

Select the color you want to use to highlight the results of the analysis in the map. To clear the color when you finish viewing the results in the map, click View menu ► Redraw.

Create Topology

Create a new topology using the results of the analysis.

Name

Enter a unique name for the new topology. Topology names can contain letters, numbers, and the underscore and hyphen characters.

Description

Enter a description for the new topology.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the network analysis.

Back

Display the previous dialog box.

Next

Disabled because this is the last dialog box in the list.

Finish

Perform the network analysis using the current settings. For a shortest path trace, the Finish is available after you select a start point and an end point. For best route analysis, the Finish is available after you select a start point and at least one visit point. For a flood trace, the Finish is available after you select a start point.

Network Topology Analysis - Resistance and Direction dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify how to determine resistance for links and nodes and to specify how to determine the direction of link objects for the network analysis.



- To perform a shortest path trace on page 1091
- To perform a best route analysis on page 1096
- To perform a flood trace on page 1100



Click Analyze ► Network Analysis.

Direction

Specify how to determine the direction of link objects for the analysis.

Link Direction

Enter a value or enter the location of the data to use to determine the direction of the links. To select the location of the data from a list, click Expression Builder. Select the data to use. You can also enter any valid expression. See [Expression Evaluator](#) on page 1283. If you leave the box blank, bi-directional (0) is used.

If the expression evaluates to...	Link Direction is...
0 or a character	Bi-directional>
A positive number	The physical direction

If the expression evaluates to...	Link Direction is...
A negative number	The reverse of the physical direction

Reverse

Select this option to use the reverse of the direction indicated in the Link Direction field.

Resistance

Specify how to determine resistance for links and nodes. Enter the location of the data to use to determine the direct resistance and reverse resistance of link objects and the resistance of nodes. To use values in an object data table or external database, click Expression Builder. Select the data to use. You can also enter any valid expression.

- Link Direct Resistance — Specify the resistance to travel in the direction that a link was created. If you leave the box blank, the length of the line (.LENGTH) is used.
- Link Reverse Resistance — Specify the resistance in the opposite direction along a link. If you leave the box blank, the length of the line (.LENGTH) is used.
- Node Resistance — Specify the resistance to cross the node, for example, resistance for a valve in a pipe network, or a junction in a road network. If you leave the box blank, zero (0) is used.
- Specify a minimum and maximum resistance for the trace.

TIP The best route cannot be calculated if the network topology contains negative resistance values or if *all* resistance values equal zero (or use expressions that evaluate to zero). If all resistance values equal zero, every route is as good as another, and there is no "best route."

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the network analysis.

Back

Display the previous dialog box.

Next

Click to display the [Network Topology Analysis - Output dialog box](#) on page 1699.

Finish

Perform the network analysis using the current settings.

Network Topology Analysis - Select Method dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the type of network analysis to perform.



[To perform a shortest path trace](#) on page 1091

[To perform a best route analysis](#) on page 1096

[To perform a flood trace](#) on page 1100



Click Analyze ► Network Analysis.

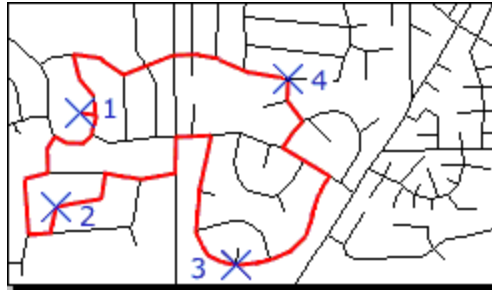
Shortest Path

Calculates the optimal route between two nodes. For example, you could find the shortest distance between an accident site and a hospital. A path trace between the start and end points must have a total resistance of more than the minimum and less than the maximum.



Best Route

Finds the optimal route from a start point, to one or more intermediate points, and back to the start point. The distance between nodes takes into consideration the direction and resistance of intermediate links and nodes.



Flood Trace

Shows all possible routes from a chosen node, summing the resistance value of each link and node it travels through. The path stops when the sum reaches the maximum resistance set for the trace. For example, you could create a flood trace of a fifteen-minute travel time from a start point by referencing street length and speed limit.



Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the network analysis.

Back

Disabled because this is the first dialog box in the list.

Next

Click to display the [Network Topology Analysis - Choose Locations dialog box](#) on page 1698.

Finish

Perform the network analysis using the current settings. For a shortest path trace, the Finish is available after you select a start point and an end point. For best route analysis, the Finish is available after you select a start point and at least one visit point. For a flood trace, the Finish is available after you select a start point.

Node Objects dialog box - Network and Polygon Topologies)

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the nodes to include in the topology when you create a topology.



To create a topology on page 691



Click Create ► Topology.

Node information is stored as object data and saved with the map. Each node is given a unique ID number, which is automatically processed whenever you use a topology command.

Select Automatically/Manually options

- Select Automatically selects all objects that meet the object type and filter criteria.
- Select Manually lets you manually select objects for the topology. Click Select < to select objects.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects.

If this option is not selected, the filters are ignored.

Layer Filters box

Specify which layers to search for objects to be used for the topology.

Enter an asterisk (*) to search all layers.

To select from a list of layers, click Layers.

Block Filters box

Specify which blocks to search for objects to be used for the topology.

- To search all blocks, enter an asterisk (*).
- To select from a list of block definitions in the drawing set, click Blocks.
- To select point objects, enter ACAD_POINT.

Create Node Objects

Specify whether nodes that are not present in the current object selection should be created to complete the topology. (Nodes are optional.)

Create on Layer box

If new nodes or centroids are created, specify on which layer they should be placed.

To select from a list of layers, click Layers.

Create Using box

If new nodes or centroids are created, specify what block to use to create them.

- To select from a list of block definitions in the drawing set, click Blocks.
- To create nodes or centroids as a point, leave the box blank or enter ACAD_POINT.

Node Objects dialog box (Node topology)

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the nodes to include in the topology when you create a topology.



To create a topology on page 691



Click Create ► Topology.

Node information is stored as object data and saved with the map. Each node is given a unique ID number, which is automatically processed whenever you use a topology command.

Select Automatically/Manually options

- Select Automatically selects all objects that meet the object type and filter criteria.
- Select Manually lets you manually select objects for the topology. Click Select < to select objects.

Filter Selected Objects

If this option is selected, only objects that are on the specified layers or blocks are selected. The filters are used for both automatic and manual selection of objects.

If this option is not selected, the filters are ignored.

Layer Filters box

Specify which layers to search for objects to be used for the topology.

Enter an asterisk (*) to search all layers.

To select from a list of layers, click Layers.

Block Filters box

Specify which blocks to search for objects to be used for the topology.

- To search all blocks, enter an asterisk (*).
- To select from a list of block definitions in the drawing set, click Blocks.
- To select point objects, enter ACAD_POINT.

Rename Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to rename a topology.



To change the name, description, or both of a topology on page 784



Click Analyze ► More Topology Options ► Rename.

Before you rename a topology, check the following:

- Attach all source drawings that are referenced by the topology. If the source drawings are not attached, you could corrupt your data set.
- Make sure the topology is loaded. The topology needs to be completely represented, either in source files or in the current drawing.
- You cannot rename a topology if there are any queried objects in the current drawing. You must save all queried objects back to their source drawings or detach them from their source drawings before you can rename any topology.
- Be sure the Create Backup File Of Source Drawing option is not selected on the Save Back tab of the [AutoCAD Map Options dialog box](#) on page 1628.
- You cannot undo this rename operation using the UNDO command.

New Name

Enter a new name for the topology. Names can contain letters, numbers, and the underscore and hyphen characters. Names cannot contain spaces.

New Description

Enter a description for the topology.

Select Data dialog box - Topology Overlay

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the data to attach to the result topology when performing a topology overlay.



To find sliver polygons when overlaying two topologies on page 708



Click Analyze ► Overlay.

The selected fields and columns are incorporated into a new object data table that is attached to the result topology.

Source Data Area

Select fields and columns. You can combine data from different tables.

To select a field from an object data table, select the Object Data option, and then select the table from the list. In the Available Fields/Columns list, select the fields to use. Click >>.

To select a column from an external database, select the SQL Data option, and then select the link template from the list. In the Available Fields/Columns list, select the columns to use. Click >>.

The Link Template list includes only link templates for the drawing where the topology is loaded. That is, if you loaded the topology from source drawings, the list displays link templates defined in the source drawing; if you loaded the topology from the current drawing, the list displays link templates in the current drawing. In addition, be sure the appropriate data source is attached and connected in the current drawing.

Destination Data Area

Specify a table name and description for the new object data table that will be created for the result topology.

A table name cannot include spaces. It must start with an alphanumeric character. The table name must be unique.

Available Fields/Columns List

Lists the fields in the selected object data table or the selected external database.

To add fields or columns to the new object data table, select them from the list. Click >>.

Selected Fields/Columns List

Lists the fields that will be created in the new object data table. This table can include values from more than one object data table and external database.

Topology Buffer - Create New Centroids and Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the block to use to create nodes and centroids in the resulting buffer topology.



[To buffer a topology](#) on page 1112



Click Map ► Topology ► Buffer.

Point Object for Centroid Creation

Specify the block used to represent centroids.

- To select from a list of block definitions in the drawing set, click the down arrow.
- To create centroids from a block saved as a DWG file, click [...] and select the file to use.
- To create centroids as a point, leave the box blank or enter ACAD_POINT.

Point Object for Node Creation

Specify the block used to represent nodes.

- To select from a list of block definitions in the drawing set, click the down arrow.
- To create nodes from a block saved as a DWG file, click [...] and select the file you want to use.
- To create nodes as a point, leave the box blank or enter ACAD_POINT.

Finish

Creates the buffer using the current settings after you specify the buffer distance and enter a valid topology name.

Topology Buffer - New Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify settings for viewing the resulting buffer topology onscreen.



To buffer a topology on page 1112



Click Map ► Topology ► Buffer.

You can specify the name, description, and layer for the new topology.

Highlight

Show the results of the analysis on screen using the color specified in the Color.

Color

Select the color you want to use to highlight the results of the analysis in the map. To clear the color when you finish viewing the results in the map, click View menu ► Redraw.

Name

Enter a unique name for the new topology. Topology names can contain letters, numbers, and the underscore and hyphen characters.

Description

Enter a description for the new topology.

Layer

Specify a layer for the new topology. To select from a list of layers in the current drawing, click the down arrow. To create a new layer, type the name in the box.

NOTE Do not specify a locked layer. If you do, AutoCAD Map 3D can complete only part of the buffer process (it can create the buffer geometry but not the buffer topology). To use a locked layer, unlock it first.

Cancel

Close the dialog box without creating a buffer.

Back

Display the previous dialog box.

Next

Click to display the [Topology Buffer - Create New Centroids and Nodes dialog box](#) on page 1710.

Finish

Creates the buffer using the current settings. The Finish is available after you specify the buffer distance and enter a valid topology name.

Topology Buffer - Set Buffer Distance dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the distance from the object to the buffer. The buffer will extend the specified distance from the objects. You can enter a number, an expression, a field in an object data table, or an external database.



[To buffer a topology](#) on page 1112



Click Map ► Topology ► Buffer.

A buffer is a zone that is drawn around a topology. Using a buffer, you can easily identify objects within a specified offset of elements in node, network, and polygon topologies.

Buffer Distance

Enter distance from the object to the buffer. The buffer will extend the specified distance from the objects. To create a buffer inside an existing

polygon, enter a negative value for the buffer offset. The buffer offset can be any of the following:

- Numeric value. To decrease the size of existing polygons, enter a negative value.
- An expression that evaluates to a numeric value. For information on valid expressions, see Expression Evaluator Functions and Variables.
- A value in an object data table. Click Expression Builder to select the table and field.
- A value in an external database. Click Expression Builder to select the link template and column.

NOTE If you are creating a buffer around a polygon and want to use a value in an object data table or an external database, the data must be attached to the centroid of the polygon.

Expression Builder

Click to select a field in an object data table or an external database from a list of available data.

Next

Click to display the [Topology Buffer - New Topology dialog box](#) on page 1711.

Finish

Creates the buffer using the current settings after you specify the buffer distance and enter a valid topology name.

Topology Dissolve - Create New Centroids and Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the block to use to create nodes and centroids in the resulting dissolve topology.



[To dissolve a composite topology](#) on page 1109



Click Analyze ► Dissolve.

Point Object for Centroid Creation

Specify the block used to represent centroids.

- To select from a list of block definitions in the drawing set, click the down arrow.
- To create centroids from a block saved as a DWG file, click Browse. Select the file to use.
- To create centroids a point, leave the box blank or enter ACAD_POINT.

Point Object for Node Creation

Specify the block used to represent nodes.

- To select from a list of block definitions in the drawing set, click the down arrow.
- To create nodes from a block saved as a DWG file, click Browse. Select the file to use.
- To create nodes as a point, leave the box blank or enter ACAD_POINT.

Cancel

Close the dialog box without performing the dissolve.

Back

Display the previous dialog box.

Next

Disabled because this is the last dialog box in the list.

Finish

Dissolves the topology using the current settings. The Finish is available after you specify the dissolve parameter and enter a valid topology name.

Topology Dissolve - Create Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify whether or not to create new nodes at the endpoints of links where they are missing in the resulting dissolve topology. If so, you specify the block to use to create the nodes.



[To dissolve a composite topology](#) on page 1109



Click Analyze ► Dissolve.

Create New Nodes For Topology

Select this check box to create new nodes as needed at the endpoints of links in the resulting topology. This is optional, but can be useful if you are going to analyze the resulting topology later on.

Point Object for Node Creation

Specify the block used to represent nodes.

- To create nodes using a block defined in the drawing set, click the down arrow and select a block from the list.
- To create nodes using a block saved as a DWG file, click Browse. Select the file to use. This inserts the entire DWG as a single block.
- To create nodes as a point, select ACAD_POINT.

Cancel

Close the dialog box without performing the dissolve.

Back

Display the previous dialog box.

Next

Disabled because this is the last dialog box in the list.

Finish

Dissolves the topology using the current settings. The Finish is available after you specify the dissolve parameter and enter a valid topology name.

Topology Dissolve - New Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify settings for viewing the resulting dissolve topology onscreen.



[To dissolve a composite topology](#) on page 1109



Click Analyze ► Dissolve.

You can specify the name, description, and layer for the new topology.

Highlight

Show the results of the analysis on screen using the color specified in the Color.

Color

Select the color you want to use to highlight the results of the analysis in the map. To clear the color when you finish viewing the results in the map, click View menu ► Redraw.

Name

Enter a unique name for the new topology. Topology names can contain letters, numbers, and the underscore and hyphen characters.

Description

Enter a description for the new topology.

Layer

Specify a layer for the new topology. To select from a list of layers in the current drawing, click the down arrow. To create a new layer, type the name in the box.

Cancel

Close the dialog box without performing the dissolve.

Back

Display the previous dialog box.

Next

Click to display the [Topology Dissolve - Object Data dialog box](#) on page 1717.

Finish

Dissolves the topology using the current settings. The Finish is available after you specify the dissolve parameter and enter a valid topology name.

Topology Dissolve - Object Data dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to create or specify the result table (the object data table that will store the dissolve result field data).

You can reference an existing object data table or define a new one. The dissolve field can be an object data variable or any expression.



[To dissolve a composite topology](#) on page 1109



Click Analyze ► Dissolve.

The dissolve operation starts with a single item and "joins" all adjacent objects that share the same value for this item. The resulting topology data includes only the field used to perform the dissolve.

For example, you could perform a dissolve operation on a map of zip code boundaries that reference a county name as a data field. Dissolving the zip codes by county results in the county boundaries as a geometry. The result data holds the county name. In that case, the result table stores the result field consisting of the county name.

Object Data Table

Select an object data table from the list of tables in the current drawing.

Object Data Field

Select a field from the list of fields in the selected table. To add a new field, click Define.

Define

Click to add a new object data field.

Finish

Dissolves the topology using the current settings after you specify the dissolve parameter and enter a valid topology name.

Topology Dissolve - Set Parameter dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the data on which to base the dissolve.



To dissolve a composite topology on page 1109



Click Analyze ► Dissolve.

When you perform a dissolve, you create a new topology by combining polygons that share the same data value in a specified field. This field is called the dissolve field. The dissolve field can be an object data field or a column in a linked external database.

Dissolve By

Select the data on which to base the dissolve. This is often referred to as the dissolve field.

- To use object data or data in an external data base, click Expression Builder. Select the data to use.
Note that the Dissolve command uses only data that is attached or linked to the centroid of the polygon. It does not use data attached to a polygon border.
- You can also enter any valid expression. See [Expression Evaluator](#) on page 1283.

Any two adjacent polygons or connected lines that have the same value for this field are combined into a single polygon or line.

Cancel

Close the dialog box without performing the dissolve.

Back

Disabled because this is the first dialog box in the list.

Next

Click to display the [Topology Dissolve - New Topology dialog box](#) on page 1716.

Finish

Dissolves the topology using the current settings. The Finish is available after you specify the dissolve parameter and enter a valid topology name.

Topology Overlay Analysis - Analysis Type dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the type of overlay analysis to perform: Intersect, Union, Identity, Erase, Clip, or Paste.



To find sliver polygons when overlaying two topologies on page 708



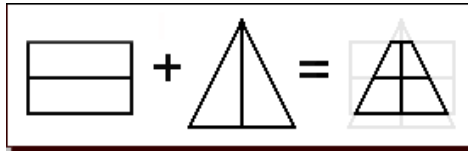
Click Analyze ► Overlay.

To overlay topologies, both must be loaded into the current drawing. To load topologies from the current drawing or from attached source drawings, click Analyze menu ► More Topology Options ► Load Topology.

Overlay Analysis Operations

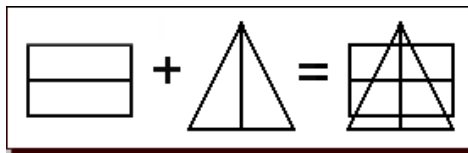
Select an overlay operation:

- **Intersect** – Only areas that appear in both the source and overlay topologies are in the result topology.



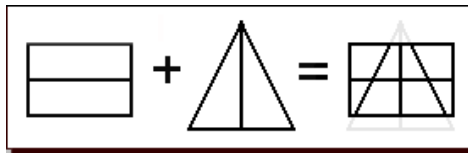
Source Overlay Result

- Union – Areas that appear in either the source or the overlay topologies are in the result topology.



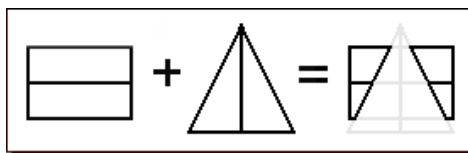
Source Overlay Result

- Identity – The result topology includes areas that appear in the source topology and areas in the overlay topology that are within the source topology boundary.



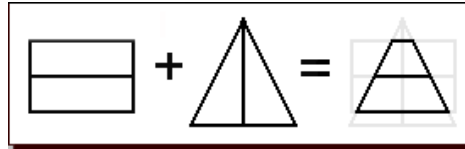
Source Overlay Result

- Erase – The result topology includes areas that appear in the source topology except where it is covered by the overlay topology. The area covered by the overlay topology is erased from the source topology area.



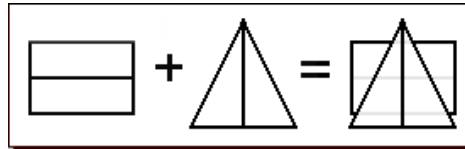
Source Overlay Result

- **Clip** – The result topology includes areas that appear in the source topology except where they are outside the boundary of the overlay topology. The source topology is clipped to the outer boundary of the overlay topology.



Source Overlay Result

- **Paste** – The overlay topology is "pasted" on the source topology. The result topology includes the overlay topology and any areas of the source topology that extend beyond the boundaries of the overlay topology.



Source Overlay Result

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the topology overlay analysis.

Back

Disabled because this is the first dialog box in the list.

Next

Click to display the [Topology Overlay Analysis - Select Overlay Topology dialog box](#) on page 1727.

Finish

Perform the topology overlay using the current settings. The Finish is available after you select the overlay topology and enter a valid topology name for the resulting topology.

Topology Overlay Analysis - Create New Centroids and Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the block to use to create nodes and centroids in the resulting overlay topology.



To find sliver polygons when overlaying two topologies on page 708



Click Analyze ► Overlay.

Point Object for Centroid Creation

Specify the block used to represent centroids.

- To create centroids using a block defined in the drawing set, click the down arrow and select a block from the list.
- To create centroids using a block saved as a DWG file, click Browse. Select the file to use. This inserts the entire DWG as a single block.
- To create centroids as a point, select ACAD_POINT.

Point Object for Node Creation

Specify the block used to represent nodes.

- To create nodes using a block defined in the drawing set, click the down arrow and select a block from the list.
- To create nodes using a block saved as a DWG file, click Browse. Select the file to use. This inserts the entire DWG as a single block.
- To create nodes as a point, select ACAD_POINT.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the topology overlay.

Back

Display the previous dialog box.

Next

Disabled because this is the last dialog box in the list.

Finish

Perform the topology overlay using the current settings. The Finish is available after you select the overlay topology and enter a valid topology name for the resulting topology.

Topology Overlay Analysis - Create Nodes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify whether or not to create new nodes at the endpoints of links where they are missing in the resulting overlay topology. If so, you specify the block to use to create the nodes.



[To find sliver polygons when overlaying two topologies](#) on page 708



Click Analyze ► Overlay.

Create New Nodes For Topology

Select this check box to create new nodes as needed at the endpoints of links in the resulting topology. This is optional, but can be useful if you are going to analyze the resulting topology later on.

Point Object for Node Creation

Specify the block used to represent nodes.

- To create nodes using a block defined in the drawing set, click the down arrow and select a block from the list.
- To create nodes using a block saved as a DWG file, click Browse. Select the file to use. This inserts the entire DWG as a single block.
- To create nodes as a point, select ACAD_POINT.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the topology overlay.

Back

Display the previous dialog box.

Next

Disabled because this is the last dialog box in the list.

Finish

Perform the topology overlay using the current settings. The Finish is available after you select the overlay topology and enter a valid topology name for the resulting topology.

Topology Overlay Analysis - Output Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify settings for viewing the resulting overlay topology onscreen.



[To find sliver polygons when overlaying two topologies on page 708](#)



Click Analyze ► Overlay.

You can specify the name, description, and layer for the new topology.

Highlight

Show the results of the analysis on screen using the color specified in the Color.

Color

Select the color you want to use to highlight the results of the analysis in the map. To clear the color when you finish viewing the results in the map, click View menu ► Redraw.

Name

Enter a unique name for the new topology. Topology names can contain letters, numbers, and the underscore and hyphen characters.

Description

Enter a description for the new topology.

Layer

Specify a layer for the new topology. To select from a list of layers in the current drawing, click the down arrow. To create a new layer, type the name in the box.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the topology overlay.

Back

Display the previous dialog box.

Next

Click to display the [Topology Overlay Analysis - Output Attributes dialog box](#) on page 1726

Finish

Perform the topology overlay using the current settings. The Finish is available after you select the overlay topology and enter a valid topology name for the resulting topology.

Topology Overlay Analysis - Output Attributes dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the data to attach to the result topology when performing a topology overlay.



To find sliver polygons when overlaying two topologies on page 708



Click Analyze ► Overlay.

The selected fields and columns are incorporated into a new object data table that is attached to the result topology.

Source Attributes for New Topology

To copy data from the source topology to the result topology, click Expression Builder. In the Expression Chooser dialog box, select the object data fields or external database columns to copy.

Overlay Attributes for New Topology

To copy data from the overlay topology to the result topology, click Expression Builder. In the Expression Chooser dialog box, select the object data fields or external database columns to copy.

Expression Builder s

Click to display the Expression Chooser dialog box, where you can select the data to include in the resulting topology.

New Object Data Table Name

Enter a name for the object data table that will store the data in the new topology. The Table Name should be a new name.

New Table Description

Enter a description for the new object data table in the resulting topology.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the topology overlay.

Back

Display the previous dialog box.

Next

Click to display the next dialog box. Next is disabled if your source topology is a node topology.

Finish

Perform the topology overlay using the current settings. The Finish is available after you select the overlay topology and enter a valid topology name for the resulting topology.

Topology Overlay Analysis - Select Overlay Topology dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select the polygon topology to use as the overlay topology.



To find sliver polygons when overlaying two topologies on page 708



Click Analyze ► Overlay.

Polygon Topology to Overlay

Select the polygon topology to use as the overlay topology.

Load

Use settings that you previously saved.

Save

Save the current settings so you can use them again.

Cancel

Close the dialog box without performing the topology overlay.

Back

Display the previous dialog box.

Next

Click to display the [Topology Overlay Analysis - Output Topology dialog box](#) on page 1724.

Finish

Perform the topology overlay using the current settings. The Finish is available after you select the overlay topology and enter a valid topology name for the resulting topology.

Topology Query dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to execute topology relationship queries using the following tools.



[To query a topology](#) on page 1119



Click Create ► Topology Query.

Query Topology area

Select the topology to query.

If the topology is not loaded, click Load and select the topology you want.

Result Topology area

Select a result topology type.

None

Objects are retrieved into the current drawing, but no topology data is created.

Temporary

Objects are retrieved into the current drawing, and the topology data is loaded into memory. This data is not saved to the objects.

You can use a temporary topology with the following commands: Buffer, Dissolve, Overlay, Trace, Unload, Rename, Statistics, and Delete. You cannot edit a temporary topology.

As soon as you close the current drawing, the temporary topology is removed from memory.

If you decide to save a temporary topology, click Analyze menu ► More Topology Options ► Rename. Specify a name without an asterisk.

Permanent

Objects are retrieved into the current drawing, and a new topology is created.

If you create a temporary or permanent topology, specify a name and description for the topology.

Topology names can contain letters, numbers, and the underscore and hyphen characters. For temporary topologies, the name must begin with an asterisk (*).

Define Query

Display the [Define Query dialog box](#) on page 1572, where you can create a query by defining conditions.

The dialog box you use for a topology query is the same as for a standard query using the ADEQUERY command, except for the Property option in the Query Type area.

Load Query

Display the [Load Internal Query dialog box](#) on page 1583, where you can select an existing query to load.

When you choose Define Topology Query, you use the same dialog boxes as you do for a standard query. The dialog box options are the same for topology queries and standard queries using the ADEQUERY command, except for choices in the Property option in the Query Type area.

Topology and standard queries differ in the following ways:

- Topology queries work with only one topology, while standard queries work with all objects in the attached drawings. Use a topology query when working only with topologies, or when to select one topology or query.
- You can base topology property queries on polygon values of Area, Length, Perimeter, and Direction. Linear objects also have predefined object data for Direct Resistance and Direction.
- Property alterations work differently with polygon topologies.
- For Report mode, additional dot variables, .TOPONAME, and .TOPOTYPE, are available for topology queries. The dot variables .DRAWING, AREA, and .PERIMETER yield different results in topology queries.

Topology Query Result dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to specify the type of topology to create with the queried objects. If you create a temporary or permanent topology, specify a name and description for the topology.



[To query a topology on page 1119](#)



Click Create ► Topology Query.

Topology names can contain letters, numbers, and the underscore and hyphen characters. For temporary topologies, the name must begin with an asterisk (*).

None

Objects are retrieved into the current drawing, but no topology data is created.

Temporary

Objects are retrieved into the current drawing, and the topology data is loaded into memory. This data is not saved to the objects.

You can use a temporary topology with the following commands: Buffer, Dissolve, Overlay, Trace, Unload, Rename, Statistics, and Delete. You cannot edit a temporary topology.

As soon as you close the current drawing, the temporary topology is removed from memory.

If you decide to save a temporary topology, click Analyze menu ► More Topology Options ► Rename. Specify a name without an asterisk.

Permanent

Objects are retrieved into the current drawing, and a new topology is created.

Topology Selection dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to select a topology.



To load a topology on page 768



To load the topology, click Analyze menu ► More Topology Options ► Load Topology.

Click a topology and click OK.

If the topology you want is not listed, check the following:

- If you are selecting a topology to rename, unload, view statistics, audit, etc., it may not be listed because it has not been loaded yet.
- If you are selecting a topology to load, it may not be listed because it's already loaded.

Topology Statistics dialog box

NOTE This functionality applies only to drawing objects.

Use this dialog box to view information about the selected topology.



[To view topology statistics](#) on page 776



Click Analyze ► More Topology Options ► Statistics.

Selected Topology area

Name

Displays the name of the current topology.

Description

Displays the description of the topology.

Type

Displays the type of topology. Topologies can be Node, Network, or Polygon.

Extents area

This area displays the coordinates of the lower-left corner and upper-right corner of the bounding rectangle for the selected topology.

Object Counts area

This area displays the total number of nodes, links, and polygons in the selected topology.

Details area

This area displays area and perimeter information for polygon topologies, and length information for network topologies. It does not apply to node topologies.

Perimeter is the sum of all of the edges in a polygon topology (not just the outer edge of the topology).

Variance is the average of the squares of any given area, perimeter, or length minus the square of the average.

Deviation is the square root of variance.

Viewing Dialog Boxes

38

Quick View Drawings dialog box

Use this dialog box to select drawings to include in the Quick View.



[To view objects in source drawings](#) on page 619



Click View ► Quick View Drawings.

Quick View displays all objects in the selected active source drawings. You can zoom and pan, but you cannot edit the objects. When you regenerate or redraw, the objects are cleared from the current drawing.

Select Active Drawings to Quick View

Lists all active drawings attached to the current drawing. Click on the drawing to view. Use Select All and Clear All to quickly highlight or remove highlighting from all drawings in the list.

Filters

Turns the current drawing filter on or off. When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

Filters

Displays the Drawing Set Display Filter dialog box, where you can create or change the filters for file names and descriptions.

Zoom to the Extents of Selected Drawings

Zoom the current drawing to the extents of the selected source drawings.

Zoom Drawing Extents dialog box

Use this dialog box to zoom to the extents of a set of drawings.



[To zoom to the extents of selected drawings](#) on page 618



In the Map Classic workspace, click Map ► Drawings ► Zoom Drawing Extents.

Select the drawings you want. Click OK. The display zooms to the extents of the selected drawings. Drawing extents are the bounds of the area occupied by objects.

Select Active Drawings to Zoom list

Lists all active drawings attached to the current drawing.

Select the drawings to use to define the extents.

Select All

Highlight all drawings in the list.

Clear All

Remove the highlighting from all drawings in the list.

Filter

Select Filter to turn the current drawing filter on or off.

