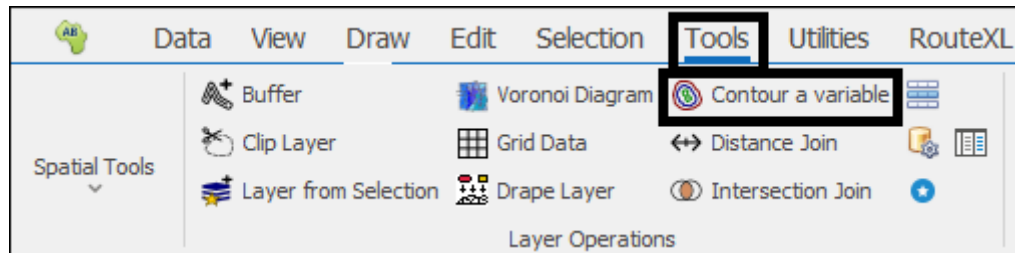


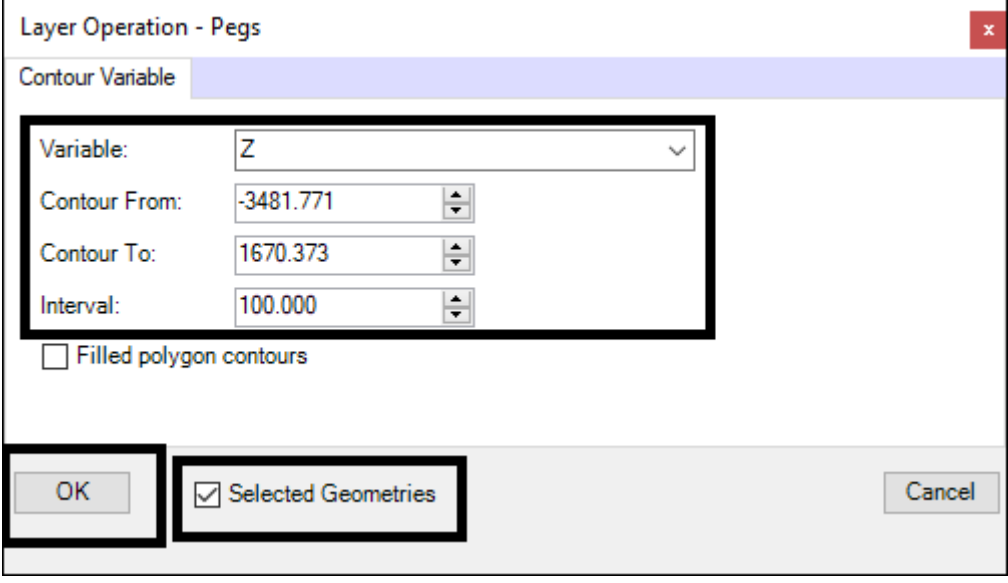


Contour a variable



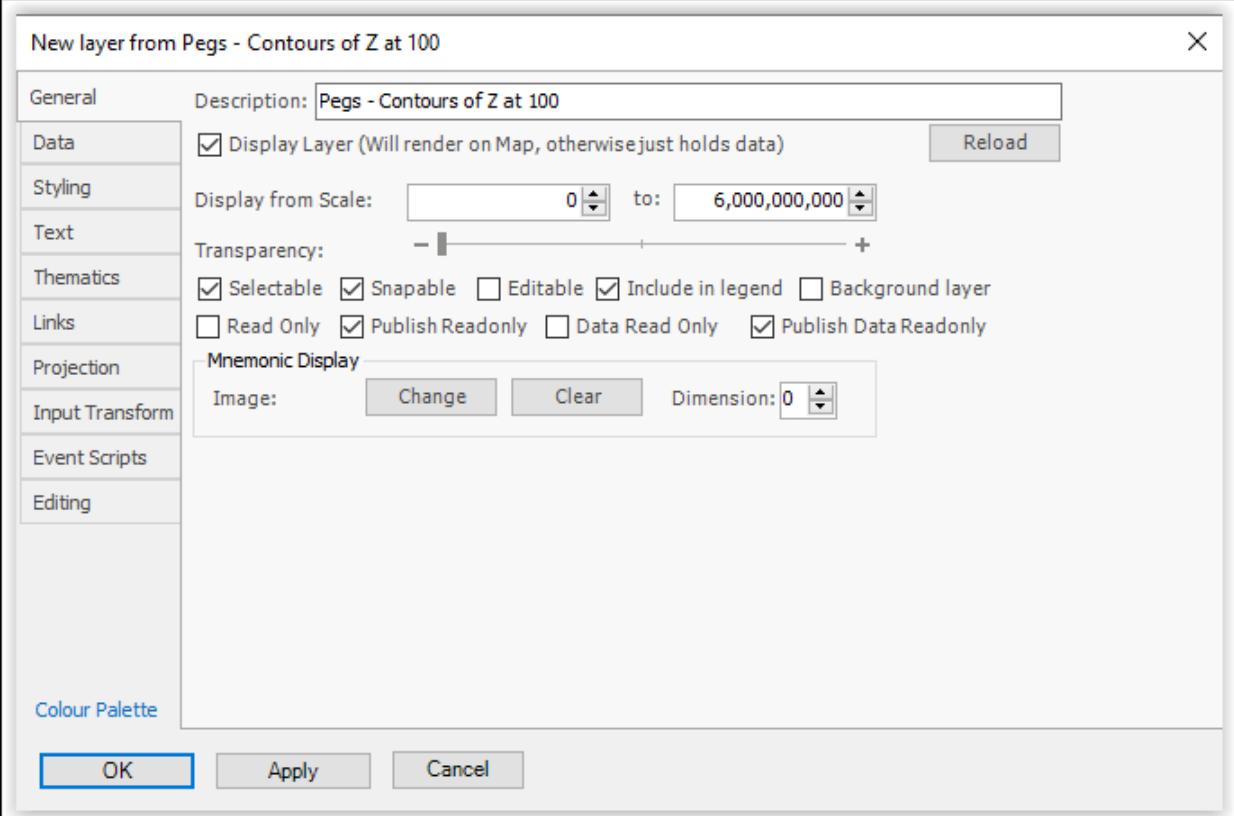
The **Contour a variable** tool will create contours for a set of points based on some variable in your layer data. What it does is, in the background, build these points into a surface, and then create contour lines based on the variable chosen and parameters set. These contours are levels of the variable chosen. These levels can then be themed on and then will act as a kind of heat map showing areas of higher and lower values in the points.

Clicking on it will bring up the following dialogue. As an example, I will do this operation on my **Pegs** layer. I will choose the **Z** value in the data as the **Variable**. The range of this variable is then automatically calculated and populated in **Contour From** and **Contour To**, these can be adjusted if you want. Then **Interval** is the distance to be made between the contours. If you are only contouring selected points have **Selected Geometries** ticked on. Click **OK** when done:



