

New Features

Mapping

- Added three new map types: [gradient](#), [cartogram](#), and [territory](#) maps
- Pin map [classes](#) can be based on a string variable
- [Hatch maps](#) can be based on line and point objects, in addition to areas
- [Flow maps](#) can now have classes
- Class settings can be saved to and loaded from class files
- Classes can have a class name and this name can be displayed in a legend
- [Density map](#) dots can be randomly repositioned
- The number of variables in multivariate maps increased from 10 to 20
- The variables can be reordered in multivariate maps
- Prism maps prisms can be converted into a [pyramid shape](#)

Map Accessories

- [Legend](#) entries can be displayed in multiple columns
- Legends can display number of occurrences per class
- [Scale bars](#) can display scale as a representative fraction
- A [map collar](#) can be added

Boundary Tools

- Change a [curve to points](#)
- Create a [curve from points](#)
- Change a curve into [area](#) that shares a border with another area
- Create [Thiessen polygons](#) from selected points
- Create Delaunay [triangles](#) from selected points
- Create a [convex hull](#) around selected objects
- Create [intersection points](#) from selected areas or curves
- Create an [enclosed](#) area from the enclosed portion of areas or curves
- [Divide an area](#) with a curve
- Create a [difference of areas](#)
- Assign attributes to [multiple objects](#)

Properties

- Added complex line styles such as railroad lines
- Added bitmap picture fill patterns
- Automatically [rearrange text](#)
- [Disperse points](#) that overlap
- Control drawing properties from the new [Property Inspector](#)

Import/Export

- Export to HTML
- Export as a [.PDF] file (bitmap graphic)
- Clip the imported boundary to the current map limits

User Interface

- Added new managers including the [Property Inspector](#) and [Territory Manager](#)
- Added the option to [customize](#) toolbars, menus, and keyboard shortcuts

Analysis

- [Sort objects](#) by linked data
- Create a [distance table](#)
- Find [bordering neighbors](#) of a selected object
- Find the [shortest path](#) between selected points
- Added United States street address [geocoding](#)

Miscellaneous

- [Scale](#) can be specified as a representative fraction
- Add a [boundary backdrop](#)
- Create [transparent](#) colors in bitmaps