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/** ----- 04b UNION LOOP (GEONET DATA) -----
/** FILE NAME:          04b_Union.txt
/** AUTHOR:            RENEE SCHICKER
/** CREATED:           03 MARCH 2009
/** UPDATED/MODIFIED:  10 JUNE 2009
/**
/** The scripts may be supplied in a more readily useable format if the work is acknowledged
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/**
/** SCRIPT USED BY:      04_Inventory.txt
/**
/** VARIABLES USED:      %.AUO_ID%
/**
/** SETS VARIABLES:      .AUTO_ID-1      .AUTO_ID-3      .AUTO_ID-7
/**
/** COVERAGES USED:      LSIW_buff_%.AUTO_ID%
/**                      WLSI_1_to_%.AUTO_ID-1%
/**                      WLSI_1_TO_%.Auto_ID-3%
/**                      WLSI_1_TO_%.Auto_ID-7%
/**
/** COVERAGES MADE:      WLSI_1_to_%.AUTO_ID%
/**
/** FUNCTIONS USED:      &SETVAR      &IF &THEN      [EXIST]
/**                      &CALL        &ROUTINE      &RETURN
/**                      KILL         UNION        DROPITEM
/**
/** NOTES:               To be run after the create_loop.txt script has been run. Unions
/**                      buffered layers made through looping the create_loop script (run
/**                      from 04_Inventory.txt). To save space this script now deletes the
/**                      buffered layer its up to (LSIW_buff_%.AUTO_ID%) after its used in
/**                      the union, and the previous union layer (WLSI_1_to_%.AUTO_ID-
/**                      1%) to preserves hard drive space.
/**                      &IF &THEN statements have been utilised to catch those AUTO_IDs
/**                      which could not be buffered as they had no radius value, and cannot
/**                      be included in further processing. The first union has to be done
/**                      separately and this is found in the 04_Inventory.txt script's UNION
/**                      process before it calls this script.
/**
/**                      The use of variables makes writing the repetitive process a lot easier
/**                      as you do not need to write every entry, instead this setup allows it
/**                      to be run through a loop in 04_Inventory.txt.
/**
/** ----- HISTORY-----
/** 03 MARCH 2009      Created looptest.txt
/** 04 MARCH 2009      Modified and updated variables and use of variables
/** 20 MARCH 2009      Modified - added routines and now kill after done with the
/**                      covers as I ran out of space.
/** 27 APRIL 2009      Check script is consistent with others, update script information.
/** 10 JUNE 2009       Renamed Loop_union.txt as 04b_union.txt, 03_Inventory.txt is now
/**                      04_Inventory.txt.
/** *****

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```
/*UNION <in_cover> <union_cover> <out_cover> {fuzzy_tolerance} {JOIN | NOJOIN}  
/* create unioned buffer layer of A & B. A has a smaller radius so union over top of B
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```
&if [exist WLSI_1_to_%.AUTO_ID% -cover] &THEN KILL WLSI_1_to_%.AUTO_ID% ALL
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```
&SETVAR .AUTO_ID-1 = %.AUTO_ID% - 1  
&SETVAR .Auto_ID-3 = %.AUTO_ID% - 3  
&SETVAR .Auto_ID-7 = %.AUTO_ID% - 7
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&IF %.AUTO_ID% LE 17 &THEN  
&CALL UNION_1
```

```
&IF %.AUTO_ID% = 20 &THEN  
&CALL UNION_3
```

```
&IF %.AUTO_ID% GE 21 AND %.AUTO_ID% LE 35 &THEN  
&CALL UNION_1
```

```
&IF %.AUTO_ID% = 42 &THEN  
&CALL UNION_7
```

```
&IF %.AUTO_ID% GE 43 &THEN  
&CALL UNION_1
```

```
&TYPE UNION DONE!  
&RETURN
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```
&ROUTINE UNION_1  
UNION LSIW_buff_%.AUTO_ID% WLSI_1_to_%.AUTO_ID-1% WLSI_1_to_%.AUTO_ID%  
KILL LSIW_buff_%.AUTO_ID%  
KILL WLSI_1_to_%.AUTO_ID-1%  
DROPITEM WLSI_1_to_%.AUTO_ID%.pat WLSI_1_to_%.AUTO_ID%.pat LSIW_BUFF_%.AUTO_ID%#  
LSIW_BUFF_%.AUTO_ID%-ID  
DROPITEM WLSI_1_to_%.AUTO_ID%.pat WLSI_1_to_%.AUTO_ID%.pat WLSI_1_TO_%.Auto_ID-1%#  
WLSI_1_TO_%.Auto_ID-1%-ID  
&RETURN
```

```
/* .....  
&ROUTINE UNION_3  
UNION LSIW_buff_%.AUTO_ID% WLSI_1_TO_%.Auto_ID-3% WLSI_1_to_%.AUTO_ID%  
KILL LSIW_buff_%.AUTO_ID%  
KILL WLSI_1_TO_%.Auto_ID-3%  
DROPITEM WLSI_1_to_%.AUTO_ID%.pat WLSI_1_to_%.AUTO_ID%.pat LSIW_BUFF_%.AUTO_ID%#  
LSIW_BUFF_%.AUTO_ID%-ID  
DROPITEM WLSI_1_to_%.AUTO_ID%.pat WLSI_1_to_%.AUTO_ID%.pat WLSI_1_TO_%.Auto_ID-3%#  
WLSI_1_TO_%.Auto_ID-3%-ID
```

&RETURN

```
/*.....  
&ROUTINE UNION_7  
UNION LSIW_buff_%.AUTO_ID% WLSI_1_TO_%.Auto_ID-7% WLSI_1_to_%.AUTO_ID%  
KILL LSIW_buff_%.AUTO_ID%  
KILL WLSI_1_TO_%.Auto_ID-7%  
DROPITEM WLSI_1_to_%.AUTO_ID%.pat WLSI_1_to_%.AUTO_ID%.pat LSIW_BUFF_%.AUTO_ID%#  
LSIW_BUFF_%.AUTO_ID%-ID  
DROPITEM WLSI_1_to_%.AUTO_ID%.pat WLSI_1_to_%.AUTO_ID%.pat WLSI_1_TO_%.Auto_ID-7%#  
WLSI_1_TO_%.Auto_ID-7%-ID  
&RETURN
```