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# THE TRACKER

# snapPLOT



**Aerial Survey Printing and Plotting Utility** 

**USERS MANUAL** 

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# 1 - ABOUT THIS MANUAL

Please note that this manual might not exactly match the software you are using. As the system is being changed and improved all the time, the written material might become slightly different from the current software release. Manuals are regularly updated to reflect changes made to the software.

#### **UPDATES**

Pages numbers include the chapter number and the page number, E.G. 15 - 3, meaning page 3 of chapter 15.

You will receive updates that consist of complete chapters. Simply discard the old chapter pages and replace them with the new chapter.

### **CHAPTERS**

Chapters are in no particular orders. Newly written chapters are added at the end of each manual.

## 2 - OVERVIEW

#### INTRODUCTION

As its name suggests, **snapPLOT** is a click and point utility for the rapid preparation of standard aerial survey documents. **snapPLOT** was designed to prepare and plot an A0 photo-index in less than 2 minutes.

<u>Remark</u>: **snapPLOT** is not a CAD type program where the user has total control on the way the drawing looks. **snapPLOT** is best described as a printing "wizard" which allows the user to create indirectly a drawing simply by changing a few settings and parameters.

<u>Remark</u>: This document does not differentiate between plotting and printing which under Windows are basically the same operations.

There are two ways of preparing a document with **snapPLOT**:

# 1. SINGLE SHEET METHOD

This method consists of scaling the graphic so that it fits within a single sheet of paper. The goal is to produce a document showing an overview of the complete job. In this mode, it is also possible to set the scale to a given value or to plot only part of the drawing.

In single sheet mode, **snapPLOT** displays a red rectangle representing the outline of the currently selected paper. Within this rectangle are two smaller rectangles that represent the area where the legend text will be printed (blue) and the area where the drawing will be printed (green). Unless you move them, these three rectangles remain **anchored** on the display. The drawing itself can be separately enlarged, reduced and shifted around the display. The index is simply prepared by modifying the size and position of the drawing relative to the fixed green margins. The legend is automatically created and printed within the blue rectangle.

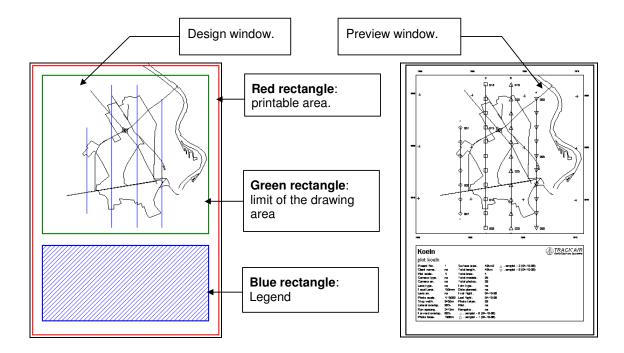


Figure 2-1 Figure 2-2

# 2. SHEET CUT METHOD 🛅.

With this approach, the user can prepare photo indices at a specific scale and work out the best sheet cut to distribute the drawing over several sheets of paper.

The way this mode operates is slightly different from the prior method: An overview of the area is displayed together with one or more rectangles representing the outline of the area covered by one sheet of paper at the given scale. The goal this time is to move the rectangles and create new ones so as to cover the project area.

The rectangles can be moved into position by picking and dragging them with the **LEFT** mouse button. Clicking anywhere with the **RIGHT** mouse button creates a new sheet at the place where you clicked.

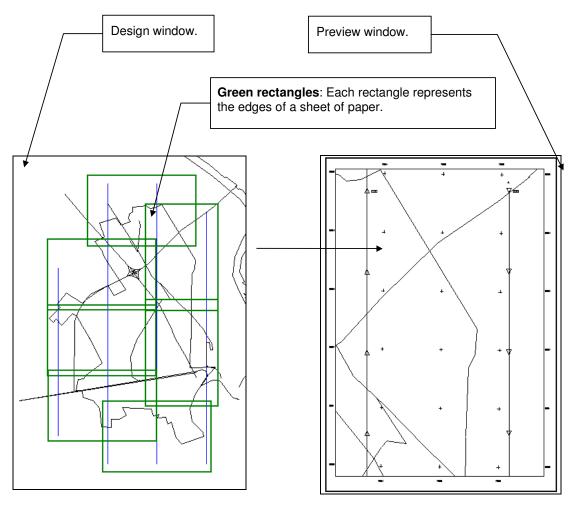


Figure 2-3 Figure 2-4

# 3 - QUICK TOUR

The following will assist you to run the program the first time and get familiar with its operation. The database contains several examples which can be loaded and edited to practice with the system. Remark: This procedure assumes that a printer is installed on your system. If this is not the case, please refer to your Windows manual to install at least a printer (you do not have to own a printer to install it on your computer system).

Start the program by clicking the **snapPLOT** icon

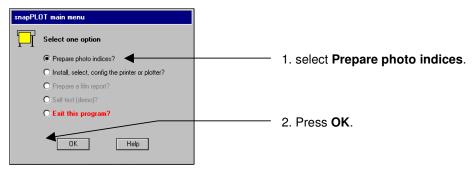


Figure 3-1

Then a dialog box showing the current printer information will be displayed.

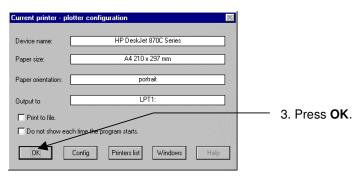


Figure 3-2

Next, the project dialog will be displayed:

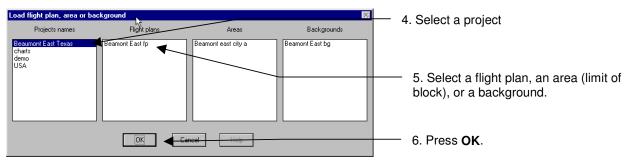


Figure 3-3

The following dialog box allows you to select from the various paper layouts (arrangement) which you are going to create. If this is the first time that you are using the program or the first time that you are using a particular plotter/printer, 2 default layouts are displayed: **Portrait and landscape**. Later you can edit these layouts and add as many as required. For the moment, let us select either one.

