

# **Eye4Software Hydromagic 9.4**

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# 1 Introduction

Hydromagic is an hydrographic survey software tool, which can be used to map areas using a GPS and echosounder. Use the software to import, view and edit your maps, display your position and to record depths (create soundings). The software will work with almost any GPS and echosounder, and can be used on any desktop, laptop or netbook computer running Windows 7 or higher.

The software has been tested successfully on the following operating systems:

- ✓ Windows 7-32 bit;
- ✓ Windows 7-64 bit;
- ✓ Windows 8-32 bit;
- ✓ Windows 8-64 bit;
- ✓ Windows 8.1-32 bit;
- ✓ Windows 8.1-64 bit:
- ✓ Windows 10-64 bit.

Since version 7.0 there is also the possibility of monitoring dredge operation. In order to use these features, you need to purchase the Hydromagic Dredging edition as well.

Some application examples:

- Record depth data using a GPS and echosounder;
- ✓ Show your current position and depth on a loaded map;
- Convert your soundings to a regularly spaced XYZ data (DTM);
- Convert your soundings to different file formats;
- ✓ Show cross-sections and calculate volumes;
- ✓ Design and generate theoretical DTM's (channel design);
- ✓ Create depth contours and save them as ESRI shape files;
- ✓ Add comments, symbols or routes to your maps;
- ✓ Perform real time positioning on research and hydrographic survey vessels;
- $\checkmark$  Fishing industry, for instance to navigate inside the assigned fishing parcels;
- ✓ View GIS features on shape files, CAD and S57 (ENC) data;

# 1.1 Supported Hardware

#### **Supported Hardware**

The list below is just an indication, the software will probably work with more models then the ones that are displayed below.

# **Supported Echosounders**

- ✓ NMEA0183 Compatible Echosounders;
- ✓ Cee Hydrosystems Ceestar;
- ✓ Cee Hydrosystems Ceeducer pro;
- ✓ Elac Hydrostar LAZ4300;
- ✓ Elac LAZ4100;
- ✓ Elac STG 721C;
- ✓ Innerspace Technologies 440S;

- Simrad EA200 series;
- ✓ Simrad EA300 series;
- ✓ Simrad EA400 series;
- ✓ Simrad EA500 series;
- ✓ Simrad EA600 series;
- ✓ STN Atlas Deso 11;
- ✓ STN Atlas Deso 14;

- ✓ Innerspace Technologies 448;
- ✓ Innerspace Technologies 449;
- ✓ Innerspace Technologies 455;
- ✓ Innerspace Technologies 456;
- ✓ Knudsen 320 series;
- ✓ Navitronic Navisound 2000;
- ✓ SyQwest Bathy 500DF;
- ✓ SyQwest Bathy 500MF;
- ✓ SyQwest Bathy 1500C;
- ✓ Ohmex SonarMite;
- ✓ Odom DigiTrace;
- ✓ Odom EchoTrac DF3200 MK II;
- ✓ Odom EchoTrac MK III;
- ✓ Odom EchoTrac CV100;
- ✓ Odom EchoTrac CV200;
- ✓ Odom EchoTrac CV300;
- ✓ Odom EchoTrac CVM;
- ✓ Odom HydroTrac;
- ✓ Odom HydroTrac II;

#### **Supported GPS Receivers**

- ✓ NMEA0183 Compatible GPS Receivers;
- ✓ NMEA0183 Compatible DGPS Receivers;
- ✓ MMEA0183 Compatible RTK Receivers;
- ✓ Garmin USB GPS receivers using the PVT protocol;
- ✓ Trimble RTK Receivers;

# Supported Tide Receivers

- ✓ MGB Tech MTU821-D;
- ✓ MGB Tech MTU821-W;
- ✓ Ohmex TidaLite;
- ✓ Vyner MK2;

#### **Supported AIS Receivers**

- ✓ AdvanSea AIS RX-100;
- ✓ Digital Yacht AIS100;
- ✓ Digital Yacht AIS200PRO;
- ✓ Digital Yacht AIS200N2K;
- ✓ Digital Yacht ANT200;
- ✓ Digital Yacht iAIS;
- ✓ EuroNav AIS-2-NMEA;
- ✓ EuroNav AIS-2-USB;
- ✓ Furuno FA30;
- ✓ Icom MXA-5000;
- ✓ Nasa AIS Engine 1;
- ✓ Nasa AIS Engine 2;
- ✓ Nasa AIS Engine 3;
- ✓ Smart Radio SR161;

- ✓ STN Atlas Deso 15;
- ✓ STN Atlas Deso 17;
- ✓ STN Atlas Deso 20;
- ✓ STN Atlas Deso 22;
- ✓ STN Atlas Deso 25;
- ✓ STN Atlas Deso 30;
- ✓ STN Atlas Deso 35;
- ✓ STN Atlas Deso 350M;
- ✓ Reson Navisound 110;
- ✓ Reson Navisound 205;
- ✓ Reson Navisound 210;
- ✓ Reson Navisound 215;
- ✓ Reson Navisound 420;
- ✓ Reson Navisound 630DS;
- ✓ Unabara Hydrobook
- ✓ Unabara Hydro-2F

# **Supported Motion Sensors**

- ✓ TSS1 Compatible Motion Sensors;
- ✓ SBG Systems SBG01;

# **Supported Total Stations**

- ✓ Total stations supporting the pseudo NMEA GGA format;
- ✓ Total stations supporting the Trimble Geodimeter format;

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# 2 Configuration

# 2.1 Installation

# System Requirements

The software requires a system which is capable of running Microsoft Windows Vista or later. It will not work on earlier versions of this operating system.

The software is available as both a 32 and 64 bit version. Which one to use depends on the operating system you are running.

The 32 bit version will run on both 32 and 64 bit operating systems, but when running a 64 bit Windows version, we recommend using the 64 bit version of the software.

When you are going to post-process soundings (3D, contour generation, matrix generation etc.), we recommend a computer with at least a dual-core processor and 2 Gigabyte of free RAM. You will also need sufficient space on the hard disk to store maps, soundings and matrix files.

# Installation

To start the installation, and you own a hardlock or dongle, run the setup\_hydro\_full.exe downloaded from the <u>website</u>, or from the program CD.

When you want to try the software, and you do not have a dongle yet, you should run the setup\_hydro.exe which is a demo version with some exporting and printing functions disabled. It is recommended to run the setup program as Administrator, as shown in the image below:

Name		<b>^</b>	Date modified	Туре	Size
💮 setup_h	ydro eve	Open Enable/Disable Digital Sig	3/8/2013 1-40 DM	Application	13,606 KB
L		Run as administrator Troubleshoot compatibilit Edit with Notepad++ TortoiseSVN Add to archive Add to "setup_hydro.rar" Compress and email	ty	•	
		Restore previous versions Send to Cut Copy Paste		•	
		Create shortcut Delete Rename Properties			

Just follow the steps of the setup program. After setup has completed, the software will start automatically.

# 2.2 Activation

# **Software Protection**

Eye4Software Hydromagic is protected against unauthorized use by an (USB) dongle, or by installing a software based, computer bound, license on the computer. Upon ordering or renting the full version of the software, either the dongle is shipped, or an activation link

Upon ordering or renting the full version of the software, either the dongle is shipped, or an activation link will be send. This depends on the license type ordered.

# **Computer bound license**

Since version 8.4 of the software, the software can also be activated with a so called 'computer bound license'.

When the customer chooses a computer bound license instead of a physical dongle, an URL is generated for each computer the user is allowed to run the software on.

This license doesn't require any shipping, so delievery times are close to zero. It is not possible to transfer this kind of license from one computer to another.

For more information on how computer bound licenses work, please check this document.

# Dongle

Make sure the dongle is inserted in the USB socket correctly. Two LED's (red and green) will lit up shortly after insertion.

When you start the software, and the following error message is displayed, either the dongle is not inserted correctly,

or it doesn't contain the correct license(s) for the version(s) you are trying to run.



# **Dongle troubleshooting**

In some cases the software displays this error, even when the dongle has been inserted. Only in rare cases this is caused by a faulty dongle.

When you encounter this error message while the dongle has been inserted, please perform the following steps first:

#### - Make sure the dongle has been inserted fully;

When the device isn't inserted correctly in the USB socket of the computer, the dongle isn't going to be recognized by Windows.

#### - Try different USB sockets on your PC;

Some devices won't work with USB 3.0 sockets on your computer, trying another port might help. This check also rules out defective or not connected USB sockets on your computer.

#### - Make sure the CodeMeter runtime is installed;

The CodeMeter runtime is used by Windows and Hydromagic to access the dongle. When this piece of software is missing the dongle might not work.

The CodeMeter runtime is installed during the Hydromagic installation. For some reason the installation may have been corruped, you can reinstall it by reinstalling Hydromagic.

#### - Check whether the dongle shows up in the Windows explorer as an USB drive;

This is a good indication to see whether Windows has detected and installed the device driver software for the dongle.

When the dongle doesn't show up you might try another computer. When the dongle shows up, but isn't recognized by the software, please request a license update.

#### - Try the dongle on another PC.

After performing the above steps, it can be possible the dongle still isn't working. In this case, repeat the steps on another PC. If still not working, please contact support.

#### **Getting version and licensing information**

In order to get information on the (build) version used and the licensing status of the product, select the "About Hydromagic..." option from the "Help" menu.

A dialog box will be displayed containing licensing status, dongle or software license serial number (if applicable) as well as the version and build number.

Please provide this information when contacting technical support. We can use this information to check your support contract status.



# **Dongle Form Factors**

When ordering a new Hydromagic license, an USB dongle will be shipped to the address supplied during the ordering process.

In case you don't have any USB ports available for an USB dongle, we can also supply a dongle in one of the following form factors:

- ✓ PC-Card
- ✓ Express Card
- ✓ CF-Card
- ✓ SD-Card
- ✓ micro SD-Card

Please contact sales for more information on these alternatives. Please note that an additional fee may apply.



# 2.3 Hardware Configuration

# 2.3.1 Configuring NMEA0183 hardware

# NMEA0183 GPS and RTK Receivers

The most important device required for this software to work, is a GPS or RTK receiver. At this moment, all GPS and RTK receivers with a NMEA0183 compatible data output are supported.

The GPS is used to get position, elevation, course, speed and information on GPS quality and / or precision.

When using a RTK receiver in RTK fixed mode, you should be able to get <u>real time tide</u> information as well.

In order to connect a GPS receiver, you need to have at least one available serial port. If there is no port available,

you can add a serial port by using an USB-to-Serial converter or a NMEA0183 data combiner equipped with an USB port.

Because an USB-to-Serial convertion can cause minor delays (latency) in the serial communication, we recommend to use a multiport serial adapter instead.

Multiport serial adapters are available as PCI cards as well as PC-Cards for use in laptops.

In addition to NMEA0183 data over a serial device, Hydromagic is able to read NMEA0183 data over TCP/IP connections.

This allows you to transfer data over for instance an Ethernet or WiFi connection. Protocols supported are TCP and UDP.

When using such a converter, make sure it is connected at the time you are going to configure the GPS. When you have no control on which sentences are sent by the device, it is recommended to only select the GGA and VTG options in the NMEA0183 settings.

#### **NMEA0183 Echosounders**

Most echosounders these days do support their own proprietary output format as well as the more standardized NMEA0183 protocol.

If your echosounder does not support the NMEA0183 protocol, you should be able to configure it using one of the <u>plugins</u> shipped with Hydromagic.

In order to connect an echosounder, you need to have at least one available serial port. If there is no port available,

you can add a serial port by using an USB-to-Serial converter or a NMEA0183 data combiner equipped with an USB port.

When using such a converter, make sure it is connected at the time you are going to configure the sounder.

In addition to the serial communications setup, you also have to check the <u>echosounder offset</u> <u>configuration</u>.

#### Supported NMEA0183 sentences for GPS devices

Hydromagic is able to decode the following NMEA0183 sentences used by GPS and RTK devices:

Sentence	Description
\$GPGGA	Global Positioning System Fix Data, Time and Position
\$GPGLL	Geographic Position - Latitude and Longitude
\$GPGSA	GPS DOP and Active Satellites
\$GPGSV	Satellites in view
\$GPRMC	Recommended Minimum Navigation Information
\$GPVTG	Track Made Good and Ground Speed
\$GPZDA	GPS Time
\$PTNL,GGK	Trimble RTK positioning data and ellipsoidal height

#### Supported NMEA0183 sentences for sounders

Hydromagic is able to decode the following NMEA0183 sentences used by echosounder devices:

Sentence	Description
\$SDDBK	Depth below keel
\$SDDBS	Depth below surface
\$SDDBT	Depth below transducer
\$SDDPT	Depth and keel offset

# Configuration

To add a NMEA0183 compatible device to the configuration, select "Preferences..." from the "Options" menu and select the "Devices" tab:

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calbration	RTK	Мар
Device			F	ort
O Ada	i 🤤 ß	emove 🥜 🤉	onfigure )	Monitor.

In the devices tab, click the "Add..." button to load a NMEA0183 plugin. You can load a maximum of four NMEA0183 plugins at the same time. 16

Driver	Filename	Version	1
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	7.0.64.50526	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	7.0.64.50526	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	7.0.64.50526	
Garmin USB PVT plugin for Hydromagic	garminusb.dll	7.0.64.50526	
Geodimeter Total Station Plugin	Geodimeter.dll	7.0.64.50526	
Hydromagic AIS plugin	AIS.dll	7.0.64.50526	
Hydromagic LadderSensor Plugin #1	LadderSensor 1.dll	7.0.64.50526	
Hydromagic LadderSensor Plugin #2	LadderSensor2.dll	7.0.64.50526	
Hydromagic LadderSensor Plugin #3	LadderSensor3.dll	7.0.64.50526	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	7.0.64.50526	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	7.0.64.50526	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	7.0.64.50526	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	7.0.64.50526	
Hydromagic Simulator Plugin	Simulator.dll	7.0.64.50526	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	7.0.64.50526	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	7.0.64.50526	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	7.0.64.50526	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	7.0.64.50526	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac dll	7.0.64 50526	1

Next, select the first available NMEA0183 plugin in the "Select Device" dialog that appears after clicking the "Add..." button

# **Device Settings**

After the plugin has been loaded, a configuration dialog is displayed where you can pass the required information to the plugin.

Configu	ire NMEA0183 Channel
Connection	
Connection Type:	Serial 🗸
Serial Port:	Serial COM4 V
Serial Speed:	9600 🗸
Serial Format:	N-8-1 v
NMEA0183 Settings	
TalkerID:	
Sentences:	Select sentences
Advanced	
Latency:	0 ms
	V OK X Cancel
Configu	ire NMEA0183 Channel
Configu	ure NMEA0183 Channel
Configu Connection Connection Type:	ure NMEA0183 Channel
Configu Connection Connection Type: Socket Type:	TCP/IP V
Configu Connection Connection Type: Socket Type: Host IP:	xre NMEA0183 Channel × TCP/IP ✓ TCP ✓ 10.0.0.1
Configu Connection Connection Type: Socket Type: Host IP: Host IP Port:	xre NMEA0183 Channel × TCP/IP ✓ TCP ✓ 10.0.0.1 10110
Configu Connection Connection Type: Socket Type: Host IP: Host IP Port: NMEA0183 Settings	x TCP/IP ▼ 10.0.0.1 10110
Configu Connection Connection Type: Socket Type: Host IP: Host IP Port: NMEA0183 Settings TalkerID:	TCP/IP          TCP          10.0.0.1       10110
Configu Connection Connection Type: Socket Type: Host IP: Host IP Port: NMEA0 183 Settings TalkerID: Sentences:	TCP/IP            TCP            10.0.0.1         10110
Configu Connection Connection Type: Socket Type: Host IP: Host IP Port: NMEA0183 Settings TalkerID: Sentences: Advanced	xre NMEA0183 Channel × TCP/IP  ✓ 10.0.0.1 10110 Select sentences
Configu Connection Connection Type: Socket Type: Host IP: Host IP Port: NMEA0 183 Settings TalkerID: Sentences: Advanced Latency:	TCP/IP       >         TCP       >         10.0.0.1       10110         10110          Select sentences       0

**Connection Type** 

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The NMEA0183 plugin supports two types of connection types: serial and TCP/IP. When a device is connected through an USB or serial connection, you select the "Serial" option.

In cases where the device is connected using an Ethernet cable or WiFi connection, you have to select the "TCP/IP" option from the "Connection Type" drop down box.

When switching between the "Serial" and "TCP/IP" connection type, the function of the edit and selection boxes in the "Connection" section will change as can be seen in the two screen shots above.

#### **Serial Port**

Use this drop down box to select the COMxx number of the serial port the device is connected to. This can be either a regular serial port, or a virtual serial port, which are used with USB to Serial and Bluetooth adapters.

#### **Serial Speed**

The default serial baudrate for NMEA0183 devices is 4800bps. However, some hardware use other speeds (for instance, an AIS receiver will use 38400).

When configuring a RTK receiver, the serial speed can sometimes deviate from the standard. 9600, 19200 and 38400 bps are mostly used on these devices.

#### **Serial Format**

You can leave this setting at it's default value. Devices that use NMEA0183 protocol with other settings are very rare.

#### Socket Type

Use the "Socket Type" dropdown box to select the TCP/IP protocol used. Possible values are "TCP" and "UDP".

Please refer to the hardware vendor on which option is supported. Most devices support both protocols.

#### Host IP

The IP address of the device. This value is required only for TCP connections. For UDP connections, just provide a valid port number.

#### Host IP Port

Enter the IP (TCP or UDP) port number the device is listening on here. For most wireless NMEA0183 devices, the port 10110 is used, which is the reserved port for NMEA0183.

#### Latency

Latency (sometimes called lag) is the time between a measurement has been made (for instance a position fix, or depth) and when the serial data is received by the application. If this value is know for a certain device, you can enter it here to get more accurate soundings.

#### NMEA0183 Settings

#### **Talker ID**

Use this option to filter NMEA0183 sentences by talker ID. It sometimes happens that both echosounder and GPS devices are transmitting GPS sentences, in this case you can either select the GPS or echosounder by specifying "GP" or "SD" in this field.

#### Sentences

To select which NMEA0183 sentences will be decoded, and which ones will be ignored on this channel, click the "Select sentences..." button.

The dialog that appears allows you to select which sentences are used. For most GPS devices, selecting only the GGA sentence will suffice.

If you choose to use the heading and speed calculated by the GPS device, you should also select the VTG sentence.

	NMEA0183 Sentences	×
GGA	GPS - Global Positioning System Fix Data	
GLL	GPS - Geographic Position, Latitude / Longitude	
RMC	GPS - Recommended minimum specific GPS/Transit data	
VTG	GPS - Track made good and ground speed	
V ZDA	GPS - Time and Date	
SSA 🥑	GPS - GPS DOP and active satellites	
SSV GSV	GPS - GPS satellites in view	
SGK	GPS - Trimble: Time, position, position type and DOP	
Sec. DBK	Echosounder - Depth below keel	
V DBS	Echosounder - Depth below surface	
V DBT	Echosounder - Depth below transducer	
V DPT	Echosounder - Depth and transducer offset	
MDG	Heading - Heading Deviation and Variation	
M HDM	Heading - Heading Magnetic	
HDT	Heading - Heading True	
Select All	Select None K	incel

For a echosounder, you should use either the DBS, DBT, DBK or DPT sentence.

# Testing the device(s)

When everything has been configured correctly, and the device has been turned on, you should have some green values in the data view window.

Nav	igation Data		×
	<b>Position (WG</b>	S84)	
	Latitude	N 51.203878	
	Longitude	E 004.357623	
	<b>Position (UTI</b>	M Zone 31 N)	
	Northing	5673373.12	
	Easting	0594843.86	
	Position (Loo	al Grid)	
	Northing	0210434.54	
	Easting	0149221.83	

# **Serial Communications Monitor**

You can always check whether data is coming in by running the serial communications monitor.

To start this monitor, select the "Preferences..." option from the "Tools", and select the "Devices" tab. Select the device you want to monitor and click the "Monitor..." button.

# 2.4 Software Configuration

# 2.4.1 Echosounder Offset

#### Echo sounder offset (draft)

The echo sounder offset can be used to correct the difference between the depth outputted by the echo sounder, and the real depth.

This offset is also called static or fixed draft. Dynamic draft (depending on the speed of the vessel) can be corrected when processing your raw data files.

The transducer of the echo sounder measures the water level from the bottom of the transducer to the bottom of the river.

The height of the water which is above the bottom of the transducer has to be added to the echo sounder output, and can be entered here.

Most echo sounders have the option to enter the distance between the water surface and the transducer,

so in this case you do have to disable this option, or you can use it for other corrections.

# Entering the echo sounder offset

To enter an offset for the echo sounder, select "Preferences..." from the "Option" menu. In the dialog that appears, select the "Calibration" tab. You should see the following dialog:

Miscellaneous	Alarms	ECDIS	Grid
Units Devices	Calibration	RTK	Map
Echosounder Calibratio	on ————		
Apply echosounde	r offset (fixed draf	t - enter absolute	value)
Transducer offset:	0.30	Meters	
Motion Sensor Calibrat	loo		
noven benoor calbrat			
Echosounder outp	uts heave corrected	d depths	
Use motion sensor	offsets		
Heave offset:	0.00	Meters	
Pitch offset:	0.00	degrees	
Roll offset:	0.00	degrees	
Beam width (HF):	0.0	degrees (option	nal)
Beam width (LF):	0.0	degrees (option	nal)
Select Heading Mode			
Heading Mode:	Use True headin	g (GPS)	~
The beamwidths	s only needs to be s	et when using a m	otion sens
Click here to ope	en the documentatio	on on static draft.	Hart
Lick here to ope	en the documentatio	on on motion sense	r calbratio

The static draft can be entered in the "Calibration" tab.

The value entered is added to the depth (both high and low frequency depths) reported by the echo sounder.

To subtract from the sounders value (in case of depth below keel), just prefix the value with the minus sign "-".

To disable the correction, just remove the tick from the "Apply Echosounder Offset" checkbox, or click the "Reset" button to load the defaults.

### **Raw data files**

Please make sure the echosounder offset is measured and entered into the software before recording any data.

The depth written in the raw data files is the depth corrected with the echo sounder offset !

RAW00001 - Notepad		×	:
Ele Edix Format View Help			
NAM RANGOOOL			î
CMT			
VIS 1			
HUN 9001			
VUN 9001			
PRJ 28992			
DTM 4289			
ELL 7004			
PRM 8901			
GEO Ø			
ANT 0.000			
DFT 0.200 < Static draft setting in Hydromagic			
VER 9.0			
BLD 9.0.64.91007			
DPT 00000008 00000000 1553239378.728 0.000 0.000 0.000			
TRC 00000000 0000002 1553239378.728 0.000 DA00003.48 m < Depth reported by echo sounder			
DPT 00000002 00000002 1553239378.728 0.000 0.000 3.680 < Depth stored in raw data file			
TRC 00000000 00000001 1553239378.771 0.000 \$GNGLL,5232.4881328,N,00609.2422394,E,071810.00,A,D*70			
POS 00000003 00000001 1553239378.771 0.000 207022.010 506256.824 0.000 0.000 6.154037323 52.541468880			
TRC 00000000 00000001 1553239378.771 0.000 \$GNGGK,071810.00,032219,5232.4881328,N,00609.2422394,E,3,12,1.44,EHT43.039	4,M*	6E	
TRC 00000000 00000001 1553239378.772 0.000 \$GNRMC,071810.00,A,5232.4881328,N,00609.2422394,E,2.27,213.44,220319,0.0,E	,D*2	0	
POS 00000003 00000001 1553239378.772 0.000 207022.010 506256.824 0.000 0.000 6.154037323 52.541468880			
SPD 00000000 00000001 1553239378.772 0.000 4.2			
HDG 00000001 00000001 1553239378.772 0.000 213.44 0.00			~

The depth data received is corrected with the static draft before saving.

#### **Using RTK**

When you are measuring the elevation of the river bed using a RTK receiver, and the offset between the transducer and GPS antenna is fixed, you can just enter this offset in the RTK settings tab. However, we recommend to fill out both the antenna and transducer offset separately in case you ever need the absolute water depths.

#### NMEA0183 compatible echo sounders

When using a NMEA0183 compatible echo sounder, whether to enter an offset depends on the NMEA0183 sentence(s) used to retrieve the depth data.

Sentence	Depth Value	Correction
\$SDDBK	Depth below keel	Enter the distance between the keel of the ship and the water surface.
\$SDDBS	Depth below surface	No correction is needed, as the depth is measured from the water surface.
\$SDDBT	Depth below transducer	Enter the distance between the transducer and the water surface.
\$SDDPT	Depth	The offset configured in the echo sounder is used.

Some NM EA0183 depth sentences supported by Hydromagic.

# 2.4.2 Motion sensor calibration

#### **Motion sensors**

Since Hydromagic version 6.0, the software has built in support for motion sensors. Motion sensors can be used to correct your soundings for heave, pitch and roll.

In Hydromagic, motion sensors are configured using hardware plugins supplied with the software. Supported devices include Teledyne TSS, SBG Systems, IMU and compatible hardware.

#### Motion sensor calibration

A motion sensor can be calibrated in the "Motion Calibration" section of the preferences window. To open this tab, select "Preferences..." from the options menu, and select the "Calibration" tab.

The following window should appear:

erences				
Miscellaneous	A	larms	ECDIS	Grid
Units Devices Echosounder Calibration		Calibration	RTK	Map
Apply echos	sounder offse	et (fixed draft	t - enter absolute	value)
Transducer	offset: 0.3	0	Meter	
Motion Sensor (	Calibration			
Echosounde	er outputs he	ave corrected	d depths	
Use motion	sensor offse	ts -		
Heave offse	et: 0.0	0	Meter	
Pitch offset	: 0.0	0	degrees	
Roll offset:	0.0	0	degrees	
Beam width	(HF): 5.0		degrees	
Beam width	(LF): 10.	0	degrees	
Select Heading	Mode			
Heading Mo	de: Use	True headin	g (GPS)	~

Enable the "Use motion sensor offsets" option to calibrate your motion sensor.

# Echo sounder heave offset

Heave is used to correct the vertical motion of the vessel, caused by for instance, waves. It is important to disable heave compensation by a motion sensor when heave is corrected within the hydrographic echo sounder. For this, select the "Echosounder outputs heave corrected depths" check box. The heave offset box will be disabled.

#### **Motion sensor offsets**

To use offsets for your motion sensor, or to tare / calibrate your device, enable the offsets by checking the "use motion sensor offsets" check box.

Use the motion sensor offset fields to correct the roll (x), pitch (y) and heave (z) offsets outputted by a motion sensor. Enter the heave offset in the vertical units used by your project (normally meters), the pitch and roll offsets are always in degrees.

In case you want to tare your sensor, just click the "Set" button to set all values automatically when the sensor is connected and the vessel is stable (for instance when docked).

To disable calibration, click the "Reset" button to set all values to their defaults.

When done, just click "OK" to apply the values. In the data view the heave, pitch and roll values should now contain valid values.

# 2.4.3 Vessel shape and offsets

#### Vessel shape and offsets

Using the built in "Vessel Editor" you can specify how the vessel should be drawn on the map. It also allows you to set the exact location of the sensors, like transducer and GPS antenna.

The position of the sensors is used to calculate the offset between the GPS position and the transducer position when the vessel's heading is known.

#### The vessel editor

To start the "Vessel Editor" utility, open the preferences dialog by selecting "Preferences..." from the "Options" menu. In the preferences dialog, select the "Map" tab, and click the "Editor..." button as shown in the screen shot below:

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calbration	RTK	Мар
Distance P	lings			
Show	distance rings			
Ring I	nterval	25.00	Meter	
Ring C	olor:		$\sim$	
Course Lir	e			
Show	course line			
Line O	olor:		$\sim$	
Line W	lidth:	1	pixels	
Miscellane	ous			
Show Show	scale on map	Show N	orth-indicator	
Map Back	ground			
Use the f	ollowing map I	background color:		~
Vessel sha	ape, color and	offsets		
File:	C:\Program(	Data\HydroMagic\V	essel\vessel3.xm	l.
Color:		🖌 🗠 😼 B	rowse 🥜	Editor

Click the "Editor ... " button to start the "Vessel Designer"

The vessel editor will be started and will display the vessel as specified in the "File" field. If no vessel file has been specified yet, it opens with a blank project.

# Loading designs

Hydromagic is shipped with a couple of example vessel files. To load one of these files into the vessel editor, select the "Open Design..." option from the "File" menu. By default, all vessel designs are stored in the "C:\ProgramData\Hydromagic\Vessel" folder.



Use the "Vessel Designer" to create or alter vessel or dredger shapes, and to set sensor offsets.

# Creating a new design

To create a new design, just select "New Design" from the "File" menu. If you have unsaved data, the application will prompt you to save it now.

After creating a new project, make sure you select the units for your new design first. This can be done by clicking the currently selected units in the status bar, or by selecting the "Units..." option from the "Options" menu.

The best is to select the same units that are used in the drawing you have as reference. In case you forgot to select the correct units, you can always convert all coordinates by using the "Scale Features" option.



Select the units of your choice.

#### **Grid options**

To change grid options, select "Grid" from the "Options" menu. Using the grid options, you can display a grid which can be used as guidance when placing objects. The grid can also be used to snap objects to, both options can be enabled or disabled.

Grid	×
Grid Spacing	
Show Grid	
X-Spacing: 1.25 m	
Y-Spacing: 1.25 m	
Draw and Drag	
Snap to grid	
X-Spacing: 1.25 m	
Y-Spacing: 1.25 m	
🖌 ок 🗙	Cancel

Use the grid as guidance when drawing.

#### Adding and modifying features

To add a line segment or polygon to the design, select "Draw Polyline" from the "Cursor" menu. To change the location of a single point, you can either drag the point around using the mouse, or alter the coordinates manually by right clicking the point, and select the "Edit Vertex..." option.

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Edit Coordinate		×
Coordinate		
Coordinate-X:	1.25	m
Coordinate-Y:	15.00	m

You can enter vertex coordinates manually.

# **Removing features**

Existing segments can be modified by using drag and drop. To remove features from the design, right click on the shape in the "Object View" windows, and select "Remove Polyline". To remove a single point (vertex) from a line segment or polygon, right click the point and select the "Remove Vertex..." option from the context menu.

# Moving features

In the vessel designer, features can be moved by entering the amount of units it has to move (shift) in the given directions. To move features, click the "Move" button in the toolbar.

In the dialog box that appears, enter how many units the object has to move on the X and Y axes.

A negative value on the X axis means the object will be moved to the left. A negative value on the Y axis means the object will be moved down.

Move Design	×
Direction	
X-Direction:	0.00 m
Y-Direction:	0.00 m

Move the design.

#### Scaling features

To scale the design by a specified amount, click the "Scale" button. Alternatively, you can select the "Scale" option from the "Modify" menu.

In the dialog that appears, enter the scale factor. All coordinates will be multiplied with this value.

Entering a value greater then 1.0 increases the size of the design. When entering a number smaller then 1.0 the size decreases.

This function can also be used to convert a design from, for instance, feet to meters. In this example you would enter a scale factor of 0.3048.

Scale Design	×
Scale Factor	
Scale Factor:	1.00 unity
	OK X Cancel

Scale the design.

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#### **Mirror features**

Objects can be mirrored horizontally or vertically by clicking one of the mirror buttons in the tool bar. Alternatively, you can select these options from the "Modify" menu.

To undo a mirroring action, just perform the action again to restore the object to its current shape.

#### **Rotate features**

Using the rotate function you can rotate an object around its origin by any amount of degrees. Objects can be rotated clockwise or counter clockwise.

To start the rotating tool, click either the "Rotate Left" or "Rotate Right" button in the tool bar. Alternatively, you can select these options from the "Modify" menu.

Rotate Design X
Rotation
Rotate 90 degrees
O Rotate 180 degrees
O Rotate 270 degrees
ORotate 0.0 degrees
Direction
Rotate Right (Clockwise)
O Rotate Left (Counter Clockwise)
eff. OK
VR A Cancer

Rotate the design clockwise or counterclockwise.

#### Setting sensor position offsets

You will notice two circles labeled "TXD", and "GPS". The "TXD" circle can be dragged onto the vessel to mark the location of the transducer, the "GPS" circle is used to mark the location of the GPS antenna.

Instead of dragging the offset positions using the mouse, you can set them manually as well. To do so, select the "Offsets" option from the "Modify" menu.

Modify Off:	sets	×
GPS Anter	na Offset	
X:	0.00 m	
Y:	0.00 m	
Echosound X:	der Transducer Offset	
Y:	0.00 m	
	🖌 ОК 🛛 🗶 С	ancel

Offsets can also be entered manually.

# Saving designs

After the design has been completed, and the GPS and transducer locations have been selected, you can save your design by selecting "Save Design..." from the "File" menu. Now you can close the "Vessel Editor" and select the design in the Hydromagic Survey software. When a valid GPS position is available, the ship will be drawn on the map using the specified vessel shape:



Example of a vessel shape created in the "Vessel Designer".

# 2.4.4 System Settings

# **System Settings**

The system settings window allows you to adjust some system wide settings, such as date and time formats and power saving behaviors. To access the system settings window, first select the "Preferences..." item from the "Options" menu to open the preferences dialog. In the preferences dialog,

select the "Miscellaneous" tab, and click the "Setup..." button in the "System Settings" section as shown below:

P	references								×
	Units	Dev	ices	C	alibration	RT	к	Мар	
	Navigation View     Click the "Select" button to specify which values     should be visible in the Navigation View window.     Click the "Select"								
	Map Footer Setup which additional data to display upon printing of the map.							Setup	
	Chart anno Setup char which supp	tation t annot ort this	ation for feature.	echos	sounders		Ø 9	Setup	
	Auto Save Enable a tir to prevent	ner to : data lo	save your ss.	work	periodical	y	Ø 9	Setup	
	System Set System set screensave	tings tings, i ers etc.	ke date/t	ime fo	ormats,		Ø 9	Setup	
	Echogram Settings Setup echogram colors and display options.							Setup	
	Advanced Data Processing Options Tune data processing functions like matrix generation and raw data processing.								
					ОК	Can	oel	Apply	

Click the "Setup..."button in the "System Settings" section.

### The system settings dialog

After clicking the "Setup..." button, the following dialog appears:

System Settings	×
Windows Screensaver	
Disable Windows Screensaver activation	
When this option is checked, the Hydromagic software protects the Windows Screensaver from activating. Please note that this option will only work when the default Windows Screensaver without password protection is used.	
Windows Powersaver	
Disable Windows Powersaver activation	
When this option is checked, the Hydromagic software protects the Windows Operating System from putting the monitor into sleep. It does not protect from putting the system into sleep or standby mode.	
Startup	
Cload most recent used project on startup	
When this option is checked, the Hydromagic software loads the most recent used project on startup. When no previous project is known, the software starts without loading a project.	
Time Formats	
This function lets you define the date and time formats used in dialogs, views and logfiles.	
Proxy Server	
When your computer at the office is behind a proxy server, configure it here to allow Hydromagic to download web content.	
V OK X Can	cel

The "System Settings" dialog appears.

#### Windows screen saver

When the "Disable Windows Screensaver activation" option has been selected, Hydromagic prevents Windows from starting the screen saver as long as the Hydromagic application has focus. Please note that this option only works when a screen saver without password protection is used. This options prevents situations where your screen blanks when you do not touch the mouse or keyboard for some time when performing a survey.

#### Windows power saver

When the "Disable Windows Powersaver activation" option has been selected, Hydromagic prevents Windows from putting the monitor or laptop display in sleep mode as long as the Hydromagic application has focus. This options prevents situations where your screen blanks when you do not touch the mouse or keyboard for some time when performing a survey.

#### **Time Formats**

Use this option to specify the time and date formats used in Hydromagic for log files, exported ASCII data, screen dumps and printing. Click the "Setup..." button to access these settings.

Time and Date F	ormats X
Date and Time F	ormats
Language:	English (United States)
Date (short):	M/d/yyyy ~
Date (long):	dddd, MMMM d, yyyy
Time:	hammass tt 🗸 🗸
Preview	
Date (short):	12/16/2018
Date (long):	Sunday, December 16, 2018
Time:	5:23:52 PM
You can formats	use this dialog box to set your preferences for date and time that are used throughout the software and exported data.
	V OK X Cancel

Customize day and time formats for exported data

To change the time and date formats, select your language and country using the "Language" selection. After selecting the language, the dialog displays the possible date and time formats for this language. You can preview the settings in the "Preview" pane. To apply the settings, click "OK".

# 2.4.5 Echogram settings

# **Echograms in Hydromagic**

In Hydromagic an echogram is a graph which displays measured depth versus time elapsed. When supported by your echosounder, it is even possible to view the sonar echo envelope from the entire water column.

An echogram display is used in some real time displays, such as the echogram for high and low frequency data, the echogram for sub-bottom data, the echogram digitizer and the echogram export in the soundings list.



### Loading the echogram settings dialog

To access the echogram settings window, first select the "Preferences..." item from the "Options" menu to open the preferences dialog. In the preferences dialog, select the "Miscellaneous" tab, and click the "Setup..." button in the "Echogram Settings" section as shown below:

Units	Devices	Calibration	RTK	Мар
Miscellane	eous	Alarms	ECDIS	Grid
Navigation Click the "S should be	View Select" butto visible in the N	on to specify whic lavigation View wi	h values	Select
Map Footer	·			
Setup whic upon printi	h additional d ng of the map	ata to display ).	Ŵ	Setup
Chart anno	tation			
Setup char which supp	t annotation f ort this featu	for echosounders re.	Ŵ	Setup
Auto Save				
Enable a ti to prevent	mer to save y data loss.	our work periodica	ally	Setup
System Set	tings			
System set screensave	ttings, <mark>l</mark> ike dat ers etc.	e/time formats,	Ŵ	Setup
Echogram S	Settings			
Setup echo	ogram colors a	nd display options	s. 🧳	Setup
Advanced I	Data Processir	ng Options		
Tune data generation	processing fu and raw data	nctions like matrix a processing.	Ŵ	Setup

# The echogram settings dialog

After clicking the "Setup..." button, the following dialog appears:

Eye4Software Hydromagic 9.4

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Echogram Display Preferen	ices			>
Echogram Preferences				
Minimum depth value:	0.00	ft	Autodetect depth range	
Maximum depth value:	25.00	ft		
Maximum update rate:	✓ 10 Hz	Hz	(only applies to real time displays)	
Echogram offset:	0.00	ft	(for instance: draft correction)	
Echogram Filter				
Display return signals with	an intensity hig	her then:	10 % of max intensity.	
Display return signals with	an intensity low	er then:	100 % of max intensity.	
Echogram Colors				
			Insert Color      Modify Color      Delete Color      Qlear All Colors      Reverse Schema	
Color values on top the values at the b color values, click	o of the above lit ottom are used Clear All Colors.	st are used for low into ", select	d for high intensity return signals while tensity return signals. To use default "Yes" and click "OK".	2

# Setting a custom echogram range

By default the range (minimum and maximum depth in graph) is detected automatically. If you want to set the range manually, for instance to zoom in on the data, uncheck the "Autodetect depth range" checkbox and use the 'Minimum depth value' and 'Maximum depth value' text boxes to view a specific range as shown in the example below:



# Maximum update rate

With the 'maximum update rate' option you can set how often the echogram display can be refreshed per second. Please note that this option is only applicable for the real-time echogram displays since the other ones will only be redrawn when they are being zoomed or when settings are changed.

When you are using a laptop or desktop computer without an advanced graphics processing unit, sometimes an high update rate can cause the computer or software to slow down a bit. In these cases, you can select a lower update rate using this setting.

# **Echogram offset**

This option allows you to correct the whole echogram image with a fixed offset or draft value. For instance when you need to apply a draft after the data has been recorded, and no draft has been set in the sounder use this setting to apply a correction.

# **Echogram filter**

The minimum and maximum filter values can be used to control which return echo intensities are displayed in the echogram. You can use this filter to eliminate noise or to suppress the display of the transmit pulse.

# **Echogram colors**

The echogram color editor can be used to define your own color ranges to use for the echogram. Use the buttons on the right to add, remove or insert colors. You can also choose one of the many pre-defined color schema's:

- Gold (Black, Red and Yellow);
- Four (Red, Green, Yellow and Blue);
- RGB (Red, Green, Blue and Yellow);
- HSV (Rainbow Colors);
- Grayscale (Black, Gray and White);
- Blue (Blue and White);
- Green (Green and White);
- Red (Red and White);
- RedBlue (Red, White and Blue);
- SIMRAD (Simrad Colors);
- Unabara (Use with Unabara sub bottom profilers).

inse inse	Add Color.
Moc      Qear      Qear      Reve	😑 <u>I</u> nsert Color.
Dear Dear Reve	Modify Color
Qear Qear	Delete Colo
Reve	Clear All Color
	🕄 Reverse Sche
	-
	-
	-
	-

# 2.4.6 Unit Settings

# Units

In the "Units" tab in the preferences window, you can select the desired units for speed, area and volumes.

You can also find the selection for the geographic coordinates formatting here.

# Modifying unit settings

To access the unit settings, first select the "Preferences..." item from the "Options" menu to open the preferences dialog.

In the preferences dialog, select the "Units" tab:
Units         Devices         Calibration         RTK         Map           Units and Formats         Position Forma		neous	Alarms	ECDIS	Grid
Units and Formats Position Format: H DD MM 55.55  Speed Units: MPH  Area Units: Square Meters  Volume Units: Cubic Meters  Horizontal Units: Meter Vertical Units: Meter NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.  Depth and elevations Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Units	Devices	Calbration	RTK	Map
Position Format:       H DD MM SS.SS         Speed Units:       MPH         Area Units:       Square Meters         Volume Units:       Cubic Meters         Volume Units:       Oubic Meters         Horizontal Units:       Meter         Vertical Units:       Meter         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations         Display soundings as elevators when tide correction is used         Reverse sign of elevation values in soundings	Units and	Formats			
Speed Units:     MPH       Area Units:     Square Meters       Volume Units:     Cubic Meters       Horizontal Units:     Meter       Vertical Units:     Meter       NOTE:     Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.       Depth and elevations       Image: Display soundings as elevations when tide correction is used       Reverse sign of elevation values in soundings	Position i	Format:	H DD MM 55.55	~	
Area Units:       Square Meters         Volume Units:       Cubic Meters         Horizontal Units:       Meter         Vertical Units:       Meter         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations         Ø Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings	Speed U	nits:	MPH	~	
Volume Units: Cubic Meters  Horizontal Units: Meter Vertical Units: Meter NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Area Uni	ts:	Square Meters	~	
Horizontal Units: Meter Vertical Units: Meter NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Volume L	Inits:	Cubic Meters	~	
Vertical Units: Meter NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Horizont	al Units:	Meter		
NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Vertical L	Units:	Meter		
Reverse sign of elevation values in soundings					
	Depth an	d elevations ay soundings a	as elevations when tid	e correction is	used
	Depth an	d elevations ay soundings a rse sign of ele	as elevations when tid wation values in soun	e correction is dings	used
	Depth an	d elevations ay soundings a rse sign of ele	is elevations when tid wation values in source	e correction is dings	used
	Depth an	d elevations ay soundings a rse sign of ele	is elevations when tid wation values in sourc	e correction is dings	used

# **Geographic position format**

The position format defines how geographic (latitude and longitude) coordinates will be displayed throughout the software.

This settings will be applied to the data window, cursor position in the status bar and all dialogs which display WGS84 coordinates.

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Inits     Devices     Calbration     RTK     Map       Units and Formats     Position Formats     Position Formats     Position Formats     Position Formats       Speed Units:     H DOD_MMISSISS     V       H DOD_MMISSISS     V       H DOD_MMISSISS     V       H DOD_MMISSISS     V       Horizontal Units:     Cubic Meters     V       Horizontal Units:     Meter     V       NOTE:     Vertical Units (altitude and depth), and horizontal units (distance) depend on the selected local grid.     Depth and elevations       Display soundings as elevations when tide correction is used     Reverse sign of elevation values in soundings	Inits     Devices     Calibration     RTK     Map       Units and Formats     Position Formats     Position Formats     Position Formats       Position Format:     H DOD MM SSLSS     V       Speed Units:     H DOD MM MM       Area Units:     H DOD MM SSLSS       Volume Units:     Cubic Meters       Volume Units:     Meter       Vertical Units:     Meter       NOTE:     Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.       Depth and elevations     Display soundings as elevations when tide correction is used       Reverse sign of elevation values in soundings	Miscellar	neous	Alarms	ECDIS	Grid
Units and Formats Position Formats Speed Units: H DO MMISSISS H DO DDDD H DD MM.MMM Area Units: H DD MM.MMM HDD MM.MMM Area Units: Cubic Meters Horizontal Units: Meter Vertical Units: Meter NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Units and Formats Position Formats Speed Units: H DO MMISSISS Volume Units: H DO MMISSISS Volume Units: Cubic Meters Volume Units: Meter Vertical Units: Meter NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Inits	Devices	Calibration	RTK	Мар
Position Format:       + DDI MM SS.SS         Speed Units:       + DDD MM SS.SS         H DDD.DDDDD       + DDI MM MM         Area Units:       + DDI MM SS.SS         Volume Units:       Cubic Meters         Horizontal Units:       Meter         Vertical Units:       Meter         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations       Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings       Soundings	Position Format:       H DD MM SS:SS         Speed Units:       H DD MM MM         Area Units:       H DD MM MM         Area Units:       H DD MM MM         Volume Units:       Cubic Meters         Volume Units:       Cubic Meters         Horizontal Units:       Meter         Vertical Units:       Meter         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations       Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings       Soundings	Units and	Formats			
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# **Speed units**

Speed is displayed in the data window, but is also used in some other dialogs where speed is a factor, like the dynamic draft profile dialog.

Supported units for speed are Miles per Hour, Kilometers per Hour, Knots and Meters per Second.

	neous	Alarms	ECDIS	Grid
Units	Devices	Galbration	n RTK	Мар
Units and	Formats			
Position	Format:	H DD MM 55.55	~	
Speed U	nits:	MPH	~	
Area Un	its:	MPH		
Volume I	Units:	Knots		
Horizont	al Units:	Meter		
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# Area units

Area's are used for instance in the area calculation tool, but also in generated volume reports (matrix, cross sections and staging volumes).

Supported units for area are Square Meters, Square Feet, Square Kilometers, Square Yards and Acres.

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Miscellan	eous	Alarms	ECDIS	Grid
Units	Devices	Calibration	RTK	Мар
Units and	Formats			
Decition E	ormati	H DD MM SS SS	-	
POSIDON P	ormata	H DD MM 35.55	- Y	
Speed Un	its:	MPH	~	
Area Unit	S::	Square Meters	¥	
Volume Ur	nits:	Square Meters		
Horizonta	Units:	Acres		
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# Volume units

Volumes are mainly used in generated volume reports (matrix, cross sections and staging volumes). Supported units for volumes are Cubic Meters, Cubic Inch, Cubic Yard, Cubic Feet, Barrels and Gallons.

	neous	Alarms	ECDIS	Grid
Units	Devices	Calibration	RTK	Мар
Units and	Formats			
Position	Format:	H DD MM 55.55	~	
Speed U	nits:	MPH	~	
Area Uni	its:	Square Meters	~	
Volume L	Units:	Oubic Meters	~	
Horizont	al Units:	Cubic Feet		
Vertical		O this Materia	10	
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NOTE: Depth an	Units: (distance) de id elevations ay soundings irse sign of el	(altitude and depth), pend on the selected as elevations when tic evation values in soun	and horizontal local grid. de correction is dings	units used

# **Horizontal units**

Horizontal units are used to display easting and northing positions and will be used in distance calculations as well.

Horizontal units are part of the geodesy settings and need to be set before creating a new project. They cannot be modified here.

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Coordinate Syste	em		Units	_	
lame:	NAD83(2011) / North Carolina (ftUS)		Horizontal:	U.S. Survey Foot	~
vea:	E United States	~	Vertical:	U.S. Survey Foot	~
llipsoid			Map Projection		
llipsoid	GRS 1980	12	Method:	Lambert Conformal Con	ic 2SP 🔍
xis:	6378137				
lattening:	298.2572221		False Easting:	2000000	U.S. Survey Foot
			False Northing:	0	U.S. Survey Foot
Atum			Central Meridian:	-79	_
Aatum:	NAD83(2011)	~	Origin Latitude:	33.75	
rime Meridian:	Greenwich	×	Parallel North:	36.16666667	
ransformation:	None	~	Parallel South:	34.33333333	
					Decal Grid.

# Vertical units

Vertical units are used for altitude, depth, tides and elevations.

Vertical units are part of the geodesy settings and need to be set before creating a new project. They cannot be modified here.

Coordinate Syste	:m		Units		
Name:	NAD83(2011) / North Carolina (ftUS)		Horizontal:	U.S. Survey Foot	~
Area:	E United States	~	Vertical:	U.S. Survey Foot	~
Ellipsoid			Map Projection		
Ellipsoid	GRS 1980	22	Method:	Lambert Conformal Con	ic 2SP ×
Axis:	6378137		10000000000		
Flattening:	298.2572221		False Easting:	2000000	U.S. Survey Foot
			False Northing:	0	U.S. Survey Foot
Datum			Central Mendian:	-79	
Datum:	NAD83(2011)	~	Origin Latitude:	33./5	
Prime Meridian:	Greenwich	×	Parallel North:	36.10000007	
Transformation:	None	8	Paralel South:	34.3333333	
					Docal Grid.

### Sound velocity units

Sound velocity units are used to display the sound velocity (sound of speed). It is displayed in the data window and the sound velocity profile editor.

These units are auto detected by the vertical units setting. When Feet (International or U.S. Survey) is used, it will be displayed in Feet per Second, otherwise in Meters per Second.

# 2.4.7 Map footer settings

A map footer is a section with text that is projected over the map in the lower left corner of exported or printed maps or views.

This footer contains information on the project, like surveyor name, project description, date and the units and projection used.

You can choose whether you want to have a footer displayed on your exported or printed map or not.

Hydromagic Demo Project						
Generated for demo purposes						
WGS 84 / UTM zone 23S	H: Meter	V: Meter	21/12/2018			

### Modifying map footer settings

To access the map footer settings, first select the "Preferences..." item from the "Options" menu to open the preferences dialog. In the preferences dialog, select the "Miscellaneous" tab, and click the "Setup..." button in the "Map Footer" section as shown below:

Preferences						×		
Units	Devices	Calibration	ו ו	RTK	Мар			
Miscellan	eous	Alarms	ECDI	S	Grid			
Navigation Click the "S should be	View Select" butto visible in the Na	n to specify whi avigation View w	ch values indow.		Select			
Map Foote	r							
Setup which upon print	ch additional da ing of the map.	ta to display		Ø	Setup			
Chart anno	otation							
Setup cha which supp	Setup chart annotation for echosounders which support this feature.							
Auto Save								
Enable a ti to prevent	imer to save yo t data loss.	ur work periodic	ally	Ø	Setup			
System Se	ttings							
System se screensav	ttings, like date ers etc.	/time formats,		Ø	Setup			
Echogram	Settings							
Setup ech	ogram colors ar	nd display optior	IS.	Ø	Setup			
		ОК	Ca	ancel	Apply			

# Setting the map footer text

The first two lines of text in the map footer can contain static text, combined with placeholders (optional). Static text means that this text is entered exactly the way it has been entered.

Map Footer (Printi	ng and export to image)			×			
Map Footer Conte	ents						
	Show map footer on printing	or exporting					
First Line:	Hydromagic Demo Project			${{\tt b}_a}$ Add Placeholder			
Second Line:	Created by <%SURVEYOR%>	₿a Add Placeholder					
Sounding Date:	unding Date: 12/21/2018						
	Show Horizontal Units	Show Vertical Units					
Enable this exporting t	Enable this option to draw a map footer when printing / plotting, or exporting the current view to a image file.						
			V	OK 🗙 Cancel			

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When inserting a placeholder, this placeholder will be replaced with a project variable when the map is exported or printed.

To insert one of the placeholders that are recognized by the software, click the "Add Placeholder..." button for that line.

When one of the "Add Placeholder..." buttons has been clicked, the "Select Placeholder" dialog will be shown.

Just select an item from the list, and click "OK" to insert the placeholder into your line of text.

The various placeholders can be found in this dialog along with an explanation on how they will be replaced with project variables.

Select Placeholder		×
Placeholder	Description	^
<%COURSE%>	The current course.	
<%SPEED%>	The current speed.	
<%LATITUDE%>	The current latitude position.	
<%LONGITUDE%>	The current longitude position.	
<%NORTHING%>	The current northing position.	
<%EASTING%>	The current easting position.	
<%SURVEYOR%>	Name of the surveyor.	
<%PROJECTDESCRIP	The project description.	
<%PROJECTNAME%>	The project name.	
<%DATE_LONG%>	The current date (long).	
<%DATE_SHORT%>	The current date (short).	
<%TIME%>	The current time.	
<%HUNTTS%>	The horizontal units used in the project's projection.	¥
	🖌 OK 🔀 Car	ncel

### Map footer optional settings

#### Sounding date

To include the sounding data into the map footer, make sure that the "Show Date" check box has been checked.

Next click the date selection control to select which date to display in the footer. This is usually the date the sounding has been performed.

By default today's date has been selected. To configure how the date will be formatted, please refer to the "Time Formats" section at the end of the System Options manual page.

