

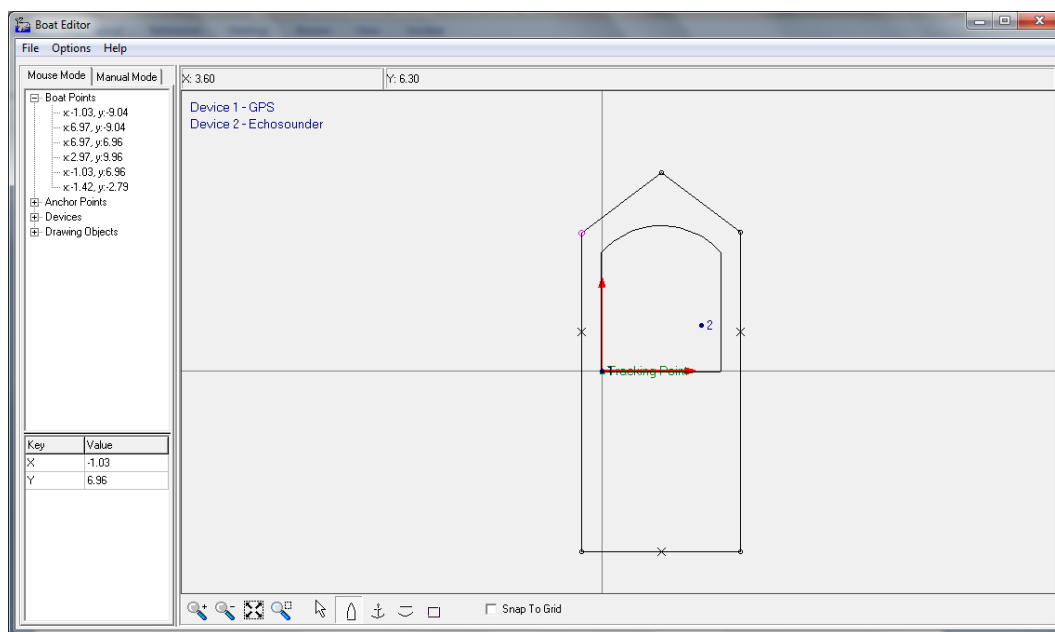


The New Boat Shape Editor

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OK, so it's not really "new," you will find this version in your HYPACK 2009 and above, but I have never written about the changes, so here it is. The Boat Shape Editor is a program that didn't change in HYPACK® for a long time...it didn't really do much either. If you knew the dimensions of your boat, you could manually enter in points and get a nice 2D representation of the perimeter. It was written about 10 years ago and was not the most user-friendly program. Early in 2008, we finally decided to change it up a little and give you the ability to enter points by clicking on the screen. We had gotten that request from a lot of users over time. So, upon making those changes, we thought "great, now it is easier." That is, of course, unless you liked the old manual entry style. After getting some grumbles about the change, we decided it was time to make it do both. So, in late 2008, the most recent version of the Editor was released.

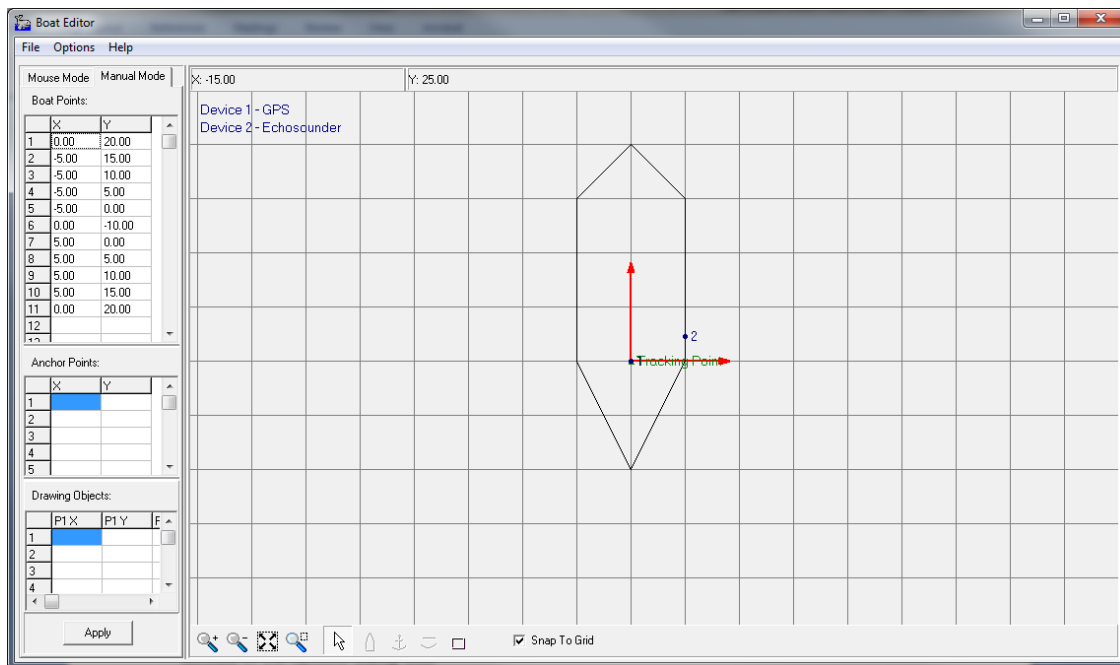
FIGURE 1. Boat Shape Editor



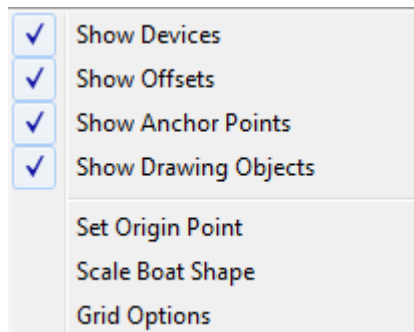
The first major difference you will notice in this version is the two tabs in left window. One is labeled Mouse Mode and the other Manual Mode. Mouse Mode has the same functionality as the previous version of the program. In Mouse Mode, when you use the tools to create your shape, you will notice the points being added to the list on the left. You can manually adjust any of these points by clicking on it in the grid and changing the values in the value editor on the bottom left of the screen. Using the mouse mode makes it difficult to line up the values exactly where you would like. To get around this you can either edit the values afterward or use the Snap to Grid option. If using Snap to Grid, the editor will only add points to the closest grid increment as defined in the Options dialog.

Figure 2 shows the Manual Mode page. The page is exactly like the Boat Shape Editor of old. You manually enter your points in the spreadsheets and then **click the Apply button** to see the changes.

FIGURE 2.



A few other options in the new Boat Shape Editor include:



Show Devices shows you the devices in the current project and their offsets to the origin. This can be turned on or off by clicking the option on the pull down menu.

Show Offsets shows the Tracking Point in the current project. This can be turned on or off by clicking the option on the pull down menu.

Show Anchor Points and **Show Drawing Objects** will optionally display those objects on the drawing screen. This does not disable them in the boat shape itself, just on this screen.

Set Origin Point allows you to shift the boat shape to a new origin point. This could be useful if changing the position of the GPS antenna on the boat.

Scale Boat Shape will shrink or expand the shape by a given factor.

Grid options will display the Grid Options dialog box, which allows for setting the style and increment of the gridlines used for display and snapping.

Using the new editor is described in more detail in the HYPACK 2009a Help file. If you have any questions about the new Boat Shape Editor, please contact HYPACK Technical Support.