When the filter is on, only drawings that match the filter are displayed. If the parent drawing of a nested drawing is filtered, the nested drawing is not displayed, even if it matches the filter.

To create or change the filter, click Filter. In the [Drawing Set Display Filter dialog box](#) on page 1642, you can create separate filters for file names and descriptions.

Define Document View dialog box

Use this dialog box to define a document view to view external documents attached to an object.



In the Map Classic workspace, click Map ► Object Data ► Define Document View.

To create a new document view, enter a new name in the Name field. Specify the location of the document name, the document type, and the application to use to display the document, and click Add.

To modify an existing document view, select it in the list. Enter new information in the Document View Definition section, and click Update.

Document view definitions are stored in the current drawing and not in the source drawings.

Document View Definitions

Displays the document views defined in this drawing.

To modify a view, select it and edit the information that appears in the Document View Definition section.

Delete

Delete the selected document view definition.

NOTE If you have associated documents that use this view, be sure to define a new view for those documents.

Delete All

Delete all document views in the list.

NOTE If you have associated documents that use these views, be sure to define new views for those documents.

Name

Enter a name for a new document view.

Names cannot contain spaces.

Description

Enter a description for the document view.

Expression

Enter information on where to find the name of the document associated with an object:

- If the name of the associated document is stored in an object data table, click Expression and select the table and field that contains the document name.
When you attach a record from this object data table to an object, the document listed in the specified field will be associated with the object.
- If the name of the associated document is stored in an external database, click Expression and select the link template and column.
When you attach a record from this database to an object, the document listed in the specified column will be associated with the object.
- If the name of the associated document is stored elsewhere, for example, by giving the document the same name as the layer the object is on, enter an expression that specifies the location of the document name.
For information on valid expressions, see [Expression Evaluator](#) on page 1283.
- You can type the name of a specific file. This file is then associated with every object.

Directory

Enter the directory where documents for this view are stored.

If you are unsure of the location, click [...] to locate the directory.

Ext

Enter the three-letter file extension for documents using this view.

For example, if you are creating a view for Word documents, enter doc. If the data attached to an object specifies a file name and extension, the extension in this field is ignored. If the data attached to the object does not specify the extension, AutoCAD Map 3D uses the extension in the field when searching for the document.

Command Line

Enter the command to run the associated application.

For example, if you are creating a view for a Word document, enter the path and file name for the Word program file.

If you are unsure of the location, click [...] to search your directories and locate the application file.

Launch Method

Select a launch method.

- Select Default if the application specified for Command Line is a Windows application.
- Select User if the application specified for Command Line is an ARX application. Enter the name of the viewing function. The function must be defined in the ARX application and made available through the use of `acedDefun()`. AutoCAD Map 3D uses `acedInvoke()` to access the user-defined function. For more information about `acedDefun()`, `acedInvoke()`, or on how to create ARX applications, refer to the AutoCAD Object ARX online help.

If you are unsure, select Default.

Define Key View dialog box

Use this dialog box to specify which layers are displayed at different key view zoom levels. For example, you can display fewer layers when zoomed out, but display complete details when zoomed in.



In the Map Classic workspace, click Map ► Drawings ► Define Key View.

To add a new condition, enter a drawing window width and specify the layers to display at that width. Click the Layers to select from a list of the layers in the active drawings. When you finish, click Add.

To modify an existing condition, select the condition to modify and click Edit. Add or delete layers. When you finish, click Update.

Key views are saved with the current drawing and apply to layers in the current drawing and all active drawings.

Current Key View Definition List

Display the drawing window width conditions defined in this drawing.

Edit

Copy the selected condition to the bottom of the screen, where you can change the width and add or remove layers.

Delete

Delete the selected condition.

Clear List

Delete all conditions.

Width > box

Enter the width to define.

The width is the distance across the drawing window as measured in drawing units. The more you zoom in, the smaller this number is.

TIP Before you use the ADEDEFKEYVIEW command, use the DISTANCE command to measure the width of the window at the zoom magnifications you want to define.

Show Only These Layers box

Specify the layers to display when the drawing window displays a greater width than specified in the Width > box. Separate layer names with a comma.

Click the Layers to select from a list of layers in the active drawings. You can use wild-card characters to specify a set of layers.

Layers

Display a list of layers in the active drawings. Select the layers to display at the specified window width.

Whenever the number of drawing units displayed in the drawing window becomes greater than a defined key view condition, AutoCAD Map 3D displays the layers specified for that condition.

When you use key views, AutoCAD Map 3D previews the specified layers from source drawings. Objects already in the current drawing are not affected by key views.

Document View dialog box

More than one document is associated with the object you selected. Select the document type you want from the list. Click View.



In the Map Classic workspace, click Map ► Object Data ► View Associated Document.

Select Document View list

Lists the document types for this object. Select a document type. Click View to start the associated application and view the associated document.

Select Object

Select a new object and view its associated documents.

View

View the document associated with the selected document type.

Key View dialog box

Select a zoom level or pan the current zoom. AutoCAD Map 3D previews objects from source drawings for only the key view layers specified for the selected magnification. Objects already in the current drawing are not affected by key views.



In the Map Classic workspace, click Map ► Drawings ► Show Key View.

Zoom Window

Zoom to a window that you specify onscreen, showing only the key layers for that magnification.

Zoom Previous

Zoom to the previous view, showing only the key layers for that magnification.

Zoom Extents

Zoom to the extents of all active drawings, showing only the key layers for that magnification.

Zoom Out

Zoom out .8x, showing only the key layers for that magnification.

Pan

Pan the current view using one of these methods:

Displacement

At the first prompt, specify the displacement. At the second prompt, press Enter. The drawing moves by the amount you specified.

Points

At the first prompt, specify a point. At the second prompt, specify a new point. The drawing moves so the first point is moved to the location of the second point.

Redisplay

View the selected layers for the current magnification.

Programming Interfaces

39

Learn how to use the ProductName Application Programming Interfaces (APIs), including:

- ActiveX
- AutoLISP
- Feature Data Objects (FDO)
- Geospatial Platform
- .NET
- ObjectARX

For more information, click Help menu > Additional Resources > AutoCAD Map 3D Developer Help.

Glossary

.layer file Layer definition file. In AutoCAD Map 3D, a file that saves all of the information needed to recreate a layer, that is, the references to the source data and the styles that have been applied to it.

adjacent sheet block An [annotation](#) on page 1743 block used to indicate adjacent tiles.

annotation Text and graphics used to dynamically label objects in a drawing.

annotation definitions Specially created [blocks](#) on page 1744 containing attributes with Map [expression](#) on page 1750 assigned to the attribute properties. Used with drawing data.

as-built Data that depicts the final installed configuration (physical or functional). As-built data incorporates any field markups on the original construction drawings.

as-designed Data that depicts the original plan for construction or installation, for example, the design for a new electric service or a new pipe installation.

aspect Direction of ground slope.

attributes or attribute data Tabular data that describes the characteristics of [feature\(s\)](#) on page 1751 or [drawing objects](#) on page 1749, for example, the number of lanes and pavement-type belonging to a road. For features, attributes can be stored with the geometry, or stored in a database and joined to feature data. For drawing objects, attributes are stored in a database and linked to selected drawing objects. See also [property](#) on page 1758, [external data](#) on page 1750 and [object data](#) on page 1757.

auto-generated field (metadata) A type of field in the Metadata feature, the value of which is derived from the data source, and populated automatically by AutoCAD Map 3D. Metadata auto-generation is triggered by selecting the resource in the Metadata Viewer. See also: [forced-update field](#) on page 1751

AutoCAD layer A layer in AutoCAD. An AutoCAD layer differs from a map layer you create in [Display Manager](#) on page 1748. See also [layer](#) on page 1754, [drawing layer](#) on page 1748, [feature layer](#) on page 1751, or [surface layer](#) on page 1763.

Autodesk Design Review The free viewer and editor for the DWF file format (formerly DWF Viewer).

azimuth A clockwise angle measured from a reference meridian. Also known as north azimuth. It can range from 0 to 360 degrees. A negative azimuth is converted to a clockwise value.

bearing An angle measured from North or South, whichever is nearest, with the added designation of East or West. The angle is always less than 90 degrees (PI/2 radians or 100 grads) and is usually referenced by a quadrant number.

best route analysis Calculates the shortest path or optimal route from a start point in a drawing, one or more intermediate points, and back to the start point. For example, the best route to follow on a street map when visiting multiple customer sites.

blocks In AutoCAD or AutoCAD Map 3D, compound objects that have been saved for reuse in the drawing or in multiple drawings, for example, a North arrow. In MapGuide Studio, blocks are converted into symbols when they are loaded. See also [symbol](#) on page 1763.

buffer A zone of a specific radius created around a selected feature. Used to select features within a specific distance of another feature. In AutoCAD Map 3D, you can define buffers for drawing topologies and for features, but you define them differently.

buffer fence A fence, or line, at a specified distance from a center line. Used to define a selection boundary.

bulge For contours that contain curves, the bulge value is a maximum mid-ordinate distance along a polyline curve. If the mid-ordinate distance is longer than specified, then points are added to better define the shape of the curve.

The bulge factor can add more vertices to a polyline curve, making it appear more curve-like. The smaller the value, the more vertices are added.

Cartesian coordinate system A [global coordinate system](#) on page 1752 defined using three perpendicular axes (X, Y, and Z) to specify locations in three-dimensional space. Compare with [spherical coordinate system](#) on page 1762.

cartographic coordinate system A [global coordinate system](#) on page 1752 that is referenced directly to an [ellipsoid](#) on page 1750. Compare with [geodetic coordinate system](#) on page 1752.

centroids Points or [blocks](#) on page 1744 that are part of a polygon in a drawing topology. The centroid holds information about the polygon's area and perimeter.

chained join An advanced type of join, where two or more secondary tables are joined to a primary table in a chain-like fashion, that is primary linked to secondary linked to another secondary and so on.

checkout The action of locking features in a data store before editing them. See also [explicit checkout](#) on page 1750, [implicit checkout](#) on page 1753.

class See [feature class](#) on page 1750 and [object class](#) on page 1757.

classified DWG An AutoCAD Map 3D DWG (drawing) file that contains object classes, and uses them to represent real-world objects in the drawing. A DWG file that contains object class definitions, but does not have any objects to which these definitions are applied, is not considered a classified DWG.

clustered nodes Nodes within a specified tolerance of one another.

COGO Short for Coordinate Geometry. COGO inquiry commands extract geometric information from drawing objects such as lines, curves, closed polylines, and polygons. This information is useful if you want to verify the accuracy of your data, or send the data to the field. Inquiry commands are specific to drawing objects. They don't work on features.

column A specific category of information in a table, such as Address or Diameter, also called a [FGDC CSDGM Standard](#) on page 1751. See also [table](#) on page 1763.

compound element (metadata) A group of data elements in the [FGDC CSDGM Standard](#) on page 1751. A compound element can consist of individual data elements, other compound elements, or both.

conformal projection, conformality Conformal projections maintain local angles. A map projection is conformal when the scale is the same in every direction at any point. Meridians and parallels intersect at right angles; the shape of small areas and angles with very short sides are preserved. Most larger area sizes are distorted.

conic projection A map projection in which the earth's surface is drawn as it would appear if projected on a cone wrapped around the earth. The Lambert Conformal Conic is often used for maps of the continental United States, France, and other countries.

constraint In a database, a restriction specified for a certain [feature class](#) on page 1750, which is validated when a new feature is added to that class. For example, a "minor road" feature class may have a constraint that specifies that the speed attribute must always be 25, 30, or 50 miles per hour.

continuous data Data that can fall anywhere in a broad range. When creating a theme, continuous data is usually organized into smaller ranges that show data trends. For example, property value is continuous data that can be placed into the ranges 0 to \$50,000, \$50,000 to \$100,000, and over \$100,000, with each range displayed in a different color. Compare with [discrete data](#) on page 1747.

contour lines A line that connects points of the same elevation or value relative to a specified reference datum. The lines can help you determine the elevation at a specific location on a surface, help clarify and analyze the 3D surface terrain, and help with things like navigation.

control points Locations with established latitude and longitude, and often elevation, used for accuracy and precise location of maps. A system of geodetic control points covers the entire United States. Similar systems exist for all countries, such as Bench Marks and Trigonometry Points in the United Kingdom. See also [monuments](#) on page 1756, [geodetic coordinate system](#) on page 1752.

coordinate geometry commands See [COGO](#) on page 1745.

coordinate system See [global coordinate system](#) on page 1752.

credentials The user ID and password needed to connect to a database.

cylindrical projection A map projection, in which the earth's surface is drawn as it would appear if projected on a cylinder wrapped around the earth in a north-south direction. Compare with [transverse cylindrical projection](#) on page 1765. See also [Mercator projection](#) on page 1756 and [conic projection](#) on page 1745.

dangle A link or line, one end of which lacks a connection to another link or node.

Data Connect The window you use to connect a geospatial [data store](#) on page 1747 to your map. You specify each [feature class](#) on page 1750 from that data store to add to your map.

data element (metadata) A single piece of data that can be entered directly, as a value in a field. In the Metadata feature, single data elements are expressed as fields to be completed with values defined in the [FGDC CSDGM Standard](#) on page 1751. See also: [compound element \(metadata\)](#) on page 1745.

data provider A recognized [FDO](#) on page 1750 feature source provider, used to connect to geospatial data.

data source A UDL (universal data link) file that points to a collection of data and provides information on how to access the data.

data store In [FDO](#) on page 1750, a collection of feature classes contained in a single storage location. The data store consists of an integrated set of objects, which are modeled by classes or feature classes defined within one or more schemas. Data stores can be either file-based, such as SDF, or a database, such as Oracle Spatial. See also [FDO provider](#) on page 1750 and [feature class](#) on page 1750.

Data Table In AutoCAD Map 3D, a grid based on [FDO](#) on page 1750 data, in which you can view and edit attributes of selected map features, perform searches, and work with selection sets.

Data View In AutoCAD Map 3D, the grid in which you can view and edit external database tables that are linked to drawing objects.

database query A set of conditions for specifying the selection of records from a database. External database queries, also called views, are created using your database software and can be run from the [Map Explorer](#) on page 1755 tab of the [Task Pane](#) on page 1764. See also [map query](#) on page 1755.

datum A mathematical model that provides a smooth approximation of the earth's surface. Each datum includes both an ellipsoid, which specifies the size and shape of the earth, and a base point for latitude and longitude. If two maps use different datums, points on the map may not line up. Also called a [geodetic coordinate system](#) on page 1752.

DEM Digital Elevation Model. A file that contains a representation of surface terrain. The surface is stored as a grid in which each cell can have any one of several different meanings, such as elevation, color, density, and so on.

digitize To convert existing data from paper maps, aerial photos, or raster images into digital form by tracing the maps on a digitizer. Object locations are recorded as X,Y coordinates.

discrete data Data that falls into explicit categories. For a [feature layer](#) on page 1751 that uses a [theme](#) on page 1764, each value is displayed differently. For example, an agricultural thematic map might show each crop in a different color. Compare with [continuous data](#) on page 1746.

display information A description of the appearance of a drawing object: includes items such as layer, color, hatch pattern, and line type.

Display Manager A view of the [Task Pane](#) on page 1764 that shows each [Display Manager layer](#) on page 1748 in your current display map, and has commands for styling and managing those layers. To view Display Manager, select its tab in the Task Pane.

Display Manager layer A set of objects in [Display Manager](#) on page 1748. The set could be all the objects on a layer or in a [feature class](#) on page 1750, or objects that share a certain property. Each layer can be stylized or themed individually.

display map A set of map presentations, consisting of Display Manager layers, that can be stored in a DWG file. See [Display Manager layer](#) on page 1748.

display properties Same as [display information](#) on page 1747.

dissolve To remove the boundaries that exist between polygons sharing a specific attribute.

dither To use a pattern of solid dots to simulate more colors than are actually available when displaying images.

domain (metadata) In the Metadata feature, the domain refers to element values that are defined as valid within the [FGDC CSDGM Standard](#) on page 1751. A domain can be a list of pre-defined values in a menu, a range of numbers, free-form text, or any other type of value that can be assigned to a given field.

dot variable Variable that refers to an object property. It consists of a period (.) followed by the variable name for that property. Dot variables can be entered in expressions used for building a template file for Report mode queries and for property alteration. See also [query](#) on page 1759 and [expression](#) on page 1750.

draping The process of overlaying [feature\(s\)](#) on page 1751 or a [raster](#) on page 1759 image on a surface so that the features or the image reflect the underlying terrain.

draping The process of overlaying a set of [feature\(s\)](#) on page 1751 or a [raster](#) on page 1759 image on a surface so that the features or the image reflect the underlying terrain.

drawing layer A layer in [Display Manager](#) on page 1748 that contains [drawing objects](#) on page 1749 from a DWG file. See also [AutoCAD layer](#) on page 1744, [feature layer](#) on page 1751, [layer](#) on page 1754, [surface layer](#) on page 1763.

drawing layer A layer in [Display Manager](#) on page 1748 that contains drawing objects from a DWG file. See also [AutoCAD layer](#) on page 1744, [drawing layer](#) on page 1748, [feature layer](#) on page 1751, and [surface layer](#) on page 1763. **drawing source** In AutoCAD Map 3D, a drawing source is a drawing (DWG) file and also its associated information, such as attached drawing files, drawing-based feature classes, linked template data, and topologies.

drawing objects Objects that exist in a drawing file (DWG) or come from an attached drawing. Compare to [feature\(s\)](#) on page 1751.

drawing set The set of source drawings attached to a drawing. See [source drawing](#) on page 1761.

drawing source In AutoCAD Map 3D, a drawing source is a drawing (DWG) file and also its associated information, such as attached drawing files, drawing-based feature classes, linked template data, and topologies. Compare with [feature source](#) on page 1751.

drive alias The mechanism that points to the folder where attached DWG files are stored.

drive alias In AutoCAD Map 3D, the mechanism that points to the folder where attached DWG files are stored.

DTED Digital Terrain Elevation Data.

duplicate objects Objects that share the same start and end points. Object types that can be considered duplicate include linear objects, points, blocks, text, and mtext.

DWF An Autodesk file format for sharing 2D, 3D, and spatially-enabled design data. DWF files are easy to publish and view on the Web. See also [georeferenced DWF](#) on page 1752, [Autodesk Design Review](#) on page 1744.

DWG Drawing file. The Autodesk file format for storing 2D, 3D, and spatially-enabled design data.

edge matching A DWG cleanup function available in AutoCAD Map 3D that allows for distortion between adjacent maps, and produces a true match of drawing objects at the edges of maps.

EditSet When users decide to lock objects in Oracle Spatial, those objects are immediately locked. Edits of locked objects are put into an EditSet. You can then update the database, which updates the locked records with the contents of the EditSet.

element (Oracle Spatial database) The basic building block of an Oracle Spatial [geometry \(Oracle Spatial database\)](#) on page 1752. The supported spatial element types are points, line strings, and polygons. For example, elements might model water wells (point clusters), roads (line strings), and county boundaries (polygons).

elevation The vertical distance from a datum to a point or object on the Earth's surface. The datum is generally considered to be at sea level. Equivalent to the Z coordinate in an XYZ coordinate system.

ellipsoid An approximation of the earth's shape that does not account for variations caused by the nonuniform density of the earth. Synonymous with [spheroid](#) on page 1762. See also [geoid](#) on page 1752.

equal area A map projection in which every part, as well as the whole, has the same area as the corresponding part on the earth, at the same reduced scale. No flat map can be equal area and represent true shape.

equidistant projections Projections showing true distances only from the center of the projection or along a special set of lines. No flat map can be both equidistant and equal area.

exaggeration See [vertical exaggeration](#) on page 1765.

explicit checkout The action of checking out features using the Check Out Features command. See also [checkout](#) on page 1745, [implicit checkout](#) on page 1753.

expression An automatic calculation used to specify values for URL, tooltip, and feature labels. For example, you might create a text expression that specifies a state name and population for a label. To express the population in millions, you might apply a number expression that divides the population value by 1,000,000.

expression evaluator The mechanism that analyzes the statement you enter in the Expression box in the Output Report Options dialog box or the Property Alteration dialog box.

external data Attribute data linked to a drawing object but contained in a database apart from the drawing file. See also [attributes or attribute data](#) on page 1743 and [object data](#) on page 1757.

FDO Feature Data Objects. An Autodesk software standard and general purpose API for accessing features and geospatial data regardless of the underlying data store. See also [feature\(s\)](#) on page 1751, [feature class](#) on page 1750.

FDO provider An implementation of the [FDO](#) on page 1750 API that provides access to data in a particular data store, such as an Oracle or ArcSDE database, or to a file-based data store, such as SDF or SHP.

feature class For feature data, a schema element that describes a type of real-world object. It includes a class name and property definitions. Commonly used to refer to a set of features of a particular class, for example, the feature class "roads" or the feature class "hydrants." See also [FDO](#) on page 1750, [property](#) on page 1758, [schema](#) on page 1760.

Feature Data Objects See [FDO](#) on page 1750.

feature layer A layer in [Display Manager](#) on page 1748 containing [feature\(s\)](#) on page 1751 from a feature source such as SDE, ESRI SHP, or ArcSDE. Feature layers are brought in using Data Connect. See also [AutoCAD layer](#) on page 1744, [layer](#) on page 1754, [drawing layer](#) on page 1748, or [surface layer](#) on page 1763.

feature source In AutoCAD Map 3D, any source of feature data that has been connected by means of [FDO](#) on page 1750. In MapGuide Studio, one of the two types of resources created either by loading file-based data or by connecting to a spatial database. Feature sources are stored in the repository either in SDF 3 format or as database connections and contain raw geometry only. Compare with [drawing source](#) on page 1749.

feature(s) An abstraction of a natural or man-made real world object. A spatial feature has one or more geometric properties. For example, a road feature might be represented by a line, and a hydrant might be represented by a point. A non-spatial feature does not have geometry, but can be related to a spatial feature that does. For example, a road feature may contain a sidewalk feature that is defined as not containing any geometry. In AutoCAD Map 3D, features are accessed and added to maps using Data Connect ([FDO](#) on page 1750). See also [attributes or attribute data](#) on page 1743. Compare to [drawing objects](#) on page 1749.

FGDC CSDGM Standard Content Standard for Digital Geospatial Metadata. A standard XML schema for publishing and sharing GIS [metadata](#) on page 1756, released by the United States Federal Geographic Data Committee (FGDC) in 1998. The schema is comprised of seven major sections, each of which contains several individual data elements and compound elements. Depending upon the nature of the GIS data, each section, element, and compound element is mandatory, optional, or conditional (mandatory if applicable).

field A specific category of information in a data file, such as Address or Diameter. Also called a [column](#) on page 1745. See also [table](#) on page 1763.

filtered record A record that matches the conditions of an SQL filter or spatial filter and is therefore available for selection.

flood trace For a [network topology](#) on page 1756, a trace that begins at a specified point and traces out in all directions for a specified distance or resistance.

forced-update field A type of [auto-generated field \(metadata\)](#) on page 1743 in the Metadata feature, the value of which is required to be derived from the data source within a GIS [resource \(metadata\)](#) on page 1760, according to the rules of the [FGDC CSDGM Standard](#) on page 1751. Forced-update fields are updated each time metadata is updated.

generalization A method of reducing the number of vertices in the source data by a specific percentage.

geodetic coordinate system A coordinate system that is referenced directly to a datum. Compare with [cartographic coordinate system](#) on page 1745.

geographic analysis Analytical techniques that identify existing conditions of a geographic location, a spatial area, or a linear network, and predict the effects of certain future events on these features.

geographic data Information about geographic features. See [feature\(s\)](#) on page 1751.

geoid An ellipsoid with a highly irregular surface used to describe the shape of the earth. See also [ellipsoid](#) on page 1750.

geometry (Oracle Spatial database) The representation of a spatial [feature\(s\)](#) on page 1751, modeled as an ordered set of primitive elements. See [element \(Oracle Spatial database\)](#) on page 1749.

geometry mapping The process of transforming the geometry elements of AutoCAD Map 3D objects to Oracle Spatial geometry, and transforming the geometry elements of the records back to AutoCAD Map 3D objects.

georeferenced DWF A DWF file published by AutoCAD Map 3D or AutoCAD Civil 3D 2008 that contains a global coordinate system and defined latitude and longitude coordinates based on the WGS84 datum. See also [DWF](#) on page 1749, [Autodesk Design Review](#) on page 1744.

georeferenced image An image that references real-world coordinates in its correlation source. Example: Georeferenced images include GeoSPOT, GeoTIFF, and images that use world files as their correlation source.

GeoTIFF A type of tagged image file format (TIFF) that supports georeferencing information.

GIS (Geographic Information System) A computerized decision support system that integrates geographic data, attribute data, and other spatially-referenced data. A GIS is used to capture, store, retrieve, analyze, and display spatial data.

global coordinate system A method that converts the earth's spherical coordinates representing latitude and longitude into an AutoCAD Map 3D drawings Cartesian coordinate system, and accounts for the curvature of the earth's surface with a projection. A coordinate system is usually defined by a projection, an ellipsoid definition, a datum definition, one or more standard parallels, and a central meridian.

grid surface See [surface](#) on page 1763.

hatch A regular pattern used to fill an area with a series of cross-angled lines.

hillshading The addition of shading to a surface to suggest three-dimensionality, shadow, or degrees of light and dark. Hillshading adds shading by casting the sun's light across a surface from the direction and angle you specify.

implicit checkout The action of checking out features by selecting them, without using the Check Out Features command. See also [checkout](#) on page 1745, [explicit checkout](#) on page 1750.

inner join A type of join where records in the primary table are displayed only if there is a matching record in the joined secondary table. See also join, left outer join.

intersection (expression) Two or more conditions joined with the logical operator And. An item is selected only if the item meets all specified conditions. Compare with [union](#) on page 1765.

intersection (geometry) The location where one line, surface, or solid crosses another so as to have one or more points in common.

join A relationship that is established between attribute data and feature sources for the purposes of creating a new view of the data or for ad-hoc analysis.

JPG2000 An advanced raster image format from Joint Photographics Expert Group, featuring options for lossless compression, wavelet compression, incremental decompression, and support for up to 48-bit color.

key column One or more columns in a table whose values are used to uniquely identify a record. To provide useful links, a key column should contain a unique value for each record. Also called a key field.

key value A value stored on an object that specifies that value to match in the key field of a table.

key view In a map book, an overview of the entire map with the current tile boundaries displayed.

label Text placed on or near map [feature\(s\)](#) on page 1751 to describe or identify them.

latitude The first part of a spherical coordinate system used to record positions on the earth's surface. Latitude indicates the angular distance north or south of the equator. See also [longitude](#) on page 1754.

layer A resource that references a feature source or a drawing source. The layer contains styling and theming information, and optionally a collection of scale ranges. You add a layer to your map using [Display Manager](#) on page 1748. Specific types of layers are [drawing layer](#) on page 1748, [feature layer](#) on page 1751, and [surface layer](#) on page 1763.

layout template In a map book, a named composition of viewports and [annotation](#) on page 1743 in paperspace. It includes the intended paper size and output scale for plotting and publishing. See also [map book template](#) on page 1755.

left outer join A type of join where all records in the primary table are displayed, whether or not they have a matching record in the joined, secondary table.

LIDAR Light Detection And Ranging. A remote-sensing method that can be used to generate an image of a surface.

link (external databases) The connection between a drawing object and its related database data. The link data is stored on the linked drawing object and contains the name of the link template and the key value used to identify the associated record in the linked table. An object may have more than one link.

link (geometry) An element of geometry that connects nodes. In a polygon topology, a link defines a polygon edge. Links can contain vertices and true arcs, and can be represented as a line, polyline, or arc. See also [node](#) on page 1756.

link template A data structure that contains the path information to a database table and specifies one or more key fields in that table.

lock To make all or part of a disk file read-only so that it cannot be modified by other users on a network. Object locking applies to objects that are being edited by another user. File locking applies to entire files, for example when an AutoCAD user wants to open a file while the file is being edited in AutoCAD Map 3D.

logical operator A symbol such as And, Or, Not, =, >, >=, <, and <= used to define logical relationships.

long transaction Transactions that extend over hours, days, or months, unlike the more typical database transactions that last for only seconds. Long transactions support atomicity, consistency, and durability, and can be committed or rolled back.

longitude The second part of a spherical coordinate system used to record positions on the earth's surface. Longitude measures angular distance east or

west of the prime meridian, which runs through Greenwich, England. See also [latitude](#) on page 1753.

main viewport The viewport that represents a map tile in a sheet. See also [viewport \(paper space\)](#) on page 1765.

map A collection of layers displayed within a consistent coordinate system and extents. See also [layer](#) on page 1754.

Map Book Manages your [map book](#) on page 1755 and contains commands for creating, editing, and publishing them. To view Map Book, click its tab in the [Task Pane](#) on page 1764.

map book A publishing option that divides a map into tiles and formats them into pages with a legend and an index/key. Create and edit map books from the Map Book tab in the [Task Pane](#) on page 1764.

map book template A special type of sheet set template used by a map book to generate sheets. The map tiles are generated based on the layout and viewport placeholder properties.

Map Explorer Manages your mapping resources. To view Map Explorer, click its tab in the [Task Pane](#) on page 1764.

map projection A systematic representation of a spherical body, such as the earth, in a flat (planar) surface. Each map projection has specific properties that make it suitable for specific mapping needs.

map query A set of conditions that specify the selection of drawing objects from source drawings. Conditions in a Map query can be based on the location or properties of an object or on data stored in the drawing or in a linked database table. See also [topology query](#) on page 1765 and [database query](#) on page 1747.

map tile A specific region of a map (model space view) for use on an individual sheet.

MapGuide Enterprise A software platform for distributing spatial data over the Internet or on an intranet. MapGuide Enterprise is supported by Autodesk.

MapGuide Open Source A software platform for distributing spatial data over the Internet or on an intranet. MapGuide Open Source is supported by the community (www.mapguide.osgeo.org)

MapGuide Server The component of MapGuide Open Source or MapGuide Enterprise that hosts services and responds to requests from client applications through TCP/IP protocol.

MapGuide Viewer (AJAX viewer) The version of the MapGuide Viewer component that does not need a download (also known as “zero-client viewer”). It works with Microsoft Internet Explorer, running on Windows, or with browsers such as Firefox on other operating systems, such as MacOS or Linux.

MapGuide Viewer (DWF Viewer) The version of the MapGuide Viewer component that is based on a Microsoft ActiveX Control and has full support for the DWF format. It works with the Microsoft Internet Explorer browser only.

