

New Features in TerraModeler

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Version 006.xxx

- Released at start of January 2006
- Requires new license keys
- All applications

Various improvements

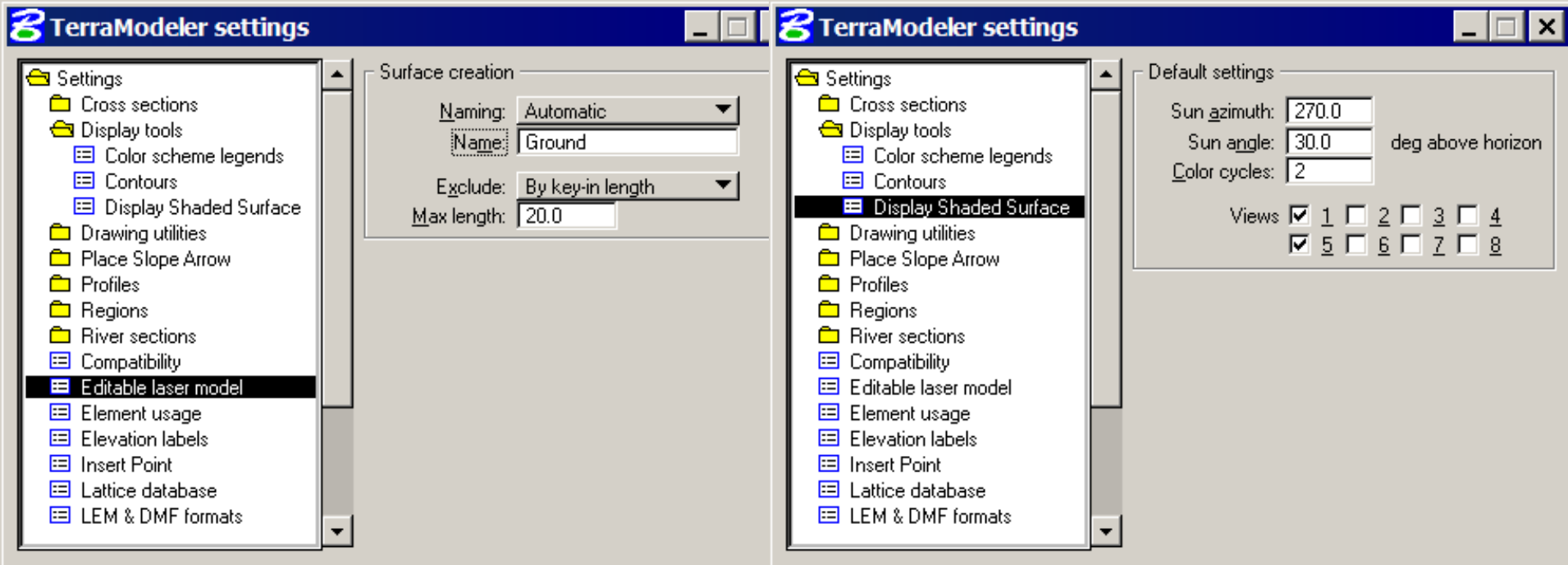
- **Surfer ASCII** and **Surfer binary** grid export
- Japanese LEM & DMF lattice export
- Bug fixes in:
 - Font selection under V8 reverted to 0 – fixed
 - *Display Triangles* and *Display Raster Triangles* level visibility fix under V8
- Sort in output control report

List of surfaces

- Does not add *File not found* entry into surfaces list
- Surface model file locations now stored as relative directory paths
 - you can move design file and surface models to another location

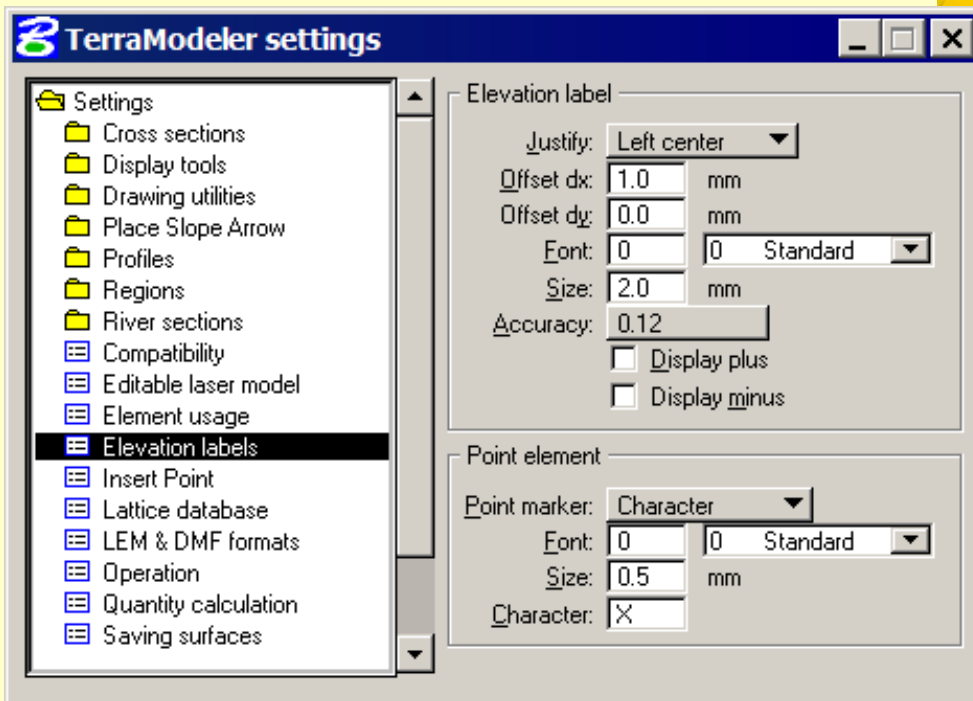
LIDAR editing

- Triangulation settings fo editable laser model
 - reduces dialogs with *Create Editable Model*
- Default settings for *Display Shaded Surface*



Elevation labels

- Separate point marker for elevation labels
- Affects *Insert Point*, *Place Elevation Text* and *Display Elevation Texts*



Produce contours

- Automation for contour production
- Writes contours into multiple design files
- Ground model may be defined using:
 - Laser points in TerraScan project -- normally smoothed model keypoints in their own project
 - Feature coded breakline elements in reference design files
 - Vector elements in reference files properly organized by level and symbology

Produce contours

Produce contours

Contour and model settings

Settings:

Model buffer: m around tile

Save each model

Design files to create

Seed file:

Directory:

Name prefix:

Model data sources

Laser points

Project:

Classes:

Survey elements

Vector elements

Rule file:

Produce contours – preparation steps

- Save contour settings file using *Display Contours*
- Create a suitable seed file:
 - Attach breaklines as reference files
- If using breakline vectors, create filtering rules using *Triangulate Elements*
- Design how to divide contours into different design files
 - Draw shapes and text elements

Region handling

- Region handling tools
- Simplifies region creation:
 - draw linear boundary elements
 - identify region center points
 - software finds boundaries and updates regions polygons in a single operation
 - surface area labeling
 - color fill
 - boundary and area patterning