

Spatial Display

Using the Interactive Query Builder

You can open the Interactive Query Builder from the right mouse button menu (RMBM) at the object level or at any element level. For additional information on the Query Builder interface see the Technical Guide entitled *Spatial Display: Interactive Query Builder*.

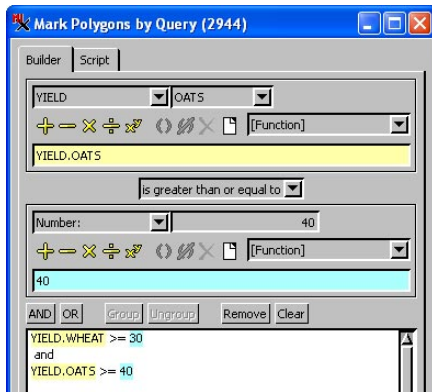
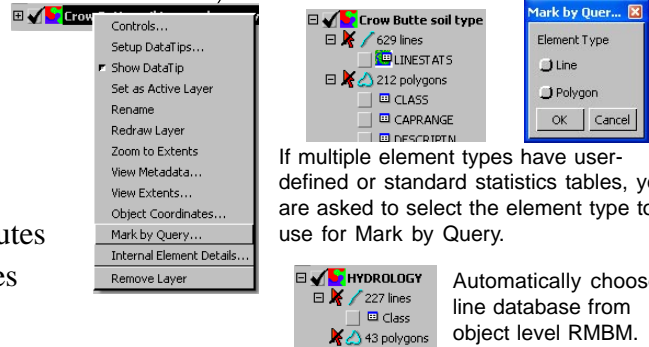
Choosing Mark by Query at the object level:

- does not require layer expansion
- automatically selects element type if only one has attributes
- prompts for element type if multiple types have attributes

Choosing Mark by Query at the element level:

- uses the database for that element type

choosing Mark by Query from object level RMBM

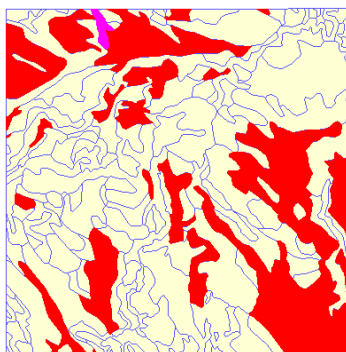


① Query built

Evaluating, Saving, and Reusing Queries

You can build and apply your script in the Display process and then, if satisfied with the results, save and use it in other processes that do not provide access to the interactive Query Builder. This capability makes queries designed in the interactive Query Builder usable in all processes that allow selection by script or query.

- build and evaluate query
- save query as text file (*.qry) or RVC object
- open and apply query in other selection processes



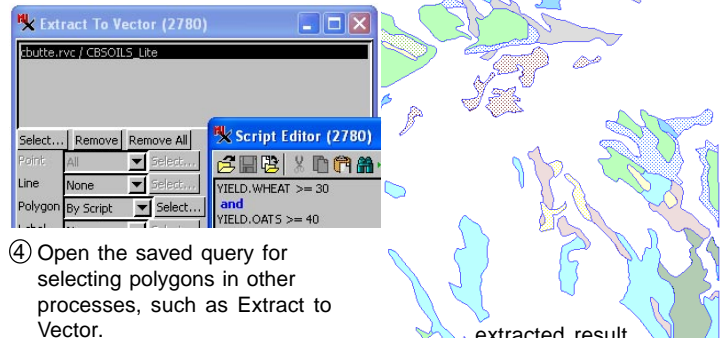
SYMBOL	WHEAT	OATS	HAYDRY	HAYWET
Bg	39	46	2.2	5.5
BgB	37	43	2.1	5.3
BgD	34	36	2.0	5.0
BgF	0	0	0.0	0.0
BnB	26	31	1.5	4.3
BnD	23	25	1.5	3.8
BoD	0	0	0.0	0.0
DuB	40	46	2.5	5.4
EpF	0	0	0.0	0.0
GbB	32	40	2.1	4.8
GgB	28	37	2.0	4.9

② Query applied (marked polygons and highlighted records)

All processes that incorporate a Layer Manager to add reference layers for use in selecting elements have the Interactive Query Builder available. See the TechGuide entitled *System: Query Builder with Layer Manager* for some examples and further discussion of this topic.

Saved queries can also be inserted in SML scripts when element selection is a desired part of the processing implemented by the script. You can copy all or part of the query from the Mark by Query window and paste it into the script in the SML Editor window.

- ③ Switch to Script tab and choose Save As when you are satisfied with the query results.



- ④ Open the saved query for selecting polygons in other processes, such as Extract to Vector.