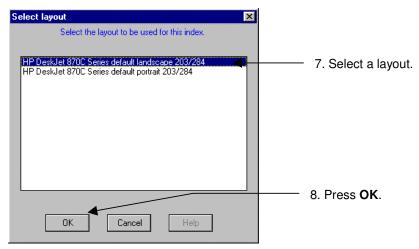
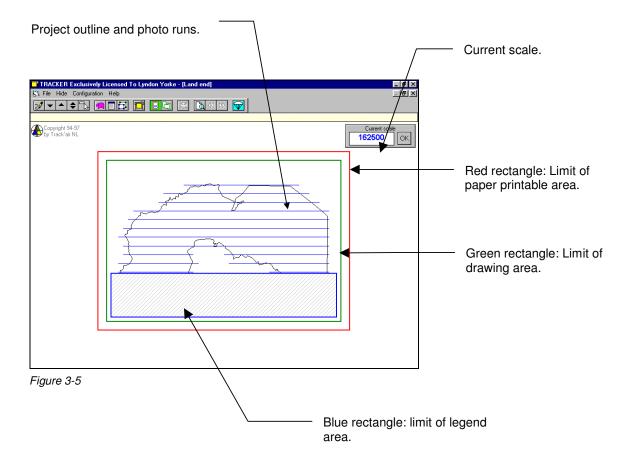


Figure 3-4

Once the project is loaded, the display will look like this:



9) Upon loading a project, the area is roughly fitted within the green margins. Press the print preview button on the main toolbar to see what the drawing will look like on paper.

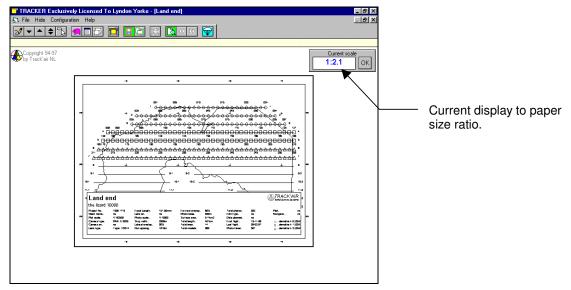
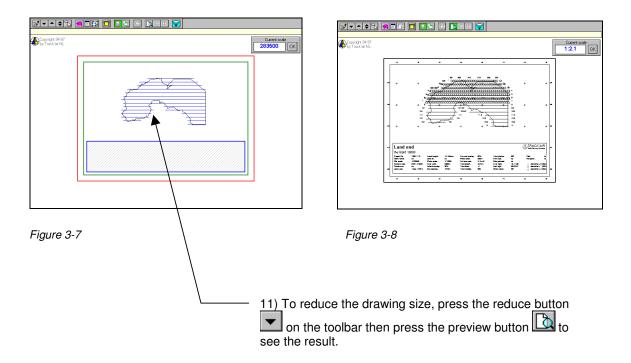
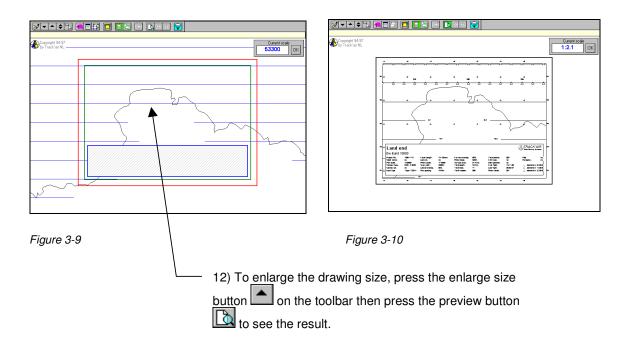


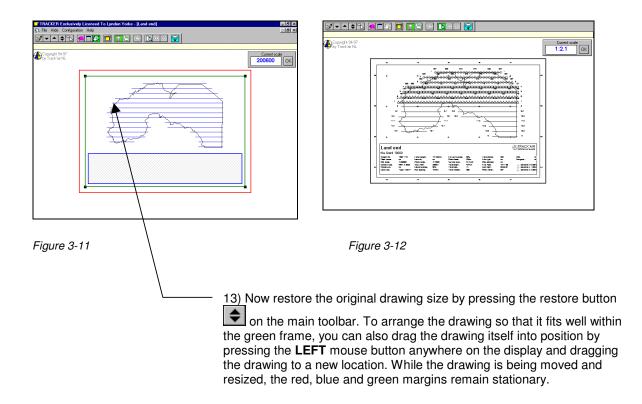
Figure 3-6

10) To return to the design mode, press the button or click the **RIGHT** mouse button on the display and use the pop up menu.

If you wish, you can use the display control buttons to enlarge or reduce the drawing itself. Please note that only the size of the actual project changes, the red, blue and green frames remains fixed.





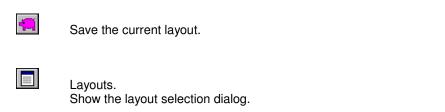


- 14) Press the print button to send the drawing to your printer.
- 15) Leave the program by clicking the Exit button

## 4 - TOOLBAR



Figure 4-1



Edit mode.

Press this button to edit the size and position of the legend and drawing area.

Print or plot
Send the drawing to the selected printer.
In the sheet cut mode if you have more than one sheet, then you must click the sheets you want to print one at a time.

Single sheet mode.
This is the default.

Sheet cut mode
If an area is too large to be indexed in one or two sheets, then click this button to

If an area is too large to be indexed in one or two sheets, then click this button to enter the sheet cut mode.

Erase (sheet cut only).

Remove one sheet index in the sheet cut mode. Press the button, then click the rectangle to remove.

Preview
Press this button to see a print preview of the plot. In the sheet cut mode, you must

click the rectangle you want to preview or use the browse buttons.

Browse (sheet cut only).
Browse through the indices to preview the sheet cut one by one.

Browse (sheet cut only).
Browse through the indices to preview the sheet cut one by one.

Exit

## 5 - BUTTONS SHARED BY ALL MODULES





The following describes the buttons shared by all the Tracker modules:



#### **REFRESH**

Click this button to redraw the screen if it has not been properly painted or to remove garbage.



#### **ZOOM IN (REDUCE SIZE).**

Clicking this button will increase the scale of the drawing. Click until the drawing is at the required size. A beep and no effects will indicate that the limits have been reached. The maximum scale depends on the original size of the area.



#### **ZOOM OUT (ENLARGE).**

Clicking this button will decrease the scale of the drawing. Click until the drawing is at the required size. A beep and no action will indicate that the limits have been reached. The minimum scale depends on the original size of the area.



