

Advanced editing in gvSIG Desktop



New final version

gvSIG 2.5.1

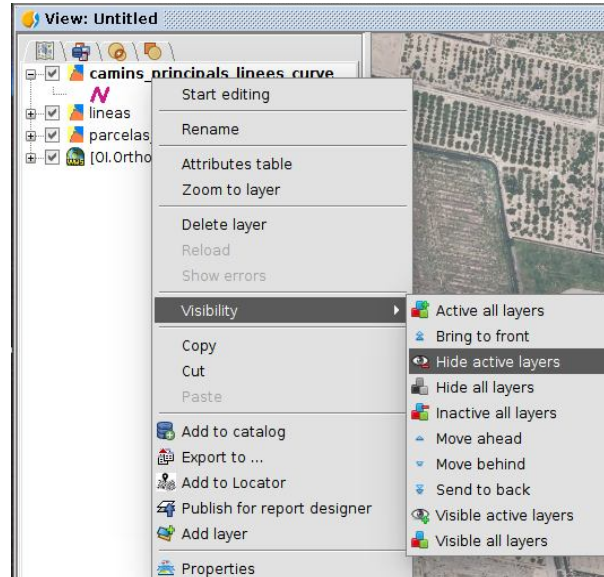


New features

- Exporting virtual fields as values
- PDF and ODS viewer in forms
- Heat map comparison
- Extreme heat map
- Semi-automatic simple reports generation

Layer display

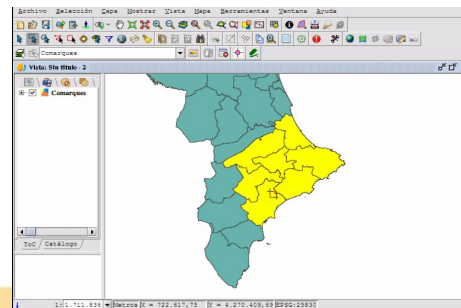
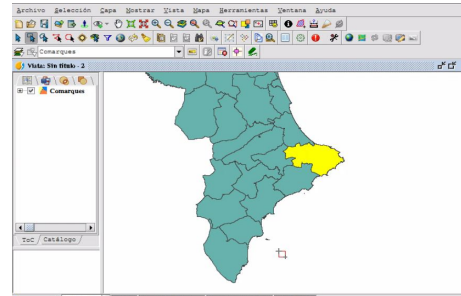
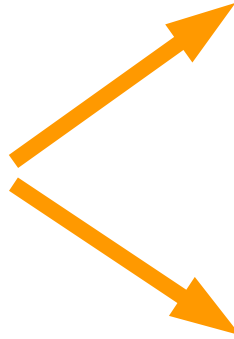
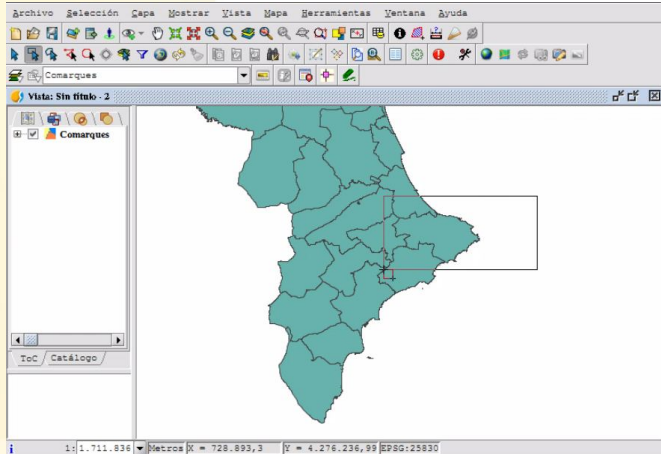
- Layers display order: Options in the View menu and in the ToC context menu have been added to be able to send a layer to front or back.



