

# Multi-Object Editor

## Batch Editing of Object Data

### OVERVIEW

#### Benefits

- Fast, simultaneous attribute modifications of multiple objects
- Comfortable configuration and function interface
- Intuitive handling
- Reproducibility thanks to logging of all modifications

#### System requirements

Smallworld GIS, Version 4

Multi-Object Editor enables any number of selected objects to be modified simultaneously in Smallworld GIS. Modifying mass data can be carried out securely for many object classes, so that modifications of many objects can be done with less time and less costs needed.

The selection can be defined using the usual selection functions (e.g. object query, clipboard or graphic selection). For all selected objects, the value of one or more attributes can then be defined in the configuration using the usual attribute catalogues and enumerators. Values can also be derived from the object editor.

If a selected object does not possess the relevant attribute, it will simply be skipped. Thanks to the possibility of changing several fields at the same time, linked catalogue fields can also be handled without difficulty. All modifications are automatically documented in a log file.

Separating the Standard MOE from the User MOE offers even more security and prevents unauthorised users to carry out mass data modifications of objects they are not entitled to. While the Standard MOE enables modifications for all objects according to their authorizations, the User MOE allows the administrator to define special object class groups that may be modified by the user.

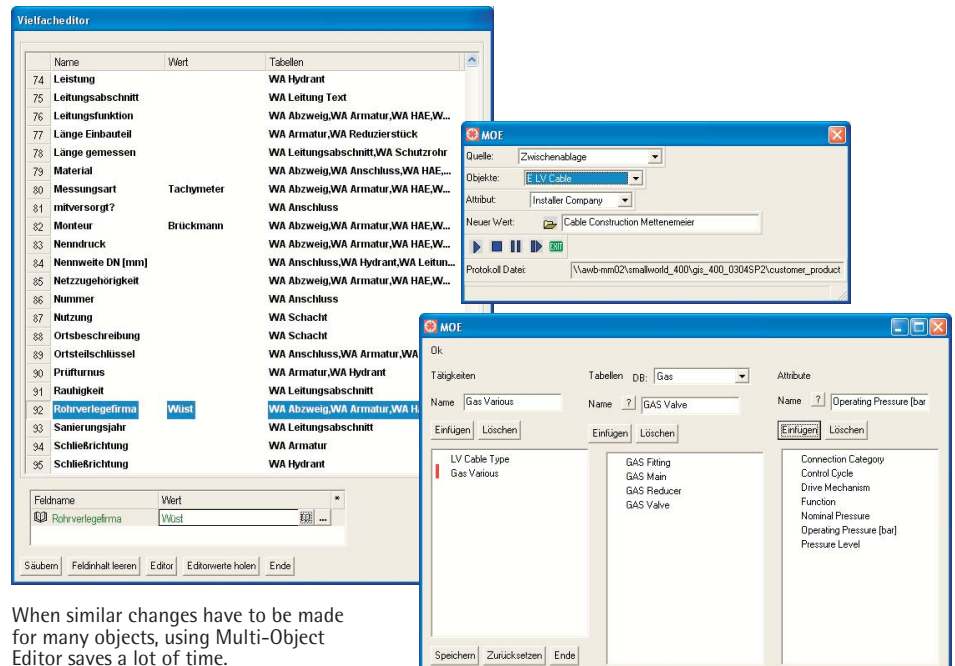


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When similar changes have to be made for many objects, using Multi-Object Editor saves a lot of time.