#### **RESTORE**

Clicking this button will restore the drawing to its first size and position.



#### **ZOOM WINDOW.**

Press this button down and draw a rectangle around the area to be enlarged.

Note: To draw a rectangle, position the mouse pointer on the rectangle upper left corner position, press the mouse button and while keeping it down, drag the mouse towards the right and down. A rectangle is displayed while this operation is taking place, when its size is satisfactory, release the mouse button.



#### **OPEN NEW PROJECT**

Click this button to return to the project selection dialogue box.



#### **EXIT THE PROGRAM.**

Click this button to shut down the program.

# 6 - FEATURES SHARED BY ALL MODULES

The following describes features and behaviors that are common to all TRACKER modules.

#### DRAGGING THE DISPLAY

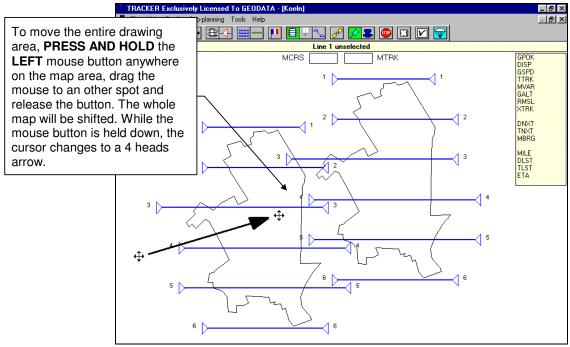
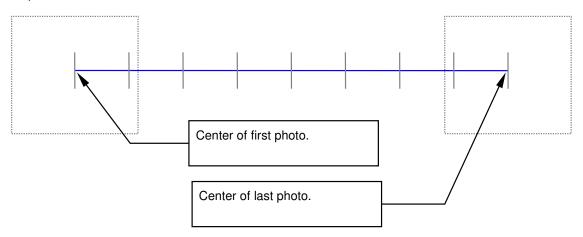


Figure 6-1

#### **GRAPHIC REPRESENTATION OF RUNS**

Tracker represents runs and strips by their centerline and crosswise ticks which represents the photo positions.



# 7 - SINGLE SHEET MODE

Upon loading a project, the area is roughly fitted within the green margins. To finalize manually the positioning of the drawing within the green borders, use the display control buttons to enlarge or reduce the drawing and drag the drawing itself into position with the **LEFT** mouse button. While the drawing is being moved and resized, the margins remain stationary. You can check up what the drawing will be looking like by pressing the print preview button. To return to the design mode, press the button or click the **RIGHT** mouse button on the display to use the pop up menu.

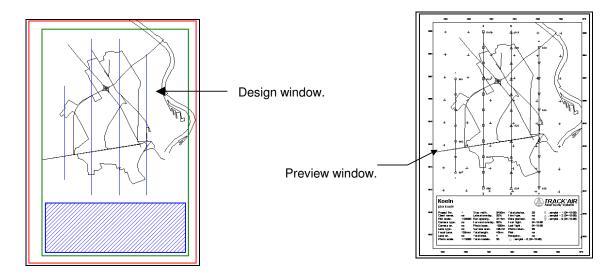


Figure 7-1 Figure 7-2

To change the shape and size of the drawing area, press the edit button and click within the green rectangle.

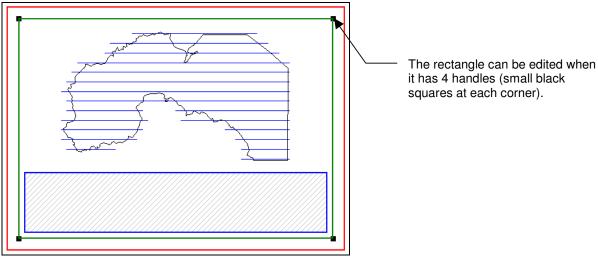
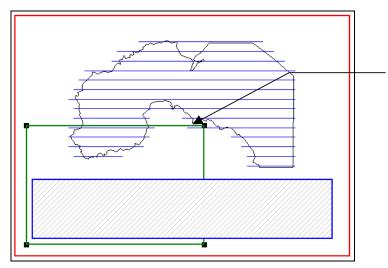
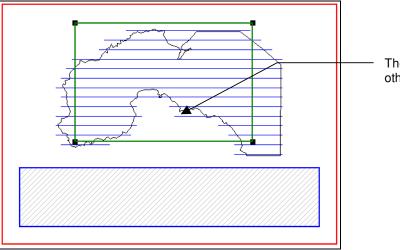


Figure 7-3



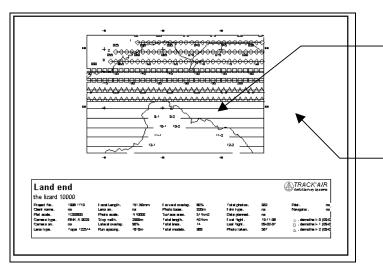
Drag the handles to change the shape of the frame.

Figure 7-4



Then drag the frame itself to an other location.

Figure 7-5



Check the result in the preview.

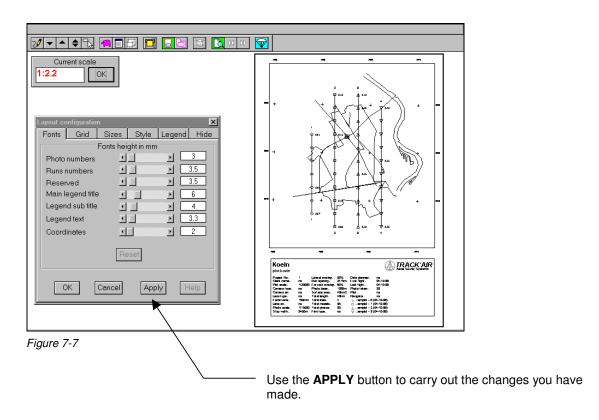
Please bear in mind that the green rectangle (the drawing area) is a clipping area and that whatever part of the drawing is outside of this rectangle will not be invisible in the final plot.

