Drawings

Drawings are in QV a capable tool, to draw notices, additions, own contents and changes in the maps.

In contrast to tracks, routes and waypoints, which are determined as GPS-data for an exchange with mobile navigation units, drawings serve as a enlargement of map contents. A drawing contains - as a route or a track - a data base objekt, which is saved in a table with a freely selectable name. You can add text into the information field and link it with images, weblinks and data. The same also applies to all other objects. Similar as a route contains route-WPs and a track track points, a drawing contains many drawing-objects.
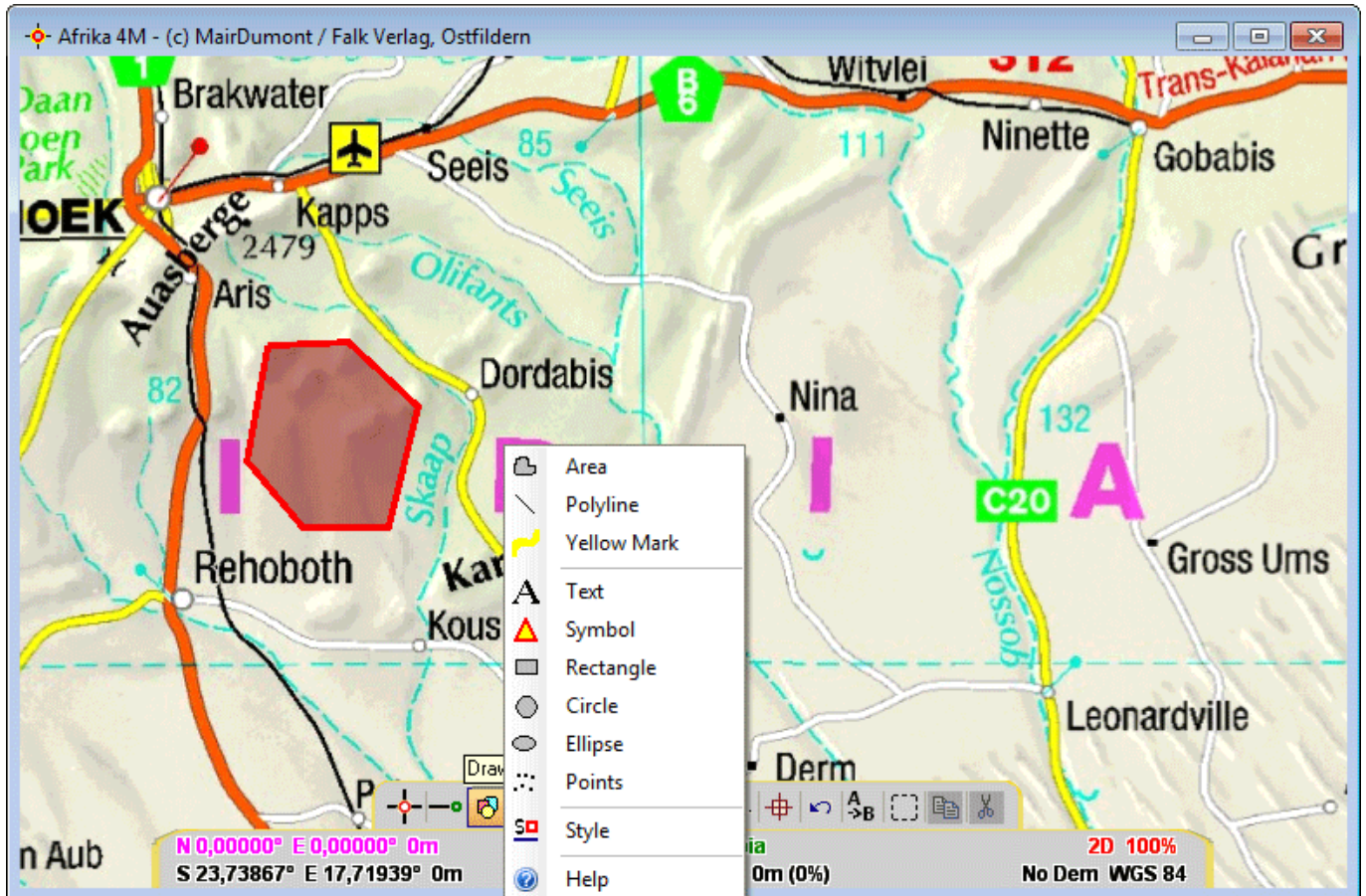
These can be:

- Poly lines
- Areas (Polygon)
- Points
- Highlighter - Lines
- Circles
- Rectangles
- Symbols, Bitmap
- Texts

All these drawings-objects have an own, freely selectable name, an information field and the opportunity to link it with photos, weblinks and data.

Creating new drawings

Creating of new drawings is analog to creating of tracks and routes with "New Drawing" in "New"-Menue or the new-toolbar. Enter then the name of the drawing and the table, in which they sould be saved. With the editing-toolbar at the lower end of the map window you can start drawing immediately. Choose from the drawing menue (or button "W") a tool and start drawing. A chosen function for example a rectangle or poly line, stays active, until you stop it by Esc or choosing another order from the toolbar.

To set colour, filling and line power, choose "Style" in the drawing menue (Button "W"). The dialogue for the style selection opens as a toolbox, that means, you can let it open and drawing at the same time. Every selection in the style applies immediately to the actual drawing object and for new objects.

The setting of own symbols in the map is very easy. Choose the tool "Symbol" and open the style-dialogue. Go to the tab "User Symbol" and choose the file of the hard disc, where your symbols are saved, which are dispalyed for the selection immediately. Click on your desired symbol and place it in the map on the desired position.

Changing existing drawings

The toolbar "Editing" is also available for processing of drawings. You can not only delete or move points, but also pace new points. For a detailed description of all options in the editing-toolbar look at Edit marks.

Notice: If you like to create new drawing-objects by choosing one of the tools from the drawing-menue, you have to click first on an available drawings element in the map, to determine this drawing, to which the new object should belong to.

Importing

To import extern vector files as a drawing, for example SHP or DXF, you have to import these first as a map. Then this map can be copied in a drawing. Therefore copy the drawing in the xplorer and pace it into a drawing table or move it per Drag & Drop.

Notice: Import of a vector file into a drawing is only necessary, if you intend to change it. To display a vector file only, it is enough to import it as a map and load it as an overlay. Displaying as a map offers you a very much higher performance, as displaying as a drawing.

Exporting

A drawing can be exported as SHP.

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