

3D Views Assist When Editing

DID YOU KNOW . . . you can open a concurrent 3D view of the object you are editing in 2D to help you locate and identify elements?

What Using 3D Views while Editing Gives You

- A 3D view can quickly pinpoint z-value errors.
- You can quickly verify if the correct element is selected for editing.
- You can immediately see if your editing is reasonable in 3D.

2D View

3D View

before editing

after editing

Aberrant z-values are common from surface edge effects and are not readily apparent without checking the 3D view.

enter a new z-value

ID	X	Y	Z
11	147007.094026	33399.064450	1137.000000
12	149045.143911	33217.213633	1227.000000
14	148011.541186	33399.313633	1137.000000
20	147000.050070	33431.004430	1136.000000
26	148000.410047	33404.004430	1236.000000
17	148000.410047	33404.004430	1136.000000
28	148000.410047	33404.004430	1136.000000

3D VIEWS ASSIST WHEN EDITING

How Using 3D Views in the Object Editor Works

- Open the 3D vector for editing and add any reference layers desired.
- Choose Open 3D View from the Reference menu in the Spatial Data Editor window.
- Adjust 3D view position so problem elements are clearly visible.
- Select element(s) in the 2D view and confirm correct selection in 3D.
- Edit the elements in the 2D view and check the results in 3D.

WANT TO KNOW MORE?

See the Getting Started Booklet:
Editing Vector Geodata