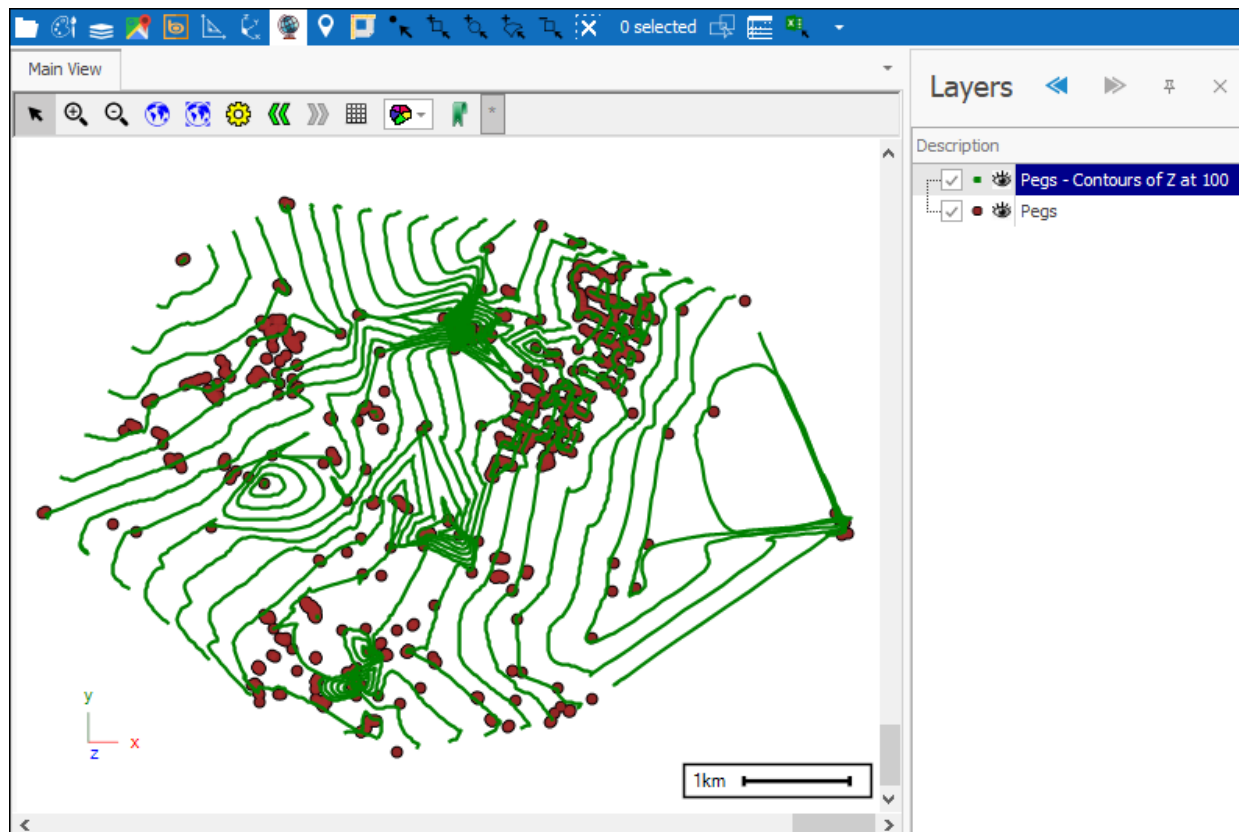
The 'Layer Operation - Pegs' dialog box is shown. It has a 'Contour Variable' tab. The 'Variable' dropdown is set to 'Z'. The 'Contour From' value is -3481.771, 'Contour To' is 1670.373, and 'Interval' is 100.000. There is an unchecked checkbox for 'Filled polygon contours'. At the bottom, there are three buttons: 'OK', 'Selected Geometries' (which is checked), and 'Cancel'.

You are then prompted to set the properties for the new layer that will be made, when done click **OK**:



