AxciScape Map Display

The examples in this document are based upon the BS5837 demonstration database.

The Map window

Zoom Lock. Selecting this will zoom in on the currently selected object. As you select a different object so the zoom will repeat.

Drop down list holding an entry for each row of the database. The left/right < > control buttons will increment the list by 1 step.

Plot a new object onto the map.

Copy the data from the currently selected object and plot it as a new object.

Map Function List giving access to various procedures.
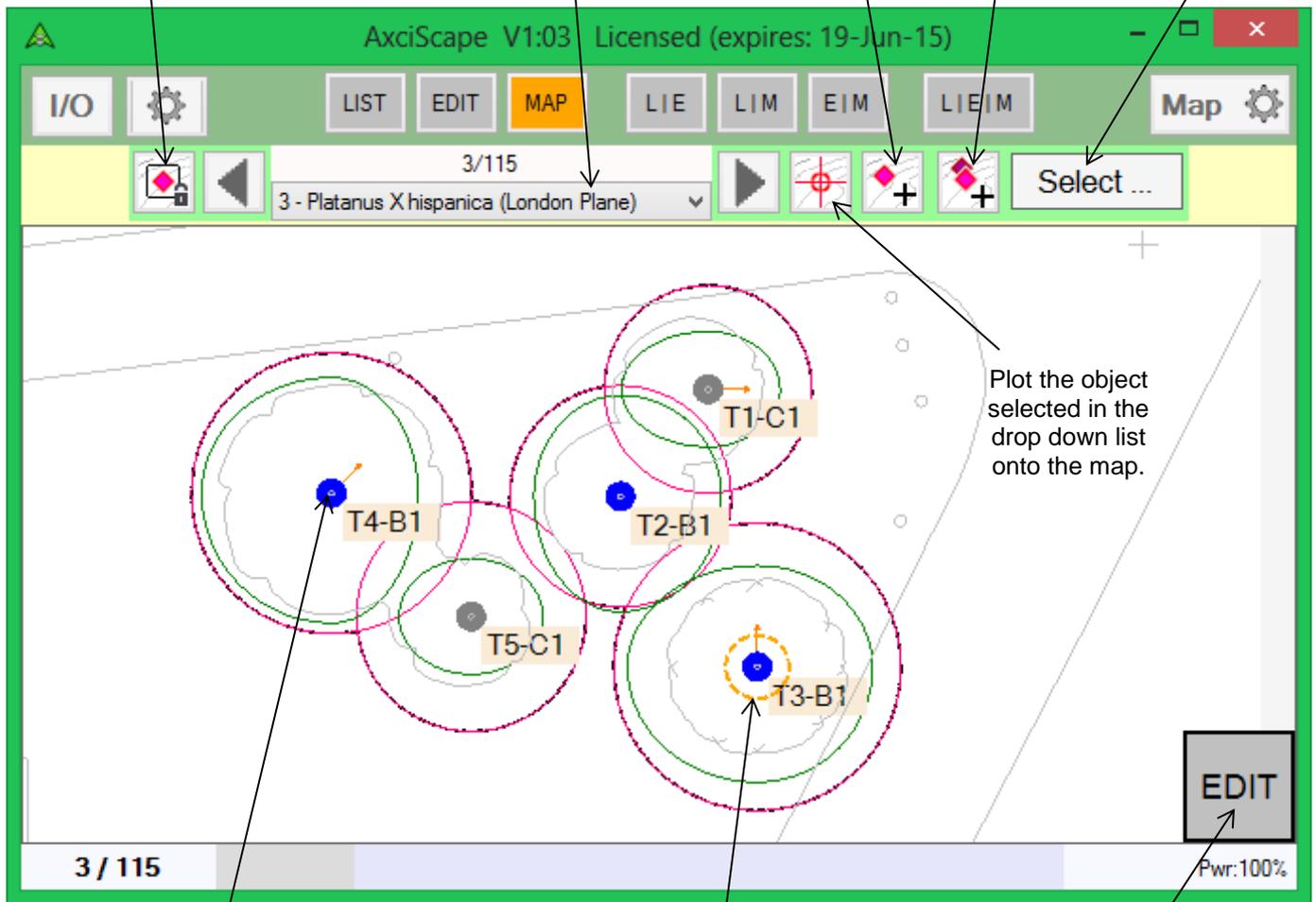
Plot the object selected in the drop down list onto the map.

