

Edit Menu

The **Edit menu** lists commands for undoing, re-doing, and standard editing, plus some additional commands for copying and pasting selected node and link data.

This menu deals with management of both the graphical attributes and data associated with the network. This data comprises the attributes of network objects required by the specific model. For example, pipe diameters, catchment areas, plus text fonts, sizes, and colours, among others. etc.

Undo

This command generally undoes previously performed "Edit" commands such as "Clear Data".

The current implementation, however, has a restricted scope. Undo can undelete attribute data only, not graphical data. Thus the "Clear Data" command can be undone, but not the "Delete Objects" and the "Cut Data" commands. The Undo menu title is greyed out as a guide you regarding which operations can be undone.

Cut Data

Performs a "Copy" and then a "Clear" operation on the currently selected link or node data. Data may be copied from one or multiple selected object(s). If multiple objects are selected, restrictions are placed on the "paste" command. See [Copying and Pasting Data](#) page for a more detailed description of this function.

Copy Data

Copies the current selection into an internal buffer. This data is then available for "pasting" into a further selection of network objects. This "Copy-Paste" mechanism is an extremely effective way of generating data or making modifications to a large number of objects. See [Copying and Pasting Data](#) page for a more detailed description of this function.

Paste Data

Copies the data from the internal buffer to the currently selected objects. For data to be successfully transferred between objects, both source and destination must be of the same class and type. Thus, circular node data can only be pasted into circular node data.

After the "Paste" operation, the number of objects and database records affected are reported. "Paste" cannot be undone in this version. The copy buffer may be pasted into multiple objects by holding down the <Shift> key to make a multiple selection and then selecting "Paste" from the Edit Menu. Data can also be pasted between databases.

See [Copying and Pasting Data](#) page for a more detailed description of this function.

Clear Data

Deletes all the attribute data from the current selection. The objects are left in an empty state, as if just created. The graphical attributes, such as name, colour, and line type are unaffected.

This operation can be undone. When attribute data is deleted it is not permanently erased and recovery is possible.

Delete Objects

Removes the current selection from the network and all associated database information. Note that from the definition of a link it cannot exist without end nodes; thus, removing either of a link's end nodes will remove the link also.

Note that this operation cannot be undone in the current version of XP.

Data

Allows direct editing of the link or node attribute data for the selected object. This is an alternative to "double-clicking" on an object with the mouse. Note that only a single object at a time can be edited this way.

On this page:

On this section:

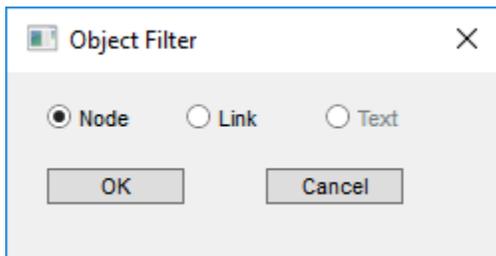
- [File Menu](#)
- [Edit Menu](#)
- [Project Menu](#)
- [The View Menu](#)
- [The Configuration Menu](#)
- [The Tools Menu](#)
- [The Analyze Menu](#)
- [Results Menu](#)
- [The Window Menu](#)
- [The Help Menu](#)

The dialog that appears will depend on the current mode and whether a link or node has been selected. See [Node Data](#) and [Link Data](#) for a complete description of Node and Link data.

Properties

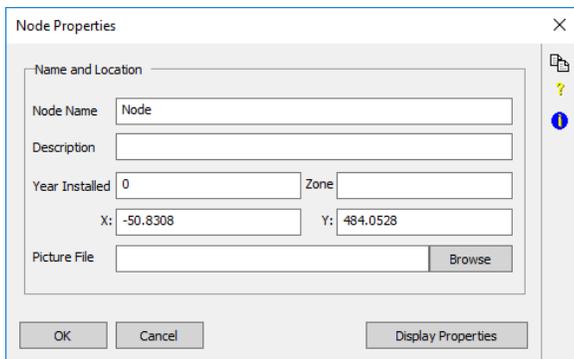
The Properties Dialog box allows editing of the selected object(s). The dialog launched by this command depends on the network object or objects selected when invoked.

If more than one object type is selected, a dialog with radio buttons will ask the user to specify the object type for editing of the display properties. Click on OK to launch the appropriate [Display Properties](#) dialog.

