

New Features in TerraMatch

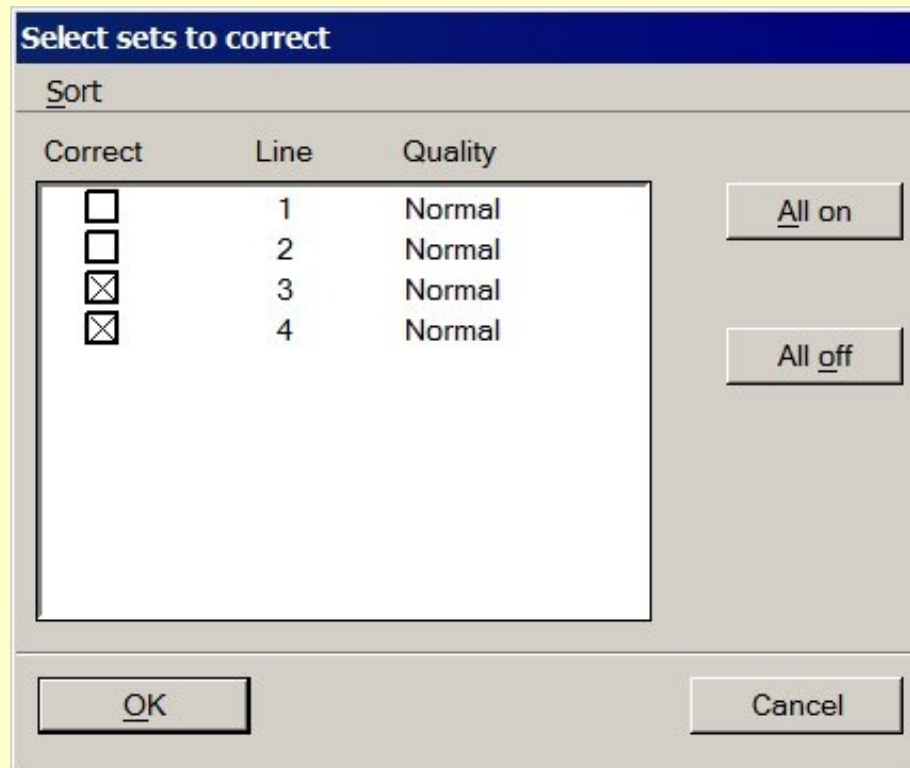
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Tie line improvements

- **Position / Delete / By range** menu command
- **Position / Delete / By scanner** menu command
- Ability to enter elevation of ground level tie line observations in non top view windows

Select Sets in Find Tie Line Match

- Select which sets to move and which to keep fixed
 - Keep lines 1-2 fixed and solve correction for lines 3-4
 - Keep day 1 fixed and correct days 2 and 3
 - Solve correction for scanner 1 to match scanner 2



Restore Observation Values

- Restores original observation values from a tie line file saved earlier
- Helps in filtering bad tie lines
- Workflow:
 1. Collect tie lines and save to a file
 2. Solve correction
 3. Apply correction to loaded tie lines
 4. Search for worst observations and remove bad ones
 5. Restore original observations from file saved in step 1
 6. Save filtered tie lines

Apply Correction to Trajectories

- **Apply Correction** supports applying a correction to trajectories
- Corrections for trajectory drift should be applied to trajectories if planning to use trajectories further for any task requiring accuracy
 - Classify points by range from scanner
 - Classify obstructing objects too close to the railroad
 - Add lever arm to derive rail position

Automatic Search for Signal Markers

- Automatic search for known pattern control points
- Software finds location (and rotation) with biggest intensity difference between bright and dark polygons
- Rotation can be fixed or come from closest trajectory travel direction

Import known points

Point type:

Signal marker:

Rotation:

Min contrast:

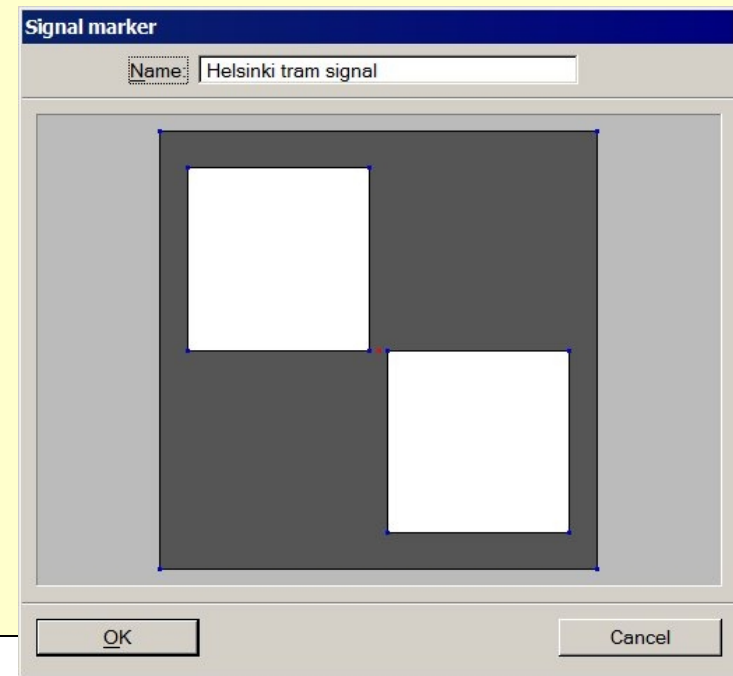
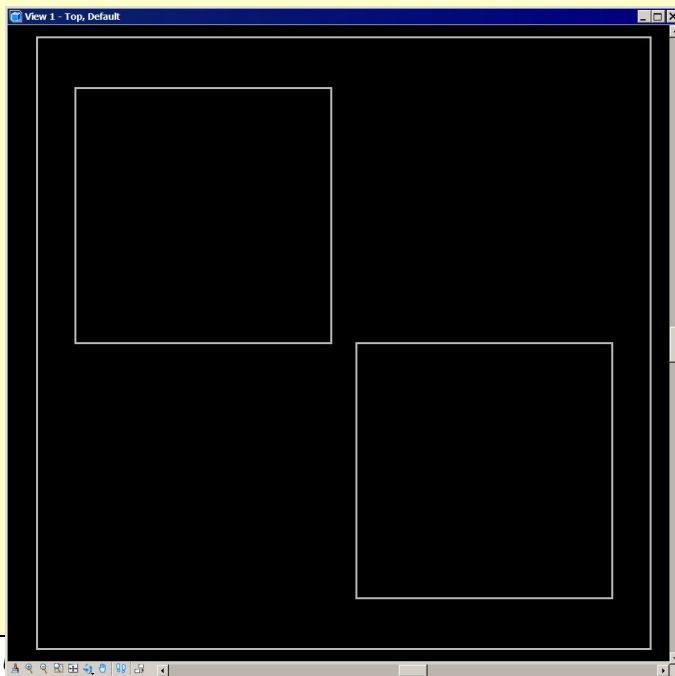
Use:

Require: points/m²



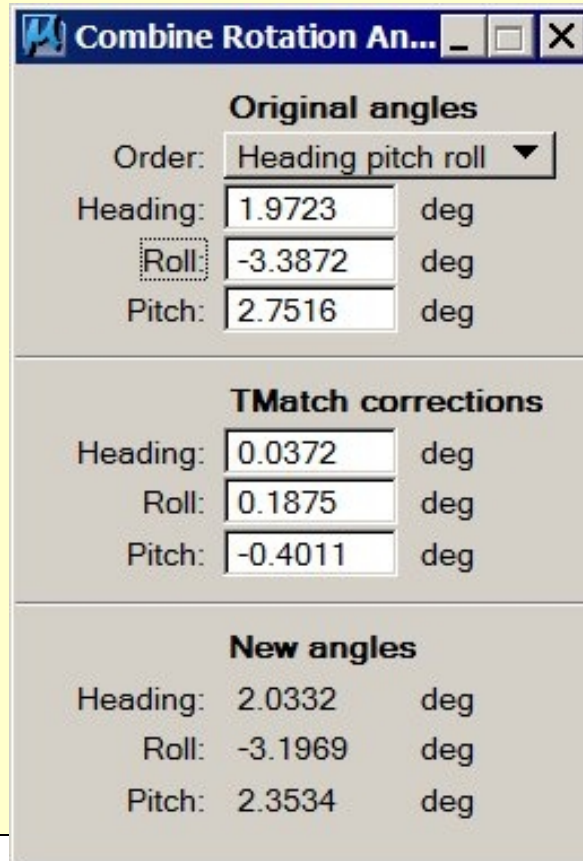
How to Define a Signal Marker

- Draw signal pattern in a top view window
- Draw polygons for bright areas
- Draw larger polygon for dark surrounding
- **Settings** tool and **Signal markers** category
- Select all polygons
- Select **Add**
- Click at location of the control point



Combine Rotation Angles

- Currently keyin command, under development
- Combines system misalignment angles and TerraMatch corrections to derive new system misalignment angles



The screenshot shows a dialog box titled "Combine Rotation An...". It is divided into three sections: "Original angles", "TMatch corrections", and "New angles". Each section contains input fields for Heading, Roll, and Pitch, with units in degrees (deg). The "Original angles" section has a dropdown menu for "Order" set to "Heading pitch roll".

Original angles		
Order:	Heading pitch roll	▼
Heading:	1.9723	deg
Roll:	-3.3872	deg
Pitch:	2.7516	deg

TMatch corrections		
Heading:	0.0372	deg
Roll:	0.1875	deg
Pitch:	-0.4011	deg

New angles		
Heading:	2.0332	deg
Roll:	-3.1969	deg
Pitch:	2.3534	deg