3D Map Editing for AutoCAD®

MAPEDITOR™

SUMMIT EVOLUTION™

LANDSCAPE™

CAPTURE™

ORTHO+MOSAIC™

AIRFIELD3D™

CONTOUR CREATOR™

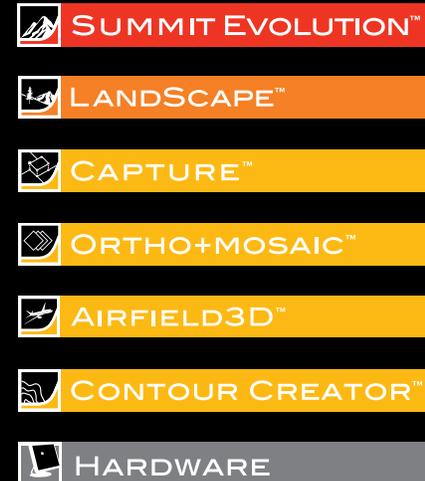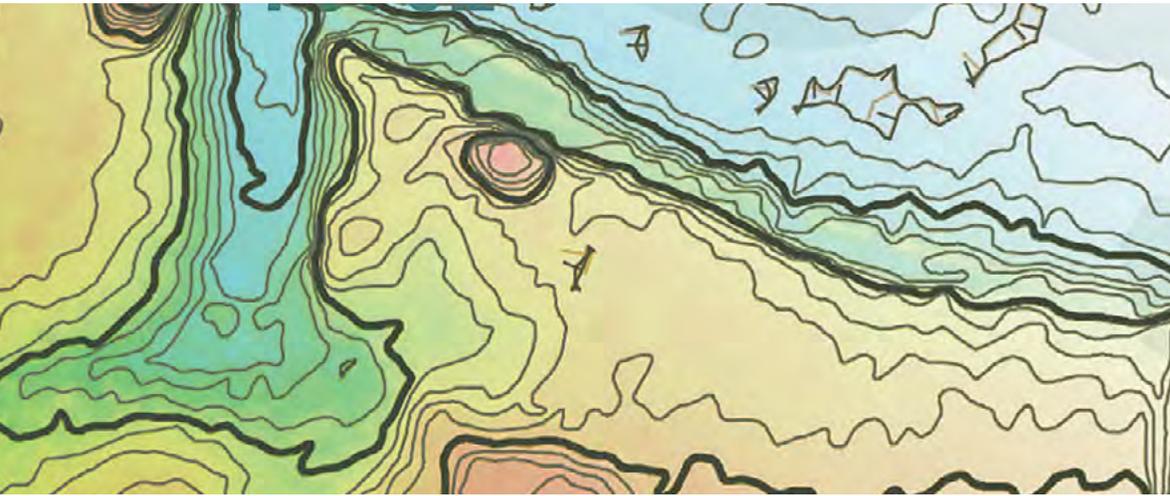HARDWARE

Reduce overall editing time from hours to minutes

DAT/EM MapEditor is a toolkit for AutoCAD with many time-saving tools such as global block changes and clipping, and it includes several 2D digitizing commands. They can reduce overall editing time from hours to minutes. Commands may be run interactively on an as-needed basis, or in batch using a command list file.

MapEditor for AutoCAD works completely within AutoCAD and AutoCAD-based applications. MapEditor runs on Windows XP®, Windows Vista®, and Windows 7.

Features

- 3D TO 2D conversion of polylines
- BREAK polylines along cutting edges
- BREAKLINE FILTER changes the layer of DTM points that are located near linework
- CLIP objects and/or layers exterior or interior to a polyline boundary
- CLIP objects around text
- CROSSCHECK searches for crossing or nearly crossing polylines
- DTM DISTRIBUTOR combines two or more DTM point sets into a single, evenly distributed grid
- EDITLINE draws a new polyline section, or connects parts of two polylines to a new section, joining them all together into one polyline
- EXTEND polylines to meet other polylines
- FILTER reduces the number of polyline vertices while preserving the original polyline appearance
- FIX Z values on 2D polylines so each vertex has the same elevation as the starting segment
- GRIDIT inserts a map sheet grid with northing and easting text
- NTERP adds intermediate elevation contours between existing index contours within a user-defined area
- JOIN two or more polylines together into one polyline
- LABELIT adds elevation labels or blocks to polylines with options for rotation and breaking
- PATTERN polylines with blocks or drawings
- RESIZE symbols and text
- REVERSE polyline vertex order
- SCALLOP polylines to denote areas covered by trees and vegetation
- SMOOTH polylines
- SQUARE sides of existing objects