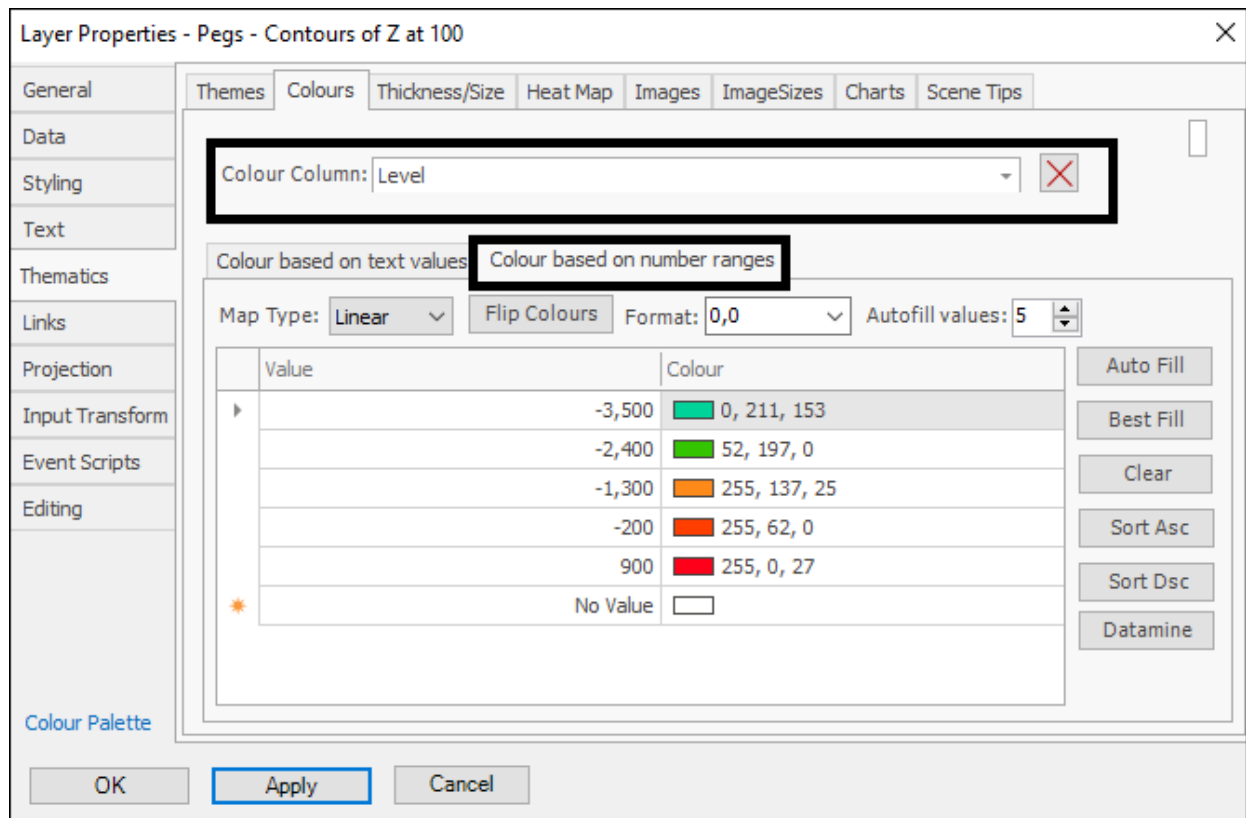
The 'New layer from Pegs - Contours of Z at 100' dialog box is shown. It has a 'General' tab. The 'Description' is 'Pegs - Contours of Z at 100'. The 'Display Layer' checkbox is checked. The 'Display from Scale' is set from 0 to 6,000,000,000. The 'Transparency' slider is at 0. The 'Selectable' checkbox is checked. The 'Snapable' checkbox is checked. The 'Editable' checkbox is unchecked. The 'Include in legend' checkbox is checked. The 'Background