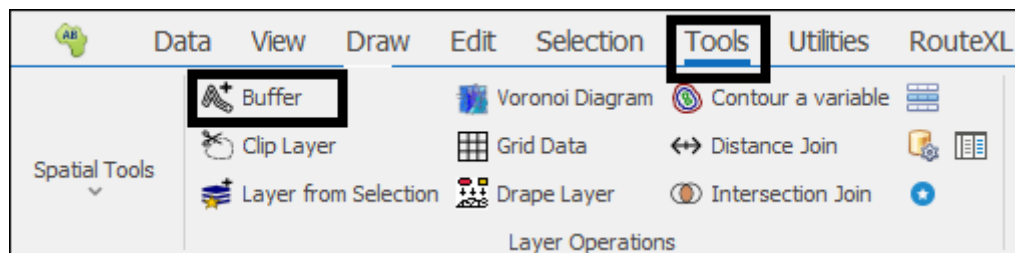
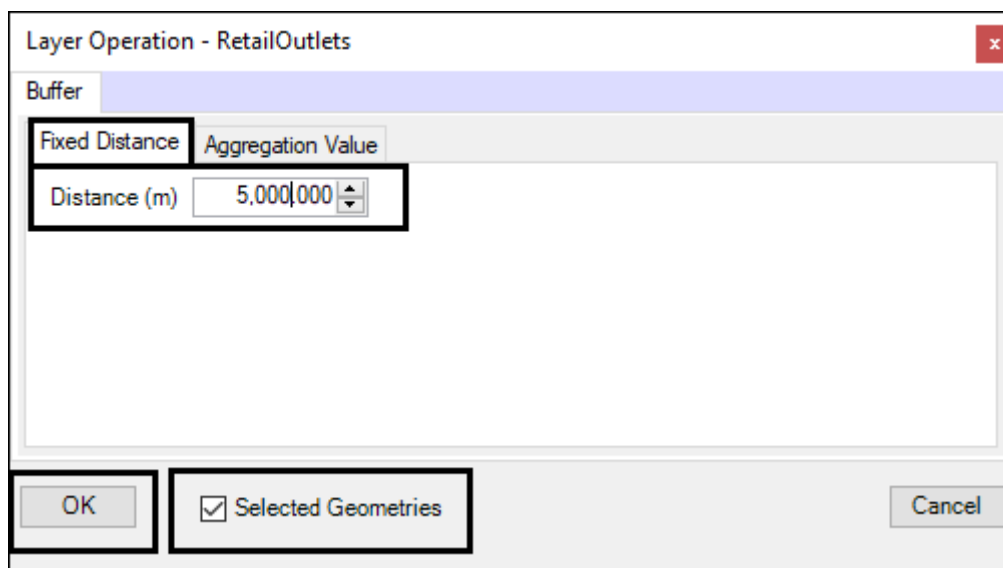




Buffer Tool



Using the **Buffer** tool, you can create a buffer of a certain distance around a point. You can do this by using the **Fixed Distance** tab where you specify the distance to cover (Have **Selected Geometries** ticked on if you only want to buffer selected points in the layer). Here I will make a buffer of 5KM around a point. Click **OK** when done and it will do the buffering, then you are prompted to set the properties of the new layer and then click **OK**:



Buffer Tool User Guide

New layer from RetailOutlets - Selected items buffered within 0.045045045045045 units

General Description: RetailOutlets - Selected items buffered within 0.045045045045045 units

Data ☒ Display Layer (Will render on Map, otherwise just holds data) Reload

Styling Display from Scale: 0 to: 6,000,000,000

Text Transparency: - +

Thematics ☒ Selectable ☒ Snapable ☐ Editable ☒ Include in legend ☐ Background layer

