

Handling complex areas in Fieldworker

About areas and the Fieldworker database

Fieldworker is a tool for input data to other more powerful mapping programs such as OCAD and OOM. It differs from these in the way it handles complex surfaces.

In Fieldworker you can avoid drawing surface objects (vectors/boundary lines) with double storage. To help the user, there are nodes (point objects) to place in the map as well as boundary lines (polygon objects) and help text (text objects, 401, 402, etc.).

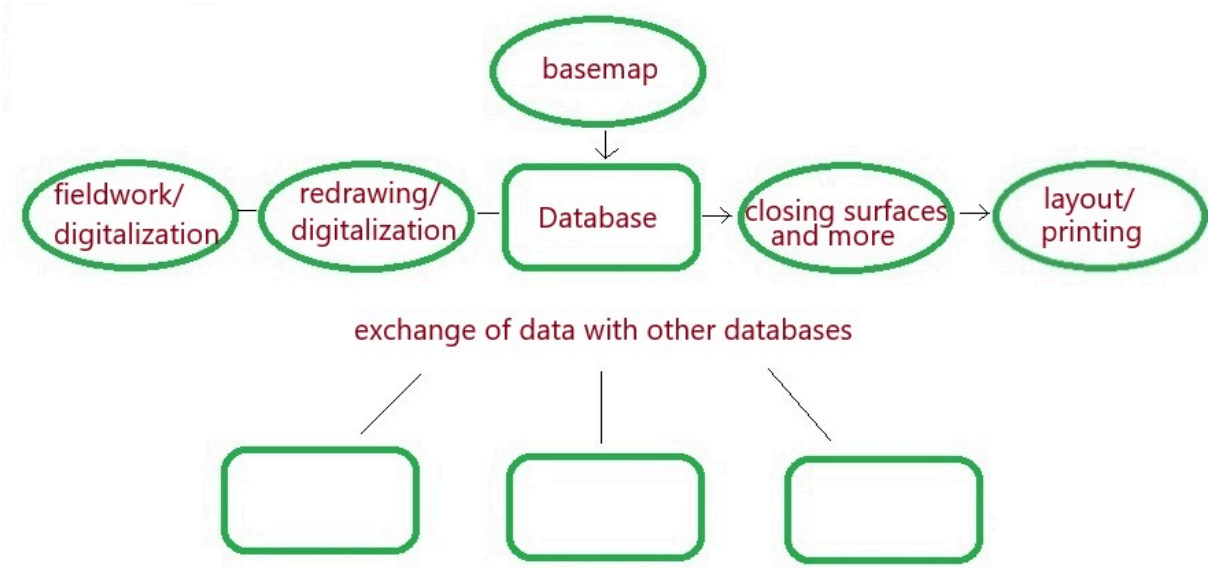
Duplicate storage makes future revisions more difficult and makes the map database less valuable.

Tools are also available for finishing complex surfaces. The completion of these surfaces occurs at a late stage of the map production in connection with export to OCAD.

Fieldworker can be advantageously used to maintain the database for an orienteering map. Simply; Fieldworker file(.sqlite) where complex surfaces have not yet been closed, stored on suitable storage media such as USB stick or a folder on the cloud.

Workflow

New database oriented workflow:



In contrast to traditional linear workflow:

[basemap] →
[fieldwork/digitization] →
[redrawing/digitization] →
[layout/printing]

Ulf Levin, 2026-01-18