

## TerraModeler New Features

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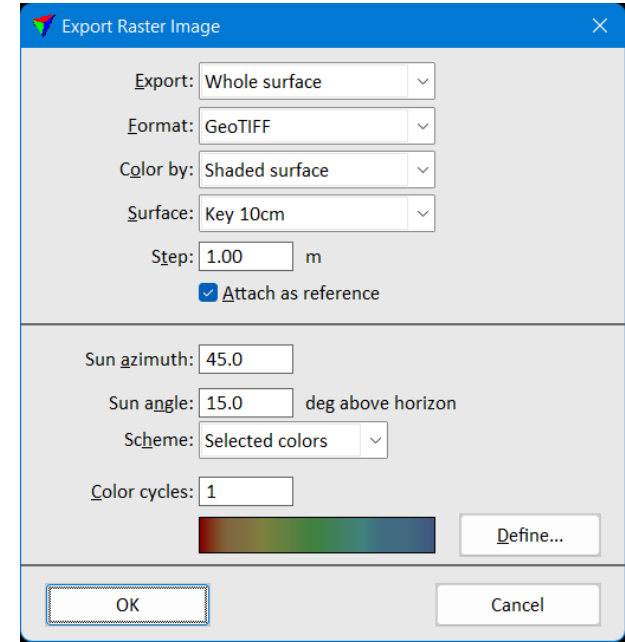
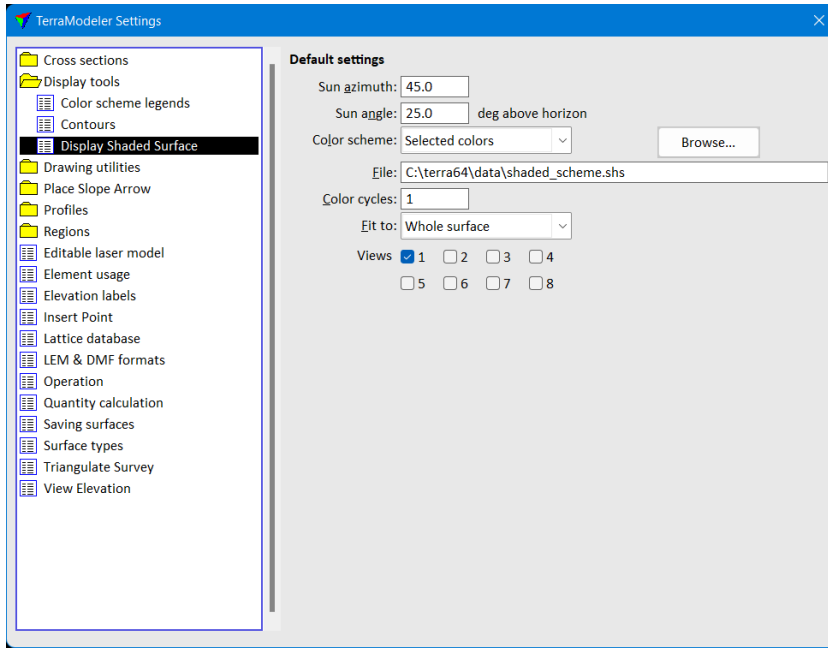
# Setup: Public Function Header Files

- Setup installs two C header files as documentation for public functions:
  - `\terra64\include\model_functions.h` – public function prototypes
  - `\terra64\include\model_types.h` – data types used



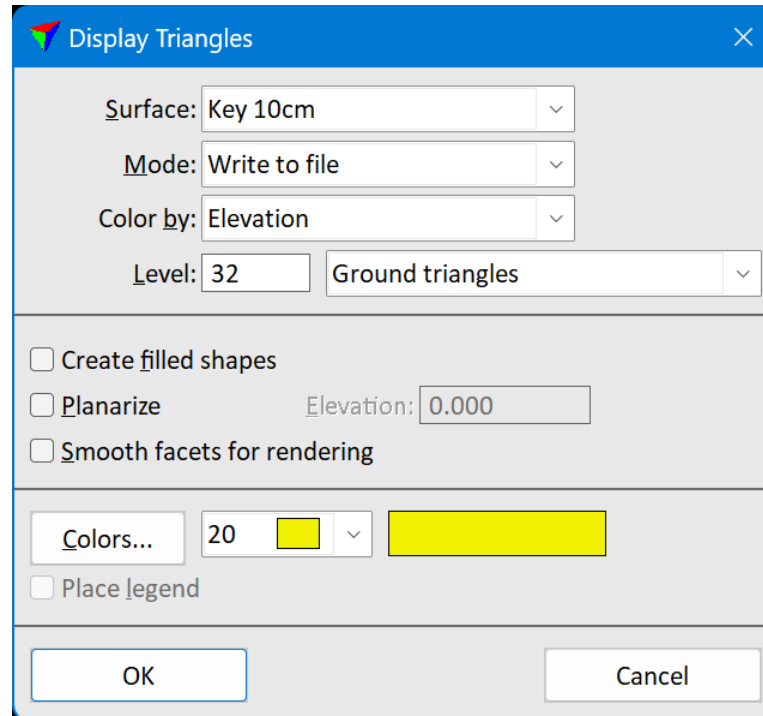
# Shaded Surface Improvements

- **Model Settings** has default scheme choice for **Display Shaded Surface**
  - Hot to cold
  - Earth tones
  - Selected colors
- **File / Export / Raster image** supports same scheme choices



# Level Dropdown List

- **Display Triangles, Display Grid, Display Elevation Texts** and **Display Slopes** let user select level from a dropdown list in addition to level number



The screenshot shows a dialog box titled "Display Triangles" with a close button (X) in the top right corner. The dialog contains several settings:

- Surface:** A dropdown menu with "Key 10cm" selected.
- Mode:** A dropdown menu with "Write to file" selected.
- Color by:** A dropdown menu with "Elevation" selected.
- Level:** A text input field containing "32" and a dropdown menu with "Ground triangles" selected.
- Create filled shapes
- Planarize Elevation:
- Smooth facets for rendering
- Colors...:** A button, a text input field with "20", a color selection box (yellow), a dropdown arrow, and a larger yellow color swatch.
- Place legend

At the bottom of the dialog are two buttons: "OK" and "Cancel".

# Label Area & Multiple Selected Polygons

- **Label Area** tool can label multiple selected polygons as one operation