Links ☐ Read Only ☒ Publish Readonly ☐ Data Read Only ☒ Publish Data Readonly

Projection Mnemonic Display

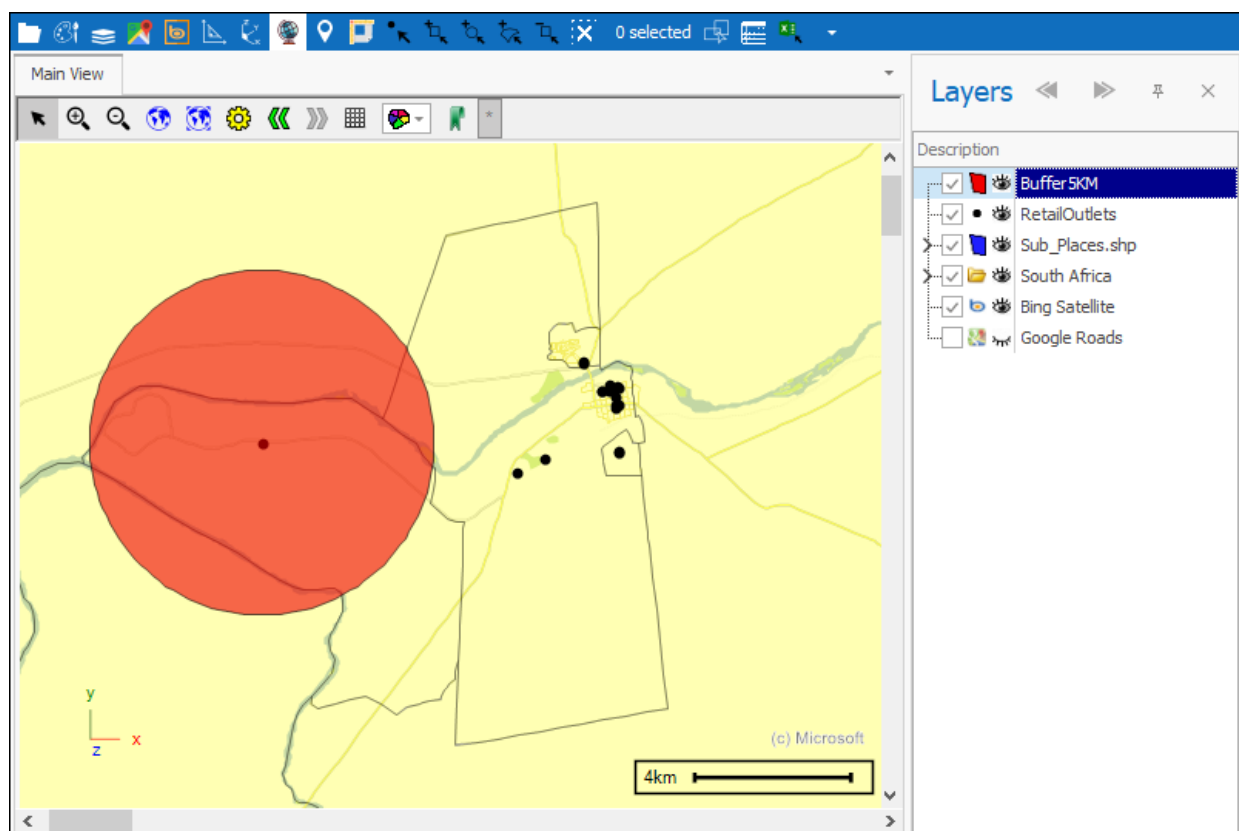
Input Transform Image: Change Clear Dimension: 2