MapGuide Web Server Extensions The MapGuide component that exposes the services offered by the MapGuide Server to client applications over the Internet or on an intranet using HTTP protocol.

Mercator projection A map projection, designed by Gerhardus Mercator, in which the earth's surface is drawn as it would appear if projected on a cylinder wrapped around the earth. See also [cylindrical projection](#) on page 1746.

meridian A great circle passing through both poles, corresponding to a line of longitude.

metadata Data about data. In the GIS context, metadata consists of information that describes the essential characteristics of geospatial data sets. See also [FGDC CSDGM Standard](#) on page 1751

monuments Features with known coordinates, used to establish accurate and precise location on a map. See also [control points](#) on page 1746.

mpolygon A polygon object. A polygon differs from a closed polyline in that it stores information about its inner and outer boundaries.

naming scheme The method of determining an individual map tile name. Examples include column/row, sequential, and data driven.

network analysis, network flood trace See [flood trace](#) on page 1751.

network topology A description of the spatial relationship between linear drawing objects (links and, sometimes, nodes). For example, a network topology can represent pipelines, streets, electrical transmission lines, and rivers.

node A single point or a link end point or intersection in a topology. A node can be represented as a block or point object.

node topology A description of the spatial relationship between geographic point objects in a drawing. Examples of node topologies include point sources of pollution and road signs.

normalizing In a theme, the scaling of data values relative to another data value. A common example is adjusting the thematic value based on the area, length, or perimeter of the entity.

object class All the drawing objects that have been created using a specific object class definition. Use object classification to organize objects in your drawing based on the real-world features they represent, such as roads. Object classes allow you to create new objects that automatically have the appropriate properties and values for objects in your drawing. See also [feature class](#) on page 1750.

object class definition A definition of how to create a classified drawing object in a drawing. An object class definition can include information about the object type, default properties of the object, or default data that should be attached to the object.

object data Attribute data attached to an object and stored in the drawing file. Compare with [external data](#) on page 1750.

OGC Open Geospatial Consortium. A non-profit, international, voluntary consensus standards organization that leads the development of standards for geospatial and location based services. (www.opengeospatial.org)

one-to-many join A join in which one record in the primary table corresponds to more than one record in the secondary table.

one-to-one join A join in which one record in the primary table corresponds to one record in the secondary table.

OpenGIS Agent The component of the MapGuide Server Web Extensions that implements a number of the OpenGIS Web-mapping protocols to expose the services offered by the MapGuide Server to standards-based OpenGIS clients.

Oracle schema See [schema](#) on page 1760.

Oracle Spatial (OSE) feature An earlier version of the Feature Data Objects ([FDO](#) on page 1750) feature, used to store maps in Oracle Spatial.

OSGeo Open Source Geospatial Foundation. A foundation created to support and build the highest-quality open source geospatial software. The foundation's goal is to encourage the use and collaborative development of community-led projects. (www.osgeo.org)

overlay To create a new topology by combining elements of two distinct topologies. At least one of the original topologies must be a polygon topology.

package In MapGuide, a compressed file that can speed up the process of loading data onto the server. Large source-data files can be zipped up in this file format and saved to a network location or copied to a CD.

parallel A degree of latitude that circles the earth parallel to the Equator.

path trace For a network topology, a trace begins at a specified point, finds the shortest distance to another point and is based on resistance (the length by default).

persistent locking The ability to edit checked-out objects while you are offline, and then save your changes back to the data source when you return online.

placeholder Specifies location and size of elements (viewports, scale bar, north arrow, legend) in a map sheet.

plot template block An AutoCAD block that contains plotting information such as title page text, plot layouts, legend, and other map [annotation](#) on page 1743.

polygon A polygon is a closed area that stores information about its inner and outer boundaries, and about other polygons nested within it or grouped with it. In a polygon topology, the polygon can be enclosed by any lines or arcs in the drawing. In addition, AutoCAD Map 3D supports a polygon object, sometimes called an [mpolygon](#) on page 1756 or mapping polygon.

polygon topology A description of the spatial relationship between geographic area features. Polygon topologies contain geometric links, nodes, and centroids. Examples of polygon topologies are land use and land cover maps, political boundaries, parcels, and soil types.

primary key The property whose value uniquely identifies each feature within a feature class. Many feature classes use a single property for this purpose, for example, FeatureId. However, a feature class could have a list of properties such as street number, street name, and street type to uniquely identify a house address. You cannot edit primary key values for joined data.

prime meridian The line of longitude drawn through Greenwich, England, used as the origin for longitude measurements.

profile User-defined settings specific to a given drawing.

property For [feature\(s\)](#) on page 1751 data, a single attribute of a class. A class is described by one or more property definitions. For example, a Road [feature class](#) on page 1750 may have properties called Name, NumberLanes, or Location. See also [attributes or attribute data](#) on page 1743.

property alteration definition The definition of properties you want to change during a query.

property data Values associated with a geographic object, such as river depth, road width, or pipe diameter. In AutoCAD Map 3D, these items are represented as block attributes, values in object data tables, or values in a linked external database.

pseudo node An unnecessary node in a geometric link. A pseudo node can be used to store information about geographic point location or to represent change from one link to another.

publish To generate output from a map book.

purge To remove all unused object definitions from an open drawing.

query A set of executable statements that retrieve specific objects. For example, a layer-based query that displays only the objects on the layers that contain state and district boundaries. See [map query](#) on page 1755, [topology query](#) on page 1765, and [database query](#) on page 1747.

Query Library The set of queries saved in a drawing. You can add, delete, and modify queries in the Query Library.

ramp A sequence of display properties used to render a theme; for example, a sequence of colors, linestyles, or hatch patterns.

range of values In a theme, a segment of data along a continuum, such as property value, temperature, or population.

raster Images containing individual dots (called pixels or cells) with color values, arranged in a rectangular, evenly spaced array. Aerial photographs and satellite images are examples of raster images used in mapping. Compare with [vector](#) on page 1765.

raster-based surface layer See [surface layer](#) on page 1763.

reference point For a symbol, the point that controls the position of a symbol over a feature in a map. The default reference point is the center of the symbol.

registration The preparation of a map for digitizing by calibrating a digitizing table to convert an analog source to a digital file. See [digitize](#) on page 1747.

resistance Resistance is a measure of how hard it is to travel a link. The default measure of resistance is the length of the link. You can set the resistance to be related to what the link represents, such as pipe diameter or traffic speed.

resolution In a raster image, the density of pixels-per-inch (ppi) or dots-per-inch.

resource In MapGuide, a feature source, drawing source, or application component that is stored in the resource repository and can be reused and shared.

resource (metadata) In the Metadata feature, a resource is a generic term meaning any type of data set for which AutoCAD Map 3D can generate [metadata](#) on page 1756. A resource could be a feature class, an object class, a schema, or a file.

resource repository In MapGuide, an XML database that stores the resources created either by loading file-based data or by connecting to databases.

rubber sheeting An editing method, used only when necessary, that attempts to correct errors by stretching a map to fit known control points or monuments.

rule (for feature themes) A feature theme consists of a collection of rules. Each rule specifies a style and feature label for the features that meet the specified condition. You can add a legend label to provide a description of a rule's condition. As a layer is drawn, each [feature\(s\)](#) on page 1751 is compared to the rules in the order that they are listed. The first rule for which the feature meets the condition is used to specify the style and feature label for that feature.

save set Objects that have been created or modified in the current drawing and are marked to be saved back to source drawings.

scale The ratio of the distance on a paper map to the distance on the ground. If a paper map has a scale of 1:100,000 (also represented as 1/100000), then a distance of 1 unit on the paper map corresponds to 100,000 units on the ground. On a digital map, scale represents the scale of the map from which the digital map was derived.

scale threshold You can define different stylizations at different scale thresholds. For example, turn on the display of road names only when the drawing scale factor is below 1:5000.

schema The definition of multiple feature classes and the relationships between them. A schema is the logical description of the data types used to model real-world objects, and does not reference the actual data instances (a particular road or land parcel). Rather, it is metadata. See also [feature class](#) on page 1750.

SDF Spatial Data File. The proprietary Autodesk file format that contains the spatial data (such as roads, cities, and countries) used in maps. See [SDF 2](#) on page 1761, [SDF 3](#) on page 1761.

SDF 2 The previous version of the SDF file format. It was the native file format for Autodesk MapGuide (the last release was Autodesk MapGuide 6.5). Each SDF 2 file generally contained one [feature class](#) on page 1750 or type of data, for example points, lines, polygons, or text.

SDF 3 The current version of the SDF format. It is the native format for MapGuide Enterprise and MapGuide Open Source. Each SDF 3 file can contain multiple feature classes or types of data stored in tables with attributes and geometry. See [feature class](#) on page 1750.

service An Oracle database.

shading See [hillshading](#) on page 1753.

sheet An individual named object in a sheet set that can be published. References a layout. In a DWF file, a plot layout containing a specific view of the original data.

sheet set A named collection of sheets and subsets for publishing.

sheet subset A named collection of sheets within a sheet set. An individual sheet can only be a member of a single subset.

sheet template A drawing file that defines a title block and a layout for use in sheets. Can be specified for sheet sets and sheet subsets.

shortest path trace See [path trace](#) on page 1758.

site The collection of servers that process MapGuide requests.

Site Administrator A Web-based application, installed with MapGuide Server, for managing a site and its servers.

Site Explorer The tree view in MapGuide Studio that displays the resources stored in the resource repository.

site server In a site, the server that contains the resource repository.

slope A method of reporting surface inclination as a ratio that expresses the horizontal distance in which the elevation changes by one linear unit. For example, if the ground rises 3 units over a horizontal distance of 15 linear units (meters or feet), the slope is 5:1 (5 to 1).

source drawing A drawing file attached to another drawing. The set of all source drawings attached to a drawing is called the drawing set. Use a Map query to retrieve selected objects from multiple source drawings.

spatial A generic term used to reference the mathematical concept of *n*-dimensional data.

spatial analysis The process of understanding, extracting, or creating information about a set of objects. Spatial analysis includes techniques used to determine the distribution of objects over a network or area, and the relationships between those objects. The location of, proximity to, and orientation of objects can be analyzed with spatial analysis. It is useful for evaluating suitability and capability, for estimating and predicting, and for interpreting.

spatial context The general metadata or parameters within which the geometry for a collection of features resides. In particular, the spatial context includes the definition of the coordinate system, spheroid parameters, units, spatial extents, and so on for a collection of geometries owned by features.

spatial data Information about the location and shape of geographic features, and the relationships between those features. See also [feature\(s\)](#) on page 1751.

Spatial Data File See [SDF](#) on page 1760.

spatial database A database containing information indexed by location.

spatial filter A selection of objects that specify which records to display in the active table or query. When a spatial filter is active, the Data View displays only those records linked to selected objects. Compare with [SQL filter](#) on page 1762.

spatial index An index created in an Oracle Spatial database by dividing the extents of the drawings in the database into rectangular tiles. AutoCAD Map 3D uses the index to locate the geometry to be imported.

spherical coordinate system A coordinate system measured on the surface of a sphere and expressed as angular distances. Compare with [Cartesian coordinate system](#) on page 1744.

spheroid See [ellipsoid](#) on page 1750.

SQL filter A series of SQL expressions that specify which records to select in the active table or query. When an SQL filter is active, the Data View displays only those records that match the filter criteria. Compare with [spatial filter](#) on page 1762.

style Settings that specify how to display the [feature\(s\)](#) on page 1751 or drawing objects in a Map Display layer. For example, a polygon style that makes parcel polygons 50% transparent and which appears at a scale of 1:50000. One or more styles can be applied to a single element.

style library Use the style library to store the styles you use frequently. You can drag and drop these styles onto any element in any other display map.

styling The process of assigning display characteristics (such as line color, line pattern, fill color, fill pattern, and so on) to [feature\(s\)](#) on page 1751 (points, polylines, polygons). See also [theming](#) on page 1764.

stylization Visually or textually changing the display of drawing objects according to the assigned styles, rather than displaying them with their native object properties. See also [style](#) on page 1762.

superuser A user who controls user IDs, passwords, and access to sensitive procedures.

supplementing distance The maximum distance between 3D polyline vertices. If the distance between vertices is greater than specified, then points will be added along the 3D polyline in equal increments that are less than or equal to the supplementing distance.

supplementing factors Add vertices along 3D polylines that are long and contain few vertices. The supplementing distance is the maximum distance between vertices. If the distance between vertices is greater than specified, then points will be added along the 3D polyline in equal increments that are less than or equal to the supplementing distance. The smaller the distance, the greater the number of supplemented points.

surface A network of elevation data. AutoCAD Map 3D supports raster-based grid surfaces, such as DEM, DTED, and ESRI Grid. In these types of surfaces, the points of a surface are connected into a grid, which are then used to interpolate contours, and to generate profiles and cross-sections. A surface represents the ground condition at a particular time or event.

surface layer A layer in [Display Manager](#) on page 1748 containing a raster-based surface such as a Digital Terrain Model (DEM), an ESRI Grid file, or Digital Terrain Elevation Data (DTED). A surface layer is brought in using Data Connect. See also [feature layer](#) on page 1751, [drawing layer](#) on page 1748, [AutoCAD layer](#) on page 1744.

symbol A bitmap or vector image that is used to represent a point.

symbol library In MapGuide Studio, a collection of related symbols. Image files are converted into symbols when they are brought into the symbol library. The symbol library is stored in the resource repository.

symbol table A term referring to the storage of named objects, including linetypes, layers, text styles, and blocks.

table A set of data arranged in records (rows) and fields (columns). When a table is displayed in a grid, records display in horizontal rows and fields display in vertical columns. Each field value in the table displays in a cell.

Task Pane A AutoCAD Map 3D window that provides the tools you need to accomplish your main mapping tasks: creating, displaying, styling, analyzing, and publishing maps. The Task Pane contains tabbed views: [Map Explorer](#) on page 1755, [Display Manager](#) on page 1748, and [Map Book](#) on page 1755. Map Explorer enables you to manage the resources you will use to create your maps. Display Manager provides tools to create maps, and create styles and themes. With Map Book, you can print, publish and share maps. You can resize the Task Pane palette and place it where you want.

template file A file that formats another file, such as a text file for saving information from queried objects. See also [dot variable](#) on page 1748, [query](#) on page 1759, and [link template](#) on page 1754.

thematic map See [theme](#) on page 1764.

theme A theme is a special kind of style used to vary the stylization based on some property of the objects. For example, instead of just coloring the lakes blue, you could vary the shade of blue based on the depth of the lake. Instead of just altering the line width of the roads, you could vary the line width based on traffic flow.

theming The process of styling [feature\(s\)](#) on page 1751 according to an attribute value. See also [styling](#) on page 1763.

tiling scheme The method of breaking a large map into multiple smaller tiles. Options include by area, by number, and custom.

tolerance A radius around a node or linear object used to search for drawing errors.

tolerance (drawing cleanup) The minimum distance allowed between linear objects or nodes during drawing cleanup. If two linear objects or nodes are separated by a distance less than the tolerance, AutoCAD Map 3D corrects the error.

Topobase An Autodesk data management solution for utility companies, municipalities, and engineering firms. Autodesk Topobase consists of a set of industry-specific modules built on AutoCAD Map 3D and MapGuide, all of which use Oracle as the central data store.

topology A set of geometric relationships between drawing objects, including links, nodes, and centroids. Topology describes how lines, nodes, and polygons connect and relate to each other, and forms the basis for advanced GIS functions such as network tracing, spatial analysis, buffer analysis, overlay analysis, and dissolving a polygon topology.

topology query An extension to a Map query that applies to a loaded topology. See also [map query](#) on page 1755.

transparent command A command started while another is in progress. Precede transparent commands with an apostrophe.

transverse cylindrical projection A map projection, in which the earth's surface is drawn as it would appear if projected on a cylinder wrapped around the earth in an east-west direction. Compare with [cylindrical projection](#) on page 1746.

UDL (Universal Data Link) File with .udl extension that includes the name and location of the database table and the software used to create the file. Windows uses a UDL file to identify a data source. Using the information in this file, programs such as AutoCAD Map 3D can view and update data from external databases.

undershoot Two or more lines within a specified tolerance of each other that do not meet.

union Two or more conditions joined with the logical operator Or. An item is selected only if the item meets at least one of the specified criteria. Compare with [intersection \(expression\)](#) on page 1753.

Universal Transverse Mercator (UTM) projection A specific implementation of the Mercator projection, designed for use around the world. See also [Mercator projection](#) on page 1756.

vector A mathematical calculation of an object with precise direction and length. Vector data is stored as X,Y coordinates that form points, lines, and areas. Compare with [raster](#) on page 1759.

versioning A database function that allows multiple copies of a spatial dataset to be stored and tracked by date of creation, date of change, and so on.

vertical exaggeration An increase of vertical scale relative to horizontal scale, used to make elevation changes easier to differentiate.

viewport (paper space) A view of model space from a layout.

wavelet A multiple resolution image file compressed using a lossy compression that enables large graphics to load much faster due to the reduction in file size. Wavelet compression is based on a mathematical algorithm in which graphic images can be reduced to a small fraction of their original size.

weeding The removal of points along a selected 3D polyline, which may represent a contour. The weeding factors determine the amount of points removed. You can use weeding to reduce the amount of point information

taken from the contours that may not be necessary to generate an accurate surface.

weeding factors You can use the weeding factor settings to reduce redundant points along 3D polylines by ignoring vertices that are close together or along a straight line. A larger distance and deflection angle will weed a greater number of points. Distance is an absolute measure and the angle is measured in degrees. The larger the distance value, the greater the number of weeded points. The weeding factors must be less than the supplementing factors.

A point is weeded by calculating its location in relation to the vertices before and after it. If the length between these three points is less than the weeding length value, and the deflection angle is less than the weeding angle value, then the middle point will not be added to the contour data file.

WFS Web Feature Service. A web service based on the specification defined by the OGC. Acts as a source of [feature\(s\)](#) on page 1751 data.

WMS Web Map Service. A web service based on the specification defined by the OGC. Produces an image (for example, a PNG or JPG image) of geospatial data.

workspace Contains the commands and tools for specific tasks. The Map 3D For Geospatial workspace is tailored to working with spatial [feature\(s\)](#) on page 1751 while Map 3D For Drawings is optimized for working with drawing objects. To change your workspace, click View menu ► Menu/Toolbar Layout. Click a workspace.

zero-client viewer See [MapGuide Viewer \(AJAX viewer\)](#) on page 1756.

zoom To change the display magnification so that it focuses on progressively smaller areas (when you zoom in) or larger areas (when you zoom out) of an image.

zoom extents To magnify a drawing based on its extents so that the view shows the largest possible view of all spatial objects.

Index

- .bmp files 386
 - inserting with Raster Extension 386
 - .ddf files (SDTS format) 349
 - importing 349
 - .dgn files 340, 344, 1186
 - exporting to 1186
 - importing 340, 344
 - .dib files 386
 - inserting with Raster Extension 386
 - .dpf files 650
 - .dwg files 1203
 - exporting maps to 1203
 - .dwt files 206, 606, 609
 - .dxf files 327, 1202
 - exporting 1202
 - importing 327
 - .eoo files 332
 - exporting 332
 - importing 332
 - .gml files 347, 1189
 - exporting to 1189
 - importing 347
 - .ini files 150, 225, 240, 245
 - and drive aliases 150
 - customizing 240
 - for import and export 245
 - .jpg files 375–376
 - adding with Data Connect 375–376
 - .mif files 335, 1183
 - exporting to 1183
 - importing 335
 - .mil files 386
 - inserting with Raster Extension 386
 - .pct files 386
 - inserting with Raster Extension 386
 - .pcx images 386
 - inserting with Raster Extension 386
 - .png files 375–376
 - adding with Data Connect 375–376
 - .rst files 386
 - inserting with Raster Extension 386
 - .sdf files 288, 323, 1173, 1175, 1212
 - exporting 1173, 1175
 - importing 323
 - saving Display Manager layers as 1212
 - using as a data source 288
 - .shp files 285–286, 334
 - adding feature data to maps 286
 - converting to drawing objects 285
 - importing 334
 - .sif files 1175
 - .sys files 225
 - .tab files 338–339, 1185
 - exporting to 1185
 - importing 338–339
 - .tga files 386
 - inserting with Raster Extension 386
 - .tif files 375–376
 - adding with Data Connect 375–376
 - .vml files 1190–1191
 - exporting 1191
 - exporting to 1190
 - .vpf files 350
 - importing 350
 - 2D 376, 980
 - adding rasters to maps 376
 - draping over 3D surfaces 980
 - viewing 980
 - 3D 979–980, 982
 - orbit options 982
 - surfaces 979
 - viewing 980, 982
 - 3D surfaces 980, 982
 - draping 2D data on 980
 - walkthroughs 982
- ## A
- abstract classes 1471
 - in Schema Editor 1471

- acadmap.ini file 150, 225
- acadmap.sys file 225
- ACADOPTIONS command 81
- ACADPUBLISH command 1135–1136
- ACADSAVE command 615
- ACADSAVEAS command 1202
- accessing 272, 277, 280, 283, 286, 288, 291, 294, 316
 - ArcSDE data in maps 277
 - Autodesk SDF data in maps 288
 - Microsoft Access data in maps 291
 - MySQL data in maps 283
 - ODBC data in maps 291
 - Oracle data in maps 272
 - SHP files in maps 286
 - SQL Server data in maps 280
 - vs importing data for maps 316
 - WFS data in maps 294
- activating source drawings 149
- Add Class Property dialog box (Export) 1461
- Add To Map With Query 270
- adding 148, 272, 277, 280, 283, 286, 288, 294, 374, 376, 379, 624, 635, 742, 744, 746, 794, 868, 908, 948, 1062
 - 2D rasters to maps 376
 - annotation to maps 908
 - ArcSDE data to maps 277
 - Autodesk SDF data to maps 288
 - database records in Data View 868
 - digital elevation models to maps 374
 - digital terrain elevation data to maps 374
 - distances 948
 - drawings to save sets for maps 624
 - drawings to the current map 148
 - ESRI grid files to maps 374
 - ESRI SHP data to maps 286
 - linear objects to topology 744
 - MySQL data to maps 283
 - nodes to topology 742
 - objects to save set 635
 - Oracle data to maps 272
 - polygons to topology 746
 - raster images to maps 374
 - raster-based surfaces to maps 374
 - SHP data to maps 286
 - SQL Server data to maps 280
 - surfaces to maps 374
 - text to drawing objects 1062
 - text to objects 794
 - WFS (Web Feature Service) data to maps 294
 - WMS (Web Map Service) data to maps 379
- ADEATTACHDATA command 874, 877, 1528
- ADEDEFCDRDSYS command 84
- ADEDEFDATA command 180–181, 1200, 1539
- ADEDRAWINGS command 146, 148, 1638
- ADEDWGCLEAN command (discontinued) 1274
- ADEDWGMaint command 610, 1079, 1640
- ADEDWGSTAT command 154, 160, 1646
- ADEEDITDATA command 881, 1529
- ADEFILLPOLYG command 797, 1385
- ADEGENLINK command 461, 875, 879, 1200, 1541
- ADEQUERY command 1025, 1047, 1072, 1219, 1221, 1573
- ADEQUERYLIB command 168–169, 1593
- ADEQVIEWDWGS command 620, 1733
- ADEREMOBS command 615, 631, 1619
- ADERSHEET command 793, 1386
- ADERUNQUERY command 166, 1596
- ADERUNXQUERY command 167
- ADESAVEOBS command 615, 622, 626, 628, 1621
- ADESELOBS command 615, 624, 1620
- ADESETCDRDSYS command 137–138, 1080, 1336
- ADESHOWOBS command 625, 1621
- ADETEXTLOC command 795, 1533
- ADETRANSFORM command 790, 1387
- ADEWHOHASIT command 609

- ADEZEXTENTS command 618, 1734
- adjacent arrows 1147
 - for map books 1147
- aerial imagery 53, 65
 - purchasing 65
 - samples 53
- affine transformation 124
 - and digitizing 124
- aliases for drives 150
- aligning 144, 157, 789
 - attached drawings 144
 - drawing objects in maps 789
 - drawings 157
 - maps 144
- Alter Block Insertion dialog box 1357
- Alter Line Format dialog box 1358
- Alter Linetype dialog box 1359
- Alter Lineweight dialog box 1359
- Alter Plotstyle dialog box 1360
- Alternate Font dialog box (drawing queries) 1569
- analyzing data 919
 - overview 919
- anchoring 640
 - objects for Drawing Cleanup 640
- angle information 950
 - displaying 950
- ANGLE variable 1289
- annotating 899
 - maps 899
- annotation 171, 174, 176, 178, 557, 904–905, 907–911, 915, 965, 974
 - adding for drawing layers 557, 965
 - applying for drawing layer themes 965
 - attaching to drawing objects in maps 907
 - changing templates 176
 - defining templates 174
 - deleting in maps 911
 - deleting references to templates 178
 - deleting templates 178
 - editing on an annotation layer 915
 - for drawing layer themes 974
 - inserting in maps 908
 - refreshing in maps 909
 - templates 171
 - templates from xrefs 171
 - updating in maps 911
- Annotation Delete dialog box 1307
- annotation layers 912–913, 915
 - adding text to 915
 - creating 912
 - styling 913
- Annotation Refresh dialog box 1307
- Annotation Text dialog box 1308
- Annotation Update dialog box 1309
- apostrophe 850
 - and coordinate geometry commands 850
- apparent intersection 643, 649, 673
 - and Drawing Cleanup 673
 - marking for cleanup 649
 - selecting 643
 - tolerance for extending 643
- appending 1173, 1180
 - when exporting to SDF 1173
 - when exporting to SHP 1180
- Arc/INFO Coverages 245, 318, 330, 1166, 1178
 - export defaults 245
 - exporting 1166
 - exporting to 1178
 - importing 318, 330
- arcs 646, 853, 855–856, 858, 951
 - converting to polylines during Drawing Cleanup 646
 - displaying COGO information for 951
 - specifying with angle and distance 853
 - specifying with azimuth and distance 858
 - specifying with bearing and distance 855
 - specifying with deflection and distance 856
- ArcSDE 274, 276–277, 328, 498, 500, 531
 - adding feature data to maps 277
 - importing data from 328
 - moving DWG data to 531

- provider capabilities in maps 274
 - schemas 498
 - setting up for 276
 - working with data 500
- ArcView ShapeFile 245, 318, 1180
 - exporting as folder 245
 - exporting to 1180
 - importing 318
 - importing as folder 245
- area 158, 548, 1030, 1050
 - altering drawing objects based on 1050
 - finding drawing objects by 1030
 - specifying save back extents 158
 - style options for 548
- AREA variable 1289
- arithmetic functions 1283
- aspect 989, 991
 - and theming 989
 - theming surfaces for 991
- Assign Global Coordinate System dialog box 1336
- Associate Database Versions dialog box 1411
- associating 439, 443
 - data with map features 443
- association properties 1471
 - in Schema Editor 1471
- associations 439
 - data and map features 439
- associative hatch 223
- Attach Object Class Definition File dialog box 1513
- Attach Object Data dialog box 1527
- Attach/Detach Object Data dialog box 1528
- ATTACHDEF command 850, 1513
- attaching 148, 167, 188, 452, 1062
 - data sources for drawings 188
 - data to drawing objects in maps 452
 - drawings to the current map 148
 - external data to maps 188, 452
 - queries to the current drawing 167
 - text to drawing objects 1062
- attribute data 26, 253, 309, 359, 367–368, 439–440, 443, 460, 878, 921, 1033, 1052, 1084, 1131, 1166, 1199, 1213
 - adding drawing objects to maps by 309
 - adding to features 440
 - adding using joins 439, 443
 - altering drawing objects based on 1052
 - and maps 253
 - and queries 1084
 - displaying as text 368
 - exporting 1166, 1213
 - exporting text enclosed in a polyline 1199
 - finding drawing objects by 1033
 - importing 359, 367
 - including when publishing to DWF 1131
 - linking records to drawing objects 460
 - linking to drawing objects in maps 878
 - overview 26
 - reports 1213
 - viewing for features 921
- Attribute Data dialog box 1435
- Attribute Domain Values Editor 1504
- Attribute Editor (metadata) 1485
- auditing 779, 1249
 - metadata 1249
 - topology 779
- Australian coordinate systems 101–102
 - changes 102
 - grid data files 101
- AutoCAD Civil 3D 472
 - bringing data into AutoCAD Map 3D 472
- AutoCAD Color Index 1295
- AutoCAD commands 589, 597–598
 - editing features with 589, 597–598
- AutoCAD layers 301, 353, 355
 - adding drawing objects to maps 301
 - assigning object classes during import 355
 - importing into AutoCAD Map 3D 353

- AutoCAD Map 3D 37–40, 44, 48, 52, 69, 76, 105, 133, 194–195, 1203, 1625
 - checking version 1625
 - command line interface 44
 - coordinate system files 105
 - customizing 76, 194–195
 - logging in as Superuser 133
 - menus and toolbars 39
 - opening display maps in previous versions 1203
 - sample data 52
 - setting options 194–195
 - setting up 69
 - Task Pane 40
 - templates 52
 - tutorials 48
 - user interface tour 37
 - user privileges 133
 - workspaces 38
 - AutoCAD Map Confirmation dialog box (drawing topology) 1669–1670
 - AutoCAD Map Messages dialog box 1533
 - AutoCAD Map Options dialog box 1628
 - AutoCAD Raster Design images 386
 - inserting with Raster Extension 386
 - AutoCommitting changes in the Data View 868
 - Autodesk Design Review 1129, 1133, 1135
 - Autodesk digital animation 386
 - inserting with Raster Extension 386
 - Autodesk DWF Viewer 1129
 - Autodesk MapGuide 326, 1141, 1175–1176
 - exporting to version 6.5 and earlier 1175–1176
 - importing from 326
 - publishing to Enterprise 2007 version 1141
 - Autodesk MapGuide Export dialog box 1318
 - Autodesk mapGuide Import dialog box 1320
 - Autodesk SDF 287–288, 323–324
 - about file format 323
 - adding feature data to maps 288
 - provider capabilities for maps 287
 - Autodesk value chain 12
 - AutoLISP variables 1294
 - automatic drawing cleanup 652
 - automatic save file 629
 - automatic update 80, 586
 - changing default setting 80
 - for feature data 586
 - autox.sv\$ file 629
 - azimuth base 211
 - setting to South 211
- ## B
- backup files 635
 - balancing polygon boundaries 811
 - base feature classes 1471
 - in Schema Editor 1471
 - base object classes 114
 - base or abstract classes (inheritance) 520
 - setting in schemas 520
 - best route analysis 710, 713, 1094, 1096
 - and direct resistance 713
 - and direction 710
 - BIL images 386
 - inserting with Raster Extension 386
 - bitonal images 386
 - inserting with Raster Extension 386
 - block attributes 460, 878, 1033, 1084, 1292
 - and queries 1084
 - finding drawing objects by 1033
 - linking data to drawing objects in maps 460
 - linking to drawing objects in maps 878
 - variables 1292
 - Block Mapping dialog box 1437
 - block names 1030, 1050
 - altering drawing objects based on 1050
 - finding drawing objects by 1030
 - block queries 1080
 - and property queries 1080
 - in preview mode 1080