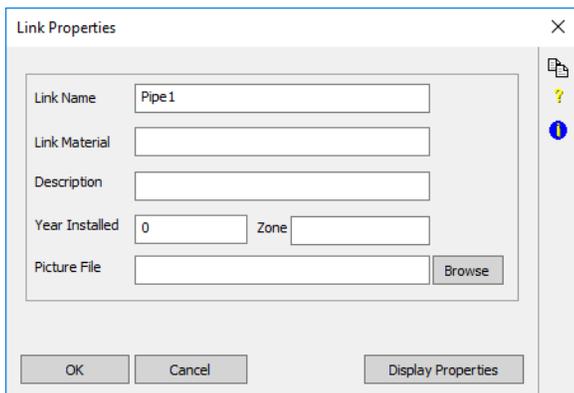


If multiple objects of the same type are selected, XPSWMM will open the appropriate Display Properties dialog.

If a single node is selected, the Node Properties dialog will display the screen coordinates of the node and allow for editing. The dialog allows for editing of the Name and Description fields and for mapping to an image field for the node. Note that each node must have a unique name.

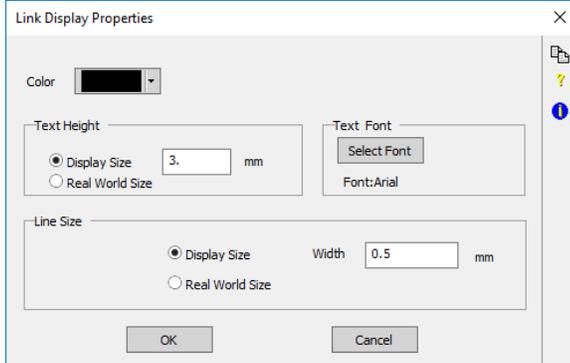
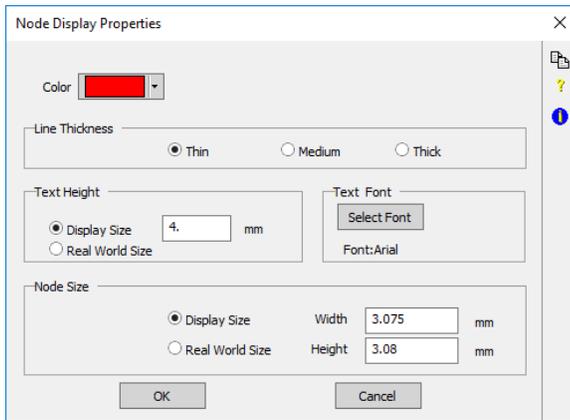


If a single link is selected, the Link Properties dialog allows for editing of the Name and Description fields and for mapping to an image field for the link. Note that each link must have a unique name.



Display Properties

Use this dialog to edit the display properties of link(s), node(s), or text object(s).



If Real World Size is selected, the text and object sizes are in real world units. When a scale too small to display is selected the text will be drawn as a box and will only appear after zooming in. If display size is selected, text and object sizes are set in decimal inches or millimeters independent of the scale selected.

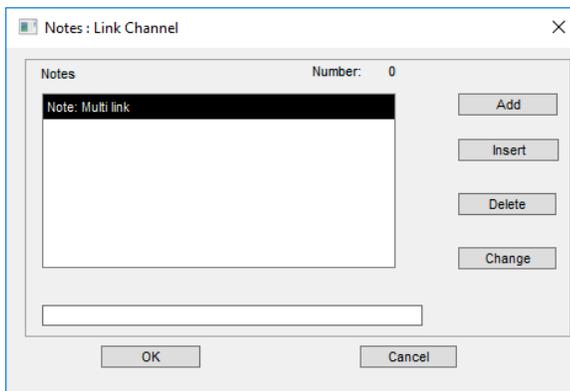
For each property, the Modify box must be checked in order for the change to take effect

Clicking "Select Font" will allow users to modify the [display Font](#).

A preview of the font is displayed in the Select Font dialog.

Notes

A "notepad" is attached to each node and link. This notepad can be activated by selecting Notes from the Edit Menu, or Notes from the Pop-up menu. When Notes are selected a dialog similar to that shown below will be displayed.



A note is edited or added to the current list using the Edit field beneath the list of notes.

Add. Appends a note to the end of the list. Enter the note in the Edit field and then click Add.

Insert. Inserts a note before the currently highlighted note. Enter the note in the Edit field and then click Insert.

Delete. Removes the currently highlighted note.

Change. Changes the currently highlighted note.