#### Show horizontal units

Include the horizontal units (easting and northing units) used in the coordinate reference system into the map footer.

#### Show vertical units

Include the vertical units (depth and elevation units) used in the coordinate reference system into the map footer.

#### Show Local Grid

Checking this check box causes the local coordinate reference system name to be included into the map footer.

# 2.4.8 Factory Reset

## **Factory Reset**

The factory reset option in Hydromagic can be used to restore configuration items in Hydromagic to their original settings.

This can be used in case of problem, for instance when you want to start over with a clean configuration, when you are missing toolbar items, or when windows disappear.



The 'Factory Reset' tool allows you to select which parts of the configuration are reset, there is no need to delete all settings at once.

To start the 'Factory Reset' tool, select the "Load Factory Defaults..." option from the "File" menu.



# **Reset Toolbar Options**

When this options has been selected, the default toolbar layout will be loaded for the main window. Use this option when buttons are missing, the toolbar won't show up, or buttons are mixed up for whatever reason.

### **Reset Docking Windows**

This option restores the original positions of the docking windows like the 'Project Explorer' and the 'Data View'.

Use when one of the docking or popup windows is no longer visible and you cannot restore it by hiding and then showing it.

# **Reset Configuration**

Please use this function with caution since it removes all your settings like plugin configurations, colors, units and map settings.

It restores the configuration to the default values. You can use the "Export Configuration" option to backup your config first.

### Applying the factory defaults

After selecting one or more options, click the "OK" button to reset the selected items to factory defaults. The software prompts you to restart the program because the settings will be restored the next time it is started.



# 2.5 Geodesy Configuration

# 2.5.1 Manage Ellipsoids

# Manage Ellipsoids - Eye4Software Coordinate Calculator

We recommend to manage your geodesy configuration database from the "Eye4Software Coordinate Calculator" which is a freeware tool which is shipped with Hydromagic. To start the "Coordinate Calculator", select "Geodesy Calculations" => "Coordinate Conversion..." option from the "Tools" menu as shown below:



Select the "Coordinate Conversion..." option to start the Coordinate Calculator.

The database containing all geodesy definitions, like ellipsoids, datums, coordinate systems and correction grids is stored in the "C:\ProgramData\Hydromagic\Database\" folder, and it is shared by multiple applications, like Hydromagic Survey, Hydromagic Dredging and the Coordinate Calculator. Most of its content has been taken from the EPSG geodetic database and it will be updated regularly.

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All geodesy definitions are stored in a shared database file.

# **Managing Ellipsoid Definitions**

To open the "Manage Ellipsoids" window, select "Tools" => "Preferences" => "Manage Ellipsoids..." from the menu. Using this window, you will be able to view, delete or modify existing ellipsoid definitions, or to add your own. For a list of ellipsoids that are already in the database, <u>click here</u>.

-					
<b>9</b> I	×				
File	Tools Help				
So	Preferences >		Ma	nage Grids	
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The "Ellipsoids" dialog can be opened from the "Tools" menu.

# **Ellipsoid List**

When clicking an item in the list, its parameters are displayed below the list. You can edit these parameters by clicking the "Modify" button.

EPSG	Elipso	d	^							
7020	Helme	rt 1906								
7021	Indon	Indonesian National Spheroid								
7022	7022 International 1924									
7024	Krasso	Krassowsky 1940								
7025	NWL 9	0								
7027	Plessis	Plessis 1817								
7028	Struve	Struve 1860								
2020	10.50	ffin .								
lipsoid Pro	perties	Add	Delete							
ilipsoid <u>N</u> a	me:	International 1924								
emi-major	Axis:	6378388.000 (a	J)							
nverse Ela	attening:	297.000000000000 (f	)							
Inverse Elattening: 297.000000000000 (f)										

By clicking on an Ellipsoid in the list, you can view its parameters.

#### Deleting an ellipsoid

Although not recommended, you can delete an ellipsoid definition, by selecting an item from the list and clicking the button "Delete". The software will show a popup window to confirm that you are sure you want to delete. Please note that you won't be able delete ellipsoids that are in use by a datum definition.

Eye4Software Coordinate Calculator								
?	Are you sure you want to delete this ellipsoid ? You cannot undo this action.							
	<u>Y</u> es <u>N</u> o							

You have to confirm deletion of an ellipsoid definition.

# Modifying an ellipsoid

You can modify an ellipsoid by clicking the "Modify" button after you selected an ellipsoid from the list. After clicking the button, the "OK" button text will change to "Save". Clicking the "Save" button will save the modifications, clicking "Cancel" will keep the old data.

#### Adding an ellipsoid

To add a new ellipsoid definition, click the "Add" button. When adding a new definition, it is required to specify a name for this ellipsoid, otherwise it cannot be saved. Other required fields are "Semi-Major Axis" and "Inverse Flattening". Click the "Save" button to store the newly created ellipsoid, by clicking cancel the input is ignored and you will return to the list.

# 2.5.2 Manage Datums

# Manage Datums - Eye4Software Coordinate Calculator

We recommend to manage your geodesy configuration database from the "Eye4Software Coordinate Calculator", which is a freeware tool which is shipped with Hydromagic. To start the "Coordinate Calculator", select "Geodesy Calculations" => "Coordinate Conversion..." option from the "Tools" menu as shown below:



Select the "Coordinate Conversion..." option to start the Coordinate Calculator.

The database containing all geodesy definitions, like ellipsoids, datums, coordinate systems and correction grids is stored in the "C:\ProgramData\Hydromagic\Database\" folder, and it is shared by multiple applications, like Hydromagic Survey, Hydromagic Dredging and the Coordinate Calculator. Most of its content has been taken from the EPSG geodetic database and it will be updated regularly.

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#### All geodesy definitions are stored in a shared database file.

#### Supported Transformations

In Hydromagic, you need to set the transformation parameters to convert to WGS84 for each newly created datum. The following transformation methods are supported:

- None (no transformation needed);
- Molodensky (3 parameters);
- Bursa Wolf (7 parameters);
- NADCON;
- HARN/HPGN;
- NTv2.

### **Grid files**

The last three methods mentioned above do not require parameters, but you have to specify a valid grid file. For NADCON and HARN/HPGN, files for North America are shipped with the product.

To add your own NADCON, HARN or NTv2 files, just copy the file to the "NADCON" or "NTv2" folder in the "Program Data/Hydromagic" installation directory.

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i Network	arhpgn.los azhpgn.las cnhpgn.las cnhpgn.las cohpgn.las cohpgn.las cohpgn.los conus.las conus.las cshpgn.las emhpgn.los emhpgn.las	gahpgn.las gahpgn.los hawaii.las hawaii.los hihpgn.las iahpgn.las iahpgn.las iahpgn.los ilhpgn.las inhpgn.los kshpgn.los	mdhpgn.los mehpgn.los mihpgn.los mihpgn.los mnhpgn.los mnhpgn.los mohpgn.los mohpgn.los mohpgn.los mshpgn.los mshpgn.los nshpgn.los nhpgn.los nhpgn.los nhpgn.los nhpgn.los nhpgn.los nhpgn.los nhpgn.los	<ul> <li>njhpgn.las</li> <li>njhpgn.los</li> <li>nmhpgn.los</li> <li>nwhpgn.los</li> <li>nvhpgn.los</li> <li>nvhpgn.los</li> <li>nyhpgn.los</li> <li>ohhpgn.los</li> <li>pahpgn.los</li> <li>pahpgn.los</li> </ul>	<ul> <li>schpgn.los</li> <li>sdhpgn.los</li> <li>sdhpgn.los</li> <li>stgeorge.las</li> <li>stgeorge.los</li> <li>stimc.las</li> <li>stlmc.los</li> <li>stpaul.las</li> <li>stpaul.los</li> <li>tnhpgn.los</li> <li>uthpgn.los</li> <li>uthpgn.los</li> <li>vahpgn.las</li> </ul>	<ul> <li>wohp</li> <li>wohp</li> <li>wshpi</li> <li>wshpi</li> <li>wthpi</li> <li< td=""><td>gn.las gn.los gn.los gn.las gn.los gn.las gn.los gn.los gn.los</td><td></td></li<></ul>	gn.las gn.los gn.los gn.las gn.los gn.las gn.los gn.los gn.los	
110 items State:	Shared							

NADCON and HARN files are pre-installed in the "Nadcon" Program Data folder.

### Managing map datums

To open the "Manage Datums" window, select "Tools" => "Preferences" => "Manage Datums..." from the menu. Using this window, you will be able to view, delete or modify existing datum definitions, or to add your own. For a list of datums that are already in the database, <u>click here</u>.

Eye4Software Hydromagic - Coordinate Calculator									
File	Tools Help								
So	Preferences >		Mar	age Grids					
Sc	Calculate	Distance	Mar	age Datums	Select				
Sc	Sc S		Mar	age Ellipsoids	🔍 Select				
	Batch Conversion			age Countries	Map				
No	orthing:		Mar	age Frames					
Ea	isting: titude:	0.000 Mete	000.000 rs	Meter	-				

The "Datums" dialog can be opened from the "Tools" menu.

### **Datum List**

When clicking an item in the list, its parameters are displayed below the list. You can edit these parameters by clicking the "Modify" button.

54

elect Datum		:	
Datum Selecti	on		
EPSG	Datum	^	
4721	Fi§ 1956		
4720	Fiji 1986		
4621	Fort Marigot		
7844	GDA2020		
4283	GDA94		
5246	GDBD2009		
4742	GDM2000	~	
	🔕 <u>A</u> dd 🥜 <u>M</u> odify	Opelete	
Datum Proper	ties		
Name:	GDA2020		
Ellipsoid:	GRS 1980	<u>S</u> elect	
Prime Meridia	n: Greenwich	Select	
Conversion P	operties		
Conversion:	NTv2	~	
Grid File:	GDA94_GDA2020_conformal_and_distortion.gsb	E Select	
Translation X	: 0.000000 (meters)		
Translation Y	: 0.000000 (meters)		
Translation Z	: 0.000000 (meters)		
Rotation X:	0.00000000 (arc seconds)		
Rotation Y:	0.00000000 (arc seconds)		
Rotation Z:	0.00000000 (arc seconds)		
Scale Factor:	0.000000 (ppm)		
Dick here for a	list of most commonly used geodetic datums around the work	2 X Cancel	

The "Datums" dialog can be opened from the "Tools" menu.

#### **Deleting a datum**

You can delete an datum definition, by selecting an item from the list and clicking the button "Delete". The software will show a popup to confirm that you are sure you want to delete. Please note that you cannot delete datums that are used in a grid definition.



You have to confirm deletion of a datum definition.

# Modifying a datum

You can modify a datum by clicking the "Modify" button after you selected a datum from the list. After clicking the button, the "OK" button text will change to "Save". Clicking the "Save" button will save the modifications, clicking "Cancel" will keep the old data.

## Adding a datum

To add a new datum definition, click the "Add" button. When adding a new definition, it is required to specify a name for this datum, as well as the ellipsoid used. Other fields are optional and are defaulting to 0.0 when not used.

Please note that the X,Y and Z translations have to be entered in Meters, the X,Y and Z rotations are entered in arc seconds. If you have a datum definition that uses radians, you have to convert from radians to arcseconds first: 1 radian = 206 264.806 arcseconds.

Click the "Save" button to store the newly created datum, by clicking cancel the input is ignored and you will return to the list.

# 2.5.3 Manage Grids

### Manage Grids - Eye4Software Coordinate Calculator

We recommend to manage your geodesy configuration database from the "Eye4Software Coordinate Calculator" which is a freeware tool which is shipped with Hydromagic. To start the "Coordinate Calculator", select "Geodesy Calculations" => "Coordinate Conversion..." option from the "Tools" menu as shown below:

🖉 demo.hpf - Eye4Software Hydromagic Survey										
File Edit View	Tools	Options Survey Cursor	Help							
📴 📓	🤧 P	Project Waypoint				P				
New Open Project Project	C) c	Copy view to clipboard		oad C	Drawing Drag 2 Order Map Se	lection				
Project Explorer Tide Prediction										
- Project	5	anerate Soundings								
🗑 🐨 🚰 Maps		Senerate Matrix								
🗊 🖌 🗾 Raw D	20 0	Senerate Sections								
B. V Sound	<u>ه</u>	Senerate Sections from DXF								
	v	/olume Calculations								
🗄 - 🇹 🚞 Comn	_			-						
Bound	G	seodesy Calculations	•		Unit Conversion					
B- Sectio	c	Tross Section Statistics			Geoid Calculator					
	E	xternal Tools	•		Coordinate Conversion					
	_									

Select the "Coordinate Conversion..." option to start the Coordinate Calculator.

The database containing all geodesy definitions, like ellipsoids, datums, coordinate systems and correction grids is stored in the "C:\ProgramData\Hydromagic\Database\" folder, and it is shared by

multiple applications, like Hydromagic Survey, Hydromagic Dredging and the Coordinate Calculator. Most of its content has been taken from the EPSG geodetic database and it will be updated regularly.

📙   🛃 📕 🖛   D	atabase						_	
File Home	Share View							~ <b>(</b> )
Pin to Quick Copy access	Paste Paste shortcut	Move Copy to + to +	elete Rename	New item •	Propert	Edit € History	Sel	ect all ect none ert selection
CI	ipboard	Organiz	e	New		Open		Select
$\leftarrow \rightarrow \land \uparrow$	→ This PC → Local Dis	: (C:) > ProgramData	<ul> <li>HydroMag</li> </ul>	jic > Database	~ Õ	Search Databas	e	Q
🔮 Quick access	Name	^	Dat	te modified Typ	be	Size		
A Conce access	🗟 geo		06/	/04/2020 14:53 Da	ta Base Fi	ile 4	.027 KB	
OneDrive								
📃 This PC								
💣 Network								
1 item   1 item se	lected 3,93 MB State: 🏖	Shared						

All geodesy definitions are stored in a shared database file.

#### **Manage Grid Definitions**

To open the "Manage Grids" window, select "Tools" => "Preferences" => "Manage Grids" from the menu. Using this window, you will be able to view, delete or modify existing grid definitions, or to add your own. For a list of map grids that are currently in the database, <u>click here</u>.

🔮 Eye4Software Hydromagic - Coordinate Calculator									
File	Tools	Help							
So	P	reference	ts	>	Mar	nage Grids			
Sc	Calculate Distance			Mar Mar	nage Datums nage Ellipsoids	Select			
sc	Sc Batch Conversion			_	Mar	nage Countries	Map		
No	orthing:			_	Mar	hage Frames			
Ea	Easting:		00	0.000	]				
Altitude: 0.000 Meters		ters							

The "Manage Grids" dialog can be opened from the "Tools" menu.

# **Grid list**

When clicking an item in the list, its parameters are displayed below the list. You can edit these parameters by clicking the "Modify" button.

Country or Region	i	EPSG 🔺	Grid Name		^		
🌄 Anguila		2000	Anguila 1957 / British V	Vest Indies Grid			
🔁 Antigua and B	arbuda	2001	Antigua 1943 / British V	Vest Indies Grid			
🕷 Dominica		2002	Dominica 1945 / British	West Indies Grid			
🛃 Grenada		2003	Grenada 1953 / British	West Indies Grid			
Montserrat		2004	Montserrat 1958 / Britis	sh West Indies Grid			
St Kitts and N	evis	2005	St. Kitts 1955 / British V	Vest Indies Grid			
St Luca	the Core	2005	St. Lucia 1955 / British	West Indies Grid			
St vincent and	the Gren	2007	St. VINCENT 45 / British V	O more 2			
Canada 2008			NAD27(CGQ77) / SCOP	Q 201e 2	v		
		21114			-		
				da 🧭 Modity 🥌 Delete	••••		
lter Grid List							
ilter by country:	No country	selected		🖳 Select 🗙 Rese	t		
ilter by datum:	No map dat	um selected		🖳 Select 💢 Rese	t		
elected Grid Prope	rties						
lame:	St. Kitts 195	55 / British West	Indies Grid				
rojection:	Transverse	Mercator	~				
Country:	St Kitts and	Nevis		Select			
atum:	St. Kitts 195	55	Select				
Correction Grid:	No Correctio	on Grid Used		En Select			
	0.000		False Eastino:	400000.000			
alse Northing:	0.00000000	)	Central Meridian	-62.00000000			
alse Northing: atitude of Origin		)	Parallel South:	0.00000000			
alse Northing: atitude of Origin arallel North:	0.00000000		Rectified Grid Angle:	0.00000000			
alse Northing: atitude of Origin 'arallel North: Azimuth:	0.00000000	)					
alse Northing: atitude of Origin arallel North: azimuth: icalefactor:	0.00000000						
alse Northing: atitude of Origin arailel North: azimuth: icalefactor:	0.00000000 0.00000000 0.999500		Vertical Uniter	Meters			
alse Northing: atitude of Origin arailel North: azimuth: icalefactor: lorizontal Units:	0.00000000 0.00000000 0.999500 Meters		Vertical Units:	Meters 🗸			

Select a grid to show or alter its properties.

The map grid list can be sorted by clicking on the list columns. You can sort the list by country, grid name and geodetic datum used. A map grid definition is displayed by the flag of the country where it applies to. If a grid can be used in multiple countries or regions, instead of a flag, a globe is displayed.

# **Deleting a grid**

You can delete an datum definition, by selecting an item from the list and clicking the button "Delete". The software will show a popup to confirm that you are sure you want to delete. When clicking "Yes" the grid will be deleted.



You have to confirm deletion of a grid definition.

# Modifying a grid

You can modify a grid by clicking the "Modify" button after you selected a grid from the list. After clicking the button, the "OK" button text will change to "Save". Clicking the "Save" button will save the modifications, clicking "Cancel" will keep the old data.

### Adding a grid

To add a new grid definition, click the "Add" button. When adding a new definition, it is required to specify a name for this grid, as well as the datum and projection used. Depending on the chosen projection, the input fields are enabled or disabled. The table below shows what fields are required for the different projections:

Projection	SCALE	FALSE_N	FALSE_E	LAT_0	LON_0	PAR_1	PAR_2	AZI	RECTGRD
Lambert Conformal Conic 1 SP	x	x	x	х	x	-	-	-	-
Lambert Conformal Conic 2 SP	-	х	х	х	х	х	х	-	-
Lambert Azimuthal Equal Area	-	х	х	Х	х	х	х	-	-
Transverse Mercator	x	х	х	х	x	-	-	-	-
Oblique Stereographic	x	х	х	х	x	-	-	-	-
Polar Stereographic	-	х	х	Х	x	-	-	-	-
Oblique Mercator	-	х	х	Х	x	-	-	-	-
Hotine Oblique Mercator	-	х	х	Х	х	-	-	х	х
Swiss Oblique Mercator	-	х	х	Х	x	-	-	-	-
Albers Equal Area Conic	-	х	х	Х	x	x	x	-	-
Mercator 1SP	х	х	х	Х	x	-	-	-	-
Mercator 2SP	-	х	х	х	x	x	-	-	-
Mollweide	-	х	х	-	х	-	-	-	-
Eckert IV	-	х	х	-	x	-	-	-	-
Eckert VI	-	х	х	-	х	-	-	-	-
Cassini	-	х	x	х	х	-	-	-	-
Krovak	х	х	х	х	х	х	-	х	-

Selecting a country is not required, but the country can be used to sort lists by country, if the grid does not apply to a simple country, just select "Earth", "Europe", "Asia" etc... When you want to use other units for the Northing and Easting values calculated ( default is Meters ), you can also select the units to be used. Please note that when changing this, you also have to enter the False Northing and False Easting in these units. Units currently supported are:

- Meters
- Kilometers
- International Foot
- British Foot
- Clarke's Foot
- Gold Coast Foot
- Indian Foot
- British Foot (Sears)
- U.S. Survey Foot
- Link
- Clarke's Link
- British Link (Sears)
- U.S. Survey Link
- Statute Mile
- U.S. Survey Mile
- Chain
- Clarke's Chain
- British Chain (Sears)
- U.S. Survey Chain

Click the "Save" button to store the newly created grid, by clicking cancel the input is ignored and you will return to the list.

# 2.5.4 Manage Geoids

### Introduction

In Hydromagic, a geoid model is used to calculate the separation between the local vertical datum and the WGS84 ellipsoidal height.

Each geoid model is in fact a simple binary file containing separation values in a regularly spaced grid.

The geoid files have the file extension ".geo" and are stored in the "\ProgramData\Hydromagic\Geoids" folder on your harddrive.

To access the "\ProgramData\Hydromagic" folder, please select the "Open Program Data Folder..." option from the "Help" menu.

To open the "Manage Geoids" window, select the "Coordinate Systems" => "Manage Geoids" option from the "Tools" menu.

Using this tool, you will be able to add new, remove or alter geoid definitions in the built in database.

Please note that not all geoids are installed by default. Geoid models that are configured, but not installed, are displayed in **red**.

These geoids can be downloaded from our website:

http://www.eye4software.com/hydromagic/documentation/geoid-models/

lect Geoid M	odel	
Select Geoid		
ID	Geold	^
8056	NN2000	
8111	NZGeoid09	
8118	NZGeoid2016	
8114	Normaal Amsterdams Peil (2004)	
8001	Normaal Amsterdams Peil (2008)	
8119	Normaal Amsterdams Peil (2018)	
8045	OSGM02 - Fair Isle	
8046	OSGM02 - Flannan Isles	
8049	OSGM02 - Foula	
8040	OSGM02 - Isle of Man	
8047	OSGM02 - North Rona	¥
Geoid Properti	ies	sh
Name:	Normaal Amsterdams Peil (2018)	
Country:	Netherlands ~	
File:	rdnap2018.geo	se
Click here for	a list of downloadable geoid models on our Hydromagic website,	
above,	, or right-dick the item for more options.	
Does Ge	orids Folder	ncel

### **Geoid List**

When clicking an item in the list, its parameters are displayed below the list. You can edit these parameters by clicking the "Modify" button.

The altered parameters can be saved by clicking the "Save" button, or discarded by clicking the "Cancel" button.

#### **Deleting a geoid**

You can delete a geoid definition, by selecting an item from the list and clicking the button "Delete". The software will show a popup to confirm that you are sure you want to delete the selected item. Please note that the geoid file will not be deleted and can still be used.

### Modifying a geoid

You can modify a geoid model by clicking the "Modify" button after you selected a geoid model from the list.

After clicking the button, the "OK" button text will change to "Save". Clicking the "Save" button will save the modifications, clicking "Cancel" will keep the old data.

### Adding a geoid

To add a new geoid model definition, click the "Add" button. When adding a new definition, it is required to specify a name for this geoid as well as the file containing the separation values.

Click the "Save" button to store the newly created datum, by clicking cancel the input is ignored and you will return to the list.

# 2.5.5 Manage Countries

# Manage Countries - Eye4Software Coordinate Calculator

We recommend to manage your geodesy configuration database from the "Eye4Software Coordinate Calculator" which is a freeware tool which is shipped with Hydromagic. To start the "Coordinate Calculator", select "Geodesy Calculations" => "Coordinate Conversion..." option from the "Tools" menu as shown below:



Select the "Coordinate Conversion..." option to start the Coordinate Calculator.

The database containing all geodesy definitions, like ellipsoids, datums, coordinate systems and correction grids is stored in the "C:\ProgramData\Hydromagic\Database\" folder, and it is shared by multiple applications, like Hydromagic Survey, Hydromagic Dredging and the Coordinate Calculator. Most of its content has been taken from the EPSG geodetic database and it will be updated regularly.

📙   🛃 📒 🖛   Database							— C	x c
File Home Share	View							~ 🕐
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🔶 🔶 ~ 🛧 📙 > Th	is PC > Local Disk	(C:) > Program	Data → HydroMag	gic > Database	vð S	earch Databas	e	Q
Ouick access	Name	^	Da	te modified Ty	pe	Size		
	🗟 geo		06/	/04/2020 14:53 Da	ata Base File	4.	027 KB	
<ul> <li>OneDrive</li> <li>This PC</li> </ul>								
🂣 Network								
1 item   1 item selected 3	,93 MB 🔰 State: 🎎	Shared						

All geodesy definitions are stored in a shared database file.

# **Manage Country Definitions**

To open the "Manage Countries" window, select "Options" => "Preferences" => "Manage Countries..." from the menu. Using this window, you will be able to view, delete or modify existing country / region definitions, or to add your own.

NOTE: The use of countries or regions is not required to perform coordinate calculations. It is only added to provide a mechanism to sort the map grids by the region or country they are used for.

🔮 Eye4Software Hydromagic - Coordinate Calculator 🛛 🗙				×	
File	Tools Help				
So	Preference	es >	Mar	nage Grids	
Sc	Calculate	Distance	Manage Datums		<u>S</u> elect
Sc	Batch Con	version	Manage Ellipsoids Select		Select
Nor	Northing:		Mar	hage Countries	🔊 Map
Easting:		000.000	Meter	_	
Altitude: 0.000 Meter		s			

The "Countries" dialog can be opened from the "Tools" menu.

# Country

When clicking an item in the list, its parameters are displayed below the list (country name and flag file name). You can edit these parameters by clicking the "Modify" button.

Mali		Monaco	
Marchall Talana	te.	Mongolia	
Marshall Island	15	Montenegro	
Marchique		Monserat	
Mauritiue		Morambique	
Mayotte		Myanmar (Burma)	
Mexico		Namibia	
Micronesia		Nauru	
Moldova		Repal	
<			)
		<u>A</u> dd <u> </u>	nove
ountry Properties			
Country Name:	Mexico		
Flag image:	MX.png	E Bro	wee
	NOTE: To add y 16x16 pi	your own flag to a country, you have to copy t ixels PNG file to the "Flags" folder in the progra	he Im

Click a country to view or alter its properties.

### **Deleting a country**

You can delete a country definition, by selecting an item from the list and clicking the button "Delete". The software will show a popup to confirm that you are sure you want to delete. Please note that you cannot delete countries that are used in a grid definition.



You have to confirm deletion of a country definition.

### Modifying a country

You can modify a country by clicking the "Modify" button after you selected a country from the list. You can for instance translate the country name to your own language, or modify previously created regions. The flag associated with the country or region can be changed by clicking the "Browse" button. How to add your own symbols or flags is described in the "Adding a country" section below. After clicking the button, the "OK" button text will change to "Save". Clicking the "Save" button will save the modifications, clicking "Cancel" will keep the old data.

### Adding a country

To add a new country definition, click the "Add" button. When adding a new definition, it is required to specify a name for this country. Specifying a symbol or flag for this country is optional, when no image has been specified a globe is displayed in the grid list. If you want to add your own symbol, convert this symbol to a 16x16 PNG Image file and copy this file to the "Flags" folder in the program directory. You can select a flag or symbol by clicking the "Browse" button. The software ships with flags for most countries around. Click the "Save" button to store the newly created datum, by clicking cancel the input is ignored and you will return to the list.

# **3 User Interface Features**

# 3.1 Projects

# **Hydromagic Projects**

Hydromagic organizes a set of background maps, raw data files, polls, map overlays, and boundaries as projects. Each project has its own projection settings, the surveyor's name and associated project description, and is stored in a separate folder on the disk.

The project settings are saved in a "Hydromagic Project File" with the file extension ".HPF". These files are saved in XML format and, although not recommended, can be changed with any text editor.

Home Share View				
★ Copy     Copy     Copy     Copy     Paste     Paste     Paste	path Move Copy to - to -	New item • New folder	Properties	<ul> <li>Select all</li> <li>Select none</li> <li>Invert selection</li> </ul>
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→ ※ 个 📑 > This PC >	Documents > Hydromagic > Demo		ٽ ~	🔎 Search Demo
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R Quick access	Backups	6/1/2020 6:3	6 PM File folder	
OneDrive - Eye4Software B.V	Draft	6/1/2020 4:5	4 PM File folder	
OneDrive - Remonal	Logs	6/1/2020 4:5	4 PM File folder	
oneonve - Personal	Maps	7/2/2020 7:5	3 PM File folder	
This PC	Matrices	7/3/2020 2:1	6 PM File folder	
A National	Modified	6/1/2020 4:5	4 PM File folder	
- NEWYORK	📑 RawData	6/1/2020 4:5	4 PM File folder	
	Reports	7/1/2020 10:	26 AM File folder	
	SideScan	6/1/2020 4:5	4 PM File folder	
	Coundings	6/24/2020 12	:18 PM File folder	
	Tides	6/1/2020 4:5	4 PM File folder	
	Velocity	6/1/2020 4:5	4 PM File folder	
	aemo.hpf	7/3/2020 2:3	8 PM HPF File	13 KB
items				D2

# Hydromagic project folders

Some folders, such as "Draft", "Reports", "Tides" and "Velocity" are intended to keep the project organized. The "Backups", "Maps", "Matrices", "Modified", "RawData" and "Soundings" folders are required to run the software and will be (re)created automatically by the software upon loading of the project by the software. Hydromagic projects can be shared by Hydromagic Survey and Hydromagic Dredging.

Folder	Description
Backups	Folder to store backups from raw data files, the project file and the configuration
Maps	Folder to store imported and dow nloaded maps
Matrices	Folder used to store matrices generated from soundings or dredging matrices
Raw Data	Folder where raw data files are recorded during hydrographic surveys
Modified	Folder where modifications to raw data files are stored

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Soundings	Folder where soundings generated from raw data files are stored
Logs	Folder to store user defined dredging logs generated in Hydromagic Dredging
Sidescan	Folder where imported sidescan data files are stored
Draft	Folder to store draft files generated by the draft file editor
Tides	Folder to store tide files generated by the tide file editor
Reports	Folder to store PDF reports generated by one of the volume calculation tools
Velocity	Folder to store sound velocity files

Folders created when creating a new Hydromagic project.

## Creating a new project

The first thing to do when you start working with the software is to create a project. That is, of course, when there is no project available to load. To create a new project, select "New Project..." from the "File" menu in the Hydromagic application.



Select the "New Project..." option to start a new project.

When a project is currently loaded, you are asked if you want to save and discard changes. The following dialog box is displayed. Just fill in the required fields and click the "Create" button to create a blank project.

Project Properties			)
Droject Namer	Clease enter a name for this projects.	1	
Project Name:			
Project Location:	C: (Users (Leon (Documents (Hydromagic )	CQ Browse	
Map Projection:	<click 'select'="" a="" map="" projection="" set="" to=""></click>	Select	
Project Description:			
Surveyor:		j	
When creating folder which is <u>Click here to vi</u>	a new project, a new subfolder with the project name will be created under the specified in the project location field. The description and surveyor fields are opt aw the documentation on projects in Hydromagic.	ional.	
	🗸 C	eate 🕺 🗶 Cance	el

In the "Create new project" dialog, you can enter the project's name and coordinate system.

#### **Project Name**

Enter a descriptive name for the project. This name is also used as the folder name for the project on the disk. Note that this name cannot contain any of the following characters: '|', '/', '\*', ': ', '?', '"', '<' and '>'. The reason you can not use these, is because Windows forbids to use them in file names.

#### **Project Location**

Here you can select the location where the project will be saved. By default, the "Hydromagic" folder is selected under the "My Documents" folder.

#### **Map Projection**

Select the map projection that will be used in this project by clicking the "Select ..." button. Please note that you cannot change the map projection after the project has been created..

Eile Edit <pre> Elie Edit </pre> <pre> Elie Edit </pre> <pre> Elie Edit </pre> <pre> Echer a coordinate system name, area or code to start searching&gt; </pre> <pre> Echer a coordinate system name, area or code to start searching&gt; </pre> Recently Used   G CDA0200 / MGA zone 49 (EPSG:7849)   Canada Albers Equal Area Conic (EPSI:102001)   RGF93 / Lambert-93 (EPSG:2154)   NAD_1983_2011 / North Carolina (ftUS) (EPSG:6543)   NAD_1983_CORS96_StatePlane_Alaska_10_FIPS_5010 (ESRI:102375   WGS 84 / World Mercator (ftUS) (USER:131071)   Add    Modify   Modify   Modify   Modify   Worle Modify   Wrp the first characters of the projection name, area of use or the   PSG code to filter the items displayed above.   WC  Cancel	Selec	ct Coordinate System X
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Add Modfy Modfy Kernel <td></td> <td></td>		
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Africa Albania Algeria Angola Angola Anguila Add  Modify  Export  Concel	ė.	lig Sorted By Area
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Angola Anguila Add Modify Import  Export  EPSG code to filter the items displayed above. OK Cancel		🔋 🖓 American Samoa
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Add       Import       Import       Export         Import       Import       Import       Import	<	>
Type the first characters of the projection name, area of use or the     EPSG code to filter the items displayed above.     OK X Cancel		Add 🕕 Modify 😱 Import 🕶 😱 Export 💌
Type the first characters of the projection name, area of use or the EPSG code to filter the items displayed above.         Image: Comparison of the projection name, area of use or the EPSG code to filter the items displayed above.         Image: Comparison of the projection name, area of use or the EPSG code to filter the items displayed above.         Image: Comparison of the projection name, area of use or the EPSG code to filter the items displayed above.         Image: Comparison of the projection name, area of use or the EPSG code to filter the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the the items displayed above.         Image: Comparison of the projection name, area of use or the		
V OK X Cancel	6	Type the first characters of the projection name, area of use or the EPSG code to filter the items displayed above.
		V OK K Cancel

Select a coordinate reference system for your new project.

#### **Project Description**

You can enter a description for the project here. The use of this field is optional. The value of this field can be selected as part of the map footer text.

#### Surveyor

You can enter the name(s) of the surveyor(s) here. The use of this field is optional. The value of this field can be selected as part of the map footer text.

#### **Project Explorer**

Your project and its contents can be viewed and modified using the "Project Explorer". It can be used to download maps, import maps or data, remove items, starting utilities and much more.

In addition to the maps, you can also access raw data, soundings, sidescan data, routes, waypoints, boundaries and matrices here. For more options, just right-click with your mouse on an item to get a popup menu.

When the "Project Explorer" isn't visible it could be hidden or closed. To restore it, select the "Project Explorer" option from the "View" menu.

#### **Backup projects**

Using the "Project Explorer" it is possible to backup or archive your entire project with just a couple of mouse clicks. To do so, right click the project root in the "Project Explorer" and select the "Archive project..." option.

A file dialog will appear, allowing you to set the name and location of the output file. The backup can be written as either a ZIP, TAR or ISO file. Click "OK" to generate the file.



Select the "Archive project..." option to send your project files to a ZIP archive.

#### **Open project folder**

To open a Windows Explorer window containing the contents of the project, right click the root of the project in the "Project Explorer" and select the "Show containing folder..." option. This might come in handy when, for instance, you want to manually copy or backup files from or to your project.



Select the "Show containing folder..." option to open your project files in Windows Explorer.

#### Alter project properties

This function can be used to alter some project properties like the surveyors name and the project description. It is not possible to change the projection, units and project name once a project has been created. To use a different project after your survey, just create a new project with the correct projection, and <u>import the recorded raw data</u> files.

To show or modify these properties, right click the root of the project in the "Project Explorer" and select the "Show project properties..." option. When done editing, just click the "OK" button to store the modifications.



Select the "Show project properties..." option to view or alter project properties.

#### **Cloning a project**

This feature has been added since version 9.0 after having a couple of requests for it. In some scenarios you will survey the same area a couple of months later, but you would like to have a separate project without going through the <u>map download</u>, <u>drawing of the boundary</u> and <u>section generation</u> again.

This is where the 'Clone Project' function comes in handy. You can let Hydromagic generate a new project for you based on an existing project. You will be able to choose the new project name as well as which items will be copied from the existing project.

To clone a project, right click the root of the project in the "Project Explorer" and select the "Clone Project..." option:



Select the "Clone Project..." option to generate a customized copy of your project.

The following dialog should now appear, already showing you a suggestion for the name of the new project. Of course you can alter the project name to suit your needs. By default, the root folder should contain the location where all your projects are. If you are using a different location for your project root, you might want to change the "Project Folder" value by clicking the "Browse..." button.

From the tree, select the items you want to keep in the new project. In most cases this includes the maps, boundaries and sections. After selecting the items, click the "OK" button to create the new project. When the project has been created successfully, you can click the "Yes" button in the message box that appears to load the newly generated Hydromagic project. In case of problems, you can always check the content of the <u>Activity View's</u> "Processing" tab.

Clone Project		×
New project nam	ne and folder	
Project Name:	Demo (1)	
Project Folder:	C:\Users\Leon\Documents\Hydromagic\	wse
Select which iten	ns will be copied into the newly created project.	
📄 RawData		^
Soundings		
Waypoints		
Comments		
Boundaries	1	
🖌 🔤 BO	RDA01	
Sections		
Routes		
🖌 🎯 Ac	tive Route	
Colorsets		
🖌 🖉 🕜 Im	ported Colors	~
Select A	M Select None Delect Visible	
Use this of maps, boo	option to create a new project which includes one or more elements of the old projec undaries, sections, raw data, soundings or waypoints.	t, like
	🗸 ОК 🗙	Cancel

Select the items you wish to transfer to the new project and click "OK".

# 3.2 Toolbar

## Toolbar

The toolbar contains a selections of the most common used features, so they can be accessed with a single mouse click. The toolbar can be fully customized, it is for instance, possible to remove buttons which are never used. This makes the program more user-friendly.

Button	Function
	Asks to save the current project, closes it and starts a new one.
<b></b>	Asks to save the current project, closes it and opens an existing project.
	Saves the current project.
	Sends the map, as displayed on the screen, to the printer.
	Import a map, and add it to the current project.
	Import a matrix, and add it to the current project.
	Import a sounding, section or boundary from an ASCII data file.
	Import a sounding from a NMEA0183 log file.

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	Start the map downloading tool to download maps and add them to your project.
	Exports a selection of the current project as KML file (Google Earth).
	Exports a sounding, matrix, boundary or shoreline as an ASCII data file.
	Saves the current view as an image file (JPG/GIF/PNG/TIF or BMP).
	Adjust the drawing order of maps in the project.
	Set cursor mode to "pan", allowing you to drag the map around using the mouse.
<b>(</b>	Set cursor mode to "info", click an object to show more information (vector maps only).
( <del>)</del>	Set cursor mode to "zoom in", click the map to zoom in.
P	Set cursor mode to "zoom out", click the map to zoom out.
۲	Set cursor mode to "zoom window", select a rectangle on the map to zoom.
	Zoom to extends of all items in the project.
9	Rotate the map 15 degrees counter clockwise (CCW).
1	Undo rotation (north up).
C	Rotate the map 15 degrees clockwise (CW).
<b>G</b>	Rotate the map clockwise (CW) by specifying the rotation in degrees.
	Measure area, perimeter, bearing or distance.
	Boundary drawing tool. Starts drawing a boundary on the map. Right click to save.
	Shoreline drawing tool. Starts drawing a shoreline on the map. Right click to save.
0	Draw the map in course up mode. Click again to switch back to north up.
0	Zoom to current location. Map will be zoomed to vessel's position.
×	Preferences. Open preferences window.
۲	Start / Stop recording raw sensor data (starts a new raw data file).
88	Pause recording raw sensor data.
of the second se	Activate previous cross-section or planned line (used for helmsman display).
10	Activate next cross-section or planned line (used for helmsman display).
â,	Toggle between depth and elevation mode (only available when sounding has tide information).
5	Start the sounding generation wizard, allows you to convert raw data into soundings.
$\times$	Reset position, sounder or speed alarm(s).
	When active, the drag-and-drop feature will be disabled (locked).
3	Edit depth color and legend settings.
?	Show version and licensing information.
?	Display the offline user manual.
# 3.3 Accelerator Keys

### **Accelerator keys**

An accelerator key is a key on your keyboard that you can press to quickly access a menu or function. This can be used for often used functions, such as start or stop recording a sounding. When using an accelerator key, you do not longer have to use the mouse while trying to navigate your vessel at the same time.

# **Default accelerator keys**

A couple of accelerator keys are already defined after installation of the software. These keys provide direct access to the functions in the "Survey" menu as shown below: Accelerator keys are supported since Hydromagic version 5.2.



# Adding and modifying accelerator keys

In addition to the standard accelerator keys, there is a possibility to add keys by your own, to modify accelerators, or to reset all accelerators to their default values.

To do so, click the small arrow at the right of the toolbar, and select the "Customize..." option as show below:



In the dialog that appear, click the "Keyboard" tab to access the accelerator configuration:

Customize		×
Commands Toolbars Keyb	oard Menu Options	
Category:	Set Accelerator <u>f</u> or:	
Commands:	Current Keys:	3
Create new sounding Mark location Next Section Previous Section	F9	<u>A</u> ssign <u>R</u> emove
roggie Recording	Press <u>N</u> ew Shortcut Key:	Re <u>s</u> et All
Description:		
Record Sounding		
		Close

To create a new accelerator, for instance, the F1 key to access the offline help program, select the menu item you want to associate with the F1 key as described in the following steps:

- For the "Category" drop down box select "Help", and for "Commands" select "User Manual...";
- Click the "Press New Shortcut Key" field with your mouse;
- Now press the key you want to use, this can also be a combination of keys, for instance, CTRL + F9, in this case we just press F1;
- Click the "Assign" button to select the key;
- Finished, you can now click the "Close" button to save your changes.

ommands Toolbars Key	board Menu Options	
Category:	Set Accelerator for:	
Help 🔹	Default 💌	. <b>Q</b>
C <u>o</u> mmands:	Current Keys:	3
Open Program Data Folde Show Event Log User Manual	Press <u>N</u> ew Shortcut Key:	<u>R</u> emove Reset All
Description: Start User Manual		

After performing the steps above, you should see something like this:

To reset all accelerator keys to their default values, just click the "Reset All" button.

# 3.4 Activity View

The activity view (since Hydromagic 9.0) is a window that is docked below the map view, which shows all kinds of real-time information. In earlier versions, this information could be accessed by opening the 'Event Log View', which has been deprecated as of version 9.0.

The reason for the activity view was to supply direct feedback when something fails, or to show more information about ongoing processes such as data-processing. For instance, when a plugin did not load, this will be reported directly in the activity view, so you know right away that something is wrong.

It can also be used to receive real-time information on devices connected to Hydromagic, or to get status updates from your autopilot.

Real Time Activity	▼ ‡ ×
1/14/2020 - 11:43:46.497 AM [SpectreAP] Plugin stopped.	~
1/14/2020 - 11:43:46.490 AM [SpectreAP] Diconnected	
1/14/2020 - 11:43:46.483 AM [SpectreAP] Closing UDP session	
1/14/2020 - 11:43:46.474 AM [SpectreAP] Closing communications	
1/14/2020 - 11:43:46.467 AM [SpectreAP] SpectreCtrl API Terminated.	
1/14/2020 - 11:43:46.459 AM [SpectreAP] Failed to open or initialize connection	
1/14/2020 - 11:43:46.450 AM [SpectreAP] Failed to open UDP session: Failed to connect remote UDP port: [1500], Unknown Error.	
1/14/2020 - 11:43:46.435 AM [SpectreAP] Opening UDP session on port: [1500]	~
I  I  I  I  I  I  I  I  I  I  I  I  I  I	

## **Activity View Tabs**

The activity view will always have three tabs. More tabs might be displayed depending on which plugin(s) you have loaded:

#### All

The 'All' tab will display all general information like plugins that were loaded, maps that have been imported and all system errors.

Sometimes more detailed information is sent to the 'Processing' tab, for instance when you are loading a map, the loading process will be displayed in the 'Processing' tab.

#### Processing

The 'Processing' tab will show information on all processing jobs like importing maps, parsing files, loading projects, post processing data and far more. When you process data and for some reason you do not get the desired result, please consult this tab for more information on the problem.

#### **Downloads**

When downloading files from the web, such as background maps, nautical charts or geoid models, the download process will be displayed here. You can find the web URL's used to download the content, and in case of problems you can find the cause of the error here (i.e. website down, or document not found).

#### **Autopilot**

When an autopilot sends status updates (for instance waypoint reached or route uploaded), you can view them in the 'Autopilot' tab. This tab is hidden when no autopilot plugin has been loaded. Please refer to this document for more info on using autopilots with Hydromagic.

# Showing or hiding the activity view

By default, the activity view is docked at the bottom of the Hydromagic application, below the map display. Using the gripper just above the title bar of the activity view you can resize it so you can control how much vertical space it takes away from the map display.

When the activity view is hidden, or when you want to temporarily get rid of it (although not recommended), you can toggle its visibility by clicking the "Activity View" menu item in the "View" menu (shown below).

File Edit	Vie	w Tools	Options	Survey	Curs	or Help		
:		Applicatio	n Look	•				ī
New Project P	~	Tool Bar			rt I	Download Map	Download ENC	Layer Order
Project Explore	~	Status Bar					- 1 - P	
e Proje		Project Exp	plorer		1	N	363	
	$\otimes$	Navigation	n Data				1.00	
÷	*	Activity Vi	ew				100	
±	鏺	LR Indicat	or		M		≥E	
		Echosoun	der		$\mathbf{P}$			
🕀 - 🕑 🧾		Echogram	(Hi)				63-52	
<b>⊕</b> @		Echogram	(Lo)		84 G		15.64	
		Echogram	(Sub-Botto	m)				
	0	Enable Mo	oving Map					
		Display O	der					
					100	10 M	11.50	

🖉 demo.hpf - Eye4Software Hydromagic Survey

# Docking the view below the map display

When you enable the activity view and it is not properly docked below the map display (i.e. displayed as a floating window), just use the mouse and left click the mouse on the title bar of the activity view window. While holding the left mouse button down, drag it into the 'down arrow' button as displayed below.



Copy text from the activity view

To copy text from the activity view, for instance when you need support on an error, hold down the 'CTRL' key when clicking one or multiple lines in the view. When you have selected all the text you want to copy, right click on one of the selected items and choose the "Copy Text" option from the popup menu that appears. Now you can use the "CTRL" + "V" key combination to paste the text in an email or text document.

1/14/2020 - 11:43:46.474 AM [SpectreAP] Closing communications		
1/14/2020 - 11:43:46.467 AM [SpectreAP] SpectreCtrl API Terminated.		
1/14/2020 - 11:43:46.459 AM [SpectreAP] Failed to open or initialize connection		
1/14/2020 - 11:43:46.450 AM [SpectreAP] Failed to open UDP session: Failed to connect remote UDP port: [1500], Unknown Error.		
1/14/2020 - 11:43:46.435 AM [SpectreAP] Opening UDP session on port: [1500]	9	Edit Color Settings
1/14/2020 - 11:43:46.427 AM [SpectreAP] Opening communications		Conv Selected Items
1/14/2020 - 11:43:46.417 AM [SpectreAP] SpectreCtrl API Version = 1.6437.	14	copy selected items
1/14/2020 - 11:43:07.319 AM [Survey] Finished starting plugins.	ω	Clear View
1/14/2020 - 11:43:07.310 AM [Survey] Loading configured plugins		
1/14/2020 - 11:43:03.159 AM [Survey] Starting Eye4Software HydroMagic [9.0.64.91205]		

# Customizing text colors used in the activity view

Tracing information in the activity view uses distinct colors for error, success, warning, logging and information messages. For instance, errors are displayed in red, while success messages are colored green. To change the color for each type of message, simply right click the activity view and choose the "Edit Color Settings..." menu item to start customizing.

Information:	Eye4Software Hydromagic - Activity View	🍼 S	elect
Log:	Eye4Software Hydromagic - Activity View	🍼 s	elect
<u>W</u> arning:	Eye4Software Hydromagic - Activity View	🍼 s	elect
Success:	Eye4Software Hydromagic - Activity View	🍼 S	elect
Error:	Eye4Software Hydromagic - Activity View	🍼 s	elect

# 3.5 Data View

## Introduction

The data view is used to display all incoming data from the hardware. The data view is integrated in the Hydromagic environment as a docked window.

By default, it is displayed left of the map display.

The following information can be displayed in this view:

- ✓ Current position in WGS84 latitude and longitude;
- ✓ Current position in UTM coordinates;
- ✓ Current position in the selected local grid;
- ✓ Altitude, course and speed;
- ✓ (D)GPS fix quality and used satellite(s) count;
- ✓ DGPS beacon ID and age;
- ✓ PDOP, HDOP and VDOP;
- ✓ Motion sensor data: heave, pitch and roll;
- ✓ Current Time;
- ✓ Navigation information;
- ✓ Dredging information.

Nav	igation Data		×
	Position (WGS84)		
	Latitude	N 51°08'39.90"	
	Longitude	E 003°48'51.18"	
	<b>Position (Local Gr</b>	id)	
	Northing	0000000.00	
	Easting	0000000.00	
	Depth		
	Sounder Hi	2.10	
	Sounder Lo	0.00	
	Corrected	2.10	
	Tide		
	Manual	0.00	
	Receiver	0.00	
	Course		
	Course	157.1 °	
	Speed		
	Ground	0.1 kmh	
	<b>GPS Information</b>		
	Sats	10	
	Fix	DGPS Fix	
	Diff Age	999	
	Beacon	0000	
	Time	13:42:42 GMT	
	<b>Dilution Of Precisi</b>	on	
	PDOP	2.00	
	HDOP	1.20	
	VDOP	1.60	

## Showing or hiding the data view

By default, the data view is displayed as a docked tabbed window. If you want to show or hide this window, just select the "Navigation Data" option from the "View" menu. Sometimes the windows is already displayed, but as a tabbed window. You have to select the "Navigation Data" tab to bring the window to the foreground. This tabs look like the image below:

Attribute	Project E	🛞 Navigati
Ready		

## Select items to display

You can easily modify the data view by showing and hiding items. By showing only the needed information, the display will become more well organized. To select the items to display, right-click on the data view to show the following dialog. You can just select the items to display, by checking them.

Data View Options		$\times$
Display Items		
Position - Latitu Position - Unive Position - User Altitude Depth Tide Course Speed GPS Statistics DOP Clock Navigation Info Motion Sound Velocity	ude /Longitude ersal Transverse Mercator selected grid	
	Select All Select None	
Font Size		
Select Font Size:	10 (Default) v pixels	
Refresh Interval		
Select Interval:	1000 (Default) v ms	
You can deci dataview in o	rease the size of the font in the case not all items fit in the view.	
	V OK X Cance	<b>;</b>

# Position - Latitude / Longitude

Your current GPS position in WGS84 latitude and longitude format. It is possible to change the display format used. The display format can be modified from in the "Units" tab in the preferences window ("Preferences..." from the "Options" menu ).

# **Position - Universal Transverse Mercator**

Your current GPS position in UTM (Universal Transverse Mercator). The UTM zone is automatically detected using your current position, and will also be displayed. The UTM coordinates are displayed in northing and easting meters.

#### **Position - User Selected Grid**

Your current GPS position displayed in either easting and northing or latitude and longitude, depending on the local map grid used to display the current map. This projection is the same as the projection displayed in the status bar at the bottom of the screen.

#### Altitude

Altitude of the GPS antenna. Depending on the GPS, this can be the altitude above sea level, or the altitude above the geoid. The altitude can be displayed in meters or feet. The current altitude unit setting can modified from in the "Units" tab in the preferences window ("Preferences..." from the "Options" menu ).

#### Depth

Displays both the low and high frequency (if applicable) depths returned by the echosounder as well as the depths corrected with the current (RTK) tide value.

### Tide

Displays the current tide value. Depending on the settings, either the manual, RTK or tide receiver tide will be displayed.

#### Course

Course calculated by the GPS. Also know as course over ground.

#### Speed

Speed calculated by the GPS. Also known as speed over ground. The speed can be displayed in miles per hour, meters per second, knots and kilometers per hour. The current altitude unit setting can be modified from the "Units" tab in the preferences window ("Preferences..." from the "Options" menu ).

## **GPS Statistics**

This option can be selected to retrieve more information on the GPS fix. This section in the data view includes the quality of the GPS fix (no fix, GPS fix, DGPS fix, etc...), the number of satellites used and some basic information on the DGPS reference station used (not available when using EGNOS/WAAS).

#### DOP

This option can be selected to enable the DOP (Dilution Of Precision) section in the data view. It shows PDOP (overall dilution of precision or position dilution of precision), HDOP (horizontal dilution of precision) and VDOP (vertical dilution of precision).

### Dredging

Display information on the ongoing dredging process. When using the Hydromagic Dredging edition of the software, enabling this option will display dredging depth as well as position information on the dredging equipment used.

# **Motion**

Display motion information received from a motion sensor, IMU or echosounder with built in motion or heave sensor.

Enabling this option will display heave, roll and pitch information in the data view.

## Clock

Just displays the current PC date and time in GMT (Greenwich Mean Time).

# **Navigation Info**

When the software is used in waypoint-to-waypoint navigation, enabling this option will cause the data view to show bearing and distance to waypoint.

# 3.6 Helmsman Display

## **Helmsman Display**

The helmsman display (also known as LR-indicator) in Hydromagic can be used to display the cross track error (XTE) when navigating on planned survey lines.

It provides you with information on in which direction to steer to follow the planned lines as accurate as possible.

# Activating the helmsman display

The helmsman display can be activated by selecting "LR Indicator" from the "View" menu. The display will be displayed.

The display will now be displayed, however, it won't display any useful information until a valid GPS position is available and a cross section or planned survey line has been selected.



#### Activating a survey line

Because the cross track error displayed is calculated from the position of your vessel relative to a line, you have to tell the software which planned survey line you want to follow.

Please note that in Hydromagic, there is no difference between a planned survey line and a cross section. Cross sections can be used in volume calculations, cross section displays and as planned survey lines.

