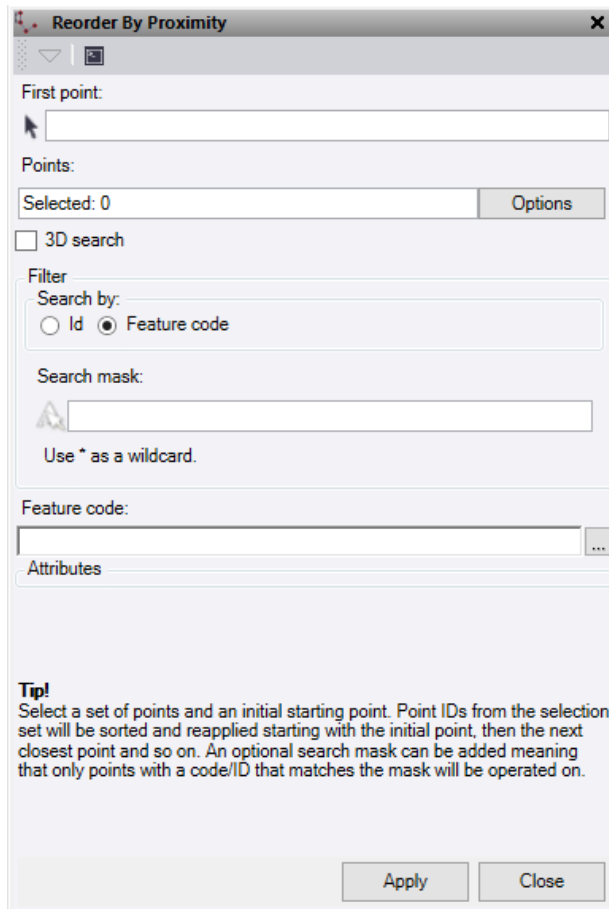




Reorder by Proximity

Command Description

The Reorder by Proximity command allows the user to reorder the point IDs based on the shortest distance to the next point. After selecting the first point in the string the programme automatically reorders the point numbers based on the next nearest point. This can be filtered by search masks on the feature code or point ID's.



Tip!
Select a set of points and an initial starting point. Point IDs from the selection set will be sorted and reapplied starting with the initial point, then the next closest point and so on. An optional search mask can be added meaning that only points with a code/ID that matches the mask will be operated on.

1. Click in the **First point** selection field and then in a graphic view select the starting point.
2. Select the **Points** to search from the screen or using the **options** button.
3. Check **3d search** to search for the nearest point based on 3d distances, else uncheck to search in the XY plane only.
4. Optionally, select a **Filter** type of either the point **ID** or **Feature code** and enter a **Search mask** to be used with that filter type.
5. Optionally add a new **Feature code** to be used on the selected points. You can also input the attributes for the code (if applicable) to be applied to all points reordered. *Note: If you change codes then any attributes values on the current points will be lost.*
6. Click **Apply** to apply the order changes and a temporary line will be displayed showing the new order graphically.
7. **Close** when finished with the command pane.