layer' checkbox is unchecked. The 'Read Only' checkbox is unchecked. The 'Publish Readonly' checkbox is checked. The 'Data Read Only' checkbox is unchecked. The 'Publish Data Readonly' checkbox is checked. The 'Mnemonic Display' section has an 'Image' field with 'Change' and 'Clear' buttons, and a 'Dimension' dropdown set to 0. At the bottom, there are three buttons: 'OK', 'Apply', and 'Cancel'.

Contour a Variable User Guide



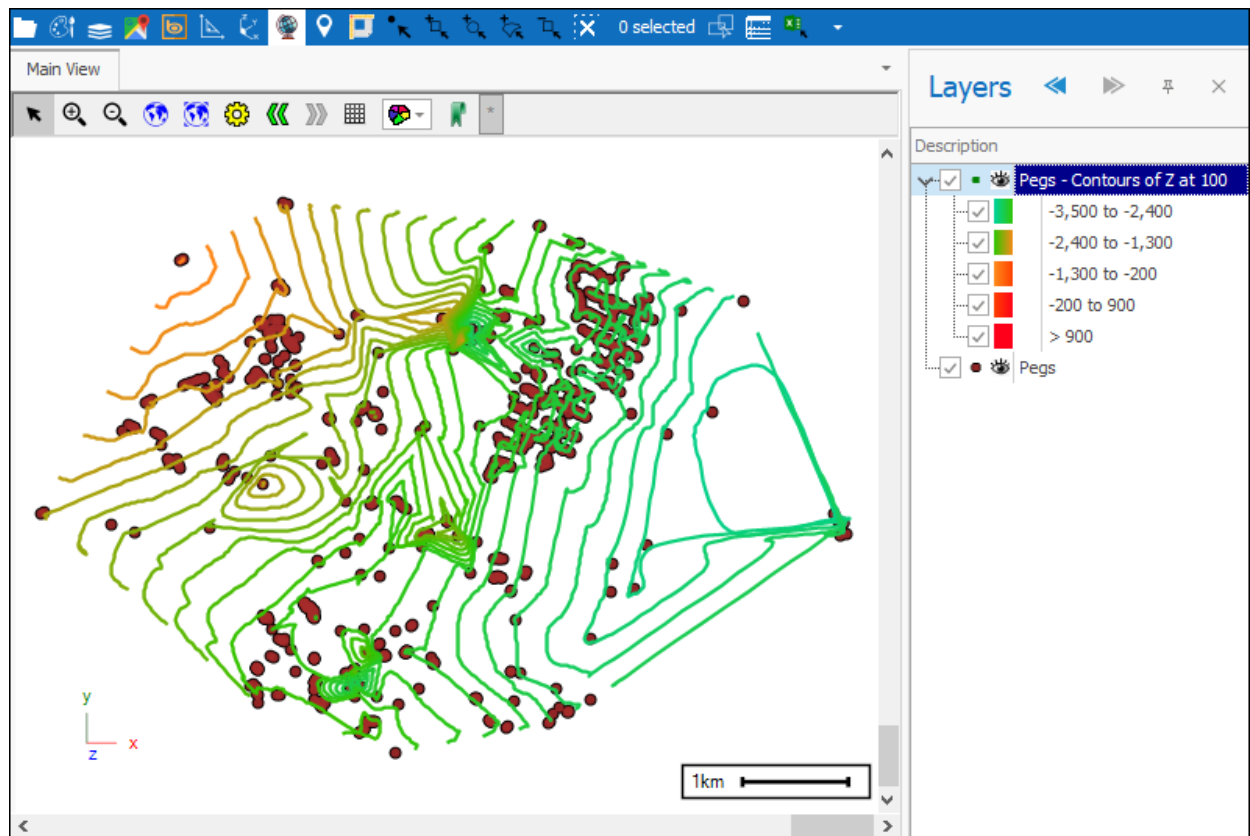
Your contours have been created.