Note how the tree centre point on the map is drawn over the tree symbol. This occurs because I have chosen to draw the map last to ensure trees are plotted correctly.

The orange dashed circle shows the currently selected object. This will be reflected on the List screen and the Edit Screen.

Link button to the Edit screen to make access easier when using on a tablet in the field.

Map control

Scrolling the map is carried out with the left mouse button, just click, move and release. With a touch screen tablet, you would just swipe with a finger.

To zoom in or out of the map you can use either the mouse wheel, the clickable zoom control (located in the lower left corner) or use finger gestures with a touch screen. To do this first place a thumb and finger on a touch screen and pinching them together will zoom the screen in. Doing the reverse will zoom the display out.

Pick Points

Pick points will appear as small pink circles during various map operations enabling you to lock an object precisely to a map location. As the mouse cursor is moved over a pick point it will turn blue and a LOCK message appears to inform you that any mouse click in the current position will center onto the map entity. Pick points are available for map circles, points, block inserts and line ends (these are disabled by default but can be switched on).
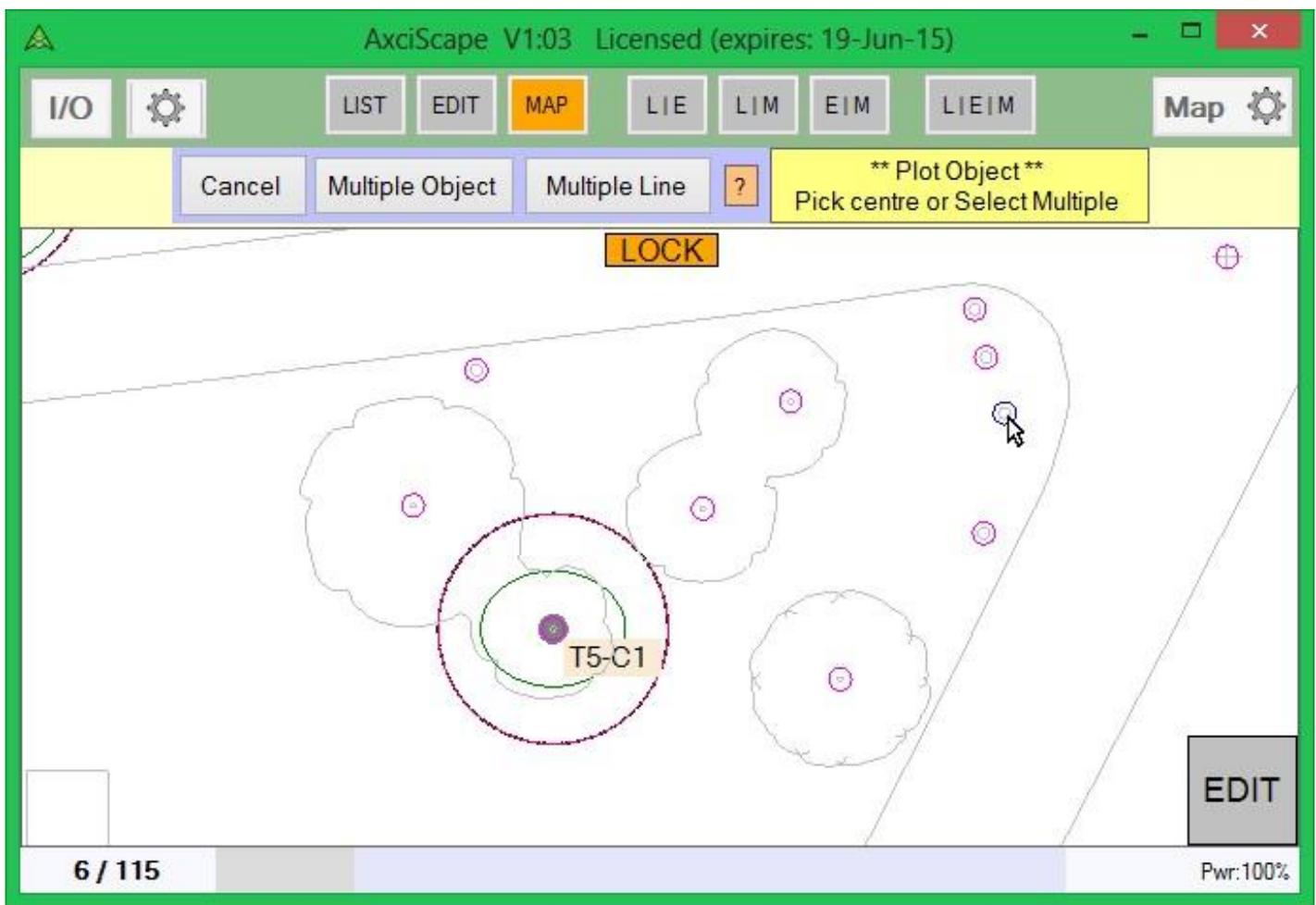
Object Types