- BLOCKNAME variable 1289
- blocks 129, 204, 361, 460, 557, 633, 635, 878, 965, 1045, 1068, 1080, 1084
 - adjusting for map distortion 204
 - altering name with queries 1045
 - and property alteration 1080
 - exploding when saving back from maps 633
 - for drawing layers 557
 - importing into AutoCAD Map 3D 361
 - linking to data for maps 460
 - linking to records automatically 878
 - options 204
 - querying 1084
 - redefining on save back 635
 - saving to source drawings from maps 633
 - scaling for drawing layer themes 965
 - specifying color 1068
 - specifying for digitized nodes 129
 - theming for drawing layers 965
 - units 204
- BMP files 386
 - inserting with Raster Extension 386
- boundaries 628, 798, 802, 811, 819, 833, 1027
 - breaking drawing objects at 798
 - changing for polygons in maps 819
 - displaying for polygons 833
 - inner and outer for polygons 811
 - query location 1027
 - trimming objects at 802
 - using to save drawing objects 628
- Boundary Break command 798
- boxes 1508
 - Responsible Party Editor (ISO Metadata) dialog box 1508
- Break Objects at Boundary dialog box 1404
- breaking 798
 - drawing objects at boundaries 798
- brightness 557
 - for drawing layers 557
- Browse/Search dialog box 1534
- Buffer Features dialog box 1303
- Buffer Warning dialog box 1304
- bufferfence boundary for query location 1027
- buffers 1004, 1112
 - and topology 1112
 - for drawing objects 1112
 - for features 1004
 - for geospatial features 1004
 - warnings 1004
- BULGE variable 1289
- Bulk Copy 523, 525–526, 528–529, 1474
 - and geometry issues 528–529
 - copying data from one feature source to another 525
 - copying foreign schemas 525
 - data types 526
 - ignoring errors 1474
 - log files 529
 - overview 523
 - widening conversion 526
- Bulk Copy dialog box 1474
- Bursa/Wolfe conversion method 86
- buying data 52

C

- caching 601
- CAD 12
 - integrating with GIS 12
- calculated properties 448, 927
 - and joined data 448
 - creating 927
- calibration 124, 126
 - and digitizing maps 126
 - options when digitizing 124
- CALS images 386
 - inserting with Raster Extension 386
- Canadian National Transformation 104
- cancelling check out for features 585
- Cartesian coordinate system 124, 134, 204
 - adjusting for distortion in maps 204
 - and digitizing 124

- categories 89, 94, 168
 - for coordinate systems 89, 94
 - for queries 168
- cells (in database) 868
 - editing in Data View 868
- CENTER variable 1289
- central meridian 134
- Centroid Objects dialog box (drawing topology) 1671
- CENTROID variable 1289
- centroids 363, 366, 702, 704, 749, 794, 807, 832
 - creating for closed polylines 807
 - creating for polygon topology 702
 - creating for polygons 366, 749, 807, 832
 - creating if missing 704
 - importing to in AutoCAD Map 3D 363
 - moving data to 363, 749
 - moving label point 794
 - removing duplicates 704
- CG4 images 386
 - inserting with Raster Extension 386
- Change Category dialog box (drawing queries) 1569
- check out features 584
 - automatically 584
- checking in features 582
- checking out features 584–586
 - and automatic update 586
 - and locking 584
 - and working offline 584
 - cancelling 585
- circles 646, 1027
 - boundary for query location 1027
 - converting to 2D polylines during Drawing Cleanup 646
 - converting to arcs during Drawing Cleanup 646
- Citation Editor (ISO Metadata) dialog box 1509
- Citation Information Editor 1488
- Civil 3D 470, 472
 - bringing data into AutoCAD Map 3D 472
 - exporting data to SHP 472
 - objects supported by AutoCAD Map 3D 470
- classified DWG 842–843
- Classified Property List dialog box (object classification) 1514
- CLASSIFY command 844
- Classify dialog box (object classification) 1514
- Classify Objects dialog box 1515
- classifying objects 842–843, 847
- cleanup 637–638, 640, 643, 646, 649–650, 652, 655, 658, 661, 664, 666, 668, 671, 673, 675, 677, 679, 682–683, 687, 704
 - actions 658
 - anchoring objects 640
 - apparent intersection 673
 - breaking crossing objects 668, 704
 - correcting errors automatically 652
 - correcting errors interactively 655
 - correction methods 652
 - dangling objects 679
 - deleting duplicates 664
 - displaying markers 655
 - elevation for new objects 646
 - erasing short linear objects 666
 - extending undershoots 671
 - for topology 658
 - layers for new objects 646
 - line width for new objects 646
 - markers 649
 - order of actions 643
 - order of operations 658
 - overview 637
 - profiles 650
 - pseudo nodes 677
 - reviewing errors before correcting 655
 - selecting actions 643, 661
 - selecting objects 640
 - simplifying objects 682
 - snapping clustered nodes 675
 - tolerance for 643
 - weeding 687
 - zero-length objects 683

- Cleanup Methods dialog box page 1323
- closed polylines 366, 759, 807, 832, 1201
 - creating centroids for 366, 807, 832
 - creating from polygon topology 759
 - creating from polygons during export 1201
- clustered nodes 643, 649, 675
 - marking for cleanup 649
 - snapping 675
 - tolerance for deleting 643
- COGO 850–852, 854, 856–857
 - angle and distance 852
 - azimuth and distance 857
 - bearing and distance 854
 - deflection and distance 856
 - entering commands 851
 - input commands 850
 - transparent commands 850
- Color Range Editor dialog box (object classification) 1516
- COLOR variable 1289
- colors 129, 546, 548, 557, 965, 992, 1030, 1045, 1050, 1068, 1295
 - altering drawing objects based on 1050
 - altering using queries 1045
 - and styles 548
 - changing for blocks 1068
 - digitizing 129
 - finding drawing objects by 1030
 - for drawing layers 557
 - for lines 546
 - for surface themes 992
 - in expressions 1295
 - list of 1295
 - setting feature default 1295
 - theming for drawing layers 965
 - using to modify thematic objects 1045
- Column dialog box 1412
- Column Values dialog box 1414
- columns (in database tables) 454, 870–871
 - for link templates in maps 454
 - formatting in Data View 870
 - hiding or freezing in Data View 871
- combining maps 148
- comma-separated files 934, 1215
 - and user locale 1215
 - exporting from Data Table 934, 1215
- command line 44, 79, 402
 - inserting images 402
 - interface in AutoCAD Map 3D 44
 - showing by default in geospatial and drawing workspaces 79
- Command prompt 44
 - in AutoCAD Map 3D 44
- commands 1259, 1274, 1278
 - blocked during refedit 1278
 - changed from previous releases 1259
- committing changes in the Data View 868
- complete topology 779
- complex linear objects 649, 682, 687
 - marking for cleanup 649
 - simplifying 682, 687
- composite line styles 546, 559
 - for drawing layers 559
- Computer Aided Acquisition images 386
 - inserting with Raster Extension 386
- conditional functions 1286
- conditions 313
 - using to add drawing objects to maps 313
- conditions for queries (drawing objects) 1024–1025, 1027, 1030, 1033, 1038, 1041, 1043
 - block attribute conditions 1033
 - combining 1041
 - data conditions 1033
 - editing 1043
 - link data conditions 1033
 - location conditions 1027
 - object data conditions 1033
 - overview 1025
 - precedence 1041
 - property conditions 1030
 - SQL conditions 1038
- Configure Data Source dialog box 1415

- configuring 123, 191
 - data sources 191
 - digitizers 123
- conformal projections 134
- Connect Data Source dialog box 1416
- connecting 193, 272, 277, 280, 283, 286, 288, 291, 294
 - data sources for drawings 193
 - to ArcSDE data sources for maps 277
 - to Autodesk SDF data sources for maps 288
 - to Microsoft Access data for maps 291
 - to MySQL data in maps 283
 - to ODBC data for maps 291
 - to Oracle data sources for maps 272
 - to SHP files for maps 286
 - to SQL Server data for maps 280
 - to WFS data 294
- connection pooling 80
- constraints 511–512, 520
 - setting in schemas 511–512, 520
- Contact Information Editor 1493
- continuous distances 949
 - base option 949
- Contour dialog box 1305
- contour lines 668, 682, 884, 976, 979
 - and Drawing Cleanup 668
 - deleting 979
 - digitizing 884
 - editing 979
 - overview 976
 - simplifying with Drawing Cleanup 682
- control points for digitizing 884
- conversion functions 1287
- convert 1166
 - DWG data 1166
 - to other format 1166
- Convert DWG To... 1166
- Convert Object Data to Database Links dialog box 1416
- converting 318, 463, 523, 646, 759, 826, 1166, 1168, 1201
 - data from one format to another 523
 - drawing objects during Drawing Cleanup 646
 - drawings from other formats 318
 - elevation during Drawing Cleanup 646
 - files from other programs 318
 - geospatial features to DWG format 318
 - layers during Drawing Cleanup 646
 - line width during Drawing Cleanup 646
 - maps to other formats 1168
 - object data to database tables 463
 - overview 1166
 - polygons to polylines during export 1201
 - polygons to polylines in AutoCAD Map 3D 759
 - polylines from 3D to 2D during Drawing Cleanup 646
 - polylines to polygons 826
- coordinate conversion 357, 1166
 - during export 1166
 - during import 357
- coordinate geometry 211, 850–852, 854, 856–857, 940, 945, 951
 - angle and distance 852
 - azimuth and distance 857
 - bearing and distance 854
 - commands 940
 - deflection and distance 856
 - displaying information for lines and arcs 951
 - measuring 945
 - options 211, 945
- Coordinate Geometry Setup dialog box 1637
- Coordinate System Translation dialog box 1439
- coordinate systems 85–86, 88–90, 94–96, 101–102, 104–105, 134, 136, 138–142, 204, 209, 268, 809, 941, 943, 1079, 1166, 1474
 - and feature sources in maps 268
 - assigning to current drawing 138
 - assigning to source drawings 136

- Australia and New Zealand 101
- basing on datum 85
- basing on ellipsoid 85
- categories 89, 94
- changes to Australian 102
- datum shift issues for North American users 104
- defining 85
- defining a datum 86
- defining an ellipsoid 88
- deleting 90
- digitizing points 809
- files 105
- for current drawing 134
- for source drawings 134
- GDC files 96
- geodetic 139
- grid data catalog (GDC) files 95–96
- ignoring in Bulk Copy 1474
- latitude and longitude 85
- measuring geodetic distance 943
- modifying 90
- options 204, 209
- overview 134
- removing from drawings 140, 1079
- specifying for export 1166
- tracking coordinates 941
- transformation options 209
- transforming for a drawing 142
- viewing for source drawing 141
- coordinate transformation 134, 136, 209
 - options 209
- coordinates 383, 809, 940–941
 - changing format for 941
 - digitizing 809
 - measuring 940
 - specifying for raster images 383
 - tracking 940–941
- Copy Scale dialog box 1360
- copying 525, 539
 - data from one feature source to another 525
 - display layers 539
- correcting topology 779
- Coverages 245, 318, 330, 1178
 - export defaults 245
 - exporting to 1178
 - importing 318, 330
- Create A Calculation 927
- Create a Join dialog box 1339
- Create Centroids dialog box 1535
- Create Closed Polylines dialog box (drawing topology) 1672
- Create Data Store dialog box 1341, 1476
- Create Map Book dialog box 1561
- Create Metadata Template dialog box 1488
- Create Network Topology Create New Nodes dialog box 1673
- Create Network Topology Select Links dialog box 1675
- Create Network Topology Select Nodes dialog box 1676
- Create Node Topology Select Nodes dialog box 1677
- Create Polygon Topology Create New Centroids dialog box 1679
- Create Polygon Topology Create New Nodes dialog box 1680
- Create Polygon Topology Select Centroids dialog box 1681
- Create Polygon Topology Select Links dialog box 1683
- Create Polygon Topology Select Nodes dialog box 1684
- Create Polygon Topology Set Error Markers dialog box 1686
- Create Polygons From Topology dialog box 1557
- Create Topology Select Topology dialog box 1688
- Create Topology Warning dialog box 1690
- creating 86, 88–89, 260, 510, 578–580, 691, 694, 697, 702, 816, 842, 958, 1077, 1151, 1227
 - classified drawing objects 842
 - coordinate system categories 89
 - datums 86
 - ellipsoids 88
 - feature classes in schemas 510
 - geospatial features 578

- linestring features 580
- map books 1151
- maps 260
- metadata 1227
- multilinestring features 580
- multipoint features 578
- multipolygon features 579
- network topology 697, 702
- node topology 694
- point features 578
- polygon features 579
- polygons in maps 816
- properties in schemas 510
- query indexes 1077
- schemas 510
- themes for feature layers 958
- topology 691
- crossing linear objects 649, 668, 704
 - breaking 668, 704
 - marking for cleanup 649
- customizing 76–77, 129, 157, 194–195, 200, 204, 206, 208–209, 213, 215, 219, 221, 225, 240, 245, 635, 1014, 1155
 - .ini files 240
 - AutoCAD Map 3D 76, 194–195, 225
 - automatically highlighting linked objects 1014
 - coordinate system 209
 - coordinate transformation 204
 - data sources 204, 213, 219
 - Data View 215
 - digitizing 129
 - drawing origin 157
 - drawing settings 204
 - export 245
 - import 245
 - log files 208
 - map books 1155
 - mapexport.ini 245
 - mapimport.ini 245
 - multi-user settings 206
 - overview 194–195
 - queries 221
 - save back settings 635
 - saving options 225

- system settings 208
- Task Pane 200
- workspaces for AutoCAD Map
 - 3D 77

D

- dangling objects 643, 649, 679
 - and Drawing Cleanup 679
 - marking for cleanup 649
 - tolerance for deleting 643
- data 52, 129, 182, 188, 191, 253, 359, 367–368, 439, 452, 523, 525, 694, 697, 702, 774, 861, 868, 876–878, 880, 893, 896, 919, 932, 998, 1033, 1052, 1166, 1209
 - altering drawing objects based on 1052
 - analyzing 919
 - and maps 253
 - attaching data sources 188
 - attaching multiple records to drawing objects 877
 - attaching object data to drawing objects 876
 - attaching to drawing objects automatically 878
 - attaching to objects 188
 - attaching while digitizing 129, 893, 896
 - configuring data sources 191
 - converting 1166
 - copying from one feature source to another 525
 - displaying as text 368
 - editing external data in Data View 868
 - editing object data 880
 - exporting 1166
 - external data 188
 - external data for drawing objects 861
 - finding drawing objects by 1033
 - finding for features 998
 - finding patterns 919
 - for network topology 697

- for node topology 694
 - for polygon topology 702
 - highlighting in Data Table 932
 - importing 359, 367
 - joining to features 439
 - linking to drawing objects in maps 452
 - migrating 523
 - modifying object data tables 182
 - round-trip from DWG and back 1209
 - samples included with AutoCAD Map 3D 52
 - saving changes in Data View 868
 - viewing for topology 774
 - viewing with Data View 861
- data access 467–468
 - extending capabilities 467–468
- data attributes 1471
 - for properties in Schema Editor 1471
- Data Condition dialog box (drawing queries) 1570
- data conditions for queries 1033, 1043
 - editing 1043
- Data Connect 268, 372, 505
 - accessing feature sources with 268
 - adding images 372
 - creating feature sources 505
- data formats 523
 - converting between 523
- data properties 1471
 - in Schema Editor 1471
- Data Source Name (DSN) 188, 191, 291
 - creating in Windows XP 291
- data sources 18, 188, 191, 193, 204, 211, 213, 219, 253, 271, 274, 282, 285, 287, 289, 293, 328, 345, 505
 - ArcSDE 274
 - attaching 188
 - Autodesk SDF 287
 - combining in maps 18
 - configuring automatically 191
 - configuring coordinate geometry 211
 - configuring manually 191
 - connecting 193
 - creating 505
 - customizing 219
 - default database versions 219
 - detaching 188
 - disconnecting 193
 - for maps 253
 - importing ArcSDE data 328
 - importing Oracle data 345
 - Microsoft Access 289
 - MySQL 282
 - ODBC 289
 - options 204, 213, 219
 - Oracle 271
 - SDF 287
 - SHP 285
 - UDL (Universal Data Link) file for 188
 - WFS 293
- data stores 479, 505, 507
 - creating 505
 - definition 479
 - deleting 507
 - overview 479
- Data Table 589, 595, 921–922, 925, 927, 929–934, 993, 996, 998, 1213, 1215, 1347
 - auto-hiding 922
 - calculated properties 927
 - dialog box 1347
 - displaying 922
 - editing features with 589, 595
 - exporting data from 1213
 - exporting from 934, 1215
 - filtering 998
 - finding data 998
 - highlighting areas in map 931
 - highlighting rows of data 932
 - making transparent 922
 - overview 921
 - removing highlighting in map 931
 - searching feature data 993, 996
 - selecting data 998
 - selecting data with 925
 - selecting features 993, 996

- viewing data for all feature classes 929
- viewing feature class data 929
- viewing joined data 929
- viewing non-spatial data 930
- zooming to a view 933
- Data to Attach dialog box 1352
- data types 526
 - when converting with Bulk Copy 526
- Data View 215, 454, 456, 458, 466, 860–861, 865, 868, 870–871, 938, 1010, 1012, 1014, 1017–1019, 1022, 1213, 1216
 - adding records 868
 - and database queries 865
 - Auto Commit 868
 - changing alignment 870
 - changing colors 870
 - changing columns 870
 - changing fonts 870
 - checking records linked to drawing objects 1010
 - copying data to Windows Clipboard 868
 - customizing 870–871
 - deleting records 868
 - editing records 868, 1012
 - filtering 1019
 - filtering by location 1022
 - filtering records 1010
 - finding records 1010, 1012
 - hiding and showing columns 871
 - highlighting objects in drawings 1010, 1014
 - highlighting records linked to drawing objects 1017
 - link template paths 466
 - link templates 454
 - linked tables 456
 - linking records to drawing objects 458
 - navigating 861
 - opening tables 865
 - options 215
 - overview 861
 - printing 1010
 - printing data from 1213
 - printing tables 1216
 - saving changes to data 868
 - spatial filter 1022
 - SQL queries 1018
 - SQL queries for drawing data 1019
 - viewing external data for drawing objects 938
- database link index 1077
- database queries 865
- database tables 188, 191, 193, 219, 367–368, 452, 454, 456, 458, 460, 466, 861, 865, 868, 882, 1010, 1012, 1014, 1017, 1019, 1022, 1038, 1055, 1216
 - adding records 868
 - altering drawing objects based on 1055
 - and Data View 861
 - attaching 191
 - attaching to drawing 188
 - connecting 193
 - converting object data to 882
 - default version 219
 - deleting records 868
 - disconnecting 193
 - displaying as text 368
 - editing in Data View 868
 - filtering 1019
 - filtering by location 1022
 - finding records 1010
 - highlighting linked drawing objects 1014
 - highlighting records linked to drawing objects 1017
 - importing links 367
 - key columns for link templates 454
 - link template paths 466
 - link templates for maps 454
 - linked 456
 - linking records to drawing objects 458
 - linking to drawing objects in maps 452, 460
 - navigating in Data View 861

- opening in Data View 865
- opening linked 456
- printing from Data View 1216
- querying 865
- saving changes 868
- searching 1012
- SQL conditions 1038
- UDL (Universal Data Link) file
 - for 188, 191
- viewing external data 861
- database views 514, 516
 - accessing from native schemas 514
 - exposing in AutoCAD Map 3D 514
 - mapping to feature classes 514, 516
- databases 185, 188, 191, 193, 219, 253, 452, 458, 460–461, 463, 502–503, 861, 868, 896, 938, 1010, 1012, 1014, 1017, 1019, 1022, 1038, 1055
 - adding records 868
 - altering drawing objects based on 1055
 - and Data View 861
 - and maps 253
 - and object data 461
 - attaching 188
 - attaching to maps 185
 - configuring 191
 - connecting 193
 - converting from object data 463
 - default version 219
 - deleting records 868
 - detaching 188
 - disconnecting 193
 - editing in Data View 868
 - filtering 1019
 - filtering by location 1022
 - finding records 1010
 - highlighting linked drawing objects 1014
 - highlighting records linked to drawing objects 1017
 - linking records to drawing objects 458
 - linking to drawing objects in maps 452, 460
 - linking to while digitizing 896
 - navigating in Data View 861
 - opening queries for 185
 - saving changes 868
 - searching 1012
 - setting up users for AutoCAD Map 3D 502–503
 - SQL conditions 1038
 - UDL (Universal Data Link) file
 - for 188, 191
 - viewing for drawing objects 861
 - viewing in Data View 938
 - viewing properties 185
- DATAVIEWHEADERANDFOOTER command 1217
- DATAVIEWPAGESSETUP command 1217
- DATAVIEWPRINT command 1217
- datum (for coordinate system) 86, 91, 102, 104, 139
 - changes to Australian 102
 - defining 86
 - deleting 91
 - geodetic coordinate systems 139
 - modifying 91
 - shift issues 104
- DB files 188, 219
 - attaching to drawing 188
 - setting default version 219
- dBASE 188, 219
 - attaching database to drawing 188
 - setting default version 219
- DBF files 188, 219
 - attaching to drawing 188
 - setting default version 219
- defaults 116, 180, 188
 - database versions 188
 - for object classes 116
 - for object data fields 180
- Define Annotation Template dialog box 1310
- Define Hatch dialog box 1361
- Define Link Template dialog box 1418–1419
- Define New Category dialog box (drawing queries) 1572

- Define New Object Data Field dialog box 1317
- Define New Object Data Table dialog box 1537
- Define Object Classification dialog box 1517
- Define Object Data dialog box 1539
- Define Query dialog box (drawing queries) 1573
- Define Range Table dialog box (drawing queries) 1577
- Define Text dialog box 1362
- Define Text dialog box (drawing queries) 1580
- Define/Modify Drawing Set dialog box 1638
- defining 85–86, 88, 111–112
 - coordinate systems 85
 - datums 86
 - ellipsoids 88
 - object classes 111–112
- definition file 849
 - for object classes 849
- Delete Topology dialog box 1690
- deleting 90–92, 94, 140, 182, 445, 465, 507, 521, 751, 760, 785, 868, 911, 1164
 - annotation from maps 911
 - coordinate system assignment 140
 - coordinate system categories 94
 - coordinate systems 90
 - data stores 507
 - database links 465
 - database records 868
 - datums 91
 - ellipsoids 92
 - feature classes in schemas 521
 - feature sources 507
 - joins 445
 - links (linear objects) from topology 751
 - map book tiles 1164
 - map books 1164
 - nodes from topology 751
 - object data tables 182
 - points (nodes) from topology 751
 - polygons from topology 751
 - properties in schemas 521
 - schemas in feature sources 521
 - topology 760, 785
- DEM (Digital Elevation Model) 370, 372–374
 - adding to maps 370
 - adding with Data Connect 372, 374
- density 383
 - specifying for raster images 383
- descriptions 155, 180
 - for object data fields 180
 - for source drawings 155
- Design File Input Settings dialog box (Import) 1467
- Design File Output Settings dialog box (Export) 1470
- Design Web Format 1129, 1133, 1135, 1162
 - publishing map books to 1162
 - publishing maps to 1129, 1133, 1135
- Detach Data Source dialog box 1420
- detaching 188, 624
 - data sources 188
 - drawings from maps 624
- deviation 124
 - and calibration 124
- DGN files 245, 318, 340, 344, 1166, 1186
 - changing export default to imperial units 245
 - changing the default seed file 245
 - exporting 1166
 - exporting to 1186
 - importing 318, 340, 344
 - seed file for 1186
 - units of measurement 245
- dialog boxes 1142, 1278, 1283, 1303–1310, 1312, 1314–1318, 1320, 1323, 1325–1326, 1328–1329, 1331, 1336–1337, 1339, 1341–1345, 1352–1353, 1355–1362, 1364–1365, 1368–1370, 1372–1374, 1376, 1378–1380, 1404–1405, 1408, 1411–1412, 1414–

1416, 1418–1429, 1432–1433,
 1435, 1437, 1439–1440, 1445–
 1446, 1452–1453, 1461–1462,
 1465–1467, 1470–1471, 1474,
 1476, 1479, 1483, 1485–1488,
 1491, 1493–1494, 1499, 1504,
 1506, 1508–1509, 1513–1517,
 1521–1524, 1527–1529, 1531–
 1537, 1539, 1541, 1543–1545,
 1548, 1557–1558, 1561, 1563–
 1566, 1569–1570, 1572–1573,
 1577, 1580, 1582–1584, 1587,
 1590, 1593, 1595–1598, 1601,
 1605, 1607, 1609, 1611–1612,
 1614, 1617, 1621, 1623, 1628,
 1637–1638, 1640, 1642, 1646–
 1648, 1650, 1652–1653, 1655–
 1656, 1669, 1671–1673, 1675–
 1677, 1679–1681, 1683–1684,
 1686, 1688, 1690–1692, 1694–
 1698, 1700–1701, 1703, 1705–
 1706, 1708–1713, 1715–1719,
 1722–1724, 1726–1728, 1730–
 1734
 Add Class Property (Export) 1461
 Alter Block Insertion 1357
 Alter Line Format 1358
 Alter Linetype 1359
 Alter Lineweight 1359
 Alter Plotstyle 1360
 Alternate Font (drawing
 queries) 1569
 Annotation Delete 1307
 Annotation Refresh 1307
 Annotation Text 1308
 Annotation Update 1309
 Assign Global Coordinate
 System 1336
 Associate Database Versions 1411
 Attach Object Class Definition
 File 1513
 Attach Object Data 1527
 Attach/Detach Object Data 1528
 Attribute Data 1435
 Attribute Domain Values
 Editor 1504
 Attribute Editor (metadata) 1485
 AutoCAD Map Confirmation (drawing
 topology) 1669
 AutoCAD Map Messages 1533
 AutoCAD Map Options 1628
 Autodesk MapGuide Export 1318
 Autodesk MapGuide Import 1320
 Block Mapping 1437
 Break Objects at Boundary 1404
 Browse/Search 1534
 Buffer Features 1303
 Buffer Warning 1304
 Bulk Copy 1474
 Centroid Objects (drawing
 topology) 1671
 Change Category (drawing
 queries) 1569
 Citation Editor (ISO Metadata) 1509
 Citation Information Editor 1488
 Classified Property List (object
 classification) 1514
 Classify (object classification) 1514
 Classify Objects 1515
 Cleanup Methods page 1323
 Color Range Editor (object
 classification) 1516
 Column 1412
 Column Values 1414
 Configure Data Source 1415
 Connect Data Source 1416
 Contact Information Editor 1493
 Contour 1305
 Convert Object Data to Database
 Links 1416
 Coordinate Geometry Setup 1637
 Coordinate System Translation 1439
 Copy Scale 1360
 Create a Join 1339
 Create Centroids 1535
 Create Closed Polylines (drawing
 topology) 1672
 Create Data Store 1341, 1476
 Create Map Book 1561
 Create Metadata Template 1488
 Create Network Topology Create New
 Nodes 1673

Create Network Topology Select Links	1675	Design File Output Settings (Export)	1470
Create Network Topology Select Nodes	1676	Detach Data Source	1420
Create Node Topology Select Nodes	1677	Digitize Setup	1353
Create Polygon Topology Create New Centroids	1679	Disconnect Data Source	1421
Create Polygon Topology Create New Nodes	1680	Drawing Cleanup	1323, 1325–1326, 1328, 1331
Create Polygon Topology Select Centroids	1681	Drawing Cleanup Errors	1329
Create Polygon Topology Select Links	1683	Drawing Maintenance	1640
Create Polygon Topology Select Nodes	1684	Drawing Set Display Filter	1642
Create Polygon Topology Set Error Markers	1686	Drawing Settings	1642
Create Polygons From Topology	1557	Drawing Statistics	1646
Create Topology Select Topology	1688	Drive Alias Administration	1647
Create Topology Warning	1690	Edit a Join	1339
Data Condition (drawing queries)	1570	Edit Direct Resistance (drawing topology)	1691
Data Expression	1536	Edit Direction (drawing topology)	1692
Data to Attach	1352	Edit Expression	1312
Define Annotation Template	1310	Edit Object Data	1529
Define Hatch	1361	Edit Reverse Resistance (drawing topology)	1692
Define Link Template	1418–1419	EditText (text layers)	1364
Define New Category (drawing queries)	1572	Error Markers page	1325
Define New Object Data Field	1317	Export	1440
Define New Object Data Table	1537	Export Metadata	1487
Define Object Classification	1517	Expression	1283, 1316
Define Object Data	1539	External Database Mapping	1465
Define Query (drawing queries)	1573	Feature Class Mapping (Export)	1461
Define Range Table (drawing queries)	1577	Feature Editing Options	1648
Define Text	1362	Feature Information	1341
Define Text (drawing queries)	1580	Feature Source Administration	1342
Define/Modify Drawing Set	1638	Feature Source Connection	1342
Delete Topology	1690	Feature Source Scope	1341
Design File Input Settings (Import)	1467	Generate Data Links	1541
		Generate Object Data Index	1650
		Hatch Options (drawing queries)	1582
		Header/Footer	1421
		Hillshade Settings	1306
		Horizontal Coordinate System Definition Editor (FGDC Metadata)	1499
		Identify Map Book Layout Placeholders	1563