Element selection

Select by rectangle

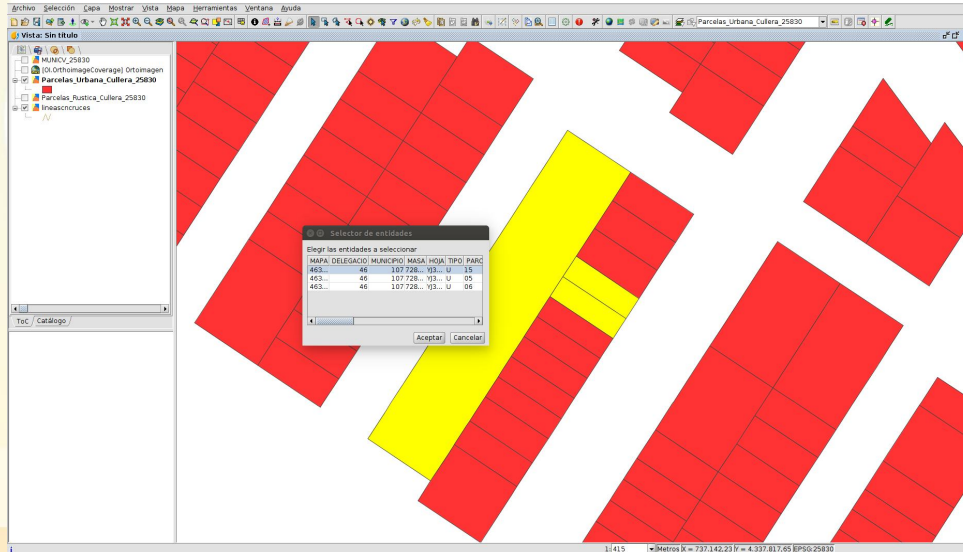
- Possibility to select intersecting elements or contained elements, using "Shift" key.



Element selection

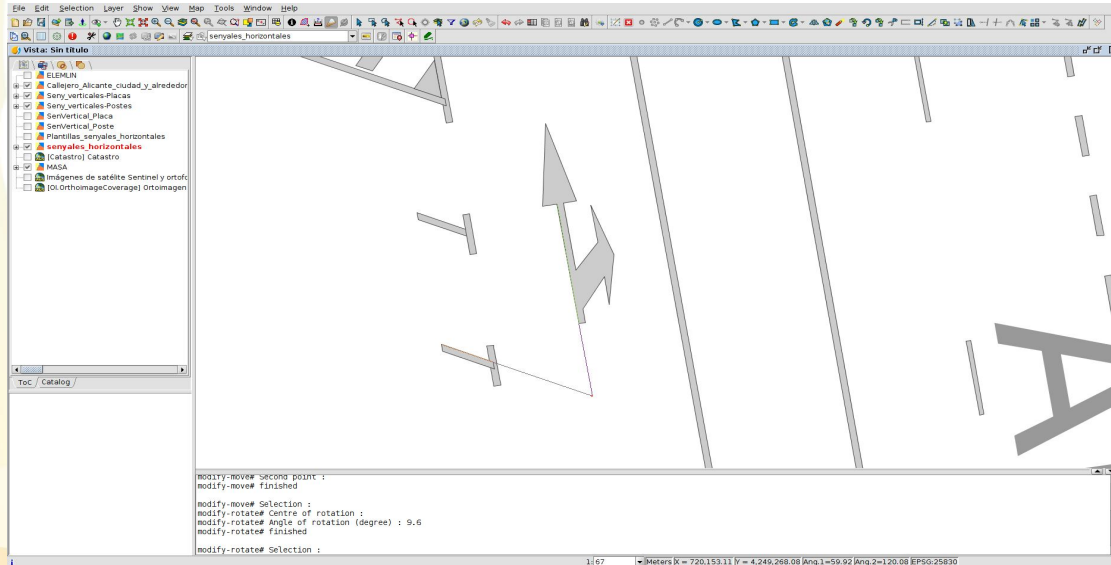
Simple selection

- Possibility to choose which elements we want to select from a list when several elements are selected with the simple selection tool at the same time.



Angle query

- Angle query tool has been added to the existing query tools.
- It measures the angle between two segments from both line and polygon layer.