There are several ways to select a cross section:

- Right click on the center of a cross section and select "Activate Section..." from the popup menu;
- Select a cross section by selecting the previous or next section using the F11 and F12 function keys;
- Right click a cross section in the project explorer and select "Set Active";



# Using the display to steer

When a valid position is available, the difference in heading between the vessel and the line is less then 45 degrees, and a cross section has been selected the helmsman display is indicating the distance between your vessel and the line, as well as the direction:



The value displayed is the distance to the line in the horizontal units selected in the current map projection.

When the value is displayed in red, it means you are on the port side (left) of the line, and you have to steer to the starboard side (right).

When the value is displayed in green, it means you are on the starboard side (right) of the line, and you have to steer to the port side (left).

The line that is used to calculate the calculate the cross track error (the line that is activated) is highlighted in yellow on the chart display:



# 3.7 Area Measurements

# Introduction

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Eye4Software Hydromagic offers a variety of tools to calculate or measure the area covered by a sounding, map feature or other object. The results of an area measurement are displayed using one of the following units:

- Acres;
- Hectares;
- Square Meters;
- Square Kilometers;
- Square Yards;
- Square Feet.

Areas are calculated by converting all coordinates of the selected area to vectors. The calculated vectors are passed to a cross-product formula used to calculate the total area of the object measured.

## Setting area units

Before performing an area measurement, make sure your preferred area units have been set!

To specify the units used for area calculation, open the "Preferences" dialog, by selecting "Preferences..." from the "Options" menu. Now click on the "Units" tab. For more info on how to set units, please refer to the "<u>Unit settings</u>" page.

Use the "Area Units" drop down box to select the preferred units, and click the "OK" button to store the new setting.

Devices       Calibration       RTK       Map         Inits and Formats       Position Format:       H DD MM SS.SS       >         Position Format:       MPH       >         Speed Units:       MPH       >         Area Units:       Square Meters       >         /olume Units:       Square Meters       >         /olume Units:       Square Meters       >         /olume Units:       Square Feet       Acres         /orizontal Units:       Square Yards       >         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.          epth and elevations	Miscellane	eous	Alarms	ECDIS	Grid
Inits and Formats   Position Format:   H DD MM SS.SS   Speed Units:   MPH   Area Units:   Square Meters   /olume Units:   Square Meters   /olume Units:   Square Meters   /olume Units:   Square Meters   /olume Units:   Square Kilometers   Square Kilometers   Square Yards   NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. epth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	nits	Devices	Calibration	RTK	Мар
Position Format: H DD MM SS.SS   Speed Units: MPH   Area Units: Square Meters   /olume Units: Square Meters   /olume Units: Square Meters   /olume Units: Square Kilometers   /orizontal Units: Square Yards   NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. epth and elevations   Image: Display soundings as elevations when tide correction is used   Reverse sign of elevation values in soundings	Jnits and F	Formats			
Speed Units: MPH   Area Units: Square Meters   /olume Units: Square Meters   /olume Units: Square Meters   Square Feet Acres   Acres Square Kilometers   /ertical Units: Square Yards   NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. epth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Dosition F	ormat:	H DD MM SS SS	~	
Area Units: Square Meters Area Units: Square Meters /olume Units: Square Meters /olume Units: Square Feet Acres Square Kilometers /ertical Units: Square Yards  NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.  Physical Units: Physical Units: Physical Units: Physical Units Physical Units: Physical Units Physical Units: Physical Units Physical Units: Ph		ormat.	1100 MM 33.33	· ·	
Area Units:       Square Meters         /olume Units:       Square Meters         Square Feet       Acres         Horizontal Units:       Square Kilometers         /ertical Units:       Square Yards         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         epth and elevations       Image: Comparison of the selection of the selectin of the selection of the selection of the sele	speed Un	ts:	MPH	~	
Yolume Units:       Square Meters         Square Feet       Acres         Horizontal Units:       Square Kilometers         Yertical Units:       Square Yards         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         epth and elevations       Image: Constraint of the selected local grid.         Image: Display soundings as elevations when tide correction is used       Image: Reverse sign of elevation values in soundings	Area Units	S:	Square Meters	$\sim$	
Horizontal Units:       Acres         Square Kilometers       Square Yards         Vertical Units:       Square Yards         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         epth and elevations       Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings	/olume Ur	nits:	Square Meters Square Feet		
/ertical Units:       Square Yards         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         epth and elevations         Image: Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings	Horizonta	Units:	Acres Saussa Kilomotora		
NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. epth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Vertical Ur	nits:	Square Yards		
Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	NOTE: V	'ertical units ( distance) dep	altitude and depth) end on the selected	, and horizontal d local grid.	units
✓ Display soundings as elevations when tide correction is used ☐ Reverse sign of elevation values in soundings	NOTE: V (i	'ertical units ( distance) dep elevations —	altitude and depth) end on the selected	, and horizontal d local grid.	units
Reverse sign of elevation values in soundings	NOTE: V ((	ertical units ( distance) dep elevations	altitude and depth), end on the selected	, and horizontal d local grid.	units
	NOTE: V (i	ertical units ( distance) dep elevations / soundings a	altitude and depth), end on the selected s elevations when t	, and horizontal d local grid. ide correction is	units used
	NOTE: V (i Depth and Display	ertical units ( distance) dep elevations / soundings a se sign of elev	altitude and depth), end on the selected s elevations when t vation values in sou	, and horizontal d local grid. ide correction is ndings	units used
	NOTE: V (i Depth and Display Revers	ertical units ( distance) dep elevations v soundings a se sign of elev	altitude and depth), end on the selected s elevations when t vation values in sou	, and horizontal d local grid. ide correction is ndings	units used
	NOTE: V (i Depth and Display	ertical units ( distance) dep elevations / soundings a se sign of elev	altitude and depth), end on the selected s elevations when t vation values in sou	, and horizontal d local grid. ide correction is ndings	units used
	NOTE: V (i Depth and Display	ertical units ( distance) dep elevations / soundings a se sign of elev	altitude and depth), end on the selected s elevations when t vation values in sou	, and horizontal d local grid. ide correction is ndings	units used
	NOTE: V (i Depth and Display	ertical units ( distance) dep elevations v soundings a se sign of elev	altitude and depth), end on the selected s elevations when t vation values in sou	, and horizontal d local grid. ide correction is ndings	units used
	NOTE: V (i Pepth and ✓ Display ☐ Revers	ertical units ( distance) dep elevations / soundings a se sign of elev	altitude and depth), end on the selected s elevations when t vation values in sou	, and horizontal d local grid. ide correction is ndings	units used

# Measuring the area of a map object

Areas of map objects can be calculated by selecting the corner coordinates of the polygon using the mouse. To get the most accurate results, make sure that the object is zoomed in at the maximum zoom level.

Now select the "Area" cursor tool by selecting "Area" from the "Cursor" menu. All you have to do is select all the corners of the object, as shown in the screen shot below:

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You will notice a blue line drawn around the object. A dialog box appears on top on the map showing the current area and perimeter of the map object. When you finished measuring, just click the right mouse button to dismiss the dialog box, and return to the previous mouse mode.

# 3.8 Coordinate calculator

# Introduction

Hydromagic has a built in coordinate calculator tool, which can be used to convert a single projected (easting/northing) or geographic (latitude/longitude) coordinate. This tool can, for instance, be used to check whether configured map grids and map datum are working correctly. All map datums, grids and ellipsoids configured in Hydromagic can be used with this conversion tool.

The following calculations are supported:

- Convert geographic coordinates to projected coordinates;
- Convert projected coordinates to geographic coordinates;
- Transform geographic coordinates between different map datums;
- Convert projected coordinates from one coordinate reference system to another;
- Convert geographic coordinates between different latitude and longitude formats.

# Start the Coordinate Calculator

You can start the Coordinate Calculator by selecting "Coordinate Calculator..." from the "Tools" menu in the main window. After selecting this option, the following window should appear:

	agic - Coordinate Calculator	X
<u>F</u> ile <u>T</u> ools <u>H</u> elp		
Source Coordinates		
Source Grid: Geo	graphic ( Longitude / Latitude )	<u>S</u> elect
Source Datum: WG	S 84	Select
	(@	Map
Latitude:	51 54 00000 N Odd.dddd	
Longitude: 0	04 24 00000 E @ dd mm ss.ss	
Altitude:	0.000 Meters	
Destination Coordinates Destination Grid: Ame Destination Datum: Ame	ersfoort / RD New Eq. : ersfoort @ Eq. :	Select Select Map
Northing:	435071.230	
Easting:	87057.101	
Altitude:	0.000 Meters	
The Hydromagic Co a map datum or ma	ordinate Calculator can be used to convert a single coordinate, p grid configuration. To use geographic coordinates, select a m	or to test ap datum.

The main screen of the "Eye4Software Coordinate Calculator".

# **Using the Coordinate Calculator**

To perform a coordinate conversion, you have to enter the following information:

- Source map datum or map grid;
- Destination map datum or map grid;
- Source coordinates, geographic or projected;
- The format used for the geographic source coordinates (optional);
- The source altitude (optional);

## **Source Coordinates section**

### Source grid

In this field, the name of the source map grid is displayed. When the source coordinate is in geographic coordinates, the text: "Geographic Longitude / Latitude" is displayed here. To set the source coordinates to geographic coordinates, you have to select a map datum instead of a map grid.

#### Source datum

In this field, the name of the source datum is displayed. When a map grid is selected, this field displays the map datum used in this map grid. To set the source coordinates to projected coordinates, you have to select a map grid instead of a map datum.

#### Source coordinates (X)

Depending on whether you selected a map grid or not, this field is used to enter the source easting (X) or longitude coordinate. When using a map grid, the units of the X-axis are displayed (for instance: meters, feet, links etc...). When using a map datum, geographic coordinates are displayed as specified with the radio buttons.

### Source coordinates (Y)

Depending on whether you selected a map grid or not, this field is used to enter the source northing (Y) or latitude coordinate. When using a map grid, the units of the Y-axis are displayed (for instance: meters, feet, links etc...). When using a map datum, geographic coordinates are displayed as specified with the radio buttons.

### Map button

When you click the "Map..." button, the software will convert the source coordinates entered to a WGS84 geographic coordinates, and displays this position as a marker in a Google Maps web page. This way you can check whether the correct coordinates have been entered.

#### Source geographic format

When using geographic coordinates, 3 radio buttons are shown, you can use these buttons to select the geographic format:

- Decimal Degrees;
- Degrees, Decimal Minutes;
- Degrees, Minutes, Seconds.

When a map grid is selected, these buttons are hidden, and the coordinates are always displayed in northing and easting (projected) units.

### **Destination Coordinates section**

#### **Destination grid**

In this field, the name of the destination map grid is displayed. When the destination coordinate is in geographic coordinates, the text: "Geographic Longitude / Latitude" is displayed here. To set the destination coordinate to geographic coordinates, you have to select a map datum instead of a map grid.

#### **Destination datum**

In this field, the name of the destination geodetic datum is displayed. When a map grid is selected, this field displays the map datum used in this map grid. To set the destination coordinate to projected coordinates, you have to select a map grid instead of a map datum.

#### **Destination coordinates (X)**

Depending on whether you selected a map grid or not, this field is used to display the calculated projected coordinates. When using a map grid, the units of the X-axis are displayed (for instance: meters, feet, links etc...). When using a map datum, geographic coordinates are displayed as specified with the radio buttons.

#### **Destination coordinates (Y)**

Depending on whether you selected a map grid or not, this field is used to display the calculated projected coordinates. When using a map grid, the units of the Y-axis are displayed (for instance: meters, feet, links etc...). When using a map datum, geographic coordinates are displayed as specified with the radio buttons.

#### Map button

When you click the "Map..." button, the software will convert the destination coordinates to WGS84 geographic coordinates, and displays this position as a marker in a "Google Maps" webpage. This way you can check whether the correct coordinates have been entered or calculated.

#### **Destination geographic format**

When using geographic coordinates, 3 radio buttons are shown, you can use these buttons to select the geographic format:

- Decimal Degrees;
- Degrees, Decimal Minutes;
- Degrees, Minutes, Seconds.

When a map grid is selected, these buttons are hidden, and the coordinates are displayed in northing and easting (projected) units.

### **Buttons**

### Transform

Using the transform button you can perform the actual map grid or map datum conversion. The source coordinates are always used as input, and the calculated result is displayed in the destination coordinates section.

#### Swap

When clicking the "Swap" button, all the values of the source and destination coordinates sections are swapped. This allows you to perform a reverse calculation without the need to re-enter all information.

#### Clear

By clicking the "Clear" button, all fields and settings are reset to their default values.

#### Close

Closes the window after saving the current settings and values.

# 3.9 Alarms

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## Alarms in Hydromagic

In Hydromagic, alarms can be configured to alert you, or stop recording a sounding, when specified conditions are (not) met. Alarms can be applied to GPS accuracy, position, speed, echo sounder depth and boundary (geofencing).

We recommend to use at least the alarm for the GPS accuracy to avoid recording invalid data for hours. For instance, when the RTK fix has been lost, you want to know this immediately to avoid recoding with invalid tide values.

To setup alarms, first select the "Preferences..." item from the "Options" menu to open the preferences dialog. In the preferences window, please select the "Alarms" tab to setup alarms:

ferences					
Units	Devices	Calibratio	n R	тк	Мар
Miscellane	eous	Alarms	ECDIS		Grid
GPS Alarm Set minimu quality or [	m required nur DOP to enable	nber of satellite logging.	es, GPS	Ø 3	Setup
Sounder A Set minimu depth.	larm m and maximur	m echosounder		Ø	Setup
Speed Alar	m				
Set this ala sounding a	arm to avoid ind at a speed whic	correct soundin h is to high.	gs by	Ø 3	Setup
Boundary	Alarm				
Set this ala gets outsid	rm to warn you e a specified b	u in case the ve oundary	essel	Ø 9	Setup
		OK	Car	icel	Apply

# **GPS or RTK receiver alarms**

To setup alarms on the GPS / RTK equipment, click the "Setup..." button in the "GPS Alarm" section. To enable alarms for GPS, check the "Enable alarm on invalid and inaccurate GPS positions" option. You will now be able to configure other options:

GPS Alarm ×						
GPS Alarm						
Enable alarm on invalid and inaccurate GPS positions.						
GPS Tresholds						
Minimum GPS quality value:	RTK Fixed 🗸					
Minimum GPS satellite count:	8					
Maximum HDOP value:	1.5					
Maximum DGPS age:	0					
Require DGPS beacon id:	0					
Actions						
Pause recording						
Sound alarm						
	V OK X Cancel					

#### Minimum GPS quality value

Use this option to make sure only positions are recorded when the GPS is, for instance, in RTK Fixed or differential GPS mode.

Possible values include:

- No Fix
- GPS Fix
- DGPS Fix
- RTK Float
- RTK Fixed

When using tide corrections using RTK, it is recommended to use this option with "RTK Fixed" selected, so you will be notified when RTK tides are disabled.

#### Minimum GPS satellite count

This options can be used to use only position fixes with a minimum number of satellites in view to ensure accuracy. For a valid 2D fix, at least 3 satellites are required, for a 3D fix, you need at least 4 satellites. It is recommended to set this value to 6 or higher.

#### Maximum HDOP value

Activates alarm when the HDOP (Horizontal Dilution of Precision) value exceeds a defined threshold. Recommended value is 2.0.

### Maximum DGPS age

The DGPS age indicates the age of the correction data in seconds. When this value goes up, it often means that the differential GPS or RTK correction signal is temporary lost. In most scenario's this value will not exceed the value of 5-6. It is recommended to set this value to 10.

#### Require DGPS beacon id

This option can be used when a DGPS or RTK correction signal is used. When another beacon is received then the one that is expected, it may result in inaccurate positions, for instance when a reference station is at a to great distance. Set this value to the beacon ID that is displayed directly at a successful setup of your reference station.

### Sounder alarms

To setup alarms on the echo sounder equipment, click the "Setup..." button in the "Sounder Alarm" section. Sounder alarms are available in the Hydromagic Survey edition only.

To enable alarms for sounders, check the "Enable alarm on invalid and out-of-range soundings" option. You will now be able to configure other options:

Sounder Alarm		×
Sounder Alarm	d and out-of-range soundings.	
Sounder Limits		
Minimum Depth:	0.30 Meter	
Maximum Depth:	30.00 Meter	
Actions		
Pause recording		
Sound alarm		
	🖌 OK 🗙 Ca	ncel

#### **Minimum Depth**

Sets the minimum depth that is expected to be returned from the sounder. This value is not corrected, but compared to the raw depth returned.

#### Maximum Depth

Sets the maximum depth that is expected to be returned from the sounder. This value is not corrected, but compared to the raw depth returned.

#### **Boundary alarms**

To setup an alarm on the dredging area boundary, click the "Setup..." button in the "Boundary Alarm" section. Boundary alarms are available only in the Hydromagic Dredging edition.

To enable an alarm for boundaries, check the "Enable alarm on dredge head location" option. You will now be able to configure other options:

Boundary Alarm	×
Boundary Alarm	
Enable alarm on vessel position	
Boundary	
Select Boundary: BOUNDARY0001	~
Actions	
Pause recording	
Sound alarm	
	OK X Cancel

#### **Selected Boundary**

The selected boundary is used to check the dredging position. When the dredge head is outside of the selected boundary, the alarm will be triggered.

## **Speed alarms**

To setup an alarm on the speed of the vessel, click the "Setup..." button in the "Speed Alarm" section. Speed alarms are available in both the Hydromagic Survey and Dredging editions.

To enable an alarm for speed, check the "Enable alarm on speed limit" option. You will now be able to configure other options:

Speed Alarm		×
Speed Alarm		
Enable alarm on speed	l limit.	
Speed Limit		
Maximum Speed:	3.0 r	nph
Actions		
Pause recording		
Sound alarm		
	<b></b>	OK 🔀 Cancel

#### **Maximum Speed**

The maximum speed of the vessel during survey or dredging operations. Due to latency errors, the recommended maximum speed for performing surveys is 4 km/h.

#### **Alarm options**

#### Pause sounding recording

When the "Pause sounding recording" option is enabled, the recording of the current sounding is suspended when the alarm is activated.

You have to press the record button again to resume recording.

#### Sound Alarm

When the "Sound alarm" option is enabled, then a sound is played when the alarm is activated. In addition to the sound, a big red banner with the text 'ALARM' is displayed in the map view.



You can reset the alarm by clicking the reset alarm button in the tool bar:



NOTE: When using sound alarm(s), make sure your sound hardware is enabled and the volume is turned on.

# 3.10 Query objects

# Introduction

Hydromagic allows you to use the mouse to select a map feature or coordinate on the map, and to return more information on objects found at this location.

You can use this feature to get more information on a CAD or GIS feature, or to retrieve depth at any given location (within the boundaries of a loaded or generated matrix).

You can access this feature by clicking the 🕕 button in the toolbar.

#### Querying depth values

In order to retrieve depth information using the mouse, make sure a matrix is loaded or generated, and set to active.

You can activate (which means that is the matrix selected for operations) a matrix by right-clicking it in the "Project Explorer" and selecting the "Set Active" option as shown below:

2	demo	o.hpf	- Eye4So	oftware H	lydromagio	: Survey			
:	File	Edit	View	Tools	Options	Survey	Cur	sor Help	_
:			2			<b>III</b>		Drag Map	
	New		Open	Save	Import	Impo	0	Info	ad
Dr	Project Project Project Map Mat					€	Zoom In	F	
						• •	P	Zoom Out	L
11	Project						ø	Zoom Window	L
	Haps					<u> </u>	Draw Boundary	L	
	📲 🚥 🧰 Raw Data							Dicable Drag and Drop	
	÷	D 🗋	Sound	lings					1
			10/						

After selecting the matrix you want to use, set the cursor to "Query Object" by selecting the ① button in the toolbar.

You can now click anywhere within the boundaries of the matrix to retrieve depth information. The depth, interpolated from the four nearest cells, will be calculated and displayed as shown below:

Q	Query Object Information x					
Pn	operty	Value				
	Shape Attributes					
	X	721728.000				
	Y	7702230.000				
	Z	5.111				
		Convert shape to boundary				

When ready, right click on the map to dismiss the dialog and reset the mouse mode to "Pan".

## **Querying CAD or GIS features**

In order to retrieve information on a object or feature on a CAD or GIS (vector) map, make sure the map is visible. You can now click on the object you want to retrieve information for. When an object has been found near the cursor, the "Query Object Information" dialog will be displayed. In this example we are querying a CAD object from a DXF file, so the DXF layer and handle are displayed.

Query Object Information	x
Property	Value
Shape Attributes	
LAYER	BDM_Vaarlijnen
HANDLE	C85
	Convert shape to boundary

## Converting CAD or GIS features to shorelines or boundaries

As you may have noticed, the dialog contains a button with the caption: "Convert shape to boundary". This function will allow you to import the shape of a boundary directly from a loaded CAD or GIS file. Just select the object you want to use, and select the "Convert shape to boundary" option.

# 3.11 Raw data manager

# Raw data files manager

The "Raw data files manager" can be used to apply operations on more then one raw data file at a time. The manager window lists all raw data files recorded or imported in the project, and allows you to select multiple raw data files in order to toggle visibility, remove or export files. The list of raw data files also shows you the creation or recording date, the start time, the records count and file size.

Eye4Software	Hydromagic	- Raw Data File N	lanager			Х
Analyze File	Delete File	Select All	Toggle Export Visibility RAW			
File Name		Date	Time	Records	File Size	^
@ RAW00001		3/5/2015	6:34:52 PM	2222	136 KB	
X RAW00002		3/5/2015	6:42:10 PM	4819	295 KB	
RAW00003		3/5/2015	6:49:01 PM	2497	152 KB	
RAW00004		3/5/2015	6:50:58 PM	3411	208 KB	
RAW00005		3/5/2015	6:54:01 PM	2725	166 KB	
RAW00006		3/5/2015	6:56:27 PM	2029	124 KB	
RAW00007		3/5/2015	6:58:27 PM	1237	76 KB	
RAW00008		3/5/2015	7:00:05 PM	949	58 KB	
RAW00009		3/5/2015	7:01:07 PM	1177	72 KB	
RAW00010		3/5/2015	7:03:17 PM	1242	76 KB	
RAW00011		3/5/2015	7:05:34 PM	1194	73 KB	
@ RAW00012		3/5/2015	7:07:32 PM	1315	81 KB	
RAW00013		3/5/2015	7:08:36 PM	1608	99 KB	~
Use the F access sp <u>Click her</u>	Raw Data File pecial exportin e for detailed o	Manager to quickly ng functions here ( documentation on th	perform actions on one o exporting as RAW files). he "Raw Data File Manag	or multiple files. You can a <u>er" utility.</u>	also	3

The raw data files manager shows a list of raw data files in the project.

# Opening the raw data files manager

The "Raw data files manager" can be opened from the "Project Explorer", which is normally situated on the left side of the main program window. If not visible yet, select "Project Explorer" from the "View" menu, locate the "Raw Data" folder in the "Project Explorer", and right-click this folder with the mouse. From the context menu which appears, select the "Manage Files..." option as shown below:

🔮 demo.h	pf - Eye4S	oftware H	ydromagio	Survey		
File Ed	it View	Tools	Options	Survey	Cursor	Help
	<i>2</i>	2		1		
New Project	Open Project	Save Project	Import Map	Do	wnload Map	Download ENC
Project Expl	orer		ф.,	<		
🖃 🔚 Pro	ject					
<u>•</u> -•	Maps					
	Raw D	ces				
	Sound	ding:	Import Da	ta Wiza	rd	
🗹	Sides	an F 🔞	Remove A	II Data		
	Wayp	oints ment Sa	Process Da	w Data	File(c)	
· · ·	Bound	darie 🦉		in Data	r netsjen	
÷	Section	ins 🔯	Manage F	iles		
Ē 🕑	Route	5 🚔	Show con	taining	folder	
		$\times$	Display O	ptions		
		_				

Right click the "Raw Data" folder and select "Manage Files...".

# **Tool bar**

The tool bar contains buttons for most of the options offered by the raw data files manager. First select the files in the list, by clicking multiple items while holding the CTRL button. Of course it is possible to just select a single item. To select all items on a device with touch screen, simply press the "Select All" button.

	0	9	٩	
Analyze	Delete	Select	Toggle	Export
File	File	All	Visibility	RAW

The tool bar contains buttons for the most commonly used operations

# **Analyze File**

Use the "Analyze File" button to show the contents of a single raw data file. With this option you can show the depth, position, motion and other records along with their time stamps. This function can only be accessed when only one file has been selected. Please see the Analyzing recorded raw data manual page for a detailed description of this function.

Time	Easting	Northing	Ellipsoid	MSL	UTC	
6:58:28.139 PM	721717.890	7702179.501	651.209	657.624	00000.000	
6:58:29.139 PM	721718.593	7702179.714	651.240	657.655	00000.000	
6:58:30.139 PM	721719.183	7702180.114	651.211	657.626	00000.000	
6:58:31.139 PM	721719.770	7702180.597	651.199	657.615	00000.000	
6:58:32.139 PM	721720.346	7702181.183	651.221	657.637	00000.000	
6:58:33.139 PM	721720.870	7702181.905	651.210	657.626	00000.000	
6:58:34.139 PM	721721.381	7702182.714	651.221	657.636	00000.000	
6:58:35.139 PM	721721.899	7702183.582	651.213	657.629	00000.000	
6:58:36.139 PM	721722.426	7702184.523	651.198	657.614	00000.000	
6:58:37.139 PM	721722.985	7702185.509	651.206	657.622	00000.000	
6:58:38.139 PM	721723.587	7702186.491	651.212	657.628	00000.000	
6:58:39.139 PM	721724.200	7702187.489	651.191	657.607	00000.000	
6:58:40.139 PM	721724.827	7702188.509	651.189	657.605	00000.000	
6:58:41.138 PM	721725.444	7702189.549	651.213	657.629	00000.000	
6:58:42.138 PM	721726.038	7702190.627	651.211	657.627	00000.000	
6:58:43.138 PM	721726.629	7702191.773	651.236	657.652	00000.000	
6:58:44.138 PM	721727.214	7702192.959	651.230	657.646	00000.000	
6:58:45.139 PM	721727.804	7702194.179	651.228	657.644	00000.000	
6:58:46.139 PM	721728.408	7702195.393	651.200	657.617	00000.000	
6:58:47.139 PM	721729.061	7702196.572	651.204	657.621	00000.000	
C FO 40 100 D14	731730 717	7703107 710	CC1 001	677 647	00000.000	

Use the analyzer to view the contents of a raw data file.

## **Delete File**

You can delete one or multiple raw data file(s) from your hydrographic survey by clicking the "Delete File" button. Before you can access this button you have to select either one or multiple files in the raw data files list. Before files are permanently deleted, you first have to confirm you want to delete the selected raw data files by clicking the "OK" button in the confirmation dialog which will be shown:

Eye4Soft	vare Hydromagic Survey	×				
?	Are you sure you want to delete the selected raw data file(s) ? It is not possible to recover the data once it has been deleted.					
	<u>Y</u> es <u>N</u> o					

You always have to confirm removal of raw data files.

### **Select All**

With the "Select All" button the current selection will be reversed, which means that when none of the files has been selected, clicking this button will select all files. This button has been added to the tool bar to allow touch screen users to select or deselect all files by simply clicking a button.

# **Toggle Visibility**

Use the "Toggle Visibility" button to toggle the visibility (show or hide) of the items selected in the raw data file list. From the "Project Explorer" it is possible to toggle visibility of raw data files, but you have to toggle them one-by-one, since there is no way to select multiple items at once. If you want to, for instance, hide all raw data files, the easiest method to do this, is to open the raw data files manager from the "Project Explorer", then click the "Select All" button followed by clicking the "Toggle Visibility" button.

# **Export RAW**

The "Export RAW" button allows you to export the selected raw data files to another data format. At this moment it is only possible to export the raw data files to HYPACK raw data format. This might be useful in case you want to process the collected soundings in HYPACK.

Export Raw Data A	Files to HYPACK	×						
Output Folder								
Output Folder:	C:\Users\Leon\Documents\Hydromagic\Demo\Reports\	C Browse						
	Overwrite existing files without warning							
Select Soundings	Select Soundings							
Selected:	RAW00007;	🔯 Select						
Projection and U	nits							
In case you want rather then keep	t to perform a coordinate conversion on the exported data ing the original projection, click the 'Select' button.	Select						
Currently selecte	d: WGS 84 / UTM zone 23S							
Use this to possible to only be ex	ool to export your raw data files from Hydromagic to HYPACK from o use Hydromagic to record data and process it in HYPACK. Pleas (ported in UTM coordinates at this moment.	mat. This way it is e note that files can OK X Cancel						

Raw data files can be exported as HYPACK raw data files.

# 3.12 Sounding manager

# **Sounding Manager**

The "Sounding Manager" can be used to apply operations on more then one sounding file at a time. The manager window lists all sounding files <u>generated</u> or <u>imported</u> in the project, and allows you to select multiple sounding files in order to toggle visibility, remove or <u>export</u> files. The list of sounding files also shows you the creation or recording date, the start time, the records count and file size.

Sounding Name         Date         Time         Active         Records         File           ID SNDG00001         3/5/2015         66:34:53 PM         NO         324         66           ID SNDG00002         3/5/2015         66:42:11 PM         NO         708         144           ID SNDG00003         3/5/2015         66:49:01 PM         NO         368         77           ID SNDG00004         3/5/2015         66:50:59 PM         NO         3600         100           ID SNDG00005         3/5/2015         66:56:28 PM         NO         400         88           ID SNDG00006         3/5/2015         66:56:28 PM         NO         296         66           ID SNDG00007         3/5/2015         66:58:28 PM         NO         179         33           ID SNDG00008         3/5/2015         7:00:06 PM         NO         136         22		Export ASCII	Export Echogram	Show chogram	je ings l	Mer	Toggle Visibility	Select All	Activate Sounding	Remove Sounding	Edit
Image: Constraint of the state of	Size	File S	rds	Record	Active	Time		Date			inding Name
Image: Constraint of the state of	KB	66	24	32	NO	4:53 PM	6:34	3/5/2015			SNDG0000
Image: SNDG00003         3/5/2015         6:49:01 PM         NO         368         7           Image: SNDG00004         3/5/2015         6:50:59 PM         NO         500         10           Image: SNDG00005         3/5/2015         6:54:02 PM         NO         400         8           Image: SNDG00006         3/5/2015         6:56:28 PM         NO         296         6           Image: SNDG00007         3/5/2015         6:58:28 PM         NO         179         3           Image: SNDG00008         3/5/2015         7:00:06 PM         NO         136         2	KB	144	08	70	NO	2:11 PM	6:42	3/5/2015			SNDG00002
Image: SNDG00004         3/5/2015         6:50:59 PM         NO         500         100           Image: SNDG00005         3/5/2015         6:54:02 PM         NO         400         88           Image: SNDG00006         3/5/2015         6:56:28 PM         NO         296         66           Image: SNDG00007         3/5/2015         6:58:28 PM         NO         179         33           Image: SNDG00008         3/5/2015         7:00:06 PM         NO         136         22	KB	75	68	36	NO	9:01 PM	6:49	3/5/2015			SNDG00003
Image: SNDG00005         3/5/2015         6:54:02 PM         NO         400         88           Image: SNDG00006         3/5/2015         6:56:28 PM         NO         296         66           Image: SNDG00007         3/5/2015         6:58:28 PM         NO         179         33           Image: SNDG00008         3/5/2015         7:00:06 PM         NO         136         22	KB	103	00	50	NO	0:59 PM	6:50	3/5/2015			SNDG00004
Image: SNDG00006         3/5/2015         6:56:28 PM         NO         296         66           Image: SNDG00007         3/5/2015         6:58:28 PM         NO         179         33           Image: SNDG00008         3/5/2015         7:00:06 PM         NO         136         22	2 KB	82	600	40	NO	4:02 PM	6:54	3/5/2015			SNDG00003
Image: SNDG00007         3/5/2015         6:58:28 PM         NO         179         3           Image: SNDG00008         3/5/2015         7:00:06 PM         NO         136         2	KB	61	96	25	NO	5:28 PM	6:56	3/5/2015			SNDG00006
SNDG00008 3/5/2015 7:00:06 PM NO 136 2	' KB	37	.79	1	NO	3:28 PM	6:58	3/5/2015			SNDG0000
	KB	28	.36	13	NO	0:06 PM	7:00	3/5/2015			SNDG00008
INDG00009 3/5/2015 7:01:08 PM NO 168 3	5 KB	35	.68	16	NO	1:08 PM	7:03	3/5/2015			SNDG00009
SNDG00010 3/5/2015 7:03:18 PM NO 180 3	'KB	37	.80	18	NO	3:18 PM	7:03	3/5/2015			SNDG00010
INDEGODD11 3/5/2015 7:05:35 PM NO 172 3	KB	36	.72	17	NO	5:35 PM	7:05	3/5/2015			SNDG0001
SNDG00012 3/5/2015 7:07:33 PM NO 192 4	) KB	40	92	19	NO	7:33 PM	7:07	3/5/2015			SNDG00012
Image: SNDG00013 3/5/2015 7:08:37 PM NO 236 4	KB	49	36	23	NO	3:37 PM	7:08	3/5/2015			SNDG00013

The sounding manager shows a list of sounding files in the project.

# Opening the sounding manager

The "Sounding Manager" can be opened from the <u>"Project Explorer</u>", which is normally situated on the left side of the main program window. If not visible yet, select "Project Explorer" from the "View" menu, locate the "Soundings" folder in the "Project Explorer", and right-click this folder with the mouse. From the context menu which appears, select the "Manage Soundings..." option as shown below:



Right click the "Sounding" folder and select "Manage Soundings...".

# **Tool bar**

The tool bar contains buttons for most of the options offered by the sounding manager. First select the files in the list, by clicking multiple items while holding the CTRL button. Of course it is possible to just select a single item. To select all items on a device with touch screen, simply press the "Select All" button.

	<b></b>	<b>Ø</b>	9	٩	0	*	<b>&gt;</b>	
Edit	Remove	Activate	Select	Toggle	Merge	Show	Export	Export
Sounding	Sounding	Sounding	All	Visibility	Soundings	Echogram	Echogram	ASCII

The tool bar contains buttons for commonly used operations on sounding files.

# **Edit Sounding**

The "Edit Sounding" button launches the sounding editor and loads the currently selected sounding file. This function can only be accessed when a single selection has been made. The "Sounding Editor" allows you to view sounding records (pings) in detail and it can be used to alter depth values or to remove pings.

Sounding Pro	perties							
Name:	SND	SNDG00006						
File:	C:\Users\Leon\Documents\Hydromagic\Demo\Soundings\SNDG00006							
Comment: GENERATED FROM RAW00006								_
Time		Longitude	Latitude	Depth Hi	Depth Lo	Tide	EHT	,
6:56:28.250	PM	W 042.87002557	S 20.76614524	2.827	2.922	N/A	651.194	
6:56:28.500	PM	W 042.87002552	S 20.76614804	2.820	2,909	N/A	651, 191	
6:56:28.750 F	PM	W 042.87002547	S 20.76615083	2.812	2.900	N/A	651.188	
6:56:29.000	PM	W 042.87002543	S 20.76615363	2.810	2.900	N/A	651.186	
6:56:29.250	PM	W 042.87002541	S 20.76615648	2.807	2.884	N/A	651.183	
6:56:29.500 P	PM	W 042.87002547	S 20.76615941	2.789	2.879	N/A	651.179	
6:56:29.750	PM	W 042.87002552	S 20.76616233	2.780	2.860	N/A	651.176	
6:56:30.000 P	PM	W 042.87002558	S 20.76616526	2.760	2.860	N/A	651.173	
6:56:30.250	PM	W 042.87002583	S 20.76616814	2.760	2.835	N/A	651.171	
6:56:30.500	PM	W 042.87002630	S 20.76617099	2.760	2.830	N/A	651.172	
6:56:30.750 P	PM	W 042.87002677	S 20.76617385	2.752	2.830	N/A	651.172	
6:56:31.000	PM	W 042.87002725	S 20.76617670	2.748	2.830	N/A	651.173	
5:56:31.250 P	PM	W 042.87002784	S 20.76617952	2.720	2.814	N/A	651.171	
6:56:31.500	PM	W 042.87002856	S 20.76618231	2.720	2.810	N/A	651.167	

The sounding editor can be used to alter depth values or to remove pings.

# Remove Sounding(s)

You can delete one or multiple sounding file(s) from your hydrographic survey by clicking the "Remove Sounding" button. Before you can access this button you have to select either one or multiple soundings in the sounding files list. Before soundings are permanently deleted, you first have to confirm you want to delete the selected sounding files by clicking the "OK" button in the confirmation dialog which will be shown:



You always have to confirm removal of sounding files.

## **Activate Sounding**

When a sounding has been marked as "Active", this means that you can modify this sounding from the map display. You can right click pings in the active sounding and select the "Edit Sounding" data option to modify the raw high and low frequency depths, you can drag pings to another position, or you can remove ping records from the sounding. You can only edit the sounding which has been set as active this way, all other soundings will remain "Read-Only". To change the sounding which is currently selected, select the sounding and click the "Activate Sounding" button.



Extra options for the activated sounding in the map display window.

### **Select All**

With the "Select All" button the current selection will be reversed, which means that when none of the soundings has been selected, clicking this button will select all soundings. This button has been added to the tool bar to allow touch screen users to select or deselect all soundings by simply clicking a button.

# **Toggle Visibility**

Use the "Toggle Visibility" button to toggle the visibility (show or hide) of the items selected in the sounding file list. From the "Project Explorer" it is possible to toggle visibility of sounding files, but you have to toggle them one-by-one, since there is no way to select multiple items at once. If you want to, for instance, hide all soundings, the easiest method to do this, is to open the sounding manager from the "Project Explorer", then click the "Select All" button followed by clicking the "Toggle Visibility" button.

# Merge Soundings

When you want to merge (or join) multiple soundings into a single sounding file, select the soundings to include in the new sounding file and click the "Merge Soundings" button. The newly created sounding will be displayed in the sounding list. The first available name will be assigned to this sounding, but you will be able to change the name in the "Sounding Editor".

# **Show Echogram**

Click the "Show Echogram" button to show all echograms for the currently selected sounding. Depending on the echo sounder used, the digitized depths and the echo envelope will be displayed for the sounding. For more information on how to customize the echo envelope display, please have a look at the "Echogram settings" manual page.



Use the "Show Echogram" button to show both the digitized and echo envelope data.

# **Export Echogram**

The "Export Echogram" button opens the "Export Echograms" utility, which allows you to export the echogram containing the digitized depth data as an image file. In addition to the digitized data, depending on the echo sounder used, it can also be used to export an image of the full echo envelope for high or low frequency soundings or sub-bottom return signals.

Export Echogram	5	×
Output Folder		
Output Folder:	<click 'browse'="" folder="" output="" select="" the="" to=""></click>	Browse
	Overwrite existing files without warning	
Select Soundings	1	
Selected:	SNDG00006;	Select
Output Options		
File Format:	Portable Network Graphics (*.png)	·
	Graph of depth or elevation	Select All
	Echosounder sample data (Hi Frequency)	Select None
	Echosounder sample data (Lo Frequency)	
	Echosounder sample data (Sub Bottom)	
Use this to above. Fo	ool to export images of your soundings' echograms. Choose which ite or troubleshooting, check the 'Al' or 'Processing' tabs of the activity v to open the documentation on exporting your echograms as image file	ms will be included iewer. <u>8.</u>
S Echogram	Settings	OK X Cancel

Export your digitized echogram and echo envelope data as image file(s).

# **Export ASCII**

Using the "Export Soundings" tool, it is possible to store your <u>filtered sounding data</u> in plain ASCII format, so that sounding data can be imported in Microsoft Excel or other third party (GIS) software. You can export multiple sounding files at once, just select the soundings to export and click the "Export ASCII" button.

Export Sounding(	5)	×					
Output Folder							
Output Folder:	C:\Users\Leon\Documents\Hydromagic\Demo\Reports\						
	Overwrite existing files without warning						
	Merge all selected soundings into a single AS	SCII file					
Select Soundings							
Selected:	SNDG00006;	C Select					
Format							
Exported Fields:	Easting,Northing,Corrected Depth (Hi)						
Field Separator:	Field Separator: Comma 🗸 🗹 Include header containing field names						
Projection and Un	nits						
In case you want rather then keepi	to perform a coordinate conversion on the expo ing the original projection, click the 'Select' butto	orted data 🕢 🙆 Select					
Currently selected	d: WGS 84 / UTM zone 23S						
Depth, tide and e	levation data will be stored in:	Meters ~					
Geographic coordinates will be stored using this format: DDD.DDDDD							
Use this to CSV file, w To export <u>Click here</u>	ol to export your corrected sounding data as AS hich can be opened using a text editor or sprea uncorrected soundings, make sure the software to open the documentation on how to export you	SCII file(s). The data will be saved as dsheet application like Microsoft Excel. e is set to 'Depth Mode'. ur sounding data as ASCII files.					
		V OK Cancel					

You can export the contents of your Hydromagic sounding files as plain ASCII.

# 3.13 Import raw data

# 3.13.1 Import NMEA0183 ASCII log files

NMEA0183 log files are files where NMEA0183 data is recorded from devices like GPS and echosounder.

Instead of sending the data directly to Hydromagic in real time, the data was recorded on for instance a SD-Card.

This method is often used on USV's (unmanned survey vessels) when it is not possible to establish a direct link to the shore.

In these cases the data is stored on an onboard SD-Card or any other removable storage device.

\$GPGGA,222525.20,6804.42753000,N,16251.36499361,W,2,08,1.1,305.895,M,2.577,M,1.2,0029\*6E \$GPVTG,240.20,T,,M,0.24,N,0.44,K,D\*3A \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$GPGGA,222525.40,6804.42750707,N,16251.36503441,W,2,08,1.1,306.227,M,2.577,M,1.4,0029\*69 \$GPVTG,236.70,T,,M,0.23,N,0.43,K,D\*3E \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$HCHDG,312.5,,,,\*47 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$GPGGA,222525.60,6804.42748134,N,16251.36507432,W,2,08,1.1,306.555,M,2.577,M,1.6,0029\*64 \$GPVTG,227.46,T,,M,0.24,N,0.44,K,D\*3B \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$GPGGA,222525.80,6804.42746479,N,16251.36504080,W,2,08,1.1,306.793,M,2.577,M,1.8,0029\*60 \$GPVTG,222.82,T,,M,0.23,N,0.43,K,D\*36 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$SDDBT,0.91,f,0.28,M,0.15,F\*30 \$SDDBT,0.91,f,0.28,M,0.15,F\*30

Content of a NM EA0183 log file (5 Hz position interval / 10 Hz depth interval)

### Timing errors with NMEA0183 logs

However, there is a big drawback when it comes to using NMEA0183 log files: Because depth records aren't timestamped in NMEA0183, it is impossible to get the actual time difference between the position and depth data which may cause the depth positions to be shifted. When the position update interval is low errors can be up to several meters which makes the data unusable.

When the data is processed by Hydromagic, you won't have this problem because the incoming data timestamped as soon as the data comes in.

You can easily calculate the maximum error of the depth positions in NMEA0183 imports by dividing the speed in meter per seconds by the position data interval. When your USV is going 5 kilometer per hour, this means the maximum error with a position update of 1 Hz can be:

5 Kmh = 3.1 Mph = 1.39 meter per second divided by 1 update per second (1Hz) = 1.39 meter max position error

To fix this issue, set the NMEA0183 sentences containing a time stamp to a higher output rate. Hydromagic can parse time synchronization data from either GGA or ZDA sentences. When one of these sentences is set to an output rate of for instance 10Hz, the error is becoming acceptable:

5 Kmh = 3.1 Mph = 1.39 meter per second divided by 10 updates per second (10Hz) = 0.139 meter max position error

### Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard.

To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.


# Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing NMEA0183 data, we select the 'NMEA0183 ASCII Log Files (\*.\*)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
MIEA0 183 ASCII Log Files (*.*)	~
Use the 'NMEA0183 ASCII Log Files' option to import previously recorded NMEA0183 data as Hydromagic raw data files in the selected map projection.	•
< <u>B</u> ack <u>N</u> ext > C	Cancel

# Select file(s) to import

In the second page of the wizard you can select which files to import. Click the 'Browse...' button to select the folder on your computer where the files are stored.

After changing the folder the file list is reloaded, and you can use the check boxes to select one or more file(s) to import.

Select Files		×
Select the file(s) to import		~
Input folder		
Input Folder: C:\Projects\Documentation\LogFiles	C Browse	
FileName	Size	^
Session 33. txt	29 KB	
Session 34. txt	5 KB	
Session35.txt	12 KB	
Session36.txt	177 KB	
Session37.txt	28 KB	
Session 38. txt	503 KB	
Session 39. txt	3 KB	
Session40.txt	478 KB	
Session41.txt	35 KB	
		~
Select All Select None Select None		
< <u>B</u> ack <u>N</u> ext :	> Canc	el

# **Import options**

With some file formats, including NMEA0183, some additional options have to be set in order to import and interpret the data in the file correctly.

This is shown in the optional third step of the import wizard. When no options have to be set, this third page is skipped.

#### **Projection and units**

You can see the projection setting has been disabled, because position data in NMEA0183 is always in WGS84 geographic coordinates.

Also there is no need to set the units used in the file, because the units are mentioned in the NMEA0183 sentences and conversions are performed automatically.

#### NMEA0183 sentence

Use this settings to select the NMEA0183 sentence used to extract depth from the log file. Possible settings are: \$SDDPT, \$SDDBK, \$SDDBS, \$SDDBT and \$SDXDR.

# 112 Eye4Software Hydromagic 9.4

Sentence	Description
\$SDDBK	Depth below keel
\$SDDBS	Depth below surface
\$SDDBT	Depth below transducer
\$SDDPT	Depth and keel offset
\$SDXDR	Extended Transducer Information (may contain dual frequency depth)

#### Sounder offset

Use this box to set the transducer offset to be used. This is the distance between the bottom of the transducer to the waterline.

This settings is also called the static draft. If unknown, it is possible to leave this value zero and correct it later in the "Sounding Wizard".

#### Sounding date

To add correct date and time information to your sounding, you can use the "Date" and "Time zone" settings.

The time of the positions is stored in the NMEA0183 data as GMT time, so the correct time zone is required to convert the times to local time.

This settings are optional, however, if the sounding is going to be used with tide files, you will need the correct timestamps on your data !

Advanced Settings X
Advanced Settings
Projection and Units
If the coordinates used in the file(s) are not in WGS84 Latitude-Longitude Projection, select the projection used by clicking on the 'Select' button.
Currently selected: WGS 84
Depth       NMEA Sentence:     \$SDDBT     ✓     Sounder Offset:     0.35     meter
Sounding Date
Date: 12/17/2018
Timezone: (UTC+01:00) Amsterdam, Berlin, Bern, Rome, Stockholm, Vienn ∨
< <u>B</u> ack <u>N</u> ext > Cancel

# Starting the import

When the format, the files and the additional options has been set, you can start the import process by clicking the 'Finish' button on the last page of the wizard.

The file currently processed is displayed in the statusbar at the bottom of the screen and the wizard shows a message box stating 'File(s) successfully imported as raw data file(s)' as soon as the process has completed. Click 'OK' to close the dialog and the imported files will be centered in the map view (only when they contain position data).

Finish	×
Start Import	*
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process. You can watch the importing progress at the bottom of the screen where the file currently being processed will be displayed.	
< <u>B</u> ack Finish	Cancel

# Checking the imported raw data file(s)

When the import has completed, you can right-click the generated raw data files, and select 'Analyze Data...' to inspect the imported values and timestamps.

# 3.13.2 Import SEG-Y files

The SEG-Y (sometimes SEG Y) file format is one of several standards developed by the Society of Exploration Geophysicists (SEG) for storing geophysical data. It is an open standard, and is controlled by the SEG Technical Standards Committee, a non-profit organization.

SEG-Y files are also suitable for storing bathymetric data, and some echosounder brands, including Innomar, Knudsen and SyQwest,

are using this file format to export position, depth and echogram data.

# Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard.

To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.

Project Explorer	<b>→</b> 中 ×
🚊 🐨 🎑 🚞 Maps	
🐨 🚞 Matrices	
👁 🚞 Raw Data 👔	Import Data Wizard
🔤 🕥 📄 Soundings 🎬	
🐼 🚞 Waypoints 😣	Remove All Data
👁 🚞 Comments 🚬	Process Paul Data File(s)
👁 🚞 Photos 🛛 🧐	Process Raw Data Friets)
🖶 👁 🚞 Boundaries 📷	Manage Files
🗄 👁 📄 Sections	
	Show containing folder
×	Display Options

# Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing SEG-Y data, we select the 'SEG-Y Files (\*.seg)(\*.seg)(\*.seg)(\*.su)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
SEG-Y Files (*.seg)(*.segy)(*.sgy)(*.su)	~
Use the 'SEG-Y Files' option to import depth, position and water column (echogram) data recorded in SEG-Y (used by for instance SyQwest).	
< <u>B</u> ack <u>N</u> ext >	Cancel

# Select file(s) to import

In the second page of the wizard you can select which files to import. Click the 'Browse...' button to select the folder on your computer where the files are stored.

After changing the folder the file list is reloaded, and you can use the check boxes to select one or more file(s) to import.

Select the file(s) to import	7
Input folder	
Input Folder: C:\Projects\Documentation\FileFormats\SegY	🛱 Browse
FileName	Size A
0014 2008 232 1439 3.5kHz.sgv	12.080 KB
0015_2008_232_1449_3.5kHz.sgy	22,315 KB
0016_2008_233_0923_3.5kHz.sgy	22,575 KB
0017_2008_233_0940_3.5kHz.sgy	12,351 KB
316_1712000.01.sgy	3,748 KB
✓ 3P5kHz Siltoversandandclay50meters.SEG	3,273 KB
✓ 3P5kHz Siltsandsandtillin8meters.seg	20,848 KB
✓ 3P5kHz SiltsandTillin50to60meters.seg	7,078 KB
✓ 3P5kHz SiltsandTillin50to60meters2.seg	5,745 KB
	~

# Import options

When the coordinate reference system used in the SEG-Y file is not equal to WGS84 geographic coordinates,

you can change the projection to convert from by clicking the 'Select...' button.

Advanced Settings	×
Advanced Settings	*
Projection and Units If the coordinates used in the file(s) are not in WGS84 Latitude-Longitude Projection, select the projection used by clicking on the 'Select' button. Currently selected: WGS 84	Select
Depth       NMEA Sentence:     \$SDDBT     Sounder Offset:     0.00	meter
Sounding Date         Date:         12/17/2018         Timezone:         (UTC+01:00) Belgrade, Bratislava, Budapest, Ljubljana, Prague	
< <u>B</u> ack N	ext > Cancel

## Starting the import

When the format, the files and the additional options has been set, you can start the import process by clicking the 'Finish' button on the last page of the wizard.

The file currently processed is displayed in the statusbar at the bottom of the screen and the wizard shows a message box stating 'File(s) successfully imported as raw data file(s)' as soon as the process has completed. Click 'OK' to close the dialog and the imported files will be centered in the map view (only when they contain position data).

Finish	×
Start Import	7
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process. You can watch the importing progress at the bottom of the screen where the file	
currently being processed will be displayed.	
< Back Finish	Cancel

# Checking the imported raw data file(s)

When the import has completed, you can right-click the generated raw data files, and select 'Analyze Data...' to inspect the imported values and timestamps.

# 3.13.3 Import CEE HydroSystems project files

CEE HydroSystems projects are loaded by selecting one or more .CSC file(s). When there is binary water column sample data available, these are stored in one or multiple CSA files (usually 1.csa). These CSA files reside in a folder with the same name as the CSC file, which is located in the same folder as the project file. You can find these folders in the 'logged\_data' folder of your system's SD-Card.

All data is stored along with high precision timestamps. The digitized depths, NMEA0183 position strings and (optional) motion sensor data are stored in the CSC file, which is human readable since an ASCII format is used. Some example data can be found below:

VER 3.0.10 3.0.3 3.0.3 "CEE-MB rev 3.0" TME 19/06/2018 22:56:50 LOCAL\_TIME 0min

DEV 0 NOV628 EXTERNAL CMR+ 0.00 "GNSS Novatel628" DEV 1 0.00 0.00 1500.0 m/s MANUAL "Echosounder A (HF)" DEV 2 0.00 0.00 1500.0 m/s MANUAL "Echosounder B (LF)" DEV 7 "EVENT Button" EOH HCP 10 82606707 :053D0B 0000U 0074 0110 ECH 2 82606721 009.92 ECH 1 82606721 010.03 MSG 0 82606724 \$GPGGA,225646.80,3341.8629,S,15106.9026,E,4,14,0.9,160.80,M,23.10,M,00,0000\*70 HCP 10 82606754 :053D0B 0000U 0076 0109 ECH 2 82606780 009.93 ECH 1 82606780 010.03 HCP 10 82606801 :053D0B 0000U 0077 0109 ECH 2 82606838 009.92 ECH 1 82606838 010.04 HCP 10 82606841 :033D58 0000U 0078 0108 HCP 10 82606895 :033D58 0000U 0079 0107 ECH 2 82606897 009.92 ECH 1 82606897 010.04 MSG 0 82606921 \$GPZDA,225647.00,19,06,2018,,\*63 MSG 0 82606935 \$GPGGA,225647.00,3341.8629,S,15106.9026,E,4,14,0.9,160.80,M,23.10,M,01,0000\*78

Content of a CEE HydroSystems .CSC project file (position, heave and dual frequency depths)

# Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard.

