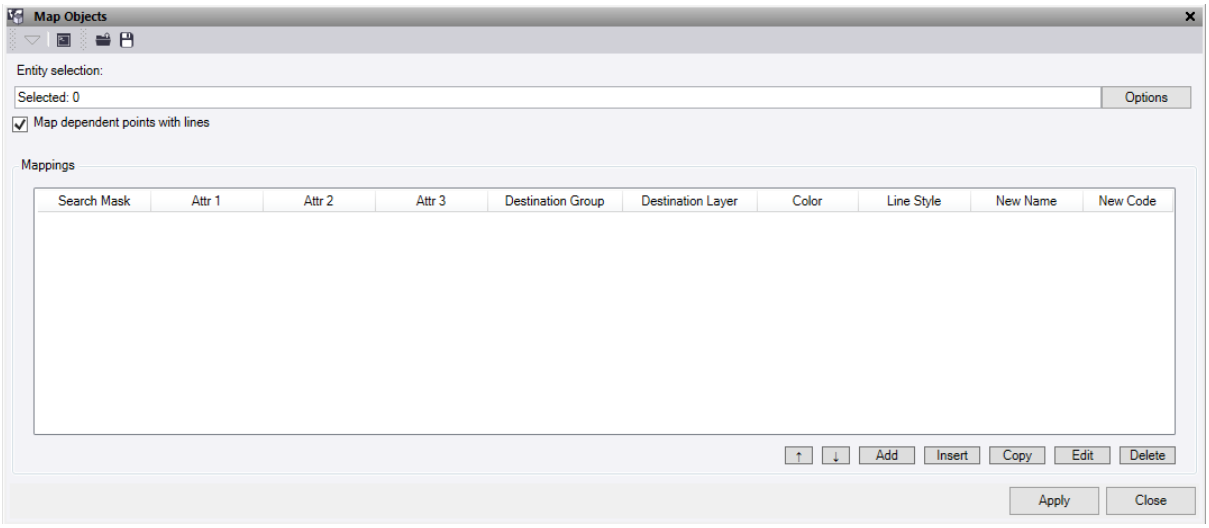
Map Objects

Command Description

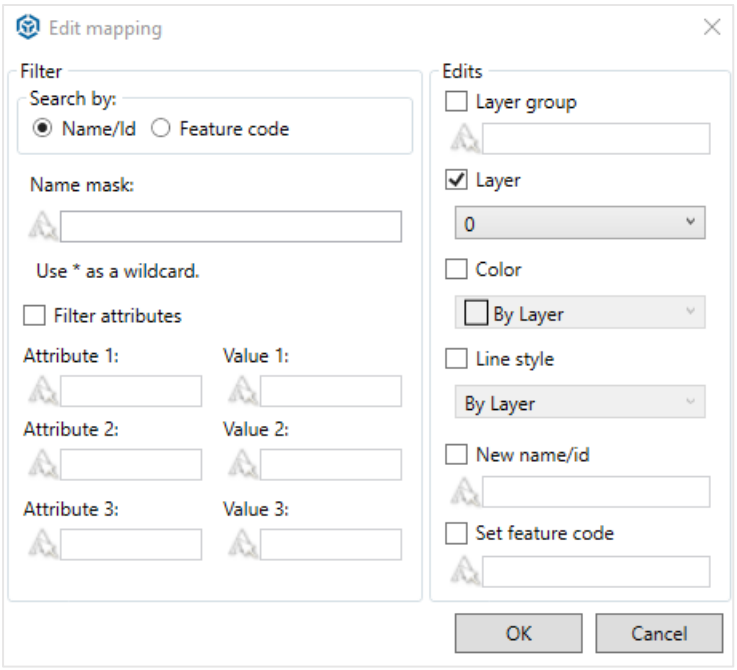
The Map Objects command enables you to create a mapping rule set by selecting a group of objects using all or part of an object name (using the wildcard asterisk "*") and applying the same layer, colour, line style and/or name to those objects simultaneously. In addition, you can import previous mapping rule sets into your project, or export the ones you create, using *.layermap files.



1. Click in the **Entity selection** field and then in a graphic view select all the points and CAD objects you want to map. Click **Options** for additional selection options.
2. Check the box for **Map dependent points with lines** if you want to re-layer the “linked” points that make up a line if that line is selected during the mapping process.
3. To import previous rule sets into your project from a .layermap file and populate the **Mappings** table, click the button at the top of the command pane and select the file you want to import. If the layer map file includes layers that are not in the TBC project these will be added and noted. You will still need to edit the layer colour of the newly created layers to suit.

Note: *You can “Load” the basic section of a 12d map file using the* ***Load*** *button. So that you can use the colours and line styles that are in the 12d map file you need to import the 12d colours.4d file and line styles prior to loading the map file. The attribute filter sections in the 12d map file will not be brought across.*

4. To add mappings to the bottom of the table, click the **Add** button to display the **Edit Mapping** dialog and do the following:



Filter:

- In the **Code/Name mask** field, enter all or part (using the wildcard asterisk "*") of the name/ID or feature code of the object you want to map.
    - Name/Id – works on the name of a line or ID of a point.
    - Feature code – works on the feature code of a point.

For example, if you enter **Fence** (preceded and followed by an asterisk), all objects with *Fence* in their name will be mapped. This would include, for example, *FrontFence1*, *FrontFence2*, and *RearFence1.*

- **Filter attributes** can be applied to the above mask as a secondary filter option.
    - Enter the attribute name and value you wish to search, then leave the second and third attribute options empty or add another to refine further. Once the mask is found true it then checks the attributes and if they are found true will apply the edits. *Note these are decimal point sensitive.*

Edits:

- To map the objects to a Layer group, check the **Layer group** check box and enter a name to be used.
- To map the objects to a new layer, check the **Layer** check box and select the layer in the drop-down list. Optionally, select *<New Layer>* in the list to create a new layer for the objects.
- To map the objects to a new colour for graphic display, check the **Color** check box and select the colour in the drop-down list.
- To map line objects to a new line style for graphic display, check the **Line style** check box and select the style in the drop-down list.
- To map the objects to a new name, check the **New Name/id** check box and type in the required name for a line or ID for a point.
- To map the point to a new code, check the **Set feature code** check box and type in the required new code or codes for the point. If the wildcard * is used in this field, it will copy anything that was used as the wildcard from the “Name mask” search. Also, any attributes that are common between the code searched and the code being changed to will be maintained with the new code.

Your selections are displayed in a new row in the **Mappings** table in the command pane.

5. To delete a row from the **Mappings** table, select the row and click **Delete**. To delete multiple rows, select the top row and hold shift and select the bottom row, then press delete.

6. To move the row order, use the **Up** and **Down** arrows and to edit a previously entered row use the **Edit** button or double click on the row in the table. Note that the order of the mapping file matters as the command looks at the Name Mask from top to bottom. To order the search mask names in alphabetical order in the mapping table simply left click on the **Search Mask** column heading.

7. To insert a row above an existing one click on the row location and press the **Insert** button. To copy an existing row, highlight the row and press the **Copy** button and this will be added directly below.

8. To export the contents of the **Mappings** table as rule sets into a "*.layermap"* file that can be reused in other projects, click the  button at the top of the command pane.

9. Click **Apply** to apply the changes and keep the **Map Objects** command pane open.

The mapping changes are applied to the selected objects and the number that were changed is displayed.

Note: *If the same object mask is selected in more than one row in the* ***Mapping*** *table, the mapping rules specified first will apply. Will not apply to Text objects or CAD blocks.*

Example: