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Tips to Make S57 Chart Creation in the ENC EDITOR Easier (Continued)

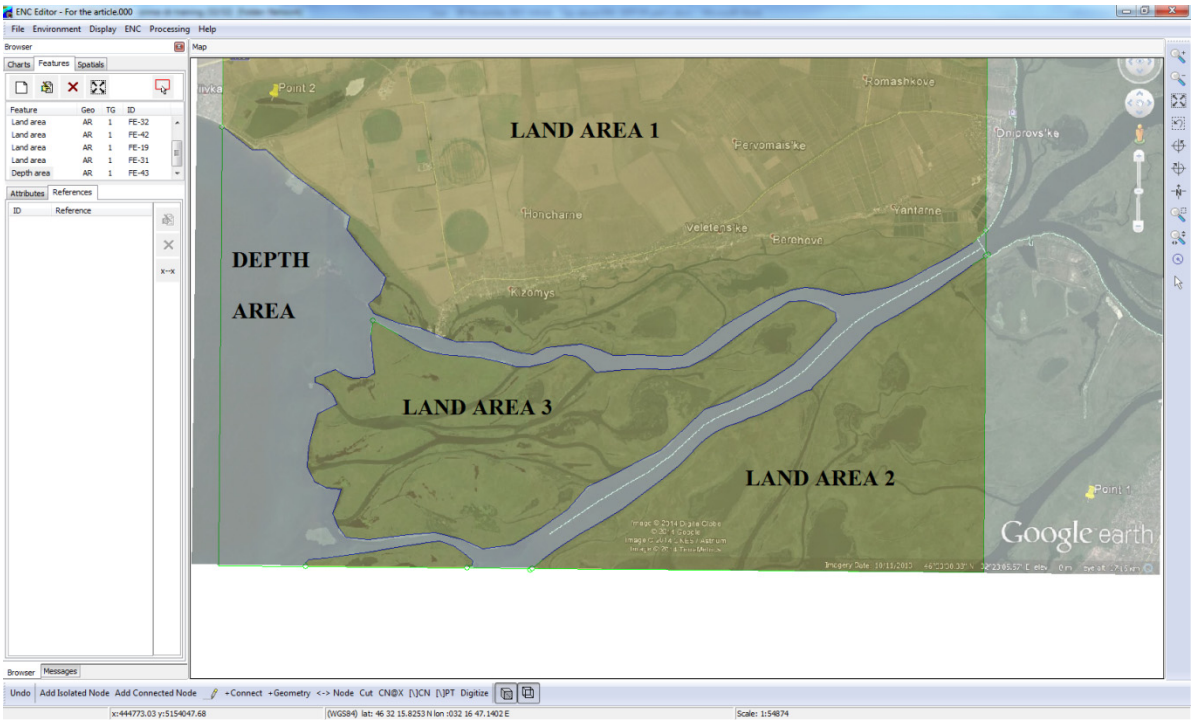
By Ivan Izaak

In my last, November 2015, article I've described three tips which can simplify the process of S57 chart creation easier. Let's continue the story!

TIP 4: HOW TO CREATE AN AREA FEATURE WITHIN ANOTHER AREA FEATURE

Let's say we have created all necessary land areas using the tips described in my previous article and our chart looks as follows:

FIGURE 1. *S57 Chart with Land Area Features Created and Depth are to be Created*



We need to create a Depth Area covering the river. The problem is that there is an island between defined as Land Area 3. This Land area has to be excluded from the Depth area we will create.

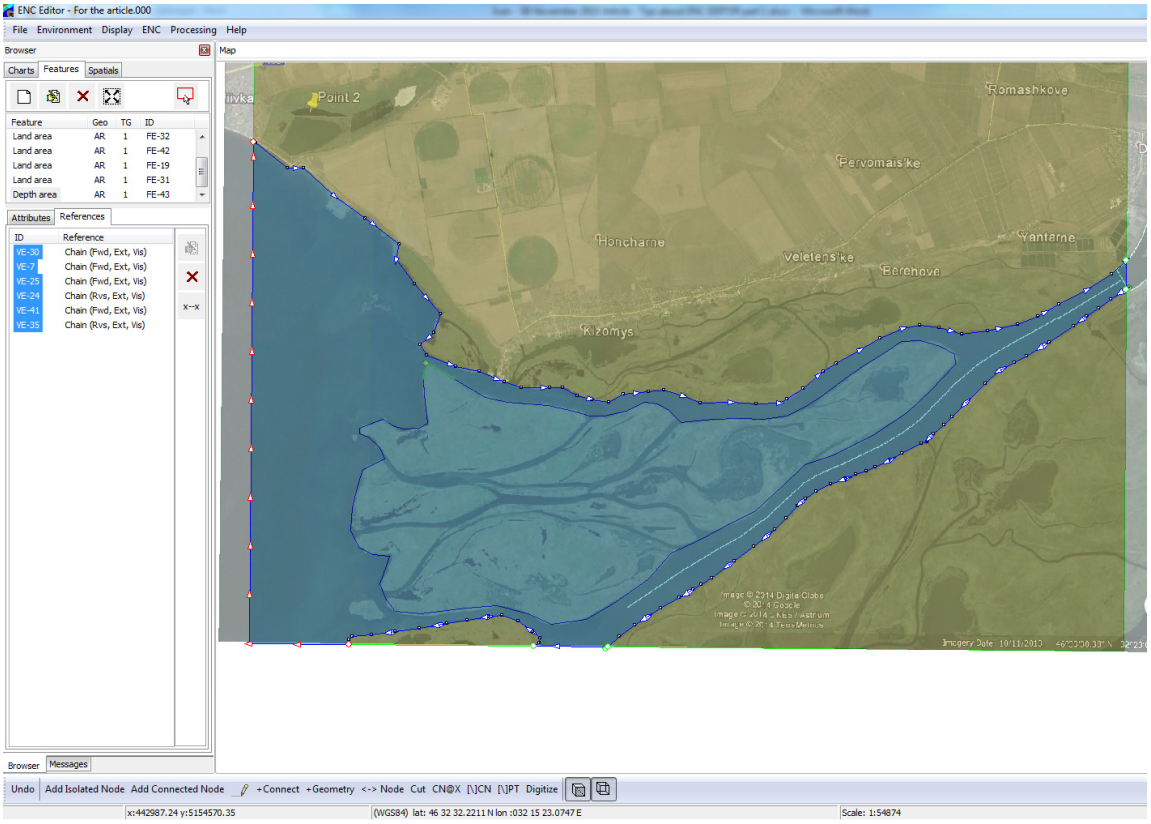
Let's make it now!

1. **Add a new feature called Depth Area** in the Features tab of the Object Browser.

2. **Add the spatial features delineating the depth area.** (Do not include the land area 3 spatial yet.)
3. **Use the Chain Reference Tool to fix the direction of all the chains** so that our Depth Area is to the right of the chain. (This is the tool described in Tip 3 in my previous article.)

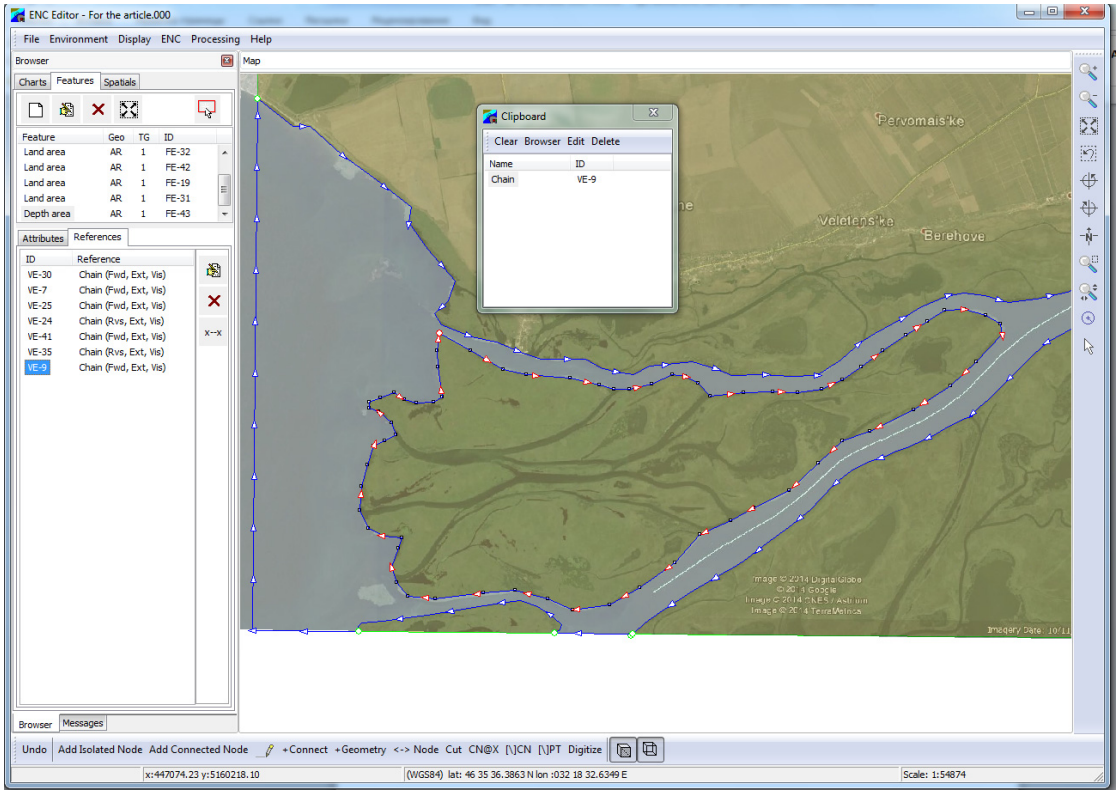
   In Figure 2, you can see the resulting Depth Area feature with the correctly directed spatials assigned to it.

FIGURE 2. *Depth Area with the Island in the Middle Excluded*



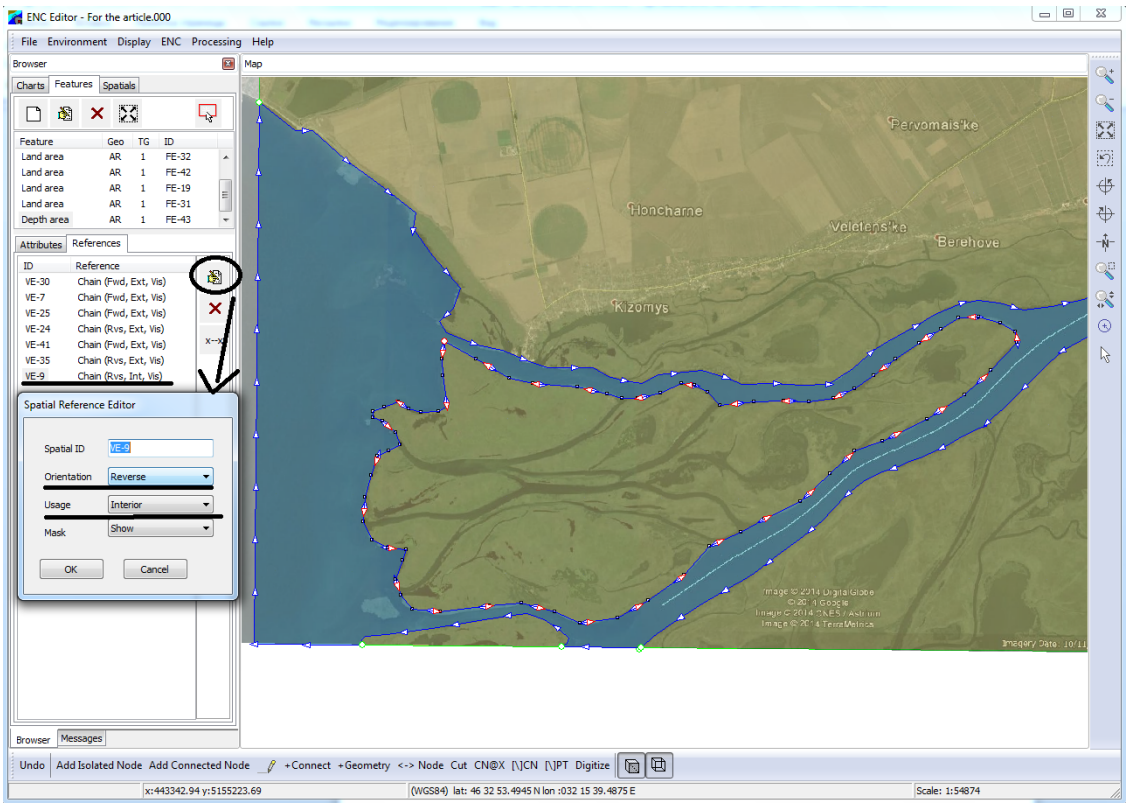
Let's add a chain, describing the island into the Depth Area list of references. The color should now disappear as on Fig. 3

FIGURE 3. Depth Area with the chain, describing the island included



4. **Fix the properties of this chain**:
   a. **Select the chain in the references list for the Depth Area feature**.
      Note its original direction is incorrect. Remember the rule: the object is to the right of the chain!
   b. **Click the [Edit Reference] icon.**
   c. **Fix Orientation if needed.** In our case, it was not correct.
   d. **Fix the Usage.** This is the chain inside the feature, thus we select Inside option.

FIGURE 4. *Editing the chain forming the interior boundary of the area feature*



e. Finally, **click [OK]** and see how it works (Figure 4)