



How to Use Bitmap Pictures for Your Boat Shape

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The SURVEY program allows you to use BMP files (in addition to SHP and DXF) for your boat shape.

The procedure requires several steps.

1. **Create the BMP file** using paint or any bitmap editor of your choice. Bear in mind that anything that is white in the BMP will be transparent in DREDGEPAK®. This means that all pixels outside of the boat border must be white. Additionally, you might use white for any part of your vessel that you want to appear hollow.
2. **Measure width and height of the picture in pixels and determine the boat origin** assuming that lower left corner is reference point.
3. **Create a text file (*.txt) file that has the same name as your BMP file.**
 - The first line must contain two integers that refer to boat origin determined in step 2.
 - The second line is the boat length in survey units.
4. **In SURVEY, and open the Vessel Setup dialog.**
 - **In the Shape tab:**
 - **Load the boat shape BMP file.**

FIGURE 1. Sample BMP Boat Shapes--Shapes (left) in SURVEY (right)

- **Adjust the scale factor** if you want to change the original boat length.
 - **Adjust boat transparency level.**
 - **In the Map tab, check display shape.**
5. **Close the Vessel Setup dialog.**

In Figure 1, I created two bitmaps. Both of them have the same txt file. Line 1: boat origin - 76 156

Line 2: boat length - 100

The first boat has scale = 2 and transparency 50%.

The second boat has scale = 1 and no transparency.

