



Golden Features

By Bill Bergman

The HYPACK® 2013 release includes support for a concept we are calling Golden Soundings. Golden Features, as this article is titled, might be more appropriate as it encompasses more than just soundings. The term 'golden' tends to invoke a notion of value which is the intent. A golden sounding, thus, would have an elevated value or importance in relation to other, 'regular' soundings in your project. Line and Area objects can also be defined and stored as special entities.

GOLDEN FEATURES IN THE PROJECT FILES LIST

Inside the Project Files area of the HYPACK® shell, you will find a new folder named Golden Soundings. This folder forms the top node of a tree. All golden features in your project will be listed in this folder. Expand this folder to show a list of item groups. Each group is named after the program in which the features were generated.

FIGURE 1. *Golden Soundings Project Files List*

Expand one of the source program groups to show the actual features. Here you will find 0 or more Lines and Areas, 1 entry for each, and a single sub-group named 'Soundings', which contains all the Golden Soundings underneath it. Expand the Soundings group to see each sounding on a separate line.

There are check boxes at each level to control visibility. An unchecked box will suppress drawing for the node and all nodes beneath it. This behavior is familiar and behaves the same as any other folder or sub-item contained therein. A

Golden Sounding will draw like all other soundings, with all the rules for coloring, truncation and rounding etc. in effect, except it uses a bold font. A line is drawn with in a two-tone gold to aid it in standing out. An area feature is drawn similarly to a line with the interior filled in. Lines and Areas can also display optional user notes. These notes can be associated with any or all of the nodes comprising the line or area. An option to globally show or disable user notes is available in a pop-up menu.

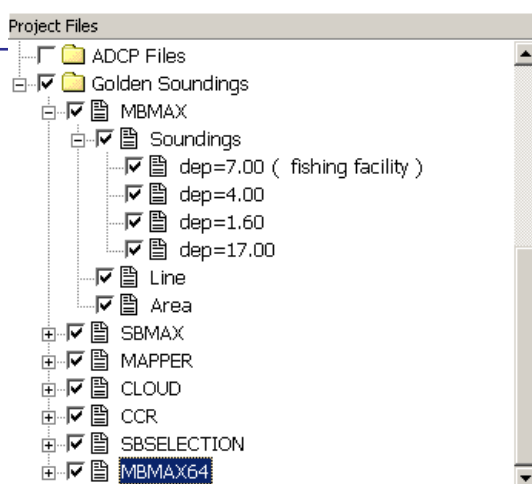
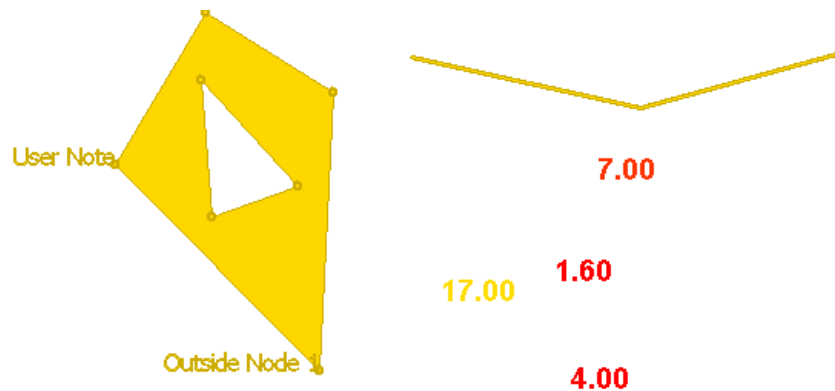


FIGURE 2. Drawing Samples

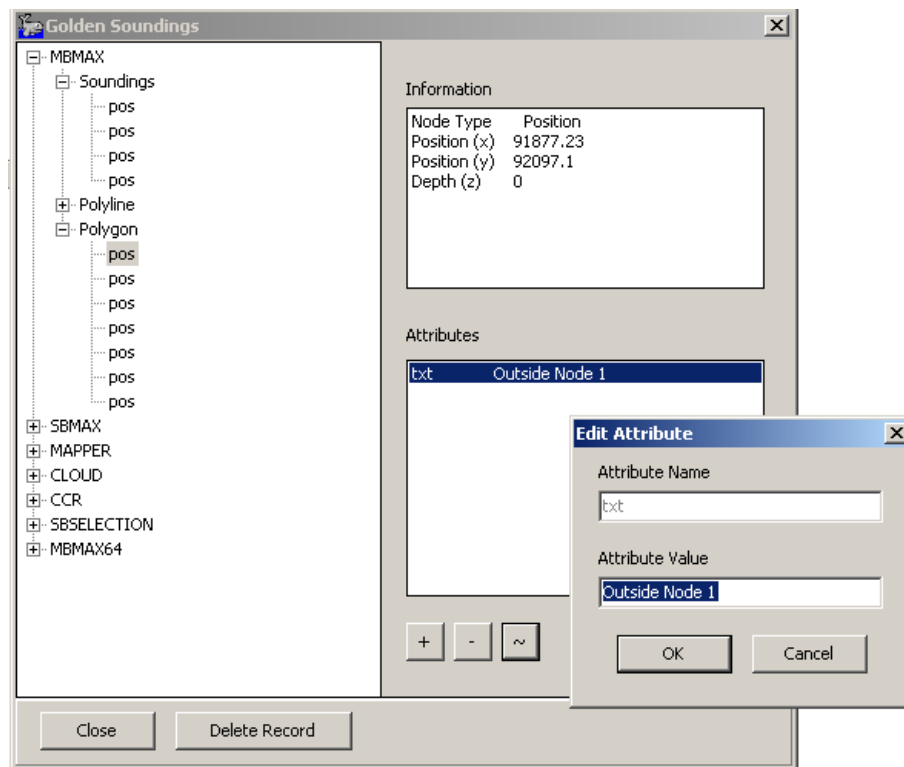


THE GOLDEN SOUNDINGS EDITOR

The Golden Soundings Editor is provided to modify or remove golden features.

To open the dialog, right-click anywhere in the Golden Soundings folder and select the Golden Soundings Editor from the pop-up menu. This window provides a tree, which goes beyond that seen in the HYPACK® Shell, providing additional information for each node and the possibility to add user-defined attributes. In Figure 3, we can see the individual nodes comprising the polygon are now visible. The 'txt' attribute is being edited. This is the special attribute name which will be used to display user-defined notes. You can also define other attributes. They will be permanently associated with the node and stored in the project's Golden Soundings database.

FIGURE 3. *Golden Soundings Editor*



MISCELLANEOUS NOTES AND BEHAVIORS

[Delete Record] in the Golden Soundings Editor deletes the highlighted node *and any nodes beneath it*. This is true for all nodes except Soundings. The Sounding node is special in that it always exists, even when empty.

To quickly zoom on one or more Golden Features, right-click a node in the HYPACK® Shell. A bounding rectangle is calculated for the node and all of its children. It is this rectangle to which the map window will zoom.

In a similar fashion, you can **quickly load a particular node to the editor**, highlight the node in the HYPACK® Shell then activate the editor from the right-click menu. The selected node will then be the highlighted node inside the Golden Soundings Editor.

There is a separate Golden Sounding database for each project. As various programs generate Golden Soundings, they will show up in the Shell automatically.

The special 'txt' attribute, in the case of soundings, won't be shown in the map window like line or area features do. It will, however, show in the tree next to the individual sounding.