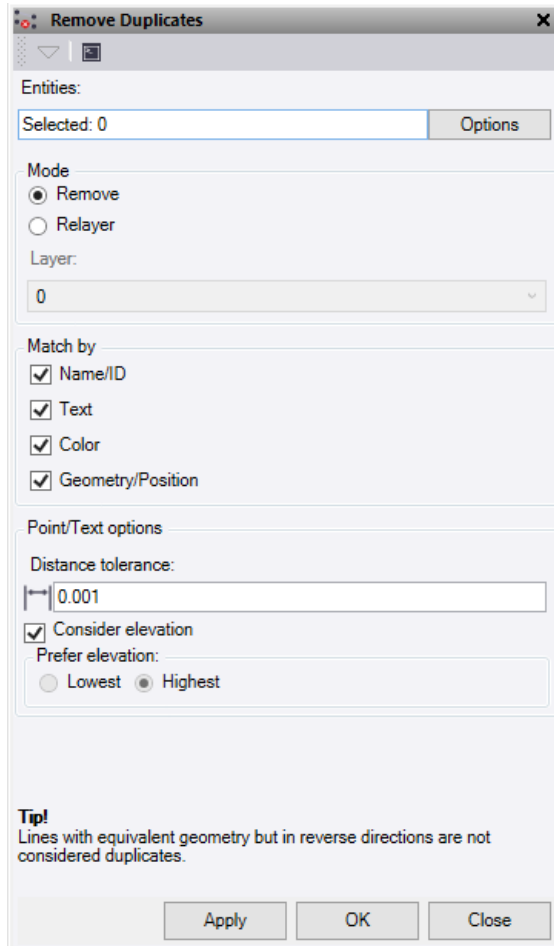




Remove Duplicates

Command Description

The Remove Duplicates command allows the user to remove duplicate lines, points and text based on a selection of properties such as position, geometry, name/id, text and colour.



The screenshot shows the 'Remove Duplicates' dialog box with the following settings:

- Entities:** Selected: 0, Options button
- Mode:** Remove, Relayer
- Layer:** 0
- Match by:** Name/ID, Text, Color, Geometry/Position
- Point/Text options:**
 - Distance tolerance: 0.001
 - Consider elevation
 - Prefer elevation: Lowest, Highest
- Tip!** Lines with equivalent geometry but in reverse directions are not considered duplicates.
- Buttons: Apply, OK, Close

1. Click in the **Entities** selection field and then in a graphic view select the objects you want to check for duplicates. Click **Options** for additional selection options.
2. Select the **Mode** to use for any duplicate data found. Either **Remove** permanently or **Relayer** the data to another layer.
3. Tick any of combination of **Match by** fields of **Name/ID**, and/or **Text** and/or **Color**, and/or **Geometry/Position** to determine which objects are duplicates.

Objects must be of the same type to be matched. *For example: if a point and a line have the same name/id and only the **Name/ID** field is selected they will not be considered duplicates.*

When comparing two objects all the fields selected must match for the objects to be considered duplicates. *For example: if **Name/ID** and **Geometry/Position** are selected along with 3 points – all 3 of which have the same id but only 2 of which have the same position – then only 2 of the points will be considered duplicates (1 point will be removed). If the same selection is used but the **Geometry/Position** field is turned off, then all 3 will be considered duplicates (2 points will be removed).*

The following table explains the available **Match by** fields, and which objects they apply to:

Field	Remarks	Applies to		
		Points	Text	Lines
Name/ID	For lines this is the name, for points the ID.	✓	✗	✓
Text	Applies to both Text and MText objects.	✗	✓	✗
Color	Does not apply to the points layer color.	✗	✓	✓
Geometry/Position	For text objects this is the insertion point.	✓	✓	✓

4. Set the appropriate **Point/Text Options**.
 - **Distance tolerance:** This is the distance used to compare points or text with each other. To match exactly it must be set to "0.000".
 - **Consider elevation:** If this is ticked then position is compared in 3D. If unticked the position is a 2D comparison.
 - **Prefer elevation:** If comparing in a 2d mode by having the "Consider elevation" unticked then you have the option to keep either the **highest** or **lowest** point from the duplicates found.
5. Click **Apply** to apply the changes and keep the **Remove Duplicates** command pane open to see computation results.

Note: When duplicate objects are found and need to be removed the command keeps the one with the highest serial number (which in practice means the newest object). This applies to all modes and objects.