To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.

Project Explorer	<b>→</b> ⋣ ×
Project	
🖶 🚳 📄 Maps	
🕲 🚞 Matrices	
👁 🚞 Raw Data 🛛 📷	Import Data Wizard
@ 🦲 Soundings 💳	
🐨 🚞 Waypoints 🔯	Remove All Data
👁 🚞 Comments	Process Raw Data File(s)
🐨 🚞 Photos 👘	
🗄 👁 🚞 Boundaries 📷	Manage Files
🗄 👁 🔛 Sections	
	Show containing folder
*	Display Options

# Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing CEE HydroSystems data, we select the 'CEE HydroSystems Project Files (\*.csc)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
CEE HydroSystems Project Files (*.csc)	~
Use the 'CEE HydroSystems Project Files' option to import time tagged depth, position and water column (echogram) data recorded by CEE echosounders.	
< <u>B</u> ack <u>N</u> ext >	Cancel

# Select file(s) to import

In the second page of the wizard you can select which files to import. Click the 'Browse...' button to select the folder on your computer where the files are stored.

After changing the folder the file list is reloaded, and you can use the check boxes to select one or more file(s) to import.

Select Files		×
Select the file(s	) to import	*
Input folder		
Input Folder:	Documentation\CEE HydroSystems\CEESCOPE Day 4\ogged_d	ata 🖂 Browse
FileName		Size
✓ cee_250520	17_094502.csc	2,681 KB
✓ cee_250520	17_103912.csc	2,679 KB
✓ cee_250520	17_113322.csc	2,683 KB
✓ cee_250520	17_122735.csc	1,835 KB
Select All	Select None Select None	
	< <u>B</u> ack	lext > Cancel

# Starting the import

When the format, the files and the additional options has been set, you can start the import process by clicking the 'Finish' button on the last page of the wizard.

The file currently processed is displayed in the status bar at the bottom of the screen and the wizard shows a message box stating 'File(s) successfully imported as raw data file(s)' as soon as the process has completed. Click 'OK' to close the dialog and the imported files will be centered in the map view (only when they contain position data).

Finish	×
Start Import	*
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process. You can watch the importing progress at the bottom of the screen where the file currently being processed will be displayed.	
< <u>B</u> ack Finish	Cancel

# Checking the imported raw data file(s)

When the import has completed, you can right-click the generated raw data files, and select 'Analyze Data...' to inspect the imported values and timestamps.

When binary water column sample data has been imported from one or more CSA files, this data can be viewed by right-clicking the raw data file and selecting the 'Digitize Echogram...' option.

# 3.13.4 Import Kongsberg Simrad raw data files

#### Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard.

To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.



# Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing NMEA0183 data, we select the 'NMEA0183 ASCII Log Files (\*.\*)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
Kongsberg Simrad raw data files (*.raw)	~
Use the 'Kongsberg Simrad raw data files' option to import depth and echogram (water column) data from several echosounders such as the EA440 and others.	
< <u>B</u> ack <u>N</u> ext >	Cancel

Select file(s) to import

elect the file(s	) to import		1
Input folder			
Input Folder:	C: \Projects \Documentation \Kongsberg	Browse	
FileName		Size	î
✓ D20170601-	-T135739.raw	102,402 KB	
D20170601	-T135739c.raw	102,402 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091412.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091443.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091514.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091545.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091617.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091648.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091719.raw	103,206 KB	
EK80_Simra	dEcho_WC381_Sequential-D20150513-T091751.raw	103,206 KB	~
Select All	Select None Select None		

Starting the import

Finish	×
Start Import	*
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process.	
currently being processed will be displayed.	
< <u>B</u> ack Finish	Cancel

# 3.13.5 Import ODOM raw data files

Use the 'Odom raw data files' option to import depth and water column data recorded with an Odom echosounder through Odom eChart.

#### Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard.

To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.



# Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing Odom raw data, we select the 'Odom raw data files (\*.dso)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
Solom raw data files (*.dso)	~
Use the 'Odom raw data files' option to import depth and water column data recorded with Odom echosounder through eChart.	an
< <u>B</u> ack <u>N</u> ext >	Cancel

Select file(s) to import

In the second page of the wizard you can select which files to import. Click the 'Browse...' button to select the folder on your computer where the files are stored.

After changing the folder the file list is reloaded, and you can use the check boxes to select one or more file(s) to import.

lect Files		
Select the file(s	) to import	7
Input folder		
Input Folder:	C: \Projects \Documentation \odom \sample-dso-file	Browse
FileName		Size A
MK3softmuc	dso	43.010 KB
MK3_2018	10_25_11_09_45.dso	18,159 KB
MK3_2018_	10_25_11_18_22.dso	11,036 KB
✓ MK3_2018_	10_25_11_19_05.dso	19,499 KB
MK3_2018_	10_25_11_21_56.dso	51,206 KB
MK3_2018_	10_25_11_22_12.dso	51,201 KB
MK3_2018_	10_25_11_28_27.dso	51,205 KB
MK3_2018_	10_25_11_29_38.dso	51,201 KB
MK3_2018_	10_25_11_34_57.dso	15,073 KB
MK3_2018_	10_25_11_36_03.dso	51,202 KB 🗸
Select All	Select None 😒 Refresh	

# Starting the import

When the format, the files and the additional options has been set, you can start the import process by clicking the 'Finish' button on the last page of the wizard.

The file currently processed is displayed in the statusbar at the bottom of the screen and the wizard shows a message box stating 'File(s) successfully imported as raw data file(s)' as soon as the process has completed. Click 'OK' to close the dialog and the imported files will be centered in the map view (only when they contain position data).

Finish	×
Start Import	*
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process. You can watch the importing progress at the bottom of the screen where the file	
can chuy being processed will be displayed.	
< <u>B</u> ack Finish	Cancel

# Checking the imported raw data file(s)

When the import has completed, you can right-click the generated raw data files, and select 'Analyze Data...' to inspect the imported values and timestamps.

# 3.13.6 Import Hydromagic raw data files

Hydromagic raw data files

The function of importing Hydromagic raw data files, is to be able to transfer Hydromagic raw data files from one project to another. While transferring from one project to another, a coordinate and / or unit conversion will be performed when needed.

```
NAM RAW00001
CMT
VIS 0
HUN 9002
VUN 9002
```

```
PRJ 3656
DTM 4759
ELL 0
PRM 0
DFT 0.000
ANT 0.000
VER 8.1
BLD 8.1.64.8220
DPT 00000002 00000001 1478695419.814 0.000 0.000 3.250
DPT 00000002 00000001 1478695419.865 0.000 0.000 3.217
DPT 00000002 00000001 1478695419.916 0.000 0.000 3.217
DPT 00000002 00000001 1478695419.968 0.000 0.000 3.184
TRC 00000000 00000001 1478695419.979 0.000 $GPGGA,164340.00,3208.4410895,N,08048.1
POS 00000007 00000001 1478695419.979 0.000 2061073.948 111897.838 -111.545 -6.482
GPS 0000000F 00000001 1478695419.979 0.000 5 8 29 1
DOP 00000001 00000001 1478695419.979 0.000 1.21 0.00 0.00
DPT 00000002 00000001 1478695420.019 0.000 0.000 3.184
TRC 00000000 0000001 1478695420.016 0.000 $GNZDA,164340.00,09,11,2016,00,00*70
TRC 00000000 00000001 1478695420.026 0.000 $GNVTG,117.544,T,,M,0.6451,N,1.1947,K,D
SPD 00000000 0000001 1478695420.026 0.000 1.2
HDG 00000001 00000001 1478695420.026 0.000 117.54 0.00
DPT 00000002 00000001 1478695420.070 0.000 0.000 3.184
DPT 00000002 00000001 1478695420.122 0.000 0.000 3.184
```

Content of an Hydromagic raw data file

#### Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard. To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.



Start the import wizard from the "Project Explorer"

#### Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing Hydromagic data, we select the 'Hydromagic raw data file (\*.\*)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
Wydromagic raw data file (*.*)	~
Use the 'Hydromagic raw data file' option to copy Hydromagic RAW data files from one proj to another including coordinate conversion to the target project's map projection.	ect
< <u>B</u> ack <u>Next</u> >	Cancel

Select the 'Hydromagic raw data file' option to import Hydromagic data.

# Select file(s) to import

In the second page of the wizard you can select which files to import. Click the 'Browse...' button to select the folder on your computer where the files are stored.

After changing the folder the file list is reloaded, and you can use the check boxes to select one or more file(s) to import.

ect Files		
elect the file(s)	to import	
		-
Input folder		
Input Folder:	C:\Users\Leon\Documents\Hydromagic\Demo\RawData	
FileName	Size	a ^
V RAW00001	136 KI	3
RAW00002	293 Ki	3
RAW00003	152 KI	3
RAW00004	208 KI	3
RAW00005	166 Ki	3
RAW00006	124 Ki	3
RAW00007	76 Ki	3
RAW00008	58 KI	3
RAW00009	72 Ki	3
RAW00010	76 KI	3 🗸
Select All	Select None 🕏 Refresh	
0 00.00.74		
	< <u>B</u> ack <u>N</u> ext > Ca	ncel

Use the check boxes to select the files you wish to import.

# Starting the import

When the format, the files and the additional options has been set, you can start the import process by clicking the 'Finish' button on the last page of the wizard.

The file currently processed is displayed in the statusbar at the bottom of the screen and the wizard shows a message box stating 'File(s) successfully imported as raw data file(s)' as soon as the process has completed. Click 'OK' to close the dialog and the imported files will be centered in the map view (only when they contain position data).

Finish	×
Start Import	*
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process.	
currently being processed will be displayed.	
< <u>B</u> ack Finish	Cancel

Click the "Finish" button to start the import process.

# Checking the imported raw data file(s)

When the import has completed, you can right-click the generated raw data files, and select 'Analyze Data...' to inspect the imported values and timestamps.

## 3.13.7 Import Hypack raw data files

#### HyPack raw data files

Raw data files in HyPack are used to store all incoming data with high precision timestamps. Hydromagic allows users to import projects previously recorded in HyPack.

```
PTS 455477.00 4942150.00
LBP 454484.00 4945231.00
t.nn 1
LTP 0.00 0.00
LTP 500.00 60.00
LTP 2500.00 60.00
LTP 3000.00 0.00
EOL
EOH
TID 0 49573.654 0.776
EC1 0 49573.971 62.800
TID 0 49573.971 0.835
POS 0 49573.971 454468.123 4945274.185
TID 0 49573.971 0.835
POS 0 49574.590 454469.702 4945271.288
EC1 0 49574.590 62.900
TID 0 49574.590 0.886
EC1 0 49574.901 63.100
TID 0 49574.901 0.927
POS 0 49574.901 454472.047 4945266.988
TID 0 49574.901 0.927
POS 0 49575.525 454474.392 4945262.687
EC1 0 49575.525 63.200
TID 0 49575.525 0.960
EC1 0 49575.839 63.400
TID 0 49575.839 0.983
POS 0 49575.839 454476.784 4945258.299
TID 0 49575.839 0.983
POS 0 49576.461 454479.129 4945253.999
FIX 99 49576.534 1 454479.129 4945253.999
```

Example HyPack raw data file

# Starting the raw data import wizard

All file formats which Hydromagic is able to convert to raw data files, can be imported through the raw data import wizard. To start the wizard, right-click the 'Raw Data' folder in the 'Project Explorer' and select the 'Import Data Wizard...' option.

Project Explorer	<b>→</b> 廿 ×
🎚 👁 🚞 Maps	
🛯 🕥 📄 Matrices	
👁 🚞 Raw Data 📊	Import Data Wizard
🔤 🕥 📄 Soundings 🎬	· · · · · · · · · · · · · · · · · · ·
🐨 🚞 Waypoints 😢	Remove All Data
🐨 📄 Comments	Dealers Data File(a)
💿 📄 Photos 👘	Process Raw Data File(s)
🗄 👁 🚞 Boundaries 📷	Manage Files
🗄 🚳 🚞 Sections  🌋	
	Show containing folder
5.B	
×	Display Options

Start the import wizard from the "Project Explorer"

#### Select file format

The first page of the wizard allows you to set the format of the file(s) we wish to import. Since this tutorial is about importing HyPack raw data, we select the 'HyPack raw data files (\*.\*)' option from the drop-down list.

Select File Format	×
Select the format of the file(s) to import	*
Select File Format	
HyPack raw data files (*.*)	~
Use the 'HyPack raw data file' option to import raw survey data from HyPack projects. Please note that only singlebeam surveys can be imported !	
< <u>B</u> ack <u>N</u> ext >	Cancel

Select the "HyPack raw data files" option to import HyPack raw sounding data.

#### Select file(s) to import

In the second page of the wizard you can select which files to import. Click the 'Browse...' button to select the folder on your computer where the files are stored.

After changing the folder the file list is reloaded, and you can use the check boxes to select one or more file(s) to import.

Select Files		>
Select the file(s	;) to import	*
		7.
Input folder		
Input Folder:	C: \HYPACK 2018\Projects\Halifax\Raw	Browse
FileName		Size
✓ 001_1346.F	RAW	51 KB
✓ 002_1350.F	RAW	55 KB
✓ 003_1355.F	RAW	69 KB
✓ 004_1401.F	RAW	74 KB
✓ 005_1408.F	RAW	67 KB
✓ 006_1414.F	RAW	77 KB
✓ 007_1420.F	RAW	46 KB
RAW1201.L	OG	1 KB
Select All	🙃 Select None 🧟 Refresh	
Science Air		
	< Back	ext > Cancel

Use the check boxes to select the files you wish to import.

# Starting the import

When the format, the files and the additional options has been set, you can start the import process by clicking the 'Finish' button on the last page of the wizard.

The file currently processed is displayed in the status bar at the bottom of the screen and the wizard shows a message box stating 'File(s) successfully imported as raw data file(s)' as soon as the process has completed. Click 'OK' to close the dialog and the imported files will be centered in the map view (only when they contain position data).

Finish	×
Start Import	*
Information on which files need to be imported and what settings to use is collected. Click the finish button to start the importing process. You can watch the importing progress at the bottom of the screen where the file currently being processed will be displayed.	
< <u>B</u> ack Finish	Cancel

Click the "Finish" button to start the import process.

# Checking the imported raw data file(s)

When the import has completed, you can right-click the generated raw data files, and select 'Analyze Data...' to inspect the imported values and timestamps.

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# 4 Map display / Background maps

# 4.1 Map display customization

In Hydromagic, most of the screen space is taken up by the map display. This display shows, among other things, the background map, the hydrographic data collected and the location of your vessel. Extra information can also be added such as waypoints, comments, boundaries and planned lines. In this document we will go into more detail about how this display can be further adapted to our wishes.



The map display in Hydromagic showing the vessel position with distance rings and course line.

# Select which items are shown

To select the items shown, open the global preferences dialog by selecting the "Preferences..." option from the "Tools" menu. In the dialog that appears, open the map display options by clicking the "Map" tab.

Miscellaneous	Alarms	ECDIS	Grid
Inits Devi	ces Calibrati	on RTK	Мар
Distance Rings			
Ring Count:	3	* *	
Ring Interval:	25.0	Meters	
Ring Color:		$\sim$	
Course Line			
Show course lin	e		
Line Color:		$\sim$	
Miscellaneous			
Show map scale	e 🗌 Shov	v low frequency dep	oths
Show north ind	icator		
Map Background			
Use the following r	nap background colo	r:	~
/essel shape, color	and offsets		
File: C:\Prog	ramData\Hydromagi	c\Vessel\default.xm	N
Color:	<b>_</b>	Browse	Editor

Customize the map display using the "Map" tab in the preferences dialog.

# **Distance Rings**

With the "Ring Count" option set to any value higher then zero, a set of rings will be drawn around the ship at fixed intervals. Use this function, for example, to see at a glance how far away the objects are from the boat. Another useful option is to set the interval to the distance between survey lines to get some sort of guidance. In addition to setting the distance between the rings and the number of rings, it is also possible to choose a drawing color for the rings, which is clearly visible against the background.



Distance rings around your GNSS position at a specified interval.

# **Course Line**

The course line can be used to see where the vessel is going. Please note that the course line is indicating the correct heading only when the NMEA0183 output of your GPS or RTK receiver outputs this information and the vessel is moving. Alternatively, a compass or RTK heading sensor can be used to determine the correct course.

To display the course line, simply enable the "Show course line" option. In addition, you can set the line color and width to improve visibility.

# Show map scale

By checking the "Show map scale" check box, the scale indicator can be included at the bottom left of the screen. This scale indicator gives an idea of the zoom factor that is currently being used. This setting also applies when printing the map display content. The distance shown in the scale indicator is in the horizontal units associated with the selected map coordinate system.

Г		
L	250.0	

The map scale will be drawn in the lower-left corner of the display.

# Show north indicator

The "north indicator" shows the true north of the map display. By default, the map view is always to the north (rotated zero degrees), but changes when you rotate the map view using one of the <u>tool bar buttons</u> below. To include this indicator in the map view, check the "Show north indicator" check box. This setting also applies when printing the map display content.



#### The map rotation buttons in the tool bar.

#### Show low frequency depths

In Hydromagic software versions earlier than 9.0, only the high frequency depth of the raw data or processed sounding was shown on the map. Now it is possible to display the low frequency measured depths instead (when a dual frequency echo sounder is used). Please note that this setting does not affect <u>generated matrices</u> as they are generated statically with only one frequency.

It is important to ensure that you disable this feature when loading a project that has been recorded with a single frequency echo sounder, as otherwise no depths will be visible

## Map background color

With the background color setting, the color that can be seen behind objects, such as waypoints, depths, maps and other map attributes, can be chosen. However, this color cannot be seen behind raster maps that consist of image files such as maps downloaded with the <u>map download tool</u>.

However, when a vector map is used, such as an AutoCAD DXF file, it may sometimes be necessary to choose a different background color to make the map more clearly visible. To adjust the color, click on the downward pointing arrow next to the colored area.



Map display background color set to yellow.

# Vessel shape color and offsets

When the GPS antenna and the echo sounder transducer are not directly above each other, it is very important to indicate the locations of these sensors relative to the boat. This can be done with the help of the "vessel designer" tool, which is described in more detail on the "Vessel shape and offsets" page.

When this does not apply to your vessel, and you are happy with the default vessel shape, you can always change the vessel shape color by clicking on the downward pointing arrow next to the colored area

## Customizing the way raw data files, soundings and matrices are displayed

Since it is possible in Hydromagic to set the presentation of raw data files, soundings and matrices separately, these settings cannot be found under the general map display settings. To set how these are displayed, right-click on the relevant folder and select the "Display Settings ..." option.

# 4.2 Loading Maps

## Loading Maps

When starting a <u>new project</u>, it is recommended to load a map of the survey area. The map can then be used as guidance to setup your <u>boundaries</u>, <u>cross sections</u> and <u>routes</u>. Hydromagic supports a wide range of both <u>vector</u> and <u>raster</u> map formats, including:

- S-57 Electronic Nautical Charts;
- S-63 Electronic Nautical Charts;
- ESRI Shape Files;
- ARC/INFO Export Files;
- ARC/INFO Generate Files;
- ARC/INFO binary coverage files;
- ARC/INFO ASCII grid files;
- Atlas BNA boundary files;
- BSB nautical maps (version 3);
- GeoTIFF files;
- AutoCad DXF files;
- Microstation DGN files;
- PNG,GIF,JPEG and BMP image files;
- USGS Digital Line Graph files;
- OpenStreetMap XML files;
- IDRISI vector files.

#### **Downloading Maps**

In case no map data is available for the area to be surveyed, you can download maps from web sources automatically by entering the map's boundaries. How to do this is discussed in more detail in the chapter "<u>Downloading Maps</u>".

# Creating a new project

Before you will be able to add background maps, you should have loaded an existing project, or you have to create a new project. To do so, select the "New Project..." option from the file menu, fill out the required fields and click "OK".
Project Name:	<please a="" enter="" for="" name="" project="" this=""></please>	 
Project Location:	C: \Users \Leon \Documents \Hydromagic \	Browse
Map Projection:	<click 'select'="" a="" map="" projection="" set="" to=""></click>	Select
Project Description:		
Surveyor:		

It is important to provide the correct projection for your new project, because you will not be able to change this at a later time.

You have to create or open a project before you can import maps.

#### Importing maps

Maps are imported into the project, this means that the next time you open the project, the map will be loaded automatically. To import a map to the project, right click the "Maps" folder in the "Project Explorer" and select the "Import Map..." option. When the "Project Explorer" has been closed, you can also import a map using the menu bar by selecting the "Import Map..." from the "File" => "Import" menu. You can also click the "Import Map" button in the tool bar.



Right click the "Maps" folder in the "Project Explorer" to add a new map to the project.

#### **Selecting Files**

A file open dialog will be presented. By default all supported map formats are displayed. You can select one or more maps and click "OK" to load them into the project. When you have selected a file which is not already present in the "Maps" folder of your Hydromagic project on the disk, it will ask you whether you want it copied to the "Maps" folder. It is recommended to do this, otherwise you will loose the background maps when transferring the Hydromagic project to another computer.



Select the file format and file name(s) for the files you to import into the loaded Hydromagic project.

#### Loading the selected map(s)

After selecting one or more map files in the file selection dialog, click the "OK" button to load and add the files to the project. When no file type has been set in the file open dialog, and the software doesn't know which format the map is, it will ask you as shown below. In this case select the correct file format for the selected files and click "OK".



When the file format isn't set and the file extension unknown, Hydromagic may ask you for the file format.

## 4.3 Loading IHO S-57 ENC's

#### Loading IHO S-57 ENC's

S-57 is a standard for electronic navigational charts defined by the IHO (International Hydrographic Organization). S-57 is used for most official hydrographic charts around. Hydromagic supports both unencrypted and encrypted (S-63) charts. It is a <u>vector format</u> which contains features (lines, areas and points) and attributes like depth, symbol, lights etc.

#### **Obtaining S-57 maps**

S-57 charts are available online (for free) for the following countries:

- United States (Inland and coastal waters);
- Austria (Inland);
- Belgium (Inland);
- Bulgaria (Inland);
- Croatia (Inland);
- Czech Republic (Inland);
- Germany (Inland);
- Hungary (Inland);
- Netherlands (Inland);
- Romania (Inland);
- Serbia (Inland);
- Slovakia (Inland);
- Swiss (Inland).

A more detailed list of sources for S-57 data can be found on our website: <u>https://www.eye4software.com/hydromagic/documentation/download-s-57-encs/</u>. For other countries,

data can only be purchased in S-63 format. S-63 is the encrypted version of S-57 charts, also called SENC's (System Electronic Navigational Charts). For more information on S-63, please refer to the <u>next</u> chapter.

#### **ENC Downloader**

When you need navigational charts for the United States, you can also use the built in <u>ENC downloader</u> <u>function</u> (from Hydromagic version 9.0). This map downloader can be launched by selecting the "Download ENC..." function from the "File" menu, or by clicking the "Download ENC" button in the <u>tool</u> <u>bar</u>.

Enter a river name, ar	ea or chart number to start searching>	6
lame	Description	Τ
US4PR31M	North Coast of Puerto Rico Punta Penon to Punta Vacia Talega; Puerto Arecibo; Puerto Palmas	
US5AK15M	North Foreland	
US1PO02M	North Pacific Ocean (eastern part) Bering Sea Continuation	
US1WC01M	North Pacific Ocean West Coast Of North America Mexican Border To Dixon Entrance	
US5NY22M	North Pond;Little Sodus Bay	
US6IL 1BM	North Shore Channel; North Branch And South Branch Chicago River	
US5CN16M	North Shore of Long Island Sound Duck Island to Madison Reef	
US5NY16M	North Shore of Long Island Sound Greenwich Point to New Rochelle	
US5CN15M	North Shore of Long Island Sound Guilford Harbor to Farm River	
US5CN13M	North Shore of Long Island Sound Housatonic River and Milford Harbor	
US5CN41M	North Shore of Long Island Sound Niantic Bay and Vicinity	
US5CN11M	North Shore of Long Island Sound Sherwood Point to Stamford Harbor	
US5CN12M	North Shore of Long Island Sound Stratford to Sherwood Point	
US2MI80M	North end of Lake Michigan, including Green Bay	
US5AK54M	Northeast Harbor;Peterson and Salmon Bays;Sanak Harbor	
US4TX15M	Northern part of Laguna Madre	
US5AK4DM	Northern part of Tlevak Strait and Uloa Channel	
US3AK80M	Norton Sound	
US5AK4CM	Noyes and Lulu Islands and Adjacent Waters	
- 57 ENC Catalogue(s) p	arsed, 1373 ENC(s) found.	

For the United States, you can use the built in ENC download tool as well

#### Loading S-57 maps

IHO S-57 charts can be loaded into Hydromagic by right clicking the "Maps" folder in the "Project Explorer", "and selecting the "Import Map..." option as shown in the screen shot below. The file extension for both S-57 and S-63 charts is ".000". The software will auto-detect whether the selected chart is <u>encrypted</u> (S-63) or not.



Right click the "Maps" folder in the "Project Explorer" to add a new ENC to the project.

## 4.4 Loading IHO S-63 ENC's

#### Introduction

IHO S-63 is a standard for encrypting, securing and compressing electronic nautical charts, also known as ENC's. The standard is using CRC32, SHA1, DSA and Blowfish algorithms to ensure protected delivery of nautical charts. Most commercial ENC's on the market today are protected using the S-63 standard.

Each software installation contains an unique hardware id which is encrypted and cannot be read by the user. Charts purchased for this software will work on this installation of the software only. The hardware id is encrypted using the OEM and manufacturer id forming the 'Userpermit' which is used to purchase ENC's.

#### **Purchasing ENC's**

S-63 ENC's can be purchased through your local marine supplies dealer, or online reseller. In order to purchase ENC's you need the 'Userpermit', and register it with the online chart store or your local reseller. Because the hardware id is encrypted in the Hydromagic registration code or hardlock, it is only possible to use S-63 ENC's in registered versions of the software. It is not possible to load these charts when using a trial version.

#### Obtaining the userpermit

To obtain the userpermit for your software installation, select the "S63 ENC Permits..." option from the "File" menu, as shown in the screenshot below:

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This will launch the "S63 ENC Permits" dialog, which contains the userpermit, and can be used to activate purchased ENC's. When you are using a registered version of the software, the dialog should contain the userpermit which can be used to purchase ENC's.

63 ENC Permit	3		×					
User Permit								
User Permit:	51AB	BA63B31D3BD5B000BD4704636	ру					
NOTE:	The user permit is required to order ENC's from your chart supplier or online chart store. Please note that encrypted ENC's can only be used with registered versions of this software.							
Scheme Admi	Scheme Administrator Certificate							
Certificate:	C:\Program Files (x86)\Eye4Sof	oftware \HydroMagic \Program \IHO.CRT	vse					
Status:	Succes							
NOTE:	The server administrator certifica Do not change this, except when	ate is used to authenticate the ENC's loaded. In the currect certificate has expired, or the SA is not IHO.						
Loaded Perm	its							
Cell Name	Expires on	Status						
💡 Load P	ermits) 🥥 <u>R</u> emove							
		🖌 ОК 🔀 Са	ancel					

#### Activation of purchased ENC's

When purchasing ENC's you will receive a "PERMIT.TXT" file from your reseller containing the 'Permits' for the purchased ENC's. After importing this file, you will be able to load these. To do so, relaunch the permits dialog by selecting "S63 ENC Permits..." from the "File" menu.

You can now load the "PERMIT.TXT" file, by clicking the "Load Permits..." button, and selecting the received permit file. You only have to do this once, imported permits will be stored until the software is reinstalled.

When the file has been imported successfully, you will see something like this:

User Permit:		I	E1D0EB67EDBE278F6	B69CA334636		🕒 Сору
NOTE:	The user perm Please note th	nit is required t nat encrypted	to order ENC's from yo ENC's can only be use	our chart supplier ed with registered	or online chart store versions of this soft	ware.
Scheme Adm	inistrator Certifi	cate				
Certificate:	C:\Program F	Files (x86) \Eye	e4Software\HydroMag	gic\Program\IHO.C	ORT	🔄 Browse
Status:	Succes					
	Do not change	a determinente		-	1	0
Loaded Perm	iits	e this, except	when the currect cert	ificate has expired	d, or the SA is not IH	
Loaded Perm Cell Name	iits Exp	ires on	when the currect cert Status	ificate has expired	d, or the SA is not IH	
Loaded Perm Cell Name NL4001	its Exp 10 6/3	vires on 0/2013	Status Succes	ificate has expired	d, or the SA is not IH	
Cell Name • NL4001 • NL4001	iits Exp 10 6/3 22 6/3	vires on 0/2013 0/2013	Status Succes Succes	ificate has expired	d, or the SA is not IH	
Cell Name • NL4001 • NL40012 • NL40012	iits 10 6/3 22 6/3 23 6/3	vires on 0/2013 0/2013 0/2013	Status Succes Succes Succes Succes	ificate has expired	d, or the SA is not IH	
Cell Name • NL4001 • NL4001 • NL4001 • NL4001	iits 10 6/3 22 6/3 23 6/3 25 6/3	vires on 0/2013 0/2013 0/2013 0/2013 0/2013	Status Succes Succes Succes Succes Succes	ificate has expired	d, or the SA is not IH	E
Cell Name NL4001 NL4001 NL4001 NL4001 NL4001 NL4001	iits Exp 10 6/3 22 6/3 23 6/3 25 6/3 26 6/3	vires on 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013	Status Succes Succes Succes Succes Succes Succes Succes Succes	ificate has expired	d, or the SA is not IH	U.
Cell Name NL4001 NL4001 NL4001 NL4001 NL4001 NL4001 NL4001	iits 10 6/3 22 6/3 23 6/3 25 6/3 26 6/3 46 6/3	vires on 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013	when the currect cert Status Succes Succes Succes Succes Succes Succes Succes Succes Succes	ificate has expired	d, or the SA is not IH	U.
Loaded Perm Cell Name NL4001 NL4001 NL4001 NL4001 NL4001 NL4001 NL4015	iits 10 6/3 22 6/3 23 6/3 25 6/3 26 6/3 26 6/3 26 6/3 26 6/3 20 6/3	vires on 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013	when the currect cert Status Succes Succes Succes Succes Succes Succes Succes	ificate has expired	d, or the SA is not IH	U.
Loaded Perm Cell Name NL4001 NL4001 NL4001 NL4001 NL4001 NL4001 NL4015 NL5013	iits Exp 10 6/3 22 6/3 23 6/3 25 6/3 26 6/3 26 6/3 24 6/3 28 6/3 28 6/3	bires on 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013 0/2013	when the currect cert Status Succes Succes Succes Succes Succes Succes Succes Succes Succes Succes	ificate has expired	d, or the SA is not IH	

In most cases the reseller can supply you with a "ENC Base CD" containing all the charts for your region. If not, you can download the charts, depending on your reseller, from <u>Primar</u> or <u>IC-ENC</u>.

When the ENC's and permits are correctly installed, just select "Import Map..." from the "File" menu, and select the ENC you want to load. When trying to load an enc that has not been purchased, you will receive error SSE 11 as shown in the table below.

When an error occurs during the import of permits, or when loading an ENC, you will receive one of the errors described in section 4.4.5. In case of an error, contact your ENC reseller.

Error Code	Meaning
SSE01	Self Signed Key is invalid.
SSE02	Format of Self Signed Key file is incorrect.
SSE03	SA Signed Data Server Certificate is invalid.
SSE04	Format of SA Signed DS Certificate is incorrect.

Error Code	Meaning
SSE05	SA Digital Certificate (X509) file is not available. A valid certificate can be obtained from the IHO website or your data supplier.
SSE06	The SA Signed Data Server Certificate is invalid. The SA may have issued a new public key or the ENC may originate from another service. A new SA public key can be obtained from the IHO website or from your data supplier.
SSE07	SA signed DS Certificate file is not available. A valid certificate can be obtained from the IHO website or your data supplier.
SSE08	SA Digital Certificate (X509) file incorrect format. A valid certificate can be obtained from the IHO website or your data supplier.
SSE09	ENC Signature is invalid.
SSE10	Permits not available for this Data Server. Contact your data supplier to obtain the correct permits.
SSE11	Cell Permit not found. Load the permit file provided by the data supplier.
SSE12	Cell Permit format is incorrect. Contact your data supplier and obtain a new permit file.
SSE13	Cell Permit is invalid (checksum is incorrect) or the Cell Permit is for a different system. Contact your data supplier and obtain a new or valid permit file.
SSE14	Incorrect system date, check that the computer clock (if accessible) is set correctly or contact your system supplier.
SSE15	Subscription service has expired. Please contact your data supplier to renew the subscription license.
SSE16	ENC CRC value is incorrect. Contact your data supplier as ENC(s) may be corrupted or missing data.
SSE17	Userpermit is invalid (checksum is incorrect). Check that the correct hardware device (dongle) is connected or contact your system supplier to obtain a valid userpermit.
SSE18	HW_ID is incorrect format.
SSE19	Permits are not valid for this system. Contact your data supplier to obtain the correct permits.
SSE20	Subscription service will expire in less than 30 days. Please contact your data supplier to renew the subscription license.
SSE21	Decryption failed no valid cell permit found. Permits may be for another system or new permits may be required, please contact your supplier to obtain a new license.
SSE22	SA Digital Certificate (X509) has expired. A new SA public key can be obtained from the IHO website or from your data supplier.
SSE23	Non sequential update, previous update(s) missing try reloading from the base media. If the problem persists contact your data supplier.
SSE24	ENC Signature format incorrect, contact your data supplier.
SSE25	The permit has expired. This cell may be out of date and MUST NOT be used for Primary NAVIGATION.
SSE26	This ENC is not authenticated by the IHO acting as the Scheme Administrator.

Error Code	Meaning
SSE27	ENC is not up to date. A New Edition, Re-issue or Update for this cell is missing and therefore MUST NOT be used for Primary NAVIGATION.

## 4.5 Supported Raster Formats

#### **Raster maps**

The software is shipped only with a couple of demo maps, because it is not doable to bundle it with all the most recent and detailed maps all over the world. To make sure almost any map can be loaded, a wide range of file formats is supported. This makes that Hydromagic can be used with the most common used map formats. Two types of maps are supported: vector maps and raster maps. The list below show some information on some of the raster map formats supported.

#### **Supported Raster Maps**

Raster maps are basically bitmap images. They only contain some image data, and in some cases (GeoTIFF) some geo-referencing information. These maps do not support high zoom levels, because they are limited by the number of pixels the map is stored in. The following raster formats are supported:

- Arc/Info ASCII Grid files;
- BSB nautical map files;
- GeoTIFF / TIFF files;
- Graphical Interchange Format (GIF) files;
- JPEG Image files;
- Microsoft Windows Bitmap (BMP) files;
- Portable Network Graphics (PNG) files;
- XYZ gridded elevation data (ASCII or binary);

You can import a vector map into your project by right clicking the "Maps" folder in the "Project Explorer" and selecting the "Import Map..." option from the context menu as shown in the screenshot below:



Right-click the "Maps" folder in "Project Explorer" to import a raster map.

#### GeoTIFF



GeoTIFF files are based on the TIFF (Tagged Image File Format) standard. This format allows you to insert all sorts of tags into an image file. GeoTIFF uses this to store information on calibration info and / or projection information in the file. When you try to load a map that only contains the calibration info (X,Y boundaries and scale information), you will be asked to set the projection parameters for the map.

#### JPG, GIF, TIF, BMP and PNG image files



It is possible to use your own images to project routes, waypoints, tracks and real time position on. These images can be downloaded from the web (for instance, image created with Google Earth or maps exported from "OpenStreetMaps.org", or created by scanning paper maps. To use these images, they must have been geo-referenced calibrated in order to be used. A map is geo-referenced when it is shipped with projection and world files. When downloading an street map or satellite image from the built-in map downloading tool, these files will be generated by the software.

#### **BSB Nautical Charts**



BSB map files are raster charts designed especially for nautical charts. They are used by several authorities like NOAA. Nautical maps can often be downloaded for free in the BSB format. When loading BSB files in Hydromagic, the map is displayed directly, because all geo-referencing and coordinate reference system info is included in the map. BSB maps use Lambert Conformal Conic, Mercator and Polyconic projection.

## 4.6 Supported Vector Formats

#### **Supported Vector Maps**

Vector maps are files that contain objects instead of image data. A typical example of an object can be a line, point, polyline, polygon and more. Sometimes these objects are also associated with some userdata or a row in a datatable. Because the vector objects drawn at runtime, there is no limitation on the zoomlevel like rastermaps.

You can load a rastermap into your project by selecting "File" => "Import" => "Import Map..." from the menu.

#### AutoCad DXF files



DXF stands for Drawing eXchange Format, and was developed by AutoDesk and is used in AutoCad software products. It is a vector format, this means the file contains objects rather then just image information (pixels). AutoCad DXF files are not designed to store georeferencing information, so after loading a DXF map, you will be asked to set the projection parameters.

#### **Microstation DGN files**



DGN is a vector format used in Microstation CAD software. The software currently only supports the ISFF (Integraph Standard File Formats) DGN format. The newer V8 DGN format is not supported yet. In ISFF format, all objects are stored as blocks into a single file. Each Microstation design file starts with a TCB element, containing global information on the file, like scale, units and extends.

#### **ESRI shape files**



ESRI shapefiles are vector maps often used to exchange data between GIS and CAD applications. Like DXF files, it contains objects rather then image information. An ESRI shapefiles consists out of 3 parts, a .shp, .dbf and .idx file. The databse and index files are ignored by GPS Mapping Studio, it only uses the .shp file which contains the map objects. The .dbf database file is only used by GIS applications. Map calibration info is extracted from the shp file. When loading an ESRI shapefile, you have to set the projection parameters by hand.

## 4.7 Downloading Maps

#### Downloading background maps

In circumstances where an <u>Electronic Nautical Chart</u> or <u>CAD drawing</u> of your survey area is not available, you can use the built-in background map download feature in Hydromagic. It allows you to use street maps or satellite imagery from Google, Bing or OpenStreetMaps as background <u>(raster)image</u> for your <u>project</u>.

The map tiles are downloaded from the provider of YOUR choice (Internet connection required, so it is recommended to prepare this in advance when you are in the office), and combined to form a map (raster)image, and geo-referenced to the projection you use in your project. Therefore you must select the map projection you are going to use before downloading any maps (during the creation of the Hydromagic project).

# Please note that storing map tiles locally breaks the terms of service for a couple of popular data providers like Google, Bing, and ArcGIS Online. Use this function at your own risk !

#### Map downloading tool

To start the map downloading tool, right click the "Maps" folder in the "Project Explorer", and select the "Download Map..." option from the pop up menu, as shown in the image below. Alternatively, you can select the "Download Map..." option from the "File" menu.

	dem	no.hpf	f - Eye4Se	oftwa	re H	ydromag	ic Survey		
:	File	Edit	View	Tool	s	Options	Survey	Cur	sor
;			2						
	Nev Proje	v ect	Open Project	Sav Proj	ve ect	Impor Map	t Impo Matr	ix	Imp ASC
Pr	oject I	Explor	er				<b>▼</b> ‡	×	
[		Proje	ect						
	÷	0	🗋 Maps	<b>B</b>	Ime	ant Man			n i
	÷	• 👁 📒	Matrie			fort map.	•		
	<u>ا</u> .	0	Raw D		Do	wnload M	lap		
	•	@ @	Sound Wave		Do	wnload El	NC		
			Com		~				1
		0	Bound		Ch	oose Map			
		<b>œ</b>	🗋 Sectio	0	Rer	nove All N	laps		

The map downloading tool can be started from the Project Explorer.

The background map download tool allows you to download street maps or satellite imagery from the following providers:

- OpenStreetMaps;
- Google;
- Bing (Virtual Earth);
- Nokia OVI maps;
- MapQuest maps;
- ArcGIS map service.

#### Setting area and options

In order to download maps, you have to select the area you need a map for, and which provider you want to use. Use the "Information Source" selection box to select the provider and the type of map (street, satellite or hybrid).

The next step is to select the area. Select the smallest area as possible, because the smaller the area, the higher the zoom level and level of detail. You have to enter the upper-left and lower-right WGS84 coordinates of the area you are surveying in.

Because the maps are downloaded as 256 x 256 pixel image tiles, it is likely that the actual downloaded area is a bit larger then the requested area. You can obtain the coordinates by using a map viewer like Google Earth or others, or use the "Area selection tool" which is discussed in the next paragraph.

Finally, select the name of the output file (the file where the map is stored) and whether to add the map to the project directly. Depending on the type of map you are using, the image is stored as PNG (Portable Network Graphics) or JPG (JPEG-Compressed) file.

Sources			~	
2001021	<ul> <li>Opensaleeunaps</li> </ul>		· ·	
Map Boun	daries			
MinX:	E 006°01'53.5313"	MaxX:	E 006°02'20.0628"	Calculate
MinY:	N 52°32'42.8884"	MaxY:	N 52º32'26.7126"	
Dutout Fil	Show position in easting	g and northing	g coordinates	
Output Fil	Show position in eastin	g and northing s\Hydromagic	g coordinates	🔯 Browse
Output Fil	Show position in eastin C:\Users\Leon\Document Add downloaded map t	g and northing s\Hydromagic o the current	g coordinates \Demo\Maps\backgroun project when completed	🛱 Browse
Output Fil File:	Show position in eastin e C:\Users\Leon\Document Add downloaded map t xing maps locally breaks the	g and northing s\Hydromagic o the current : terms of serv	g coordinates \Demo\Maps\backgroun project when completed vice for a couple of popula	🕅 Browse

The build-in background map downloading tool allows you to download and import a map for almost any location on the globe.

#### Area selection tools

As an alternative to manually entering the coordinates, you can calculate the map boundaries from a waypoint, raw data file, sounding, boundary, current location or an address. To do so click the "Calculate..." button. The following dialog will appear:

Use address as center:	Find Address	
Ouse waypoint coordinates as center:		~
O Calculate map boundaries from raw data file:	S RAW00001	$\sim$
O Calculate map boundaries from sounding:	SNDG00001	~
O Calculate map boundaries from boundary:	BORDA01	~
Map Dimensions Width: 500.00 m Heig	ht: 500.00 m	

The map downloading tool offers multiple options to determine the map area.

The first three options (GPS Position, Address and Waypoint) can be used to specify the center of the map. To calculate the map extends, you have to enter the map dimensions. When using one of the last three options (raw data file, sounding or boundary), the map dimension entries are disabled, and the boundaries are copied directly from the area covered by the selected file, sounding or boundary.

Please not that when using the "Find Address..." tool, make sure you are connected to the Internet in order to perform a Geo-Coding lookup. When facing problems with the address lookup tool, click the "Show Log..." button to get more detailed information on the problem.

Find Address		)
Address		
Address:	Martinetstraat 24	
Zip:	8044RG	,
City:	Zwole	
Country:	Netherlands ~	ĺ
	📸 Find 📔 Show Log	
Result		
Latitude:	N 52°32'34.8007"	
Longitude:	E 006°02'06.7978"	
	Show position in Easting / Northing coordinates	
Conver In orde	t street addresses to geographic coordinates (geocoding). r to use this function, you must have a working internet connectio	n.
	I OK X Canc	el

You can use a street address as center of the map download area.

#### Download

To start downloading, just click the "OK" button. Please note that you have to be connected to the Internet at this moment. The download progress is shown in the status bar. The download time varies per provider, but should be between the 15 seconds and 2 minutes. Please be patient when the tool doesn't seem to be responding, this can happen when data is coming in slowly.

First, the tiles are downloaded and merged into a larger images, which is geo-referenced using the projection set. When downloading has been completed, and the "Add downloaded map to the current project when completed" option has been checked, the map will be added to the current Hydromagic project and displayed.



Example of downloaded satellite imagery loaded as background image.

#### Troubleshooting

When a map download fails, make sure that your Internet connection is working. If this is the case, try whether you are able to download a map from a different data source. You click the "Download" tab of the <u>Activity View</u> to get more information on the issue:

Real Time Activity	×
3/26/2020 - 7:10:03.888 PM Map file successfully saved: [C:\ProgramData\Hydromagic\Temp\\Map.png].	^
3/26/2020 - 7:10:03.627 PM Combining map tiles	
3/26/2020 - 7:10:03.602 PM Starting download of: [http://tile.openstreetmap.org/18/135471/85949.png].	
3/26/2020 - 7:10:03.580 PM Starting download of: [http://tile.openstreetmap.org/18/135470/85949.png].	
3/26/2020 - 7:10:03.557 PM Starting download of: [http://tile.openstreetmap.org/18/135469/85949.png].	
3/26/2020 - 7:10:03.538 PM Starting download of: [http://tile.openstreetmap.org/18/135468/85949.png],	
3/26/2020 - 7:10:03.519 PM Starting download of: [http://tile.openstreetmap.org/18/135467/85949.png].	
3/26/2020 - 7:10:03.490 PM Starting download of: [http://tile.openstreetmap.org/18/135466/85949.png].	
3/26/2020 - 7:10:03.466 PM Starting download of: [http://tile.openstreetmap.org/18/135465/85949.png].	
3/26/2020 - 7:10:03.435 PM Starting download of: [http://tile.openstreetmap.org/18/135464/85949.png].	
3/26/2020 - 7:10:03.411 PM Starting download of: [http://tile.openstreetmap.org/18/135463/85949.png].	~
H + H General Processing Downloads	

Download progress and issues will be displayed in the activity view.

## 4.8 Downloading Electronic Navigational Charts

**Downloading Electronic Navigational Charts (S-57)** 

Since version 9.0 of Hydromagic, a buit-in map downloader was added that enables you to download Electronic Navigational Charts (ENCs) in S-57 format directly from the internet. Make sure you download this at the office since an internet connection is required or otherwise data costs can be charged.

At the moment only maps for the United States are available. In the future also other countries will be added. All NOAA coastal (ENC) and USACE inland charts (IENC) can be downloaded using this feature.



Example of an IHO S-57 cell downloaded and imported in Hydromagic

#### **Download ENC tool**

To start the map downloading tool, right click the "Maps" folder in the "Project Explorer", and select the "Download ENC..." option from the popup menu as shown in the image below.



Select "Download ENC..." from the "Maps" popup menu.

#### **Selecting charts**

In the dialog that appears, you can select the charts to download by checking the box in front of the chart number. You can use the search field to search by chart name, area or number. The list will be filtered while you type.

a or chart number to start searching>	3
Description	1
North Coast of Puerto Rico Punta Penon to Punta Vacia Talega; Puerto Arecibo; Puerto Palmas	
North Foreland	
North Pacific Ocean (eastern part) Bering Sea Continuation	
North Pacific Ocean West Coast Of North America Mexican Border To Dixon Entrance	
North Pond;Little Sodus Bay	
North Shore Channel; North Branch And South Branch Chicago River	
North Shore of Long Island Sound Duck Island to Madison Reef	
North Shore of Long Island Sound Greenwich Point to New Rochelle	
North Shore of Long Island Sound Guilford Harbor to Farm River	
North Shore of Long Island Sound Housatonic River and Milford Harbor	
North Shore of Long Island Sound Niantic Bay and Vicinity	1
North Shore of Long Island Sound Sherwood Point to Stamford Harbor	
North Shore of Long Island Sound Stratford to Sherwood Point	
North end of Lake Michigan, including Green Bay	
Northeast Harbor; Peterson and Salmon Bays; Sanak Harbor	
Northern part of Laguna Madre	
Northern part of Tlevak Strait and Uloa Channel	
Norton Sound	
Noves and Luku Islands and Adjacent Waters	
	a or chart number to start searching>  Description North Coast of Puerto Rico Punta Penon to Punta Vacia Talega;Puerto Arecibo;Puerto Palmas North Foreland North Pacific Ocean (eastern part) Bering Sea Continuation North Shore Of Long Island Sound Duck Island to Madison Reef North Shore of Long Island Sound Greenwich Point to New Rochelle North Shore of Long Island Sound Guilford Harbor to Farm River North Shore of Long Island Sound Housatonic River and Milford Harbor North Shore of Long Island Sound Sherwood Point to Stamford Harbor North Shore of Long Island Sound Stratford to Sherwood Point North Shore of Long Island Sound Stratford to Sherwood Point North end of Lake Michigan, including Green Bay Northeast Harbor;Peterson and Salmon Bays;Sanak Harbor Northern part of Laguna Madre Northern part of Tlevak Strait and Uloa Channel Norton Sound Norther Sound North Sound Northe Sound Norther Sound

Select the charts from the IHO chart catalogue by checking the items you want to download.

#### **Download charts**

After selecting the charts to be included into the project, click "Download Cells..." to download the S-57 cells. While the software is downloading and installing the maps, the current progress will be shown.

ENC Downloade	er] Download completed.	^
ENC Downloade	rij Starting download: [http://www.cnarts.noaa.gov/ENCs/US5NY 16M.Zpj er] Download completed	
ENC Downloade	er] All charts were downloaded successfully.	
ENC Downloade	er] Decompressing files	
ENC Downloade	er] Decompressing file: [C:\Users\Leon\Documents\Hydromagic\US5CN16M.zip].	
ENC Downloade	er] Created folder: [ENC_ROOT/US5CN16M\].	
ENC Downloade	er] Extracted file: [ENC_ROOT/CATALOG.031].	
ENC Downloade	r] Extracted file: [ENC_ROOT/README.TXT].	
ENC Downloads	ar) Extracted file: [ENC_DOOTAISSCN16MAISSCN16A TVT]	~

During the download, a window shows the progress of the downloading and installing process.

When the chart(s) has been downloaded and installed, click the "Close" button to close the progress window. The selected chart(s) will be automatically loaded now.

## 4.9 Managing Maps

#### **Map Management Module**

In Hydromagic, the map management module is a tool that allows you to quickly find the correct map for the area you are working in. When downloading or importing maps, information about these maps, like projection and geo-referencing is automatically added to a database. When you need one of the maps in this 'cache' later, you can add it to your new project by double-clicking.

When starting a project, you can refer to the map management module to open a map that is suitable for the new project, which means that it should match the coordinate reference system which is used in your new project.

#### Launching map management

The map management window can be opened by selecting "Map Management..." from the "Options" item in the main window menu. Depending on whether you already loaded or created projects, the list of maps will be empty or contain a couple of items.

Mary	MauX	Mary	Maux	Designation	
MINX	MaxA	T UIN	MaxY	Frojection	

The map management window contains a collection of maps used earlier.

#### Adding maps manually

When maps are <u>imported</u> or <u>downloaded</u>, their information is automatically stored in the map management database. It is however possible to add a single or a collection of maps by hand.

To do so, click the "Add..." button and a file open dialog will appear. In this dialog, you can select one or multiple map files to index and store into the database.

The following map formats can be indexed:

- S-57 Electronic Nautical Charts;
- S-63 Electronic Nautical Charts;
- ESRI Shape Files;
- BSB nautical maps (version 3);
- GeoTIFF files;
- AutoCad DXF files;
- PNG,GIF,JPEG and BMP image files;
- Google Earth KML files;

After importing a collection of maps, the list may look like this:

File	MinX	MaxX	MinY	MaxY	Projection	
t017z.tif	146000.000	154000.040	237999.975	243000.000	Belge 1972 / Belgian Lambert 72	
018z.tif	154000.000	162000.040	237999.975	243000.000	Belge 1972 / Belgian Lambert 72	
025z.tif	162000.000	170000.040	237999.975	243000.000	Belge 1972 / Belgian Lambert 72	
047z.tif	50000.000	58000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
)48n.tif	58000.000	66000.040	222999.975	228000.000	Belge 1972 / Belgian Lambert 72	
)48z.tif	58000.000	66000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
051z.tif	66000.000	74000.040	227999.975	233000.000	Belge 1972 / Belgian Lambert 72	
052z.tif	74000.000	82000.040	227999.975	233000.000	Belge 1972 / Belgian Lambert 72	
)55z.tif	66000.000	74000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
56n.tif	74000.000	82000.040	222999.975	228000.000	Belge 1972 / Belgian Lambert 72	
)56z.tif	74000.000	82000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
58z.tif	90000.000	98000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
65z.tif	98000.000	106000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
66z.tif	106000.000	114000.040	217999.975	223000.000	Belge 1972 / Belgian Lambert 72	
72z.tif	138000.000	146000.040	227999.975	233000.000	Belge 1972 / Belgian Lambert 72	
73n.tif	146000.000	154000.040	232999.975	238000.000	Belge 1972 / Belgian Lambert 72	
73z.tif	146000.000	154000.040	227999.975	233000.000	Belge 1972 / Belgian Lambert 72	
)74n.tif	154000.000	162000.040	232999.975	238000.000	Belge 1972 / Belgian Lambert 72	
t073z.tif t074n.tif OThe "Map management modu	146000.000 154000.000	154000.040 162000.040	227999.975 232999.975	233000.000 238000.000	Belge 1972 / Belgian Lambert 72 Belge 1972 / Belgian Lambert 72	

The map management window contains a collection of imported maps.

#### Adding a map to your project

To add a recently loaded map to your project, just right click on the 'Maps' folder in the 'Project Explorer' and select the 'Choose...' map option. When the map management window shows up, just double click the map you want to include into your project.



