

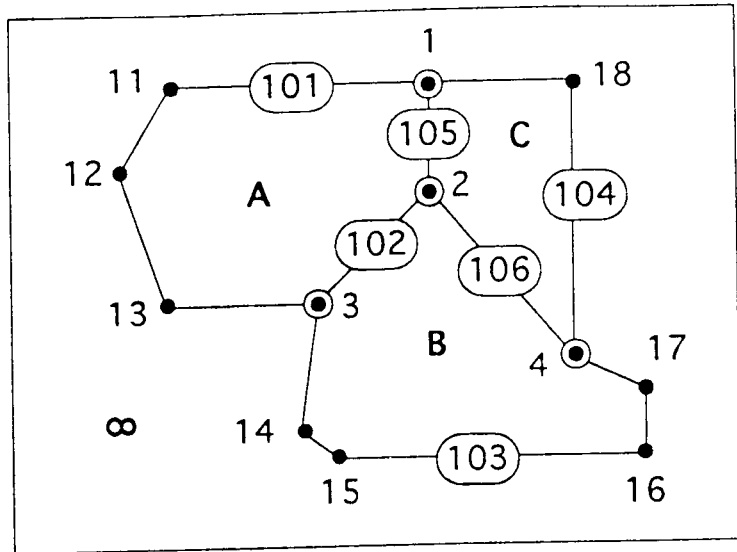
Dime File Structure (Topological Encoding)

First -- Geocode nodes: ●

ID	x	y
1	x ₁	y ₁
2	x ₂	y ₂
3	x ₃	y ₃
4	x ₄	y ₄

Geocode vertices: ●

ID	x	y
11	x ₁₁	y ₁₁
12	x ₁₂	y ₁₂
13	x ₁₃	y ₁₃
14	x ₁₄	y ₁₄
15	x ₁₅	y ₁₅
16	x ₁₆	y ₁₆
17	x ₁₇	y ₁₇
18	x ₁₈	y ₁₈



Chain Lists also possible
(consider that Arcs and vertices
are not always composed of
straight line segments)

Second -- Geocode Arcs

Arc ID	From Node	To Node	Left Poly	Right Poly	(#Vtx)	Vertices
101	1	3	A	∞	3	11 12 13
102	2	3	B	A	0	
103	3	4	B	∞	4	14 15 16 17
104	4	1	C	∞	1	18
105	2	1	A	C	0	
106	4	2	B	C	0	

Build Polygon Topology

Poly	#Arcs	Arc ₁	Arc ₂	Arc ₃	(Arc ₄ etc)
A	3	101	102 _i	105	
B	3	102	103	106	
C	3	104	105 _i	106 _i	
∞	3	101 _i	104 _i	103 _i	

Rule:

Collect all arcs with same PolyID
Cycle in order: "keep on the left"
(current "FROM" node
equals previous "TO" node)

Repeat until closure occurs
(when current "TO" node
equals first "FROM" node)