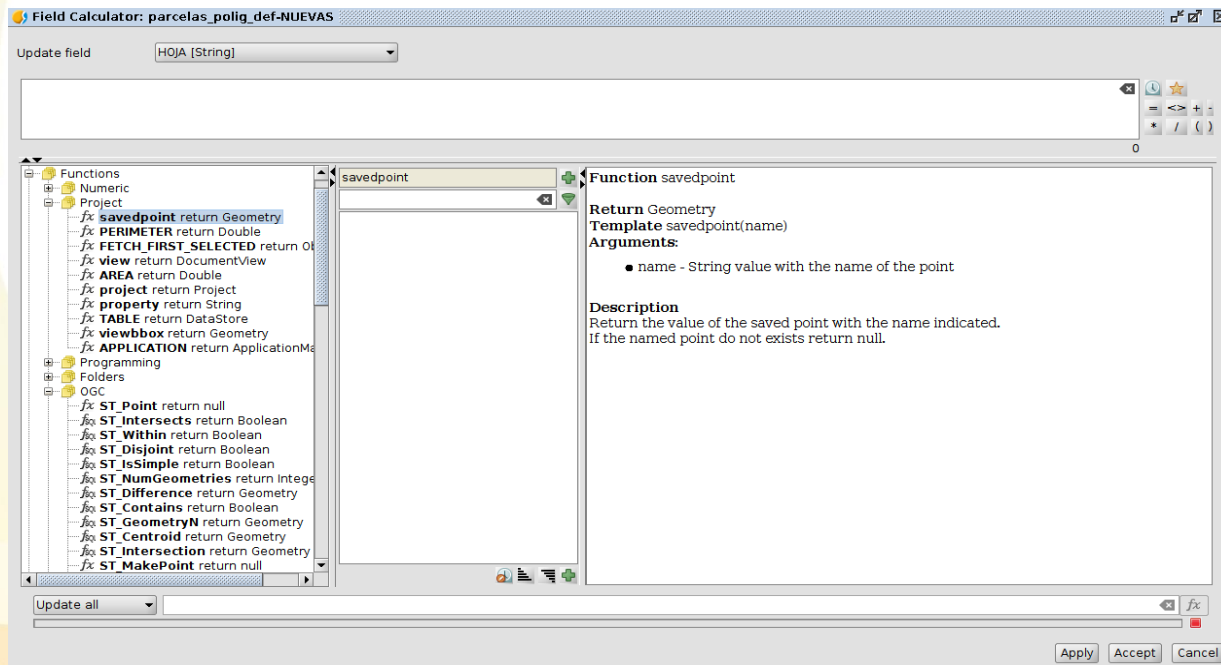


Advanced editing

Improvements and new tools

Expression manager

- Great potential for element selection, field calculator, calculated fields, file exporter... and in more and more places.



- Possibility to copy alphanumeric data from one geometry, and paste them into another one.
- Possibility to copy data from another table.
- The values of the fields that exist in both tables are pasted.