Select a map from the map management window by selecting the "Choose..." option from the context menu.

#### Finding a map

When a valid GNSS position is available, and your vessel is displayed on the map view, you can try to load a map from the map management database automatically. When a map is available for the area you are in, it will be automatically added to the project and loaded. To search for a map, right cick in the map view window and select the "Find Map" option from the context menu:



Try finding a suitable map in the map management database.

## 4.10 Layer properties and display options

#### Layer properties and display options

In Hydromagic, each map or matrix has its own layer which contains the map itself, but also information on the type of map, the boundaries, dimension, scale and other meta-data. The layer properties dialog allows you to view this information and to adjust display options for <u>raster maps</u>, like opacity and brightness.

You can access this dialog by right-clicking on the map or matrix in the project explorer, and selecting the "Map Properties" options from the context menu:



Select the "Map Properties..." option from the context menu.

#### Layer Meta-Data

The first part of the dialog shows you some information on the layer, such as image size, scale, map boundaries, file name and layer type:

	Miscellaneous		~
	File	background_satellite.png	
	Туре	Raster	
	Format	PNG Image	
	Metadata		
	NAME	background_satellite.png	
	MIN X	721311.052	
	MIN Y	7701742.295	
	MAX X	722108.343	
	MAX Y	7702534.916	
	PIXELS X	2854	
	PIXELS Y	2854	
	SCALE X	0.279359	
	SCALE Y	-0.277723	
			$\sim$
Di La La	splay Options ayer Opacity: ayer Brightness:	100 % 50 %	
	You can use the maps or matrice <u>Click here for do</u>	brightness control to improve visibility for raster s when direct sunlight hits your screen. cumentation on layer properties and (display)optic	Ins.

The layer properties window shows map information and meta-data.

#### **Layer Display Options**

The layer display options allow you to adjust the display settings for raster and <u>matrix</u> map images. This setting will be disabled when you use this dialog on <u>vector maps</u>. Please be careful when using the brightness option on matrix map images since it will distort colors, so the depth colors displayed will not match the color legend anymore.

=	Miscellaneous		~		
	File	background_satellite.png			
	Туре	Raster			
	Format	PNG Image			
-	Metadata				
	NAME	background_satellite.png			
	MIN X	721311.052			
	MIN Y	7701742.295			
	MAX X	722108.343			
	MAX Y	7702534.916			
	PIXELS X	2854			
	PIXELS Y	2854			
	SCALE X	0.279359			
	SCALE Y	-0.277723			
			~		
Di La La	splay Options ayer Opacity: ayer Brightness:	100 % 50 %	6		
	You can use the maps or matrice <u>Click here for d</u>	e brightness control to improve visibility for raste es when direct sunlight hits your screen. ocumentation on layer properties and (display)opti	r ons.		

Use the sliders to adjust display options like brightness and opacity.

#### Layer Opacity

By default the opacity of a layer is 100 percent, which means it will fully cover the background color or layers behind it. By decreasing the opacity value using the slider, the layer will become more transparent so layers which are hidden after it will 'shine through', as in the example below. The opacity is stored in your project file, so this setting is not volatile. When moving the slider, the new setting will applied instantly, so you can see the result while adjusting the slider.



Partially transparent satellite image over a street map transparent satellite image over a matrix

Partially

#### Layer Brightness

The layer brightness option can be used to adjust the brightness for your background maps. This option is provided mainly to improve the visibility of satellite images when you are using your laptop outside on the boat when it is sunny weather. When you are using street maps, you can decrease brightness to have a better view on overlays such as map boundaries and the active route. You can adjust brightness value by using the brightness slider. When moving the slider, the new setting will applied instantly, so you can see the result while adjusting the slider. The brightness setting will be stored in your project file. The default value for brightness is 50 percent.



Satellite image with default brightness. image with increased brightness.

Satellite



Street map

## Street map image with default brightness. image with decreased brightness.

#### Layer Order

In addition to setting the layer opacity to show multiple layers at once, you can adjust the layer drawing order by clicking the "Change Layer Order..." button". By default the map that was imported, downloaded or generated the last will be displayed on top of other maps. You can change this order using this tool.

Laye	er properties and disp	lay options	×
	Miscellaneous		^
	File	background satellite.png	100
	Туре	Raster	
	Format	PNG Image	
	Metadata		
	NAME	background_satellite.png	
	MIN X	721311.052	
	MIN Y	7701742.295	
	MAX X	722108.343	
	MAX Y	7702534.916	
	PIXELS X	2854	
	PIXELS Y	2854	
	SCALE X	0.279359	
	SCALE Y	-0.277723	
			× .
Di La	splay Options	100 %	6
La	ayer Brightness:	50 %	6
9	You can use the bi maps or matrices v <u>Click here for docu</u>	rightness control to improve visibility for raste when direct sunlight hits your screen. Imentation on layer properties and (display)opti	r ons.
6	Change Layer Order	🗹 📈 📈 Car	ncel

To change the layer drawing order, click the "Change Layer Order..." button.

## 4.11 Changing drawing order

#### Changing map drawing order

In Hydromagic, the map or matrix which has been loaded or generated last, will be drawn on top of other maps (layers). In cases where a map (partially) covers another map, you can control the order in which the maps are drawn to uncover the map. When using multiple maps, always draw vector maps on top of raster maps (unless the raster maps have transparency). You can also use this option to place vector maps on top of a matrix created by Hydromagic.

#### Map drawing order tool

To change the map order, select "Drawing Order..." from the "View" menu. Depending on your tool bar configuration, you might also have the "Drawing Order" button which can be used as a shortcut for the menu item.



To change the map drawing order, select "Drawing Order..." from the "View" menu.

Select the map you want to move to the front or back and then click the "Move To Front" or "Move To Back" buttons to change the drawing order. Changes will be applied to the map display directly. To accept the new drawing order, click "OK" to close the tool. To adjust the brightness or transparency of the selected map, click the "Layer Properties..." button to open layer properties and display options

ayer Name	Layer Type	
Imatrix2.mtx	Matrix	
T matrix 1.mtx	Matrix	
matrix.mtx	Matrix	
background.png	Raster	
Move To <u>F</u> ront Move To <u>B</u> ack	Layer Prope	rties
Use this tool to change the map drawir disappears below another map, use th <u>Click here for documentation on the ma</u>	ig order. When a map partially e "Move To Front" button to sho <u>p drawing order tool.</u>	w it.

Use the map drawing order tool to adjust the order in which maps are drawn.

The "check" icon in front of the layer names shows whether a map has been set to invisible in the "Project Explorer". The map drawing order, transparency, brightness and visibility settings are all stored in your project file.

## 4.12 Placing waypoints

#### **Placing waypoints**

A waypoint can be defined as a marked position on a map, somewhere on the earth, with known coordinates. A waypoint can be part of a route. In GPS receivers, a waypoint is a point that can be selected as a coordinate to navigate to, or it can be used to just display a symbol on a map.

In Hydromagic, you can add a waypoint to the map to mark a position with a symbol and small text. For larger descriptions, you can place a <u>comment</u>. A waypoint can also be included in routes which can be created using the <u>built-in route planner</u>.



Example of a waypoint placed on the background map.

#### **Creating a waypoint**

In Hydromagic, there are multiple ways to create a waypoint. You can create one manually from the "Waypoint Manager", using the "Project Waypoint" tool, or by right-clicking on the map. The easiest way is by clicking on the map so the waypoint is placed directly at the position pointed by the mouse cursor.

Zoom and pan over the background map until you find the position where you want to place the waypoint. Place the mouse cursor at this position, and click the right mouse button. From the context menu which appears, select the "Add Waypoint..." function to create and edit the new waypoint.

_		_
8	Zoom In	
\$	Zoom Out	
4	Center	
3	Add Waypoint	
5	Add Comment	
E	Add Boundary Point	
×	Add Section	
	Show in Google Maps	
(	Find Map	

Select the "Add Waypoint..." option from the context menu.

In this window, you can set some additional information about the waypoint, like the name the symbol to be drawn on the map. It is also possible to customize the way the text label is presented (background color, text color and transparency). The "Attach Photo" section can be used to link a filename of a photo to the waypoint.

The positions are already set when you create the waypoint from the map. If you are creating the waypoint from the "Waypoint Manager", the current GNSS position is used. You can toggle the coordinate fields to display either the WGS84 or projected positions, by checking the "Show position in Northing / Easting coordinates" check box. You may alter the positions before saving the waypoint by clicking "OK".

.abel:	WPT005	
Easting:	721485.917	👚 Find Address
Northing:	7702000.813	]
Symbol:	🔅 Navaid, Red	~
	Show position in northing	/ easting coordinates
abel		
Text Color:	<b></b>	Draw waypoint labe
abel Color:	<b></b>	Transparent label
ttach Photo		
Image File:	<click 'browse'="" butto<="" td="" the=""><td>on to select an image&gt;</td></click>	on to select an image>
	Sh	ow 🔯 Browse

Use the dialog which appears to customize the waypoint presentation.

#### **Modifying waypoints**

To modify a waypoint after it has been placed on the map, select the waypoint with the mouse (the mouse cursor should change from arrow to hand) and click the right mouse button, and select "Edit Waypoint..." as shown below. You will be able to alter all it's properties including the waypoint location. To remove a waypoint from your map, you can select the "Remove Waypoint..." option from the menu instead.

*-	🗩 Zoom In	
a de la companya de la company	🔎 Zoom Out	
	Center	
	🏂 Edit Waypoint	
	🕺 Add Waypoint	
:	Remove Waypoint	
2	G Add Comment	
Ĩ	Add Boundary Point	
•	Add Section	
	Show in Google Maps	
	Find Map	

Select the "Edit Waypoint..." option to modify an existing waypoint.

#### **Moving waypoints**

To move a waypoint, you can modify a waypoint's coordinates manually as described above, or you can use the mouse to drag the waypoint to its new position. In order to move a waypoint, you have to make sure the "Lock Objects" function has been switched off first (version 9.0 and older only). You can find this function on the <u>toolbar</u> and in the "Cursor" menu at the top of the screen. After switching off this function, select the waypoint symbol with the mouse, click and hold the left mouse button and drag the waypoint to its new location.



Switch off to move waypoints. (version 9.0 and older only!)

#### Waypoints in the "Project Explorer" view

Each waypoint that is part of your project can be found in the "Project Explorer" view. When the "Project Explorer" is not visible, you can show it by selecting the "Project Explorer" option from the "View" menu at the top of the screen. The waypoints will be displayed when expanding the "Waypoints" folder in the project tree. You can right-click a waypoint to show more option, or double-click it to center the map on a waypoint position.

🗄- 👁 🚞 Maps	
🖲 👁 🚞 Matrices	
🗄 - 👁 🚞 Raw Data	
🗄 👁 🚞 Soundings	
🛓 👁 🚞 Waypoints	
@D .22 WPT001	
@ 🐼 WPT002	
@D 🔆 WPT003	
👁 🔅 WPT004	
🗄 👁 🚞 Comments 🎤	200m Waypoint
👵 👁 🚞 Boundaries 🦷	Fdit Waypoint
🗄- 👁 🚞 Sections 🥤	cut troppontan
	Remove Waypoint
_	

Waypoints can be accessed from the "Project Explorer" view as well.

#### Waypoint Manager

To view a list off all the waypoints in your <u>project</u>, you can open the "Waypoint Manager", by right clicking the "Waypoints" folder in the "Project Explorer" and selecting the "Manage Waypoints..." option. It can be used to toggle the visibility of multiple waypoints at once, or to delete a selection of waypoints.

Edit Waypoint W	G Add /aypoint	Remove Waypoint	Toggle Visibility	් <b>ා</b> Undo	<b>€</b> <sup>a</sup> Redo	Select All	
Waypoint Name	Eastin	ng	Northing		Longitude	Latitude	
WPT001	7703	548.070	716793.388		W 042°55'03.8738"	S 20°45'18.7246"	
WPT002	7703	559.374	716786.715		W 042°55'04.1094"	S 20°45'18.3599"	
WPT003	7703	544.303	716807.284		W 042°55'03.3919"	S 20°45'18.8412"	
WPT004	7703	534.411	716778.395		W 042°55'04.3859*	S 20°45'19.1749"	
WPT005	7702	000.813	721485.915		W 042°52'20.9982"	S 20°46'07.0341"	
WPT006	7702	000.484	721510.914		W 042°52'20.1341"	S 20°46'07.0341"	
Use the way	ypoint edite	or to modify or I	remove multiple v	vaypoints	add once, or to toggle	e visibility of	
Click here for	points. It or detailed	can also be use	d to add new wa on how waypoint:	ypoints. a can be u	ised in Hydromagic,		

The "Waypoint Manager" allows you to perform operations on multiple waypoints at once.

## 4.13 Projecting Waypoints

#### **Projecting a waypoint**

When projecting a waypoint, you basically create a waypoint on a certain distance and heading from a known position. In Hydromagic, there are multiple ways to project a waypoint. You can project the

waypoint from another waypoint, a position on the map, a manually entered position or the current GPS position. In this example, we will project a waypoint, using another waypoint as a reference.

To open the "Project Waypoint" window, select the "Tools" => "Project Waypoint" option from the menu. The following window will appear:

Project Waypoint			×
From Waypoint Waypoint:	WPT005		Select
From Position			
Northing:	7702000.813	۲	GPS
Easting:	721485.915		
	Show position in grid co	oordina	ites
Distance and Bearing	ng		
Distance:	25		
Bearing:	90.0		
	Project	×	Cancel

Use the "Project Waypoint" tool to project a new position with an existing waypoint as reference.

In this window, you will find 2 buttons, a "Select..." button, to select the source waypoint, and a "GPS" button which can be used to automatically enter the current GPS position as source location. For this example, we will use another waypoint, so we click the "Select..." button and choose a waypoint from the list. If there is no waypoint in the list, you can walk through the <u>Creating Waypoints</u> tutorial to create a one. Once you selected a waypoint, the coordinates of this waypoint are copied into the Latitude / Longitude fields. For this example, we will create a new waypoint at 100 meters and a 45 degrees course from the selected waypoint. After we entered these values, we click "Project...".

When you want to place a new waypoint at a position projected from your current GNSS receiver position, click the "GPS" button to copy your current position into the coordinate fields. These coordinate fields can also be used to enter a reference position manually. Depending on the state of the "Show position in grid coordinates", you can enter the coordinate either in WGS84 or projected coordinates (your project's coordinate reference system will be used).

#### Saving the waypoint

An "Edit Waypoint" window will appear with the location of the projected waypoint already entered. You can now modify the waypoint's attributes such as waypoint name and symbol. Note that when a new waypoint is created, by default the symbol and label properties are inherited from the last created waypoint. This might be very handy when creating multiple waypoints which should use the same attributes.

	14/572005
Label:	WP1006
Easting:	721510.916 💮 Find Address
Northing:	7702000.484
Symbol:	* Navaid, Red
	Show position in northing / easting coordinates
abel	
Text Color:	Draw waypoint lab
Label Color:	Transparent label
Attach Photo	
Image File:	<click 'browse'="" an="" button="" image="" select="" the="" to=""></click>
	Show 😚 Browse

A new waypoint will be created with the projected coordinates.

When done, click "OK" to save the waypoint. When looking at the map, you will find the new "PROJECTED" waypoint projected at an angle of 90 degrees and a distance of 25 meter from the selected waypoint.



An example of a projected waypoint.

### 4.14 Placing comments

#### Using comments in Hydromagic

In Hydromagic, it is possible to add comments or labels to your maps. You can use comments or labels to, for instance, mark places, or to add extra text to the map before sending it to a printer or plotter. You can place comments using any color or Windows font, with or without background.

Comments can also be exported to AutoCAD DXF or Google Earth KML together with the other project items using either the "Export AutoCAD DXF" and "Export KML" tools.



Example of a customized comment as map overlay.

#### Adding a comment

There are multiple ways to add a comment. You can create one manually from the "Comment Manager", or click on the map to place a comment at the current mouse position. The easiest way is by clicking on the map. Zoom and pan over the map until you find the position you want to place a comment. Click the right mouse button, when pointing the mouse to the position, and select the "Add Comment..." option:



Right click the map and select the "Add Comment..." option to place a new comment.

You will notice that the position of the comment is already filled out. In this window, you can add a comment to store with the project. You can also change the fore- and background colors and the font used to draw the comment on the map. In the preview area you can see an example of how your comment is going to display based upon the currently selected font name, font size and color settings.
New Commer	nt ×
Comment	
Northing:	7702005.510 🛞 Find Address
Easting:	721474.397
Comment:	Example Map Comment
	Show position in northing / easting coordinates
Display	
FgColor:	<b></b>
BgColor:	Transparent
Font:	™r Comic Sans MS ✓
Size:	24 ~
Exa	mple Map Comment
	V OK X Cancel

Customize how the comment will look in the "New Comment" tool.

#### **Moving Comments**

To move a comment, you can modify a comment's coordinates manually as described above, or you can use the mouse to drag the comment to its new position. In order to move a comment, you have to make sure the "Lock Objects" function has been switched off first. You can find this function on the toolbar and in the "Cursor" menu at the top of the screen. After switching off this function, select the comment symbol with the mouse, click and hold the left mouse button and drag the comment to its new location.



Switch off to move comments. (Version 9.0 or older only!)

#### Comments in the "Project Explorer" view

Each comment that is part of your project can be found in the "Project Explorer" view. When the "Project Explorer" is not visible, you can show it by selecting the "Project Explorer" option from the "View" menu at the top of the screen. The comments will be displayed when expanding the "Comments" folder in the project tree. You can right-click a comment to show more option, or double-click it to center the map on a comment position.

🖃 📄 Project	
🗄 🚳 🚞 Maps	
🗴 👁 🚞 Matrices	
🗄 - 👁 🚞 Raw Data	
🗴 👁 🚞 Soundings	
👜 👁 🚞 Waypoints	
🚊 👁 🚞 Comments	
👁 🖓 Example Map C	omment
@ 🤛 Second Comme	ent
👁 🖓 Third Comment	
🗄 👁 🚞 Boundaries	D Zoom Comment
🗄 👁 🚞 Sections	/ Edit Comment
	Remove Comment

Comments can be accessed from the "Project Explorer" view as well.

#### **Comment Manager**

To view a list off all the comments in your project, you can open the "Comment Manager", by right clicking the "Comments" folder in the "Project Explorer" and selecting the "Manage Comments..." option. It can be used to toggle the visibility of multiple comments at once, or to delete a selection of comments.

Eye4Software Hydro	magic - Comment M	anager				×
Edit Ad Comment Comm	d Remove hent Comment	Toggle Visibility	ා Undo	Redo	Select All	
Comment Text	Easting	Northing		Longitude	Latitude	
D Example Map	7702009.003	721555.326		W 042°52'18.603	0" S 20°46'06.7382"	
Second Comment	7702011.411	721723.924		W 042°52'12.777	0" S 20º46'06.5877"	
Third Comment	7701975.282	721746.566		W 042°52'11.978	0" S 20°46'07.7524"	
Use the comme multiple commer <u>Click here for de</u>	nt editor to modify or re nts. It can also be used etailed documentation o	emove multiple co to add new com n how comments	omments ments : can be	add once, or to tog	ggle visibility of	
					🗸 OK 🔀 Can	cel

The "Comment Manager" allows you to perform operations on multiple comments at once.

# 4.15 Creating Boundaries

## **Boundaries**

A boundary is required when using volume calculations. It is also used to specify for which area we want to create a matrix or contours, or to specify a clipping region for certain graphical operations. The easiest way to create a boundary is by drawing a polygon on the map, but it is also possible to enter the coordinates by hand.

## Create by using the mouse

To start a new boundary, just click "Boundary Drawing Tool" button in the toolbar: ( 🕎 ).

Secondly, use the mouse to select the corners of the area by left-clicking the on corner locations in the map. When finished, click the right mouse button to store the boundary. The new created boundary should now appear in the "Project Explorer". By default a new boundary is named "BOUNDARYXXXX" where "XXXX" is the number of the boundary. Boundaries are drawn as red, dotted lines. The boundary points are drawn as red rectangles.



#### Modify by using the mouse

To modify a created boundary, regardless whether it has been created by entering coordinates or by using the mouse, can be modified by dragging it's corner point around. First, you have to activate the boundary you want to alter. This can be done by right-clicking on the boundary name in the "Project Explorer", and selecting the "Set Active" option. It is only possible to drag the points around when the "Disable Drag and Drop" options is turned off (enabled by default). This can be done from the "Cursor" menu.

## Create by entering coordinates

When your client has supplied a list of coordinates for the area you have to survey, you can also create a boundary by manually entering these points. To do so, right-click the "Boundaries" folder in the "Project Explorer" and select the "Add Boundary..." option. The following dialog will appear:

Edit Boundary						×
Boundary Pro	operties					
Name:	BOUNDARY0002					
Width:	0	meter	Height:	0	meter	
Perimeter:	946	meter	Area:	22377	meter	
	an at a					
Record#	Northing			Easting		- Â
000001	474570.92			244130.45		
000002	474576.52			244148.54		
000003	474584.41			244160.71		=
000004	474624.21			244356.74		-
000005	474635.06			244365.62		
000006	474649.86			244484.03		
000007	474639.99			244499.49		
000008	474638.68			244523.17		
000009	474638.02			244534.35		
000010	474638.68			244556.39		
000011	474599.21			244545.21		
000012	474599.21			244539.29		
000013	474508 88			744535 34		~
<b>8</b>   <b>8</b>   {		5   P		<b>√</b>	ок 🗙	Cancel

The table shows the coordinates of the corners of the boundary. The toolbar at the bottom of the dialog allows you to insert, delete or alter the coordinates.

This dialog can also be used to modify boundaries created by using the mouse, or to rename a previously created boundary:

Button	Function
<u></u>	Edit the selected coordinate.
Ð	Add a new coordinate to the list.
	Insert a new coordinate before the selected coordinate.
0	Deletes the selected coordinate(s).
8	Clears the list (delete all coordinates).
Q <sup>1</sup>	Reload the list.
	Show selected coordinate on the map.
	Toggle coordinates between WGS84 and local grid.

#### **Removing a boundary**

A boundary can be removed by right-clicking on the boundary name in the "Project Explorer" and by selecting the "Remove Boundary..." option. After a confirmation, the boundary will be removed from the project.

# 4.16 Cross Sections

#### **Cross Sections**

In Hydromagic, cross sections are used to create a theoretical 3D design of the area you want to use to perform volume calculations. The sections are in fact lines from shore to shore containing depth or elevation information relative to the distance from the shores or riverbanks.

By using a boundary, it is possible to auto generate cross sections from bank to bank (automatic placement). It is also possible to place them by dragging the sections at the correct place by using the mouse (manual placement).

#### Automatic placement

Using automatic placement, cross sections will be generated to fill a specified boundary. The direction of, and the distance between the sections can be selected. To use automatic placement, select the "Generate Sections" option, by right clicking the "Sections" folder in the "Project Explorer". The following dialog will appear:

Ge	enerate Sections			×
	Settings			
	Line Direction:	345	degrees	
	Line Interval:	10.0	meter	
	Section Name Prefix:	DK		
	Clipping Area:	DELDEN_K	ADE	•
				OK X Cancel

For the "Line Direction" you will normally specify the heading perpendicular to the shore or riverbank. You can measure the direction of the shore using the built in "Distance and Bearing" tool.

The "Line Distance" depends on the size of the area, in this example we leave it to the default value, 10.0 meters.

Use the section name prefix when you have multiple sets of sections. The software will start the names of the generated sections with this prefix, so it is more easy to determine to which set a section belongs. In this example, we will use "DK" as prefix for the section names.

Finally, select the area you want to use as clipping area for the sections. To start generating cross sections, fill in the required fields and click "OK". The cross sections are now calculated and displayed on the map:



#### Manual placement

In some cases, the automatic placement will not suffice, for instance for irregular areas or at places the river makes a turn. You can then make use of manual placement (eventually in combination with automatic placement).

To create a new section, right click the position of the new cross section, and the following dialog will appear:



Enter a name for the newly created section and click "OK" (we will discuss the other options of this dialog in the next chapter). A new section will be created with a default length and azimuth. You can use the mouse to rotate, resize and move the section in the right place.

#### Moving, resizing and rotating cross sections

After automatic or manual placement, you will notice that a single cross section is drawn as a dashed purple line with 3 anchor points. You can select these points with the mouse to move or rotate the cross section using the map.

By dragging the center point of the cross section, you can drag and drop it to the new position. In order to rotate or resize it, use either one of the start and end points of the cross section.

Please note, that in order to drag and drop any objects on the map, you have to disable the "Disable drag and drop" option from the "Cursor" menu.



## **Delete cross sections**

There are two ways to delete a single cross section:

- 1. Right-click the center anchor point of the cross section in the map, and select "Remove Section" from the popup menu;
- 2. Right-click the cross section name in the "Project Explorer" and select "Remove Section.

To delete all cross sections, right click the "Sections" folder in the "Project Explorer" and select "Remove All...". After confirmation, all cross sections will be removed from the project.

# 4.17 Cross Sections from CAD

#### Import cross sections from AutoCAD DXF file(s)

Instead of placing cross sections <u>by hand</u> or using a <u>boundary</u>, it is also possible to import them directly from an AutoCad DXF drawing. To use this method, please make sure you use a separate layer in AutoCAD to store these lines.

#### Import dialog

To start importing the line data used to create sections, select the "Generate sections from DXF..." option by right clicking the "Sections" folder in the project view. If the project view is not visible, you can show it by selecting "Project Explorer" from the "View" menu.

Generate Sections from Au	toCAD DXF		×
Select CAD file			
Filename: <a href="https://www.science.com"></a>	e' to select an i	nput file>	Browse
Select layer(s) containing t	he sections to imp	ort	
Select <u>A</u> ll	Select <u>N</u> one		
Options			
Section Name Prefix:		optional, prefix added t	o section names)
Section Name Start: 1		optional, starting numbe	er for section names)
Clipping Area:	N/A		~
Instead of drawing ' you to convert (selec	Cross Sections' by ted) features fro	hand or generate parallel m an AutoCAD DXF file to	lines, this tool allows 'Cross Sections'.
		<b>~</b>	OK 🔀 Cancel

The generate cross sections from AutoCAD DXF file importing tool

# Select the drawing file

First, you have to click the "Browse..." button to select an AutoCAD DXF file. If your AutoCAD file is saved in the DWG format, you can export it to DXF by using the 'DXFOUT' command in AutoCAD.

When a valid file has been selected, the layer names will be loaded and displayed in the dialog.

Generate Sections from AutoCAD DXF     Select CAD file   Filename:   Bomhoff/Maps\190319-Zwolle, vaarplan V1_bdm19.199.dxf   Select layer(s) containing the sections to import   Image: Select All Image: Select None   Image: Select All Image: Select None   Options   Section Name Prefix:   Section Name Start:   Image: N/A   Select All Image: N/A    Select All Image: Select None   Image: N/A   Select All Image: Select None   Image: N/A				
Select CAD file   Filename: Bomhof\/Maps\190319-Zwolle, vaarplan V1_bdm19.199.dxf   Select layer(s) containing the sections to import     Select layer(s) containing the sections to import     Select Bom_Vaarplan   DEFPOINTS     Options   Section Name Prefix:   Section Name Prefix:   Section Name Start:   1   (optional, prefix added to section names)   Section Name Start:   1   (optional, starting number for section names)   Cipping Area:   N/A      Section of drawing 'Cross Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.	Generate Sections from	n AutoCAD DXF		×
Select layer(s) containing the sections to import         Image: Select All Image: Select Mone         Options         Section Name Prefix:       Section Image: Section Name Start:         Image: Section Name Start:       Image: Optional, starting number for section names)         Section Name Start:       Image: N/A         Image: Optional Displays and the section name section names image: Section Name Start:       Image: N/A         Image: Optional Displays and Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.	Select CAD file Filename: Bomhof	\Maps\190319-Zwolle,	vaarplan V1_bdm19.199.dxf	
Image: Select All Select None     Options   Section Name Prefix:   Section Name Prefix:   Section Name Start:   Image: Section Name Start:	Select layer(s) contain	ing the sections to imp	ort	
Options         Section Name Prefix:       SECTION (optional, prefix added to section names)         Section Name Start:       1 (optional, starting number for section names)         Clipping Area:       N/A         Instead of drawing 'Cross Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.         Image: OK       X Cancel	0 BDM_Vaarpla DEFPOINTS			
Options         Section Name Prefix:       SECTION (optional, prefix added to section names)         Section Name Start:       1 (optional, starting number for section names)         Clipping Area:       N/A         Instead of drawing 'Cross Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.         Image: OK       X Cancel		Select None		
Section Name Start: 1 (optional, starting number for section names) Clipping Area: N/A   Instead of drawing 'Cross Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.	Section Name Prefix:	SECTION	(optional prefix added to section names)	
Clipping Area: N/A    Instead of drawing 'Cross Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.	Section Name Start:	1	(optional, starting number for section names)	5)
Instead of drawing 'Cross Sections' by hand or generate parallel lines, this tool allows you to convert (selected) features from an AutoCAD DXF file to 'Cross Sections'.	Clipping Area:		, ( <b>, , , , , , , , , , , , , , , , , , </b>	2
	Instead of draw you to convert (	ing 'Cross Sections' by (selected) features fro	hand or generate parallel lines, this tool allov m an AutoCAD DXF file to 'Cross Sections'.	vs el

Select the AutoCad layer(s) that contain the cross sections

#### Select layer(s)

After the AutoCAD file has been loaded, you have to select one or more layer(s) containing the line data to be used. You can select one or more layers, please note that only 'LINE', 'POLYLINE' and 'LWPOLYLINE' entities can be converted into cross sections.

When the selected layers do not contain lines, or unsupported line entities , the following error message will be displayed when starting the import process:



the correct format, Hydromagic will notify you.

#### Section name prefix

Normally, the name of a cross section consists of a number. To provide more clarity about a cross section, or to group them, the section number can be preceded by a short text. This setting is optional.

#### Section name start

All section names are numbered. This optional setting allows you to specify which number to start numbering with.

During numbering, Hydromagic will automatically check that there are no duplicate numbers generated. If this is the case, a notification will be shown suggesting another initial number.



In case of numbering conflicts, Hydromagic will suggest another initial number

#### **Clipping Area**

When a clipping area is selected, all lines will be clipped within this area. When clipping area is set to "N/A" all lines will be loaded "AS IS". To use clipping, draw a <u>boundary</u> first.

#### Starting import

To start creating cross sections, just click "OK". After a few seconds you will see the imported lines in your project. The dialog box will close automatically on successful cross sections generation.

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Sections generated from DXF file shown above

## 2D vs 3D lines

In Hydromagic you use cross sections for <u>volume calculations</u> or to define a <u>channel design</u> as well. When importing cross sections from an AutoCAD DXF file, Hydromagic will automatically detect whether the line contains different Z-Values. When this is the case the Z-Values are automatically stored into a cross section profile as shown below:



Example of an imported cross section with Z-values defined.

In order to set the Z-values of polyline vertices in AutoCAD, you need a version of AutoCAD that supports 3D. This means that these lines cannot be generated with AutoCAD LT.

# 4.18 Channel Design

#### **Channel Design**

After placing cross sections, as discussed in the previous chapter (Cross Sections), we need to set the depth or elevation information of a couple of coordinates along the cross section.

These values are stored as pairs of distance and level data, where distance is the distance measured from the start of the line.

In order to create a theoretical DTM to be used in volume calculations, we need these values.

When the depth and the slope of the shore are known, it is possible to calculate depths on the cross sections automatically.

#### **Calculating profiles**

To alter a cross section's profile, just right click on the center anchor point, and select "Edit Section...". The following dialog ("Edit Cross Section") should now appear: 194 Eye4Software Hydromagic 9.4



When first editing a cross section, you will notice the graph display is empty, this is because no depths are stored by default. In this example, we will create a channel with a depth of 5 meters and a slope of 50 percent. This means, that for each 2 meters, the bottom depth increases with 1 meter. When the bottom depth increases with 1 meter for each 4 meter extra distance from the shore, the slope is 25%. To calculate profiles from this setting, click the "Auto..." button. The following dialog should now appear:

Generate Sectio	on Profile (AUT	ro)					×
Enter channel	l properties		Use these settin	ngs for the following	) sections		
Level Min:	0.5	meter	DK0042	DK0032	DK0022	DK0012	DK0002
Level Max:	5.0	meter	DK0041	DK0031	DK0021	DK0011	_DK0001
Slope:	50	(0-100)	DK0039 DK0038 DK0037 DK0036	DK0029 DK0028 DK0027 DK0026	DK0019 DK0018 DK0017 DK0016	DK0009 DK0008 DK0007 DK0007 DK0006	
			DK0035 DK0034 DK0033	DK0025	CK0015	<ul> <li>DK0005</li> <li>DK0004</li> <li>DK0003</li> </ul>	
			•				4
				9	Select All	Select None	Select Visible
						Sec. No.	Cancel

In the left section of the dialog, you can enter the channel design parameters, in the right section, you can select the cross sections you want to apply these parameters to. In this example, the depth at the shoreline should be half a meter, at the waterway axis, the depth should be 5 meters. The slope used is 50 percent. Click the "OK" button to apply these settings. The graph display will now look like this:



You can check the other sections by browsing through them using the next and previous buttons.

#### Manual editing

In cases where calculation is not usable, for instance when a different slope is used on either sides, or when a section is not placed between shores, you have to enter the distance and depth values manually.

To do so, click the "Edit..." button to open the profile editor:

×

The table at the left of the dialog allows you to alter, insert and delete the distance-depth pairs if the profile. Changes made, are directly visible in the graphical display. When done, just click "OK"

## **Checking the profiles**

The quickest way of checking whether al profiles have been created correctly, is by creating a matrix view using the cross sections. To do so, select the "Generate Matrix..." option from the "Sections" folder in the "Project Explorer".

Generate Matrix from S	ections 🗾 🔀
Sections	
Include the following	sections:
DK0001	bk0011       bk0021       bk0031       bk0041         bk0012       bk0022       bk0032       bk0042         bk0013       bk0023       bk0033       bk0033
рК0004	DK0014 NDK0024 NDK0034
DK0005	DK0015 DK0025 DK0035
	DK0016 DK0026 DK0036
DK0008	DK0018 DK0028 DK0038
СКООО9	∖ <mark>,</mark> DK0019 <sup>™</sup> ,DK0029 <sup>™</sup> ,DK0039
DK0010	DK0020
	Select All Select None Select Visible
Output File	
Spacing	1.0 Meters (valid range: 0.1 10.0)
Clipping Area:	DELDEN_KADE
Filename:	DKDTM.xyz
	Please select the coordinate system used in the file. Select by clicking the "Select" button.
Currently selected:	Amersfoort / RD New
	V OK X Cancel

Select the correct boundary (in most cases the boundary used for auto placement of the sections), a filename for the matrix, and the spacing used (can be larger for a test, for volume calculation, use the same spacing as the matrix created from the sounding). Click "OK" and check the result.



# 4.19 Route Planner

## Hydromagic Route Planner

In Hydromagic, the built in route planner can be used to combine sections and waypoints into a route. Routes can be used to program autopilots, or can be drawn as a map overlay to guide you during surveys.

At this moment only the CEE HydroSystems CEEPILOT and Dynautics SPECTRE autopilots are supported for route uploads.

In order to upload routes directly to this hardware, a plugin needs to be loaded. How to load the plugin will be explained in the following paragraph.

It is also possible to upload routes using a 3rd party software package like Mission Planner. To allow the routes to be used in other software packages, Hydromagic can export routes in various file formats:

- NMEA0183 ASCII Files;
- GPX GPS Exchange Data Files;
- GQC MavLink / Mission Planner Data Files;
- ASCII Import / Export Files.

## Loading the autopilot plugin

To load the auto pilot plugin for the CEEPILOT, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellane	ous	Alarms	ECDIS	Grid
hits	Devices	Calbration	RTK	Map
)evice			P	ort
3 Add	A 84		antin na	Mandar
a 900		maaren. 🦉 je	anikac	B. Extern

A list of available plugins will be displayed. In this list, select the "Dynautics SPECTRE AutoPilot Plugin" and click "OK" to load and display the plugin's user interface.

Select Device			>
Driver	Filename	Version	^
AML Plugin for Hydromagic	AML.dll	8.4.64.9620	
ASCII output Plugin for Hydromagic	TextOut.dll	8.4.64.9620	
Blue Robotics Ping Sonar Plugin for Hydromagic	BlueRobotics.dll	8.4.64.9620	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	8.4.64.9620	
Dynautics SPECTRE AutoPilot Plugin for Hydromagic	SpectreAP.dll	8.4.64.9221	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	8.4.64.9620	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	8.4.64.9620	
Echologger Plugin for Hydromagic	EchoLogger.dll	8.4.64.9620	
Geodimeter Total Station Plugin	Geodimeter.dll	8.4.64.9620	
HydroBall Plugin for Hydromagic	HydroBall.dll	8.4.64.9620	
Hydromagic AIS plugin	AIS.dll	8.4.64.9620	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	8.4.64.9620	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	8.4.64.9620	
Hydromagic Generic Tide Plugin	GenericTide.dll	8.4.64.9620	
Hydromagic Manual Tide Plugin	TideMan.dll	8.4.64.9620	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	8.4.64.9620	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.4.64.9620	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	8.4.64.9620	
Hydromanic NMEA0183 plunin #3	nmea0003 dll	8 4 64 9620	×

# Configuring the autopilot plugin

When the plugin loads, a dialog with some required settings will appear first. Since the CEEPILOT is connected via WiFi, we have to enter the network settings (UDP).

Make sure the incoming UDP port is set to '2234' and '1234' for the outgoing UDP data. The IP address depends on the wireless network configuration.

Dynautics SPECTRE A	utoPilot Configuration X
Connection	
Connection Type:	Network ~
Socket Type:	UDP ~
Host IP:	192.168.2.3
Incoming IP Port:	2234
Outgoing IP Port:	1234
	V OK X Cancel

### Starting the plugin

When the ports have been configured, click the "OK" button to save the settings and start the plugin. In case the Windows Firewall has been enabled on your computer, you will see the following popup window appear:



Allowing the CEEPILOT data through the firewall

#### Starting the route planner

You can start the route planner tool by selecting the "Router Planner..." option from the "Tools" menu at the top of the Hydromagic application. A window similar to the screenshot below should appear. When the "Transfer Route..." button is grayed out, it means no autopilot plugin has been loaded.

Waypoint	Easting	Northing	Distance	Length	Bearing	ľ
001	236781.629	583447.406	0 m	0 m	0.00°	
002	238679.003	583447.406	1897 m	1897 m	90.98°	
003	238679.003	583467.406	1917 m	20 m	0.99°	
004	236781.375	583467.406	3815 m	1898 m	271.00°	
005	236781.120	583487.406	3835 m	20 m	0.24°	
006	238679.003	583487.406	5733 m	1898 m	90.98°	
007	238679.003	583507.406	5753 m	20 m	0.99°	
008	236780.866	583507.406	7651 m	1898 m	271.00°	
009	236780.611	583527.406	7671 m	20 m	0.24°	
010	238679.003	583527.406	9569 m	1898 m	90.98°	
011	238679.003	583547.406	9589 m	20 m	0.99°	
012	236780.357	583547.406	11487 m	1899 m	271.00°	
013	236780.102	583567.406	11507 m	20 m	0.24°	
014	238679.003	583567.406	13406 m	1899 m	90.98°	
015	238679.003	583587.406	13426 m	20 m	0.99°	
016	236779.848	583587.406	15325 m	1899 m	271.00°	
017	236779.593	583607.406	15345 m	20 m	0.24°	
018	238679.003	583607.406	17245 m	1899 m	90.98°	
019	238679.003	583627.406	17265 m	20 m	0.99°	
020	236779.339	583627.406	19164 m	1900 m	271.00°	
~~*	0000000	500C 47 40C			0.040	
Add Section	(s) 💿 Add Waypoint(s).	😢 Clear Route.	🕄 Revers	e Route	Show WGS8	4
•						
Use the re	outeplanner tool to create rou	ites for surveying by a	Itopilot or USV	(مورز الم		

#### **Creating routes**

A route can be created by adding <u>sections</u> and <u>waypoints</u> to the route list. For sections, first the starting point will be added followed by the ending point. You can reverse sections by right clicking the sections center in the map, and select the 'Reverse' option from the popup menu.

To add a section, click the "Add Section(s)..." button. You can select one or multiple sections at once. To add a waypoint, click the "Add Waypoint(s)..." button. You can select one or multiple waypoints at once.

To (re)move route points, just right click the list view for more options:

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Waypoint	Easting	Northing	Distance	Length	Bearing	^
001	236781.629	583447.406	0 m	0 m	0.00°	
002	238679.003	583447.406	1897 m	1897 m	90.98°	
003	238679.003	🔎 Show on map		20 m	0.99°	
004	236781.375			1898 m	271.00°	
005	236781.120	👚 Move Up		20 m	0.24°	
006	238679.003	👃 Move Down		1898 m	90.98°	
007	238679.003	· · · · · · · · · · · · · · · · · · ·		20 m	0.99°	
008	236780.866	Move To Head		1898 m	271.00°	
009	236780.611	🕹 Move To Tail		20 m	0.24°	
010	238679.003			1898 m	90.98°	
011	238679.003	😑 Remove Waypo	oint	20 m	0.99°	
012	236780.357			1899 m	271.00°	
013	236780.102	😢 Remove All Wa	ypoints	20 m	0.24°	
014	238679.003	O Defeash		1899 m	90.98°	
015	238679.003	10 Refresh		20 m	0.99°	
016	236779.848	Indo		1899 m	271.00°	
017	236779.593			20 m	0.24°	
018	238679.003	C <sup>a</sup> Redo		1899 m	90.98°	
019	238679.003	583627.406	17265 m	20 m	0.99°	
020	236779.339	583627.406	19164 m	1900 m	271.00°	
0.04	0000000004	5000 AT 400	10101		0.040	*

#### Importing and exporting route data

The tool offers a couple of options for importing or exporting route files. This functionality is offered to allow you to use other software for route creation or uploading. The import and export options can also be used to transfer routes between different Hydromagic projects.

When you created the route in other software, and you want to show or upload the route in Hydromagic, use the "Import Route..." button. Please note that any existing route will be overwritten when a route file is imported.

When the route has been created, and you want to use a third party software tool to upload the route into other hardware, use the "Export Route..." button. Please note that all exported coordinates are in the WGS84 coordinate reference system.

## Exporting a route to Mission Planner (MavLink)

The route planner could also be used to create routes and send them to MavLink compatible hardware via Mission Planner. If you haven't installed a copy of Mission Planner already, you can download it from the ArduPilot website.

First create your route as explained in this document. After creating the route, click the "Export Route..." button and select the "Export QGC..." option from the dropdown menu. In the "Save As" dialog that appear, choose a filename and save the file.

🖉 Save As								×
← → • ↑ 🖺	> This	PC > Docume	ents >		~	ر ن	Search Docume	nts
Organize 🔻 Ne	w folder							• • ?
<ul> <li>Quick access</li> <li>OneDrive - Eye</li> <li>This PC</li> <li>Network</li> </ul>	4Softv	Camtasia	Custom Office Templates	Downloade d Installation s	Downloads	DYMO Label	Hydromagi c	Mission Planner
remon		My Music	My Pictures	My Videos	Outlook	Visual Studio 2019	demo.way points	
File <u>n</u> ame:	demo.v	vaypoints						~
Save as <u>t</u> ype:	QGrour	ndControl Wayp	oint Files (*.way	/points)				~
∧ Hide Folders							<u>S</u> ave	Cancel

Export the route as MavLink waypoints file

Now you can start the Mission Planner software, and select the "Flight Plan" mode in the toolbar on top of the screen. The software will now switch to planning mode and there should appear a new panel at the right hand of your screen.



Switch to planning mode by clicking the flight plan button

In this new panel, click the "Load WP File" button and select the QGC waypoints file you just created with Hydromagic.



Your route should now be visible as map overlay in Mission Planner. When you have connected a MaxLink compatible autopilot, click the "Write WPs" button to store the waypoints in your autopilot.



Example of an exported route imported into Mission Planner

#### **Uploading routes**

After a route has been entered you can upload it into the autopilot. Please make sure that you have to specify at least two points. Also make sure to program the point where the USV should return. You can use a waypoint for this.

To start the upload process, just click the "Transfer Route..." button. When this button has been grayed out, it means that you have to load the "Dynautics SPECTRE AutoPilot Plugin" first.

After starting the upload the following progress dialog will be showed, stating which route or waypoint is currently being uploaded. When contacting support with upload issues, please send a screenshot of this dialog.

SPECTRE-AutoPil	otj New route was transferred by the route planner.	^
SPECTRE-AutoPile	ot] Connection to the autopilot successfully opened.	
SPECTRE-AutoPile	ot] Sending 86 waypoints to the autopilot module.	
[SPECTRE-AutoPile	ot] Waypoint '1' has been transferred and acknowledged.	
[SPECTRE-AutoPile	ot] Waypoint '2' has been transferred and acknowledged.	
[SPECTRE-AutoPile	otj waypoint 3 has been transferred and acknowledged.	
SPECTRE-AutoPil	nt] Waypoint '5' has been transferred and acknowledged.	
SPECTRE-AutoPil	ot] Waypoint '6' has been transferred and acknowledged.	
SPECTRE-AutoPile	ot] Waypoint '7' has been transferred and acknowledged.	~

# 4.20 Depth colors and color legend

# **Depth Colors**

In Hydromagic, depths or elevation values can be drawn in colors so it is easier to see, for instance, which areas are deeper then others. By defining a color set, you can create a mapping between depth (or elevation) values and colors which are used when <u>matrices</u>, raw data tracks or soundings are drawn. You can generate a single color set, or multiple, for instance to have a different color set for depth and elevation values. Color sets are defined per <u>project</u>, since depth ranges may be different for various sounding locations.

																										Depth	s 08 M	leter
0.72	1.47	2.25	3.69	3.93	4.76	5.03	5.15	5.18	5.12	5.10	5.06	5.02	4.95	4.72	4.79	4.98	5.89	5.30	5.49	5.45	5.40	5.36	5.31	5.28	s. 💼		0.00	0.50
																											8.58	1.00
1.62	1.81	2.53	3.36	4.19	4.93	5.82	5.89	5.15	5.10	5.07	5.82	5.08	4.82	4.78	4.86	4.93	5.85	5.18	5.29	5.31	5.38	5.35	5.29	5.23			1.88	1.50
1.34	2.13	2.91	3.62	4.45	4.97	5.82	5.86	5.12	5.10	5.86	5.82	4.92	4.72	4.82	4.94	5,81	5.88	5,19	5.23	5.28	5.26	5.25	5.25	5.15			1.58	2.88
																											2.88	2.58
1.63	2.44	3.32	3.88	4.72	4.97	5.81	5.85	5.09	5.88	5.05	5.02	4.78	4.83	4.97	5.03	5.86	5.87	5.31	5.37	5.32	5.26	5.28	5.23	5.84	4.		2.58	3.88
r -																									H		3.88	3.58
1.99	2.81	3.65	4.33	4.92	4.96	5.01	5.84	5.05	5.05	5.04	4.90	4.83	4.89	4.95	5.01	5.06	5.12	5.48	5.52	5.45	5.40	5.34	5.21	5.03	4		4.88	4.58
																									. F		4.58	5.88
2.48	3.25	4.05	4.50	4.91	4.90	4.95	4.92	4.90	4.98	4.95	4.87	4.89	4.90	4.93	4.99	5.85	5.20	5.41	5.35	5.59	5.49	5.32	5.15	5.00			5.00	5.58
2.85	3.61	4.29	4.47	4.79	4.92	4,92	4,98	4.92	4.93	4.83	4.85	4.92	4,95	4.96	4.98	5.86	5.17	5.28	5.39	5,48	5.44	5.27	5.15	4.92	4.		5.58	6.00
																											6.88	6.50
3.17	3.92	4.28	4.46	4.58	4.76	4.98	4.89	4.89	4.87	4.71	4.81	4.98	4.98	5.02	5.04	5.03	5.85	5.12	5.23	5.34	5.34	5.21	5.05	4.85	4.		6.58	7.00
																											7.00	7.50
3.48	4.89	4.27	4.45	4.63	4.71	4.78	4.84	4.86	4.77	4.58	4.77	4.85	4.94	5.02	5.18	5.89	5.87	5.09	5.12	5.18	5.26	5.10	4.92	4.74	4.		7.50	8.00
3.79	4.08	4.25	4.44	4.62	4.71	4.69	4.73	4.76	4.64	4.71	4.75	4.86	4.94	5.03	5.22	5.17	5.15	5.12	5.10	5.14	5.15	4.93	4.70	4.46	4.23	4.88	3.69	2.29 8.
3.94	4.28	4.42	4.57	4.71	4.74	4.71	4.67	4.69	4.72	4.75	4.79	4.87	4,90	5.15	5.48	5.25	5.22	5.28	5.17	5.14	5.84	4.69	4.34	4.11	3.87	3.64	3.48	1.94 8.
4.06	4.55	4,69	4.79	4.74	4.77	4,73	4.65	4.69	4.74	4.78	4.82	4,85	4.92	5.23	5.41	5.38	5.30	5.21	5.16	5.14	4.91	4.65	4.29	3.92	3.56	3.28	3.85	1.63 0.

Example matrix overlay with cell colors assigned via an user defined color set.

#### Manage color sets

To create or alter color sets, open the "Manage Color Sets" tool by selecting the "Depth Colors..." option from the "Options" menu, or by clicking the "Depth Colors" in the <u>tool bar</u> (when tool bar is visible and button has been added to the collection of standard buttons):



Select the "Depth Colors..." option from the "Options" menu

to start defining color sets.

#### Creating (the first) color set

After creating a new project, the project does not contain any color sets. This means that depths will be displayed in black and matrices can be drawn in black text only. To create a color set, click the "..." button next to the color set selection drop down box. In the dialog which appears, click the "Add..." button.

Enter a descriptive name for the set, since it will be displayed in the header of the color legend as well. After clicking "OK" to set the name, select the newly created color set and click "Close". The newly created color set is now set to active. In case you ever want to rename the color set, use the "Rename..." button.

Select active color set (dick '' to manage sets)	
Click '' to add a new color schema first.	~

Click the "..." button to alter, remove or add color sets

#### **Defining colors**

To define or alter color ranges for a color set, first select the color set you want to modify by selecting it from the drop down box at the bottom of the screen. Once selected, the colors associated with the set will be displayed in the color list. The easiest and fastest way to generate color ranges for the color set is by calculating them automatically. To do so, click the "Auto..." button.

Depths 08 M	eter		~
Color		Lower	Upper
		0.00	0.50
		0.50	1.00
		1.00	1.50
		1.50	2.00
		2.00	2.50
		2.50	3.00
		3.00	3.50
		3.50	4.00
		4.00	4.50
		4.50	5.00
		5.00	5.50
		5.50	6.00
		6.00	6.50
		6.50	7.00
		7.00	7.50
		7.50	8.00
🔾 Add	Delete	🥔 Edit.	🔲 Auto
Color Legend Lo	cation and Visibility		
Display in upp	er-right corner		~
You can the top of	select the active col of the screen. Click t	or set using th he '' button	e drop-down box at to manage color sets.

The colors for the selected color set are displayed in the list.

Using the "Generate Color Ranges" tool, you can just enter the minimum and maximum depths, an interval and select which colors to use. In case you do not know the color range, you can detect the minimum and maximum values automatically by clicking the buttons with the 'magnifier glass' on it. These buttons will only work when a valid sounding has been generated or loaded.

Please note that a maximum of 30 colors can be used per color set. When an error is displayed stating the generation of color ranges will result in more then 30 ranges, just increase the "Interval" value. Generated depth ranges can be altered or removed at any time.

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Generate Color Ranges						
Generate Color Ra	nge					
Colors Used:	All colors	~				
Minimum Depth:	0.00	P				
Maximum Depth:	3	$\square$				
Interval:	0.25					
	Reverse Colors					
	🖌 ОК 🎽	Cancel				
		- Ganoor				

Click the "Auto..." button to calculate ranges for your color set.

#### Displaying a color legend

A legend for the defined color set can optionally be displayed in on of the corners of the map display. Use the drop down box to select the location. Possible values are:

- Do not display color legend;
- Display in upper-left corner;
- Display in upper-right corner;
- Display in lower-right corner;
- Display in lower-right corner.

When using the "Final Product Editor" the legend might be displayed at another position. This setting only controls the position of the legend in the <u>map display</u>.

Color Legend Location and Visibility	
Display in lower-left corner	~
Do not display color legend	
Display in upper-left corner	
Display in upper-right corner	
Display in lower-right corner	
Display in lower-left corner	

Select the location of the color legend using the drop down box.

#### Exporting and importing color sets

Color sets can be backed up easily for archiving, or to import them into another project, which might come in handy if you use the same color set in different projects. To export the color sets defined in a project, click the "..." button to open the list of color sets and click the "Export..." button to save the colors. From the second project, open the same window and use the "Import..." function to import the color set file.

Color	Set Name		-
HF D	epth (ft)		
Botto	om Loss (2d	B)	
Botto	om Loss (3d	B)	
Botto	om Loss (4d	B)	
Siltat	tion (ft)		
Wet	BulkDensity(	(g/cc)	
Std D	Density 1 to	3.6 (g/cc) 0 .25	
Std P	Reflectivity	0 to 50% step 5%	
٢	Add	🥥 Remove 🥜 Rename	
1	Export	The Import The Add Copy	
9	An Hydro for instar values. U <u>Click here</u>	magic project can contain one or more color ice to use different colors for depth and ele ise this dialog to add, remove or rename colo a for more information on defining and using co	sets: vation or sets. olor sets,

Use the import and export functions to transfer color sets between projects.