Objects can be plotted as a single map object, as Multiple map objects or as a Multiple vertice line. If using a line it can be left open or closed (closed is where an additional link line is drawn between the last vertice back to the first). The following image shows these options as T1-T4. Using multiple objects means that the data is duplicated for every map position so every tree for T2 is identical. Lines are normally used to define a group or perhaps a linear hedgerow.
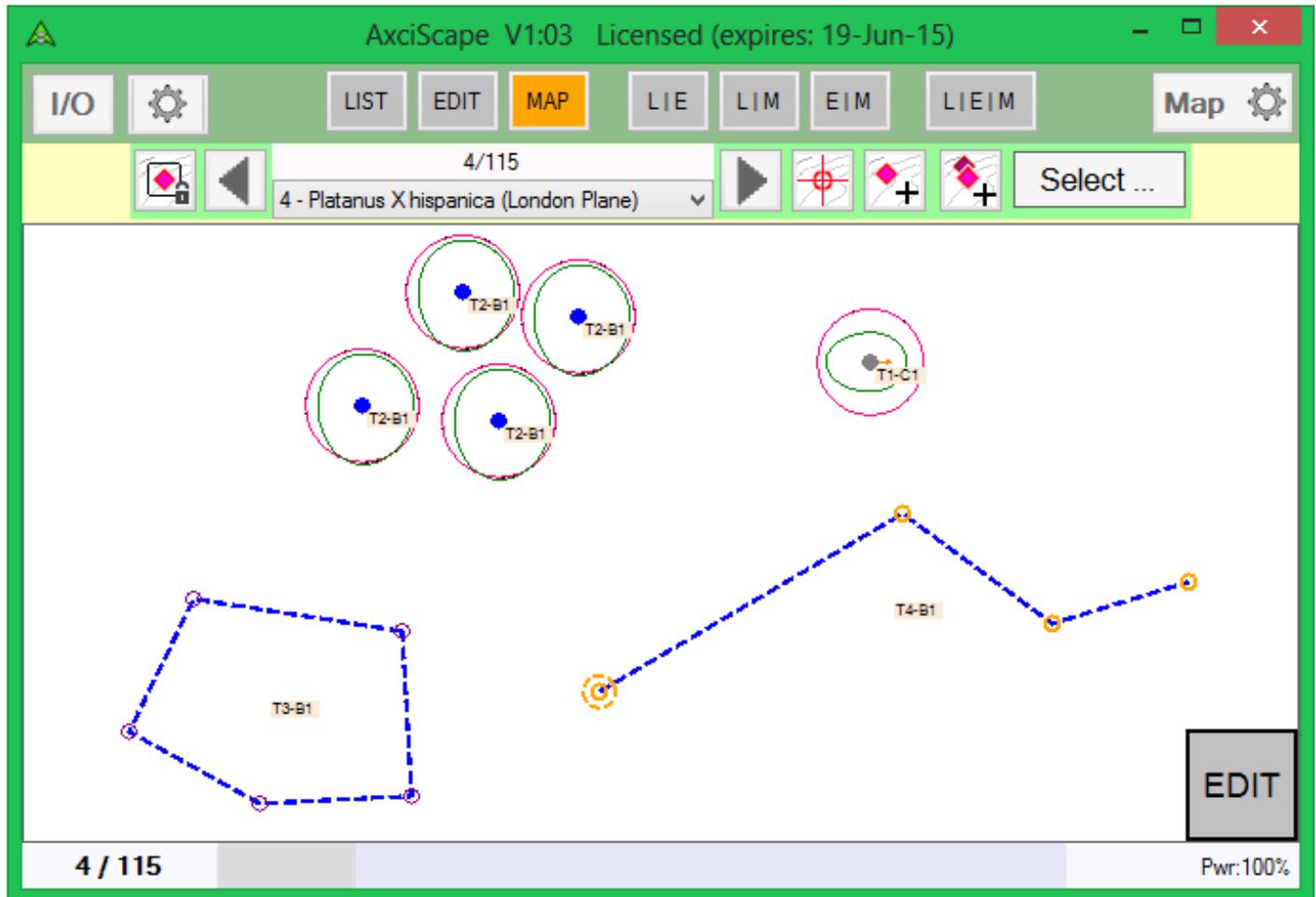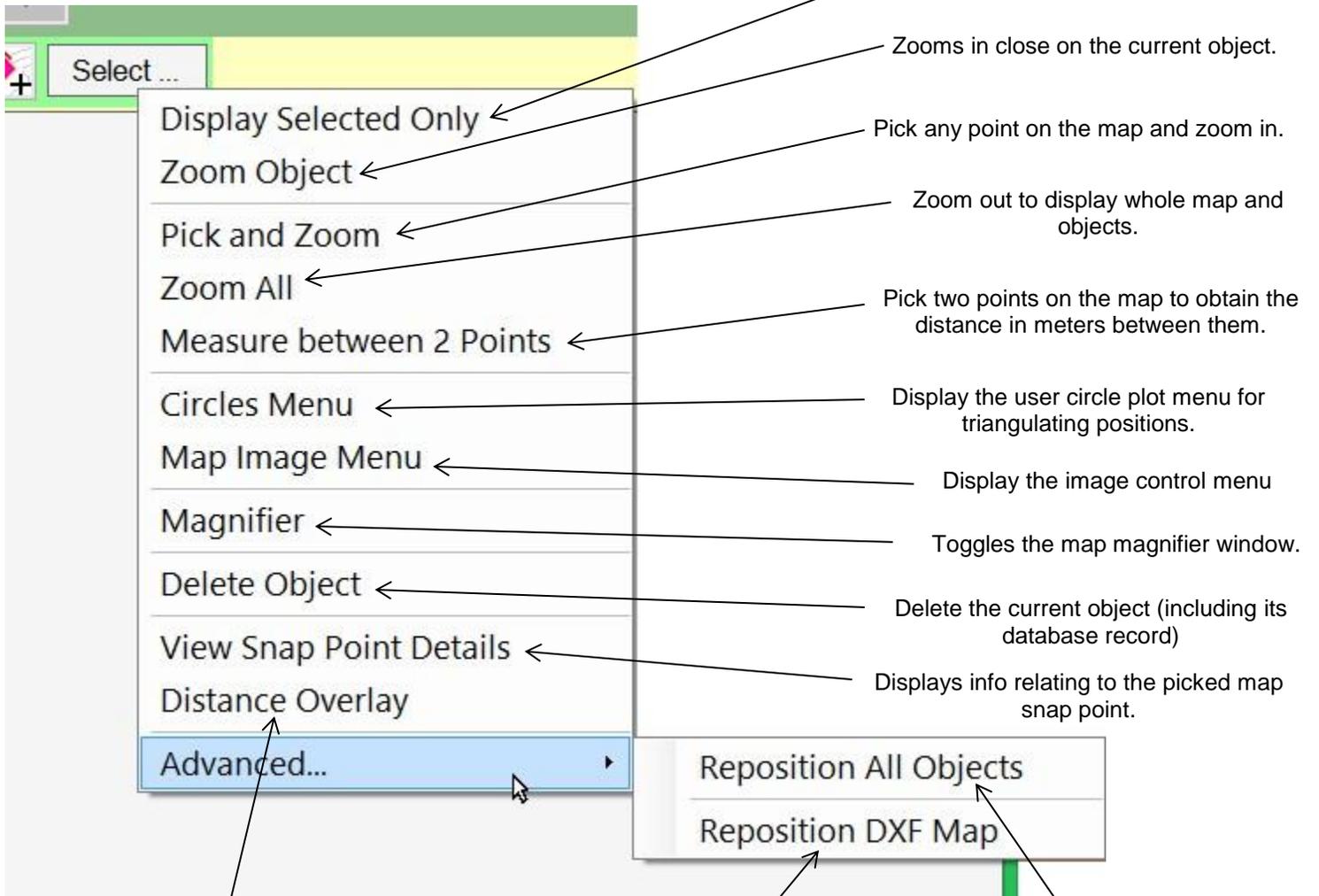