Data copy

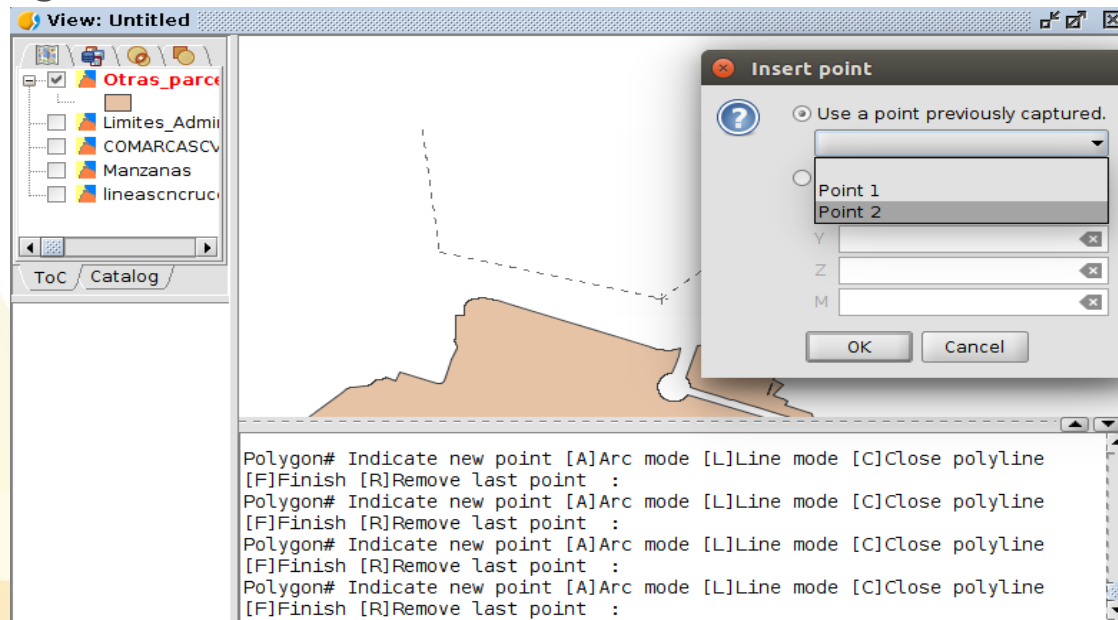
Geometries

- Possibility to copy geometries on an insertion point (new option added to the existing tool where geometries were pasted in their original coordinates).
- Alphanumeric data is also copied.

Point insertion

Coordinate capture

- Possibility to use the points saved with the coordinate capture tool in the editing tools.



Point insertion

Use of expressions

- Possibility to insert formulas when inserting points. It allows to:
 - Insert points with relative coordinates.

\$x and \$y (\$x1, \$x2... for the second-to-last, third to last... inserted point).

\$x+10, \$y+5
- Use saved points with the coordinate capture tool.
ST_X (Point1) returns the X of the saved "Point1"

Point insertion

Use of expressions

- Possibility to insert formulas when inserting points. It allows to:
 - Work with polar coordinates.

"POINTBYANGLE (\$p,a,b)", where "a" is distance and "b" is angle.

"POINTBYANGLE (\$p,a,b,"r")", where "r" would be radians, "s" would be sexagesimal degrees and "g" would be grads.

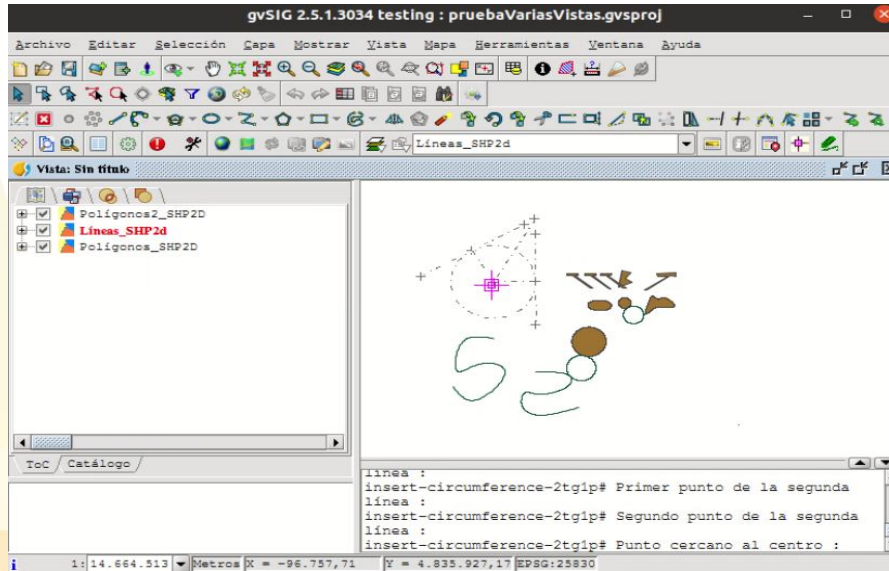
"POINTBYANGLEX (\$p,a,b)", moves "a" meters to the right/left on the X axis but it draws the point at "b" angle