The color importing and exporting functions can be used in the "<u>3D Terrain Viewer</u>" application as well. This allows you to display 3D terrains in the same colors as defined in your project.

# 5 Recording Data

# 5.1 Getting Started

#### Introduction

Since Hydromagic Survey version 6.0, sensor data isn't <u>recorded</u> directly to a sounding file, like it used to be in for instance, version 5.2. All sensor data is now time tagged with millisecond accuracy, and stored into plain ASCII text files, called raw data files:

🗐 RAU	v00018 - Notepad	-	×
Bit Bit	RF. Fgrmat 1989		
NAM	RAN00018		^
CMT			
VIS	1		
TZI	-60 "W. Europe Standard Time"		
HUN	9001		
VUN	9001		
PRJ	32723		
DTM	4326		
ELL	7030		
PRM	8901		
GEO	119 "rdnap2018.geo"		
ANT	1.250		
DFT	0.000		
VER	9.0		
BLD	9.0.64.0406		
KEY	3-4348792		
DEV	1 0 "Dynautics SPECTRE AutoPilot Plugin for Hydromagic" ""		
DEV	2 0 "Hydromagic Simulator Plugin" ""		
DPT	00000008 00000000 1586247349.915 0.000 0.000 0.000		
DPT	00000004 00000000 1586247349.915 0.000 0.000 0.000		
POS	00000007 00000002 1586247349.915 0.000 3726807.298 16971648.709 46.389 0.000 4.111894330 51.925859208 -0.000	)	
DOP	00000007 00000002 1586247349.915 0.000 1.00 1.00 1.00		
GPS	0000000F 00000002 1586247349.915 0.000 5 15 21 1		
DPT	00000003 00000002 1586247349.915 0.000 2.890 2.560		
SPD	00000000 00000002 1586247349.915 0.000 0.5		
HDG	00000001 00000002 1586247349.915 0.000 1.00 0.00		
MOT	00000007 00000002 1586247349.915 0.000 0.000 0.000 0.000		
SVS	00000000 00000002 1586247349.915 0.000 1500.000		
POS	00000007 00000002 1586247349.968 0.000 3726807.202 16971648.819 46.389 0.000 4.111894363 51.925860364 -0.000	3	
DOP	00000007 00000002 1586247349.968 0.000 1.00 1.00 1.00		
GPS	0000000F 00000002 1586247349.968 0.000 5 15 21 1		
DPT	00000003 00000002 1586247349.968 0.000 2.890 2.560		
SPD	0000000 0000002 1586247349.968 0.000 0.5		
HDG	00000001 00000002 1586247349.968 0.000 1.00 0.00		
MOT	00000007 00000002 1586247349.968 0.000 0.000 0.000 0.000		
SVS	00000000 00000002 1586247349.968 0.000 1500.000		
POS	00000007 00000002 1586247350.033 0.000 3726807.106 16971648.928 46.389 0.000 4.111894395 51.925861520 -0.000	3	
DOP	00000007 00000002 1586247350.033 0.000 1.00 1.00 1.00		
GPS	0000000F 00000002 1586247350.033 0.000 5 15 21 1		
DPT	00000003 00000002 1586247350.033 0.000 2.890 2.560		
SPD	00000000 00000002 1586247350.033 0.000 0.5		
HDG	0000001 0000002 1586247350.033 0.000 1.00 0.00		
MOT	00000007 00000002 1586247350.033 0.000 0.000 0.000 0.000		
SVS	00000000 00000002 1586247350.033 0.000 1500.000		~

Example of a Hydromagic raw data file opened in Notepad.

#### Advantages of using raw data files

#### **Time Tagging**

In a sounding, position values are combined with depth measurements and possibly motion and tide correction data. Because the data is not received at exactly the same time, the offset between a depth and position measurement must be calculated. This is done when generating a corrected sounding file from a raw data file using the "Sounding Wizard".

#### Latency

In hydrography, latency is the time elapsed between sending out a ping by the echosounder, and the time the serial data with the depth value is received at the computer's serial port. When this value is known (usually between 10 and 100 milliseconds), the delay is subtracted from the recorded timestamp to get an even better accuracy.

The higher the speed of the vessel during a recording, the bigger the error because of latency will be. When you are not able to apply latency corrections, don't go to fast !

#### **Data Security**

Because the raw data is never altered after you complete recording data, you will never loose any data by performing invalid corrections to your data.

Just use the "Generate Sounding Wizard" again to edit your original data and create a sounding file which can be used for further processing.

#### Data Editing

Eye4Software Hydromagic keeps two copies of the raw data files on file. One copy is the original data, which is never altered, and the second one is the modified data.

You can alter the modified raw data over and over again until your satisfied, and create a sounding file from it. If the data becomes corrupted, just revert back to the original data.



# 5.2 Creating a new singlebeam sounding

#### **Creating Soundings**

Before you can create a new sounding it is recommended to perform the following checklist:

- You have opened an existing or created a new project;
- Make sure the position is valid, and the GPS or RTK receiver has good reception;
- Check whether a depth is indicated in the "Data View";
- Check the <u>echo sounder offset</u> (also known as static or fixed draft);
- When using a motion sensor, make sure it is <u>calibrated</u>;
- · Check the PC's time and date, this is important when using tide correction;
- When using real time <u>RTK tide</u> information, make sure the antenna offset and correct geoid model are selected;

- Check the PC's time and date, this is important when using manual tide correction.
- It is recommended to enable the "auto save" function, please see below for more information.

The next step is to <u>open</u> or <u>download</u> a background map, although is not required, it can be used to check whether your GNSS position is still correct, and the software is still writing new records to the raw data file.

#### **Recording raw data**

A sounding is created in two steps. First you are going to record raw data. All position, motion and depth data is time stamped and stored into an ASCII file. The second step is to correct the raw data and generate soundings from it.

```
RAW00018 - Notepad
                                                                                                                    File Edit Format View
NAM RAW00018
CMT
VIS 1
TZI -60 "W. Europe Standard Time"
HUN 9001
VUN 9001
PRJ 32723
DTM 4326
ELL 7030
PRM 8901
GEO 119 "rdnap2018.geo"
ANT 1.250
DFT 0.000
VER 9.0
BLD 9.0.64.0406
KEY 3-4348792
DEV 1 0 "Dynautics SPECTRE AutoPilot Plugin for Hydromagic" ""
DEV 2 0 "Hydromagic Simulator Plugin" "
DPT 00000008 00000000 1586247349.915 0.000 0.000 0.000
DPT 00000004 00000000 1586247349.915 0.000 0.000 0.000
POS 00000007 00000002 1586247349.915 0.000 3726807.298 16971648.709 46.389 0.000 4.111894330 51.925859208 -0.000
DOP 00000007 00000002 1586247349.915 0.000 1.00 1.00 1.00
GPS 000000F 0000002 1586247349.915 0.000 5 15 21 1
DPT 00000003 00000002 1586247349.915 0.000 2.890 2.560
SPD 00000000 0000002 1586247349,915 0,000 0,5
HDG 0000001 00000002 1586247349,915 0,000 1,00 0,00
MOT 00000007 00000002 1586247349,915 0,000 0,000 0,000 0,000
SVS 00000000 00000002 1586247349.915 0.000 1500.000
POS 00000007 00000002 1586247349.968 0.000 3726807.202 16971648.819 46.389 0.000 4.111894363 51.925860364 -0.000
DOP 00000007 00000002 1586247349.968 0.000 1.00 1.00 1.00
GPS 0000000F 00000002 1586247349.968 0.000 5 15 21 1
DPT 00000003 00000002 1586247349.968 0.000 2.890 2.560
SPD 00000000 0000002 1586247349.968 0.000 0.5
HDG 0000001 0000002 1586247349.968 0.000 1.00 0.00
MOT 00000007 00000002 1586247349.968 0.000 0.000 0.000 0.000
SVS 00000000 00000002 1586247349.968 0.000 1500.000
POS 0000007 0000002 1586247350.033 0.000 3726807.106 16971648.928 46.389 0.000 4.111894395 51.925861520 -0.000
DOP 0000007 0000002 1586247350.033 0.000 1.00 1.00 1.00
GPS 0000000F 00000002 1586247350.033 0.000 5 15 21 1
DPT 00000003 00000002 1586247350.033 0.000 2.890 2.560
SPD 00000000 0000002 1586247350.033 0.000 0.5
HDG 0000001 00000002 1586247350.033 0.000 1.00 0.00
MOT 00000007 00000002 1586247350.033 0.000 0.000 0.000 0.000
SVS 00000000 00000002 1586247350.033 0.000 1500.000
```

Example of a Hydromagic raw data file opened in Notepad.

#### **Recording raw data files**

When you are ready to start your survey, just click the "Record" button (When you are ready to start your survey, just click the "Record" button (It is a newly created raw data file. Raw data files are generated every time you start a new recording.Raw files are named RAW0001, RAW0002, RAW0003 etc. You can record the complete area to a single file, or start a new data file for each surveyed line (we recommend the latter). To check the recording

status, check the recording indicator right on the status bar, or check the "Recording" section in the "Data View" display as shown by the screen shots below.

To pause a recording without generating a new recording, just click the "Pause" button (411) instead. When clicking the pause button again, the recoding will resume writing data to the same raw data file.

Navigation Data	×	Navigation Data	×	Navigation Data	×
Position (Geog	jraphic)	Position (Geo	graphic)	Position (Geo	ographic)
Longitude	E 004°06'42.9701"	Longitude	E 004°06'42.8815"	Longitude	E 004°06'42.9029"
Latitude	N 51°55'38.4228"	Latitude	N 51°55'35.2858"	Latitude	N 51°55'36.0430"
Height (WGS8	4)	Height (WGS8	34)	Height (WGS	84)
Ellipsoidal	46.39 m	Ellipsoidal	46.39 m	Ellipsoidal	46.39 m
Depth		Depth		Depth	
Sounder Hi	2.56 m	Sounder Hi	2.56 m	Sounder Hi	2.56 m
Sounder Lo	2.89 m	Sounder Lo	2.89 m	Sounder Lo	2.89 m
Corrected Hi	-1.05 m	Corrected Hi	-1.05 m	Corrected Hi	-1.05 m
Corrected Lo	-1.38 m	Corrected Lo	-1.38 m	Corrected Lo	-1.38 m
Tide		Tide		Tide	
Level	1.51 m	Level	1.51 m	Level	1.51 m
Heading		Heading		Heading	
Heading	001.0	Heading	001.0	Heading	001.0
Speed		Speed		Speed	
Ground	0.5 kmh	Ground	0.5 kmh	Ground	0.5 kmh
GPS Information	on	GPS Informat	ion	GPS Informa	tion
Sats	15	Sats	15	Sats	15
Fix	RTK FIX	Fix	RTK FIX	Fix	RTK FIX
Diff Age	01	Diff Age	01	Diff Age	01
Beacon	0021	Beacon	0021	Beacon	0021
Dilution Of Pre	cision	Dilution Of Pro	ecision	Dilution Of Pr	ecision
PDOP	1.00	PDOP	1.00	PDOP	1.00
HDOP	1.00	HDOP	1.00	HDOP	1.00
VDOP	1.00	VDOP	1.00	VDOP	1.00
Recording		Recording		Recording	
Status	IDLE	Status	RECORDING	Status	PAUSED
File		File	RAW00018	File	RAW00018
Records		Records	4914	Records	5314
🖉 Navigation Data 🚦	Project Explorer	Navigation Data	Project Explorer	Navigation Data	Project Explorer

No raw data recording

Data recording active

Data recording paused

#### **Displaying raw data files**

During recording, recorded raw data will be displayed as map display overlay. Please note, that at this stage, only the uncorrected raw depth (not elevation!) and position data is written to the display. Elevations and corrected values will only be displayed when the raw data has been converted to a sounding. However, when you are recording data with <u>RTK tides</u> enabled, you can show corrected data during the survey by enabling the "Display elevations" option in the display options window (see below).

File       Edit       View       Tools       Options       Survey       Cursor       Help         New       Open       Save       Import       Import       Import       ASCII         Project       Project       Project       Import       Matrix       ASCII         Project       Maps       Matrix       Matrix       ASCII         Project       Maps       Matrix       Matrix         Project       Maps       Matrices       Import Data Wizard         Project       Sounding       Remove All Data       Remove All Data	dromagic Survey
New       Open       Save       Import       Import       Import         Project       Project       Project       Matrix       ASCII         Project Explorer       Import       Import       ASCII         Import       Maps       Import       Matrix         Import       Maps       Import       Import         Import       Maps       Import       Import         Import       Maps       Import       Import         Import       Maps       Import       Import         Import       Matrices       Import       Import         Import       Sounding       Import       Import         Import       Sounding       Import       Remove All Data	ptions Survey Cursor Help
New Project       Open Project       Save Project       Import Map       Import Matrix       ASCII         Project       Import       Map       Matrix       ASCII         Project Explorer       Import       Import       Matrix         Import       Maps       Import       Import         Import       Maps       Import       Import         Import       Sounding       Import       Import         Import       Sounding       Import       Remove All Data	👪 👪 🗟
Project Explorer   Project  Project Project  Project Projec	Import Import Import Do Map Matrix ASCII
Project     Maps     Matrices     Sounding:     Waypoint     Waypoint     Comment     Comment	▲ # ×
Ampoint     Comment     Comment	
Comment	mont Data Wissed
CONTINEND	emove All Data
Boundarie     Process Raw Data File(s)	rocess Raw Data File(s)
Manage Files	lanage Files
Show containing folder	how containing folder
Display Options	isplay Options

Right click the "Raw Data" folder and select "Display Options...".

To change the way raw data files are displayed (as track, positions or depth values), right click on the "Raw Data" folder in the "Project Explorer" and select the "Display Options..." option. A dialog box is presented allowing you to specify how all raw data files are displayed on top of the background map:

Raw Data Display Options X				
Raw data display options				
Display raw data				
Display GPS positions				
Display GPS track				
Display depth or elevation values				
Display depth values in color				
Display elevations (RTK-only!)				
Position Fixes				
Fix shape: Circle V				
Fix Size: 3 Pixels ~				
Track color				
Track color:				
Values				
Font size: 8 Pixels ~				
Resolution: No Decimal V				
S Colors V OK X Cancel				

Customize the way raw data files are displayed.

#### Auto save option

To prevent data loss, for instance due to a PC crash or AC power failure, it is recommended to use the "AutoSave" option. When this option is enabled all project data (including raw data and sounding files) will be saved to disk at the specified interval.

onits	Devices	Calibration	RTK	Map
Miscellan	eous	Alarms	ECDIS	Grid
Navigation Click the "	View Select" butto	on to specify which	n values	Select
Map Foote	r			
Setup whi upon print	ch additional d ing of the map	ata to display ).	Ø	Setup
Chart ann Setup cha which sup	otation rt annotation f port this featu	for echosounders re.	Ŵ	Setup
Enable a t to preven	imer to save y t data loss.	our work periodica	ly 🥜	Setup
System Se System se screensav	ttings ttings, like dat ers etc.	e/time formats,	Ø	Setup
Echogram	Settings			
Setup ech	ogram colors a	ind display options	<i>.</i>	Setup
Advanced	Data Processi	ng Options		
Tune data generation	processing funder and raw data	nctions like matrix a processing.	Ø	Setup

The auto save option is located at the "Miscellaneous" tab.

To change the auto save option, select "Preferences..." from the "Options" menu, and click the "Miscellaneous" tab. You will see an "Auto save" section at the bottom of this window. Now click the "Setup..." button in this section. Enable the check box when you want to use auto save, and enter an interval (minimum 1 minute). Click the "OK" button to apply the changes.



Make sure you enable the auto save function to prevent data-loss.

# Manually saving the raw data

Raw data can be saved at any time by just clicking the "Save" button in the toolbar (2). It will be saved into the "RawData" folder of <u>your project</u>.

# 5.3 Events and annotation

## Using events and annotations

In Hydromagic, it is possible to mark places of special interest during surveys by sending an annotation marker to the echosounder or built-in echogram display. There are also shortcuts to place a map overlay, such as a waypoint or comment at the current GPS or RTK position.

## **Accelerator Keys**

To enable quick access to the functions described in the introduction above, we recommend you to setup accelerator keys for them. By default, the following accelerator keys are already defined for some operations during surveys:

- F6 Place comment at current GPS position;
- F7 Place waypoint at current GPS position;
- F8 Store event and annotate echosounder or echogram;
- F9 Toggle recording (start/stop);

Please note that these functions can also be accessed through the main menu. Just click the 'Survey' item from the main menu which can be found at the top of the Hydromagic window.

🖉 demo.hpf - Eye4Software Hydr	omagic Survey		
File Edit View Tools Op	tions Survey	Cursor Help	
: 📑 💕 🔒	🔣 🖲 То	ggle Recording	F9 🛄
New Open Save Project Project Project	Impor II Pa Map	use Recording	F10 Download ENC
	🖗 An	notation	F8
	Y Pre	vious Section	F11
	🧏 Ne	xt Section	F12
	Au	tomatic Section Selection	
	🦞 Pla	ce Waypoint	F7
	💡 Pla	ce Comment	F6

Access the event and annotation functions from the Survey menu.

When you are using a tablet, and do not have a full keyboard, you can associate some of these functions with other keys (for instance tablet keys) as well. For more information on how to assign accelerator keys (or keyboard shortcuts), please refer to the <u>Accelerator Keys</u> manual entry.

Customize		×
Commands Toolbars Keyb	ooard Menu Options	
Category:	Set Accelerator for:	<b>a</b>
Survey V Commands:	Current Keys:	3
Annotation Automatic Section Sel	F8	Assign
Next Section Pause Recording	Press New Shortcut Key:	<u>R</u> emove
< >		Reget All
Description:		
recorded data		
		Close

Use accelerator keys to quickly access event and annotation functions.

#### Placing a comment

By pressing the F6 key on your keyboard, or selecting the 'Place Comment' function from the 'Survey' menu, Hydromagic will create an empty comment with the current GPS position as center coordinate. This allows you to place a textual note on the map. Please note that this comment is not send to the echosounder, echogram or raw data file. Comments will be stored in XML format in the project file. Comments can also be exported as ASCII text using the "Export ASCII Data" tool.

Please see the <u>'Adding Comments'</u> manual entry for more information on what map comments are and how they can be used.
New Commen	nt ×
Comment	
Latitude:	N 51°55'32.1627" Find Address
Longitude:	E 004º06'43.0925"
Comment:	Rock Formation
	Show position in northing / easting coordinates
Display	
FgColor:	
BgColor:	Transparent
Font:	™r Arial Black ✓
Size:	10 ~
	Rock Formation
	V OK X Cancel

Place a comment at the current GPS position.

### **Placing a waypoint**

By pressing the F7 key on your keyboard, or selecting the 'Place Waypoint' function from the 'Survey' menu, Hydromagic will create an empty waypoint with the current GPS position as center coordinate. This allows you to place a symbolic note on the map. Please note that this waypoint is not send to the echosounder, echogram or raw data file. Waypoints will be stored in XML format in the project file. Waypoints can also be exported as ASCII text using the "Export ASCII Data" tool.

Please see the <u>'Adding Waypoints'</u> manual entry for more information on what map waypoints are and how they can be used.

Laboli	WPT	
Label.		
Latitude:	N 51°55'32.1627	Find Address
Longitude:	E 004°06'43.0925"	
Symbol:	🔁 Pin, Red	~
	Show position in northing / east	ing coordinates
Text Color: Label Color: Attach Photo		raw waypoint label ransparent label
	<click 'browse'="" button="" se<="" td="" the="" to=""><td>elect an image &gt;</td></click>	elect an image >

Place a waypoint symbol at the current GPS position.

### Sending annotation marks

While you are using the 'Place Comment' and 'Place Waypoint' to make annotations on the background map for your survey area, you can use the 'Annotation' function to mark a location on the echogram which is currently recording. These annotations can be customized and will be on echograms, in the raw data files or on the paper in your echosounder (more on this in one the next paragraphs).

To insert an annotation in the echogram, just press the 'F8' key on the keyboard. The annotation will be formatted as configured and stored in the raw data file. When you later view the echogram, the annotations will show up as purple lines:



Example of an echogram containing annotations (easting and northing coords).

nalyze raw data file	>
Time	Label
3:16:27.603 PM	X:-436299.349, Y:7821722.208
3:16:35.383 PM	X:-436299.349,V:7821722.208
3:16:44.100 PM	X:-436299.349, Y:7821722.208

Example of annotation data stored in a raw data file (easting and northing coords).

## **Customizing annotation text**

When adding an annotation mark to your raw sounding, you can use a fixed text, empty line or format the text using placeholders, for instance when you want to insert real time data, like the current time, position, heading or speed.

To customize the annotation text, first select the "Preferences..." option from the "Options" menu. Then click the 'Miscellaneous" tab and click the "Setup..." button in the "Chart Annotation" section. The following dialog will now appear. To enable annotations to be stored, check the 'Enable chart annotation' option. This will allow you to insert annotation lines without labels.

chosounder ch	art annotation settings	)
Echosounder Ar	notation Settings	
Enable chart	annotation	
Enable chart	annotation label	
Label Text:	X:<%EASTING%>,Y:<%NORTHING%>	٦
	ta Add Placeholder	
Chart an Please re	nonation isn't supported by all echosounders. Labels may be truncated or not displayed at all. fer to your echosounders manual for more information.	
	V OK X Canc	el

In Hydromagic you can use the above dialog to customize annotation text.

When you want to place labels along with the annotation lines, please check the 'Enable chart annotation label' box as well. You can use the label text line to customize the label. To use real time data in your labels, click the 'Add Placeholder...' button to insert placeholders.

In the example above, when inserting an annotation mark, the current easting and northing position will be displayed next to the marker line.

Placeholder	Description	^
<%COURSE%>	The current course.	
<%SPEED%>	The current speed.	
<%LATITUDE%>	The current latitude position.	
<%LONGITUDE%>	The current longitude position.	
<%NORTHING%>	The current northing position.	
<%EASTING%>	The current easting position.	
<%SURVEYOR%>	Name of the surveyor.	
<%PROJECTDESCRIP	The project description.	
<%PROJECTNAME%>	The project name.	
<%DATE_LONG%>	The current date (long).	
<%DATE_SHORT%>	The current date (short).	
<%TIME%>	The current time.	
<%HUNTTS%>	The horizontal units used in the project's projection.	~

Combine static text with placeholders to add real time data to your labels.

Sending annotation markers to thermal paper

Some echo sounders which contain a thermal recorder have the ability to write annotation marks directly on the thermal paper. Sometimes they can only print a line, and sometimes some label text as well. Most sounders will limit the maximum amount of text written to 80 characters.

There are also some modern sounders which have the ability to receive annotation data and display it on a built in screen. A couple of Hydromagic plugins have the ability to send out annotation data to an echo sounder:

- STN ATLAS Deso 11/14/15 Echosounder Plugin;
- STN ATLAS Deso 17 Echosounder Plugin;

- STN ATLAS Deso 20/22/25 Echosounder Plugin;
- Odom EchoTrac SBT/DBT Plugin
- Syqwest Hydrobox Plugin;
- Knudsen 320 Echosounder Plugin;
- ELAC LAZ4100 Echosounder Plugin;
- Reson NaviSound 200 Series Plugin;
- Simrad EA300 Plugin;
- Simrad EA500 Plugin.



An echosounder capable of writing annotation marks to thermal paper (Odom EchoTrack).

## 5.4 RTK tide corrections

## Using RTK tide corrections

Using a RTK receiver in fixed mode, you have X, Y and Z coordinates with an high accuracy ( < 2 cm ). Using the Z coordinate (also known as ellipsoidal height), you can calculate the current tide level in realtime, making it no longer necessary to have a tide gauge connected to the software, or to correct the sounding afterwards.

#### Requirements

n order to calculate tide levels in real-time, you need a <u>RTK receiver</u> with a valid correction signal. This correction signal can be provided by a GSM / GPRS (NTRIP) service provider, UHF base station or your own base station on a known location. When your RTK receiver does not have a built in cellular modem to make connection to the Internet, but your computer does have an active Internet connection, you can use the <u>'Hydromagic NTRIP Plugin'</u> to feed RTCM correction data into your RTK receiver. When you are surveying at a remote location without any data coverage, you can also use the <u>"Post Processing Kinematic</u>" method.

You also need a local geoid model. This is a file containing geoid - ellipsoid separation values for the area or country you are performing your survey.

Hydromagic ships with a couple of geoid models, including Belgium, the Netherlands and North America. Additional geoid models can be downloaded free of charge from the "geoid download page". If no geoid model is available for your area, please <u>contact support</u> for assistance.

To perform the calculation, you also need to know the exact distance between the receiving element of your RTK antenna and the water surface.

#### **Receiver Output**

To retrieve the ellipsoidal height from your RTK receiver, it should have an NMEA0183 data output, supporting either the \$GPGGA or \$PTNL,GGK sentence as shown in the examples below:

\$PTNL,GGK,453049.0,0,3728.455440850,N,12215.253291068,W,3,9,2.0,EHT35.7424,M\*

Trimble proprietary message for RTK position

\$GPGGA,042629.00,3242.86076286,S,15133.15384408,E,4,12,1.1,6.573,M,26.799,M,1.0,0000\*51

Standard NMEA0183 sentence for GPS or RTK fix data

When the Trimble proprietary NMEA0183 message is used, the ellipsoidal height is provided directly in the sentence, in the example above it is in the ellipsoidal height (10) "EHT35.7424" field.

For standard NMEA0183, the ellipsoidal height is calculated from the M.S.L. (9) height and geoidal separation (11) field. In this case the ellipsoidal height is calculated by using the formula below: In the example above, the ellipsoidal height is 6.573 + 26.799 = 33.372 meter.

Ellipsoidal Height = M.S.L. Height + Geoidal Separation

Formula for calculating ellipsoidal height from NMEA0183 GGA sentence

Please note that the M.S.L. (Mean Sea Level) height value returned by the GPS is calculated using the global EGM96 geoid model, and isn't accurate enough to use for your surveys. This is why you have to provide a local geoid model instead.

## **RTK Configuration**

In order to configure Hydromagic to use RTK tides, open the preferences dialog by selecting "Preferences..." from the "Options" menu. To view the RTK configuration, click the "RTK" tab. You should see following dialog:

eferences						>
Miscellaneo	ous	Alarms		ECDIS	Grid	
Units	Devices	Ca	libration	RTK	Map	
RTK tide cal Using this fi tide correcti height of th	culations inction, you ons. The tide e RTK anten I Time Kinema	can use a e level is c na, the ar atic (RTK)	RTK recei alculated intenna hei	ver to calc by using th ght and a me tide cal	ulate real time ne ellipsoidal geoid model. culation	
Antenna he	ight and geo	id model				
Height:	1.25		m			
Model:	Normaal A	msterdan	ns Peil (20	18)		
			8	Clear	🗟 Select	
☐ Ignore g ☐ Treat eli	eoid model a psoidal heigh	nd use M nt as orth	SL height f	from GPS d ight (total	irectly station)	
Provide the generation of the	eoid model is idal height re enter the ant <u>here to open</u>	eturned to eturned b tenna heig the docur	calculate t y the GPS ht above mentation	he separat and the lo the water on how to :	ion between the cal geoid model, surface, setup RTK tides,	
		(	ОК	Cance	a Apply	/

RTK settings tab in the preferences dialog.

To enable tide calculation, you have to check the "Use Real Time Kinematic (RTK) for real time tide calculation" box. When checked, you can alter the other configuration options. First you have to enter the height of the antenna above the water surface. Make sure to measure this distance as accurate as possible, an error in this measurement is directly converted to an error in the tide level. Secondly, select the geoid model used in your area by clicking the "Select..." button.

Select Geoid Mod	el		×
Select Geoid			
ID	Geoid	^	
8056	NN2000		
8111	NZGeoid09		
<b>8118</b>	NZGeoid2016		
8114	Normaal Amsterdams Peil (2004)		
8001	Normaal Amsterdams Peil (2008)		
8119	Normaal Amsterdams Peil (2018)		
8045	OSGM02 - Fair Isle		
8046	OSGM02 - Flannan Isles		
8049	OSGM02 - Foula		11
8040	OSGM02 - Isle of Man		
8047	OSGM02 - North Rona	~	
	🔾 Add 🥜 Modify	😂 Delete 🧐 Befresh	
Geoid Properties			
Name:	Normaal Amsterdams Peil (2018)		
Country:	E Netherlands	~	
File:	rdnap2018.geo	C Browse	
Click here for a lit	st of downloadable geoid models on ou	r Hydromagic website,	
Please no information above, or	te that geoids displayed in red are no n on how to install additional geoid mo right-dick the item for more options.	t installed. For more odels, please click the link	
🔯 Open Geoid	is Folder	🗸 OK 💢 Canc	el

Click "Select" to choose a geoid model.

When finished configuring, just click "OK" to apply the settings.

## Downloading additional geoid models

When selecting a geoid from the list, you may have noticed that some models are displayed in 'red' while others are displayed in 'black'. Geoid models that are displayed in 'black' are already installed because they were shipped with the Hydromagic installer. When you need to use a geoid model that is displayed in 'red', you have to download it first. To do so, right-click the model and select the 'Download and Install' option from the popup menu:

elect Geoid M	odel		2
Select Geoid			
ID	Geoid		^
8091	GEOID09 Conus Grid 4		
8092	GEOID09 Conus Grid 5		
8093	GEOID09 Conus Grid 6		
8094	GEOID09 Conus Grid 7	4	
8095	GEOID09 Conus Grid 8		Modify
8021	GEOID12A Conus Grid 1		Add
8022	GEOID 12A Conus Grid 2		Add
8023	GEOID 12A Conus Grid 3	1.0	Add Copy
8024	GEOID 12A Conus Grid 4	-	Delete from list
8025	GEOID 12A Conus Grid 5	-	Delete from list
8026	GEOID 12A Conus Grid 6		Download and Install
Geoid Properti	Add // I	Modify	
Name:	GEOID12A Conus Grid 1		
Country:	United States		~
File:	g2012au1.geo		Browse
Click here for a	a list of downloadable geoid most note that geoids displayed in re ation on how to install additiona or right-dick the item for more	dels on o ed are n l geoid r	our Hydromagic website, not installed. For more models, please click the link
🗟 Open Ge	oids Folder		V OK X Cancel

When not installed, select the "Download and Install" option.

After downloading and installing, the geoid model should be displayed in 'black'. If not there was a problem with the download. You might want to retry another time, or download and install the geoid model manually, which is explained on the "geoid download page". When a geoid file for your area is not available on our website, you can also try to convert a third-party geoid file to Hydromagic geoid file format using the <u>Geoid Converter</u> utility which is shipped with the Hydromagic software.

#### **Advanced Settings**

Normally you do not have to use these settings. In some cases they are needed though to get a good result on the height readings. When your height measurement is far off, please try these settings to see whether they fix the error. Another cause of height measurement errors is selecting a missing geoid model. Always check whether the geoid model used is installed (see previous paragraph).

#### Ignore geoid model and use MSL field from GPS directly

Some newer RTK rovers have the ability to load a geoid model internally. This means that the orthometric height is already calculated by the rover. In these cases the orthometric height is returned in the MSL field of the NMEA0183 GGA sentence. If this is the case, select this option. Also use this option when you are using "Post Processing Kinematic" and the orthometric heights are returned in the PPK correction file.

#### Treat ellipsoidal height as orthometric height

This options should be used when a total station is used which outputs XYZ data in a pseudo NMEA0183 GGA sentence. In this case no geoid model will be applied and the ellipsoid height field is used as orthometric height directly.

#### **Testing RTK and geoid calculations**

In order to test RTK tide calculations, connect and power on your RTK receiver and make sure you have a valid RTK fix. The next step is to check the values in the "<u>Navigation Data</u>" window. If this view isn't visible, you can activate it by selecting "Navigation Data" from the "View" menu.

Position (WG S84) Latitude S 32.714601 Longitude E 151.552368 Position (Local Grid) Northing 5226715.22 Easting 5036019.13 Attrude / Height MSL 6.47 m EHT 33.26 m Depth Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30	Nav	igation Data	×
Latitude S 32.714601 Longitude E 151.552368 Position (Local Grid) Northing 5226715.22 Easting 5036019.13 Altitude / Height MSL 6.47 m EHT 33.26 m Depth Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GP S Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Position (W	G S84)
Longitude         E 151.552368           Position (Local Grid)           Northing         5226715.22           Easting         5036019.13           Altitude / Height           MSL         6.47 m           EHT         33.26 m           Depth           Sounder Hi         2.80 m           Sounder Lo         0.00 m           Corrected         29.55 m           Tide         Manual           Manual         0.00 m           Receiver         0.00 m           RTK         32.35 m           Course         348.7 °           Speed         Ground         0.0 m/s           GP S Information         Sats         13           Fix         RTK Fix         Diff Age         01           Beacon         0000         1me         04:27:33 GMT           Dilution Of Precision         PDOP         2.70         HDOP           PDOP         2.30         2.30         2.30		Latitude	S 32.714601
Position (Local Grid) Northing 5226715.22 Easting 5036019.13 Altitude / Height MSL 6.47 m EHT 33.26 m Depth Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GP S Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Longitude	E 151.552368
Northing         5226715.22           Easting         5036019.13           Altitude / Height           MSL         6.47 m           EHT         33.26 m           Depth         33.26 m           Sounder Li         0.00 m           Corrected         29.55 m           Tide         Manual           Manual         0.00 m           Receiver         0.00 m           RTK         32.35 m           Course         348.7 *           Speed         Ground         0.0 m/s           GP S Information         Sats         13           Fix         RTK Fix         Diff Age         01           Beacon         0000         0000         Time         04:27:33 GMT           Dilution Of Precision         PDOP         2.70         HDOP         0.90           VDOP         2.30         Support 1.20         Support 1.20         Support 1.20		Position (Lo	ocal Grid)
Easting 5036019.13 Altitude / Height MSL 6.47 m EHT 33.26 m Depth Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GP S Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Northing	5226715.22
Altitude / Height MSL 6.47 m EHT 33.26 m Depth Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course Course 348.7 ° Speed Ground 0.0 m/s GP S Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Easting	5036019.13
MSL 6.47 m EHT 33.26 m Depth Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GP S Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30	_	Altitude / He	eight
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Sounder Hi 2.80 m Sounder Lo 0.00 m Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GP S Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30	7	Depth	
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Corrected 29.55 m Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course Course 348.7 * Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Sounder Lo	0.00 m
Tide Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course Course 348.7 * Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Corrected	29.55 m
Manual 0.00 m Receiver 0.00 m RTK 32.35 m Course 348.7 * Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Tide	
Receiver       0.00 m         RTK       32.35 m         Course       348.7 *         Speed       Ground       0.0 m/s         GPS Information       Sats       13         Fix       RTK Fix       Diff Age       01         Beacon       0000       1111       Beacon       0000         Time       04:27:33 GMT       Dilution Of Precision         PDOP       2.70       HDOP       0.90         VDOP       2.30       2.30		Manual	0.00 m
RTK       32.35 m         Course       348.7 *         Speed       Ground       0.0 m/s         GPS Information       Sats       13         Fix       RTK Fix       Diff Age       01         Beacon       0000       11       04:27:33 GMT         Dilution Of Precision       PDOP       2.70       HDOP       0.90         VDOP       2.30       2.30       2.30       2.30	_	Receiver	0.00 m
Course 348.7 * Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30 Attributes Pane Revision Data	E	RTK	32.35 m
Course 348.7 * Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30 Attributes Pane Revision Data		Course	
Speed Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Course	348.7 °
Ground 0.0 m/s GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Speed	
GPS Information Sats 13 Fix RTK Fix Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30 Attributes Pane Revision Data		Ground	0.0 m/s
Sats     13       Fix     RTK Fix       Diff Age     01       Beacon     0000       Time     04:27:33 GMT       Dilution Of Precision       PDOP     2.70       HDOP     0.90       VDOP     2.30		GPS Inform	ation
Fix       RTK Fix         Diff Age       01         Beacon       0000         Time       04:27:33 GMT         Dilution Of Precision       PDOP         PDOP       2.70         HDOP       0.90         VDOP       2.30	-	Sats	13
Diff Age 01 Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30	L	Fix	RTK Fix
Beacon 0000 Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Diff Age	01
Time 04:27:33 GMT Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30		Beacon	0000
Dilution Of Precision PDOP 2.70 HDOP 0.90 VDOP 2.30 Attributes Pane Revision Data		Time	04:27:33 GMT
PDOP 2.70 HDOP 0.90 VDOP 2.30		Dilution Of I	Precision
HDOP 0.90 VDOP 2.30		PDOP	2.70
VDOP 2.30		HDOP	0.90
Attributes Pane 🔗 Navigation Data			0.00
Attributes Pane 🔗 Navigation Data		VDOP	2.30
Attributes Pane 🛞 Navigation Data		VDOP	2.30
		VDOP	2.30

You have to check the following:

- The EHT (Ellipsoidal Height) is displayed in the data view. If missing, check the NMEA0183 configuration of your RTK receiver.
- When using the Trimble proprietary NMEA0183 sentence, the M.S.L. field can be 0.00.
- You should have RTK Fix in the GPS Information section.
- The RTK tide value is displayed in green.

#### Start recording

When the conditions above match, you can just start a new recording and proceed with your survey. When generating a sounding from your raw data files, you will be able to correct the tide settings if needed.

## 5.5 Analyzing recorded raw data

## **Recording data**

In Hydromagic all data coming in from devices (using plugins) is recorded into ASCII formatted, human readable raw data files. When performing a survey you might want to start with a single run and check your raw data first before collecting the rest of your data.

You can have a preview of the collected data using the data analysis window. When your sounder is capable of recording the full echogram envelope (which is recorded as binary data for performance reasons), you might want to use the "Echogram Digitizer" tool to check this data as well.

### Starting the data analysis window

The data analysis window does not have much more functionality then grouping data in separate tables. Data is displayed in a spreadsheet view and is provided with timestamps indicating the exact time the data was received and stored (with one millisecond resolution).

To open a raw data file, to view its contents, locate the file by expanding the 'Raw Data' folder in the 'Project Explorer' which should normally reside on the left part of the screen. Right-click the raw data file you want to analyze and select the 'Analyze Data...' option from the pop-up menu that appears at the mouse cursor location.



Right click the raw file and select 'Analyze Data...' to view its contents.

### Using the data analysis window - Depths

After starting the window, it first shows the collected echo sounder depth values. Please note that Hydromagic adds transducer draft before writing depths to the raw data file. This means that the depths reported should be equal to the depth below the transducer with the static draft added to this value.

Analyze raw data file			×
Time	Depth (Lo)	Depth (Hi)	^
6:35:39.639 PM	N/A	4.93	
6:35:39.744 PM	5.22	N/A	
6:35:39.837 PM	N/A	4.92	
6:35:39.941 PM	4.98	N/A	
6:35:40.045 PM	N/A	4.91	
6:35:40.140 PM	5.26	N/A	
6:35:40.244 PM	N/A	4.93	
6:35:40.338 PM	5.00	N/A	
6:35:40.442 PM	N/A	4.92	
6:35:40.538 PM	5.00	N/A	
6:35:40.641 PM	N/A	4.91	
6:35:40.735 PM	5.01	N/A	
6:35:40.839 PM	N/A	4,92	
6:35:40.944 PM	5.00	N/A	
6:35:41.037 PM	N/A	4.93	
6:35:41.141 PM	5.00	N/A	
6:35:41.235 PM	N/A	4.93	
6:35:41.339 PM	5.00	N/A	
6:35:41.438 PM	N/A	4.92	
6:35:41.542 PM	5.26	N/A	
COLUMN COC DAA		1.00	Ŷ
💈 Reload 🧇	Prev Data 🔷 Next Data Thurs	day, March 5, 2015 RAW00001	DEPTH

Depth values recorded with a dual frequency echo sounder.

Please note, that when using a single frequency echo sounder, the low frequency column will contain only 'N/A' values.

At the bottom of the screen the name of the raw data file, raw data type as well as the recording date are displayed. To select other data to display, just click the 'Prev Data' and 'Next Data' buttons.

### Using the data analysis window - Bottom Parameters

The second page which comes after the page containing the depth values contains bottom parameters. These parameters are recorded only by a couple of echo sounders, so you might notice that this screen might contain no values.

Time	HFBL	LFBL	rHF	rLF	dHF	dLF	pHF	pLF	
2:00:26.023 PM	23	20	7	10	1.14	1.24	92	86	
2:00:26.093 PM	23	20	7	10	1.14	1.23	92	87	
2:00:26.153 PM	23	20	7	10	1.14	1.22	92	87	
2:00:26.216 PM	23	19	7	11	1.14	1.25	92	86	
2:00:26.286 PM	23	19	7	11	1.14	1.27	91	85	
2:00:26.346 PM	22	19	8	11	1.16	1.26	91	85	
2:00:26.423 PM	22	19	8	11	1.17	1.25	90	86	
2:00:26.473 PM	22	19	8	11	1.17	1.27	90	85	
2:00:26.543 PM	21	19	9	11	1.18	1.27	90	85	
2:00:26.623 PM	21	19	9	11	1.18	1.26	90	85	
2:00:26.673 PM	21	19	9	11	1.18	1.25	90	86	
2:00:26.733 PM	21	19	9	11	1.18	1.27	89	85	
2:00:26.813 PM	21	19	9	11	1.19	1.27	89	85	
2:00:26.863 PM	21	19	9	12	1.19	1.28	89	84	
2:00:26.933 PM	20	18	10	13	1.21	1.31	88	83	
2:00:26.983 PM	20	18	10	13	1.22	1.31	88	83	
2:00:27.083 PM	20	18	10	12	1.22	1.30	87	84	
2:00:27.133 PM	20	17	10	14	1.23	1.35	87	81	
2:00:27.183 PM	20	17	11	14	1.24	1.35	86	80	
2:00:27.253 PM	19	17	11	14	1.25	1.34	86	81	
100 07 000 014	10	10		10	1.94	1.00	00	00	

Bottom information values recorded with an Unabara Hydro-2F echo sounder.

Although this page isn't used by most customers, we decide it to place it directly after the depth page because it is related to echo sounder information. Parameters that will be displayed here when available include:

- Bottom Loss High Frequency;
- Bottom Loss Low Frequency;
- Reflectivity High Frequency;
- Reflectivity Low Frequency;
- Density High Frequency;
- Density Low Frequency;
- Porosity High Frequency;
- Porosity Low Frequency;

#### Using the data analysis window - position data

The third page contains position information as recorded by your GNSS/RTK receiver or total station. When using <u>RTK tides</u>, you should have a valid Ellipsoid height value in the third column. If this field is empty or intermittent, please check your <u>GPS configuration</u> as your receiver is sending out incorrect, too less or redundant NMEA0183 sentences.

Time	Easting	Northing	Ellipsoid	MSL	
5:34:53.169 PM	721667.477	7702175.689	651.200	657.616	
6:34:54.169 PM	721668.348	7702176.655	651.192	657.607	
6:34:55.169 PM	721669.196	7702177.620	651.158	657.573	
6:34:56.169 PM	721670.044	7702178.594	651.164	657.580	
6:34:57.169 PM	721670.866	7702179.624	651.160	657.576	
6:34:58.169 PM	721671.645	7702180.748	651.164	657.580	
6:34:59.169 PM	721672.432	7702181.921	651.185	657.601	
6:35:00.169 PM	721673.221	7702183.112	651.187	657.603	
6:35:01.169 PM	721674.016	7702184.321	651.179	657.595	
5:35:02.169 PM	721674.816	7702185.561	651.175	657.591	
6:35:03.169 PM	721675.644	7702186.809	651.204	657.620	
5:35:04.168 PM	721676.491	7702188.066	651.195	657.611	
5:35:05.168 PM	721677.361	7702189.314	651.171	657.587	
5:35:06.168 PM	721678.247	7702190.551	651.159	657.575	
6:35:07.168 PM	721679.124	7702191.784	651.159	657.576	
6:35:08.168 PM	721680.010	7702193.019	651.152	657.568	
5:35:09.169 PM	721680.861	7702194.276	651.183	657.599	
6:35:10.169 PM	721681.709	7702195.538	651.181	657.597	
6:35:11.169 PM	721682.540	7702196.814	651.182	657.598	
6:35:12.169 PM	721683.358	7702198.090	651.178	657.595	
000000000000000000000000000000000000000	201001100	7703400 301	111 111	200 CD2	

Position information containing height information recorded at 1Hz intervals.

The first two columns contain the position information like projected eastings and northings. Please note that your raw data file contains geographic WGS84 positions as well. These are not displayed since they are only used when reprojecting or <u>importing the raw data file</u>. Make sure that you have a valid position in this table with an update rate of at least once per second.

### Using the data analysis window - heading data

Heading information is required only when your echo sounder transducer is not at the exact horizontal position as your GPS antenna. In this case it has to be present to be able to calculate the position offset between the two sensors.

The first column shows true heading, which is in most times calculated by the GPS (only when moving) and send to the software using the VTG <u>NMEA0183</u> sentence. When the second column is used, the heading is a magnetic heading provided by a (flux)compass, gyro or IMU.

Time	True	Magnetic	
6:34:53.172 PM	39.66	N/A	
6:34:54.172 PM	41.08	N/A	
6:34:55.172 PM	40.75	N/A	
6:34:56.171 PM	37.78	N/A	
6:34:57.171 PM	37.85	N/A	
6:34:58.172 PM	34.33	N/A	
6:34:59.172 PM	32.74	N/A	
6:35:00.172 PM	32.18	N/A	
6:35:01.172 PM	31.72	N/A	
6:35:02.172 PM	32.42	N/A	
6:35:03.172 PM	32.60	N/A	
6:35:04.171 PM	34.22	N/A	
6:35:05.171 PM	32.87	N/A	
6:35:06.171 PM	35.31	N/A	
6:35:07.171 PM	33.80	N/A	
6:35:08.171 PM	34.49	N/A	
6:35:09.172 PM	33.17	N/A	
6:35:10.172 PM	32.35	N/A	
6:35:11.172 PM	31.92	N/A	
6:35:12.172 PM	31.25	N/A	
C 35 13 171 014	30.00	ALCA.	

True heading information recorded at 1Hz intervals.

When both true and magnetic heading are stored, you can instruct Hydromagic which one to use by selecting either true or magnetic heading under the 'Calibration' tab in the preferences screen.

### Using the data analysis window - speed data

When processing Hydromagic raw data files, speed is not used. It is however recorded to be able to check the speed the data was recorded on, and for future purposes (for instance the ability to calculate missing position data points by using speed and course). Speed is normally reported by the GPS receiver.

Time	Speed	
6:34:53.172 PM	4.7	
6:34:54.172 PM	4.6	
6:34:55.172 PM	4.6	
6:34:56.171 PM	4.6	
6:34:57.171 PM	4.9	
6:34:58.172 PM	5.0	
6:34:59.172 PM	5.1	
6:35:00.172 PM	5.1	
6:35:01.172 PM	5.2	
6:35:02.172 PM	5.4	
6:35:03.172 PM	5.4	
6:35:04.171 PM	5.5	
6:35:05.171 PM	5.5	
6:35:06.171 PM	5.5	
6:35:07.171 PM	5.4	
6:35:08.171 PM	5.5	
6:35:09.172 PM	5.4	
6:35:10.172 PM	5.4	
6:35:11.172 PM	5.5	
6:35:12.172 PM	5.5	
C 35 43 474 044		

Speed information recorded at 1Hz intervals.

### Using the data analysis window - GPS Quality

When <u>using RTK to calculate tide levels</u>, make sure that all GPS quality records have the 'RTK FIX' status before proceeding with your survey. When it switches between RTK FIX, RTK FLOAT and AUTO, it is possible that your radio link or cellular signal is lost sometimes, and you might want to fix this issue first.

This table also contains information on the number of satellites used in the position calculation, the differential beacon id used (for instance WAAS, EGNOS or LF Beacon) and the age of the correction data (in seconds). To have a look at the DOP data, you have to proceed to the next page by clicking the 'Next Data' button.

Time	Fix	Sats	Beacon	Age	
6:42:37.147 PM	RTK FIX	09 0000		02	
6:42:38.147 PM	RTK FIX	09	0000	02	
6:42:39.147 PM	RTK FIX	10	0000	02	
6:42:40.147 PM	RTK FIX	10	0000	01	
6:42:41.147 PM	RTK FIX	10	0000	02	
6:42:42.147 PM	RTK FIX	11	0000	01	
6:42:43.147 PM	RTK FIX	10	0000	02	
6:42:44.148 PM	RTK FIX	10	0000	02	
6:42:45.148 PM	RTK FIX	10	0000	02	
6:42:46.148 PM	RTK FIX	10	0000	02	
6:42:47.147 PM	RTK FIX	10	0000	02	
6:42:48.147 PM	RTK FIX	10	0000	03	
6:42:49.147 PM	RTK FIX	11	0000	01	
6:42:50.147 PM	RTK FIX	11	0000	01	
6:42:51.147 PM	RTK FIX	11	0000	02	
6:42:52.147 PM	RTK FIX	11	0000	01	
6:42:53.147 PM	RTK FIX	11	0000	02	
6:42:54.147 PM	RTK FIX	10	0000	02	
6:42:55.152 PM	RTK FIX	10	0000	02	
6:42:56.147 PM	RTK FIX	10	0000	02	
	DATE ON	10	0000	00	

Check the GPS quality data for the fix status, especially when using RTK tides.

Using the data analysis window - DOP Values

DOP stands for Dilution Of Precision and is reported by a GNSS receiver to specify error propagation as a mathematical effect of navigation satellite geometry on positional measurement precision. Hydromagic stores three types of DOP values:

- HDOP Horizontal Dilution Of Precision;
- VDOP Vertical Dilution Of Precision;
- PDOP Position Dilution Of Precision;

These three values are stored in the raw data file in order to have the ability to filter out erroneous position records during data processing.

Time	HDOP	VDOP	PDOP	
2:00:26.565 PM	0.62	0.00	0.00	
2:00:26.565 PM	0.62	0.70	0.94	
2:00:26.565 PM	0.62	0.70	0.94	
2:00:27.561 PM	0.62	0.00	0.00	
2:00:27.561 PM	0.62	0.70	0.94	
2:00:27.561 PM	0.62	0.70	0.94	
2:00:28.534 PM	0.62	0.00	0.00	
2:00:28.534 PM	0.62	0.70	0.94	
2:00:28.534 PM	0.62	0.70	0.94	
2:00:29.562 PM	0.62	0.00	0.00	
2:00:29.562 PM	0.62	0.70	0.94	
2:00:29.562 PM	0.62	0.70	0.94	
2:00:30.517 PM	0.62	0.00	0.00	
2:00:30.517 PM	0.62	0.70	0.94	
2:00:30.538 PM	0.62	0.70	0.94	
2:00:31.562 PM	0.62	0.00	0.00	
2:00:31.562 PM	0.62	0.70	0.94	
2:00:31.562 PM	0.62	0.70	0.94	
2:00:32.559 PM	0.62	0.00	0.00	
2:00:32.559 PM	0.62	0.70	0.94	
0.00.00.00.00.00	0.00	0.70		

Dilution Of Precision for the reported GPS position.

The horizontal dilution of precision is reported by the 'GGA' <u>NMEA0183</u> sentence while all three sentences are reported by the 'GSA' sentence. This explains why there are sometimes records without the VDOP/PDOP values in the example above (the records generated from the GGA sentence).

### Using the data analysis window - Tide Data

Tide levels are in most cases calculated from the antenna elevation of a RTK receiver by using a fixed offset and geoid model. When RTK tide is used, tide values are not stored inside the raw data file since they are calculated and applied when converting raw data to soundings.

When you have connected a tide receiver, or when you use the <u>manual tide plugin</u> to adjust the tide level manually during the survey, these values are written to the raw data file and will be displayed in the tide data table.

### Using the data analysis window - Motion Data

A motion sensor can be used to compensate for the motion of the vessel during the survey. The depth and position will be adjusted by using the heave, pitch and roll values received from the motion sensor during post processing. Use this page to check the values sent by the motion sensor. Please note that some sensors only provide pitch and roll without heave.

Time	Heave	Pitch	Roll	
7:41:46.228 PM	0.03	5.05	-1.39	
7:41:46.332 PM	0.03	5.00	-1.35	
7:41:46.428 PM	0.03	4.93	-1.31	
7:41:46.534 PM	0.00	4.83	-1.28	
7:41:46.629 PM	0.00	4.75	-1.26	
7:41:46.733 PM	0.00	4.67	-1.26	
7:41:46.827 PM	0.00	4.62	-1.28	
7:41:46.931 PM	0.00	4.65	-1.32	
7:41:47.025 PM	0.00	4.68	-1.34	
7:41:47.127 PM	0.00	4.76 4.86	-1.40	
7:41:47.230 PM	0.00		-1.43	
7:41:47.334 PM	0.00	4.94	-1.44	
7:41:47.432 PM	0.00	5.03	-1.49	
7:41:47.530 PM	0.00	5.12	-1.52	
7:41:47.625 PM	0.00	5.17	-1.55	
7:41:47.729 PM	0.00	5.20	-1.56	
7:41:47.827 PM	0.00	5.21	-1.55	
7:41:47.934 PM	0.00	5.21	-1.55	
7:41:48.026 PM	0.00	5.18	-1.53	
7:41:48.128 PM	0.00	5.14	-1.52	
1110000000	0.00	e + 1	* 10	

Heave, pitch and roll data reported by a motion sensor.

