



TARGET EDITOR Improvements

By Bill Bergman

We have been busy updating the HYPACK® software since the 2014 release. One area of improvement has been in the TARGET EDITOR which I will discuss in this article.

EASY EDITOR ACCESS

First off is a handy way to browse through a number of target files quickly.

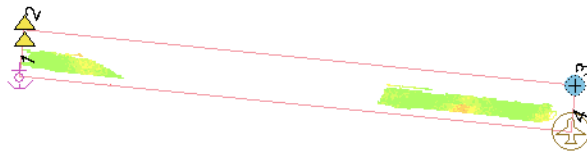
You probably know how to launch the TARGET EDITOR from the Editors menu and use the File Open dialog to load a target file. A quicker way is to simply double-click a file in the Target Files folder in the Project Items list. This launches the editor and loads the file in one step.

Now for the 'handy browsing other files' part. Since the TARGET EDITOR is not a modal dialog, you can still access other parts of the HYPACK® shell while it is running. This allows you to double-click any other file in the Target Files folder at any time. The file currently opened in the editor is replaced instantly. Don't worry if you have pending changes; the TARGET EDITOR will prompt you to save or discard your edits.

ASSIGNING SYMBOLS TO TARGETS

FIGURE 1. Target Symbol Display

#	Name	East	North	Angle	Depth	Time	Date	Distance	Bearing	Code	Event	Quality	Notes	Extra
0	1	454387.39	4945260.44	0.00	0.00	16:03:44	12/16/2009	0.00	0.00	0	0	0.00		
1	2	454663.60	4945350.08	0.00	0.00	16:03:50	12/16/2009	0.00	0.00	0	0	0.00		
2	3	455726.61	4942078.53	0.00	0.00	16:04:02	12/16/2009	0.00	0.00	0	0	0.00		
3	4	455450.69	4941989.03	0.00	0.00	16:04:09	12/16/2009	0.00	0.00	0	0	0.00		



In the top part of Figure 1, we see the TARGET EDITOR stretched wide to show all of the various informational parts of an individual target. The last field, named 'Extra', was added to the format quite a few versions back. It stores symbol information which is displayed next to the target in the map window. The results are seen in the bottom half of the figure.

To add, remove or change the symbol assigned to a target, simply highlight the desired target and press the Display icon in the toolbar. This opens a drop-down list of the available

symbols. Select a symbol and press [Apply] to assign a symbol or, to remove the assigned symbol, press [Clear].

NEW FEATURE: SELECTING MULTIPLE TARGETS

Selecting multiple target in the editor is quite useful if you need to apply an operation to many targets at once. There are three functions which can be applied against multiple targets: delete, offset and display.

- **Deletion** of a target is straight forward, it simply removes the target and it's associated information from the file.
- **Display** works as discussed above, except that the symbol chosen is applied to all selected targets in one operation.
- The **Offset** function creates a new target, offset from the selected target by a user-defined angle and distance. When multiple targets are selected, each target is visited by the function and a new target created from its location data.

The actual mechanics of selecting multiple targets is fairly standard in Windows®. You may select a range of targets by holding down the shift key, or hunt and peck targets by holding down the Ctrl key. These can even be combined; it just takes a little practice.