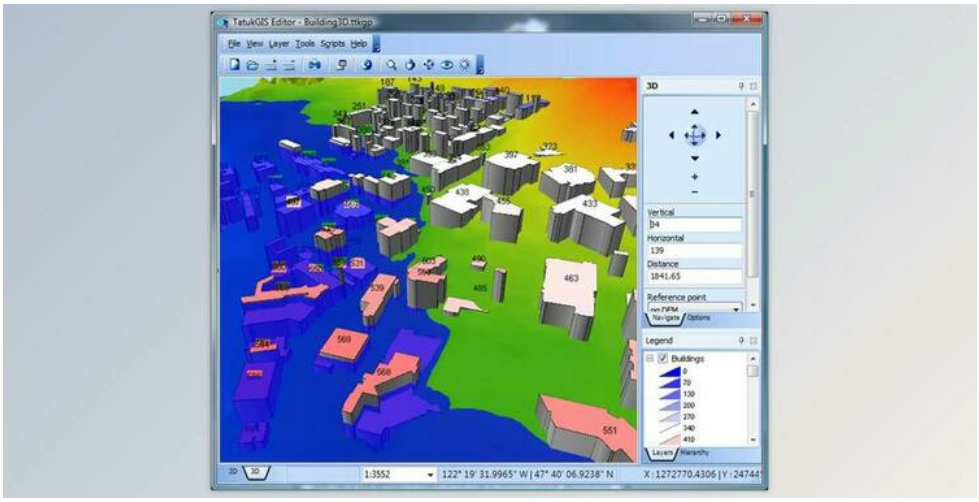
TatukGIS Editor v5.30.1.1893 (11 Sep 2020) x86 & x64

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The TatukGIS Editor is described to be a professional as well as a general purpose desktop GIS which is present for the geospatial data creation, along with editing and mapping and finally analyzing with the help of a powerful built-in scripting of the environment for the process of customization and feature extension. The editor is capable of providing all the tools as well as the functionality which most of the GIS users need in the product format and it is very easy to learn and use by the user and developer. The free TatukGIS Editor is basically a slimmed-down version of the editor along with the certain omitted features.

It has the ability to directly open as well as render without having to import or 4matic conversion and it is 75+ geospatial industry vector as well as image, along with the layer of the database and data format. It has the ability to support the web titles as well as the standards of WMS/WFS/TMS/WMTS which permits the process of streaming the maps or even the data from the web or removing the sources. TatukGIS has the ability to host the World street map along with the reptile server which has the ability to make it available for the users in order to use the detailed world map layer.

It has the ability to open as well as customized along with create and save the sophisticated project of the map that can comprise the layers of the different formats of the data as well as the coordinate system. The comprehensive visual layer properties as well as the legends controls permit the customizing process as well as the appearance of each and every layer, and organizes the sublayers and the groups of the layer and also has the ability to add and remove the layers and the project coordination system and the appearance of the map.

The edits creating as well as saving along with the expert's spatial data to the 35 + vector, as well as the image and greed along with the format layer. Update to date information can happen about the support for each and every date the format which is presented in the documentation Wiki to the user and the developer. The pictures are including the editing process of the map geometry as well as the data attributes along with the process of merging and scaling and also rotation of the data table import and last but not least the translation of the format. The topological Vector tool is capable of testing the systematically clearing the geometry errors for the layers which includes the process of overlapping the polygon as well as the holes that are between the polygons and the dangling nodes that are present.

It has the ability to support the most of the database engine as well as a compatible layers of the database. It has the ability to support the advanced spatial databases which includes the creation of the new database table as well as the use of the spatial operators for the server-side queries which are spatial. The utilization of the server side spatial indexers for the faster query performance as well as the database of the SQL along with the connection wizard of the layer.

The 3D vector rendering as well as the digital elevation model along with the presentation of the roster as well as the vector layer draping right over the flood simulation, DEM, as well as the light and shadow control, volumetric line and the point of rendering, z&m value setting, the 3D object texturing as well as rendering with the use of the multiple layers of DEM.

The process of rectifying the distortions right from the images that are aerial as well as the old vector match or even the drawings of CAD and the georeferenced of the layer in order to coordinate the system. The process of rectification is basically performed on the fly with the help of the instantaneous visible result.

The user has the ability to build in the scripting IDE for the process of writing and debugging the code and he has the ability to use in order to modify or even extended the editor with the help of the additional features.

版本列表

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