



VALIDATING GEOMETRY IN GEOMEDIA eTRAINING

Introduction

Learn how to validate geometry in GeoMedia using the Geometry Validation command on the Toolbox tab and the Queued Edit command on the Analysis tab.

Software

- GeoMedia

Data

- BuncombeCounty.mdb GeoWorkspace

Transcript

0:09

Welcome to Hexagon Geospatial eTraining: The topic: Geometry validation with GeoMedia. In this video you will learn about the tools for geometry validation in GeoMedia, and then do a short exercise to first find any geometry anomalies in a feature set. You will review them briefly, and then you will use the auto correct functionality to resolve them.

0:28

Geometry Validation detects anomalies found in one or more feature classes. This validates the geometric structure of individual features.

There is an option to auto-correct many of the anomalies found.

Geometry checks are divided into standard, specialized and Z, or height, anomalies and you can select which checks to run. The specialized, and some of the height anomalies, have tolerance settings that can be adjusted if desired. You can see there is an extensive list of validation checks.

Once you run geometry validation, any anomalies found can be systematically reviewed using the Queued Edit Map Window and Queued Edit Data Window under the control of the Queued Edit toolbar.

1:12

Let's do a validate geometry exercise in GeoMedia.

1. Navigate to the **Toolbox** tab and click on **Validate Geometry**.
2. Select the features to be validated, in this case the road feature class.
3. Then, select the anomalies that you want to check.
4. Select the **Standard** and **Specialized** checks.
5. Specify where to output the results (to a queue or query), and then click **OK**.

When finished, the **Queued Edit Data** and **Map** windows along with the **Queued Edit** toolbar will come up.

6. Tile the map windows vertically to view the results.

1:50

On the left is the **Queued Edit Data** window.

Next is the **Queued Edit Map** window, which highlights the specific feature selected by the **Queued Edit toolbar** down below. Then you have the GeoMedia **Map** window on the right.

After you have the windows adjusted for viewing,

7. Use the **Queued Edit toolbar** to zoom in on the first anomaly found – a kink or spike -and view it in the **Queued Edit Map** window.
8. Use the **Queued Edit toolbar** to go through the results and view them in the **Queued Edit Map** window.

As you can see, there are fragmented geometries present.

2:33

A glance at the **Queued Edit Data** window shows you there are also null and duplicate geometries detected.

9. Go back to the kink and also find it in the GeoMedia **Map** window using the **Queued Edit** locator box.
10. Zoom in on it and leave it in the display to keep an eye on it as you run the geometry validation again – this time with auto correct on.
11. Select the same feature class again. This time you need only select the anomalies found, and while you are selecting them, also set auto correct on.

3:39

12. Verify that all of them have auto correct turned on.
13. When done, click **OK**, and watch the GeoMedia **Map** window to see what happens to the kink.

When it is done, you will notice that the kink has been corrected automatically, as have all the other anomalies detected in the first run.

The **Queued Edit Data** window is now empty, and there are no other anomalies in the **Queued Edit toolbar**.

4:10

Thank you for watching this eTraining module from Hexagon Geospatial. For more eTraining, please visit hexagogeospatial.com/eTraining.