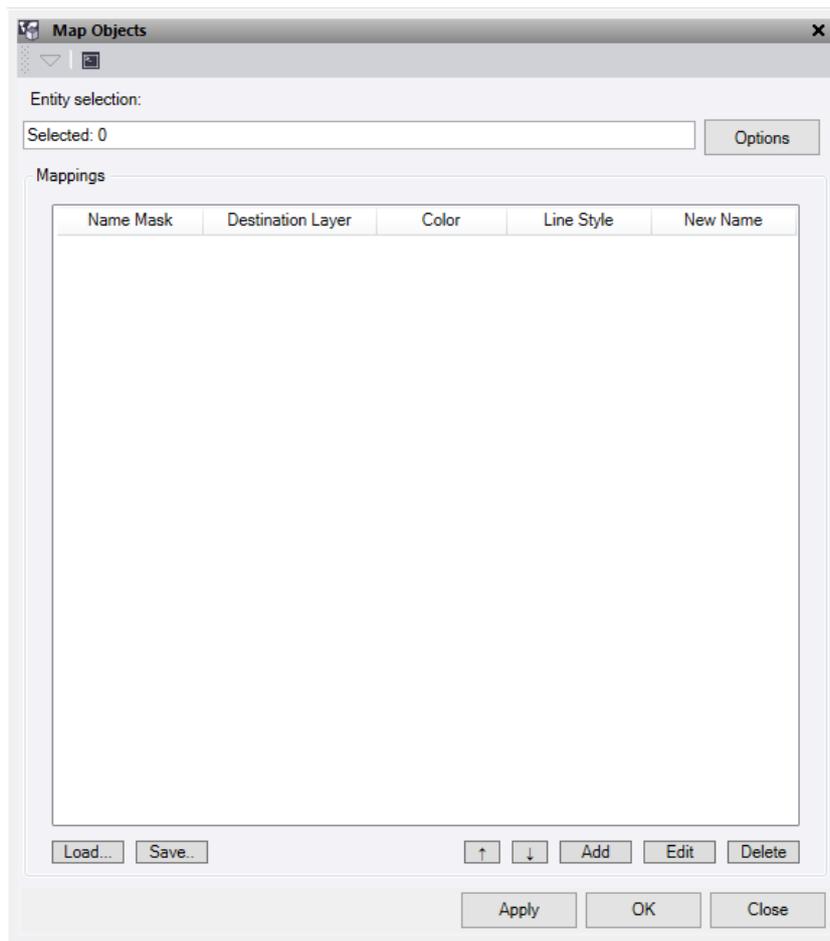




Map Objects

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 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. Optionally, if you want to import rule sets into your project from a .layermap file and populate the **Mappings** table, click the **Load** button 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 to suit.
3. To add mappings, click the **Add** button to display the **Edit Mapping** dialog and do the following:
 - a. In the **Name mask** field, enter all or some part (using the wildcard asterisk "*") of the name of the objects you want to map. Note the object names are case-sensitive.

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

- b. If you want 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.
- c. If you want 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.
- d. If you want 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.
- e. If you want to map the object to a new name, check the **New Name** check box and type in the required name.
- f. Click **OK**.

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

To delete a row from the **Mappings** table, select the row and click **Delete**.

To move the row order, use the **Up** and **Down** arrows and to edit a previously entered row use the **Edit** button or 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.

4. Optionally, if you want to export the contents of the **Mappings** table as rule sets into a *.layermap* file that can be shared with others, click the **Save** button and select a location for the new file.
5. Do either of the following:
 - Click **Apply** to apply the changes and keep the **Map Objects** command pane open.
 - Click **OK** to apply the changes and close the **Map Objects** command pane.

The mapping changes are applied to the selected objects.

Note: If the same object is selected in more than one row in the **Mapping** table, the mapping rules specified in the last row in which it is selected will be applied.