"POINTBYANGLEY (\$p,a,b)", moves "a" meters up/down on the Y axis but it draws the point at "b" angle



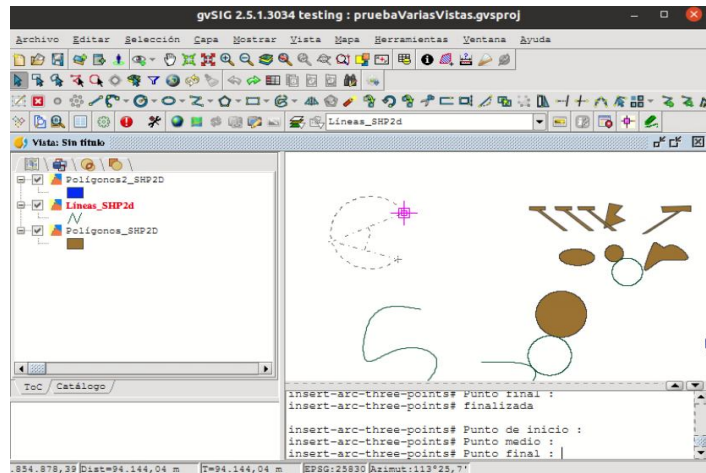
Circle and circumference

- New functionalities in the 'insert circle and circumference' tools:
 - From two tangent lines and a point.
 - From the tangents to two geometries and their radius



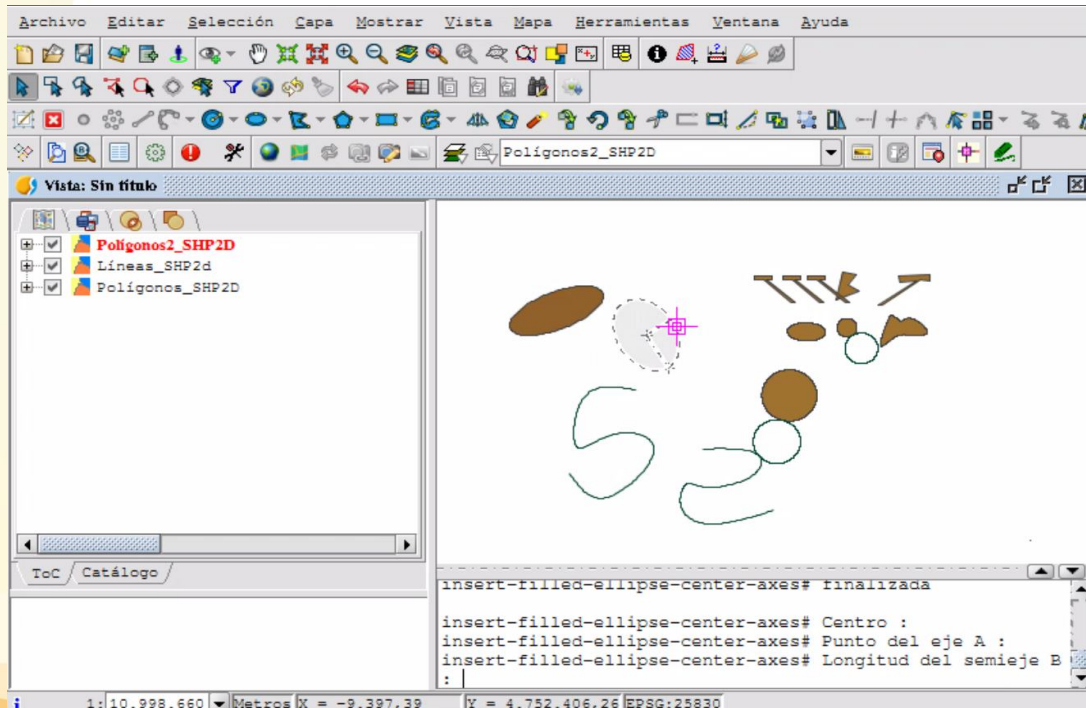
Arc

- New functionalities in the 'insert arc' tool, with the possibility of being added:
 - from the center and start and end points. Optional parameters have been added: radius, start angle, sweep angle, direction (CW and CCW).
 - from three points (start, middle and end). Optional parameters have been added: radius, starting angle, sweep angle, and direction (CW and CCW).