Figure 7-6

Current scale
100000 OK

The scale of the drawing can be changed by editing directly the scale text box in the upper left corner and pressing the **ENTER** key when done. The scale can also be changed by using the zoom buttons

Once you are satisfied with the general layout, press the preview button then select the **CONFIGURATION** | **LAYOUT CONFIGURATION** menu or click the RIGHT mouse button to use the pop up menu. Please refer to the **LAYOUT** chapter for details how to change the settings



When the index looks OK, press the print button

#### **LIMITATIONS**

- The single sheet mode does not allow the drawing to be indefinitely enlarged or reduced. A beep will indicate that you have reached the limit. In this case switch to the sheet cut mode.
- Single project areas that spread across more than 3 transverse Mercator map zones (UTM, GK, etc.) have to be plotted on 2 or more separate sheets (maximum 3 zones across sheet)

# 8 - SHEET CUT MODE

If the required scale of the index necessitates several index sheets, you will have to work in the sheet cut mode. Note that there is basically no difference between the single sheet mode and the sheet cut mode other than the way the graphic is presented to you.

After pressing the sheet cut button you will be prompted to enter the required index scale. This is the scale at which you want the final plot to be. Please note that you can only use the sheet cut mode if the required scale cannot be achieved by the single sheet mode. The display will then change to an overview of your project area that will approximately look like this.

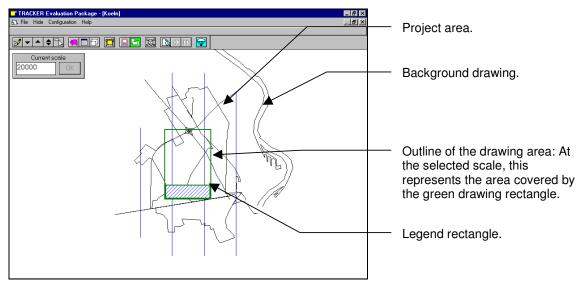


Figure 8-1

The green rectangle in the middle of the display encloses exactly what will be drawn on your printer/plotter at the given scale.

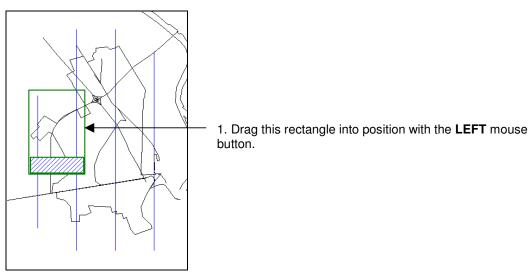


Figure 8-2

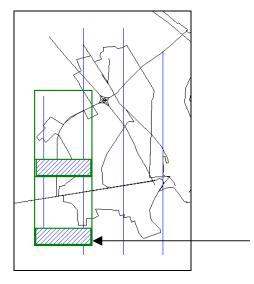
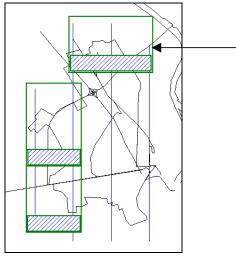


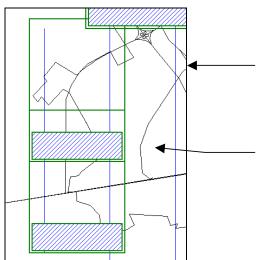
Figure 8-3

2. Click anywhere the **RIGHT** mouse button to add a new sheet. Drag it into position with the **LEFT** mouse button.



3. If required, press the layout button to change to an other layout, then click anywhere the **RIGHT** mouse button to add a new sheet. Drag it into position with the **LEFT** mouse button.

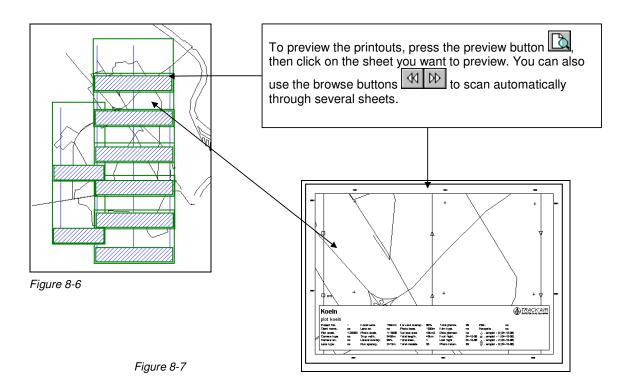
Figure 8-4



4. As required, use the display control buttons (zooms) to enlarge and reduce the drawing.

5. As required, drag the entire drawing using the **LEFT** mouse button anywhere on the display outside of a map sheet.

Figure 8-5



If the index looks OK press the print button and then click the map sheet you want to print. Each sheet has to be printed individually. When a plot is finished, proceed with the next. Future releases will also include automated batch printing.

# 9 - CONFIGURATION MENUS

**snapPLOT** has 2 configuration menus: The **snapPLOT** configuration menu and the **LAYOUT** configuration menu.



Figure 9-1

## PLOT/PRINT CONFIGURATION

This menu groups the program settings which are common to all printers and layouts.

#### **PAPER SIZE**

If the scale of the plot is not absolutely accurate, then the paper sizes paper which are communicated to snapPLOT by the printer driver are not correct. This is quite common and has nothing to do with the snapSHOT software. You can compensate these errors by introducing a correction factor.

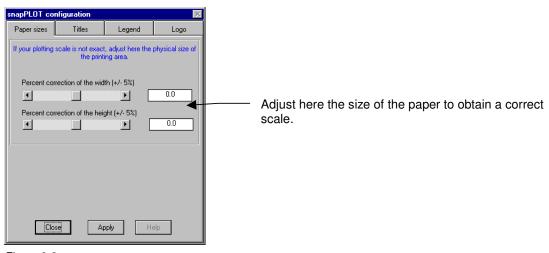
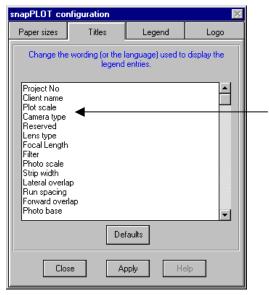


Figure 9-2

#### **TITLES**

The titles are the texts which describe the content of the legend, for example **PHOTO SCALE**: To change the text of a title, simply replace the current text by the new one in the text box. Of course, you can also change the language if you wish.

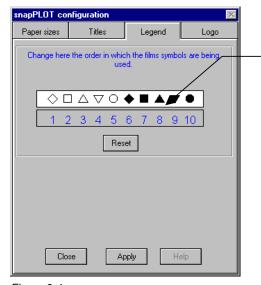


Change the text by overwriting the current text by the new one.