- Image Correlation (Insert Image command) 1607
- Image Information 1609
- Image Management (Insert Image command) 1609
- Image Management Layout (Insert Image command) 1611
- Image Select (Insert Image command) 1611
- Import 1446
- Import Data Mapping 1465
- Import Metadata Options 1486
- Import Old Theme 1364
- Index Maintenance 1650
- Insert Annotation 1312
- Insert Image 1612
- Layer Mapping (Import FDO) 1452
- Layer Range Editor (object classification) 1521
- Layers to DGN Levels 1453
- Linetype Range Editor (object classification) 1521
- Lineweight Range Editor (object classification) 1522
- Link Objects (drawing topology) 1694
- Link Template Data Entry 1355
- Link Template Key Column Entry 1356
- Link Template Properties 1422
- Load Internal Query (drawing queries) 1583
- Load Topology 1696
- Load Topology Conflict 1695
- Load Topology From Source Drawing 1697
- Location Condition (drawing queries) 1584
- Manage Joins 1343
- Map Book Properties 1564, 1566
- Metadata Editor 1483
- Metadata Options 1485
- Metadata Viewer 1479
- Network Topology Analysis Choose Locations 1698
- Network Topology Analysis Output 1700
- Network Topology Analysis Resistance and Direction 1701
- Network Topology Analysis Select Method 1703
- New Annotation Template Name 1314
- New Layer 1318, 1543
- New Object Class Definition File 1523
- New Property (object classification) 1524
- New Range Table (drawing queries) 1587
- New Scale 1365
- Node Objects (drawing topology) 1705–1706
- Object Class Attribute Mapping 1445
- Object Data Mapping 1465
- Output Report Options (drawing queries) 1587
- Page Setup 1423
- Plotstyle Range Editor (object classification) 1524
- Point Mapping 1466
- Polygon Fill Properties 1558
- Property Condition (drawing queries) 1590
- Property Value Mapping (Export) 1462
- Publish to Autodesk MapGuide 1315
- Publish to MapGuide Results 1142
- Publish To MapGuide results 1316
- Query Library Administration (drawing queries) 1593
- Quick View Drawings 1733
- Range of Values 1365
- Raster Extension Options (Insert Image command) 1614
- Remove Object Data Index 1652
- Rename Category (drawing queries) 1595

- Rename Range Table (drawing queries) 1595
- Rename Table 1531
- Rename Topology 1708
- Responsible Party Editor (ISO Metadata) 1508
- Run Library Query (drawing queries) 1596
- Save Current Query (drawing queries) 1597
- Save Features 1343
- Save Objects to Source Drawings 1621
- Save Version 1344
- Schema Editor 1471
- Select Actions page 1326
- Select Alias 1652
- Select Block 1544
- Select Data 1544
- Select Data (drawing topology) 1709
- Select Database Version 1424
- Select Display Element 1368
- Select Drawings to Assign Coordinate System 1337
- Select Drawings to Attach 1545
- Select Existing Link Template 1425
- Select Feature Classes (Display Manager) 1368
- Select Images (Display Manager) 1368
- Select Layers (Display Manager) 1368
- Select Link Template 1426
- Select Link Template Key 1532
- Select Link Templates 1426
- Select Objects page 1331
- Select Plot Set to Convert 1565
- Select Query 1427
- Select Table 1428
- Select Topologies (Display Manager) 1368
- Set Property Alterations (drawing queries) 1598
- Sort (records) 1428
- Source Drawing Scope 1369
- Spatial Data Organization Editor 1494
- Split and Merge Rules 1405
- SQL Condition History (drawing queries) 1601
- SQL Expression (link templates) 1548
- SQL Link Condition (drawing queries) 1601
- Standard Order Process Editor 1506
- Style Area 1374
- Style Band 1369
- Style Label 1370
- Style Line 1372
- Style Point 1373
- Style Text Layer 1376
- Table Filter 1429
- Table Filter History 1432
- Table Properties 1433
- Thematic Mapping 1378
- Thematic Values 1379
- Theme (features) 1380
- Tile Properties 1565
- Time Period Information Editor 1491
- Topology Buffer Create New Centroids and Nodes 1710
- Topology Buffer New Topology 1711
- Topology Buffer Set Buffer Distance 1712
- Topology Dissolve Create New Centroids and Nodes 1713
- Topology Dissolve Create Nodes 1715
- Topology Dissolve New Topology 1716
- Topology Dissolve Object Data 1717
- Topology Dissolve Set Parameter 1718
- Topology Overlay Analysis Analysis Type 1719
- Topology Overlay Analysis Create New Centroids and Nodes 1722

- Topology Overlay Analysis Create Nodes 1723
- Topology Overlay Analysis Output Attributes 1726
- Topology Overlay Analysis OutputTopology 1724
- Topology Overlay Analysis Select Overlay Topology 1727
- Topology Query 1728
- Topology Query Result 1730
- Topology Selection 1731
- Topology Statistics 1732
- Transparency Color (Insert Image command) 1617
- Trim Objects at Boundary 1408
- Type SQL Condition (drawing queries) 1605
- Undefined Alias Referenced 1653
- User Administration 1653
- User Credentials 1345
- User Information 1655
- User Login 1656
- using wild-card characters 1278
- View Query Statement 1345
- Who Has It Information 1623
- Zoom Drawing Extents 1734
- Zoom Scale 1433
- DIB images 386
 - inserting with Raster Extension 386
- Digital Elevation Model 53, 370, 372–373
 - adding to maps 370
 - sample images 53
- digital elevation models 976, 978, 980, 988, 992
 - adding contour lines 978
 - analyzing 976
 - applying hillshading 988
 - applying vertical exaggeration 988
 - changing theme colors 992
 - draping vector data on 980
- Digital Terrain Elevation Data 370, 372–373
 - adding to maps 370
- DigitalGlobe 52
- Digitize Setup dialog box 1353
- digitizing 121–124, 126, 129, 638, 706, 809, 884, 891–893, 896
 - and alignment 884
 - and external data 896
 - and LABELPOINT 892
 - and object data 891, 893
 - and registering maps 126
 - and rotation 892
 - and sliver polygons 706
 - calibration options 124
 - configuration 123
 - correcting errors 638
 - drawings 884
 - layers 129
 - maps 122, 884
 - options 129
 - overview 884
 - setting up 121
 - tablet 121–122
 - transformation types 124
 - using coordinates 809
 - width 129
 - with MAPDIGITIZE 891–892
- dimensions 633
 - saving to source drawings from maps 633
- direct resistance 713
 - for links in network topology 713
- direction 710, 727, 737
 - changing for links in topology 737
 - editing for topology 727
 - for links in network topology 710
- directories 150, 208
 - drive aliases for 150
 - for external queries 208
- Disconnect Data Source dialog box 1421
- Display Manager 42, 200, 262, 296–297, 372, 535, 537–539, 541, 550–551, 557, 559–561, 563–564, 917, 920, 958, 970, 1203, 1212
 - adding drawing objects to maps 297
 - adding images to maps 372
 - and drawing layers 296
 - and Properties palette 920
 - combining styles 559
 - controlling display order 538

- creating styles for drawing
 - layers 557
 - creating themes 958
 - displaying 200, 537
 - exporting layers 1212
 - layers 262
 - legend 917
 - Map Base layer 297
 - modifying styles for drawing
 - layers 560
 - multiple display maps 539
 - overview 535
 - refreshing 537
 - repairing broken connections 296
 - saving layers 1212
 - scale threshold 564
 - sharing maps 1203
 - Style Library 561, 563
 - styles for drawing objects 550
 - tab in Task Pane 42
 - themes for drawing layers 970
 - thumbnails for drawing layers 970
 - thumbnails for layers 262
 - updating 537
 - using 541, 551
 - using layers in MapGuide
 - 2007 1212
- display order 262, 538
 - controlling in the Display
 - Manager 538
 - for layers in maps 262
- display styles 538, 557, 559–561, 563–564, 566, 917
 - combining 559
 - controlling display order 538
 - for drawing layers 557
 - legend 917
 - modifying 560
 - modifying for scale thresholds 564
 - referencing 563
 - saving 561
 - viewing at all scales 566
- displaying 158, 160, 405, 538, 950–951
 - angle information 950
 - COGO information for lines and arcs 951
 - map draw order 538
 - raster image information 405
 - save back extents 158
 - source drawing information 160
- dissolving 677, 1109
 - pseudo nodes 677
 - topology 1109
- distances 943, 948–949, 952, 1004, 1091, 1096, 1100, 1112
 - adding 948
 - and buffers 1004
 - best route 1096
 - buffering a topology by 1112
 - continuous 949
 - finding shortest 1091
 - flood trace 1100
 - horizontal between points 952
 - measuring geodetic distance 943
- distortion in maps 792
- distribution methods 955
 - equal 955
 - individual values 955
 - Jenks (natural breaks) 955
 - quantile 955
 - standard deviation 955
- dot variables 794, 1049, 1289
 - LABELPT 794
- Draw mode queries 1071–1072, 1075
- draw order 263, 538
 - changing for map layers 263
 - in Display Manager 538
- Drawing Cleanup 637–638, 640, 643, 646, 649–650, 652, 655, 658, 661, 664, 666, 668, 671, 673, 675, 677, 679, 682–683, 687, 704
 - actions 658
 - anchoring objects 640
 - and sliver polygons 704
 - apparent intersection 673
 - Automatic mode 652
 - breaking crossing objects 668, 704
 - correcting errors automatically 652
 - correcting errors interactively 655
 - correction methods 652
 - dangling objects 679
 - deleting duplicates 664

- displaying markers 655
- elevation for new objects 646
- erasing short linear objects 666
- extending undershoots 671
- for topology 658
- Interactive mode 655
- layers for new objects 646
- line width for new objects 646
- markers 649
- order of actions 643
- order of operations 658
- overview 637
- profiles 650
- pseudo nodes 677
- reviewing errors before
 - correcting 655
- selecting actions 643, 661
- selecting objects 640
- simplifying objects 682
- snapping clustered nodes 675
- tolerance for 643
- using 638
- weeding 687
- zero-length objects 683
- Drawing Cleanup dialog box 1323, 1325–1326, 1328, 1331
- Drawing Cleanup Errors dialog box 1329
- drawing data 253, 573
 - combining with feature data for maps 253
 - overview of editing in AutoCAD Map 3D 573
- drawing layers 296, 353, 555, 965–966, 970, 972, 974
 - creating themes for 966, 970
 - importing into AutoCAD Map 3D 353
 - styles for 555
 - styling with annotation 974
 - styling with hatch patterns 972
 - styling with ramps 972
 - styling with text height 974
 - themes for 965
 - vs. AutoCAD layers 296
- Drawing Maintenance dialog box 1640
- drawing objects 21, 112, 152, 160, 223, 253, 296–297, 301, 303–304, 307, 309, 312–313, 318, 321, 452, 458, 460, 463, 465, 550–551, 573, 581, 599, 604, 606, 608–610, 612, 619, 621, 624–626, 628–631, 635, 640, 646, 664, 666, 668, 671, 673, 675, 677, 679, 682–683, 687, 702, 704, 716, 753, 771, 789, 794, 796, 798, 800, 802, 804, 842–843, 845, 847, 850, 876–878, 880, 884, 893, 896, 935, 938, 948, 1006–1007, 1010, 1014, 1017–1019, 1022, 1024, 1027, 1029–1030, 1035, 1041, 1043, 1045, 1048, 1050, 1052, 1055, 1060, 1062, 1065, 1067, 1071–1072, 1080, 1086, 1166, 1168, 1202, 1204–1205, 1209, 1218
 - adding distances 948
 - adding hatch during a query 1067
 - adding text with queries 1062
 - adding to Display Manager
 - layers 301
 - adding to maps by attribute
 - data 309
 - adding to maps by location 304
 - adding to maps by object class 303
 - adding to maps by property 307
 - adding to maps by topology 312
 - adding to maps with multiple
 - conditions 313
 - adding to save sets 624
 - aligning 789
 - altering based on queries 1052, 1055
 - altering with queries 1045, 1048, 1050
 - anchoring for cleanup 640
 - and labels 794
 - and maps 253, 296
 - apparent intersection 673
 - associative hatch 223
 - attaching external data while
 - digitizing 896

- attaching multiple records to 877
- attaching object data
 - automatically 878
- attaching object data manually 876
- attaching object data while
 - digitizing 893
- attributes in Properties palette 938
- breaking at a boundary edge 798, 800
- breaking crossing objects 668, 704
- centroids and topology 702
- classified properties 845
- classifying 112, 842–843
- combining query conditions 1041
- combining with geospatial
 - features 21
- converting during Drawing
 - Cleanup 646
- converting to features in AutoCAD
 - Map 3D 581
- counting 160
- creating using object classes 842
- dangling objects 679
- database links 1010
- defining expressions for 1060
- defining label point 1065
- deleting duplicates 664
- digitizing 884
- Display Manager styles for 551
- displaying thematically 1045
- dissolving pseudo nodes 677
- editing for topology 716
- editing in map source drawings 621
- editing in maps 804
- editing in source drawings 152
- editing links to external data 465
- editing object class data 845
- editing object data 880
- editing query conditions 1043
- entering geometry when
 - creating 850
- erasing on save back 635
- erasing short linear objects 666
- executing queries 1071
- exporting 1166
- exporting Oracle 1204–1205
- exporting to other file formats 1168
- exporting to SDF or Oracle and back
 - again 1209
- extending undershoots 671
- filling 796
- filtering records by location 1022
- filtering with SQL queries 1019
- finding 1006
- finding by location 1027
- finding by property 1030
- finding with queries 1024
- grips in maps 804
- highlighting in Data View 1014
- highlighting linked records in Data
 - View 1017
- highlighting locked objects 625
- highlighting topology associated
 - with 771
- importing 318
- including in maps 297
- linking to data using object
 - data 460
- linking to external data for
 - maps 463
- linking to external data in maps 460
- linking to external database
 - records 452, 458
- listing for queries 1218
- locking 624
- locking in AutoCAD Map 3D 606, 608
- merging with existing features 599
- moving 789
- object properties and layer
 - properties 1029
- overview for AutoCAD Map 3D 604
- overview of editing in AutoCAD Map
 - 3D 573
- previewing in map source
 - drawings 619
- querying 1024
- Quick Select 1007
- releasing locks in AutoCAD Map
 - 3D 610
- removing from save set 631
- retrieving by groups 1080

- retrieving during queries 1072
- retrieving hatched areas 1080
- rotating 789
- saving as DXF 1202
- saving in AutoCAD Map 3D 612
- saving to new drawings 630
- saving to source drawings 626, 628
- saving to the current map 629
- scaling 789
- selecting 1006
- selecting by properties 1007
- selecting for cleanup 640
- selecting with object
 - classification 847
- sharing 606
- simplifying complex objects 682
- snapping clustered nodes 675
- SQL conditions 1035
- SQL queries 1018
- styles for 550
- styling on import 321
- text insertion point 794
- transforming 789
- trimming at a boundary edge 802
- updating for topology 753
- using topologies 1086
- viewing information for 935
- viewing locked objects 625
- viewing locks in AutoCAD Map 3D 609
- weeding 687
- zero-length objects 683
- drawing origin 157
 - modifying for source drawings 157
- drawing set 75, 144, 146, 148–149, 153, 204
 - activating drawings 149
 - adding drawings 148
 - creating 146
 - modifying settings 153
 - options 204
 - overview 144
 - privileges 75
- Drawing Set Display Filter dialog
 - box 1642
- Drawing Statistics dialog box 1646
- drawing workspace 76, 79
 - showing command line by
 - default 79
- drawings 75, 136, 138, 140–142, 144, 146, 148–150, 152–153, 155, 157–158, 160, 167, 185, 188, 193, 204, 225, 318, 606, 609, 612, 618–619, 621, 624, 626, 628–630, 633, 635, 638, 689, 792, 884, 938, 1024, 1077, 1079, 1203
 - activating 149
 - activating automatically 204
 - adding queries 167
 - aligning 144, 157
 - and xrefs 146
 - assigning coordinate system 136, 138
 - attaching databases to 185
 - attaching to maps 148
 - attributes in Properties Palette 938
 - backup files 635
 - cleaning 638
 - connecting data sources 193
 - coordinate systems 142
 - correcting errors 638
 - creating from existing drawings 612
 - creating with saved drawing
 - objects 630
 - descriptions 155
 - detaching 624
 - detaching data sources 188
 - digitizing 884
 - disconnecting data sources 193
 - distorting 792
 - distortion 204
 - dragging onto the Task Pane 148
 - drawing set 144
 - drive aliases for 150
 - editing in AutoCAD Map 3D 621
 - global coordinate systems 136, 138, 142
 - importing 318
 - indexing 1077
 - nested 146, 149
 - offset for source drawings 157
 - opening source drawings 152

- options 204, 225
 - previewing 619
 - problems saving 633
 - querying 1024
 - Quick View 619
 - removing coordinate system
 - assignment 140, 1079
 - retrieving objects from 1024
 - rotating source drawings 157
 - rubber sheeting 792
 - save back extents 158, 628
 - saving 612, 624, 1203
 - saving objects to 629
 - saving queried objects to 626, 628
 - scaling source drawings 157
 - settings 153
 - sharing 150, 606, 624
 - stretching 792
 - tiled 628
 - tiles 144
 - topology 689
 - transforming 157
 - transforming coordinate system 142
 - updating 626, 628
 - user privileges for 75
 - viewing coordinate systems 141
 - viewing information 160
 - viewing locks 609
 - zooming to extents in AutoCAD Map 3D 618
- Drive Alias Administration dialog box 1647
- drive aliases 150, 1647
- creating 150
- driver options 213, 318, 330, 333, 340, 1178, 1180, 1183, 1186, 1194
- DGN version 7 and 8 340, 1186
 - ESRI Arc/INFO Coverages 330, 1178
 - MapInfo MIF/MID files 1183
 - setting default 213
 - SHP files 333, 1180
 - SHP Multiclass 1194
 - when importing 318
- DSN (Data Source Name) 188, 191, 291
- creating in Windows XP 291
- DTED (Digital Terrain Elevation Data) 370, 372–373
- adding to maps 370
- duplicate objects 643, 649, 664
- deleting 664
 - marking for cleanup 649
 - tolerance for deleting 643
- DWF (Design Web Format) 1129, 1131, 1133, 1135, 1162
- and attribute data 1131
 - publishing map books to 1162
 - publishing maps to 1129, 1133, 1135
 - setting publishing options 1131
- DWG format 315–316, 318, 531, 1203
- converting data to 315–316, 318
 - exporting maps to 1203
 - moving data to geospatial formats 531
- DWGNAME variable 1289
- DWK files 206, 606, 609
- DXF files 327, 1202
- exporting drawing data to 1202
 - importing 327
- Dynamic Input 44
- in AutoCAD Map 3D 44
- ## E
- EANGLE variable 1289
- ECW images 375–376
- adding with Data Connect 375–376
- edges 798, 802, 808, 833
- breaking drawing objects at 798
 - displaying for polygons 833
 - matching for maps 808
 - trimming objects at 802
- Edit a Join dialog box 1339
- Edit Direct Resistance dialog box (drawing topology) 1691
- Edit Direction dialog box (drawing topology) 1692
- Edit Expression dialog box 1312
- Edit Object Data dialog box 1529
- Edit Reverse Resistance dialog box (drawing topology) 1692

- Edit Text Layer dialog box (text layers) 1364
- editing 75, 90–92, 94, 155, 170, 182, 520, 595, 621, 716, 724, 727, 731, 756, 804, 819, 845, 868, 880, 1043, 1045, 1069, 1158, 1240
 - attached drawings 621
 - coordinate system categories 94
 - coordinate systems 90
 - data in Data View 868
 - datums 91
 - drawing descriptions 155
 - drawing objects in map source drawings 621
 - drawing objects in maps using grips 804
 - ellipsoids 92
 - external data in Data View 868
 - feature classes in schemas 520
 - features with Data Table 595
 - linear objects in topology 727
 - map books 1158
 - metadata 1240
 - nodes in topology 724, 727
 - object class data 845
 - object data 880
 - object data tables 182
 - partial topology 756
 - polygons in maps 819
 - polygons in topology 731
 - privileges 75
 - properties in schemas 520
 - property alteration definition 1069
 - queried objects 1045
 - queries 170
 - query conditions 1043
 - schemas in feature sources 520
 - source drawings 621
 - topology 716, 756
- EED expressions 1294
- EED index 1077
- EHANDLE variable 1289
- electric symbols 61
 - samples 61
- elements (Display Manager) 297, 301, 304, 307, 309, 312–313, 538, 557, 559–560, 564, 566
 - adding drawing objects to maps by attribute data 309
 - adding drawing objects to maps by property 307
 - adding drawing objects to maps by topology 312
 - bringing in drawing objects 297
 - combining styles 559
 - controlling display order 538
 - creating styles 557
 - drawing objects by location 304
 - grouping drawing objects by layer 301
 - modifying styles 560
 - scale thresholds 564
 - using multiple conditions to add drawing objects to maps 313
 - viewing styles at all scales 566
- elevation 65, 646, 976, 978, 1030, 1045, 1050
 - altering drawing objects based on 1050
 - altering with queries 1045
 - displaying with contour lines 976, 978
 - finding drawing objects by 1030
 - for objects created during Drawing Cleanup 646
 - purchasing data 65
- ELEVATION variable 1289
- ellipsoid 88, 92
 - defining 88
 - deleting 92
 - modifying 92
- emergency response symbols 61
 - samples 61
- Enhanced Compressed Wavelet images 375–376
 - adding with Data Connect 375–376
- enlarged map sections 800
- EOO files 332
 - exporting 332

- importing 332
- EPSG values 379
 - for Web Map Service (WMS) 379
- equal distribution 955
- equality functions 1286
- ER Mapper images 386
 - inserting with Raster Extension 386
- erasing 630
 - saved back drawing objects 630
- Error Markers dialog box page 1325
- errors 638, 652, 655, 786, 1142
 - cleaning up 638
 - correcting automatically 652
 - correcting in maps 786
 - correcting interactively 655
 - correction methods in Drawing Cleanup 652
 - displaying cleanup markers 655
 - resolving for Publish to MapGuide 1142
 - reviewing during Drawing Cleanup 655
- ESRI Arc/INFO Coverages 245, 318, 330, 1166, 1178
 - export defaults 245
 - exporting 1166
 - exporting to 1178
 - importing 318, 330
- ESRI ArcSDE 328, 498, 500, 1179
 - exporting to 1179
 - importing from 328
 - schemas 498
 - working with data 500
- ESRI data 467
- ESRI grid files 370, 372–374, 976, 978
 - adding contour lines 978
 - adding to maps 370
 - adding with Data Connect 372, 374
 - analyzing 976
- ESRI Personal Database 467–468
 - accessing 468
- ESRI ShapeFiles 285–286, 333–334, 1166, 1180, 1194, 1196
 - adding feature data to maps 286
 - converting to drawing objects 285
 - exporting 1166
 - exporting multiclass 1196
 - exporting to 1180
 - importing 333–334
 - multiclass 1194
 - provider capabilities for maps 285
- EWIDTH variable 1289
- exaggeration 986, 988
 - applying to surfaces 988
- Excel 188, 219, 498
 - attaching spreadsheet to drawing 188
 - setting default version 219
 - setting up database ranges 498
- explicit nodes 1105
- Export dialog box 1440
- Export Metadata dialog box 1487
- export settings 245
- exporting 167, 239, 245, 332, 336, 518, 934, 1166, 1168, 1170, 1172, 1175, 1190–1192, 1194, 1199, 1201–1205, 1207, 1209–1210, 1212–1213, 1215, 1254
 - .gml files 1190
 - .ini file for 245
 - .vml files 1191
 - and profiles 239
 - Arc/INFO Coverages 332
 - Arc/INFO Coverages and line segments 245
 - ArcView ShapeFiles as folder 245
 - attribute data 1166, 1213
 - coordinate conversion 1166
 - Coverages 332
 - drawing objects in maps 1168
 - DWG to SDF or Oracle and back 1209
 - DXF files 1202
 - EOO files 332
 - ESRI Arc/INFO Coverages 332
 - external data 1166
 - from Data Table 934, 1215
 - Geography Markup Language 1190
 - GML 1190
 - GML (Geography Markup Language) 1166
 - layers as SDF 1210

- layers from Display Manager 1212
- line segmentation 245
- MapGuide SDF 2 files 1175
- MapInfo MIF/MID 336, 1166
- MapInfo TAB 1166
- maps to DWG format 1203
- metadata 1254
- MicroStation DGN 1166
- MicroStation DGN (in imperial units) 245
- multiple layers to a single feature class 1194
- multiple feature classes 1192
- object data 1166
- object properties 245
- Ordnance Survey of Great Britain GML v2 1190
- overview 1166
- polygons 1201
- procedure overview 1168
- queries 167
- saving settings for 1166
- schemas 518
- SDF 2 files 1175
- supported formats 1172
- supported object types 1170
- text as points 1166
- text enclosed in a polyline 1199
- to image files 1207
- to Oracle 1204–1205
- to web pages 1191
- VML 1190
- VML (Vector Markup Language) 1166, 1191
- vs. saving as SDF 1210
- Expression dialog box 1316
- expression evaluator 1283
- expressions 901, 925, 1060, 1283, 1285–1289, 1292–1295, 1297
 - arithmetic 1283
 - AutoLISP 1294
 - block attributes 1292
 - conditional functions 1286
 - conversion 1287
 - defining for drawing objects 1060
 - dot variables 1289
 - EED 1294
 - entity 1288
 - equality 1286
 - object classification 1294
 - object data variables 1292
 - pi 1288
 - range 1288
 - reusing in queries 1283
 - SQL 1293
 - string-handling 1285
 - style 1288
 - symbol-handling 1287
 - tips on using 1297
 - using as labels 901
 - using colors in 1295
 - using to select features 925
 - variables 1288
- extending 649, 671, 673
 - to apparent intersection 673
 - undershoots 649, 671
- extents 158, 618, 628
 - setting save back extents 158
 - using to save drawing objects 628
 - zooming to for drawings 618
- external data 129, 188, 191, 193, 213, 215, 219, 309, 367, 452, 458, 460, 463, 465, 860, 868, 882, 896, 935, 938, 1010, 1038, 1055, 1062, 1109, 1166, 1218
 - adding drawing objects to maps by 309
 - adding text to queried objects 1062
 - altering drawing objects based on 1055
 - attaching 188
 - attaching while digitizing 129, 896
 - committing changes in Data View 868
 - configuring 191
 - connecting 193
 - converting from object data 463
 - converting object data to 882
 - database links 1010
 - detaching 188
 - disconnecting 193
 - editing in Data View 868

- exporting 1166
- for drawing objects 860
- importing 367
- lediting links 465
- linking to drawing objects 460
- linking to drawing objects in
 - maps 452, 463
- linking to objects manually 458
- options 213, 215, 219
- printing using report queries 1218
- saving changes 868
- SQL conditions 1038
- using to dissolve topology 1109
- viewing for drawing objects 935
- viewing in Data View 938
- External Database Mapping dialog
 - box 1465
- external queries 167, 208
 - adding to library 167
 - default directory 208
- extracting feature geometry 598

F

- fade 557
 - for drawing layers 557
- false origins 84
- FDO 482
 - overview of schemas 482
- FDO developer help 49
- FDO features 265–266, 268, 439, 443, 479, 541, 544, 549, 573, 577–578, 586, 901
 - and automatic update 586
 - and joins 439
 - and maps 265
 - bringing into maps 268
 - creating and editing 577
 - creating joins 443
 - creating new 578
 - defining scale for layers 544
 - labeling 901
 - loading styles 549
 - managing 479
 - overview 479
 - overview of editing 573
 - provider capabilities 266
 - saving styles 549
 - styles for 541
- FDO providers 271, 274, 282, 285, 287, 289, 293, 467–468, 475, 505, 507, 509
 - adding 468
 - ArcSDE 274
 - Autodesk SDF 287
 - creating data stores 505
 - deleting data stores 507
 - Microsoft Access 289
 - MySQL 282
 - ODBC 289
 - Oracle 271
 - overview 475
 - Schema Editor 509
 - SDF 287
 - SHP 285
 - WFS 293
- FDOATTACH command
 - (discontinued) 1274
- FDOCONFIGURE command
 - (discontinued) 1274
- FDOCONNECT command
 - (discontinued) 1274
- FDODETACH command
 - (discontinued) 1274
- FDODISASSOCIATE command
 - (discontinued) 1274
- FDODISCONNECT command
 - (discontinued) 1274
- FDOEDITSETADD command
 - (discontinued) 1274
- FDOEDITSETREMOVE command
 - (discontinued) 1274
- FDOEDITSETSAVE command
 - (discontinued) 1274
- FDOEDITSETSHOW command
 - (discontinued) 1274
- FDOLOCKS command 1342
- FDOLOCKS command
 - (discontinued) 1274
- FDOSCHEMA command
 - (discontinued) 1274
- FDOSHOWOWNER command 1341

- FdoUserManager utility 502–503
- Feature Class Mapping dialog box (Export) 1461
- feature classes 479, 510, 514, 516, 520–522, 1192, 1194, 1228, 1471
 - creating in schemas 510
 - definition 479
 - deleting in schemas 521
 - editing in schemas 520
 - exporting multiple 1192
 - exporting multiple layers to 1194
 - mapping to database views 514, 516
 - metadata for 1228
 - overview 479
 - setting physical configuration 520
 - settings in Schema Editor 1471
 - undoing schema changes 522
- feature data 253, 573, 577, 603, 1203
 - and maps 253
 - combining with drawing data for maps 253
 - creating and editing 577
 - exporting to DWG format 1203
 - understanding 573
 - versioning 603
- feature editing options 217
 - setting 217
- Feature Editing Options dialog box 1648
- Feature Information dialog box 1341
- feature layers 296
 - repairing broken connections 296
- Feature Source Administration dialog box 1342
- Feature Source Connection dialog box 1342
- feature source layers 479
 - overview 479
- Feature Source Scope dialog box 1341
- feature sources 27, 253, 266, 268, 271, 274, 282, 285, 287, 289, 293, 328, 345, 502, 505, 507, 509, 525, 587, 602–603, 929, 931
 - accessing in maps 268
 - and coordinate systems in maps 268
 - and locking 266
 - and maps 253
 - and persistent locking 266
 - and schema editing 266
 - and versioning 266
- ArcSDE 274
- Autodesk SDF 287
 - copying from one to another 525
 - creating 505
 - deleting 507
 - importing ArcSDE data 328
 - importing Oracle data 345
- Microsoft Access 289
- MySQL 282
- ODBC 289
- Oracle 271
 - overview 27, 266
 - removing highlighting in map 931
- Schema Editor 509
- SDF 287
 - setting up 502
- SHP 285
 - updating automatically 587
- versioning 602–603
- viewing data for all 929
- WFS 293
- FEATUREDEF command 113, 116–117, 1517
- features 265–266, 268, 272, 277, 280, 283, 286, 288, 291, 294, 439, 443, 479, 525, 541, 544, 549, 573, 576–582, 584–587, 589, 591–592, 594–595, 597–599, 601–603, 900–901, 921, 925, 929, 931, 958, 993, 995–996, 998, 1000, 1003–1004
 - accessing WFS data 294
 - adding ArcSDE data to maps 277
 - adding Autodesk SDF data to maps 288
 - adding Microsoft Access data to maps 291
 - adding MySQL data to maps 283
 - adding ODBC data to maps 291
 - adding Oracle data to maps 272
 - adding properties 443
 - adding SHP data to maps 286
 - adding SQL Server data to maps 280

