Program and Vector Data Overview Similarity of CAD, Vector PDF and LandXML Data

A short overview of the typical steps for importing and processing vector data files is provided on pages 50-51 and detailed instructions are provided in the "Step-by-Step" exercise beginning on page 52. With few exceptions, the basic steps for importing and manipulating any AGTEK-compatible vector data file are virtually identical . . .

- ◆ The primary difference in working with various vector data files is in the initial steps of importing the file . . .
 - When importing vector PDF data, a scale must be set, verified and (if necessary) corrected for each plan sheet. If you are referencing this handbook and working with vector PDF data, follow the steps beginning on page 54.
 - Scale verification and editing is typically not required when importing CAD and LandXML data (because horizontal dimensions are defined by the point coordinates in these files). If you are referencing this handbook and working with CAD data, follow the steps beginning on page 80 (see page 94 for notes regarding LandXML import).
 - For seminar attendees, we will work through the specific steps for vector PDF import (page 54), followed by the steps for CAD import (page 80).
 - ➤ We won't cover them in the seminar class, but the initial steps for LandXML import and transfer are provided on page 94.
- After completing the initial steps of importing a vector file, the remaining steps of selecting and transferring the resulting vector data, finding and correcting any bad elevations, and 2D-to-3D conversion are identical except for some minor differences . . .
 - ➤ Line work from vector PDF plans will be completely 2D (no need to check for bad elevations, but more time will be spent on 2D-to-3D conversion).
 - ➤ Line work from CAD files is typically a mix of 2D and 3D (some time will be spent checking for and correcting bad elevations, and some time will be spent on 2D-to-3D conversion).
 - Line work from LandXML files should be 3D (some time might be spent checking for and correcting bad elevations, but no time will be spent on 2D-to-3D conversion).