Event Scripts

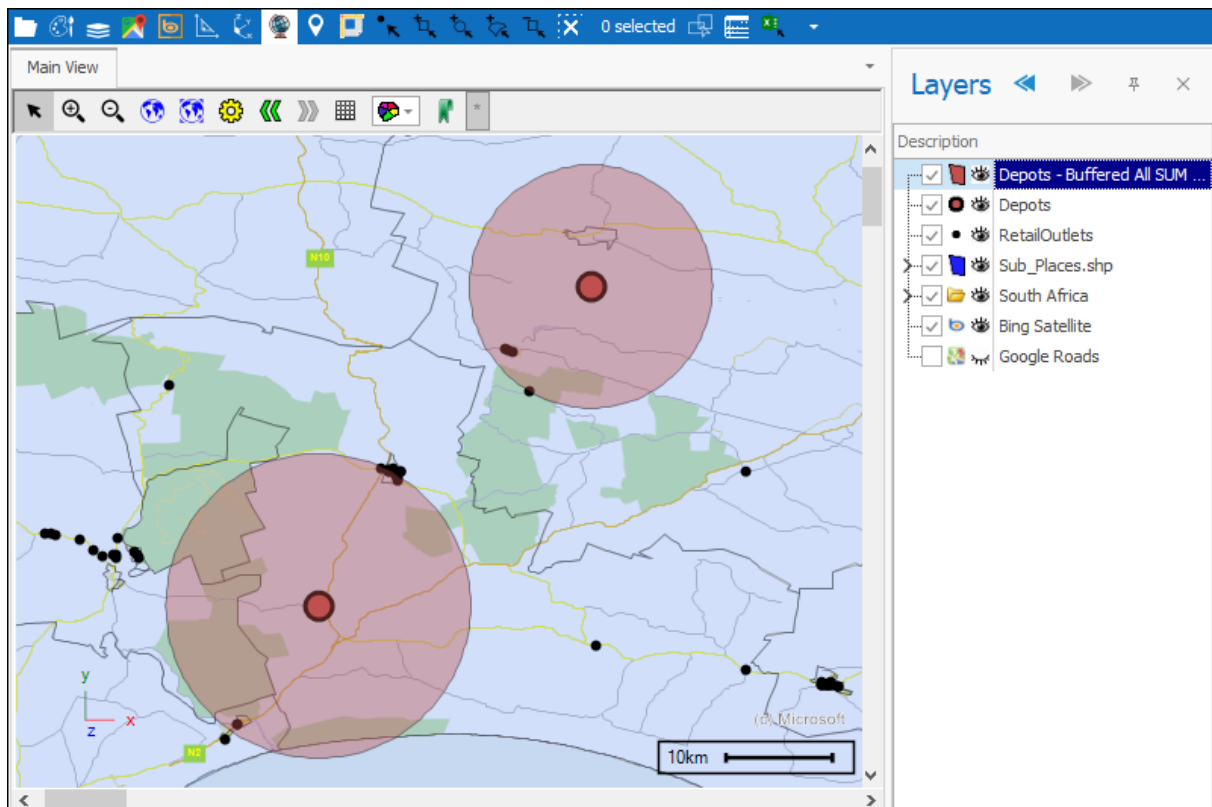
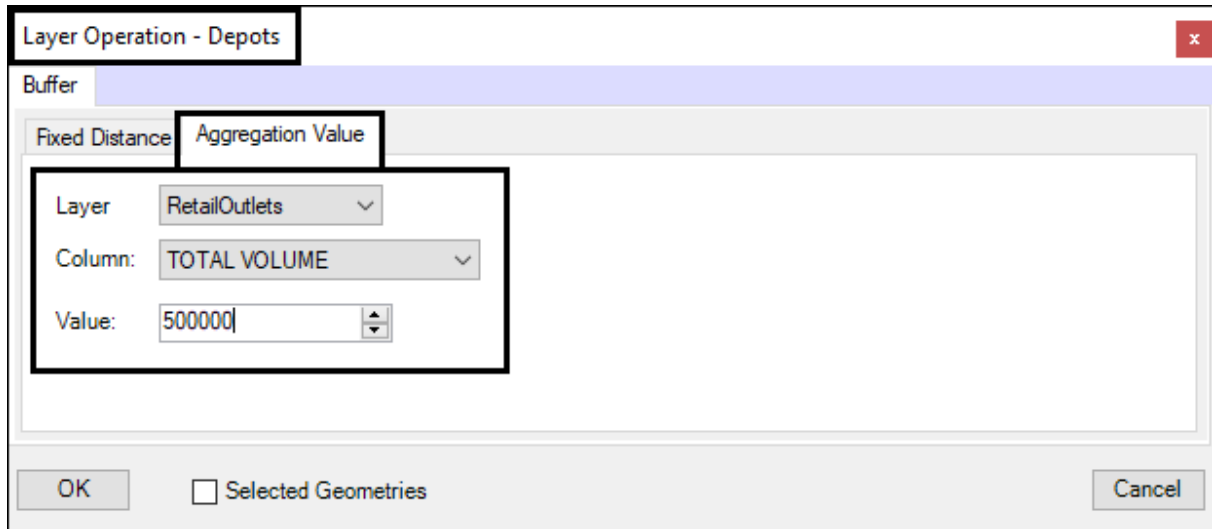
Editing

Colour Palette

OK Apply Cancel



You can also do buffering using the **Aggregation Value** tab, here you will choose the **Layer** the aggregation will be done on and on what **Column**, and then the aggregation **Value**. What this will basically do is create a buffer of a distance sufficient enough to cover elements in another layer that add up to the aggregation value specified. For example, I will buffer my **Depots** layer and aggregate on the **TOTAL VOLUME** column in my **Retail Outlets** and then choose an aggregation value of **500 000**:



The outlets that fall within each buffer add up to 500 000 in total volume.

Support

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