Figure 9-3

#### **LEGEND TAB**

**snapPLOT** can display 10 different symbols to distinguish between film rolls. Each film roll is given a different symbol that is allocated in an order that can be selected by the user.



To change the order, simply click the symbol in the order you want them to be used. You can click the same symbol more than once, for example 10 times if you want to use the same symbol for all films. Pressing reset brings back the default order.

Figure 9-4

#### **LOGO**

**snapPLOT** can display logos which are in the **metafile format**, ending with .WMF. You can easily create such a metafile with any graphic package able to export a metafile, for example COREL DRAW. If you do not know how to do this, simply mail us or fax us your logo and we will try to create the file for you.

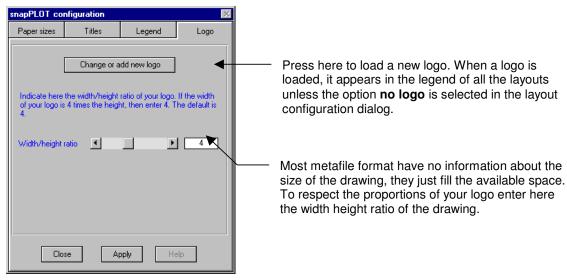
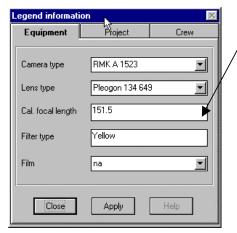


Figure 9-5

# 10 - MISSION INFORMATION MENU



This form is used to enter the basic information required by the database to create the legends in **snapPLOT**. Each time a new item is entered, it is saved in the database and becomes part of the basic equipment list. The user can therefore use this form to enter once and for all in the database all the equipment and material that is used by his organization.

Figure 10-1

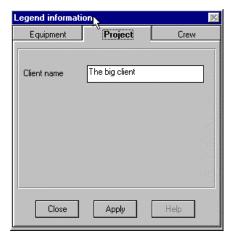


Figure 10-2



Figure 10-3

### 11 - CONFIGURING THE DRAWING

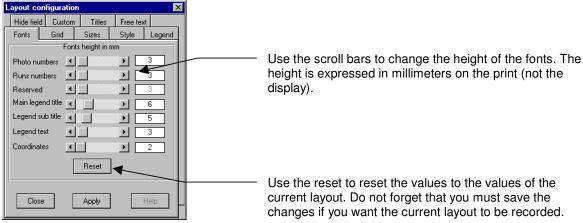
#### Modified 31/08/98

This dialog groups all the available settings for the layouts. Press the preview button the layout configuration menu (either from the main menu bar or by clicking the RIGHT mouse button). In this configuration it is possible to modify the settings and apply them immediately to check the effect

of the changes. Changes are only saved to the current layout when the save button is pressed  $\Box$  (or the LAYOUTS | SAVE CURRENT LAYOUT menu is selected).

Remark: The following parameter controls are sufficient to produce a quick plot. They are not considered comprehensive and new controls can be implemented on demand from our users. Remark: The layout configuration can only be accessed in the preview mode.

#### **FONTS**



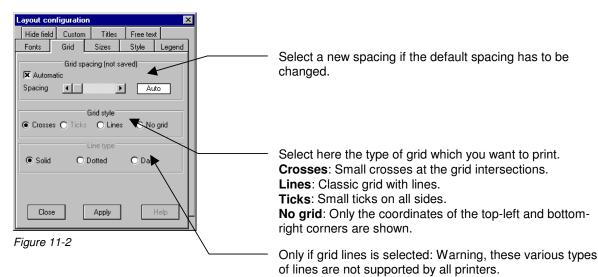
height is expressed in millimeters on the print (not the

Use the reset to reset the values to the values of the current layout. Do not forget that you must save the changes if you want the current layout to be recorded.

Figure 11-1

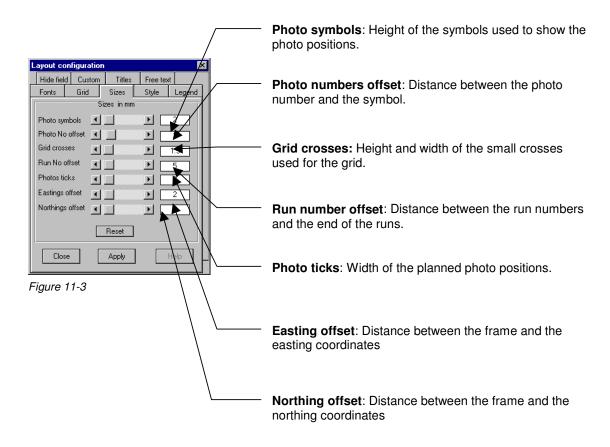
#### **GRID**

The grid tab controls some of the settings used to display the grid.



#### **SIZES**

These settings are used to control the sizes and relative positions of several drawing objects. The size is expressed in actual millimeters on the print (not the display).



#### STYLE TAB

These settings are used to change the way the drawing is prepared

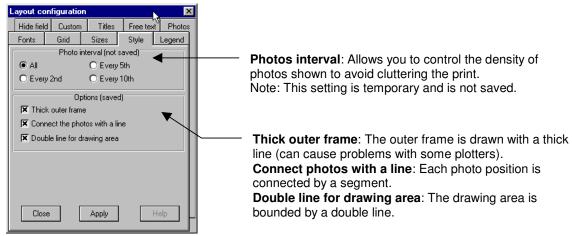


Figure 11-4

#### **LEGEND**

These settings control the appearance of the legend.

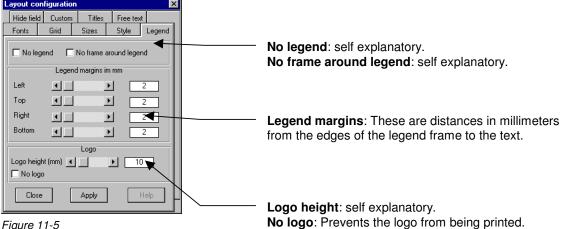


Figure 11-5

### **HIDE TAB**

Select here the entries which you do not want to print in the legend.

