

# Determine the Right Spatial Join Transformer

## Proximity

## Modifying Geometry: Clipping/Splitting

## Fine Tuning Geometry Relationships

### Recommended

**PointOnPointOverlayer**

- Point
- Point
- <Rejected>

AND

Tolerance? ✓  
Geometry Altered? ✗

Performs an overlay of points on points.

**PointOnLineOverlayer**

- Point
- Line
- Point
- Line
- <Rejected>

AND ✗

Tolerance? ✓  
Geometry Altered? ✓

Performs a point-on-line overlay.

**PointOnAreaOverlayer**

- Point
- Area
- Point
- Area
- <Rejected>

AND ✗

Tolerance? ✗  
Geometry Altered? ✗

Performs a point in polygon overlay. Points receive containing area attributes, and areas receive contained point attributes.

**NeighborFinder**

- Base
- Candidate
- Matched
- UnmatchedBase
- UnmatchedCandidate
- <Rejected>

OR ✗ OR ✗

Tolerance? ✗  
Geometry Altered? ✓/✗

Finds the nearest Candidate feature(s) to each Base feature and merges their attributes onto the Base feature.

**Clipper**

- Clipper
- Clippee
- Inside
- Outside
- <Rejected>

OR ✗ OR ✗

Tolerance? ✓  
Geometry Altered? ✓

Performs a geometric clipping operation (sometimes called a cookie cutter). Attributes may be shared between objects.

**SpatialRelator**

- Requestor
- Supplier
- Output
- <Rejected>

OR ✗ OR ✗

Tolerance? ✗  
Geometry Altered? ✗

Determines what type of spatial (topological) relationships exist between sets of features.

**Matcher**

- Matched
- SingleMatched
- NotMatched

OR ✗ OR ✗

Tolerance? ✗  
Geometry Altered? ✗

Detects features that are matches of each other. Features are declared to match when they have matching geometry, matching attribute values, or both.

**LineOnLineOverlayer**

- Line
- Point
- Line
- Collapsed
- <Rejected>

✗ AND ✗

Tolerance? ✓  
Geometry Altered? ✓

Performs a line-on-line overlay in which all input lines are intersected against each other and resultant line features are created and output.

**SpatialFilter**

- Filter
- Candidate
- Passed
- Failed
- <Rejected>

OR ✗ OR ✗

Tolerance? ✗  
Geometry Altered? ✗

Filters features based on spatial relationships. Each input Candidate feature is compared against all Filter features, based on the given spatial tests to meet.

## External Data

**FeatureReader**

- Initiator
- <Schema>
- <Generic>
- <Initiator>
- <Rejected>

AND ✗

OR ✗ OR ✗

Tolerance? ✓  
Geometry Altered? ✓/✗

Reads features from any FME-supported format. The features read can be constrained by a spatial filter for formats that support it.

**LineOnAreaOverlayer**

- Line
- Area
- Line
- Area
- Collapsed
- <Rejected>

✗ AND ✗

Tolerance? ✓  
Geometry Altered? ✓

Performs a line-on-area overlay. Each input line is split at any area boundaries it intersects.

**Tolerance:** A minimum distance between coordinates before they are considered equal.

✓/✗ Has the option depending on the data

••• Point geometry includes text

✗ Curve geometry includes lines, arcs and paths

• Area geometry includes polygons, donuts, and ellipses

**AND** Requires both geometry types

**OR** Requires two input geometry types (can be the same)

**Note:** Not all transformers automatically merge attributes. For some the "Merge Attributes" parameter must be enabled.

**AreaOnAreaOverlayer**

- Area
- Area
- Remnants
- <Rejected>

AND ✗

Tolerance? ✓  
Geometry Altered? ✓

Performs an area-on-area overlay (intersection of polygons) so that all input areas are intersected against each other and resultant area features are created and output.