When you initiate a map plot you are offered a choice of the options on a menu which will appear (see below).

AxciScape
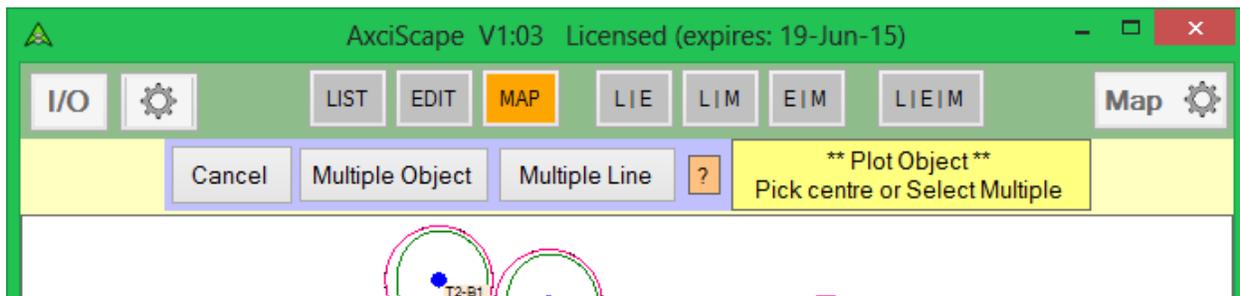
## Function Menu

Clicking on the 'Select' button opens the map function menu.

Hides all map objects from the display except the current selected.

Zooms in close on the current object.

Pick any point on the map and zoom in.

Zoom out to display whole map and objects.

Pick two points on the map to obtain the distance in meters between them.

Display the user circle plot menu for triangulating positions.

Display the image control menu

Toggles the map magnifier window.

Delete the current object (including its database record)

Displays info relating to the picked map snap point.

Select ...

Display Selected Only

Zoom Object

Pick and Zoom

Zoom All

Measure between 2 Points

Circles Menu

Map Image Menu

Magnifier

Delete Object

View Snap Point Details

Distance Overlay

Advanced...   ▶

Reposition All Objects

Reposition DXF Map

Switches on a radial distance template over the current object displaying a number of fixed size concentric circles in meters.

Reposition all objects relative to the picked distance. You will be requested to pick a source position and a target position and all objects are moved relative to these.

The map entities are relocated relative to a picked source/target position. This will not affect the saved map file so it is necessary to resave it if you wish to use the changes in the future.

User Circles

Selecting this option from the function menu opens a menu where 2 circles can be plotted accurately on the map and each given a radius in meters.