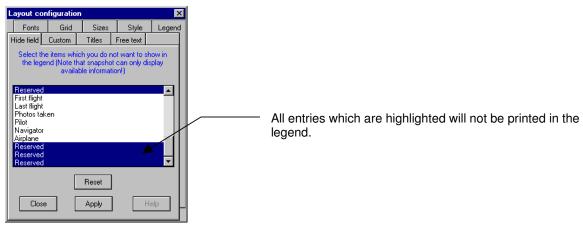


Figure 11-6

#### **CUSTOM ENTRIES**

If you need to add entries which have not been included in the **snapSHOT** legend, type the titles in the left text box and the corresponding information in the right text box. These entries will be added to the standard entries, just before the films. These entries will be automatically saved and reloaded with the current layout.

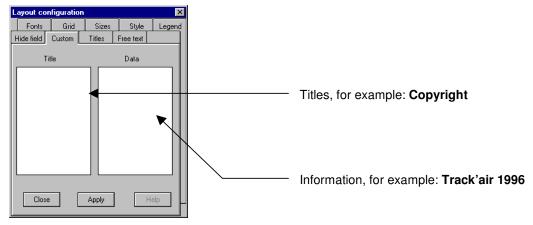
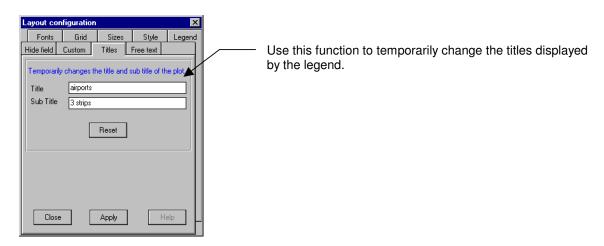


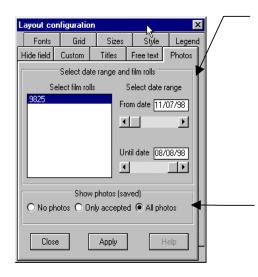
Figure 11-7

Remarks: Obviously these entries cannot be automatically updated by the database and have to be manually edited each time a new printout is made. Please let us know which information should be added to the standard list.

#### **TITLES**



### (SELECTING WHICH) PHOTOS



**Select the date range and film roll:** With this function you can select which the film roll is displayed in the and the dates of the photography.

Deselect the film rolls which are not to be shown. By default all the rolls are selected.

Select the dates from which to which the photos have to be shown in the plot.

**Show photos**: Allows you to control which photos are displayed or not.

## 12 - CHANGING THE LAYOUT PROPORTIONS

The printing area has two distinct rectangular zones, the drawing area (green) and the legend area (blue). Both rectangles can be resized and moved around the printing area. You can save the current arrangement to be able to reload it later and build your own library of reusable layouts. In **snapPLOT**, a **LAYOUT** is a record of parameters and settings which define how the printout looks (size, margins, fonts, etc.). Each layout is given a unique name.

#### **PRINTING AREA**

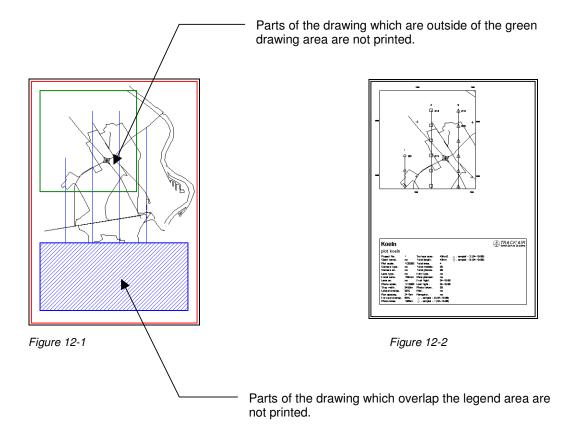
The actual printing area (red rectangle) is the usable surface of the paper that can be printed to (it is sometimes smaller than the actual paper dimension.) This information is reported by the manufacturer of the printer or plotter to Windows applications via special files. It is not uncommon that the reported size is not absolutely correct. In this case the scale of photo indices can deviates slightly from the required scale. This can be easily and accurately adjusted by means of the configuration menu. Besides these small adjustments, the printing area can only be changed by selecting an other paper size.

#### **DRAWING AREA**

The margins of the drawing is represented by a green rectangle. Any part of the drawing that falls outside of this rectangle is clipped, which means that it is not drawn on the final print. Only the grid coordinates and the legend can be displayed beyond this rectangle boundaries. The drawing area can

be changed at will by the user: Press the edit button and click anywhere within the green rectangle to select it. Once selected, the rectangle has one handle at each corner.

- To drag the whole rectangle, pick it and drag it with the **LEFT** mouse button.
- To change the size and shape of the rectangle, pick and drag its handles with the LEFT mouse button.

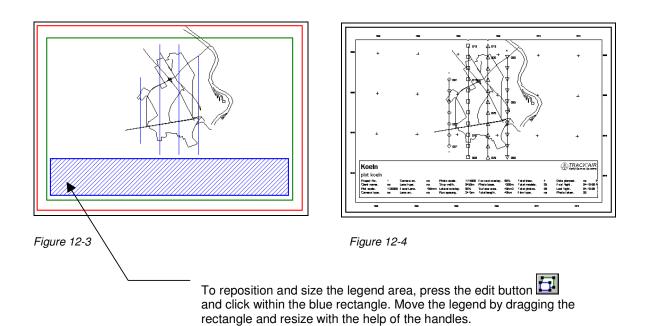


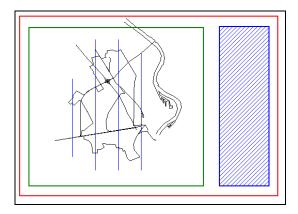
#### **LEGEND AREA**

The legend area is resented by a blue rectangle. This is the area where the textual information extracted from the database is splayed. It may also contain the company logo as well as various references to the drawing. Any part of the text that falls outside of this rectangle is clipped, which means that it is not drawn on the final print. The legend rectangle can be dragged and repositioned

anywhere within or outside of the drawing area. Press the edit button and click anywhere within the blue rectangle to select it. Once selected, the rectangle has one handle at each corner.

- To drag the whole rectangle, pick it and drag it with the **LEFT** mouse button.
- To change the size and shape of the rectangle, pick and drag its handles with the LEFT mouse button.