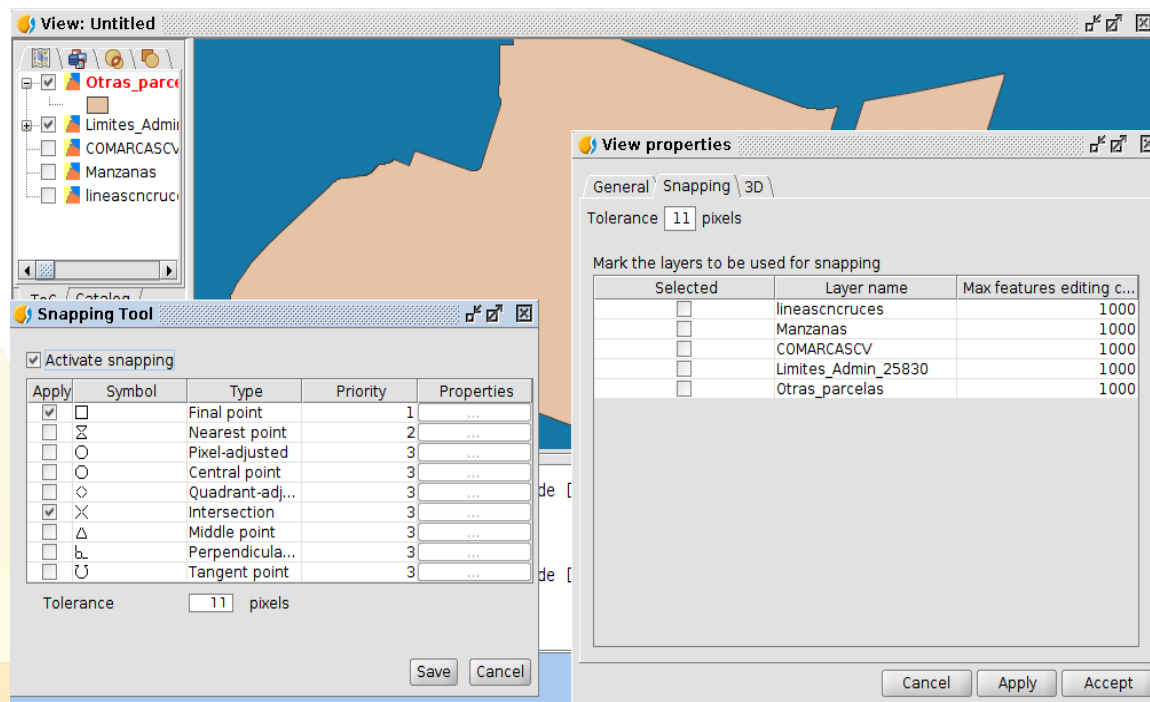
Ellipse and filled ellipse

- New functionalities in the 'insert ellipse and filled ellipse' tools, with the possibility of being added from the center and the axes.



Snapping

- Possibility to apply snapping to objects on **active layers**, not only on layers that we have indicated in the properties of the View.



Parallel geometry

- Possibility to enter the distance value graphically by measuring on the View.
- Possibility to select the side on which we want to make the parallel geometry graphically when the distance has been entered by value.
- Multiple parallel: Several parallels at the same distance.

Other tools

- Trim / Extend: Possibility to be able to trim and extend elements from/to the geometries of other layers.
- Align: It will allow to align geometries based on other existing geometries.
- Fillet / Bevel: It will allow to create bevels between two segments.
- Autopolygon: Possibility to insert autopolygons using geometries from other layers as borders.

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