## Using the data analysis window - Sound Velocity Data

By default echo sounders calculate the depth by using a speed of sound of 1500 meters per second. In some cases, for instance at sea with salt water this value may differ. This can be corrected afterwards during post processing by using the sound velocity editor.

When connecting a sound velocity profiler or by using the <u>Hydromagic Manual Sound Velocity plugin</u> sound velocity corrections are stored into the raw data file. Sound velocity correction data collected during the survey will be displayed in this table.

### Using the data analysis window - Annotation Marks

During a survey you can press the 'F8' key to store <u>events or annotation marks</u> in the raw data file. The purpose is to mark a special position on the map or echogram data.

Analyze raw data file	(
Time	Label
3:16:27.603 PM	X:-436299.349, Y:7821722.208
3:16:35.383 PM	X:-436299.349, Y:7821722.208
3:16:44.100 PM	X:-436299.349, Y:7821722.208
🕫 Palaad	Pare Deta Contraction Sunday, February 15, 2020 RAW00002 ANNOTATION
e Reload	riev Data riev Data Sunday, revidary 10, 2020 Revidado2 Aleverado2

Annotation marks inserted into the echogram by the user.

Depending on the format defined for the annotation marks, an event with or without label is inserted into the data. This table shows the times and labels for the annotation marks inserted.

# 6 Single beam processing

## 6.1 Getting Started

## Single beam processing

In Hydromagic Survey <u>version 6.0 and higher</u>, recorded data is saved as 'raw data files'. To create filtered, corrected and synchronized sounding data, that can be used to calculate volumes, depth contours, digital terrain models and more, we need to process the previously<u>recorded raw data</u> files.

## The sounding wizard

The sounding wizard is one of the most important tools in the Hydromagic Survey software. It allows you to convert one or more raw data files into (corrected) sounding files.

The sounding wizard leaves the original recorded data intact (in the "RawData" project folder) and creates a second set of data files to track all the changes you made (in the "Modified" project folder).

This method allows you to do corrections and filtering over and over again until you are fully satisfied with the result. Might the data become corrupted, just instruct the wizard to start over with the original raw data files.

### Starting the sounding wizard

When you finished recording one or more raw data file(s)s, you can combine data from these files into sounding files. To do so, you have to select the "Generate Soundings..." option from the "Tools" menu. Alternatively, you can start this wizard by right clicking the "Raw Data" folder in the project tree and selecting the "Process Raw Data File(s)..." option from the pop up menu that appears as shown below:



Select the "Process Raw Data File(s)..." option from the pop up menu.

### The introduction page of the sounding wizard

You are now ready to create sounding files by performing a couple of steps which will be discussed in the next chapters. The first page of the wizard tells you what to expect in the few next steps. After quickly reading this information, click "Next" to proceed to the <u>raw data selection</u> step.

Generate sounding(s) from raw data file(s)	×
Raw data file(s) conversion tool	*
The sounding wizard will guide you through the steps of converting raw data files to soundings. During this wizard you have to: - Select the raw data file(s) to convert; - Provide a tide file or geoid model (optional); - Provide a sound velocity correction file (optional); - Draft correction file (optional); - Correct spikes in depth data using the echogram editor; After completing these steps, the selected raw files will be converted to sounding files. Using the sounding files, you can generate matrices, generate contours, export XYZ data or calculate volumes. Please note that during this process the raw data files will be preserved, and can always be used to generate the sounding files again in case something goes wrong. Please click "Next" to start the conversion	
< Back Next > C	ancel

The first page of the sounding wizard show some information on the steps to follow.

## 6.2 Selecting Files

### **Selecting Files**

The next step in this process is selecting the raw data files you want to include in the process. By default all visible files are selected. The first time you are running the sounding wizard on the raw data files, the "Start editing from original raw data" option is selected. This means that you want to start editing the files from scratch.

The second time you run the wizard, and you have made modifications, the "Continue editing modified raw data" option will be selected and you can further process your modified files. In case you want to start over with the original raw survey data, just select the "Start editing from original raw data" option.

After selecting the files to process, click the "Next" button to proceed to the tide correction step.

Generate sounding(s) from raw data file(s)	×
Select the raw data files used to generate soundings	$\overrightarrow{}$
O Continue editing modified raw data  Start editing from original raw data	
🔛 Raw Data Files	^
Image: Second Se	
Image: Second Se	
Image: Second Se	
AW00004	
✓ S RAW00005	
✓ S RAW00006	
RAW00007	
RAW00008	
SRAW00009	~
Select All 🤤 Select None 👁 Select Visible	
< Back Next >	Cancel

Select which raw data set you want to process.

### **Modified Data**

Please note that the original recorded raw data is never altered. All modifications are stored as a copy in the "Modified" folder of your projects folder on the hard disk. When you choose to start editing the original raw data, the modified data of the previous sessions will be overwritten, thus rolling back all your previous (modification and filtering) actions in this wizard.

File Home Share	View										~
Hie Holice Share	VIEW										
Preview pane	Extra larg	e icons 📧 Large icons	-			Item check boxes	2	ž.			
lavigation ITE Details name	Medium i	cons Small icons		Sort	~	File name extensions	Hide selected	Optio	ns		
pane *	₿₿ List	EEE Details	Ŧ	by • 📖	~	Hidden items	items	-			
Panes		Layout		Current view		Show/hide					
← → ∽ ↑ 🎦 → This	PC > Docum	ents > Hydromagic >	Demo				~	G	2	Search	n De
		Name	^			Date modified	Туре		Size		
🖈 Quick access		Backups				2/24/2020 12:21 PM	File folder				
OneDrive - Eve4Softwar	re B.V	Draft				2/25/2015 12:26 PM	File folder				
		Logs				12/23/2019 12:20 PM	File folder				
💻 This PC		Mag				2/26/2020 2:20 DM	File folder				
A Network		Matricer				2/20/2020 5:25 PM	File folder				
- Herron		Modified				2/11/2020 6:20 DM	File folder				
		PawData				2/11/2020 0:20 PM	File folder				
		Paparts				2/12/2020 12:21 PW	File folder				
		Sevendines				1/7/2020 10:50 AM	File felder				
		- Soundings				1/1/2020 5:20 PW	File felder				
		1 Ides				2/25/2015 12:20 PM	File folder				
		Velocity				2/23/2013 12:20 PM	File Tolder			11.00	
		i demo.npr				3/24/2020 3:24 PM	HPF File			TERB	
			L	Processed raw	data	files					
				Original raw da	ita f	iles					

The original recorded data and modified data files are kept in separate folders.

# 6.3 Tide Correction

### **Tide correction settings**

The next step in the conversion process is to specify whether and how the sounding needs to be corrected for tides. We will discuss the different tide options below. When you are not in a tidal area or only depth values are required (not elevations), you can select the first option ("Do not use tide corrections"), and click the "Next" button to proceed to the <u>sound velocity and dynamic draft corrections</u> page.

enerate sounding(s) from raw da	ta file(s)		×
Tide correction settings			7
O Do not use tide corrections, do	not alter depth val	lues;	
OUse tide gauge or manual meas	urements as stored	d in raw data file;	
O Elevations from RTK receiver or	total station are o	rthometric heights (ignore geoid model);	
Elevation source:	Ellipsoidal Height F	Field 🗸	
Ouse tide correction file (*.tid):	<dick 'browse'<="" td=""><td>to select a correction file&gt;</td><td></td></dick>	to select a correction file>	
		🥜 Editor 🖾 B	rowse
Use geoid model:	GEOID 12B Conus	Grid 7	
Antenna Offset:	5.000	ft	
Please select the desired	method to calculat	e height from depths using tide corrections.	
Click here to open the do	cumentation for the	go to the Preferences' dialog and choose the RTK tab. tide correction settings page.	

On the third page of the wizard you can configure the tide or vertical datum settings.

#### Option #1 - Do not use tide corrections, do not alter depth values

When the survey data collected is not related to tidal fluctuations, and you do not have to measure against a local vertical datum such as NAVD88, you can use this option. With this option selected the soundings will copied to the sounding file(s) as they are without tide correction. In your final products you can only export depth values, not elevations.

#### Option #2 - Use tide gauge or manual measurements as stored in raw data file

If a tide gauge is used, you have to select the "Use tide gauge measurements" option. With this option selected, Hydromagic will use tide adjustments recorded in the raw data file (by a plugin communicating with a tide gauge). You should also use this option when you did use the "<u>Hydromagic Manual Tide</u> <u>plugin</u>" to store tide measurements during your survey.

Manual Tide Plugin for Hydro	omagic
	1.25
Increase Tide Level	≌ Decrease Tide Level
1.25	Vpdate Tide Level

Use the second option when the "Hydromagic Manual Tide Plugin" has been used.

### **Option #3 - Elevation from RTK receiver or total station are orthometric heights**

When calculating the tide level with RTK, Hydromagic expects the elevation data stored in the raw data file to be relative to the WGS84 ellipsoid. To convert this elevation to the local datum, a geoid model will be applied when converting the raw data into a sounding file. In some cases this is unwanted behavior:

- When the RTK receiver is reporting elevation data relative to the local datum (when a geoid model has been loaded in the receiver);
- When a total station has been used, since they report the elevation relative to the local datum.

In these cases, you must select the third option in order to prevent from the geoid model to be applied twice. When this option has been selected, the geoid model configured in Hydromagic will be ignored. When set, the antenna height will still be applied.

When using this option, you have to let the software know which elevation from NMEA0183 data sent by the RTK receiver or total station we need to use. More information about these fields can be found on the <u>RTK Tide Corrections page</u>.

You can have a look at the raw data files to see which of the fields contain the correct elevation value by using the <u>data analysis window</u>:

Time	Easting	Northing	Ellipsoid	MSL	UTC	
2:40:57.477 PM	122308.105	487617.676	43.815	0.879	00000.000	
2:40:58.477 PM	122308.096	487617.653	43.771	0.835	00000.000	
2:40:59.477 PM	122308.088	487617.671	43.815	0.879	00000.000	
2:41:00.477 PM	122308.082	487617.706	43.781	0.845	00000.000	
:41:01.477 PM	122308.071	487617.743	43.798	0.862	00000.000	
:41:02.477 PM	122308.075	487617.768	43.793	0.857	00000.000	
:41:03.477 PM	122308.068	487617.806	43.810	0.874	00000.000	
:41:04.477 PM	122308.053	487617.828	43.776	0.840	00000.000	
2:41:05.477 PM	122308.055	487617.856	43.834	0.898	00000.000	
2:41:06.477 PM	122308.033	487617.973	43.798	0.862	00000.000	
2:41:07.477 PM	122307.997	487618.031	43.798	0.862	00000.000	
2:41:08.477 PM	122307.980	487618.089	43.818	0.882	00000.000	
2:41:09.477 PM	122307.954	487618.071	43.808	0.872	00000.000	
2:41:10.478 PM	122307.925	487618.116	43.814	0.878	00000.000	
2:41:11.477 PM	122307.903	487618.121	43.808	0.872	00000.000	
2:41:12.478 PM	122307.888	487618.151	43.833	0.897	00000.000	
2:41:13.476 PM	122307.894	487618.192	43.833	0.897	00000.000	
2:41:14.477 PM	122307.898	487618.174	43.782	0.846	00000.000	
2:41:15.477 PM	122307.909	487618.188	43.800	0.864	00000.000	
2:41:16.477 PM	122307.942	487618.146	43.788	0.852	00000.000	
	100007-004	407/10 145	13.004	0.000	00000.000	

Use the raw data analysis window to check which data field contains the correct elevation value.

**Option #4 - Use tide correction file** 

When you want to use tide corrections without special hardware such as a RTK receiver or tide gauge, select this option.

It allows you to create a tide correction file where you can enter the tide observations made during the survey manually, or use the tide prediction tool to generate a tide file.

You can start<u>the tide file editor</u> by clicking the "Editor..." button, or just select an existing Hydromagic tide file by clicking the "Browse..." button.



Use the "Tide File Editor" to generate or modify a Hydromagic tide file.

### Option #5 - Use geoid model

When using a RTK receiver the tide level of the water you are surveying is calculated by using the high precision elevation data corrected by the selected <u>geoid model</u> and antenna height. This only works when your RTK receiver is in RTK fix mode, or when the collected position data is post-processed using PPK.

When using this setting, the geoid model and antenna height as configured in the "RTK" tab of the preferences window will be applied. These global RTK settings are also displayed on this wizard page (marked in red in the image below):

Generate sounding(s) from raw da	ta file(s)	×
Tide correction settings		*
○ Do not use tide corrections, do	not alter depth values;	
OUse tide gauge or manual meas	urements as stored in raw data file;	
O Elevations from RTK receiver or	total station are orthometric heights (ignore geoid model);	
Elevation source:	Elipsoidal Height Field 🗸 🗸	
Ouse tide correction file (*.tid):	<click 'browse'="" a="" correction="" file="" select="" to=""></click>	
	🥜 Editor 🔯 Browse	5
Use geoid model:	GEOID 12B Conus Grid 7	
Antenna Offset:	5.000 ft	
Please select the desired To alter the geoid model of Click here to open the door	method to calculate height from depths using tide corrections. or antenna offset, go to the "Preferences" dialog and choose the "RTK" tab. cumentation for the tide correction settings page.	ancel
	. Burn Bruch an	

When option #5 is selected, the global RTK settings will be used.

## 6.4 Tide File Editor

## **Tide File Editor**

In Hydromagic, the tide observations file editor utility is used to create, alter or import tide files. Tide files include time and tide level information, and can be used to correct soundings (or convert to a local vertical datum).

The tide observations file editor is part of the "<u>Sounding Wizard</u>", and can be found on the "<u>Tide</u> <u>Correction</u>" page. This is the third page in the wizard an lets you select the preferred tide method used to generate tide corrected soundings.

enerate sounding(s) from raw	data file(s)		
Tide correction settings			7
O Do not use tide corrections, o	lo not alter depth val	ues;	
OUse tide gauge or manual me	asurements as stored	l in raw data file;	
O Elevations from RTK receiver	or total station are o	rthometric heights (ign	ore geoid model);
Elevation source:	Ellipsoidal Height F	Field 🗸	
Use tide correction file (*.tid)	: <dick 'browse'<="" td=""><td>to select a correction f</td><td>ile&gt;</td></dick>	to select a correction f	ile>
			🥖 Editor 🔯 Browse
O Use geoid model:	GEOID 12B Conus	Grid 7	
Antenna Offset:	5.000	ft	
Please select the desire To alter the geoid mode <u>Click here to open the c</u>	ed method to calculat el or antenna offset, locumentation for the	e height from depths u go to the "Preferences tide correction settings	ising tide corrections. " dialog and choose the "RTK" tab.

To use a tide correction file, select the "Use tide correction file" option in the "Sounding Wizard".

#### Starting the tide file editor utility

To start the tide file editor, you have to set the tide method in the wizard to "use tide correction file". The "Editor..." and "Browse..." buttons will now be enabled. To start the editor, just click the "Editor..." button.



Screenshot of the tide observations file editor with a tide file loaded.

### Tide file editor toolbar

All functions of the editor can be accessed through the toolbar at the bottom of the window. The table below shows the function of the various buttons.

Button	Function
	Load tide observations from an existing Hydromagic tide file.
	Save tide observations to a Hydromagic tide file.
<u></u>	Modify the selected tide observation.
<b>e</b>	Add a new tide observation to the table.
	Insert a new tide observation to the table before the selected record.
603	Generate multiple tide observations with a specified level, interval, begin and ending time.
8,	Start the importing tool to import tide observation data from an ASCII file.
•	Remove the selected tide observation.
8	Remove all tide observations (clear data).
5	Undo the latest operation.
C	Redo the latest undone operation.
r)I	Reload the table and graph.

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#### Send the tide observations graph to the printer.

#### Using the tide file editor

E.

The tide file editor can be used in two ways. You can enter all the observations manually, or you could choose to import them from an ASCII file. When using the ASCII import tool, you can select the columns which contain time and level, as well as the format of the fields. If you are having trouble importing a third party tide file, please contact our support department so we can help you.

#### Importing tide values

To import tide values from an ASCII file, click the "Start the importing tool" button (see buttons table above). The dialog below will be displayed. When the ASCII file contains data for one day only, we recommend you to set a fixed date.

First you have to select an input file. You can search for a file by clicking the "Browse..." button.

The fields where the time and tide values are stored have to be set in order to correctly parse the ASCII data. The field separator field has to be set as well. Lines not containing this separator and the number of fields required will be skipped.

You can click the "View..." button to view the layout of the file. Click the "OK" button to start importing data. Not satisfied with the results ? Just remove all records and start over !

Filename:	<click 'browse'="" a<="" select="" th="" to=""><th>n ASCII file&gt;</th></click>	n ASCII file>
Field separator:	Comma	🖌 🛗 Mew 🔀 Browse
Date		
Date mode:	From file	~
Fixed date:	3/26/2020	·
Field number:	1	(first field = 1)
Field format:	DD/MM/YYYY	-
Time		
Field number:	2	(first field = 1)
Field format:	HH:MM PM	2
Level		
Field number:	3	(first field = 1)
Units:	Meters	-
When the s	oftware failed to detect the co	prrect observation date from the ASCII file

#### The software allows you to import tide observations from ASCII files.

#### **Generate observations**

It is possible to generate a couple of records at a specified time interval for you. When these records are generated, all you have to do is enter the correct tide levels. To do so, click the button "Generate multiple tide observations" (see buttons table above):

Generate tide	observation reco	rds		×	
Time period					
Start date:	3/26/2020		Start time:	10:32:59 AM	
End date:	3/26/2020		End time:	10:32:59 AM	
Values Interval:	15	minutes	Default value:	1.23	
Instea observ <u>Click h</u>	Instead of adding observations by hand, you can use this tool to generate observations at a fixed interval. All that is left to do is enter the various tide values. Click here to open the documentation for the tide observations file editor.				
				V OK X Cancel	

Generate tide observations with the same level in a specified timespan

When using the example above, there will be created seven records, starting at 6:45:10 PM and the last one at 7:45:10. The interval will be 10 minutes and the values will be pre-set to 1.23 meters. After closing this tool, just double click the generated records to set the correct levels.

#### Saving your work

After you have entered or imported the tide observations needed to correct the sounding files, click the save button and supply a valid file name. Finally close the editor by clicking the "OK" button, and select the tide file by clicking the "Browse..." button in the "Sounding Wizard".

## 6.5 Draft and Sound Velocity

#### Draft and sound velocity corrections

More information on sound velocity and dynamic draft corrections can be read below. When you are not going to use either draft or sound velocity corrections, make sure both check boxes are unchecked and click the "Next" button to proceed to the <u>data correction page</u>.

Generate sounding(s) from raw da	ata file(s)			×
Sound velocity and dynamic	draft correctio	ns		*
Use sound velocity correction f	île (when unched	ked, realtime data from sound	d velocity probe will be used)	
Select velocity correction file:	C:\ProgramDat	a (HydroMagic \Velocity \examp	ble.vel	
Sounder sound velocity:	1500.00	meter per second		
		_	🥖 Editor 🕅	Browse
Use dynamic draft correction fi	le (when uncheck	ed, a connected heave sense	or or RTK will be used).	
Select draft correction file:	C:\ProgramDat	a\HydroMagic\Draft\example	.dft	
			🥜 Editor 🕅	Browse
If you want to specify a To create or alter an exis Click here to open the do	sound velocity or sting correction fi cumentation for th	draft correction file, you can le, dick one of the "Editor" he sound velocity and dynamic	do it here. buttons. c draft correction settings pag	<u>ie.</u>
		[	< <u>B</u> ack <u>N</u> ext >	Cancel

When applicable, setup sound velocity and dynamic draft corrections on this page.

#### Sound velocity corrections

An echosounder calculates depth by sending a pulse and measuring the time it takes to get to the ocean floor and back. With this time and the speed of sound through the water, the depth is calculated.

For fresh water, the speed of sound is 1500 meters per second, however, for salt water this speed depends on the salinity, temperature and depth (pressure). Using the sound velocity correction option you can correct your sounding for salt water. Please do not use this function if this correction is already used in the echosounder. To generate a sound velocity correction file, click the "Editor..." button to start the sound velocity file editor.



Use the sound velocity editor to generate or alter sound velocity profile files when applicable.

### **Dynamic draft corrections**

Dynamic draft corrections can be used to correct the downwards motion of the ship.

For instance, when using a speedboat, you may notice that when the speed increases, the rear of the ship lowers while the front raises. This is what we call dynamic draft, and depends on the speed of the vessel. You can correct for this motions by creating dynamic draft correction table (speed versus draft). To generate a dynamic draft correction file, click the "Editor..." button to start the dynamic draft correction file editor.



Use the dynamic draft editor to generate or alter dynamic draft profile files when applicable.

## 6.6 Dynamic draft correction file editor

### **Dynamic Draft Correction Editor**

The purpose of the dynamic draft correction editor is to alter or dynamic draft correction profile files which can be used by Hydromagic to <u>correct soundings</u>. When surveying using <u>RTK tides</u>, you don't have to correct for dynamic draft.

### **Dynamic draft corrections**

After starting the dynamic draft correction editor, you will start with a blank profile. You can add new records to this profile or open an existing profile file for modification. You can open or save file via the "File" menu. When opening the example dynamic draft file which ships with the Hydromagic ("example.dft"), the editor should look like this:



Use the dynamic draft editor editor to generate or alter dynamic draft editor profile files when applicable.

Hydromagic draft correction files are stored as simple ASCII files, so you should also be able to edit these files with your favorite text editor. Please note that the depths and speed values are in meters and kilometers per hour, so when you prefer imperial units you should probably use the editor instead:

```
0.00 0.00
1.00 0.20
3.00 0.40
5.00 0.60
```

ASCII Contents of a Hydromagic dynamic draft correction file.

### Adding records manually

You can add new records to the table by clicking the "Plus" button, or by pressing the "Insert" key on your keyboard. A new data row will be added in which you can enter a new depth - sound velocity pair. To remove a record, select it in the table and press the "Delete" key on your keyboard or by clicking the "Minus" button. To clear the entire table, click the button marked with an "X" or select "Remove All..." from the "Edit" menu.

To undo or redo an operation you can use the "Undo" and "Redo" buttons in the tool bar, or select the "Undo" and "Redo" options from the "Edit" menu. (or use the dedicated shortcut keys for these operations: Control-Z and Control-Y).


Double-click on a table cell to alter its contents.

## Saving the correction file

When all speed - draft correction pairs have been entered into the table, select the "Save..." option from the "File" menu. After saving the file, it can now be selected in <u>the sound velocity and dynamic draft</u> <u>corrections page</u>.

# 6.7 Correcting Data

## **Correcting data**

The sounding wizard offers a large collection of tools to correct your raw data files. It contains a <u>data</u> <u>filtering utility</u>, <u>echogram editor</u>, <u>position editor</u> and <u>much more</u>. After correcting all raw data files, click the "Next" button to proceed to the <u>final step</u>.

Generate sounding(s) from raw data file(s)	х
Correct your raw data file(s) using editing or filtering	*
1. Filter your data	
Use the filtering utility to filter unwanted or out-of-range data from your raw data files by supplying a range of valid values for the different data types.	Titter
2. Edit echogram(s)	
Before generating the soundings, please use the "Echogram Editor" to remove spikes and invalid values from the depth data.	🥜 Edt
3. Edit position data	
Using this map display, you can select and remove incorrect GPS or RTK positions from your position data by just selecting the points using the mouse.	🥜 Edt
4. Other tools	
Click the "Tools" button to show a collection of other data processing tools, like manual editing time shifting, latency correction, unit conversion, coordinate conversion and more.	Tools
< Back Next	> Cancel

The data correction page of the sounding wizard offers multiple tools to correct your raw data.

## **Option #1 - Filter your data**

Use the <u>filtering utility</u> to filter unwanted or out-of-range data from your raw data files by supplying a range of valid values for the different data types. It is recommended to use this function to remove peaks and zero's from your sounding data before you edit the sounding using the echogram editor.

## **Option #2 - Edit echogram(s)**

The <u>echogram editor</u> allows you to remove spikes, null soundings and other errors directly from the echogram. All you have to do is select the invalid data and click the "remove selection" button.

## **Option #3 - Edit position data**

The <u>position editor</u> can be used to remove invalid (GNSS) position fixes from the raw data. You can also use this tool to remove any data which is outside of a predefined boundary.

#### **Option #4 - Other tools**

By clicking the "Tools..." button, a second screen is displayed with a collection of <u>miscellaneous tools</u>, including: <u>device latency correction</u>, <u>time correction</u>, <u>manual editing</u>, <u>PPK processing</u> and <u>offsets</u>.

## 6.8 Filter Tool

## Raw data filtering tool

Using the "Raw Data Filtering" tool should be your first step in order to clean your data. By removing obvious errors in measurement data, such as depth values lower then your static draft (echo sounder

sition Data		Elevation and Tides	
Filter position data		Filter elevation data	
Minimum fix status:	No Fix	<ul> <li>Minimum ellipsoid height:</li> </ul>	42.00
Minimum satellite count:	6	Maximum ellipsoid height:	45.00
Maximum HDOP value:	2.00	Minimum M.S.L. height:	0.00
Maximum VDOP value:	2.00	Maximum M.S.L. height:	0.00
Maximum PDOP value:	2.00	Minimum Tide value:	0.00
		Maximum Tide value:	0.00
pth Data		Motion Data	
Filter depth data		Filter motion data	
Minimum Depth (Hi-Freq):	0.30	Minimum heave value:	0.00
Maximum Depth (Hi-Freq):	30.00	Maximum heave value:	1.00
Minimum Depth (Lo-Freq):	0.30	Maximum pitch value (absolute):	22.5
Maximum Depth (Lo-Freq):	30.00	Maximum roll value (absolute):	22.5
Use this raw data filtering instance to filter out inval <u>Click here to open the doc</u>	tool to remove raw data r d depths readings (or zero sumentation for the raw dat	ecords which contain out of range data. You can o values), GNSS positions with low accuracy or inv <u>a filtering tool.</u>	use this functionality for valid motion data.

offset), or position observations calculated when, for example, the RTK fix was lost, you save yourself valuable time in the next step of the data cleansing process.

Use the "Raw Data Filtering" tool to remove records with out of range values from your raw data file(s).

### **Position data**

You can use this option to filter out unreliable position data. This is especially important when the elevation data reported by your GNSS receiver is used to calculate tide levels. To enable this filter, check the "Filter position data" check box first. When enabled, you can enter maximum values for the dilution of precision data as well as the minimum satellite count and GNSS fix quality.

When your project relies on RTK-Fixed position data, you might want to delete all position records which are generated while the RTK-fix was temporarily lost. If this is the case, it is recommended to select "RTK Fixed" option for the "minimum fix status" setting. Please do not use this filter when you plan to correct your positions with <u>PPK (Post Processing Kinematic)</u>.

## **Depth data**

It is recommended to use this option before the echogram editor, because you can use this to filter out spikes and zero values. Just check the "Filter depth data" checkbox and enter the minimum and maximum expected depth for the low and high frequency soundings.

## Motion data

You only need this feature when using a motion sensor for pitch, roll and heave. Check the "Filter motion data" checkbox and enter the maximum angles for pitch and roll, and the expected range for the heave

corrections received from either the echo sounder or motion sensor. Skip this option when no motion sensor was used during the survey.

## Start Filtering

When all options have been configured, just click the "Apply" button to start the filtering process. When one of the filters has been applied, a new modified raw data file is written in the "Modified" folder in your project root.

## 6.9 Echogram Editor

## **Echogram editor**

The echogram editor is the most powerful tool in Hydromagic to remove sounding errors by using an echogram. Because an echogram is displayed, which shows the relation between time and depth, you can easily see which data does not make sense and take appropriate actions.

In the echogram editor you have the following tools to clean the echo sounder data:

- Range filter similar to the one in the filter tool
- Data selection and remove select data to remove using the mouse;
- Median filter use a "median filter" to filter out small spikes and smooth the data;
- Mean filter use a mean filter to filter out small spikes and smooth the data;

The example below shows an echogram before filtering. In this example we will first filtered out the zero values using the range filter, then the largest spikes will be removed using the mouse and finally the median filter will be applied to smooth the data.



Example of an echogram with lots of spikes and noise.

## **Range Filter**

When you didn't apply this filter by using the <u>filter tool</u>, you can filter out of range data from within the echogram editor as well, otherwise you can skip this step and proceed to the removing of the spikes using your mouse.

Looking at the example above, as you can see there are spikes starting at 0.00 meters, which are obviously measurement errors (the echo sounder couldn't detect the bottom so it returned zero depth instead). To filter the data by range, click the small arrow next to the left-most button and select the first "Range Filter..." option, or the second to apply the filter to all <u>selected raw data files</u>.

Eye4Software Hydromagic - Echogram Editor							
🝸 • 🖪 🛸	19	C* 144 44 149 1991	1				
Filters 🕨	T	Median Filter	Г				
0.00	T	Mean Filter	L				
	Y	Range Filter					
1.30	7.	Median Filter	r				
2.60	7.	Mean Filter					
	7.	Range Filter					
3.90	TI	NULLIA M	ŀ				

Use the range filter tool to filter out spikes starting at zero.

Now enter the minimum and maximum allowed depths. Especially the minimum depth is important here: For the minimum depth value it is recommended to set the <u>static draft</u> (echo sounder offset) plus approximately 0.3 meter (or 1 feet), since most echo sounders are unlikely to report (accurate) depths below this value. For instance, when the distance between the transducer and the waterline is 0.60 meter, add 0.90 meter as lowest possible value.

Select depth range		×
Depth Range		
Minimum allowed depth:	0.30	m
Maximum allowed depth:	30.00	m
	🗸 ОК 🗙	Cancel

Select the minimum and maximum allowed depth values.

Click "OK" to apply the filter. Changes should be visible in the echogram immediately:



Spikes starting at the water surface are now removed thanks to the range filter.

## Removing the remaining spikes by hand

The remaining spikes can be removed by hand. Just remove spikes which are larger then a couple of millimeters on the screen: small spikes will be smoothed out when applying the median filter after this step. When using a dual frequency echo sounder, it is recommended to remove the spikes for one channel at a time. You can switch between "Low Frequency", "High Frequency" and "Dual Frequency" by clicking the boxes at the bottom of the window. When dual frequency is selected, you can select both low and high frequency spikes or data for deletion, when working on a single channel, only the data selection for this channel will be deleted.

When you accidentally removed too much data, just click the "Undo" button or press "Control"+"Z" on your keyboard to undo the last step. In the unlikely scenario that everything has been lost beyond repair, just go to the <u>file selection page</u> and choose the "Start editing from original raw data" option to start from the original raw data.

To remove a single or a collection of spikes, click and hold the right mouse button and draw a rectangle around the 'peaks' of the spikes. To make thinks easier, you can use the scroll wheel on your mouse to zoom in and out on the data, so you can select with more accuracy.

When the selection seems okay, just press the "DEL" key on your keyboard to remove the data, or click the second left-most button in the echogram editor's tool bar. Repeat this step until you are satisfied with the result.



The example echogram as shown above, but after finishing the manual spike removal. Only small spikes remain visible

## **Median and Mean filters**

The median and mean filters can be used to further smooth the data which also suppressed the latest small spikes that were left behind after the manual spike removal process. To apply the median filter, click the small arrow next to the left-most button and select the first "Median Filter..." option, or the second to apply the filter to all selected raw data files.



Use the median filter tool to further smooth the data after manual spike removal.

You can apply the median filter multiple times until the desired smoothing level has been reached. When there are still spikes, you can remove them by hand and then apply the median filter again. The mean filter can also be used to smooth the data, although we recommend to use the median filter since it leaves the data more intact. When we applied smoothing we should end up with a smooth, filtered echogram like the one below:



Same echogram as the first example on this page, but after filtering, spike removal and smoothing.

## Echogram editor tool bar

₹.		5	ŋ	Gr.			₽₽		5	4	€	P	P	
а	b	С	d	е	f	g	h	i.	j	k	Т	m	n	0

#### (a) - Remove Selection

To remove spikes and zero value, you can select the data by clicking and holding the right mouse button.

When the invalid data has been selected, click this button to remove it from the data file.

#### (b) - Filter echogram (remove spikes!)

Use one of the built in data smoothing and filtering to remove spikes and noise from the data. Supported filter algorithms include median and mean filtering.

#### (c) - Reload echogram

Reload the echogram from disk

### (d) - Undo operation

Use this button when you removed data by accident. This button undoes the last operation.

### (e) - Redo operation

Redo an operation which has been undone.

#### (f) - Scroll to begin

Scroll to the beginning of the echogram, only available when zoomed in.

## (g) - Scroll back

Scroll back one screen, only available when zoomed in.

```
(h) - Scroll forward
```

Scroll forward one screen, only available when zoomed in.

(i) - Scroll to end

Scroll to the end of the echogram, only available when zoomed in.

(j) - Select the previous data file

Select to the previous raw data file in the collection of files you are currently editing.

```
(k) - Select the next data file
```

Select to the next raw data file in the collection of files you are currently editing.

(I) - Zoom In

Zoom in on the data which is currently visible.

### (m) - Zoom Out

Zoom out on the data which is currently visible.

#### (n) - Zoom All

Reset all zoom operations, shows all data in the file.

#### (o) - Print echogram

Send the current echogram view to a printer or plotter.

## 6.10 Position Editor

## **Position editor**

The position editor allows you to quickly remove any unwanted or erroneous position fixes from a raw data file. You can also use this tool to quickly remove any data which is outside the project's boundaries and no longer needed.



Use the position editor to remove unwanted or erroneous position data from a raw data file.

The position editor is part of the "Sounding Wizard" and can be found on the the data correction page. To start the position editor, just click the "Edit..." button in the "Edit position data" section shown below:

Generate sounding(s) from raw data file(s)	×
Correct your raw data file(s) using editing or filtering	*
1. Filter your data	
Use the filtering utility to filter unwanted or out-of-range data from your raw data files by supplying a range of valid values for the different data types.	Titer
2. Edit echogram(s)	
Before generating the soundings, please use the "Echogram Editor" to remove spikes and invalid values from the depth data.	🥜 Edit
3. Edit position data	
Using this map display, you can select and remove incorrect GPS or RTK positions from your position data by just selecting the points using the mouse.	6 Edit
4. Other tools	
Click the "Tools" button to show a collection of other data processing tools, like manual editing time shifting, latency correction, unit conversion, coordinate conversion and more.	E Tools
< Back Next	> Cancel

The position editor can be found on the data correction page of the "Sounding Wizard".

## Using the position editor

Using the position editor is very easy. Just select the positions you want to remove with the mouse with the right button pressed. When the selection is done, click the remove "selection button" to remove the unwanted positions from the raw data file.

When done editing the positions or GPS fixes, click the "OK" button to save your changes. To discard, click "Cancel". When positions has been removed, a new modified raw data file is written in the "Modified" folder in your project root.

## **Position editor toolbar**



#### (a) - Remove Selection

To remove invalid or out of bounds GPS positions, you can select the data by moving the mouse while press and holding the right button.

When the invalid data has been selected, click this button to remove it from the data file.

#### (b) - Reload positions

Reload the GPS positions from disk.

#### (c) - Undo operation

Use this button when you removed data by accident. This button undoes the last operation.

#### (d) - Redo operation

Redo an operation which has been undone.

#### (e) - Select the previous data file

Select to the previous raw data file in the collection of files you are currently editing.

#### (f) - Select the next data file

Select to the next raw data file in the collection of files you are currently editing.

## (g) - Toggle panning

When the panning mode has been selected, you can drag the map around with your mouse cursor while holding the left mouse button.

#### (h) - Zoom in

Zoom in on the data which is currently visible.

## (i) - Zoom out

Zoom out on the data which is currently visible.

#### (j) - Zoom all

Reset all zoom operations, shows all data in the file.

## (k) - Print echogram

Send the current echogram view to a printer or plotter.

#### (I) - File indicator

Show the name of the file you are currently editing. To change the file, click the 'e' or 'f button.

#### (m) - Position display

Displays the X or easting position of the mouse cursor.

#### (n) - Position Display

Displays the Y or northing position of the mouse cursor.

## 6.11 Miscellaneous Tools

## Miscellaneous processing tools

The "data processing tools collection" can be opened by clicking the "Tools..." button in the data correction step of the "generate sounding wizard". A screen with an overview of the various processing tools is displayed and should look like the screenshot below:

Raw data processing tools collection	×
Apply Offsets Use this tool to apply offset(s) to depth, elevation, tide or heave values for one or multiple raw data files.  Qffsets	]
Table Editor         The table editor can be used to manually alter your raw data using a table or spreadsheet view. Use this tool to alter data which cannot be modified using one of the other tools.	
PPK Processing The PPK processing tool can be used to apply base station corrections to your survey position in cases where you did not have access to RTK base station data during the survey.	]
Adjust Latency Use the latency utility to correct your raw data and sounding for latency errors. You can set a latency for a device, or adjust a latency which has been set during the survey.	]
Adjust ime Use the time utility to correct the timestamps in your raw data file(s). This can be useful after surveying with an invalid time setting in your PC, or when transferring data into another timezone.	1
V OK X Cancel	

The (advanced)processing tools collection part of the "Sounding Wizard".

## Latency Adjustment

Use the latency utility to correct your raw data and sounding for latency errors after data has been collected. You can set a latency for a device, or adjust a latency which has been set during the survey. Click the "Latency..." button to start the "Latency Adjustment Tool".

RAW00001		-	Prev	-	Next			
DEPTH		4	Prev	-	Next			
0	ms							
15	ms	🗹 Appl	ly to all mo	dified ra	w data files			
Use the latency adjustment tool to adjust the latency for one or more devices after survey has been completed. See the documentation for details on how to use this. Click here to view the documentation on how to adjust latency								
	RAW00001 DEPTH 0 15 ency adjustment 1 been completed. o view the docum	RAW00001 DEPTH D ms 15 ms ency adjustment tool to adjust been completed. See the docu o view the documentation on h	RAW00001	RAW00001 Prev DEPTH Prev D ms 15 ms Apply to all more ency adjustment tool to adjust the latency for one been completed. See the documentation for deta to view the documentation on how to adjust latence	RAW00001 Prev Prev DEPTH Prev ms 15 ms Apply to all modified ra ency adjustment tool to adjust the latency for one or mor been completed. See the documentation for details on he o view the documentation on how to adjust latency 	RAW00001 Prev Next DEPTH ms 15 ms Apply to all modified raw data files ency adjustment tool to adjust the latency for one or more devices a been completed. See the documentation for details on how to use th o view the documentation on how to adjust latency  OK X Car		

Fix latency errors with the latency adjustment tool.

## **Time Adjustment**

Use the time utility to correct the timestamps in your raw data file(s). This can be useful after surveying with an invalid time setting in your PC, or when transferring data into another timezone. Click the "Time..." button to start the "Time Adjustment".

Raw Data To	ols - Time Adjustment			×
Naw Data it	ois - nine Aujustinent			~
Specify the	amount of time to shift			
Hours:	6	Seconds:	0	
Minutes:	0	Miliseconds:	0	
Direction:	Forward ~		😮 Reset All	
Raw data	selection			
Files:	RAW00001;RAW00002	;		
			2010 Select	
Data type	selection			
Type(s):	POSITION, DEPTH, MOT	ION, TIDE, HEADIN	IG, SPEED, SOUNDEVELOCITY	
			🛱 Select	
Use whe Clic	the time adjustment tool on the data is recorded with the here to view the document	to shift your data hen there was a p entation on how to	in time, which might be useful roblem with time(zone) settings adjust timestamps	
			🗹 OK 🗙 Can	cel

Fix time(zone) setting errors with the time adjustment tool.

## Offsets

Use the offsets utility to apply offset(s) to depth, elevation, tide or heave values for one or multiple raw data files. Click the "Offsets..." button to start the "<u>Offsets tool</u>".

Echosounder Offset	5	
Depth (Hi):	0.45	Meters
Depth (Lo):	0.45	Meters
	Swap high and lo	w frequency depths
Elevation Offsets		
Tide Receiver:	0.000	Meters
Mean Sea Level:	0.000	Meters
Ellipsoidal Height:	0.000	Meters
Heave Correction:	0.000	Meters
Notion Sensor Offse	ts	decrees
Ship Roll:	0.000	degrees
Ship Pitch:	0.000	oegrees
	Swap sign - roll (- Swap sign - pitch	+/-) (+/-)
Position Offsets		
Easting:	0.000	Meters
Northing:	0.000	Meters
Raw data selection		
Raw Data Files:	RAW00001;RAW00	002;
		C Select
Use this tool Please note t	to set fixed vertical or r hat the 'Tide' offset is o	notion data offsets for the selected data. Inly applied to tide receiver data (not RTK).

Use the offsets utility to apply various offsets to your raw data files.

## **Table Editor**

Use the table editor to edit records manually, or to delete ranges of records. Because manual processing takes a lot of time, this is the last option to use. Click the "Edit..." button to start the "Table Editor".

268

Time East 2:41:00.016 PM 1989	ting	Northing	Ellipsoid	MSL	UTC	
2:41:00.016 PM 1989						
	961.267	506352.542	51.325	4.408	134100.000	
2:41:01.007 PM 1989	961.269	506352.557	51.338	4.421	134101.000	
2:41:02.012 PM 1989	961.289	506351.105	50.765	3.848	134102.000	
2:41:03.018 PM 1989	961.293	506351.105	50.775	3.858	134103.000	
2:41:04.008 PM 1989	961.304	506351.103	50.772	3.855	134104.000	
2:41:05.014 PM 1989	961.298	506351.091	50.785	3.868	134105.000	
2:41:06.020 PM 1989	961.303	506351.092	50.785	3.868	134106.000	
2:41:07.012 PM 1989	961.314	506351.067	50.785	3.868	134107.000	
2:41:08.017 PM 1989	961.302	506352.567	51.371	4.454	134108.000	
2:41:09.023 PM 1989	961.323	506351.056	50.781	3.864	134109.000	
2:41:10.029 PM 1989	961.329	506351.040	50.761	3.844	134110.000	
2:41:11.020 PM 1989	961.331	506351.043	50.785	3.868	134111.000	
2:41:12.010 PM 1989	961.333	506351.016	50.761	3.844	134112.000	
2:41:13.017 PM 1989	961.334	506351.007	50.753	3.836	134113.000	
2:41:14.021 PM 1989	961.341	506350.998	50.752	3.835	134114.000	
2:41:15.027 PM 1989	961.331	506352.516	51.308	4.391	134115.000	

Use the table editor to manually alter or delete data.

## **PPK Processing**

The PPK Processing tool can be used to replace low-accuracy position data in your raw data files with sub-centimeter accuracy position data by applying "Post Processing Kinematic" files generated by for instance the free "RTKLib" software package. Click the "Process..." button to start the "PPK Processing Tool".

Raw Data Tools	- Post Proc	essing Kinematic	:				×		
Select PPK Cor	rection Data	File							
File Name:	H:\503707	80.pos							
					Browse	箭	<u>V</u> iew		
Coordinate Op	tions								
O Input file h	has easting a	nd northing coordi	inates (projec	ted)					
Input file h	Input file has longitude and latitude coordinates (geographic)								
Coordinate	Format:	DDD.DDDDD	~						
Coordinate Re If the coordin select the coo Currently sele	ference Syst ates stored i rdinate syst ected:	tem n the file are not ir em used by clicking WGS84	n WGS84 geog 3 on the 'Selec	raphic coor t' button.	dinates,		Select		
Define PPK file	format or se	elect pre-defined fo	ormat from list	t					
Predefined File	e Type:	RTKLIb POS File					~		
Date Format:		YYYY MM DD	~	(select cor	rect order)				
Time Format:		HH:MM:SS.mmm	~	(select cor	rect order)				
Comment Pref	fix:	%							
Date Field #:		1	•						
Time Field #:		2	•						
X or Longitude	e Field #:	4	÷						
Y or Latitude F	Field #:	3	÷						
Geoid or Ellips	oid Field #:	5	÷						
Time Offset:		0	minutes			۲	Test		
The Post Processing Kinematic function can be used to correct position data using PPK correction files generated with for instance RTRLib. Click here for detailed documentation on how to use PPK in Hydromagic. OK X Cancel									

Use the PPK processing tool to apply PPK correction files to your raw position data.

## 6.12 Latency adjustment tool

## Raw Data Tools - Latency Adjustment Tool

In Hydromagic, latency is the difference in time between taking a measurement and the time that this data is received and processed at one of the Hydromagic plugins. For example, this is when a GNSS receiver calculates the position and when Hydromagic is ready to write the data record to disk.

This delay can cause position errors when it is large enough, because Hydromagic is using timestamps of incoming data to calculate the positions of soundings received between position updates. The higher the speed of the vessel during the survey, the larger these errors can become. To calculate this error, you can multiply the delay in seconds by the speed in meters per second. This means that when surveying at a speed of 5 kilometers per hour, an error of 14 centimeters can occur if there is a delay of 100 milliseconds (0.100 second) in the received and processed data.

When you have the option to measure this delay, you can enter it in the <u>plugin</u> settings. In case you discover the delay after the survey is completed, you can use the latency adjustment tool to correct it afterwards.

The latency adjustment tool is part of the "Sounding Wizard" and can be found on the <u>raw data</u> <u>processing tools page</u>. To start the position editor, just click the "Latency..." button in the "Latency" section as shown below:

Raw data processing tools collection	×
Apply Offsets Use this tool to apply offset(s) to depth, elevation, tide or heave values for one or multiple raw data files.	
Table Editor         The table editor can be used to manually alter your raw data using a table or spreadsheet view. Use this tool to alter data which cannot be modified using one of the other tools.	
PPK Processing The PPK processing tool can be used to apply base station corrections to your survey position in cases where you did not have access to RTK base station data during the survey.	
Adjust Latency Use the latency utility to correct your raw data and sounding for latency errors. You can set a latency for a device, or adjust a latency which has been set during the survey.	
Adjust ime Use the time utility to correct the timestamps in your raw data file(s). This can be useful after surveying with an invalid time setting in your PC, or when transferring data into another timezone.	
V OK X Cano	xel

The latency adjustment tool can be found on the data correction page of the "Sounding Wizard".

## Detecting latency for your GNSS receiver

Detecting latency for your GNSS receiver is the easiest. Make sure to enable the "ZDA" <u>NMEA0183</u> sentence and compare the time this message has been received with the time from your computer. Note that this only works if your computer is synchronized with a time server. You can use the "Show Trace" button to view the incoming NMEA0183 data in the original raw data file:

```
3/18/2020 2:40:53.019 PM $GPZDA,134053.020,18,03,2020,00,00*5E

3/18/2020 2:40:54.010 PM $GPGGA,134054.00,5232.58150816,N,00602.11427370,E,1,7,1.3,

3/18/2020 2:40:55.015 PM $GPZDA,134054.020,18,03,2020,00,00*59

3/18/2020 2:40:55.015 PM $GPGGA,134055.00,5232.58224474,N,00602.11427476,E,1,6,2.0,

3/18/2020 2:40:55.015 PM $GPZDA,134055.020,18,03,2020,00,00*58

3/18/2020 2:40:56.006 PM $GPZGA,134056.00,5232.58224721,N,00602.11427776,E,1,6,2.0,

3/18/2020 2:40:56.022 PM $GPZDA,134056.020,18,03,2020,00,00*58

3/18/2020 2:40:57.012 PM $GPZDA,134056.020,18,03,2020,00,00*58

3/18/2020 2:40:57.012 PM $GPGGA,134057.00,5232.58224632,N,00602.11428281,E,1,6,2.0,
```

Example of some ZDA NM EA0183 sentences recorded with a Trimble GNSS receiver.

As you can see in the example above, the difference between the GNSS clock and the PC clock is up to 6 milliseconds (position error of 8 mm at 5 km / h). So you don't need to correct it. When you encounter higher values, calculate the average and use it for GNSS latency. Note that there will be a larger error due to time zone differences. Only compare the seconds values, as <u>underlined</u> in the example above !

## Detecting latency for your echo sounder

The latency for an echo sounder may be more difficult to determine. The method often used is by surveying a slope in two directions (forward and backward). When you record and display this on the map, the depth values for the forward and backward direction should match when latency is set correctly. Run this tool and increment the latency value for your sounder until you get the best results. It is important to check the generated soundings for the result.

## Adjusting latency values

In Hydromagic raw data files, the timestamp and latency values are stored separately. This means the current latency setting is known, and you can adjust it with the possibility to undo the setting. The latency adjustment tool allows you to set the latency for position, depth and motion data separately:

ile:	RAW00001		-	Prev	-	Next	
Data:	DEPTH		-	Prev	-	Next	
Old Latency:	0	ms					
vew Latency:	15	ms	🗹 Арр	ly to all mo	odified ra	aw data files	
Use the l survey h Click her	latency adjustment as been completed e to view the docur	tool to adju . See the do mentation on	st the late cumentat how to a	ency for or ion for det diust latenc	ne or mo tails on h	re devices at ow to use th	te is.

Fix latency errors with the latency adjustment tool.

You can click the "Prev" and "Next" buttons to step through the various raw data files to see the current settings. The second pair of "Prev" and "Next" buttons can be used to select the raw data type (position, depth or motion). If you want to apply the new latency setting to all raw data files, you must check the "Apply to all modified raw data" option.

In order to see the result of the correction, generate sounding(s) and check the results in the map viewer. When the result gets worse, decrease the latency, otherwise increase the latency. After changing the latency values of one or more raw data files, the changes are saved in the "Modified" raw data folder. This does not affect your <u>original survey data</u>.

RAW00001 - Notepad			- 🗆 X	
	1425576892 571 0	000	DT 1 4 52 MT	^
DPT 00000000 20000001 1	1425576892 546 0	025	1 530 0 000	
TRC 00000000 20000001	1425576892 675 0	023	4.550 0.000 DT H 4 47 MT	
DPT 00000002 20000001 2	1425576892 650 0	025	0 000 4 500	
TRC 00000000 20000001	1425576892 769 0	023	DT 1 4 56 MT	
DPT 00000000 20000001 2	1425576892 744 0	025	4 530 0 000	
TRC 00000000 20000001	1425576892 874 0	023	4.550 0.000 DT H 4 50 MT	
DPT 00000002 20000001 2	1425576892 849 0	025	0 000 4 500	
TPC 00000000 20000001	1425576892.849 0	023	DT 1 4 55 MT	
DPT 00000000 20000001 1	1425576892 966 0	025	1 550 0 000	
TPC 00000000 20000001	1425576893 075 0	023		
TRC 00000000 20000001	1425576893 169 0	0000	\$GDGGA 173450 00 2046 02119	
POS 00000000 20000002	1425576893.169.0	0.000	721667 /77 7702175 689 651	
GDS 00000000 20000002 1	1425576895.109 0	0.000		
DOD 00000001 20000002 .	1425576855.169 0	0.000		
DOF 0000001 2000002 .	1425576855.109 0	0.000		
TPC 00000002 20000001 .	1425576655.050 0	0.025	¢CNVTC 020 CE0 T 062 E20 M	
TRC 0000000 2000002 .	1425576655.172 0		Juliv I G, 039.059, I, 002.529, M,	
SPD 00000000 20000002 .	1425576893.172 0	0.000	4.7	
	14255/0893.1/2 0		טט.ט ט.טט סד ג ג בא אד	
TRC 00000000 20000001	14255/6893.1/0 0	0.000		
DP1 00000001 20000001 1	14255/6893.145 0	0.025	4.560 0.000	
IKC 00000000 20000001 .	14255/6893.2/3	0.000	DI H 4.48 MI	4

Example Hydromagic raw data file with latency for echo sounder set to 25 milliseconds.

# 6.13 Time adjustment tool

## Raw Data Tools - Time Adjustment Tool

The time adjustment tool can be used to shift the timestamps in the raw data files with a specified amount. You can apply the shift to a selection of raw data files or raw data types, like position, depth, motion, tide, heading, speed or sound velocity. Most probably, you are going to use this tool for one of the following scenarios:

- While recording data, the time or timezone of your computer was set incorrectly;
- One of the devices used built in time stamps, but the time zone used was wrong;
- After <u>importing raw data</u> files without setting the proper date.

When data has been shifted in time, it is impossible for the "Sounding Wizard" to combine the data to generate soundings. This is especially true in cases where you want to apply a <u>tide observation</u> or <u>post</u> <u>processing kinematic correction file</u> on a dataset which has the timestamps wrong. This is where the time adjustment tool comes to the rescue.

The Time adjustment tool is part of the "Sounding Wizard" and can be found on the <u>raw data processing</u> tools page. To start the position editor, just click the "Time..." button in the "Time" section as shown below:

Raw data processing tools collection	×
Apply Offsets Use this tool to apply offset(s) to depth, elevation, tide or heave values for one or multiple raw data files.	
Table Editor         The table editor can be used to manually alter your raw data using a table or spreadsheet view. Use this tool to alter data which cannot be modified using one of the other tools.	
PPK Processing The PPK processing tool can be used to apply base station corrections to your survey position in cases where you did not have access to RTK base station data during the survey. Process	
Adjust Latency Use the latency utility to correct your raw data and sounding for latency errors. You can set a latency for a device, or adjust a latency which has been set during the survey. Latency	
Adjust ime Use the time utility to correct the timestamps in your raw data file(s). This can be useful after surveying with an invalid time setting in your PC, or when transferring data into another timezone.	
V OK X Cancel	

The time adjustment tool can be found on the data correction page of the "Sounding Wizard".

