# Import Text Files in the Target Editor

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Importing targets while in the Target Editor now has another option: Importing a text file. This functionality has been present in the HYPACK® Shell in previous versions - by navigating to the target files in the left hand Project Items list and right clicking on a target group. The Target Editor extends this functionality by introducing a new Import tab.

The Import tab copies the design of the dialog used when importing target text files in the Shell, but can be used to import target (.tgt) files as well in order to accommodate previous import options.

There are three main steps to importing targets into the editor from a text file: Opening the file you would like to use, selecting the variables included in the file you would like to import, and specifying the style used in the file.

FIGURE 1. Target Lines Imported from .TXT
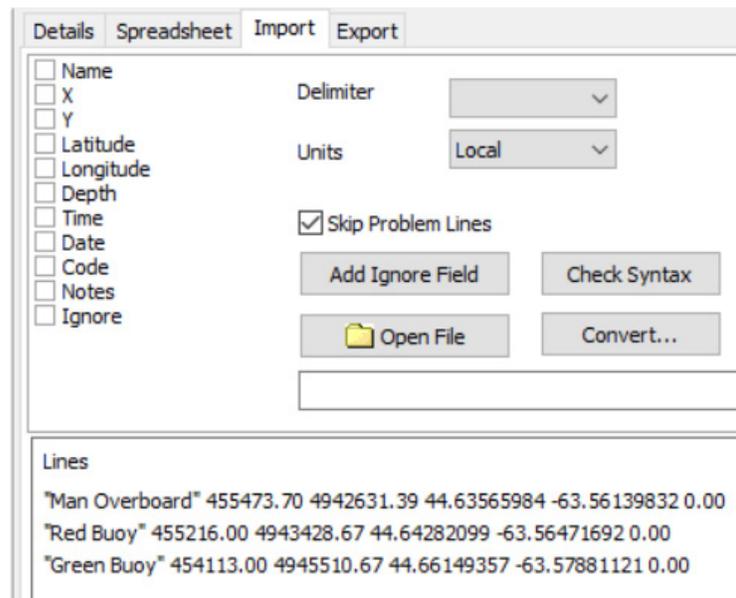
Choosing the file with the targets you want to import is the first step, which is accomplished by pressing the Open File button. A File Explorer menu will appear with the starting directory as your project. This is also the time you decide which type of file to import. At the bottom right of the File Explorer there is a dropdown to pick between a .tgt extension or a .txt. Once you double click your file of choice, or select it and hit the Open button in the bottom right, the lines of the file including the details of each target will load into the table in the lower half of the import tab.

Now that the targets have been read in and you can see the information, the second step is to check off in the list on the upper left quadrant which variables are included in your file. The items in the list can be rearranged by clicking and dragging to fit the order they appear in the lines, and if there is extra information that does not match a variable or one you do not wish to include you can check an Ignore label and order it accordingly.

FIGURE 2. Variable Check List Selection
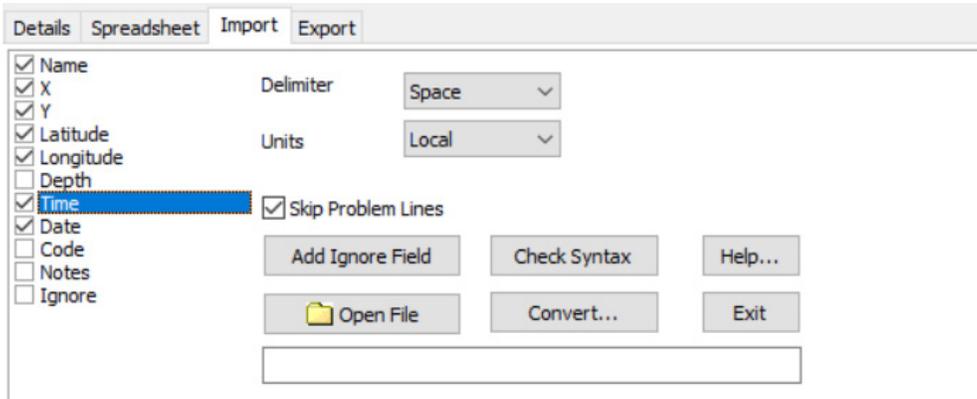
The last information you need to provide is the Delimiter your file used (comma, space, or tab), and whether the coordinates are in Local or WGS84 units. Both are selected using dropdown lists. Additionally, the option is available with a check box to Skip Problem Lines. Once this step is complete you are ready to click Check Syntax. The purpose of this button is to assure the information provided is accurate. If an extra variable has been checked in the list or the Delimiter chosen is incorrect, the resulting message box will alert you how many lines are okay or not. Correct any issues, but if all the targets were good, select Convert and they will be imported into the Target Editor.

FIGURE 3. Delimiter and Unit Selection