

Creating New SeaDisplay Combine Site Map

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Jan 31, 2018

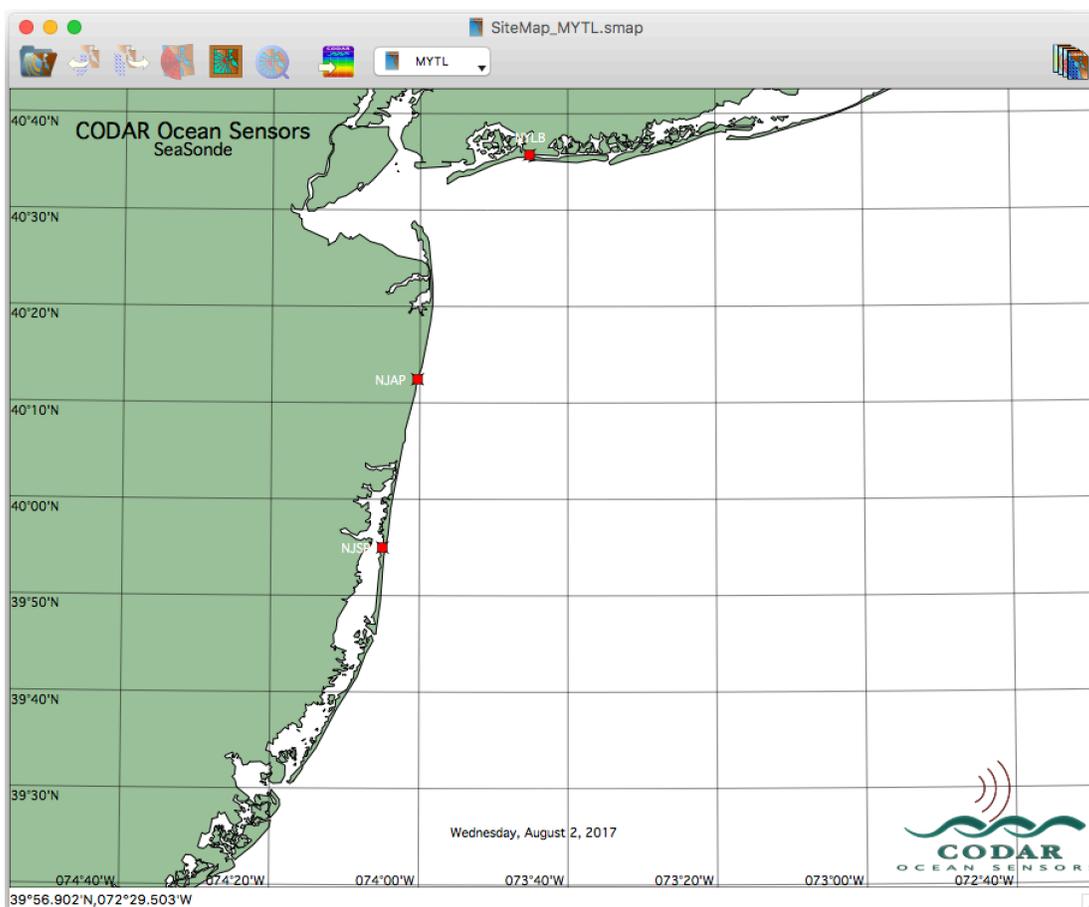


Creating a New SeaDisplay Combine Grid

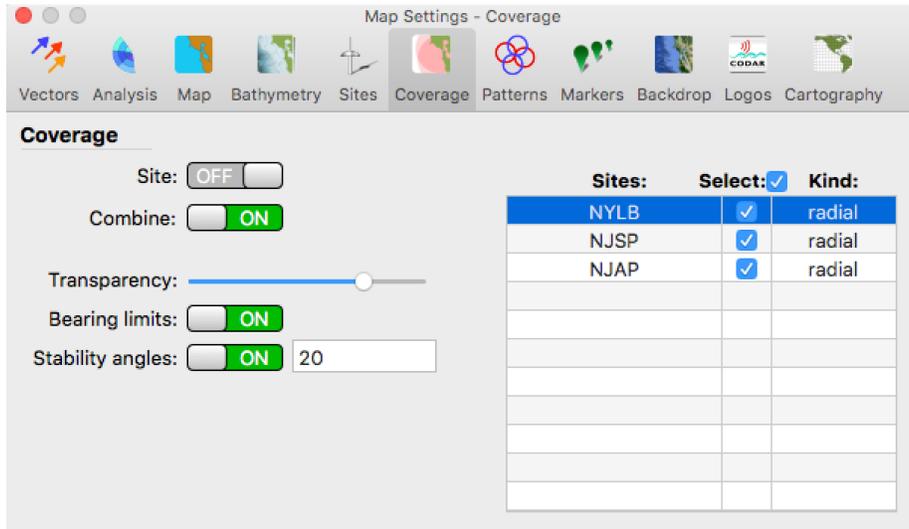
SeaDisplay 8 creates and edits grids which define the set of locations to combine source radials and ellipticals into total vectors. First you'll need a site map; see "Combine Site Map" guide if you don't have one.

Open SeaDisplay. SeaDisplay will open the last opened site map or you can do menu File -> New Map Window and change the current site map if needed using the drop down selector in the window toolbar .

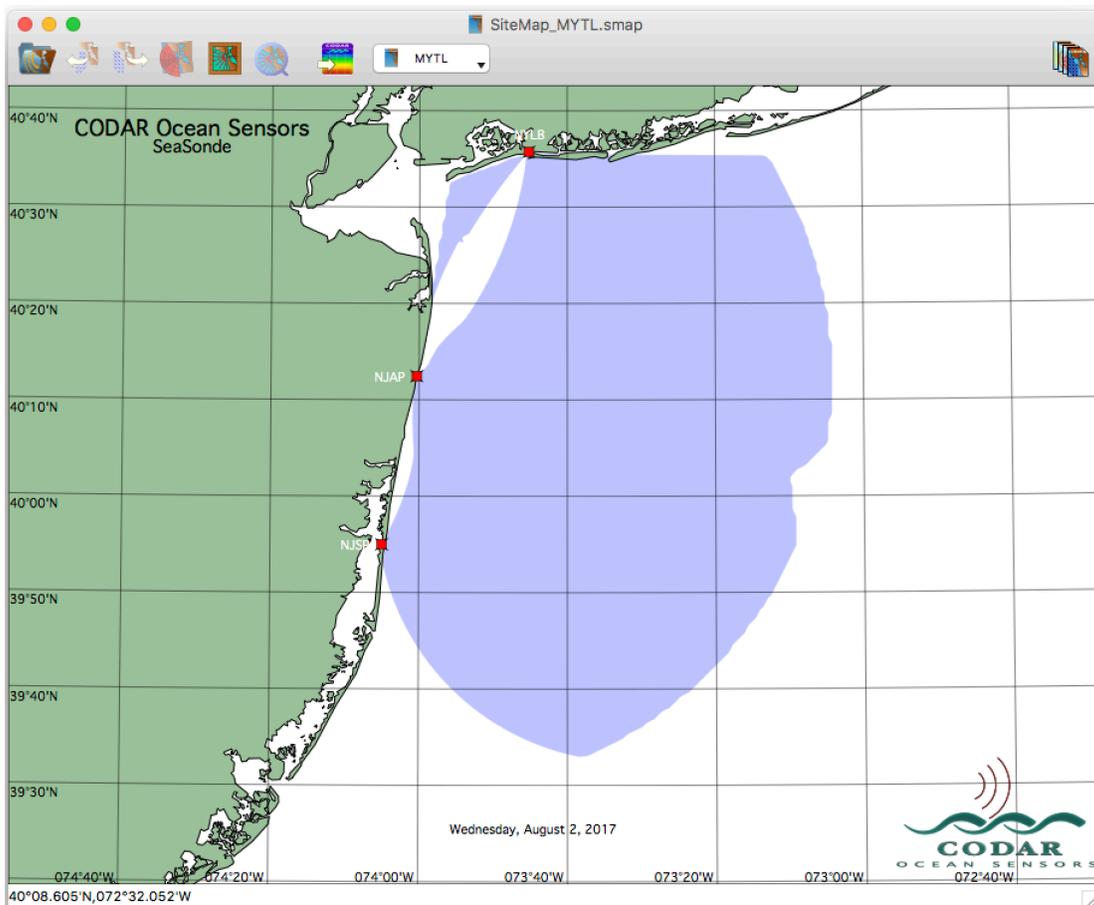
You should now see your previously create site map. Here's our example.



The first step is to enable the Combine coverage by opening menu SeaDisplay – > Map Settings and selecting Coverage. Then click Combine slider to ON.

