



## Enforcer<sup>®</sup> Version 5.0

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### Checking or Drawing: what is the difference?

Myth: Control files have to be designed to fulfil one role only, ie they must be used for either checking or drawing, not both.

Fact: On the contrary, it is sometimes necessary and often practical to combine both functions in one control file, thereby creating “hybrid” control files.

At first glance one would expect that the design standards for checking and drawing would be the same. This may be true in a perfect world, but in practice you may have historical drawings that contain features that do not conform to your current standards. When enforcing these files you would prefer to be a little more lenient when processing existing features, while any new features must be drawn according to the stricter standards.

The coding techniques that can be used to good effect in hybrid control files include **wild cards, from/to ranges, and the U= clause.**

The “\*” wild card can be used in almost any column of the control file to indicate that during checking, any level, colour, weight, etc is valid. If the “\*” is followed by a U= clause (and this is essential for drawing) it means that any new feature placed will conform to the more specific symbology, ie a particular level, colour, weight, style, etc.

The “?” wild card can also be used in the Cell column to relax the checking rules, for example S\*T??D to allow all cell names that start with the letter S, may have any characters followed by the letter T, then 2 characters, and finally ending in D. The difference between the “\*” and the “?” is that the “\*” represents any number of characters, including zero, whereas each “?” is a placeholder for one character only and that character must be present. A U= clause must follow a cell name that contains wild cards.

The only column that does not support the use of wild cards, ranges or the U= clause is Element. Use the “+” prefix or element groups to achieve a similar result.

An example of a feature definition containing wild cards and ranges:

```
;LABEL LV COL WT STYLE CELL SCALE FONT TH TW ELM ...  
RoadName, 3-5 , *U=6 , 0-2U=1, *U=0 , , *U=2.0 , 1-5U=3, *U=50, *U=50, +17 , ...
```

In this example the rules for RoadName are:

- Existing RoadNames may appear on levels 3, 4 or 5, and new RoadNames will be placed on level 3 by default. (Note that 3-5 is equivalent to 3-5U=3).
- Existing RoadNames may be any colour, new ones will be drawn in colour 6.
- Existing RoadNames may have weight 0 through 2, new ones will be placed with weight 1.
- Existing RoadNames may be in any line style, new ones will be style 0.
- Existing RoadNames may be any scale, new ones will be placed at a scale of 2.
- Existing RoadNames may be in font 1 to 5, new ones will use font 3.
- Existing RoadNames may be any text height and width, but new ones will be 50.
- RoadNames can include text and text nodes, new ones will be text and the default placement command is place text origin.

Another technique used in building hybrid control files is to differentiate between **Normal, Hidden and Disabled feature types**:

- a) Normal features are like the one in the above example – their definition can be used for checking as well as drawing. They are recognised by the fact that their Feature Descriptions start with a “:” in the control file. This special character is not displayed in the menu.
- b) Disabled features display in the menu, but they cannot be selected, consequently their definition cannot be used for drawing. Their Feature Descriptions have a “\*” after the leading “:”. Both special characters are omitted from the menu.
- c) Hidden features do not display in the menu at all, so that they cannot be selected either. Their Feature Definitions have a “-” after the “:”.

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