- and automatic update 586
- and generated IDs 577
- and joined properties 439
- and joins 439
- and locking 576
- and maps 265
- and multiuser environment 576
- and persistent locking 586
- and revision numbers 586
- bringing into maps 268
- buffering 1004
- cancelling check out 585
- checking in 582
- checking out 584
- checking out automatically 584
- copying from one feature source to another 525
- creating and editing 577
- creating from geometry 581
- creating joins 443
- creating linestring 580
- creating multilinestring 580
- creating multipoint 578
- creating multipolygon 579
- creating new 578
- creating point 578
- creating polygon 579
- creating themes for 958
- creation methods 577
- defining scale for layers 544
- editing 589
- editing commands 591
- editing offline 601
- editing with AutoCAD
 - commands 597–598
- editing with Data Table 595
- filtering 996
- filtering by conditions 1003
- finding 993, 996
- finding and selecting 995
- finding in Data Table 998
- highlighting in map 931
- labeling 549, 900–901
- loading styles 549
- merging 594
- overview 479
- overview of editing 573
- provider capabilities in maps 266
- saving styles 549
- searching for 1000
- selecting 993
- selecting checked out 582
- selecting in Data Table 925, 998
- selecting with queries 925
- splitting 592
- styles for 541
- updating automatically 587
- updating geometry 599
- versioning 602–603
- viewing attribute data 921
- viewing data for 929
- Federal Geospatial Data Committee 1223
 - standard for metadata 1223
- fence boundary for query location 1027
- FGDC CSDGM Standard 1223
 - downloading 1223
 - for metadata 1223
- fields (in records) 180, 182, 359, 367–368, 882, 1033, 1038, 1166
 - adding to tables 182
 - creating for object data 180
 - displaying as text 368
 - exporting with objects 1166
 - finding drawing objects by 1033
 - importing 359, 367
 - modifying for object data 182
 - SQL conditions 1038
 - when converting object data to database tables 882
- file formats 316, 386, 1166, 1172, 1175
 - for exporting 1166
 - for exporting from AutoCAD Map 3D 1172
 - for importing data to maps 316
 - for raster files outside Data Connect 386
 - SDF 2 files 1175
 - SIF files 1175
- file sharing 606
- file-based data sources 253
 - and maps 253

- files 95–96, 318, 1218
 - for query results 1218
 - grid data catalog (GDC) 95–96
 - importing 318
- fill 548, 796, 816, 819, 833, 1067
 - adding to closed polylines 796
 - adding to queried drawing
 - objects 1067
 - changing default for polygons in maps 819
 - changing for polygons in maps 819
 - default for polygons in maps 833
 - for areas 548
 - gradients for polygons in maps 816, 833
 - specifying for polygons in maps 816
- filtering 270, 1003
 - features using conditions 1003
 - geospatial features when adding to maps 270
- filters 1003, 1022
 - conditions for features in maps 1003
 - spatial (Data View) 1022
- finding 993, 1006
 - drawing objects 1006
 - features 993
- fixed screen area 123
 - for digitizing 123
- FLC images 386
 - inserting with Raster Extension 386
- FLI images 386
 - inserting with Raster Extension 386
- floating screen area 123
 - for digitizing 123
- flood trace analysis 710, 713, 1100
 - and direct resistance 713
 - and direction 710
- fly through for surfaces 982
- folders 150
 - drive aliases for 150
- fonts 245
 - setting for export and import 245
- formats 316, 1172
 - for importing data to maps 316
 - supported for map export 1172

- FoxPro 188, 219
 - attaching database to drawing 188
 - setting default version 219
- frame color 383
 - specifying for raster images 383
- FSD files 1254
- functions 1283, 1285–1288
 - arithmetic 1283
 - conditional 1286
 - conversion 1287
 - entity 1288
 - equality 1286
 - pi 1288
 - range 1288
 - string-handling functions 1285
 - style 1288
 - symbol-handling 1287

G

- GDAL provider 467
- GDC files 96
- Generate Data Links dialog box 1541
- Generate Object Data Index dialog box 1650
- geodata 52
- geodata portal 65
- geodatabase 467–468
 - accessing ESRI data 468
- geodetic coordinate systems 139
 - determining 139
- geodetic distance 943
 - measuring 943
- geographic analysis 1086
- Geography Markup Language (GML) 318, 347–348, 518, 1166, 1189–1190
 - exporting 1166, 1190
 - exporting as schema 518
 - exporting to 1189
 - importing 318, 347–348
 - importing as schema 518
- geometry 528–529, 581, 591, 598–599, 850, 1471
 - and Bulk Copy 528–529
 - creating features from 581

- editing for features 591, 598
 - entering when creating objects 850
 - properties in Schema Editor 1471
 - updating for features 599
- georeferencing 386, 1129, 1133, 1135
 - and publishing to DWF 1129, 1133, 1135
 - and raster images 386
- geospatial data 479
 - understanding hierarchy 479
- geospatial feature layers 296
 - repairing broken connections 296
- geospatial features 21, 270, 315–316, 318, 475, 479, 482, 541, 544, 549, 578, 586, 901, 921, 925, 929, 931, 958, 993, 995–996, 998, 1000, 1003–1004, 1215
 - buffering 1004
 - combining with maps 21
 - converting to DWG format 315–316, 318
 - creating new 578
 - creating themes for 958
 - defining scale for layers 544
 - definition 479
 - exporting data for 1215
 - filtering 996
 - filtering using conditions 1003
 - filtering when adding to maps 270
 - finding 993, 996
 - finding and selecting 995
 - finding in Data Table 998
 - labeling 901
 - loading styles 549
 - managing 479
 - overview 479
 - overview of providers 475
 - overview of schemas 482
 - saving styles 549
 - searching for 1000
 - selecting 993
 - selecting in Data Table 998
 - selecting with queries 925
 - styles for 541
 - viewing attribute data 921
 - viewing data for 929
- geospatial workspace 76, 79
 - showing command line by default 79
- GeoSpot images 386
 - inserting with Raster Extension 386
- GeoTIFF images 386
 - inserting with Raster Extension 386
- GIS features 12, 265–266, 268, 439, 443, 573, 577–578, 586
 - and automatic update 586
 - and joins 439
 - and maps 265
 - bringing into maps 268
 - creating and editing 577
 - creating joins 443
 - creating new 578
 - integrating with CAD 12
 - overview of editing 573
 - provider capabilities 266
- global coordinate systems 84
- GML (Geography Markup Language) 318, 347–348, 518, 1166, 1189–1190
 - exporting 1190
 - exporting as schema 518
 - exporting maps 1166
 - exporting to 1189
 - importing 318, 347–348
 - importing as schema 518
- GP4 images 386
 - inserting with Raster Extension 386
- GPS data 289
 - and ODBC 289
- grade 952
 - displaying 952
- grid data catalog (GDC) files 95–97, 100–101
 - Australia 101
 - New Zealand 101
 - setting up for US 100
 - United States 97
- grips in maps 804
- grouping layers in maps 263
- groups 263, 635, 1030, 1050, 1084
 - altering drawing objects based on 1050

- changing for layers 263
- finding drawing objects by 1030
- querying 1084
- removing on save back 635
- unused 635
- Groups button 263

H

- hatch 223, 557, 633, 796, 833, 965, 972, 1067, 1084
 - adding to closed polylines 796
 - adding to queried drawing objects 1067
 - and queries 223
 - associative 223
 - boundaries when saving 633
 - default for polygons 833
 - displaying for polygons 833
 - for drawing layers 557
 - querying 1084
 - saving to source drawings from maps 633
 - scaling for drawing layer themes 965
 - theming for drawing layers 965, 972
- Hatch Options dialog box (drawing queries) 1582
- Header/Footer dialog box 1421
- height 989, 991, 1045
 - altering with queries 1045
 - and theming 989
 - theming surfaces for 991
- HEIGHT variable 1289
- help 46, 51
 - InfoCenter 46
 - printing 51
- hiding 80, 200, 871, 922, 1159
 - Data Table 922
 - Data View columns 871
 - map books 1159
 - map status bar 80
 - Task Pane 200

- highlighting 625, 771, 931–932, 1014, 1017
 - drawing objects linked to external data 1014
 - features in maps 931
 - locked objects 625
 - records linked to drawing objects 1017
 - removing from features in maps 931
 - rows in Data Table 932
 - topology associated with objects 771
- Hillshade Settings dialog box 1306
- hillshading 986, 988
 - applying to surfaces 988
- Horizontal Coordinate System Definition Editor (FGDC Metadata) dialog box 1499
- horizontal distance 952
 - displaying 952
- hyperlinks 326, 1175
 - exporting to SDF 2 files 1175
 - importing from SDF 1 or 2 files 326

I

- ialog boxes 1670
 - AutoCAD Map Confirmation (drawing topology) 1670
- Identify Map Book Layout Placeholders dialog box 1563
- IG4 images 386
 - inserting with Raster Extension 386
- IGS images 386
 - inserting with Raster Extension 386
- IKONOS images 370
 - adding to maps 370
- Image Correlation dialog box (Insert Image command) 1607
- image formats 1207
 - exporting drawing data to 1207
- Image Information dialog box 1609
- Image Insertion dialog box 383
- Image Management dialog box (Insert Image command) 1609

- Image Management Layout dialog box (Insert Image command) 1611
- Image Select dialog box (Insert Image command) 1611
- Image Systems Gray Scale images 386
 - inserting with Raster Extension 386
- Image Systems Group 4 images 386
 - inserting with Raster Extension 386
- ImageConnect 52
- images 372, 386, 402
 - adding with Data Connect 372
 - inserting at command line 402
 - inserting with Raster Extension 386
- imperial units 245
 - for exported MicroStation DGN files 245
- implicit nodes 1105
- Import Data Mapping dialog box 1465
- Import dialog box 1446
- Import Metadata Options dialog box 1486
- Import Old Theme dialog box 1364
- importing 167, 188, 239, 245, 315–316, 318, 321, 324, 326–328, 332, 334, 336, 339, 344–345, 348–351, 353, 355, 357, 359, 361, 367–368, 518, 1153, 1252
 - .ddf files (SDTS format) 349
 - .gml files 348
 - .ini file for 245
 - .shp files 334
 - .tab files 339
 - .vpf files 350
 - and assigning object classes 355
 - and coordinate conversion 357
 - and profiles 239
 - and styling drawing objects 321
 - Arc/INFO Coverages 318, 332
 - ArcSDE data 328
 - ArcView ShapeFiles 318
 - ArcView ShapeFiles as folder 245
 - areas 351
 - attribute data 359, 361, 367–368
 - AutoCAD layers into AutoCAD Map 3D 353
 - Autodesk MapGuide files 326
 - blocks 361
 - data 315, 368
 - data types for AutoCAD Map 3D 359, 367
 - databases 188
 - DGN files 344
 - driver options 318
 - DXF files 327
 - EOO files 332
 - ESRI Arc/INFO Coverages 332
 - ESRI ShapeFiles 334
 - external data 318, 359, 367–368
 - file-based 245
 - folder-based 245
 - GML (Geography Markup Language) 318, 348
 - layers into AutoCAD Map 3D 353
 - limiting area 351
 - MapGuide files 326
 - MapInfo MIF/MID as folder 245
 - MapInfo MIF/MID files 318, 336
 - MapInfo TAB 318, 339
 - metadata 1252
 - MicroStation DGN 318, 344
 - MIF/MID files as folder 245
 - object data 359, 367–368
 - object properties 245
 - Oracle data 345
 - Ordinance Survey of Great Britain GML v2 318, 348
 - overview 318
 - plot map sets for map books 1153
 - point data as text 361
 - preparation for maps 316
 - queries 167
 - schemas 518
 - SDF 1 or 2 files 326
 - SDF 1, 2, or 3 324
 - SDTS (Spatial Data Transfer Standard) 318, 349
 - ShapeFiles 334
 - SHP files 334
 - SHP files as folder 245
 - Spatial Data Transfer Standard 349
 - spatial filters for 351
 - supported formats for maps 316

- TAB files 339
- TAB files as folder 245
- Vector Product Format as folder 245
- Vector Product Format files 350
- VPF (Vector Product Format) 318, 350
- VPF as folder 245
- vs. accessing data for maps 316
- incomplete topology 779
- Index Maintenance dialog box 1650
- indexes 1077
 - creating for drawings 1077
- individual values distribution 955
- InfoCenter 46
- information 160, 180, 405, 776, 1218, 1220
 - for raster images 405
 - printing using report queries 1218, 1220
 - specifying type for tables 180
 - viewing for raster images 405
 - viewing for source drawings 160
 - viewing for topology 776
- inheritance (base or abstract classes) 520
 - setting in schemas 520
- Insert Annotation dialog box 1312
- insert errors 1474
 - ignoring in Bulk Copy 1474
- Insert Image dialog box 1612
- insertion point 383, 794
 - for labels 794
 - for text in maps 794
 - specifying for raster images (Data Connect) 383
- insets for maps 800
- installing 53
 - sample data 53
- integers 359, 367
 - importing 359, 367
- integrating CAD with GIS 12
- Intermap 52
- internal queries 165, 1072
 - executing 165, 1072
- international coordinate systems 134
- intersecting lines 950
 - displaying acute angles 950

- displaying obtuse angles 950
- islands 702, 759, 779, 811, 819, 826, 829, 1201
 - adding to polygons in maps 819
 - converting to polygons 829
 - creating from grouped polylines 826
 - creating in polygons 811
 - for topology 702, 759, 779
 - rebalancing in maps 819
 - when exporting polygons 1201
 - within boundaries 702
- ISO 19139 metadata 1225

J

- Jenks distribution 955
- Jet provider for Microsoft Access 188
- JFIF images 370, 386
 - adding to maps 370
 - inserting with Raster Extension 386
- join keys 440
- joins 439–440, 443, 445, 447–449, 929
 - about 439–440
 - advanced techniques 440
 - and calculated properties 448
 - and non-matching data 440
 - creating 443
 - deleting 445
 - editing joined data 447
 - exporting data 449
 - managing 445
 - modifying 445
 - publishing data 449
 - removing 445
 - saving 449
 - sharing data 449
 - viewing in Data Table 929
- Joint Photographic Experts Group
 - images 370, 372
 - adding with Data Connect 372
- JPEG images 370, 372, 375–376
 - adding with Data Connect 372, 375–376
- JPEG2 images 370, 372, 375–376
 - adding with Data Connect 372, 375–376

justification 245
 setting for export and import 245

K

key columns for link templates 454
keyview viewport 1147
 for map books 1147
KIF files 1175
 exporting 1175

L

L74 images 370
 adding to maps 370
label point 129, 794, 1065
 changing 794
 defining 794
 defining for drawing objects 1065
 specifying while digitizing 129
labeling 549
 features 549
LABELPT variable 794, 1289
labels 794, 900–901, 903–904, 979
 adding to features 900
 allowing to obscure points 903
 for contour lines 979
 insertion point 794
 on features 901
 on points 904
Lambert Conformal Conic
 projection 134
land cover map 705
land use map 705
LANDSAT FAST images 370
 adding to maps 370
latitude 124
 when digitizing 124
layer CS code 379
 for Web Map Service (WMS) 379
Layer Mapping dialog box (Import
 FDO) 1452
Layer Range Editor dialog box (object
 classification) 1521
LAYER variable 1289
layers 129, 262–264, 296, 301, 303–304,
 307, 318, 353, 355, 537–539,
 544, 550, 635, 929, 1030, 1045,
 1050, 1166, 1194, 1278
 adding drawing objects to by
 property 307
 altering drawing objects based
 on 1050
 altering with queries 1045
 and map styles 262
 assigning object classes during
 import 355
 changing draw order 263
 changing groups for 263
 changing thumbnail 264
 changing thumbnail styles in Display
 Manager 263
 copying 539
 creating for drawing objects in
 maps 301
 defining scale for 544
 display order in maps 262
 draw order 538
 drawing vs. AutoCAD layers 296
 exporting 1166
 exporting to a feature class 1194
 finding drawing objects by 1030
 for drawing objects in maps by
 location 304
 for drawing objects in maps by object
 class 303
 for styled drawing objects 550
 grouping in maps 263
 importing 318
 importing into AutoCAD Map
 3D 353
 redefining on save back 635
 specifying for digitized objects 129
 updating in Display Manager 537
 using wild-card characters 1278
 viewing data for 929
Layers to DGN Levels dialog box 1453
layout 1150
 for map books 1150
LDF files 549
 loading 549

- saving 549
- legends 52, 63, 917, 970, 1147
 - creating 917, 970
 - samples 52, 63
 - viewport for map books 1147
- length 1030, 1050
 - altering drawing objects based on 1050
 - finding drawing objects by 1030
- LENGTH variable 1289
- levels 318
 - importing 318
- library for queries 161, 165
- LIDAR data 289
 - and ODBC 289
- line features 962
 - theming 962
- line width 646, 965
 - assigning for drawing layer themes 965
 - for objects created during Drawing Cleanup 646
- linear objects 245, 638, 643, 649, 664, 666, 668, 671, 673, 675, 677, 679, 682–683, 687, 697, 704, 712, 714, 727, 737, 739, 744, 751, 753, 884, 1109
 - adding to topology 744
 - breaking crossing 668, 704
 - changing direction in topology 737
 - changing resistance in topology 739
 - cleaning up 638
 - dangling objects 679
 - deleting duplicates 664
 - digitizing 884
 - dissolving 1109
 - dissolving pseudo nodes 677
 - editing 727
 - erasing short 666
 - extending to apparent intersection 673
 - extending undershoots 671
 - marking for cleanup 649
 - removing from topology 751
 - segmentation during export 245
 - simplifying 682
 - snapping clustered nodes 675
 - specifying direction 712, 714
 - tolerance for deleting duplicates 643
 - topology 697
 - updating for topology 753
 - weeding 687
 - zero-length objects 683
- lines 129, 245, 546, 559, 677, 683, 853, 855–856, 858, 951
 - digitizing 129
 - displaying COGO information for 951
 - dissolving pseudo nodes 677
 - scale ranges for 546
 - segmentation during export 245
 - specifying with angle and distance 853
 - specifying with azimuth and distance 858
 - specifying with bearing and distance 855
 - specifying with deflection and distance 856
 - styles for 546, 559
 - zero-length 683
- linestring features 580
 - creating 580
- linetypes 965
 - theming for drawing layers 965
- Linetype Range Editor dialog box (object classification) 1521
- LINETYPE variable 1289
- linetypes 129, 245, 557, 965, 1030, 1045, 1050
 - altering drawing objects based on 1050
 - altering with queries 1045
 - finding drawing objects by 1030
 - for drawing layers 557
 - setting for export and import 245
 - specifying for digitized objects 129
 - theming for drawing layers 965
- Lineweight Range Editor dialog box (object classification) 1522
- lineweights 245, 318, 557, 965, 1030
 - finding drawing objects by 1030

- for drawing layers 557
 - for imported lines 318
 - setting for export and import 245
 - theming for drawing layers 965
- link data 367, 1052
 - altering drawing objects based on 1052
 - importing 367
- link index 1077
- Link Objects dialog box (drawing topology) 1694
- Link Template Data Entry dialog box 1355
- Link Template Key Column Entry dialog box 1356
- Link Template Properties dialog box 1422
- link templates 454, 456, 466
 - about 454
 - creating for maps 454
 - deleting 466
 - editing paths 466
 - opening linked database tables 456
- linking 188, 439, 443, 452, 458, 460, 463, 465, 876, 896
 - data sources to drawings 188
 - data to drawing objects 876
 - drawing objects to object data 460
 - records to drawing objects 458
 - records to drawing objects in maps 452, 460, 463, 465
 - records to drawing objects while digitizing 896
 - using joins 439, 443
- links (database) 367–368, 452, 458, 460, 463, 465, 896, 1010, 1022, 1055
 - altering drawing objects based on 1055
 - creating while digitizing 896
 - Data View 1010
 - deleting 465
 - displaying as text 368
 - editing 465
 - filtering by location 1022
 - importing 367
 - overview 1010
 - to external data 452, 458, 460, 463
- links (linear objects) 638, 649, 664, 666, 668, 671, 673, 675, 677, 679, 682–683, 687, 697, 704, 712, 714, 727, 737, 739, 744, 751, 753, 884, 1109
 - adding to topology 744
 - breaking crossing 668, 704
 - changing direction in topology 737
 - changing resistance in topology 739
 - cleaning up 638
 - dangling objects 679
 - deleting 664
 - digitizing 884
 - dissolving 1109
 - dissolving pseudo nodes 677
 - editing 727
 - erasing short 666
 - extending to apparent intersection 673
 - extending undershoots 671
 - marking for cleanup 649
 - removing from topology 751
 - simplifying 682
 - snapping clustered nodes 675
 - specifying direction 712, 714
 - topology 697
 - updating for topology 753
 - weeding 687
 - zero-length objects 683
- lists 511
 - for schema property values 511
- LizardTech images 386
 - inserting with Raster Extension 386
- Load Internal Query dialog box (drawing queries) 1583
- Load Topology Conflict dialog box 1695
- Load Topology dialog box 1696
- Load Topology From Source Drawing dialog box 1697
- loading 170, 518, 549, 760, 768
 - feature styles 549
 - queries 170
 - schemas 518
 - topology 760, 768

- location 157, 304, 466
 - adding drawing objects to maps
 - by 304
 - for source drawings 157
 - link templates 466
- Location Condition dialog box (drawing queries) 1584
- location conditions for queries 1027, 1043
 - editing 1043
- location index 1077
- locking 266, 520, 576, 584, 606, 608–610, 624–625, 631, 635, 1471
 - and working offline 584
 - drawing objects 606, 608, 624
 - drawings 606
 - enabling in schema 520
 - features 576
 - for feature sources in maps 266
 - in Schema Editor 1471
 - removing locks from drawing
 - objects 631
 - removing locks on save back 635
 - viewing lock owners 609
 - viewing locked drawing objects 625
- LOCKSTAT variable 1289
- log files 208, 529, 1142
 - for Bulk Copy 529
 - for MapGuide publishing 1142
 - options 208
- logging in 133, 206
 - forcing 206
- long transactions 279, 520, 1471
 - and SQL Server 279
 - in Schema Editor 1471
 - versioning 520
- longitude 124
 - when digitizing 124

M

- Manage Joins dialog box 1343
- managing 445, 479, 603
 - FDO data 479
 - joins 445
 - versions of data 603
- Map 3D for Drawings 38
- Map 3D for Geospatial 38
- Map Base (Display Manager) 297
- Map Book Properties dialog box 1564, 1566
- Map Book tab 43
 - in Task Pane 43
- map books 1144–1145, 1147–1148, 1150–1153, 1155–1164
 - adjacent arrows 1147
 - and sheet sets 1144
 - creating 1151
 - creating from saved settings 1156
 - deleting 1164
 - editing 1158
 - editing settings 1157
 - hiding 1159
 - importing plot map sets 1153
 - keyview viewport 1147
 - layout placeholders 1150
 - legend viewport 1147
 - MBS files 1155
 - overview 1144–1145
 - printing 1163
 - publishing to DWF 1162
 - publishing to plotter 1163
 - rebuilding 1152
 - renaming 1163
 - saving settings 1155
 - setting up templates 1147–1148
 - sheet templates 1148
 - viewing 1158–1159
 - viewing layouts 1161
 - viewing properties 1160
 - viewing tiles 1161
- Map Books 53, 59
 - sample templates 53, 59
- Map Classic 38
- Map Explorer tab 41
- map status bar 80
 - hiding 80
- MAP2SDF command 1178
- MAPABOUT command 1625
- MAPAL command 745
- MAPAN command 742
- MAPANBUFFER command 1113

MAPANDISSOLVE command 1110
 MAPANNINSERT command 1308, 1312
 MAPANNTEMPLATE command 1310
 MAPANOVERLAY command 1107
 MAPANTOPONET command 1087,
 1093, 1098, 1101
 MAPATTACHDB command 189
 MAPAUTOCHECKOUT command 1625
 MAPBL command 728
 MAPBOOKCREATE command 1146,
 1152
 MAPBOOKCREATEFROMSETTINGS
 command 1146, 1155, 1157
 MAPBOOKEDITSETTINGS
 command 1146, 1155, 1157
 MAPBOOKIMPORTPLOTSET
 command 1146, 1153
 MAPBOOKPLACEHOLDER
 command 1146, 1151
 MAPBOOKSAVESETTINGS
 command 1147, 1155–1156
 MAPBREAK command 799, 1404
 MAPBROWSELINK command 866
 MAPBROWSETBL command 866, 1428
 MAPBUFFER command
 (discontinued) 1274
 MAPCLEAN command 639
 MAPCLPLINE command 1672
 MAPCONFIGDB command 193, 1415
 MAPCONNECTDB command 194, 1416
 MAPCONNECTIONPOOLING
 command 81
 MAPCREATE command
 (discontinued) 1274
 MAPCREATECENTROIDS
 command 749, 832
 MAPDATAGRID command 595, 1347
 MAPDEFINELT command 455, 1418–
 1419, 1426
 MAPDELETELINKS command 465, 1426
 MAPDELETELTL command 467
 MAPDETACHDB command 189, 1420
 MAPDIGISETUP command 122, 130,
 1353
 MAPDIGITIZE command 129, 891–893,
 1351
 setting options 129
 MAPDISCONNECTDB command 194,
 1421
 MAPDISPLAYLIBRARY command 1357
 MAPDISPLAYMANAGER command 1357
 MAPDISSOLVE command
 (discontinued) 1274
 MAPDIST command 944, 1335
 MAPDL command 752
 MAPDN command 752
 MAPDOCKWSPACE command 1626
 MAPDP command 752
 MAPDVP command 732
 MAPDWFOPTIONS command 1132
 MAPEDITDIR command 713, 738, 1657,
 1692
 MAPEDITRES1 command 1658, 1691
 MAPEDITRES2 command 1658, 1692
 MAPEDITSETAUTO command 1626
 MAPEDITSETAUTODEFAULT
 command 81
 MAPEXPORT command 237, 240, 1170,
 1200, 1440
 mapexport.ini 240, 245
 customizing 240
 MAPFDOBUFFERCREATE
 command 1006
 MAPFEATUREEDITTOOLS
 command 1626
 MAPFEATUREMERGE command 1388
 MAPFEATURESPLIT command 1389
 MAPFIGNORESPLITMERGERULES
 command 1391
 MAPFLOOD command
 (discontinued) 1274
 mapforeignfileproperties.ini 241
 customizing 241
 MapGuide 326, 1141–1142, 1175–1176
 exporting to version 6.5 and
 earlier 1175–1176
 importing from 326
 publishing to Enterprise 2007
 version 1141

- publishing to Open Source
 - version 1141
- resolving publishing errors 1142
- viewing log file after
 - publishing 1142
- MAPIFRAME command 423, 426, 1607
- MAPIINFO command 406, 1609
- MAPIINSERT command 390, 1607, 1612
- MAPIL command 745
- MAPIMANAGE command 406, 409, 412, 1609, 1611
- MAPIMPORT command 238, 240, 321, 323, 325, 330, 333, 335, 337, 340, 345, 347, 349–351, 1446
- mapimport.ini 241, 245
 - customizing 241
- MAPIN command 743
- MapInfo MIF/MID 245, 318, 335, 1166, 1183
 - exporting 1166
 - exporting to 1183
 - importing 318, 335
 - importing as folder 245
- MapInfo TAB 245, 318, 338–339, 1166, 1185
 - exporting 1166
 - exporting to 1185
 - importing 318, 338–339
 - importing as folder 245
- MAPOPTIONS command 229, 1614
- MAPJL command 729
- MAPLINESTRINGCREATE
 - command 1392
- MAPLINESTRINGEDIT 591
- MAPLINESTRINGEDIT command 1393
- MAPLINKADD command
 - (discontinued) 1274, 1659
- MAPLINKDEL command
 - (discontinued) 1274, 1661
- MAPLINKEDIT command 1661
- MAPLINKMANAGER command 466
- MAPLINKREV command
 - (discontinued) 1274, 1662
- MAPLINKUPD command 754, 1663
- MAPLOGIN command 133, 1656
- MAPML command 729
- MAPMN command 725
- MAPMP command 732
- MAPMPEDIT command 1552
- MAPMULTILINESTRINGCREATE
 - command 1394
- MAPMULTILINESTRINGEDIT
 - command 1395
- MAPMULTILINESTRNGEDIT 591
- MAPMULTIPOINTCREATE
 - command 1397
- MAPMULTIPOINTEDIT 591
- MAPMULTIPOINTEDIT command 1397
- MAPMULTIPOLYGONCREATE
 - command 1398
- MAPMULTIPOLYGONEDIT 591
- MAPMULTIPOLYGONEDIT
 - command 1399
- MAPNODADD command
 - (discontinued) 1274, 1663
- MAPNODDEL command
 - (discontinued) 1274, 1664
- MAPNODEEDIT 1665
- MAPNODINS command
 - (discontinued) 1274, 1665
- MAPNODUPD command 754, 1666
- MAPOD2ASE command 461, 463–464, 1416, 1425
- MAPOPTIONS command 81, 194–195, 197, 201, 205–206, 208, 210, 214, 216, 220, 222, 226, 616, 636, 1628
- MAPOVERLAY command
 - (discontinued) 1274
- MAPPLOT command 1128
- MAPPOINTCREATE command 1401
- MAPPOLYADD command
 - (discontinued) 1274, 1667
- MAPPOLYDEL command
 - (discontinued) 1274, 1668
- MAPPOLYGONCREATE command 1401
- MAPPOLYGONEDIT 591
- MAPPOLYGONEDIT command 1402
- MAPPOLYLINETOPOLYGON
 - command 827, 1551
- MAPPOLYUPD command 754, 1668
- MAPPROPSLT command 467, 1422