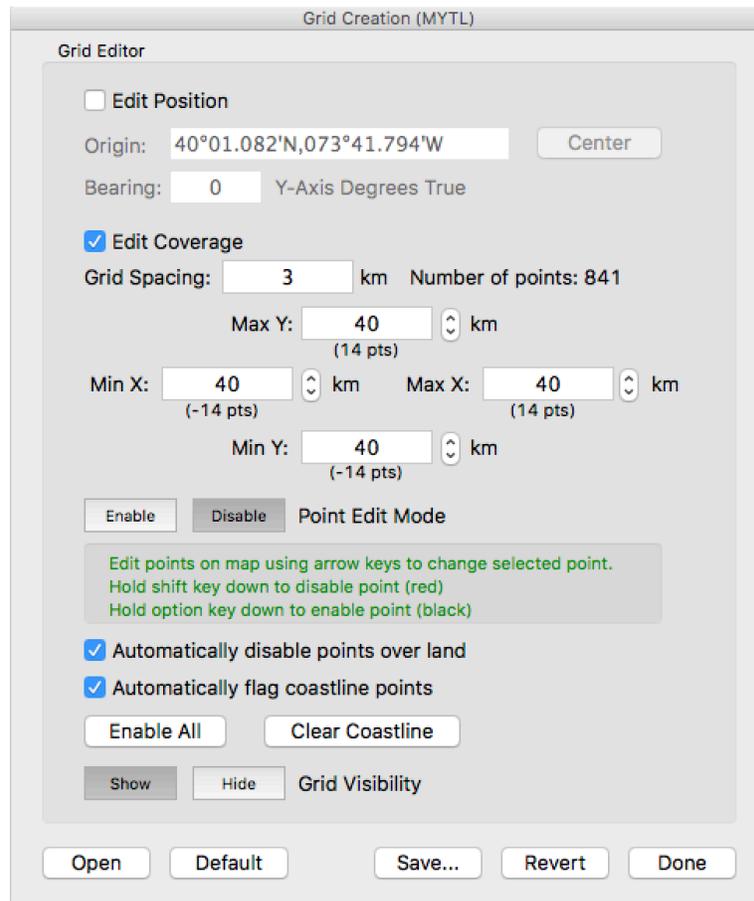


This will show the theoretical coverage area which you'll want to the new grid to contain.



Once you've enabled the coverage display, you can close the Map Settings to so it's out of the way.

Then under the File menu select Create/Edit Combine Grid. This will draw a grid of dot on the map and open a new window to control creation of the combine grid.



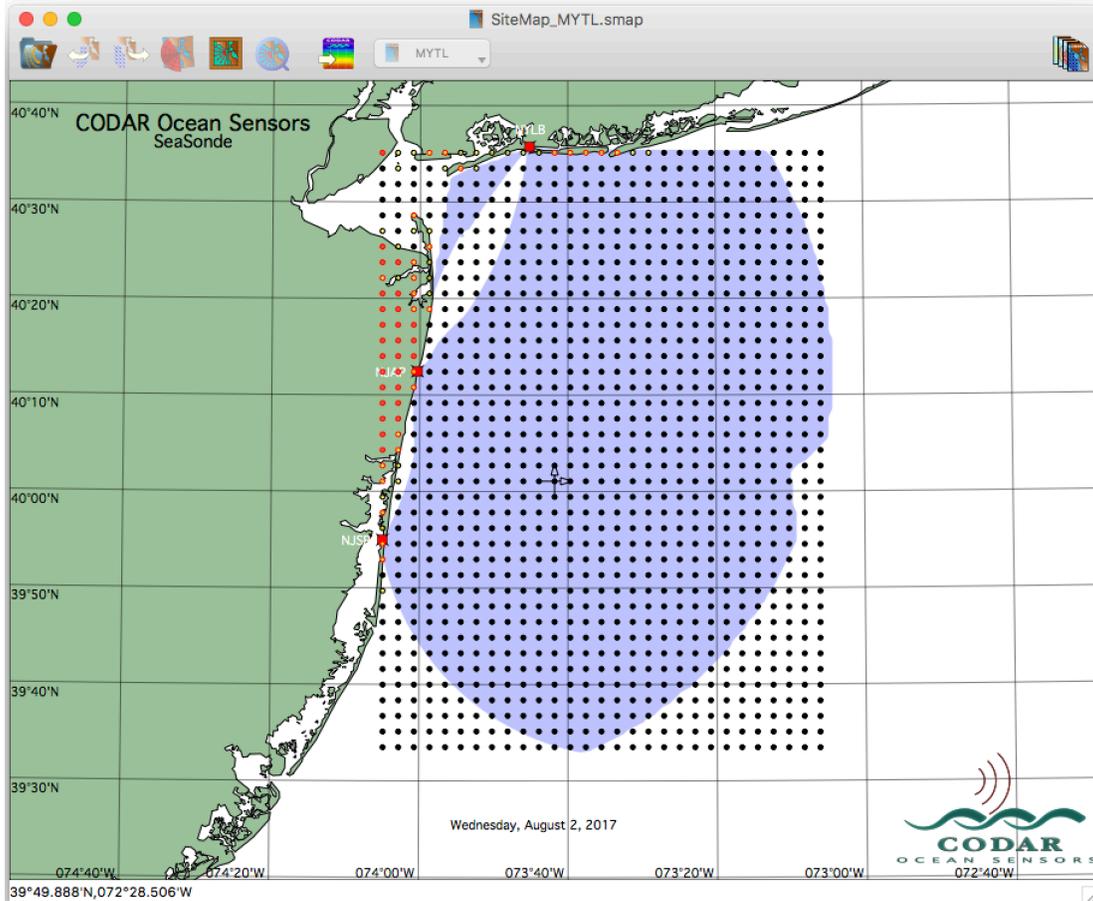
The top section under “Edit Position” shows the grid Origin and Bearing entries. These are initially grayed out so that they cannot be edited unless you checkmark “Edit Position”. The grid and totals are created using this origin, so it’s not something you want to typically have changed. The origin is initially set to the center of the site map which is where distances look most square. The Bearing is an optional rotation of the grid.