The following image shows the menu and two circles which I have positioned on the corners of a building. One has a radius of 6m the other is 4m. This function is very useful for triangulating objects which aren't shown on the map.
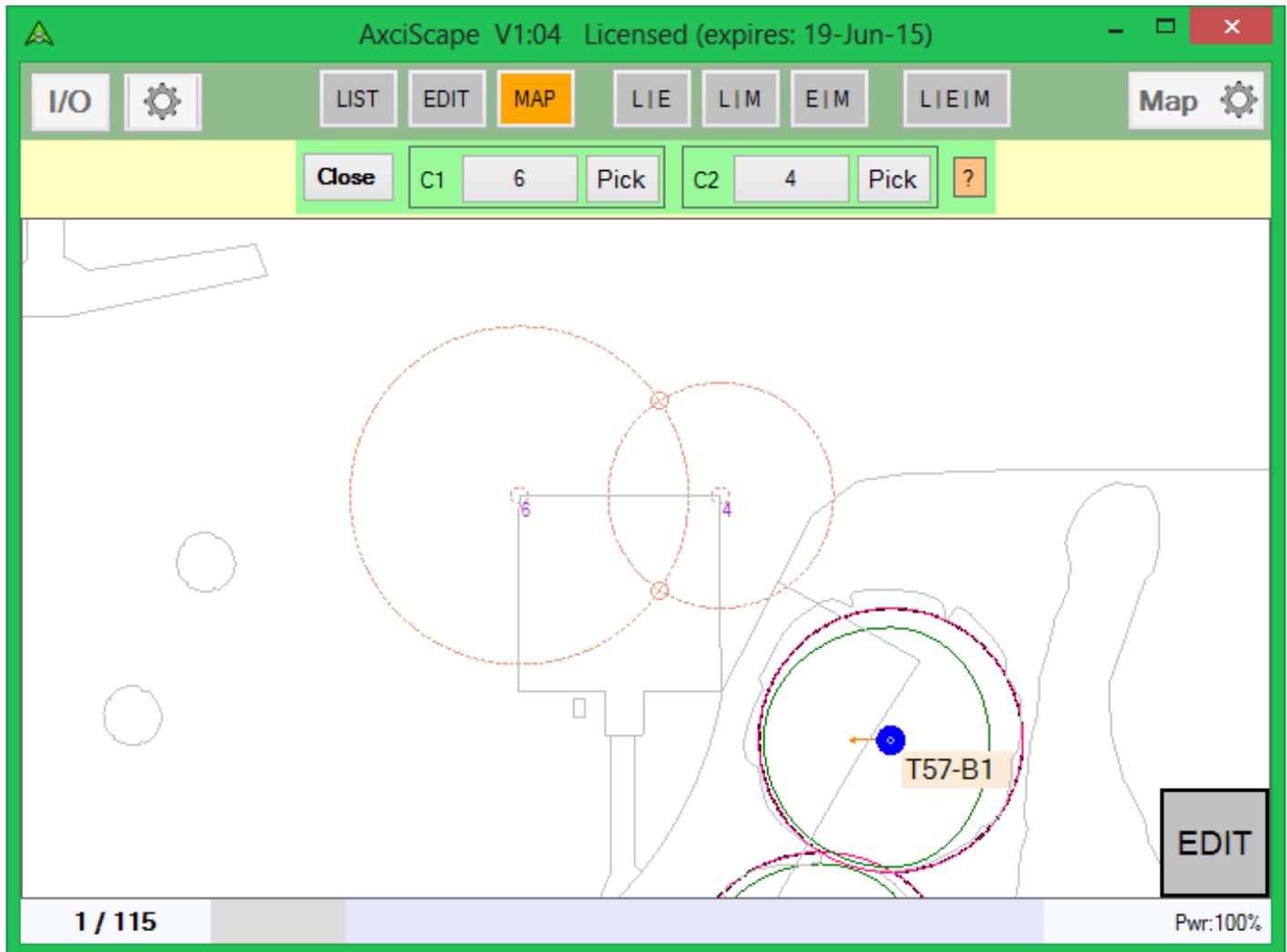
Imagine I am on site and wish to plot the position of a tree which isn't shown on the map. In the above example I would stand on each corner of the building and fire my hand held laser measure at the tree recording the distance (allowing for tree radius) and entering it as a radius for each circle (which I have already plotted to each corner). The point where the circles cross is my tree position. The crossing points become Pick Points and will highlight allowing an object to be locked to this position.