- MAPPUBLISHTOMAPGUIDE
 - command 1141, 1144
- MAPRL command 730, 738
- MAPRUNDBQUERY command 866, 1427
- maps 9, 11, 13, 33, 52, 63, 126, 134, 136, 138, 142, 144, 148, 157, 194–195, 204, 253, 258, 260, 262–265, 268, 318, 533, 538–539, 619, 630, 638, 689, 716, 786, 790, 792, 798, 800, 802, 808, 884, 891–892, 899, 917, 1123, 1126, 1128, 1135, 1137, 1141, 1151–1152, 1203
 - adding GIS features 268
 - aligning 157
 - and data 253
 - and GIS features 265
 - and Quick View 619
 - annotating 899
 - assigning coordinate system 136, 138
 - attaching drawings 144, 148
 - breaking drawing objects at boundaries 798, 800
 - changing draw order for layers 263
 - changing thumbnail for layers 264
 - cleaning 638
 - contents of 11
 - coordinate system 134
 - creating 260
 - creating and editing overview 13
 - creating map books 1151
 - creating multiple display maps 539
 - creating with saved drawing objects 630
 - digitizing 884, 891–892
 - discontinuous edges 808
 - distorting 792, 808
 - distortion 204
 - draw order for layers 538
 - editing tools 786
 - editing topology 716
 - enlargements 800
 - exporting to DWG format 1203
 - importing data for 318
 - insets 800
 - irregular 808
 - joining at seams 808
 - layer display order 262
 - legends 917
 - matching 792
 - matching edges 808
 - on web sites 33
 - options 194–195
 - output formats 1126
 - overview 9
 - overview of map creation 258
 - overview of printing 1123
 - previewing 619
 - publishing 1126
 - publishing as web pages 1137
 - publishing in HTML format 1137
 - publishing overview 1123
 - publishing to Autodesk MapGuide Enterprise 2007 1141
 - publishing to MapGuide Open Source 1141
 - publishing to plotter 1128
 - publishing to DWF format 1135
 - rebuilding map books 1152
 - registering for digitizing 126
 - rubber sheeting 790, 792
 - sample data for AutoCAD Map 3D 52, 63
 - scale 157, 539
 - sections 157
 - sharing 33, 1123, 1203
 - styles 533
 - tiling 808
 - topology 689
 - transforming 157
 - transforming coordinate system 142
 - trimming drawing objects at boundaries 802
- MAPSDFIN command 326
- MAPSELECTCLASSIFIED command 848, 1511
- MAPSELECTUNCLASSIFIED
 - command 848, 1512
- MAPSELECTUNDEFINED
 - command 849, 1512

- MAPSHOWGEOM command 763, 772
- MAPSHOWTOPO command 763, 772
- MAPSTATUSBAR command 81
- MAPTOPOADMIN command
 - (discontinued) 1274
- MAPTOPOADMIN Delete
 - command 1669
- MAPTOPOADMIN Rename
 - command 1670
- MAPTOPOAUDIT command 765, 780
- MAPTOPOCOMP command 765, 780
- MAPTOPODEL command 767, 785
- MAPTOPOEDIT command 1669
- MAPTOPOEDIT command
 - (discontinued) 1274, 1693
- MAPTOPOLOAD command 763, 768
- MAPTOPOLOGYTOPOLYGONS
 - command 830, 1557
- MAPTOPOQUERY command 1119, 1728
- MAPTOPORECR command 765, 780
- MAPTOPOREN command 766, 784
- MAPTOPOSTATS command 764, 776
- MAPTRACE command
 - (discontinued) 1274
- MAPTRACKCS command 943
- MAPTRIM command 803, 1408
- MAPUSEMPOLYGON command 835, 1552
- MAPUSERADMIN command 76, 1653
- MAPVIEWLINK command 867, 1532
- MAPVIEWTBL command 867
- MAPWSACTION command 1277
- MAPWSFOCUS command 1627
- MAPWSpace command 1628
- MAPWSREFRESH command 1628
- markers 649, 655
 - for Drawing Cleanup 649, 655
- matching 808
 - map edges 808
- maximum speed for links and nodes 714
- measuring 940, 943, 945, 948–949
 - continuous distances 949
 - coordinate geometry 945
 - coordinates 940
 - distances 948
 - geodetic distance 943
- menus 39
 - in AutoCAD Map 3D 39
- Mercator projection 134
- merge rules 593
 - ignoring 593
- merging 594
 - features 594
- metadata 53, 218, 1223, 1225–1228, 1230–1231, 1233–1238, 1240–1242, 1244–1245, 1248–1250, 1252, 1254–1255, 1482, 1488, 1491, 1493–1494, 1499, 1504, 1506, 1508–1509
 - about 1223
 - adding records 1245, 1248
 - applying templates 1233
 - Attribute Domain Values
 - Editor 1504
 - auditing 1249
 - boxes 1508
 - Responsible Party Editor (ISO) 1508
 - Citation Editor (ISO) 1509
 - Citation Information Editor 1488
 - Contact Information Editor 1493
 - copying and pasting 1244
 - creating 1227–1228
 - creating templates 1233
 - deactivating templates 1236
 - default template 1235
 - deleting records 1245
 - editing 1240
 - exporting 1254
 - exporting templates 1237
 - free-form fields 1241–1242
 - Horizontal Coordinate System
 - Definition Editor (FGDC Metadata) 1499
 - importing 1252
 - importing templates 1233
 - ISO 19139 1225
 - previewing templates 1235
 - printing 1255
 - publishing 1255
 - record navigator 1248
 - removing templates 1238

- renaming templates 1234
- samples 53
- setting options 1226
- setting options for 218
- sharing 1250
- Spatial Data Organization
 - Editor 1494
- Standard Order Process Editor 1506
- standards for 1223
- stylesheets for 1230
- templates 1231
- Time Period Information
 - Editor 1491
- updating automatically 1226
- viewing 1227
- viewing a summary 1482
- Metadata Editor 1483
- Metadata Options dialog box 1485
- Metadata Viewer 1213, 1230, 1479, 1482
 - exporting data from 1213
 - importing stylesheets 1230
 - Summary tab 1482
- Microsoft Access 289, 291
 - adding feature data to maps 291
 - provider capabilities for maps 289
- Microsoft Excel 188, 219, 498
 - attaching spreadsheet to
 - drawing 188
 - setting default version 219
 - setting up database ranges 498
- Microsoft Jet 4.0 provider 188
- Microsoft Visual FoxPro 188, 219
 - attaching database to drawing 188
 - setting default version 219
- MicroStation DGN 245, 318, 340, 344, 1166, 1186
 - changing export default to imperial units 245
 - changing the default seed file 245
 - exporting 1166
 - exporting to 1186
 - importing 318, 340, 344
 - seed file for 1186
 - units of measurement 245
- MIF/MID files 245, 318, 335, 1166, 1183
 - exporting 1166
 - exporting to 1183
 - importing 318, 335
 - importing as folder 245
- migrating data 523
 - overview 523
- MIL images 386
 - inserting with Raster Extension 386
- model space 1023
 - queries in 1023
- modifying 90–92, 94, 182
 - coordinate system categories 94
 - coordinate systems 90
 - datums 91
 - ellipsoids 92
 - object data tables 182
- monuments for digitizing 884
- motion path animation 982
- MPEDIT command (See MAPMPEDIT) 1552
- MPFILL command 823, 835
- MPOLYGON command 818
- MPSPLIT command 825, 1555
- MrSID images 370, 372, 375–376
 - adding with Data Connect 372, 375–376
- MTD files 1254
- multi-page DWF 1129
- Multi-Resolution Seamless Image Database
 - images 370, 372
 - adding with Data Connect 372
- multilinestring features 580
 - creating 580
- multiple features 1196
 - exporting from AutoCAD Map 3D 1196
- multiple user options 194
- multipoint features 578
 - creating 578
- multipolygon features 579
 - creating 579
- multiuser environment 206, 225, 576, 606
 - and editing 576
 - locking drawings 606
 - options 206, 225

MySQL 282–283, 489, 491
 adding feature data to maps 283
 provider capabilities for maps 282
 schemas 489
 working with data 491

N

naming 180
 object data tables 180
natural breaks distribution 955
NAVTEQ 52
nested drawings 146, 149
 activating 149
network topology 695, 697, 710, 712–
 714, 716, 737, 739, 884, 1091,
 1096, 1100
 and object data 695
 best route 1096, 1100
 changing link direction 737
 changing resistance 739
 creating 697
 digitizing objects for 884
 direct resistance 713
 editing 716
 overview 695
 path trace analysis 710
 shortest path 1091
 specifying link direction 712, 714
 testing integrity 1100
 travel time 1091
Network Topology Analysis Choose
 Locations dialog box 1698
Network Topology Analysis Output dialog
 box 1700
Network Topology Analysis Resistance and
 Direction dialog box 1701
Network Topology Analysis Select Method
 dialog box 1703
New Annotation Template Name dialog
 box 1314
New Layer dialog box 1318
New Object Class Definition File dialog
 box 1523
New Property dialog box (object
 classification) 1524

New Range Table dialog box (drawing
 queries) 1587
New Scale dialog box 1365
New Zealand grid data files 101
NEWDEF command 120, 1523
NITF images 370
 adding to maps 370
Node Objects dialog box (drawing
 topology) 1705–1706
node topology 693–694, 884
 and object data 693
 creating 694
 digitizing objects for 884
 overview 693
nodes (Map Explorer) 200
 displaying 200
nodes (topology) 129, 361, 643, 649,
 675, 677, 679, 682–683, 694,
 724, 727, 734, 739, 742, 751,
 753, 809, 884, 1027, 1105
 adding 742
 changing appearance 734
 changing resistance in topology 739
 clustered 675
 creating 694
 dangling objects 679
 digitizing 129, 884
 digitizing by coordinates 809
 dissolving pseudo nodes 677
 dissolving psuedo nodes 649
 editing 724
 explicit 1105
 implicit 1105
 importing 361
 marking for cleanup 649
 pseudo 677
 query location 1027
 removing from topology 751
 repositioning 727
 simplifying lines 682
 snapping clusters 649, 675
 styling 734
 tolerance for deleting clusters 643
 updating for topology 753
 weeding 682
 zero-length objects 683

- non-feature classes 1471
 - in Schema Editor 1471
- non-spatial data 930
 - viewing in Data Table 930
- North American datum shift issues 104
- north arrows 52, 63
 - samples 52, 63
- not-null 511
 - for schema property values 511
- notes 899
 - adding to maps 899
- numbers 180
 - specifying type for tables 180
- numeric ranges 1029–1030
 - for property queries 1030
 - for queries 1029

O

- Object Class Attribute Mapping dialog
 - box 1445
- object classes 111–112, 114–116, 118, 120, 303, 355, 845, 849, 935, 1030, 1045, 1062, 1228
 - adding drawing objects to maps
 - by 303
 - adding text to queried objects 1062
 - assigning during import 355
 - defining 111–112, 115
 - defining range of values 116
 - definition file 849
 - editing data 845
 - files 120
 - finding drawing objects by 1030
 - hierarchies 114–115
 - metadata for 1228
 - modifying definitions 118
 - range of allowable values 116
 - renaming 112
 - setting property ranges 116
 - using to modify thematic
 - objects 1045
 - viewing information about 935
- object classification 75, 109, 112, 114–116, 118–120, 836, 838, 842–843, 845, 847, 849, 1192, 1294
 - and export 1192
 - assigning to existing drawing
 - objects 843
 - base classes 114
 - creating files 120
 - creating objects using 842
 - defining objects 112, 115–116
 - definition file 849
 - editing data 845
 - files 119
 - general procedure 838
 - modifying definitions 118
 - overview 109, 836
 - privileges 75
 - removing from drawing objects 843
 - selecting objects using 847
 - setting up 109
 - variables 1294
- object data 129, 160, 180, 182, 309, 359, 363, 367–368, 460–461, 463, 693, 695, 699, 749, 773–774, 873, 876–878, 880, 882, 891, 893, 935, 938, 1033, 1052, 1062, 1077, 1109, 1166, 1199, 1218, 1292
 - adding drawing objects to maps
 - by 309
 - adding text to queried objects 1062
 - altering drawing objects based
 - on 1052
 - and database links 461
 - and digitizing 891
 - and network topology 695
 - and node topology 693
 - and polygon topology 699
 - attaching multiple records 877
 - attaching to drawing objects 876
 - attaching to drawing objects
 - automatically 878
 - attaching while digitizing 129, 893
 - converting to a linked database
 - table 882
 - converting to external data 463, 882

- creating tables 180
- displaying as text 368
- editing 880
- exporting 1166
- exporting text enclosed in a
 - polyline 1199
- finding drawing objects by 1033
- for polygon topology 876
- for topology 773
- importing 359, 367
- indexing 1077
- linking automatically to records 460
- linking to enclosed blocks and
 - text 878
- listing tables in source drawings 160
- modifying tables 182
- moving to polygon centroids 363, 749
- overview 873
- printing using report queries 1218
- using to dissolve topology 1109
- variables 1292
- viewing for drawing objects 935
- viewing for topology 774
- viewing in Properties palette 938
- Object Data Mapping dialog box 1465
- object locking 206, 606, 608–610
 - enabling 206
 - overview 606
 - releasing locks 610
 - turning on 608
 - viewing lock owners 609
- object type 1030, 1050
 - altering drawing objects based
 - on 1050
 - finding drawing objects by 1030
- ODBC 188, 289, 291, 496–497, 930
 - adding feature data to maps 291
 - compliant databases 188
 - provider capabilities for maps 289
 - schemas 496
 - setting up 497
 - viewing data in Data Table 930
 - working with data 497
- offline 601
 - editing features 601
- offset 157
 - for source drawings 157
- OGC Basic Web Map Service 379
 - using with maps 379
- OGR provider 467
- one-to-many joins 440
- one-to-one joins 440
- online 601
 - returning 601
- open source providers 467–468
 - adding 468
- opening 152, 456, 865
 - attached drawings 152
 - database tables in Data View 865
 - linked database tables 456
 - source drawings 152
- options 129, 148, 157–158, 194–195, 200, 204, 206, 208–209, 211, 213, 215, 217–219, 221, 225–226, 635, 650, 782, 1155
 - acadmap.ini file 225
 - acadmap.sys file 225
 - AutoCAD Map 3D 194–195, 225
 - coordinate system 209
 - coordinate transformation 204
 - data sources 204, 213, 219
 - Data View 215
 - digitizing 129
 - drawing origin 157
 - drawing scale 157
 - feature editing 217
 - for coordinate geometry 211
 - for drawings 204
 - log files 208
 - map books 1155
 - metadata 218
 - multi-user 206
 - overview 194–195
 - queries 221
 - Raster Extension 226
 - rotation 157
 - save back 635
 - save back extents 158
 - saving 225
 - saving for Drawing Cleanup 650
 - saving for topology 782

- setting while attaching
 - drawings 148
 - system 208
 - Task Pane 200
 - transformation 157
 - Oracle 271–272, 345, 482, 485–486, 531, 1204–1205, 1209
 - adding feature data to maps 272
 - exporting drawing data to 1204–1205
 - exporting from DWG and
 - back 1209
 - importing data from 345
 - moving DWG data to 531
 - provider capabilities for maps 271
 - schemas 482
 - version-enabling 482, 485
 - working with data 486
 - ORACONNECT command
 - (discontinued) 1274
 - ORADISCONNECT command
 - (discontinued) 1274
 - ORAERUPDATE command
 - (discontinued) 1274
 - ORAEXPORT command
 - (discontinued) 1274
 - ORAIMPORT command
 - (discontinued) 1274
 - ORAINDEX command
 - (discontinued) 1274
 - orbiting 982
 - surfaces in 3D 982
 - Order button 263
 - Ordnance Survey of Great Britain 318, 347–348, 1189–1190
 - exporting GML v2 1190
 - exporting to 1189
 - importing 347
 - importing GML v2 318, 348
 - origin 157
 - modifying for source drawings 157
 - orthogonal transformation 124
 - and digitizing 124
 - osgeo 467–468
 - downloading providers from 468
 - Output Report Options dialog box
 - (drawing queries) 1587
 - output reports for queries 1218, 1220
 - overlay topology 707
 - to find sliver polygons 707
 - overposting 903
 - overshoots 643, 679
 - and dangling objects 679
 - tolerance for deleting 643
- P**
- Page Setup dialog box 1423
 - PAGESETUP command 1150
 - panning 982
 - surfaces in 3D 982
 - paper space 689, 1023
 - and map topology 689
 - queries in 1023
 - Paradox 188, 219
 - attaching database to drawing 188
 - setting default version 219
 - parcel data 53
 - samples 53
 - parcels 702, 824
 - creating polygon topology for 702
 - splitting polygons for 824
 - passwords 75, 133
 - default 133
 - for AutoCAD Map 3D users 75
 - path trace analysis 710, 713, 1091
 - and direct resistance 713
 - and direction 710
 - paths 466
 - for link templates 466
 - patterns 548, 919
 - filling areas with 548
 - finding in data 919
 - PCT images 386
 - inserting with Raster Extension 386
 - PCX images 386
 - inserting with Raster Extension 386
 - performance 140, 601, 1076–1077, 1079, 1279
 - improving 1279
 - improving by working offline 601

- improving for queries 140, 1076–1077, 1079
- PERIMETER variable 1289
- persistent locking 266, 576, 586
 - and automatic update 586
 - for feature sources in maps 266
- personal geodatabase 467–468
 - accessing ESRI data 468
- photographs 372
 - adding with Data Connect 372
- physical configuration 520
 - setting for feature classes 520
 - setting for properties 520
- PICT images 386
 - inserting with Raster Extension 386
- pipes 697, 712, 737, 739, 1100
 - changing direction in topology 737
 - changing resistance in topology 739
 - creating network topology 697
 - specifying direction 712
 - tracing in topology 1100
- plot map sets 1153
 - importing for map books 1153
- plot styles 965, 1030
 - finding drawing objects by 1030
 - theming for drawing layers 965
- plot transparency 1128
- Plotstyle Range Editor dialog box (object classification) 1524
- plotters 1128, 1163
 - publishing map books to 1163
 - publishing maps to 1128
- plotting 1128
- plotting transparent features 1128
- PNG images 370, 372, 375–376
 - adding with Data Connect 372, 375–376
- point boundary for query location 1027
- point data 289
 - and ODBC 289
- point features 578, 963
 - creating 578
 - theming 963
- Point Mapping dialog box 1466
- points 545, 853, 855–856, 858, 903–904, 950, 952, 1373
 - and fixed labels 904
 - displaying angles between 950
 - displaying grade between 952
 - displaying horizontal distance
 - between 952
 - displaying slope between 952
 - obscuring with labels 903
 - scale ranges for 545
 - specifying with angle and distance 853
 - specifying with azimuth and distance 858
 - specifying with bearing and distance 855
 - specifying with deflection and distance 856
 - styles for 545
 - styling 1373
 - symbols for 545
- points (geometric) 361, 809, 1027
 - boundary for query location 1027
 - digitizing by coordinates 809
 - importing as text 361
 - query location 1027
- points (nodes) 361, 638, 643, 649, 675, 677, 679, 682–683, 694, 714, 724, 734, 739, 742, 751, 753, 809, 884, 1105
 - adding to topology 742
 - and topology 694
 - changing appearance in topology 734
 - changing resistance in topology 739
 - cleaning up 638
 - clustered 675
 - dangling objects 679
 - digitizing 884
 - digitizing by coordinates 809
 - editing in topology 724
 - explicit 1105
 - implicit 1105
 - importing as text 361
 - marking for cleanup 649
 - pseudo 677

- removing from topology 751
 - simplifying lines 682
 - specifying resistance 714
 - tolerance for deleting clusters 643
 - updating for topology 753
 - weeding 682
 - zero-length objects 683
- points of interest symbols 62
- POLYDISPLAY command 835
- polygon boundary for query
 - location 1027
- polygon features 579, 961
 - creating 579
 - theming 961
- Polygon Fill Properties dialog box 1558
- polygon topology 699, 702, 704–705, 707, 884, 1105, 1201
 - and Drawing Cleanup 704
 - and missing centroids 704
 - and object data 699
 - and sliver polygons 704, 707
 - creating 702
 - digitizing objects for 884
 - exporting 1201
 - for land cover map 705
 - for land use map 705
 - overlying 1105
 - overview 699
- polygons 363, 366, 548, 702, 706, 731, 746, 749, 751, 753, 759, 779, 807, 811, 816, 819, 824, 826, 829, 832–833, 876, 1027, 1030, 1109, 1166, 1201
 - adding boundaries 819
 - adding fill 548
 - adding holes 819
 - adding islands 819
 - adding to topology 746
 - and gradient fill 816, 833
 - and islands 811
 - attaching object data 876
 - boundaries for 811
 - changing fill 819
 - converting polylines to 826
 - converting to polylines during export 1201
 - converting to polylines from topology 759
 - converting topology to 829
 - creating centroids 366
 - creating centroids for 702, 749, 807, 832
 - creating in maps 816
 - default fill 833
 - disabling for maps 833
 - displaying boundaries 833
 - displaying edges 833
 - dissolving 1109
 - dividing 731, 824
 - editing 819
 - editing in topology 731
 - exporting 1201
 - exporting polylines as 1166
 - filling 816
 - finding drawing objects by 1030
 - importing into AutoCAD Map 3D 363
 - incomplete in topology 779
 - inner and outer boundaries 811
 - merging in topology 731
 - nested 826, 829
 - overview of using in maps 811
 - query location 1027
 - rebalancing 819
 - removing from topology 751
 - slivers 706
 - splitting 824
 - splitting in topology 731
 - topology 702
 - updating for topology 753
- polyline segments 682–683, 687
 - simplifying 682
 - weeding 687
 - zero-length 683
- polylines 129, 646, 677, 682–683, 687, 727, 759, 779, 796, 826, 1166, 1199, 1201
 - and Drawing Cleanup 646
 - converting 3D to 2D 646
 - converting drawing objects to 646
 - converting to polygons 826
 - creating from polygon topology 759

- creating from polygons during export 1201
 - digitizing 129
 - dissolving pseudo nodes 677
 - editing in topology 727
 - exporting as polygons 1166
 - exporting text enclosed in 1199
 - filling 796
 - incomplete in topology 779
 - simplifying 682
 - supplementing 687
 - weeding 687
 - zero-length 683
- Portable Network Graphic images 370, 372
 - adding with Data Connect 372
- Preview mode queries 1071–1073
- previewing 165, 619, 1072–1073
 - drawing objects in attached drawings 619
 - queries 165, 1072–1073
 - source drawings for maps 619
- previous releases of AutoCAD 626
 - updating source drawings 626
- primary key (identifier properties) 520
 - setting in schemas 520
- printing 1123, 1128, 1163, 1216, 1218, 1255
 - Data View tables 1216
 - map books 1163
 - metadata 1255
 - overview 1123
 - query reports 1218
 - transparency 1128
- privileges for users 75
- problem-solving 633
 - saving drawings 633
- profiles 239, 650, 782
 - compatibility across product versions 239
 - for Drawing Cleanup 650
 - for import/export 239
 - for topology 782
- projections 134
- projective transformation 124
 - and digitizing 124
- properties 185, 307, 439, 443, 510–512, 520–522, 901, 922, 938, 1030, 1050, 1160
 - adding drawing objects to maps by 307
 - altering drawing objects based on 1050
 - and joins 439, 443
 - constraining 511–512
 - creating in schemas 510
 - deleting in schemas 521
 - editing in schemas 520
 - finding drawing objects by 1030
 - for attached databases 185
 - map books 1160
 - setting identifier (primary key) in schemas 520
 - setting physical configuration 520
 - undoing schema changes 522
 - using as labels 901
 - viewing for drawing objects 938
 - viewing for features 922
- PROPERTIES command 846
- Properties palette 920, 938
 - and Display Manager 920
 - drawing attributes 938
- property alteration 794, 1045, 1048, 1050, 1052, 1055, 1062, 1067, 1069, 1080, 1119
 - adding hatch to objects 1067
 - adding text to objects 1062
 - based on external data 1055
 - based on object data 1052
 - based on object properties 1050
 - modifying 1069
 - overview 1045
 - text insertion point 794
 - topology queries 1119
 - with queries 1048
- Property Condition dialog box (drawing queries) 1590
- property conditions for queries 1030, 1043
 - editing 1043
- property index 1077

- property settings 1471
 - in Schema Editor 1471
- Property Value Mapping dialog box (Export) 1462
- providers 266
 - capabilities in maps 266
- pseudo nodes 677
 - dissolving 677
- Publish to Autodesk MapGuide dialog box 1315
- Publish to MapGuide Results dialog box 1142
- Publish To MapGuide Results dialog box 1316
- publishing 1123, 1126, 1128, 1131, 1137, 1141, 1162–1163, 1255
 - attribute data 1131
 - map books to DWF format 1162
 - map books to plotters 1163
 - maps 1126
 - maps as web pages 1137
 - maps to plotters 1128
 - metadata 1255
 - options for DWF 1131
 - overview for maps 1123
 - to MapGuide 1141
- purchasing data 52

Q

- QSELECT command 1007
- quantile distribution 955
- queries 75, 140, 161, 164–165, 167–168, 170, 185, 208, 221, 313, 626, 628, 756, 865, 925, 993, 1023–1024, 1027, 1029–1030, 1033, 1035, 1038, 1041, 1043, 1045, 1048, 1050, 1052, 1055, 1062, 1067, 1069, 1071–1073, 1075–1077, 1079–1080, 1084, 1119, 1218, 1220, 1278, 1283
 - adding drawing objects to maps with 313
 - adding hatch to retrieved drawing objects 1067

- adding text to retrieved objects 1062
- altering properties of retrieved objects 1045, 1048, 1050, 1052, 1055
 - and numeric ranges 1029
 - and raster images 1080
 - and topology 756
- block attribute conditions 1033
- boundary for 1027
- categories 168
- combining conditions 1041
- database 865
- default directory 208
- defining for drawing data 1024
- Draw mode 1071–1072, 1075
- drawings with xrefs 1080
- editing after saving 170
- editing conditions 1043
- executing 1071
- external 164, 167
- for attached databases 185
- for features 993
- improving performance 140, 1076–1077, 1079
- indexes for 1077
- issues with groups 1084
- issues with hatch 1084
- joining conditions 1043
- library 161, 165
- link data conditions 1033
- loading 170
- location conditions 1027
- model space 1023
- modes 1072
- modifying property alterations 1069
- object data conditions 1033
- operators 1041
- options 221
- overview 1023
- paper space 1023
- precedence of conditions 1041
- Preview mode 1071–1073
- previewing 1073
- privileges for 75
- problem solving 1084

- property conditions 1030
- Report mode 1071–1072, 1218, 1220
- rerunning 165
- running 1218
- saving 164
- saving objects back to source
 - drawings 626, 628
- selecting feature data with 925
- SQL conditions 1035, 1038
- storing 161
- topology 1119
- using expressions 1283
- using wild-card characters 1278
- with blocks of same name 1080
- writing results to file 1218
- xrefs 1084
- query library 161, 164–165, 167–168
 - adding external queries 167
 - categories 168
 - overview 161
 - running stored queries 165
 - saving queries 164
- Query Library Administration dialog box
 - (drawing queries) 1593
- Quick Select 1007
 - for drawing objects 1007
- Quick View 619
 - redrawing the screen 619
- Quick View Drawings dialog box 1733
- Quickbird images 370
 - adding to maps 370

R

- RADIUS variable 1289
- ramps 972
 - for drawing layer themes 972
- Range of Values dialog box (for
 - theming) 1365
- range table 1057
 - creating 1057
- ranges 116, 511, 1030
 - finding drawing objects using 1030
 - for object classes 116
 - for schema property values 511

- Raster Design 382, 386
 - and image location 382
 - inserting images with Raster
 - Extension 386
- Raster Extension 226, 228–233, 235, 385–386
 - correlation defaults 233
 - correlation source 228
 - detaching images 231
 - display quality 230
 - frame options 229
 - inserting images with 386
 - memory use 235
 - options 226
 - resource file directory 228
 - selection methods 232
- Raster Extension Options dialog box
 - (Insert Image command) 1614
- raster images 253, 370, 372–377, 381, 383, 385–386, 391, 393, 396, 398–399, 402, 404–405, 407, 409–410, 412–413, 416–421, 424–427, 429–430, 432, 434, 436, 569–570, 976, 978, 1207, 1228
- 2D 376
 - adding contour lines 978
 - adding to maps 370
 - adding with Data Connect 372, 374
 - adjusting brightness 569
 - adjusting contrast 569
 - analyzing 976
 - and maps 253
 - and REGEN 391
 - and transparency 381
 - changing transparency 381
 - displaying extents 570
 - displaying in color or greyscale 570
 - exporting drawing objects to 1207
 - formats not supported by Data
 - Connect 385–386, 391, 393, 396, 398–399, 402, 404, 407, 409–410, 412–413, 416–421, 424–427, 429–430, 432, 434, 436
 - formats supported by Data
 - Connect 375, 377

- information for 405
- inserting from the command line 402
- inserting manually 383
- metadata for 1228
- resampling 570
- setting insertion point 383
- setting single-color transparency 569
- styles for 569
- viewing information 405
- web-based 377
- Raster Object Enabler 385
- raster-based surfaces 370, 372–374
 - adding to maps 370
 - adding with Data Connect 372, 374
- Rebuild Sheet Set 1144
- records 935
 - viewing for drawing objects 935
- records (database records) 129, 180, 359, 367–368, 452, 458, 460, 463, 465, 868, 876–878, 880, 893, 896, 1010, 1012, 1019, 1022, 1033, 1038, 1055, 1166, 1216
 - adding in Data View 868
 - altering drawing objects based on 1055
 - attaching multiple to drawing objects 877
 - attaching to drawing objects automatically 878
 - attaching while digitizing 129, 893, 896
 - copying 868
 - deleting in Data View 868
 - displaying as text 368
 - editing in Data View 868
 - editing in object data 880
 - editing links 465
 - exporting with objects 1166
 - filtering 1019
 - filtering by location 1022
 - finding drawing objects by 1033
 - finding in Data View 1010, 1012
 - importing 359, 367
 - linking automatically to drawing objects 460
 - linking to drawing objects 452, 458, 876
 - linking to drawing objects in maps 463
 - object data 180
 - printing 1216
 - SQL conditions 1038
- records (metadata) 1248
- redrawing the screen 619
 - after Quick View 619
- REFEDIT command 1278
 - commands blocked during 1278
- registering maps 126
- relational database tables 289, 502
 - and feature classes 289
 - setting up users for AutoCAD Map 3D 502
- relational databases 503
 - setting up users for AutoCAD Map 3D 503
- releasing locks for drawing objects 610
- Remove Object Data Index dialog box 1652
- removing 140
 - coordinate system assignment 140
- Rename Category dialog box (drawing queries) 1595
- Rename Range Table dialog box (drawing queries) 1595
- Rename Table dialog box 1531
- Rename Topology dialog box 1708
- renaming 182, 760, 784, 1163
 - map books 1163
 - object data fields 182
 - object data tables 182
 - topology 760, 784
- Report mode queries 1071–1072, 1218, 1220
- reports 1119, 1213, 1218, 1220
 - creating during a query 1218, 1220
 - for attribute data 1213
 - template for 1220
 - topology 1119
- residual calibration 124