You can now theme on these contours by Level:



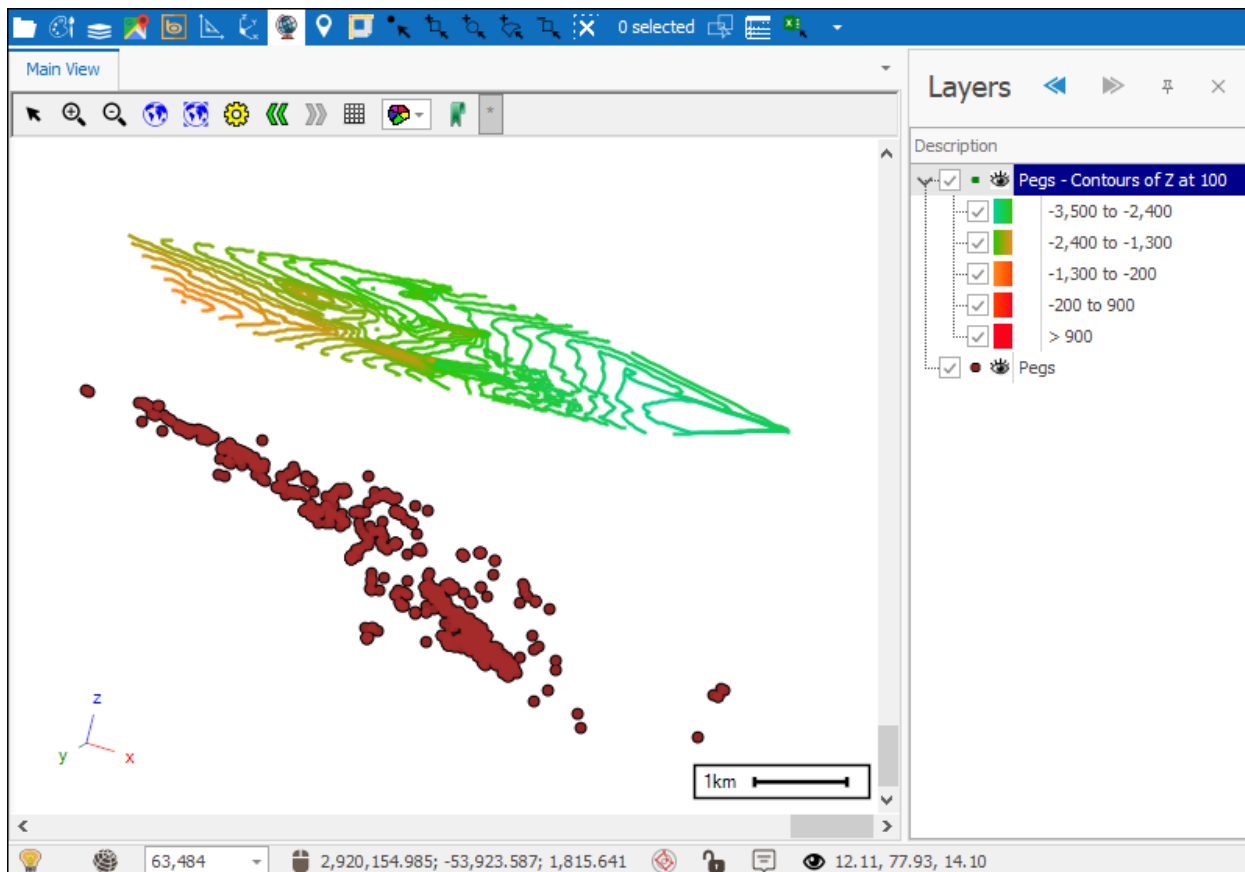
And now each level is displayed as a different colour and can be independently ticked on and off:

Contour a Variable User Guide



The redder contours, in this example, represent higher Z value areas and the greener contours lower Z values. By rotating my scene you can see that this is accurate:

Contour a Variable User Guide



If when making these contours you want to them to be made as closed polygons then have **Filled polygon contours** ticked on:

Layer Operation - Pegs

Contour Variable

Variable: Z

Contour From: -3481.771

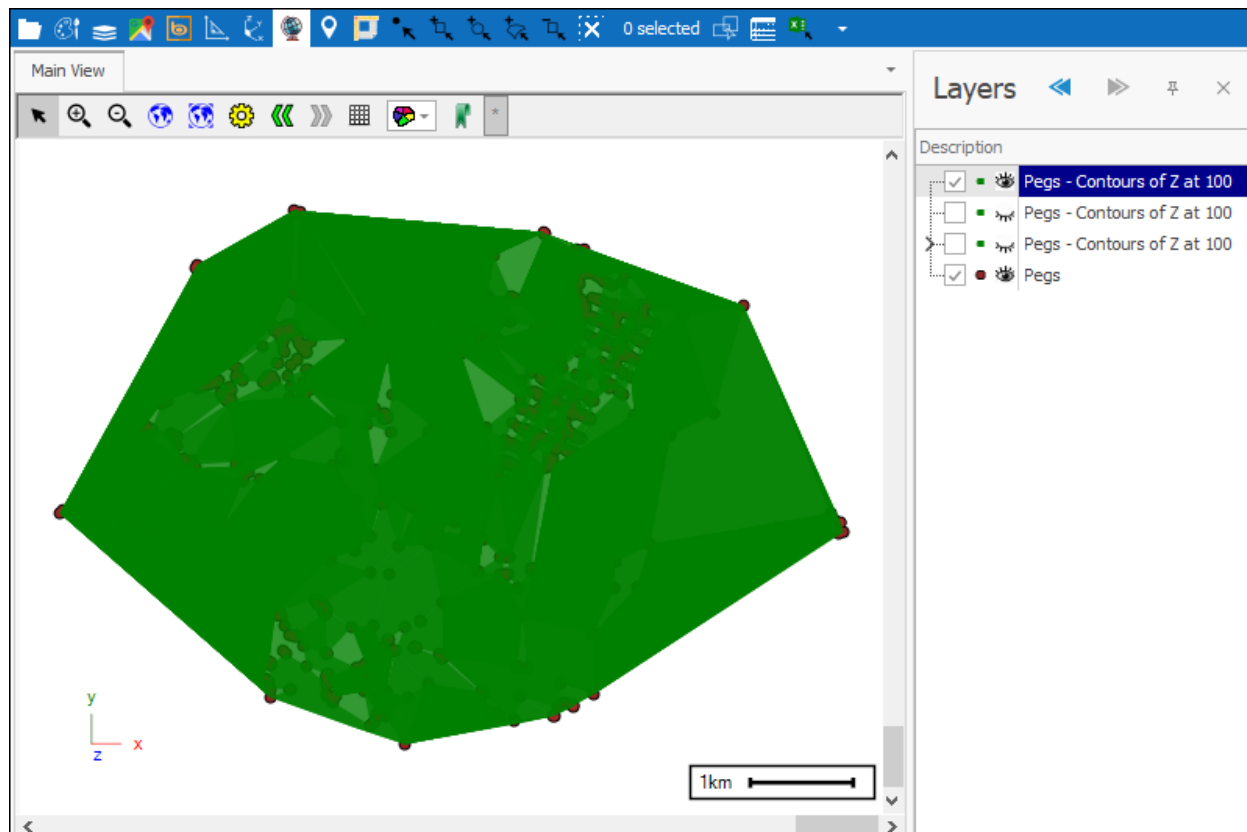
Contour To: 1670.373

Interval: 100.000

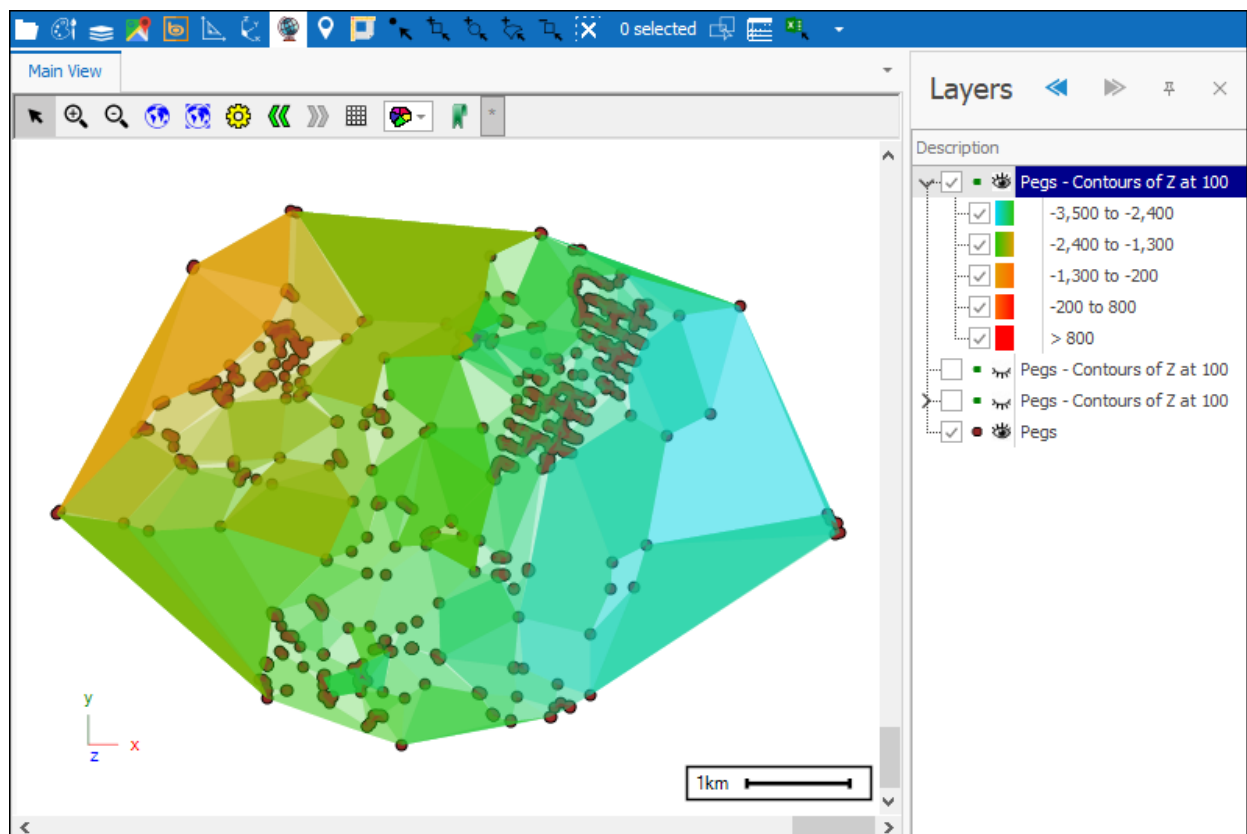
☒ Filled polygon contours

OK ☐ Selected Geometries Cancel

Contour a Variable User Guide



This can then be similarly themed on:



Support

T: +27871354351



support@primethought.biz - primethought.biz

Kyalami Estate, Midrand, Johannesburg,
1684, South Africa