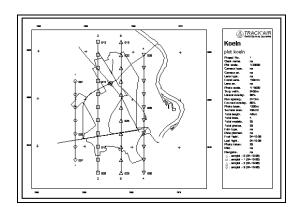


Figure 12-5 Figure 12-6

#### **LAYOUTS MENU**

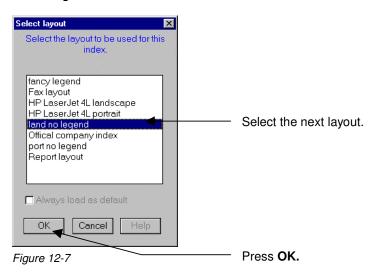
Save current layout Save Current Layout As... Load a new layout Delete layouts Layout configuration

#### **SAVING LAYOUTS**

Once you are satisfied with a particular layout, you can save it. Press the save button or select the LAYOUTS > SAVE CURRENT LAYOUT menu to save the current settings to the current layout. If you want to save the settings to a new layout, select the LAYOUTS > SAVE CURRENT LAYOUT AS menu and give a name to the new layout.

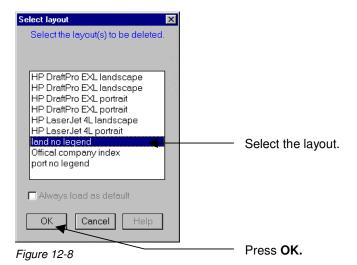
#### **LOADING LAYOUTS**

To load a different layout, select the layout button or select the LAYOUTS > LOAD A NEW LAYOUT\_menu.



#### **REMOVING LAYOUT**

To remove a layout from the list, select the **LAYOUTS > DELETE LAYOUTS**\_menu.



# 13 - OTHER MENUS



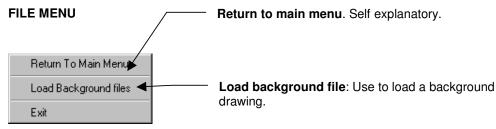


Figure 13-2

#### **HIDE MENU**

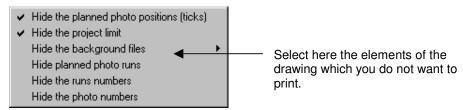


Figure 13-3

#### **TOOLS**



# 14 - LOADING BACKGROUND DRAWINGS



Figure 14-1

This dialog window is used to select and add new background files. As backgrounds can be selected from any project and displayed simultaneously, it is therefore possible to re-use graphics from different projects or to keep a library of valuable graphical information (restricted airspace, international borders, etc.). A background is only displayed if it covers the project area currently in use.

## **15 - LEGEND**

The legend is created when the drawing is previewed or printed. The information is presented in columns which automatically wrap when the legend shape is modified. The principal point about the **snapPLOT** legend system is that all information is automatically extracted from the database. If required, a few additional entries can be added manually (Please let us know if you think that these entries should be part of the normal database information).

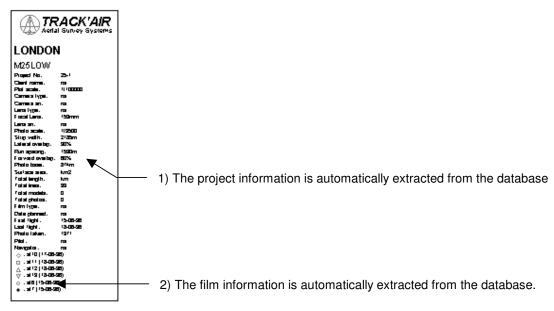


Figure 15-1

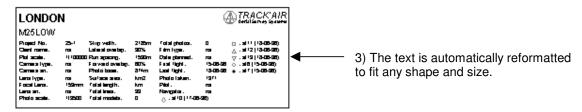


Figure 15-2

In addition to re-sizing and re-positioning, the user can control the legend and its contents in many ways: It is possible to

- Remove the fields which you do not want to print (see the CONFIGURATION MENU chapter).
- Change yourself the text of all the titles and headers, in particular the language in which they are printed.
- Hide the legend.
- Change the internal margins of the legend box, the fonts, the logos, etc.

## **16 - PRINTER DRIVERS**

#### **PROBLEMS**

Under Windows, there is theoretically no difference between an ordinary A4 printer and an A0 electrostatic color plotter. This so called device independence is possible because the hardware manufacturers provide special programs able to understand standard Windows functions and convert them into instructions for their equipment.

These programs, called drivers, do not always work well. In all cases, please consider that if **snapSHOT** does not print properly on your plotter, this is most likely because your plotter driver is not fully Windows compatible. As far as **snapSHOT** is concerned, there is absolutely no difference between what is displayed during the print preview on your display and what is actually sent to the printer. As a rule, the plot should be identical to the print preview. If this is not the case, then there is probably something wrong with the driver or its settings.

#### THIRD PARTY DRIVERS

To use **snapPLOT** with a particular printer/plotter, you need a suitable Windows driver installed on your computer. If you do not have a Windows driver, ask your plotter manufacturer. You can also purchase several drivers produced by independent software houses. These drivers are somewhat costly but will do the job very well.

#### **WINDOWS 95 DRIVERS**

Windows 95 has an impressive and comprehensive list of drivers which work well. It is therefore in your interest not to struggle with Windows 3.x notoriously poor printer drivers and switch rapidly to Win95 to operate your plotter.

#### ON LINE CUSTOMER SERVICES

Getting the right driver is the key to operate a particular plotter under Windows. It is rarely possible to get information directly from poorly informed local representatives of the manufacturers. However, numerous updates, bug fixes and new drivers are regularly made available on line by the manufacturers customers support service (CompuServe, WWW, BBS, etc.). Many drivers can be downloaded at no cost from these services.