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Map Control Interface

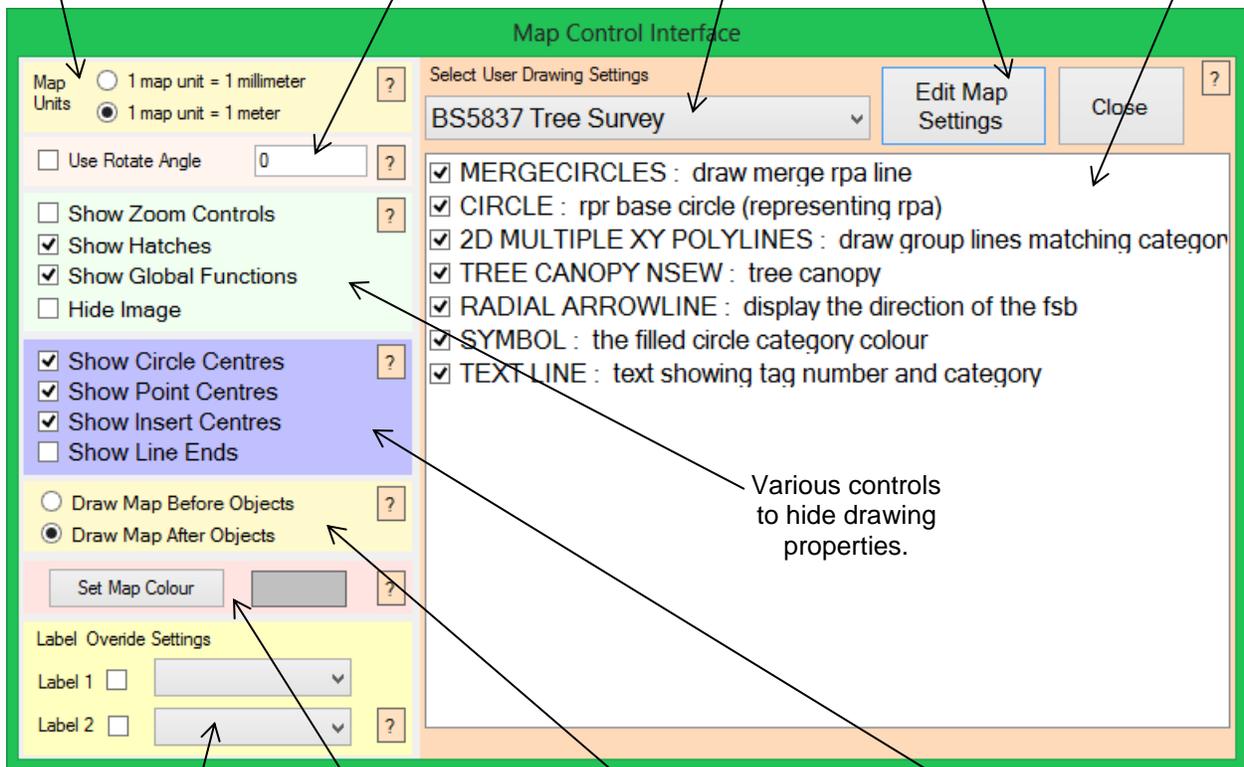Clicking on the   [Map ⚙]   opens the main map display window.

The DXF map units setting. This is normally set automatically by the load DXF routine. DXF CAD plans can have 1 unit=1m or 1mm.

The rotate angle will modify all drawing commands which rely on compass directions such as tree canopy, radial line/arrow etc. Set this angle to the north offset.

The current map settings.

Edit the current map settings.

The actual drawing functions present within the currently selected map settings. These can be toggled on/off.

Map Control Interface

Map Units
- ○ 1 map unit = 1 millimeter
- ◉ 1 map unit = 1 meter   [?]

- ☐ Use Rotate Angle [0]   [?]

- ☐ Show Zoom Controls   [?]
- ☑ Show Hatches
- ☑ Show Global Functions
- ☐ Hide Image

- ☑ Show Circle Centres   [?]
- ☑ Show Point Centres
- ☑ Show Insert Centres
- ☐ Show Line Ends

- ○ Draw Map Before Objects   [?]
- ◉ Draw Map After Objects

[Set Map Colour] [   ] [?]

Label Overide Settings
- Label 1 ☐ [⌄]
- Label 2 ☐ [⌄] [?]

Select User Drawing Settings

[BS5837 Tree Survey   ⌄]   [Edit Map Settings]   [Close]   [?]

- ☑ MERGECIRCLES : draw merge rpa line
- ☑ CIRCLE : rpr base circle (representing rpa)
- ☑ 2D MULTIPLE XY POLYLINES : draw group lines matching category
- ☑ TREE CANOPY NSEW : tree canopy
- ☑ RADIAL ARROWLINE : display the direction of the fsb
- ☑ SYMBOL : the filled circle category colour
- ☑ TEXTLINE : text showing tag number and category

Various controls to hide drawing properties.

Label overrides. If you need to show a quick temporary field data set it from here. This is useful for example when calculating tree heights when it's necessary to show the height value next to every plotted tree.

Set the DXF map colour.

The DXF map can be drawn before or after the object commands. Drawing the map last allows you to easily see if for example a tree is centered correctly on a map centre.

Select and disable pick points.