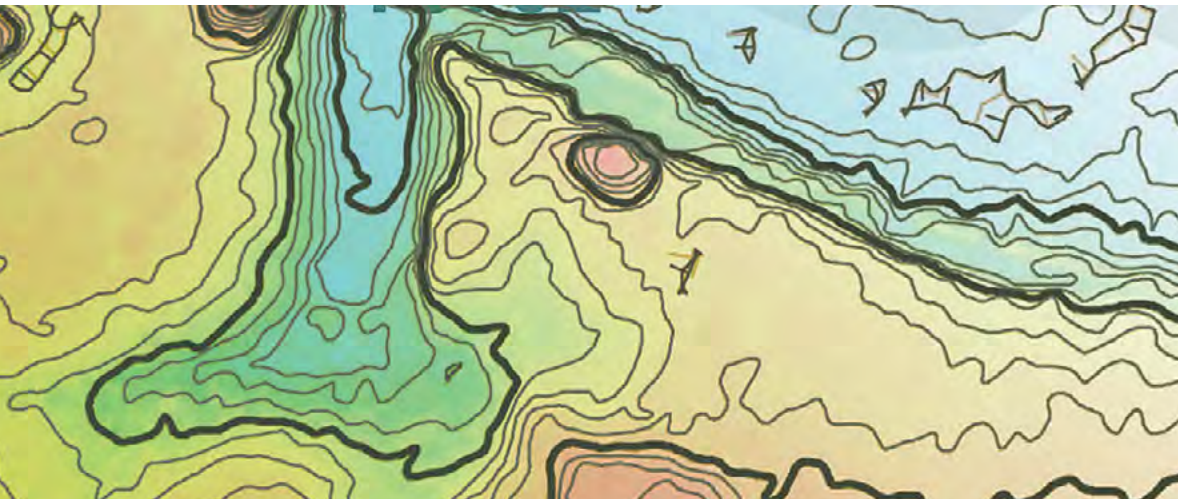


3D Map Editing for MicroStation®



Reduce overall editing time from hours to minutes

DAT/EM MapEditor for MicroStation is an editing package for MicroStation DGN files. It has many time-saving tools that process groups of objects, and includes vertex and partial line string editing and 2D and 3D digitizing commands. Contains both interactive and batch mode commands to accommodate every editing need, from executing a single command on a single element to running many commands across multiple files.

MapEditor is an MDL application that works completely within MicroStation and Micro-Station-based applications on Windows XP®, Windows Vista®, and Windows 7.

Features

- BREAK elements at selected vertices or near points, or on an intersecting element or fence
- BREAKLINE FILTER deletes or modifies points from the area in or near line strings, fences and/or shapes
- CHANGE ATTRIBUTES to standardize or change combinations of level, color, weight and line code
- CHECK ATTRIBUTES displays a list or report of unverified objects for interactive editing
- CLIP and remove elements from inside or outside of shapes
- CLOSE LINE STRING converts line strings into shapes
- CURVE TO LINE STRING converts curves to line strings
- DELETE objects based on attributes
- DTM DISTRIBUTOR merges multiple DTM point distributions into one evenly spaced DTM grid
- FILTER line strings to remove unneeded vertices while preserving the original shape of the line string
- FIND DUPLICATE objects and display them for editing
- FIX COMPLEX HEADER verifies and repairs complex line strings and shapes; compresses them into the minimum number of components; drops complex status when possible
- JOIN sets of line strings into single elements
- LINE STRING TO CURVE converts line strings to curves
- PATTERN performs global patterning and pattern removal
- REPLACE one object type with another, or change text strings and cells
- ROTATE objects based on attributes
- SCALLOP line strings defining trees or vegetation
- SMOOTH line strings by adding vertices for a smoother appearance
- SQUARE existing line strings or shapes
- TOUCH and trim lines and line strings of one symbology to objects on another symbology
- ZCHECK marks and zooms to conflicting Z values and XY intersections



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