The second section “Edit Coverage” with Grid Spacing and Maximum extents defines the size of the grid.

First set the Grid Spacing. A reasonable grid spacing is a whole number near the resolution of the radial sites. For 13MHz let’s use 3km for our example.

[Note, there’s currently a 10,000 grid point limit in combine processing.]

Now adjust the extents so that the grid expands and overlaps the Combine blue coverage area. The extents are shown as distance from the origin. Use the spinners (up/down arrows) to push or contract the grid one row/columns at a time.

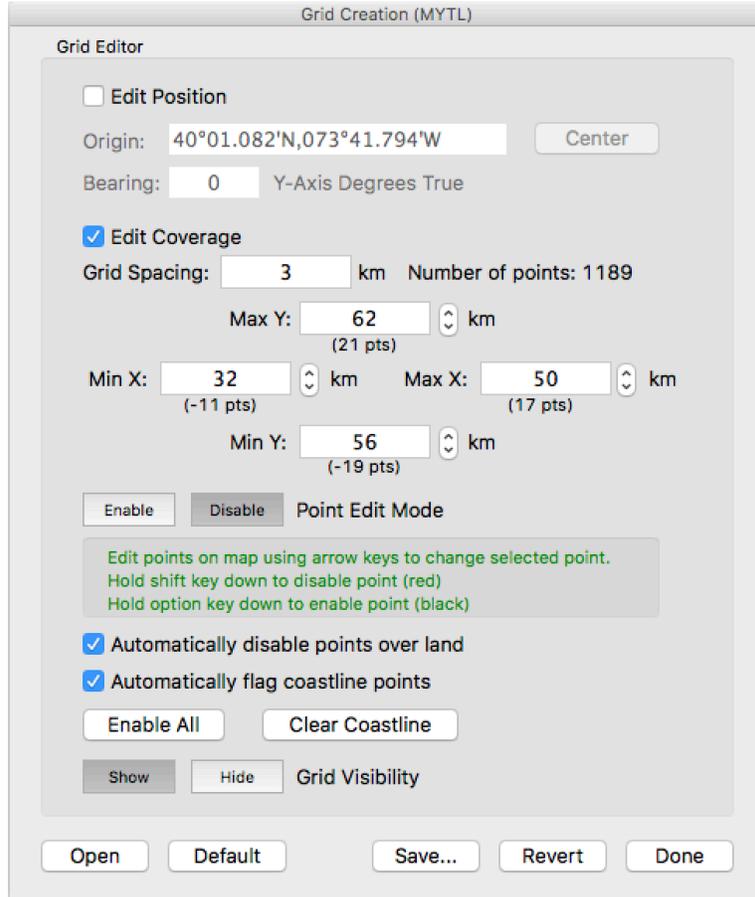


The black dots are enabled grid point that can possibly produce a total vector. If there's not a least two different sites with radials or ellipticals within the averaging circle around the grid point and are within the distant angle limit, then no total vector will be created for that point.

The red dots are disable grid points. By default, grid point overland are automatically disabled.

Typically you'll be able to just use the extents to get the grid you need, but in some cases you'll need to disable grid point. By clicking the "Enable" Point Editing mode, the edit mode is enabled with a single grid point blinking on the map which can then be disabled with the shift key or enabled with the option key. The arrow keys will change which grid point is to be changed.

[Hint, you can hold the shift or option key while using the arrow keys.]



Once you've got the grid that you want, the last step is to click the "Save..." button. You'll then see a standard save dialog with a default filename and CombineConfigs folder to save it into which combine processing expects. Click "Save" and you're done.

Lastly, you might want to go back Map Settings and turn the coverage off so that it's not showing when you use it to plot total vectors.

Revision History

Final Aug 2, 2017

First Revision Oct 9, 2017 – Cartography replaces Map Editing

2nd Revision Jan 31, 2018 – Reflect changed point editing keys

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