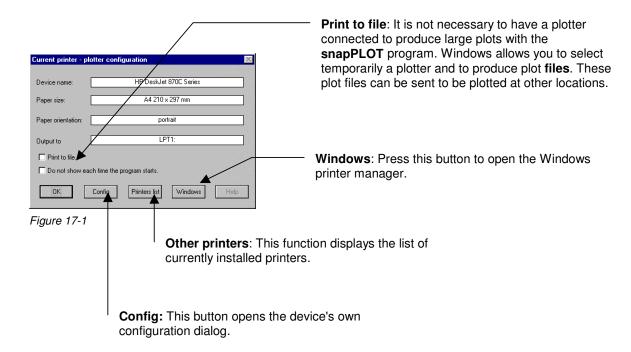
#### TRUE TYPE FONTS

True type fonts are part of the Windows system. For example, the font used to print this manual which is called **ARIAL**. This is the same font which is used by **snapSHOT**. The main reason to use a true type font is that it can be easily scaled. Some recent plotters and most of the old ones do not support true type fonts. This is not a problem, because Windows will automatically select the closest matching font supported by your plotter. Unfortunately, plotter fonts look rather crude. If you prefer a smoother and more up to date look, some third party drivers are capable of converting true type fonts into graphics which can be plotted by your equipment. Check with us for more information.

## 17 - PRINTER CONFIGURATION

Please refer to your Windows and plotter manuals.

This following dialog is automatically displayed each time the program is started. This is a basic description of the current printer/plotter configuration. You can check the **Print to file** box to send the output to a disk file that can be plotted later (this also is a good way to test the system without wasting paper)



#### OTHER PRINTERS

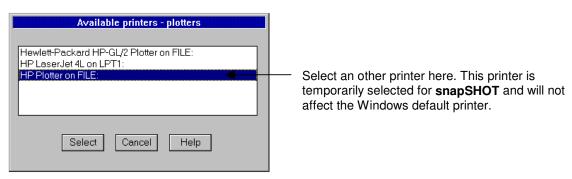


Figure 17-2

#### **IMPORTANT FOR WIN 3X**

Always keep the **Use Print Manager** box checked in the printer control dialog. Always keep the **Fast printing direct to Port** box checked in the connect dialog.

## 18 - EXPORTING IN DXF FORMAT

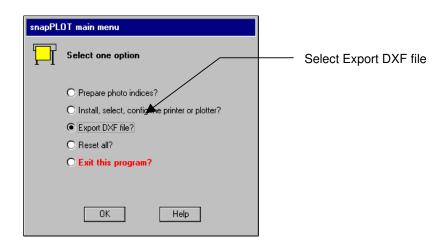
It is possible to export flight plans, backgrounds, photos positions, etc, in a DXF file format compatible with Autocad. The purpose of this function is only to insure that the data can be made available to users and clients who do not have the Tracker system.

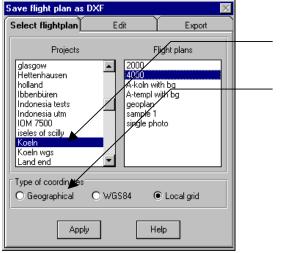
Please note that this is not a drawing package! The export function only allows a very basic formatting of the drawing. The rest can be done in the CAD package used to view the DXF file.

#### **DXF LAYERING**

The following items are each placed in a separate layer:

- For each film roll, the photos positions and photos numbers are saved in layer FL\_XXXXXX (XXXXX = film roll number).
- The area limit is saved in the layer LIMIT LAYER.
- All runs, strips and their numbers are saved in the layer RUN LAYER.
- All backgrounds drawings are saved in the layer BACKGROUND LAYER.
- The PHOTO LAYER is not used for the moment.





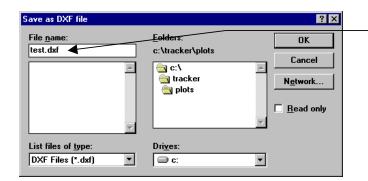
Select the project and flight plan to be exported.

You can choose the type of coordinates which will be saved in the DXF:

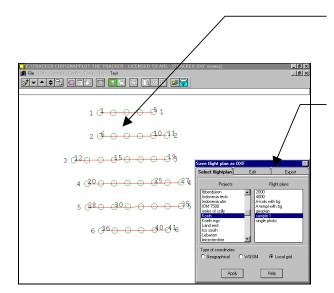
Geographical: This is latitude - Longitude on the local ellipsoid.

WGS84: This is latitude - Longitude on the WGS ellipsoid.

Local grid: This is easting and northing.

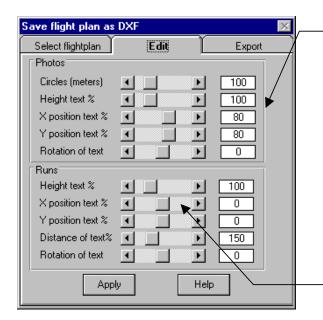


Give a name to the DXF file, then press OK



The DXF drawing will be displayed. The form in bottom right corner allows you to configure your drawing.

If the DXF appearance is not satisfactory, you can do some limited editing (do not forget that the work can also be done later in a CAD program).



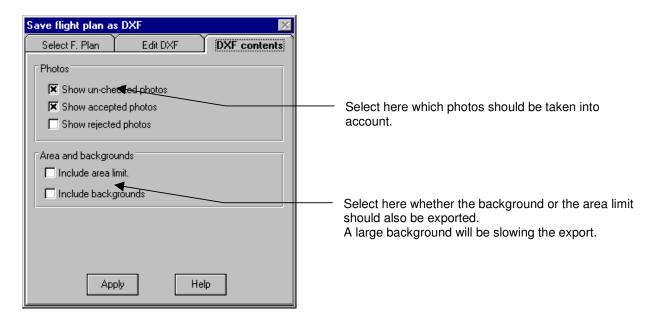
ALL the sizes and positions are related to the size of the circle representing the photos positions. The circle diameter is expressed in meter. Halving its size will halve all the other sizes and positions. Doubling it size will double all the other sizes and positions.

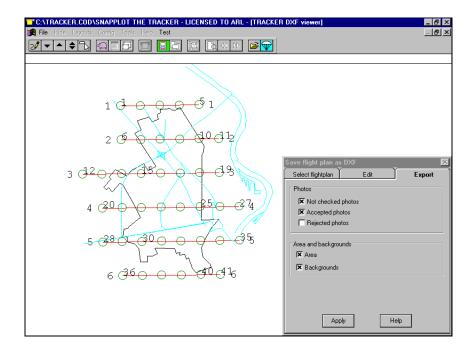
The height, horizontal position (X), vertical position (Y) of the photo number text is expressed in % of the circle size.

The position of the photo number is expressed from the center of the circles.

The rotation is expressed in degrees.

The same applies to the run numbers.





Once you have finished, press Apply and collect your DXF file in the TRACKER\PLOTS folder.

# **19 - NOTES**