- resistance 714, 724, 727, 739, 1091, 1096, 1100
 - and network topology 714
 - editing for topology 724, 727
 - for links and nodes in topology 739
 - using in best route analysis 1096
 - using in flood trace analysis 1100
 - using in path trace analysis 1091
- resource file directory 228
 - Raster Extension 228
- resources 1244
 - copying metadata 1244
- reusing 1212, 1283
 - expressions in queries 1283
 - layers from Display Manager 1212
- revision numbers 586
 - and automatic update 586
- RGB color system 245
 - importing objects using 245
- rights 75
- RLC 1 and 2 images 370
 - adding to maps 370
- RLC images 386
 - inserting with Raster Extension 386
- RLE images 386
 - inserting with Raster Extension 386
- RMS error 124
- roads 697, 712, 737, 739, 1100
 - changing direction in topology 737
 - changing resistance in topology 739
 - creating network topology 697
 - specifying direction 712
 - tracing in topology 1100
- rotating 157, 789
 - drawing objects in maps 789
 - drawings 157
- rotation 383, 1045
 - altering with queries 1045
 - using to specify image location 383
- ROTATION variable 1289
- routes 1091, 1096, 1100
 - finding best 1096
 - finding shortest 1091
 - flood trace 1100
- RST images 386
 - inserting with Raster Extensions 386

- rubber sheeting 790, 792
 - maps 792
- Run Library Query dialog box (drawing queries) 1596

S

- sample data 52–53, 62
 - downloading 53
 - for AutoCAD Map 3D 52
 - on product CDs 53
 - symbol libraries 62
- SANGLE variable 1289
- satellite imagery 53, 65
 - purchasing 65
 - samples 53
- save back 633, 635, 1079
 - improving performance 1079
 - options 635
 - problem-solving 633
- save back extents 158, 628
 - resetting 158
 - using to save drawing objects 628
 - viewing 158
- Save Current Query dialog box (drawing queries) 1597
- Save Features dialog box 1343
- Save Objects to Source Drawings dialog box 1621
- save sets 606, 622, 624–626, 628, 631, 633, 635
 - adding drawing objects
 - automatically 635
 - adding objects to 624
 - for maps 622
 - object locking 606
 - options 635
 - problem-solving 633
 - removing drawing objects from 631
 - saving queried objects to source
 - drawings 626, 628
 - turning off prompt 635
 - viewing objects in 625
- Save Version dialog box 1344

- saving 164, 518, 549, 612, 624, 626, 628–630, 633, 635, 777, 1120, 1207, 1210, 1212
 - drawing objects 612
 - drawing objects as raster images 1207
 - drawing objects to new drawing 630
 - drawing objects to source drawings 626, 628
 - drawings 612
 - drawings and exploding blocks 633
 - feature styles 549
 - layers as SDF 1210
 - layers from Display Manager 1212
 - new drawing objects to drawings 624
 - objects to the current map 629
 - options for drawings 635
 - problem-solving 633
 - queries 164
 - schemas 518
 - topology 777, 1120
 - vs. exporting as SDF 1210
- scale 383, 538–539
 - setting for map 538–539
 - specifying for raster images 383
- scale bars 52, 63
 - samples 52, 63
- scale factors 157, 204, 789, 1045
 - altering with queries 1045
 - for drawing objects 789
 - for source drawings 157
 - for text 204
- scale ranges 543–544
 - defining for layers in Display Manager 544
 - understanding 543
- scale reduction factor 84
- scale thresholds (Display Manager) 564, 566
 - creating 564
 - modifying 564
 - viewing all styles 566
- scaling 157, 789
 - drawing objects in maps 789
 - drawings 157
- Schema Editor 266, 509–510, 518–522
 - abstract classes (inheritance) 520
 - backing up schemas 518
 - base classes 520
 - constraints 520
 - creating schemas 510
 - deleting schemas 521
 - editing schemas 520
 - enabling long transactions 520
 - exporting schemas 518
 - for feature sources in maps 266
 - identifier properties (primary key) 520
 - importing schemas 518
 - overview 509
 - physical configuration 520
 - undoing schema changes 522
 - versioning 520
 - viewing schemas 519
- Schema Editor dialog box 1471
- schemas 318, 479, 482, 486, 489, 491, 494, 496, 498, 500, 508–512, 514, 518–522, 525, 1474
 - and Bulk Copy 1474
 - ArcSDE 498
 - backing up 518
 - constraints 511–512
 - copying foreign 525
 - creating 510
 - defintiion 479
 - deleting 521
 - editing 520
 - exporting with Schema Editor 518
 - importing 318
 - importing with Schema Editor 518
 - MySQL 489
 - ODBC 496
 - Oracle 482
 - overview 479, 482
 - overview of procedures 508
 - Schema Editor 509
 - SDF 491
 - SHP 494
 - SQL Server 486
 - undoing changes to 522
 - using native views 514

- viewing 519
- WFS (Web Feature Service) 500
- screen pointing area 123
 - for digitizing 123
- SDF 25, 324
- SDF 1 or 2 files 326
 - importing 326
- SDF 2 files 1175–1176
 - exporting 1175–1176
- SDF files 287, 323, 491, 493, 505, 531, 1173, 1209–1210, 1212
 - creating 505
 - exporting from DWG and back 1209
 - exporting to 1173
 - exporting vs. saving 1210
 - importing 323
 - moving DWG data to 531
 - provider capabilities for maps 287
 - saving Display Manager layers as 1212
 - schemas 491
 - working with data 493
- SDTS (Spatial Data Transfer Standard) 318, 349
 - importing 318, 349
 - overview 349
- Search To Select 925
- searching 925, 1000
 - DataTable 925
 - for features 1000
- seed file 245, 1186
 - default for exporting DGN files 245
 - for DGN files 1186
- Select Actions dialog box page 1326
- Select Alias dialog box 1652
- Select Data dialog box 1544
- Select Data dialog box (drawing topology) 1709
- Select Database Version dialog box 1424
- Select Display Element dialog box 1368
- Select Drawings to Assign Coordinate System dialog box 1337
- Select Drawings to Attach dialog box 1545
- Select Existing Link Template dialog box 1425
- Select Feature Classes dialog box (Display Manager) 1368
- Select Images dialog box (Display Manager) 1368
- Select Layers dialog box (Display Manager) 1368
- Select Link Template dialog box 1426
- Select Link Template Key dialog box 1532
- Select Link Templates dialog box 1426
- Select Objects dialog box page 1331
- Select Plot Set to Convert dialog box 1565
- Select Query dialog box 1427
- Select Table dialog box 1428
- Select Topologies dialog box (Display Manager) 1368
- selecting 582, 640, 847, 993, 1006–1007, 1012
 - checked out features 582
 - classified objects 847
 - drawing objects 1006–1007
 - features 993
 - objects for Drawing Cleanup 640
 - records in databases 1012
- server CS code 379
 - for Web Map Service (WMS) 379
- Set Property Alterations dialog box (drawing queries) 1598
- SETELEMENTS command 1563
- setup 69
 - overview 69
- Seven Parameter Transformation
 - conversion method 86
- Shape Multiclass 1166, 1194, 1196
 - exporting 1166, 1196
 - exporting to 1194
- ShapeFile 245, 285–286, 318, 333, 1180, 1196
 - adding feature data to maps 286
 - converting to drawing objects 285
 - exporting as folder 245
 - exporting multiclass 1196
 - exporting to 1180

- folder option 1180
 - importing 318, 333
 - importing as folder 245
 - importing vs. adding to maps 285
 - provider capabilities for maps 285
- SHAPENAME variable 1289
- sheet sets 1144
 - and map books 1144
- short linear objects 643, 649, 666
 - erasing 666
 - marking for cleanup 649
 - tolerance for deleting 643
- shortest path trace 1091
- Show Foreign Data Stores 272, 280, 283
- SHP files 285–286, 333–334, 472, 494–495, 505, 1180, 1194, 1196
 - adding feature data to maps 286
 - creating 505
 - exporting data from Civil 3D 472
 - exporting multiclass 1196
 - exporting to 1180
 - importing 333–334
 - importing vs. adding 285
 - multiclass 1194
 - provider capabilities for maps 285
 - schemas 494
 - working with data 495
- SID images 386
 - inserting with Raster Extension 386
- SIF files 1175
 - exporting 1175
- SIZE variable 1289
- SL King Provider 467
- sliver polygons 704, 706–707
 - finding when creating topology 707
 - finding when overlaying topologies 707
 - removing 704
- slope 952, 989, 991
 - and theming 989
 - displaying 952
 - theming surfaces for 991
- snapping nodes 675
- soil drawings 53
 - samples 53
- solid fill 796
 - adding to closed polylines 796
- Sort dialog box (records) 1428
- Source Drawing Scope dialog box 1369
- source drawings 136, 141, 144, 148–150, 152–153, 155, 157–158, 160, 606, 612, 618–619, 621, 626, 628, 635, 716, 777, 808, 1024, 1077
 - activating 149
 - aligning 157
 - assigning coordinate system 136
 - attaching to the current drawing 148
 - backup files 635
 - descriptions 155
 - drive aliases for 150
 - editing in AutoCAD Map 3D 621
 - editing topology 716
 - global coordinate systems 136
 - indexing 1077
 - locking 606
 - matching edges 808
 - offset for 157
 - opening 152
 - previewing objects in 619
 - querying 1024
 - Quick View 619
 - retrieving objects from 1024
 - rotating 157
 - save back extents 158, 628
 - saving objects to 612
 - saving queried objects to 626, 628
 - saving topology to 777
 - scaling 157
 - settings 153
 - symbol table information 160
 - tiled 144, 628
 - transforming 157
 - viewing coordinate systems 141
 - viewing information 160
 - zooming to extents 618
- spatial analysis 1086
- spatial data 1228
 - metadata for 1228
- Spatial Data File 25, 324

- Spatial Data Organization Editor 1494
- Spatial Data Transfer Standard files 318, 349
 - importing 318, 349
 - overview 349
- spatial databases 479
 - overview 479
- spatial filters 351
 - during import 351
- spatial filters (Data View) 1022
- spatial indexes 528–529
 - and Bulk Copy 528–529
- speed 714, 739
 - for links and nodes in topology 714, 739
- Split and Merge Rules dialog box 1405
- split routes 593
 - ignoring 593
- splitting 592
 - features 592
- SPOT images 386
 - inserting with Raster Extension 386
- SQL Condition History dialog box (drawing queries) 1601
- SQL conditions 204, 309, 1035, 1038, 1043
 - dates 1038
 - editing 1043
 - for drawing queries 1035
 - maximum number in history list 204
 - operators 1038
 - quotation marks 1038
 - selecting drawing objects for maps by 309
 - strings 1038
 - troubleshooting 1038
- SQL Expression dialog box (link templates) 1548
- SQL Link Condition dialog box (drawing queries) 1601
- SQL links index 1077
- SQL queries 1018–1019
 - for drawing data in Data View 1019
 - for drawing objects 1018
- SQL Server 279–280, 486, 488
 - adding feature data to maps 280
 - and long transactions 279
 - provider capabilities for maps 279
 - schemas 486
 - working with data 488
- SQL variables 1293
- standard deviation 124, 955
 - and digitizing 124
- Standard Order Process Editor 1506
- state plane coordinate systems 134
- statistics 160, 405, 776, 1218, 1220
 - for raster images 405
 - for source drawings 160
 - for topology 776
 - printing using report queries 1218, 1220
 - viewing for raster images 405
- street centerline data 53
 - samples 53
- stretching drawings 792
- STRING variable 1289
- string-handling functions 1285
- Style Area dialog box 1374
- Style Band dialog box 1369
- Style Label dialog box 1370
- Style Library 561, 563
- Style Line dialog box 1372
- Style Point dialog box 1373
- Style Text Layer dialog box 1376
- STYLE variable 1289
- styles 262, 533, 541, 545–546, 548, 550–551, 555, 557, 559–561, 563, 979
 - and map layers 262
 - and symbols 557
 - combining 559
 - composite styles for drawing layers 559
 - composite styles for lines 546
 - for areas 548
 - for contour lines 979
 - for display elements 561
 - for drawing layers 555, 557, 559
 - for drawing objects 550–551
 - for features 541
 - for lines 546

- for maps 533
 - for points 545
 - modifying for drawing layers 560
 - referencing 563
 - saving in library 561
- stylesheets 1230
 - for metadata 1230
- styling 321, 953
 - drawing objects on import 321
 - using themes 953
- Superuser 75, 133, 182, 206, 606, 608, 610
 - default password 133
 - forcing user login 206
 - logging in as 133
 - modifying object data tables 182
 - options 206
 - releasing locks 610
 - setting up privileges 75
 - turning on object locking 606, 608
- surfaces 370, 372–374, 976, 978–980, 982, 986, 988, 991–992
 - 3D 979
 - adding contour lines 978
 - adding to maps 370
 - adding with Data Connect 372, 374
 - analyzing 976
 - and contour lines 976
 - applying hillshading 988
 - applying vertical exaggeration 988
 - changing theme colors 992
 - draping 2D data on 980
 - fly through 982
 - hillshading 986
 - motion path animation 982
 - orbiting 982
 - panning 982
 - swiveling 982
 - theming to display height, slope, or aspect 991
 - vertical exaggeration 986
 - viewing in 3D 982
 - walk through 982
 - zooming in 3D 982
- survey points 289
 - and ODBC 289

- SWIDTH variable 1289
- swiveling surfaces in 3D 982
- symbol libraries 61
 - samples 61
- symbol tables 160
 - viewing for source drawings 160
- symbol-handling functions 1287
- symbols 52, 61–62, 545, 557, 559
 - adding to point layers 545
 - combining styles 559
 - for drawing layers 557
 - general use 62
 - samples 61
- system-generated properties 1471
 - in Schema Editor 1471

T

- TAB files 245, 318, 338–339, 1166, 1185
 - exporting 1166
 - exporting to 1185
 - importing 318, 338–339
 - importing as folder 245
- Table Filter dialog box 1429
- Table Filter History dialog box 1432
- Table Properties dialog box 1433
- tables (database tables) 188, 191, 193, 215, 452, 454, 456, 458, 460, 463, 465–466, 861, 865, 868, 896, 1010, 1012, 1019, 1022, 1038, 1216
 - adding records in Data View 868
 - and Data View 861
 - attaching to drawings 188
 - connecting 193
 - converting from object data 463
 - deleting link templates 466
 - deleting links 465
 - deleting records in Data View 868
 - detaching from drawings 188
 - disconnecting 193
 - editing database path 466
 - editing in Data View 868
 - editing links 465
 - filtering records 1019
 - filtering records by location 1022

- finding records 1010
- key columns 454
- link templates 454
- linked 456
- linking records to drawing
 - objects 458
- linking to drawing objects in
 - maps 452, 460
- linking to while digitizing 896
- navigating in Data View 861
- opening 456
- opening in Data View 865
- options 215
- printing 1216
- querying 865
- saving changes in Data View 868
- searching 1012
- SQL conditions 1038
- UDL (Universal Data Link) file
 - for 188, 191
- viewing for drawing objects 861
- tables (object data) 180, 182, 359, 367–368, 463, 694, 697, 702, 774, 876–878, 880, 893, 1166
 - adding fields 182
 - attaching multiple records to drawing
 - objects 877
 - attaching records to drawing
 - objects 876
 - attaching to drawing objects
 - automatically 878
 - converting to database tables 463
 - creating 180
 - creating while digitizing 893
 - deleting 182
 - displaying as text 368
 - editing 182, 880
 - exporting 1166
 - for network topology 697
 - for node topology 694
 - for polygon topology 702
 - importing 359, 367
 - modifying fields 182
 - renaming 182
 - viewing for topology 774
- tablet for digitizing 121, 123
- TABLET mode 891
 - and digitizing 891
- TAG variable 1289
- Tagged Image File Format images 372, 375–376
 - adding with Data Connect 372, 375–376
- TARGA images 386
 - inserting with Raster Extension 386
- Task Pane 40–43, 200, 213, 535, 537, 551, 1628
 - data source options 213
 - Display Manager tab 42, 535, 537, 551
 - hiding 200, 1628
 - in AutoCAD Map 3D 40
 - making transparent 200
 - Map Book tab 43
 - Map Explorer tab 41
 - options 200
 - refreshing 200
 - showing 1628
- templates 52, 59, 321, 909, 911, 1148, 1220, 1226, 1231, 1233–1238
 - and annotation 909, 911
 - applying for metadata 1233
 - creating for metadata 1233
 - deactivating for metadata 1236
 - exporting from metadata 1237
 - for map books 59, 1148
 - for metadata 1226, 1231
 - for query reports 1220
 - for styling drawing objects 321
 - importing for metadata 1233
 - installed location for 59
 - previewing for metadata 1235
 - removing from metadata 1238
 - renaming for metadata 1234
 - samples 59
 - setting default for metadata 1235
- text 180, 204, 361, 368, 460, 557, 794, 915, 965, 1030, 1045, 1050, 1062, 1166, 1199
 - adding for drawing layers 965
 - adding to annotation layers 915
 - adding to queried objects 1062

- adjusting for map distortion 204
- altering drawing objects based
 - on 1050
- altering with queries 1045
- attaching to objects in maps 794
- displaying data as 368
- exporting as points 1166
- exporting when enclosed in a
 - polyline 1199
- finding drawing objects by 1030
- for drawing layers 557
- height for drawing layer themes 965
- importing points as 361
- insertion point 794
- label point 794
- linking to external data for
 - maps 460
- options 204
- specifying type for tables 180
- units 204
- text styles 361, 635, 974, 1030, 1045, 1050
 - altering drawing objects based
 - on 1050
 - altering with queries 1045
 - finding drawing objects by 1030
 - for drawing layer themes 974
 - redefining on save back 635
 - when importing points into
 - maps 361
- texture maps 979
- TGA images 386
 - inserting with Raster Extension 386
- Thematic Mapping dialog box 1378
- thematic maps 917
 - legend 917
- Thematic Values dialog box 1379
- Theme dialog box (features) 1380
- themes 953, 955, 958, 961–963, 965–966, 970, 989, 992
 - based on height, slope, or
 - aspect 989
 - by layer type 953
 - changing colors for 992
 - creating for drawing layers 965, 970
 - creating for feature layers 958
 - distribution methods 955
 - for drawing data 966
 - methods to use 955
 - transparency 961–963
 - using for analysis 953
- thickness 1030, 1045, 1050
 - altering drawing objects based
 - on 1050
 - altering with queries 1045
 - finding drawing objects by 1030
- THICKNESS variable 1289
- third party providers 467–468
 - adding 468
- thumbnail 264
 - changing for map layers 264
- TIFF images 372, 375–376
 - adding with Data Connect 372, 375–376
- Tile Properties dialog box 1565
- tiled drawings 628, 808
 - matching edges 808
 - saving back to 628
- tiles 1158, 1161, 1163–1164
 - deleting from map books 1164
 - renaming for map books 1163
 - viewing and editing in map
 - books 1158
 - viewing in map books 1161
- Time Period Information Editor 1491
- tolerance for Drawing Cleanup 643
- toolbars 39
 - in AutoCAD Map 3D 39
- topographic map 976
- topology 312, 363, 658, 675, 677, 679, 682–683, 689, 691, 693–695, 697, 699, 702, 704–706, 712, 714, 716, 724, 727, 731, 734, 737, 739, 742, 744, 746, 749, 751, 753, 756, 760, 768, 771, 773–774, 776–777, 779, 782, 784–785, 829, 884, 1086, 1091, 1094, 1096, 1100, 1102, 1105, 1109, 1112, 1119–1120, 1201
 - adding drawing objects to maps
 - by 312
 - adding linear objects 744

- adding links 716
- adding nodes 716, 742
- adding polygons 716, 746
- analysis settings 782
- analyzing 1086
- and clip operations 1102
- and Drawing Cleanup 658, 704
- and erase operations 1102
- and identity 1102
- and paste operations 1102
- and union operations 1102
- auditing 779
- best route 1096
- buffering 1112
- changing appearance of nodes 734
- changing link direction 737
- changing resistance 739
- clustered nodes 675
- combining 1105
- completing 779
- converting to polygons 829
- correcting 779
- creating 691, 694, 697, 702
- creating centroids for
 - polygons 363, 702, 749
- dangling objects 679
- deleting 760, 785
- deleting objects 716
- digitizing objects for 884
- dissolving 1109
- dividing polygons 731
- editing 716, 724, 737
- editing partial 756
- editing polygons 731
- errors 779
- exporting 1201
- flood trace 1100
- highlighting objects 771
- islands 779
- land cover map 705
- land use map 705
- left-right relationships 702
- links 697
- loading 760, 768
- managing 760
- merging polygons 731
- network topology 695, 697
- node topology 694
- object data for 773
- object data stored for best
 - route 1094
- overlay analysis 1102
- overlying 1105
- overview 689
- polygon topology 702
- profiles for 782
- pseudo nodes 677
- querying 756, 1119
- removing objects 751
- renaming 760, 784
- repositioning nodes 727
- result 1120
- saving 1120
- saving to source drawings 777
- shortest path trace 1091
- simplifying lines 682
- sliver polygons 706
- specifying link direction 712, 714
- splitting polygons 731
- temporary 1120
- testing integrity 779
- unloading 768
- updating manually 753
- viewing object data 774
- viewing statistics for 776
- weeding nodes 682
- zero-length objects 683
- Topology Buffer Create New Centroids and
 - Nodes dialog box 1710
- Topology Buffer New Topology dialog
 - box 1711
- Topology Buffer Set Buffer Distance dialog
 - box 1712
- Topology Dissolve Create New Centroids
 - and Nodes dialog box 1713
- Topology Dissolve Create Nodes dialog
 - box 1715
- Topology Dissolve New Topology dialog
 - box 1716
- Topology Dissolve Object Data dialog
 - box 1717

- Topology Dissolve Set Parameter dialog box 1718
- Topology Overlay Analysis Analysis Type dialog box 1719
- Topology Overlay Analysis Create New Centroids and Nodes dialog box 1722
- Topology Overlay Analysis Create Nodes dialog box 1723
- Topology Overlay Analysis Output Attributes dialog box 1726
- Topology Overlay Analysis OutputTopology dialog box 1724
- Topology Overlay Analysis Select Overlay Topology dialog box 1727
- Topology Query dialog box 1728
- Topology Query Result dialog box 1730
- Topology Selection dialog box 1731
- Topology Statistics dialog box 1732
- TOPONAME variable 1289
- TOPOTYPE variable 1289
- trace analysis 1091, 1096, 1100
 - best route 1096
 - flood trace 1100
 - shortest path 1091
- tracking coordinates 940–941
 - using coordinate system for attached drawing 941
- transactions 520
 - long (versioning) 520
- transforming 157, 204, 209, 789
 - coordinates 204, 209
 - drawing objects in maps 789
 - entire source drawing 157
- transparency 200, 381, 548, 961–963, 1128
 - and printing 1128
 - and styles 548
 - and themes 961–963
 - for raster images 381
 - for Task Pane 200
- Transparency Color dialog box (Insert Image command) 1617
- transparent commands 850–851
 - using 851
- transparent features 1128
- Transverse Mercator projection 134
- Trim Objects at Boundary dialog box 1408
- trimming objects 802
- troubleshooting 281, 296, 528–529, 1004, 1035, 1038, 1080, 1084
 - broken connections in Display Manager 296
 - buffers 1004
 - Bulk Copy 528–529
 - data stores from previous versions of AutoCAD Map 3D 281
 - drawing queries 1080, 1084
 - SQL conditions 1035, 1038
- True Colors 245
 - importing objects using 245
- TrueVision images 386
 - inserting with Raster Extension 386
- tutorials 48
 - AutoCAD Map 3D 48
- Type SQL Condition dialog box (drawing queries) 1605
- TYPE variable 1289

U

- UDL (Universal Data Link) file 188, 191
 - editing 191
 - overview 188
- UNCLASSIFY command 845
- Undefined Alias Referenced dialog box 1653
- undershoots 643, 649, 671
 - extending 671
 - marking for cleanup 649
 - tolerance for extending 643
- undoing 522
 - feature class changes in schemas 522
 - property changes in schemas 522
 - schema changes in feature sources 522
- uniqueness 511
 - for schema property values 511
- United States grid data files 97

- units 204
 - default 204
- units of measurement 204, 245
 - converting for text 204
 - default for exporting DGN files 245
- Universal Transverse Mercator System 134
- unloading topology 768
- unlocking drawing objects 610, 631
- unmatched data or geometric type errors 1474
 - ignoring in Bulk Copy 1474
- Update Edits Automatically 80, 587, 601
 - changing default setting 80
 - enabling 587
 - turning off 601
- updating topology 753
- URL variable 1289
- URLs 326, 1175
 - exporting to SDF 2 files 1175
 - importing from SDF 1 or 2 files 326
- User Administration dialog box 1653
- User Coordinate System (UCS) 945
- User Credentials dialog box 1345
- User Information dialog box 1655
- user interface in AutoCAD Map 3D 77
- User Login dialog box 1656
- users 75, 503
 - database and AutoCAD Map 3D 503
 - rights 75
 - valid usernames 75

V

- value chain 12
- variables 794, 1283, 1288–1289, 1292–1294
 - AutoLISP 1294
 - block attributes 1292
 - dot variables 1289
 - LABELPT 794
 - object class properties 1294
 - object data 1292
 - SQL 1293
- vector data 65, 980
 - draping on 3D surfaces 980

- purchasing 65
- Vector Markup Language (VML)
 - files 1166, 1190–1191
 - exporting 1166, 1191
 - exporting to 1190
- Vector Product Format (VPF) 245
 - importing as folder 245
- Vector Product Format (VPF) files 318, 350
 - importing 318, 350
- version-enabling 485
 - Oracle 485
- versioning 266, 520, 602–603, 1474
 - and Bulk Copy 1474
 - for feature data 603
 - for feature sources in maps 266
 - long transactions 520
- versions 603
 - activating for feature data 603
 - creating for feature data 603
 - discarding for feature data 603
- vertical exaggeration 986
- View Query Statement dialog box 1345
- viewing 141, 158, 160, 405, 519, 619, 774, 776, 861, 982, 1158–1161, 1227
 - coordinate system assignment 141
 - database tables 861
 - drawing objects in attached drawings for maps 619
 - external data for drawing objects 861
 - in 3D 982
 - map book properties 1160
 - map book tiles 1161
 - map books 1158–1159
 - metadata 1227
 - raster image information 405
 - save back extents 158
 - schemas 519
 - source drawing information 160
 - source drawings for maps 619
 - statistics for source drawings 160
 - topology data 774
 - topology statistics 776
 - using Quick View 619

- views 514
 - database 514
 - viewscale expressions 1288
 - viewtwist expressions 1288
 - Visual FoxPro 188, 219
 - attaching database to drawing 188
 - setting default version 219
 - VML (Vector Markup Language)
 - files 1166, 1190–1191
 - exporting 1166, 1191
 - exporting to 1190
 - VPF (Vector Product Format) 245
 - importing as folder 245
 - VPF (Vector Product Format) files 318, 350
 - importing 318, 350
- W**
- walk through for surfaces 982
 - water data 53
 - samples 53
 - water symbols 61
 - samples 61
 - watersheds 702
 - creating polygon topology for 702
 - weather data 65
 - purchasing 65
 - Web Feature Service (WFS) 293–294, 1228
 - adding feature data to maps 294
 - metadata for 1228
 - provider capabilities for maps 293
 - Web Map Service (WMS) 377, 379, 1228
 - adding images to maps 379
 - specifying version 379
 - making background transparent 379
 - metadata for 1228
 - provider capabilities 377
 - specifying format 379
 - web pages 1137, 1190–1191
 - exporting to 1190–1191
 - publishing maps as 1137
 - web-based raster images 377
 - weeding 682, 684, 687
 - and bulge 684
 - and supplementing factors 684
 - defined 684
 - lines with Drawing Cleanup 682, 687
 - polylines 687
 - wells 694
 - creating topology for 694
 - WFS (Web Feature Service) 293–294, 500–501, 1228
 - adding feature data to maps 294
 - metadata for 1228
 - provider capabilities for maps 293
 - schemas 500
 - working with data 501
 - Who Has It Information dialog box 1623
 - widening conversion 526
 - and Bulk Copy 526
 - width 129, 1045
 - altering with queries 1045
 - digitizing 129
 - wild-card characters 1278, 1297
 - using in dialog boxes 1278
 - using in expressions 1297
 - windows 1027
 - finding all objects in 1027
 - WMS (Web Map Service) 370, 372–373, 377, 379, 1228
 - adding images to maps 370, 379
 - adding surfaces to maps 373
 - adding with Data Connect 372
 - metadata for 1228
 - provider capabilities 377
 - working offline 584, 601
 - and checking out features 584
 - workspaces 38, 76–77
 - creating for AutoCAD Map 3D 77
 - in AutoCAD Map 3D 76
 - switching between 38
 - World Coordinate System (WCS) 945
- X**
- XLS files 188, 219
 - attaching to drawing 188
 - setting default version 219

- XMI files 518
 - importing as schemas 518
- XML files 120, 518
 - exporting schemas as 518
 - for object class definitions 120
 - importing as schemas 518
- xrefs 146, 1084
 - and drawings 146
 - querying 1084
- XSCALE variable 1289

Y

- YSCALE variable 1289

Z

- zero-length objects 683
 - identifying and removing 683
- Zoom Drawing Extents dialog box 1734
- Zoom Scale dialog box 1433
- zooming 566, 570, 618, 933, 982
 - Display Manager 566
 - surfaces in 3D 982
 - to drawing extents 618
 - to raster image extents 570
 - using Data Table 933
- ZSCALE variable 1289