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Land Desktop Contour Utilities

<u>Terrain> Contour Utilities> Edit Elevation</u> - This command tells you the current elevation of a polyline or a contour and allows you to change its elevation at the same time.

<u>Terrain> Contour Utilities> Edit Elevations By Layer</u> - This command allows you to edit the elevations of all contours or polylines on a selected layer or layers. Once you've selected an entity on a desired layer, each polyline or contour on that layer will be highlighted and you'll be prompted for a new elevation.

<u>Terrain> Contour Utilities> Assign Elevation</u> - This command allows you to change the elevations of polylines or contours by selecting a starting contour and then specifying the elevation increment and whether the elevations are increasing or decreasing.

<u>Terrain> Contour Utilities> Check for 0</u> - This command asks for a selection of contours or polylines and then highlights each one that has a zero elevation and prompts for a new elevation.

<u>Terrain> Contour Utilities> Copy Finished Ground</u> - This command allows you to select contours or polylines and make duplicates on another layer you specify. This will make a copy of contours or polylines ONLY - not text or other entities.

<u>Terrain> Contour Utilities> Copy By Slope</u> - This command starts with one elevated polyline or contour and asks for the desired contour increment, a rise and a run and creates one new contour at the correct location and elevation.

<u>Terrain> Contour Utilities> Copy by Grade</u> - This command starts with one elevated polyline or contour and asks for the contour increment and the grade to the next contour. It creates the new contour at the correct location and elevation.

<u>Terrain> Contour Utilities> Offset by Distance</u> - This command starts with one elevated polyline or contour and will create multiple contours, out to a specified distance, at the specified slope.

<u>Terrain> Contour Utilities> Offset by Elevation</u> - This command starts with one elevated polyline or contour and will create multiple contours, out to a specified elevation, at the specified slope.