## Adjusting Time

To apply a time shift, just enter the values for hours, minutes, seconds and milliseconds and select the direction (forward to add the selected amount of time to the timestamps, or backward to subtract). With the "Select..." buttons you can select the raw data file(s) and raw data type(s) to apply the time adjustment to.

After changing the timestamp values of one or more raw data files, the changes are saved in the "Modified" raw data folder. This does not affect your <u>original survey data</u>.

Raw Data To	ools - Time Adjustment			х
Specify the	e amount of time to shift			
Hours: Minutes:	6 0	Seconds: Milliseconds:	0	
Direction:	Forward		😢 Reset Al	
Raw data	selection			
Files:	RAW00001;RAW00002	2;	2 Select	
Data type	selection			
Type(s):	POSITION, DEPTH, MOT	ION, TIDE, HEADIN	IG,SPEED,SOUNDEVELOCITY	
			🗟 Select	
Use whe	the time adjustment tool en the data is recorded wi k here to view the docum	to shift your data hen there was a pr entation on how to	in time, which might be useful roblem with time(zone) settings. adjust timestamps	
			🧹 OK 🗙 Cano	el

Fix time(zone) setting errors with the time adjustment tool.

# 6.14 Apply Offsets

The "Apply Offsets" tool can be used to apply fixed offsets to a couple of vertical measurements, including depth, tide, mean see level, ellipsoidal height and heave.

The tool can be used to correct or inverse motion sensor data as well.

To start applying offsets to your data, click the "Offsets" button from the "Data processing tools collection" screen, which can be opened by clicking the "Tools..." button on <u>page 5</u> of the sounding wizard.

Raw Data Tools - App	oly Offsets	×
Echosounder Offset	s	
Depth (Hi):	0.45	Meters
Depth (Lo):	0.45	Meters
	Swap high and low	frequency depths
Elevation Offsets		
		1
Tide Receiver:	0.000	Meters
Mean Sea Level:	0.000	Meters
Ellipsoidal Height:	0.000	Meters
Heave Correction:	0.000	Meters
Motion Sensor Offse	ts	
Ship Roll:	0.000	degrees
Ship Pitch:	0.000	degrees
	Swap sign - roll (+	(-)
	Swap sign - pitch (	(+/-)
Position Offsets		
Easting:	0.000	Meters
Northing:	0.000	Meters
Development of the		
Raw data selection		
Raw Data Files:	RAW00001;RAW000	002;
		<u>Select</u>
Use this tool Please note t	to set fixed vertical or m hat the 'Tide' offset is o	notion data offsets for the selected data. nly applied to tide receiver data (not RTK).
Click here to	view the documentation	on how to apply offsets to raw data.
😣 Reset Al		V OK X Cancel

## **Configuring offset options**

## Depth

Use the "Depth (Hi)" and "Depth (Lo)" fields to correct the measured depth. You can use this function when you created a sounding without, or with an incorrect transducer offset.

## Tide

Use the "Tide" field to apply a fixed offset to the tide values. This function can be used to apply a fixed tide, or to correct your tide receiver or RTK tide measurements.

## Mean Sea Level

Use the "Mean Sea Level" field when you use the MSL field from your GPS to calculate tide levels. This is only used in rare cases where a geoid has been programmed in the RTK receiver, and the MSL field is used to output the height relative to a vertical datum.

### **Ellipsoidal Height**

Use the "Ellipsoidal Height" field to correct the height measured by a RTK receiver. This correction can be useful when an incorrect antenna height was configured during surveys.

#### Heave

Use the "Heave" field to correct heave values in cases where the heave sensor wasn't correctly calibrated before performing a survey. You can calibrate the heave sensor in the "Calibration" tab of the "Preferences" dialog.

#### **Roll and Pitch**

Use the "Roll" and "Pitch" fields to correct these motion values when an IMU wasn't correctly calibrated before performing a survey. You can calibrate IMU sensors in the "Calibration" tab of the "Preferences" dialog.

#### Swap roll and pitch sign

Use this function to swap the angle direction of your IMU in cases where the following conventions are not met:

Positive roll value => starboard up; Positive pitch value => stern up; Negative roll value => port up; Negative pitch value => bow up;

When your IMU works the other way around for one of the motion directions, check the box to invert the value before using it to correct your sounding data.

## **Data Selection**

You can apply the offsets to a single or all raw data files. In most cases, when an invalid setting was used during the entire survey, you have to apply the corrections to all files.

To start processing the data, click the "OK" button. This should not take longer then a couple of seconds, depending on the size of the data.

## 6.15 Table Editor

## Table editor

The table editor allows you to modify any value, except for timestamps, in a raw data file directly. It is recommended to use this editor only in cases where any of the other tools can't be used. You can also use this editor to analyze and export raw data.

Time	Fasting	Northing	Filipsoid	MSI	UTC		1
2:41:00.016 PM	198961.267	506352.542	51.325	4.408	134100.000	-	
2:41:01.007 PM	198961.269	506352.557	51.338	4.421	134101.000		l
2:41:02.012 PM	198961.289	506351.105	50.765	3.848	134102.000		
2:41:03.018 PM	198961.293	506351.105	50.775	3.858	134103.000		
2:41:04.008 PM	198961.304	506351.103	50.772	3.855	134104.000		
2:41:05.014 PM	198961.298	506351.091	50.785	3.868	134105.000		
2:41:06.020 PM	198961.303	506351.092	50.785	3.868	134106.000		
2:41:07.012 PM	198961.314	506351.067	50.785	3.868	134107.000		
2:41:08.017 PM	198961.302	506352.567	51.371	4.454	134108.000		
2:41:09.023 PM	198961.323	506351.056	50.781	3.864	134109.000		
2:41:10.029 PM	198961.329	506351.040	50.761	3.844	134110.000		
2:41:11.020 PM	198961.331	506351.043	50.785	3.868	134111.000		
2:41:12.010 PM	198961.333	506351.016	50.761	3.844	134112.000		
2:41:13.017 PM	198961.334	506351.007	50.753	3.836	134113.000		
2:41:14.021 PM	198961.341	506350.998	50.752	3.835	134114.000		
2-41-15.027 PM	198961.331	506352.516	51.308	4.391	134115.000		

Use the table editor to manually alter raw data file content.

## Using the table editor

Data in the table editor is sorted per sensor type:

- Depth
- Position
- Heading
- Speed
- GPS information
- Tide
- Motion
- DOP
- Sub Bottom information

You can use the buttons (c) and (d) to switch between the different tables.

To alter values in the table editor, just double click a cell in the data grid and type the new value. Press enter, or click another cell with the mouse when done.

In addition to modifying values, it is also possible to delete one or more data rows using the toolbar.

When done editing raw data, click the "OK" button to save your changes. To discard, click "Cancel" When data has been altered, a new modified raw data file is written in the "Modified" folder in your project root.

## Table editor toolbar

۲	4	2	3	•	8	ŋ	Cr.	3	H	POSITION	RAW00009
а	ь	с	d	e	f	g	h	i	j	k	1

#### (a) - Select the previous data file

Select to the previous raw data file in the collection of files you are currently editing.

## (b) - Select the next data file

Select to the next raw data file in the collection of files you are currently editing.

### (c) - Select the previous data table

Select to the previous table in the raw data file. This allows you to switch between data types.

#### (d) - Select the next data table

Select to the next table in the raw data file. This allows you to switch between data types.

#### (e) - Remove Selection

To remove one or multiple data rows, select the rows and click this button to remove them. This action can be undone by using the undo operation button.

#### (f) - Empty Table

Removes all values from a single table. For instance if you want to remove tide or motion information from the

raw data file completely. This action can be undone by using the undo operation button.

## (g) - Undo operation

Use this button when you removed data by accident. This button undo's the last operation.

## (h) - Redo operation

Redo an operation which has been undone.

#### (i) - Reload

Reloads the table with data from disk.

#### (j) - Export

With this function, you can save the contents of the current data table directly to a human readable ASCII file.

### (k) - Table

Displays the name of the currently selected data table.

(I) - File

Displays the name of the file that is currently being edited.

# 6.16 PPK processing

Post Processing Kinematic is used when sub-centimeter position accuracy is required, but when there is no possibility to measure with this accuracy in real-time. Real Time Kinematic might not be possible when you are surveying in a remote area, where you do not have access to Internet or a cellular network to get correction data into your GNSS receiver. In these cases you record the raw satellite observations using your GNSS rover and corrections will be applied after the survey by downloading correction (RINEX) data from a nearby base station.

When using PPK in Hydromagic, make sure that, even when the accuracy is low and the raw satellite observations are recorded by your rover, you still continue to record the position data in Hydromagic. These position records will later be merged with the PPK position data generated by, for instance, the <u>RTKPOST utility of RTKLib</u>.

The PPK processing tool part of the "Sounding Wizard" and can be found in the tools collection page. To start the PPK processing tool, just click the "Process..." button in the "PPK Processing" section as shown below:

Raw data processing tools collection	×
Apply Offsets Use this tool to apply offset(s) to depth, elevation, tide or heave values for one or multiple raw data files.	
Table Editor         The table editor can be used to manually alter your raw data using a table or spreadsheet view. Use this tool to alter data which cannot be modified using one of the other tools.	
PPK Processing The PPK processing tool can be used to apply base station corrections to your survey position in cases where you did not have access to RTK base station data during the survey.  Process  Process	כ
Adjust Latency Use the latency utility to correct your raw data and sounding for latency errors. You can set a latency for a device, or adjust a latency which has been set during the survey.	
Adjust ime Use the time utility to correct the timestamps in your raw data file(s). This can be useful after surveying with an invalid time setting in your PC, or when transferring data into another timezone.	
V OK X Cancel	1

The PPK processing tool can be found in the tools collection of the "Sounding Wizard".

## Using the PPK processing tool

In the PPK processing tool you have to select the PPK file to use. Since there are numerous different PPK file formats, you have to specify the layout used in the file. By default the settings for RTKLib files are loaded:

Apply Post Processing Kinematic Data	$\times$
Select PPK Correction Data File	_
File Name: H:\50370780.pos	
Browse	
Coordinate Options	
<ul> <li>Input file has easting and northing coordinates (projected)</li> </ul>	
Input file has longitude and latitude coordinates (geographic)	
Coordinate Format: DDD.DDDDD ~	
Coordinate Deference Sustem	
Coordinate Reference System	
select the coordinates stored in the file are not in WGS64 geographic coordinates, select the coordinate system used by clicking on the 'Select' button.	
Currently selected: WGS84	
Define PPK file format or select pre-defined format from list	
Predefined File Type: RTKLb POS File	
Date Format:	
Time Format: HH:MM:SS.mmm	
Comment Prefix: %	
Date Field #: 1	
Time Field #: 2	
X or Longitude Field #: 4	
Y or Latitude Field #: 3	
Geold or Ellipsoid Field #: 5	
Time Offset: 0 minutes Dest	
The Post Processing Kinematic function can be used to correct position	
data using PPK correction files generated with for instance RTKLb.	
dide rate for detailed documentation of now to use in their injuringly.	
V OK X Can	el

The PPK processing tool can be found in the tools collection of the "Sounding Wizard".

The first step is to select an input file by clicking the "Browse..." button. After selecting the file, you can use the "View..." button to inspect the contents of the file. This should look like the example below, when you did use the free RTKLib software to generate your PPK correction file(s):

olo olo olo o	program inp file inp file	::	RTKPOST ver H:\RINEX\50 H:\RINEX\ni	2.2.4.3 b33 370790.200 eu0791.200			
0/0 0/	inp file	:	H:\RINEX\50	370790.20*	CDCT	(110010007	200110 0~)
10 01	obs start	:	2020/03/19	11:53:43 0	GPSI	(week2097	388423 0g)
00	pos mode	:	kinematic	11.33.13.0	0101	(week2007	500125.057
0/0	freqs	:	L1+L2				
%	solution	:	combined				

```
% elev mask : 10.0 deg
% dynamics : off
% tidecorr : off
% ionos opt : broadcast
% tropo opt : saastamoinen
% ephemeris : broadcast
% amb res : fix and hold
% val thres : 3.0
% antenna1 :
                             (0.0000 0.0000 0.0000)
                       ( 0.0000 0.0000 0.0000)
% antenna2 :
% ref pos : 52.587204096 6.281890713 61.3318
%
% (lat/lon/height=WGS84/ellipsoidal,Q=1:fix,2:float,3:sbas,4:dqps,5:single,6:ppp,ns=
% GPST
          latitude(deg) longitude(deg) height(m) Q ns sdn(m)
2020/03/19 11:48:39.000 52.553810731 6.062372670 44.3737 1 8 0.0049
2020/03/19 11:48:40.000 52.553810753 6.062372617 44.3673 1 8 0.0050
2020/03/19 11:48:41.000 52.553810756 6.062372676 44.3731 1 8 0.0051
2020/03/19 11:48:42.000 52.553810713 6.062372680 44.3719 1 8 0.0051
2020/03/19 11:48:43.000 52.553810713 6.062372678 44.3759 1 9 0.0048
2020/03/19 11:48:44.000 52.553810728 6.062372678 44.3817 1 9 0.0054
2020/03/19 11:48:45.000 52.553810720 6.062372688 44.3844 1 9 0.0053
2020/03/19 11:48:46.000 52.553810696 6.062372709 44.3813 1 9 0.0053
2020/03/19 11:48:47.000 52.553810730 6.062372702 44.3882 1 9 0.0053
2020/03/19 11:48:48.000 52.553810723 6.062372714 44.3839 1 9 0.0053
2020/03/19 11:48:49.000 52.553810722 6.062372721
                                               44.3861 1 9 0.0053
2020/03/19 11:48:50.000 52.553810710 6.062372722 44.3820 1 10 0.0067
```

Example of a PPK correction file as generated using RTKPOST.

We will explain the different settings by using the example above. In the Hydromagic PPK processing tool you have to specify the field indexes, as well as the coordinate, date and time field formats, so it knows which field represents which value. Looking at the example above, you can see that the date is the first field, the time is the second field, the latitude coordinate in the third field, the longitude coordinate in the fourth field and finally the elevation is in the fifth field. Configure this field order first. Please note that this setting may be different depending on the tool you are using to generate PPK correction files:

Date Field #:	1	▲ ▼
Time Field #:	2	•
X or Longitude Field #:	4	•
Y or Latitude Field #:	3	•
Geoid or Ellipsoid Field #:	5	•



Some files are writing comments at the start of the file as well. You can see in the example above, that the RTKPOST utility uses a percent sign to mark comment lines. We have to tell Hydromagic to skip those lines, so we enter a percent sign as "Comment Prefix" setting. Also make sure to set the "Date Format" and "Time Format" settings, so they match the time and date format used in the correction file. This is a very important setting, since the records are matched with Hydromagic raw data file records by using the time and date stamps.

## Using files with projected coordinates

While this is not the case when using RTKLib, it might be possible to encounter a file where the coordinates are stored as projected easting and northing coordinates. In this case, select the "Input file has easting and northing coordinates" option in the "Coordinate Options" section. You also need to click the "Select..." button in the "Projection" section to tell the software in which coordinate reference system those coordinates are.

Select projection for this map or data		×
Map Projection Map is not projected, coordinates are in WGS84 Geographic Coor Map is projected, coordinates are in Northing and Easting, please select the correct map grid:	dinates	
Amersfoort / RD New	Р ОК	Cancel

Select the projection in case of projected coordinates, otherwise set to "WGS84".

## **Testing the settings**

When you have configured all the settings in the PPK processing dialog, please click the "Test..." button before applying the corrections to your raw data file(s). The software will now try to parse the correction file and shows the first 500 records of information found in the file. Make sure the timestamps and the latitude/longitude/elevation values are correct. When this is the case, it is safe to click the "OK" button to apply the correction data to your raw data file(s).

gnc8108.tmp - Notepad				- 🗆 X
<u>File Edit Format View H</u> elp				
PPK File Test Results -	Only	showing first 500	records	^
Time		Longitude	Latitude	Elevation
3/18/2020 - 1:40:17.000	PM	6.035233076	52.543019769	54.019
3/18/2020 - 1:40:18.000	PM	6.035233062	52.543019800	54.024
3/18/2020 - 1:40:19.000	PM	6.035232978	52.543019796	54.031
3/18/2020 - 1:40:20.000	PM	6.035232989	52.543019807	54.021
3/18/2020 - 1:40:21.000	PM	6.035232972	52.543019900	54.046
3/18/2020 - 1:40:22.000	PM	6.035232956	52.543019808	54.050
3/18/2020 - 1:40:23.000	PM	6.035232890	52.543019781	54.054
3/18/2020 - 1:40:24.000	PM	6.035232882	52.543019837	54.052
3/18/2020 - 1:40:25.000	PM	6.035232881	52.543019835	54.074
3/18/2020 - 1:40:26.000	PM	6.035232870	52.543019815	54.071
3/18/2020 - 1:40:27.000	PM	6.035232921	52.543019721	54.064
3/18/2020 - 1:40:28.000	PM	6.035232864	52.543019709	54.097
3/18/2020 - 1:40:29.000	PM	6.035232760	52.543019716	54.097
3/18/2020 - 1:40:30.000	PM	6.035232733	52.543019783	54.122
3/18/2020 - 1:40:31.000	PM	6.035232708	52.543019834	54.124
3/18/2020 - 1:40:32.000	PM	6.035232702	52.543019842	54.137
3/18/2020 - 1:40:33.000	PM	6.035232694	52.543019841	54.133
3/18/2020 - 1:40:34.000	PM	6.035232765	52.543019783	54.129
3/18/2020 - 1:40:35.000	PM	6.035232755	52.543019872	54.133
3/18/2020 - 1:40:36.000	PM	6.035232692	52.543019929	54.140
3/18/2020 - 1:40:37.000	PM	6.035232634	52.543019791	54.146 🗸

Test the settings before applying the corrections to your raw data files - Example test result file shown above.

## Applying the corrections

After testing the settings, click the "OK" button to apply the settings. Please note that the corrections will be applied to the modified raw data files only. Your original raw data files will stay intact, so you can always roll back the PPK actions by starting the "Sounding Wizard" with the <u>original data</u>. The software will open a notepad files that shows a report of the affected position records along with the shift in position after correction.

PostProces	singKinematic_20200331_1109	57.txt - Notepad			- 0	×
<u>File Edit Fo</u> r	rmat <u>V</u> iew <u>H</u> elp					
Post Pr	rocessing Kir	nematic - Pro	ocessing	file: [RAW	N00002]	^
Time	Easting	Northing	Delta(x)	Delta(y)	Delta(z)	
134100	0198960.906	0506350.558	000.361	001.984	-02.834	
134101	0198960.909	0506350.552	000.360	002.005	-02.817	
134102	0198960.899	0506350.559	000.390	000.546	-03.416	
134103	0198960.900	0506350.551	000.393	000.554	-03.391	
134104	0198960.905	0506350.552	000.399	000.551	-03.385	
134105	0198960.903	0506350.541	000.395	000.550	-03.357	
134106	0198960.904	0506350.549	000.399	000.543	-03.370	
134107	0198960.906	0506350.524	000.408	000.543	-03.359	
134108	0198960.904	0506350.539	000.398	002.028	-02.768	
134109	0198960.920	0506350.529	000.403	000.527	-03.354	
134110	0198960.909	0506350.543	000.420	000.497	-03.399	
134111	0198960.909	0506350.533	000.422	000.510	-03.354	
134112	0198960.911	0506350.535	000.422	000.481	-03.365	
134113	0198960.913	0506350.544	000.421	000.463	-03.368	
134114	0198960.914	0506350.557	000.427	000.441	-03.356	~

After applying the correction data, a record showing the affected position records will be opened in notepad.

## 6.17 Generate Soundings

## **Generate Soundings**

When you have corrected your data, configured tide settings and selected correction files for draft and sound velocity, the software has gathered all the information to combine all raw data records into a sounding file. In a sounding file, depth, tide, motion and position information are synchronized by using the recorded timestamps, and written at fixed intervals. The "Sounding Wizard" will write a separate sounding file for each selected raw data file.

You can choose to write soundings at a fixed interval defined in seconds, use the position fix interval, or you could use the moments at which a depth measurement has been received. The recommended setting is to use a fixed interval of one second.

Generate sounding(s)	from raw data file(s)
Set sounding outp	nut options
Name Prefix:	SNDG
Record Interval:	Calculate a sounding every:     1.00 seconds (0,2 - 10,0)     Calculate a sounding every:     5.00 m     Calculate a sounding for every received position fix;     Calculate a position fix for every depth measurement;     Do not warn when about to overwrite existing files     Hide raw data files from map after conversion has completed     Generate and show a report with statistics of the sounding creation process
Enter an inte be further co <u>Click here to</u>	erval at which data records will be calculated and click the "Finish" button. If your soundings need to orrected, restart the wizard and choose "Continue editing modified raw data" on the second page.

At the last page of the wizard, you will be setting the sounding file output options.

## **Generate sounding options**

#### **Name Prefix**

When a raw file is converted to a sounding, it will keep the assigned number. Using the name prefix setting, you can add a prefix to the file name. For instance, when the name prefix is set to 'SNDG', a raw file named 'RAW0006' will be named 'SNDG0006' after conversion. The raw data file the new sounding originates from will be written in the "Description" field of the sounding.

#### **Record interval**

The interval at which soundings are calculated. You can use a fixed interval or use the same interval at which the GPS or echosounder sends its data. The interval depends on the resolution needed and the size of the survey area. When a raw data file covers a very large area (>100.000 soundings) it is recommended to use a lower interval, for instance one second. Using a very small interval on large data sets may slow down other post processing utilities.

## **Overwrite existing files**

Using the wizard it is possible to generate a sounding file over and over again until you are fully satisfied with all settings and corrections. Checking the "Do not warn when about to overwrite existing files" box will omit a warning message when you are about to overwrite a previously generated sounding file.

## Hide raw data files

When the "Hide raw data files from map after conversion has completed" option has been checked, raw data files which have a sounding file counterpart will automatically be set to invisible to not interfere with the sounding file drawn in the map display.

#### Reporting

When a lot of records seem to gone missing in the sounding files, select the "Generate and show a report with statistics of the sounding creation process" option. This report will give some insight on why certain raw data records aren't processed, for instance because there are gaps in the data, GNSS solution quality was low, PPK or tide data didn't cover the whole raw data file or incomplete geoid data.

```
SoundingWizard_20200402_184010.txt - Notepad
                                                                               ×
File Edit Format View Help
Eye4Software Hydromagic 9.0 - Sounding Generation Report
This report gives an insight into the sounding data that has been generated from raw data.
When data is incomplete, sounding records can be deleted during processing.
If the report shows a large amount of records that are being skipped,
this can have one or more reasons:
- Sounding data has been filtered, for instance to remove peaks;
- The data interval from one or more devices was too low;
- Gaps in position or depth data due to filtering;
- Loss of RTK fix for some records used to calculate tide using a geoid model;
- The geoid model loaded does not cover the entire sounding area;
- The date and times used in the tide file (when used) do not match the survey data;
_____
Statistics for the creation of sounding:
                                                SNDG00001
Result of sounding generation:
                                                 success
-----
Total number of sounding records created:
                                                 84
Total number of sounding records processed:
                                                 81
Motion sensor data used in calculation:
                                                 no
Dynamic draft data used in calculation:
                                                no
Sound velocity correction data used in calculation:
                                                no
Number of records with missing depth data:
                                                 2
Number of records with missing position data:
                                                 1
Number of records with missing tide data:
                                                 0
Number of records with missing tide data (RTK):
                                                 0
Number of records with missing motion data:
                                                 0
```

Example of a sounding generation report with statistics on raw data to sounding conversion.

#### **Generate sounding**

When ready, click Finish. After a few seconds, depending on the amount of raw data, the wizard closes and the generated soundings will be visible in the project explorer. From now on, the sounding is also available as a human readable ASCII file in the "Soundings" folder of your project. In this example, with the interval of the records set to one second, your sounding should look like this when opened in the sounding editor:

Name:	SND	SNDG00001						
File:	C:\U	C:\Users\Leon\Documents\Hydromagic\Demo\Soundings\SNDG00001				]		
Comment:	GENE	RATED FROM RAW000	01			]		
Time		Longitude	Latitude	Corr Hi	Corr Lo	Tide	EHT	
6:35:47.000	PM	W 042°52'13.3155"	S 20°45'59.0430"	5.012	5.060	N/A	651.166	
6:35:46.000	PM	W 042°52'13.3445"	S 20°45'59.0857"	5.020	5.080	N/A	651.178	
6:35:45.000	PM	W 042°52'13.3730"	S 20°45'59.1284"	5.030	5.080	N/A	651.189	
6:35:44.000	PM	W 042°52'13.4017"	S 20°45'59.1705"	5.030	5.070	N/A	651.191	
6:35:43.000	PM	W 042°52'13.4309"	S 20°45'59.2119"	4.980	5.036	N/A	651.181	
6:35:42.000	PM	W 042°52'13.4602"	S 20°45'59.2531"	4.930	5.003	N/A	651.173	
6:35:41.000	PM	W 042°52'13.4894"	S 20°45'59.2946"	4.920	5.000	N/A	651.164	
6:35:40.000	PM	W 042°52'13.5188"	S 20°45'59.3364"	4.920	5.073	N/A	651.145	
6:35:39.000	PM	W 042°52'13.5477"	S 20°45'59.3785"	4.896	5.004	N/A	651.153	
6:35:38.000	PM	W 042°52'13.5760"	S 20°45'59.4209"	4.818	4.903	N/A	651.162	
6:35:37.000	PM	W 042°52'13.6039"	S 20°45'59.4632"	4.730	4.786	N/A	651.166	
6:35:36.000	PM	W 042°52'13.6312"	S 20°45'59.5054"	4.700	4.760	N/A	651.173	
6:35:35.000	PM	W 042°52'13.6584"	S 20°45'59.5482"	4.700	4.760	N/A	651.164	
6:35:34.000	PM	W 042°52'13.6855"	S 20°45'59.5913"	4.734	4.800	N/A	651.151	

Example of a sounding generated with fixed one second intervals.

To get more information on a single sounding record (we also call this a single ping in Hydromagic), just double click the row you want the details for. When sub-bottom data parameters are available, an additional "Bottom..." button should appear which opens an additional dialog showing bottom parameters.

Ping Data			×
Sounding Record		Sounding Coordinates	
Sounding:	SNDG00001	Longitude:	W 042°52'13.5188"
Date:	3/5/2015	Latitude:	S 20°45'59.3364"
Time:	6:35:40.000 PM	Show position in Eas	ting / Northing coordinates
Depth Information		Additional Information	
Depth (Lo):	5.073	Speed:	5.6
Depth (Hi):	4.920	Heading:	33.5
		Ellipsoidal Height:	651.145
Corrections		Orthometric Height:	-6.419
Tide Correction:	N/A	Mean Sea Level:	657.564
Draft:	N/A		
Heave:	N/A	Sensor Values	
Pitch:	N/A	Value #1:	5.000
Roll:	N/A	Value #2:	N/A
Sound Velocity:	N/A	Value #3:	N/A
S/V Corr (Lo):	N/A		
S/V Corr (Hi):	N/A		
			🖌 OK 🔀 Cancel

Double-click a data raw to see all the details for the record (ping).

Bottom Loss:	22.0	
Reflectivity:	8.0	
Porosity:	91.0	
Density:	1.16	
Lo Frequency Measurements		
Lo Frequency Measurements Bottom Loss:	4.0	
Lo Frequency Measurements Bottom Loss: Reflectivity:	4.0	
Lo Frequency Measurements Bottom Loss: Reflectivity: Porosity:	4.0 60.0 30.0	

Additional pop up dialog containing sub-bottom measurements (only when available).

# 6.18 Import Soundings

## Importing sounding data

The ASCII import function in Hydromagic allows you to import soundings written in ASCII format. For instance, to import a sounding exported from another Hydromagic project, or created with other software.

Import ASCII Sound	ding			×
Data File				
File:	<dick 'browse'="" an="" ascii<="" select="" td="" to=""><td>file&gt;</td><td></td><td>Browse</td></dick>	file>		Browse
Import data as:	Sounding	~	祜	View
Format				
Field Separator:		Auto 🗸		
Number of lines to	skip from start of file (field header):	0		
Number of fields t	to skip from start of line:	0		
Coordinate field o	rder:	Easting, Northing ~		
Coordinate field fo	ormat:	Decimal ~		
Numeric values fo	rmat (optional, default: en-US):	en-US		Select
Projection and Unit	s			
If the coordinates select the project	stored in the file are not in WGS84 ge ion used by clicking on the 'Select' butt	eographic coordinates, ton.	۲	Select
Currently selected	d: NAD27 / Arizona Central			
The depth data in	the file (when available) is stored in:	U.S. Survey Foot		~
You can use directly by H	this tool to import data from generic / lydromagic. When importing, please m	ASCII files rather then format ake sure you select the proje	ts supp action (	oorted used in the file.
		<b>~</b>	ОК	X Cancel

The import ASCII sounding dialog which allows you to import (amongst others) sounding data.

## Open the "Import ASCII Data" dialog

The dialog can be opened by selecting "File"=>"Import"=>"Import ASCII Data..." from the main menu. Depending on your software configuration there could be a shortcut button in the toolbar as well.



One way to open the ASCII import tool is via the "File" => "Import" item in the main menu.

## **Select input file**
Click the "Browse..." button to select the file to be imported. All files will be displayed, there is no file extension filter applied. Some file extensions that are commonly used for ASCII files include: \*.ASC, \*.TXT, \*.LOG and \*.CSV.

Since version 9.1, Hydromagic supports reading of ASCII files saved as regular text files (ANSI), UTF8, UTF8-BOM or UNICODE encoding, since the software will automatically detect the file encoding used. When using an older version, make sure the ASCII file is saved as ANSI or UTF8 (which would be the case in most scenarios).

The imported file is never modified by this software. This dialog can also be used to import <u>boundaries</u>, <u>matrices</u> and <u>waypoints</u>. Make sure that the "Import data as" option has been set to "Sounding" when you want to import a sounding.

Import ASCII Soun	ding		×	(
Data File				
File:	<dick 'browse'="" an="" ascii="" f<="" select="" td="" to=""><td>ile&gt;</td><td>C Browse</td><td></td></dick>	ile>	C Browse	
Import data as:	Sounding	~	dia View	
Format Field Separator:	Sounding Shoreline Matrix Boundary			
Number of lines to	Waypoints o skip from start of file (field header):	0	1	
Number of fields	to skip from start of line:	0		
Coordinate field o	order:	Easting, Northing ~		
Coordinate field f	format:	Decimal ~		
Numeric values fo	ormat (optional, default: en-US):	en-US	🔯 Select	
Projection and Uni	ts			
If the coordinates select the project	s stored in the file are not in WGS84 ge tion used by clicking on the 'Select' butt	ographic coordinates,	Select	
Currently selecte	d: NAD27 / Arizona Central			
The depth data in	n the file (when available) is stored in:	U.S. Survey Foot	~	
You can use directly by t	e this tool to import data from generic <i>i</i> Hydromagic. When importing, please m	ASCII files rather then forma ake sure you select the proj	its supported ection used in the file.	
		<b>v</b>	OK 🗙 Cancel	

To interpret the selected ASCII file as sounding data, select "Sounding".

## **Field Separator**

This value is set to "Auto" by default, which means that the software will try to detect which character is used to separate the data fields in the ASCII file.

In most cases you do not have to adjust this value. Use only when the automatic setting does not work for you.

Field Separator:	Auto 🗸	
Number of lines to skip from start of file (field header):	Auto	<b></b>
Number of intes to sup from start of the (new newer).	Comma	-
Number of fields to skip from start of line:	Tab	<u>•</u>
	Space	•
Coordinate field order:	Pipe	~
	SemiColon	
Coordinate field format:	Decimal	

Select the separator used between the values or use "Auto" to detect automatically.

## **Skipping lines and fields**

In cases where the data does not start on the first line of the file (for instance, when header names are present), you can skip these lines by increasing the "Number of lines to skip from start of file" setting.

The "Number of fields to skip from start of line" option can be used in cases where there are fields before the actual XYZ data, for instance, record id's. You can use the "View" button to show the contents of the ASCII file to see whether these options apply to your input file.

### **Coordinate field order**

This option is to set the order of the fields in the file. The following is supported:

- Latitude, Longitude;
- Longitude, Latitude;
- Northing, Easting;
- Easting, Northing;

When a third field is present in the file, it will be interpreted as depths. Most software stores soundings in XYZ format, so selecting "Easting, Northing" here would probably work in most cases.

Coordinate field order:	Easting, Northing 🗸 🗸
Coordinate field format:	Longitude, Latitude Latitude, Longitude
Projection and Units	Easting, Northing Northing, Easting

Select the order of coordinate fields in the file.

### **Coordinate field format**

When the input files contains values in geographic format (i.e. latitude and longitude), and the coordinates are stored in degrees, minutes and seconds format, or degrees and minutes format, use this option to select the correct value.

When coordinates are stored in decimal values, leave the default "Decimal" option selected.

Coordinate field format:	Decimal	$\sim$	
Projection and Unite	Decimal		
Projection and onus	DDMM.SSS DDMMSS.SS		
If the coordinates stored in the file are not in WGS84 ge	ographic coordinates,		Select

When importing geographic coordinates, select the format used.

## Numeric values format

In most cases you will encounter files where floating point values are stored in a format where a dot is used as decimal separator. It is possible, that in some cases the data has been exported by third party software using a different format. For instance a comma could be used as decimal separator, or the minus symbol is behind the value instead of in front of it.

Numeric values format (optional, default: en-US):	en-US	C Select

Click the "Select..." button next to the "numeric value format" to change the locale.

To define another floating point number format to be used when parsing the ASCII file, click the "Select..." button next to the "Numeric field format" setting so select another format (also called locale). In the dialog box that appears, select the region or locale that was used to generate the file. Examples of the number format will be updated while you browse to the countries.

Region:	Dutch (Netherlands)	
Locale-ID:	nI-NL	
Iumeric Format		
Example Value:	-123.456,79	
Decimal Symbol:	,	
Digit Grouping Symbol:	•	
Digit Grouping:	1.234.567.789	
Negative Number Symbol:	-	
Negative Number Format:	-1,1	
Use this dialog to sele	ct a number format used in the file when it is not in standar	d numeric

Use the numeric format dialog box to try out various formats.

Please note that you do not have to select the same locale as was used to generate the ASCII file. As soon as the number format matches you should be good.

## **Projection and Units**

The software needs to now which projection is used in the file (only when Northing and Easting coordinates are used instead of Latitude and Longitude), so it can be referenced to WGS84 coordinates. When altitude or depth values are present in the file, you also have to select the (vertical) units used.

Map Projection O Map is not projected, coordinates are in WGS84 Geographic Coordinates O Map is projected, coordinates are in Northing and Easting,	
Map is not projected, coordinates are in WGS84 Geographic Coordinates Map is projected, coordinates are in Northing and Easting,	
Map is projected, coordinates are in Northing and Easting,	
please select the correct map grid:	
NAD27 / Arizona Central 🔯 Select	

Make sure to select the coordinate reference system used in the file when different from the current project.

## Importing the file

Just click "OK" to start processing the ASCII file. When all parameters were entered correctly, the imported sounding should appear in the "Project Explorer". In case of problems, you can always check the content of the <u>Activity View's</u> "Processing" tab.

# 6.19 Export soundings

Importing and exporting soundings

Using the sounding export function, it is possible to export soundings in ASCII format for use in other applications. It is also useful to backup separate sounding files from a project, for instance to import them into another project or just for archiving.

The <u>ASCII import function</u> allows you to import soundings written in ASCII format. For instance, to import a sounding exported from another Hydromagic project, or created with other software.

Export Sounding(s)	×
Output Folder	
Output Folder: sers\Leon\Documents\Hydromagi	c\Sierrita AZ June 2016\Reports\ 🔯 Browse
Overwrite existing files without	warning
Merge all selected soundings int	o a single ASCII file
Select Soundings	
Selected: SNDG00001;SNDG00002;	🔯 Select
Format	
Exported Fields: Easting,Northing,Depth,Tide	E Select
Field Separator: Comma 🗸 🗹 Indue	le header containing field names
Projection and Units	
In case you want to perform a coordinate conversion rather then keeping the original projection, click the	on the exported data Select
Currently selected: NAD27 / Arizona Central	
Depth, tide and elevation data will be stored in:	U.S. Survey Foot 🗸
Geographic coordinates will be stored using this form	at: DDD.DDDDD 🗸
Use this tool to export your corrected soundir In addition, this tool allows you to perform co Data will be saved as CSV file, which can be o	g data as an ASCII file. ordinate or unit conversion on the saved data. pened using a text editor or Microsoft Excel.
	V OK X Cancel

#### Use the sounding export tool to backup or transfer soundings.

### Exporting sounding data

The sounding export function allows you to export your soundings in ASCII format. You can use this feature to create backups of your work, or when you want to use the data in other applications.

To start, open the "Export Sounding" dialog by selecting "File" => "Export" => "Export Sounding Data..." from the main menu.



The sounding export function can be found under the export menu.

### Select output folder

Click the "Browse..." button to select the destination folder for the data to export. All selected soundings will be stored in the same selected folder.

Output Folder		
Output Folder:	C: \Users\Leon\Documents\Hydromagic\Sierrita AZ June 2016\Repo	Browse
	Overwrite existing files without warning Merge all selected soundings into a single ASCII file	

Select the folder in which the output files will be written.

### "Overwrite existing files without warning"

When this option has been enabled (checked), there will be no confirmation when you did export the soundings before to the same folder.

All existing ASCII sounding data in the selected folder will be overwritten by the new data directly.

## "Merge all selected soundings into a single ASCII files"

By default, each sounding selected for export will be written as a separate file. When this option has been enabled, all sounding data will be merged into a single ASCII file instead.

### **Select soundings**

To select which soundings will be exported, click the "Select..." button in the "Select Soundings" section.

A selection dialog containing all soundings will be displayed making it easy to make a selection.

Select	Sounding Dat	a			×
	ം SNDG00001 പ്പെടNDG00002				
	Select All	0	Select None	③ Select Vis	ible
			<b>V</b>	OK 🛛 🗶 Car	ncel

Select the items to export by setting checks.

### Select format options and field order

The output format is fully customizable, the following fields can be selected for export:

- Longitude;
- Latitude;
- Easting;
- Northing;
- Depth (raw depth);
- Depth (corrected depth);
- Elevation;
- Ellipsoidal height;
- Orthometric height;
- Date;
- Tide;
- Time;
- Draft;
- Heading;
- Speed;
- Sound velocity correction.

To customize the exported fields, and the field order, click the "Select..." button. The following dialog will be shown allowing you to select the fields.

Click "OK" to confirm and return to the "Export ASCII" dialog.

Excluded Fields: Longitude Latitude Depth H (Corrected) Depth Lo Depth Lo Depth Lo (Corrected)	* * *	Included Fields: Easting Northing Depth Tide	<b></b> <b>↑</b> ↓
Depth (Corrected) Ellipsoidal Height Orthometric Height Date (short) Date (ong) Time Draft Heading Speed S/V Correction Sensor Value #1 Sensor Value #1 Sensor Value #3 Distance on line Section Name Comment	44		×
Use this dialog to specify whi and in which order they appe	ich fiel ar.	ds to include in the exported	ASCII fie

The ASCII file can be customized by choosing the fields to include.

### Select map projection and units

It is possible to store the file using another coordinate reference system then the one you are currently using in your project. To change the output coordinate system, click the "Select..." button and select the coordinate system, or select the WGS84 when using geographic coordinates. In this section you can also specify in which units the depth should be written to the ASCII file.

Select projection for this map or data	×
Map Projection	
O Map is not projected, coordinates are in WG584 Geographic Coordinates	
Map is projected, coordinates are in Northing and Easting, please select the correct map grid:	
NAD27 / Arizona Central	C Select

Select the coordinate system to use for the output file.

### Starting the export

Just click "OK" to start writing the file. When all parameters were entered correctly, the exported file(s) should appear in the folder you selected.

# 7 Post Processing

# 7.1 Shoreline data

## Shoreline data

The shoreline data option can be used to enter depth data for places you cannot reach using your vessel, for instance, because the water is to shallow.

It can also be used to specify a line of equal depth, for instance where the water reaches the shore.

For instance, in the example below, you would set the depth for all points on the line to zero:



### **Drawing a shoreline**

In order to draw a shoreline using hand, for instance when it is possible to use a accurate map, select the "Draw Boundary" option from the "Cursor" menu.

Now you can click the points that make the line segments for the shoreline. When finished, just click the right mouse button to store the line.

When you finished drawing the shoreline the "Edit Boundary" dialog box will appear. A shoreline is basically a special type of boundary in Hydromagic.

To store the line or area just drawn as a shoreline, select one or multiple options:

and strength of the second sec					-276		
Name:	BOUNDAR	Y0001	0001		=		
Perimeter:	8	fills	s Area:	0.2	:37	m2	
□Indude □Use as a	the elevatio shoreline o	n of this bou mly and drav	indary in matrix ge v shape as an oper	neratio n poylir	n Ye		
asting		Nort	hing		Elevation	6	
69016.036		3130	17.107		0.000		
69017.024		3130	17.144		0.000		
69018.076		3130	17.319		0.000		
69019.082		3130	17.347		0.000		
69017.384		3130	15.547	0.000			
Add		Remove	E Insert	0	Clear	Level	

# "Include the elevation of this boundary in matrix generation"

When this option has been checked, the shape drawn will be closed and is used as a regular boundary with one exception:

You can set the Z-values for this area so the depths or elevations along the boundary line is taken into account when generating matrices or performing volume calculations.

Use this option when you want to define an island or the shore of a pond of lake and you want to set the depths or elevations at the shore(s).

When an area contains Z-values (shoreline data) it will be drawn in GREEN. When neither of the shoreline option are checked, the area is used as boundary / clipping area only and will be drawn in RED.

## "Us as a shoreline only and draw shape as an open polyline"

When selecting this option, all points on the line will have Z-values which will be included on matrix generations.

Since the line will be treated as an open polyline, it cannot be used as boundary or island shape.

<u>Use this option to include a single shore on one side of an area with additional (manually measured)</u> <u>depth or elevation points.</u>

When an area contains Z-values (shoreline data) it will be drawn in GREEN.

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When neither of the shoreline option are checked, the area is used as boundary / clipping area only and will be drawn in RED.



## **Entering manually**

When you want to enter the shoreline manually, for instance when you have measured the shoreline coordinates from the shore using a RTK rover,

right click on "Boundaries" in the "Project View" and select "Add Shoreline".

The following dialog should now appear, allowing you to enter all measured coordinates in the spreadsheet.

Click the "Add..." button to add new records.

	opernes				200		
Name:	BOUNDARY0001						
Perimeter:	8	RU	S Area:	0.237	m2		
□ Indude □ Use as a	the elevati shoreline	on of this bo only and dra	undary in matrix gen w shape as an open	eration poyline			
Easting		Nor	thing	Elevat	ion		
769016.036		313017.107		0.000			
769017.024		313017.144		0.000			
69018.076		313017.319		0.000			
69019.082		3130	313017.347		0.000		
69017.384		3130	15.547	0.000	0.000		
مەرى		Bemous	head	O Char	a land		

# Setting depth values

When the shoreline connects points with the same depth value, for instance zero, you can set all Z values at once by clicking the "Level..." button and entering the value.

Please note that in cases where you are going to use the shoreline in calculations with elevations, you have to enter the elevation instead of depths here,

Enter Value		×
Value Value: CEnter Va	lue>	ftus
	🖋 ОК	🗙 Cancel

## Modifying shoreline data

To modify the positions in shoreline data, you can use the mouse to drag and drop the positions on the map.

When you want to modify positions manually, or you want to alter the depth values, you have to use the "Edit Boundary" dialog.

To open this dialog, right click on the boundary you want to modify in the "Project View" and select the "Edit Boundary..." option.

New Project	Open Project	Save Project	Lay	yer der	undo	(TH Redo	0rag Map
Project Exp	lorer			• 4	1 ×		
	iject Maps Matric Raw D Sound Wayp Comn Photo Bounc	ees ata lings pints nents s laries					
0	D Lo Lo Sectio	NUNDARYO ns	0	Zoom Set Act	Bounda tive	iry	
			/	Edit Bo	oundary	dary.	

# Applying shoreline data

Shoreline data can be used when generating matrices, and thus also calculating volumes (using matrices).

When generating a matrix, you can specify which shorelines you want to include by clicking the "Select..." button.

In the dialog that appears, check the boundaries (shorelines) you want to include and click "OK":

DARY0002	

# 7.2 Generate and Display Matrix

### Introduction

In Hydromagic, a matrix is a collection of regularly spaced depths, which can be projected over the map as color or text.

This is also known as a digital terrain model or DTM.

During the generation of a matrix from a sounding, the scattered data points are converted to regularly spaced

data using a TIN (Triangulated Irregularly Network). This TIN is generated using a Delaunay triangulation algorithm.

All new data points are generated by "filling" the triangles, which have been formed from the scattered data.

The image below shows a color matrix which has been generated using TIN (data points at 0.25 meter interval).



Example matrix generated from sounding and boundary data.

### Generating a matrix

To generate a matrix, you must have loaded either a valid sounding or a shoreline containing depth or height information.

Without sounding or shoreline data, it is not possible to generate a matrix.

In order to generate the matrix, you have to specify some settings.

To do so, open the "Generate Matrix" dialog by selecting "Generate Matrix..." from the "Tools" menu:

select source Data		
Sounding Data:	SNDG0001;SNDG0002;SNDG0003;SNDG0004; C	lect
Boundaries:	BOUNDARY0001;BOUNDARY0002; C	lect
Sounding Channel:	Depth (Hi Frequency) ~	
Matrix Spacing: Output Filename:	0.25 m s\Leon\Documents\Hydromagic\FriesLand\Matrices\test.mtx	wse
Use this tool to	generate a matrix or NTM of a relation of roundator and J or houndaries	
Use the "Select	" buttons to select a set of soundings and boundaries from the project.	

Use the "Generate Matrix" utility to generate a matrix by using a TIN algorithm.

### Sounding data

Select from which sounding(s) you wish to generate the matrix. By clicking the "Select..." button, you will be able to select one or more soundings that will be used to calculate the triangulation from which the matrix or digital terrain model will be generated.

Select Sounding Data	<
SNDG0001           SNDG0002           SNDG0003           SNDG0004           SNDG0005           SNDG0006           SNDG0008           SNDG0009           SNDG0010	
Select All Select None OF Select Visible	

Select which sounding(s) to include in the matrix generation by checking boxes.

#### Boundaries or shoreline data

In Hydromagic, boundaries can be used do define a shoreline, a clipping area or an island. When a boundary is defined as a shoreline, including the boundary will automatically include the data points defined on this line.

When an island or clipping boundary is selected, it will be used to determine which area's should be filled with data and which are not. This can be used in cases when only a part of the sounding areas has to be interpolated. When no boundary has been selected, the data points of the selected soundings will be used to determine the area that needs to be filed with data.

Select Boundaries		×
SOUNDARYO	001	
SOUNDARYO	002	
Select All	Select None	D Select Visible
	V (	)K 🔀 Cancel

Select which boundaries to include in the matrix generation by checking boxes.

### Sounding channel

You can use this setting to select which data of the sounding is used to generate the matrix. This can be one of the following values:

- Depth recorded with the low frequency channel of your echo sounder;
- Depth recorded with the high frequency channel of your echo sounder;
- Elevation recorded with the low frequency channel of your echo sounder;
- Elevation recorded with the high frequency channel of your echo sounder;
- The difference in depth between the high and low frequency channel (Low High);
- The difference in depth between the high and low frequency channel (High Low);
- Bottom loss (low frequency);
- Bottom loss (high frequency);
- Bottom reflection (low frequency);
- Bottom reflection (high frequency);
- Bottom density (low frequency);
- Bottom density (high frequency);
- Bottom porosity (low frequency);
- Bottom porosity (high frequency);
- Sensor data channel 1;
- Sensor data channel 1;
- Sensor data channel 2;
- Sensor data channel 3;

When soundings contain tide information, the "Elevation (Hi Frequency)" option will be selected by default. If you want to generate the matrix using the corrected depth values, without tide correction, select the "Depth (Hi Frequency)" option instead. When the selected soundings don't contain tide information, the "Depth (Hi Frequency)" is selected by default.

Please note that information on bottom loss, reflection, density and porosity will only be available on certain types of echo sounders. The sensor data channels can be used to store for instance magnetometer or temperature data.

enerate matrix from so	undings and boundaries		×
Select Source Data			
Sounding Data:	SNDG0001;SNDG0002;SNDG0003;SNDG0004;	C Select	1
Boundaries:	BOUNDARY0001;BOUNDARY0002;	C Select	1
Sounding Channel:	Depth (Hi Frequency)		
	Depth (Lo Frequency)		
Output File	Depth (Hi Frequency) Depth (Delta Lo-Hi)		
Matrix Spacing:	Depth (Delta Hi-Lo)		
Output Filename:	Bottom Loss (Lo Frequency) Bottom Loss (Hi Frequency) Bottom Reflection (Lo Frequency)	Browse	1
Use this tool to g Use the "Select	Bottom Reflection (Hi Frequency) Bottom Density (Lo Frequency) Bottom Density (Hi Frequency) Bottom Porosity (Lo Frequency) Bettom Density (Hi Frequency)	undaries. project.	
	Sensor Data Channel #1 Sensor Data Channel #2 Sensor Channel Data #3	K 🗙 Cano	el

Select the data source for the matrix cells from the drop down selection.

#### Matrix spacing

You can select the spacing of the regularly spaced data here. The same spacing is applied to both the X and Y axis. The spacing has to be entered in the same units as used for the map projection.

Which spacing to use depends on the zoom scale you are using. For an overview of a large area, you can use 2.5 meter. When zooming in on a smaller area, the best is to use values between 0.25 and 1.00 meter.

Please note that when using a larger spacing, it will be generated and displayed faster then a more dense matrix.

#### **Output file name**

Enter the name of the file that is generated here. This setting is required. Use the browse button to select the output folder and file name. The data will be added to the current project and stored in a separate ASCII XYZ file at the desired location.

#### **Generating the matrix**

Finally, click the "OK" button to start the process. It should take a couple of second, you can watch the progress in the status bar of the main window.

After generation, you will notice the matrix has been added to the project. Depending on the configuration, the newly generated matrix will be drawn over the map.

### **Displaying the matrix**

There are more ways of showing the matrix on the map. In the example near the top of this page, it is displayed at both colors and text at a 5x5 meter interval.

It is also possible to not show it (and just use the matrix to export data), to show it with colors only (using the defined color ranges) or to show its depths as text.

To change settings on how the matrix is shown, right click the "Matrices" folder in the "Project Explorer" and select the "Display Options" option from the popup menu.

A dialog with all matrix settings will be displayed. It should look like the screenshot below:

Matrix Display Options X							
Matrix Display Options							
Display Matrices							
Display matrix as colors (raster):							
Display matrix as depths (text):							
Interval-X:	5.00	m					
Interval-Y:	5.00	m					
Resolution:	Resolution: 1 Decimal V						
🗹 Display te	ext in color						
Hide zero	Hide zero values						
J Colors	🧭 Colors 🗸 Cancel						

The matrix display can be customized.

### **Display Matrices**

Using this check box you can toggle the displaying of matrix files on the map. When matrix display is disabled, all other options will be disabled.

### **Display matrix as colors**

When enabling this option, the matrix is displayed as a color grid on top of the map. The "Colors..." button will also be enabled, so you can start creating the color ranges for your sounding.

### **Display matrix as depths**

Instead of drawing the matrix as a color grid, you can also choose to draw depth values at fixed intervals. Depending on the size of the matrix, you have to adjust the text intervals in a way that the text's on the map do not intersect. The text spacing can be set in horizontal and vertical direction separately.

#### Display text as colors

When this option has been checked, text is drawn in color, indicating the depth range. You cannot combine this option with the "Display matrix as colors" option.

### **Color Ranges**

Color Scheme		×
Color	Lower	Upper
	0.00	0.25
	0.25	0.50
	0.50	0.75
	0.75	1.00
	1.00	1.25
	1.25	1.50
	1.50	1.75
	1.75	2.00
	2.00	2.25
	2.25	2.50
	2.50	2.75
	2.75	3.00
Q Add	Delete	🥜 Edit
Ha Save	bad	🛅 Auto
Depth Color Le	gend	
Display in upp	er-left corner	~
	V OH	Cancel

In this dialog, you will be able to add, remove or modify color ranges by clicking one of the buttons at the bottom of the list. To change a range, just double click on it, and change the settings. In case you want to store the color scheme you designed for other projects, you can store it in a separate XML file using the "Save..." button. Just use the "Load..." button in the other project to retrieve this scheme.

### **Display color legend**

The second section contains the settings for the color legend which is displayed as map overlay when colors are displayed. You can turn it on or off here.

### **Generate color ranges**

Generate Color Ranges								
Generate Color Range								
Colors Used:	All colors	~						
Minimum Depth:	0.00	$\rho$						
Maximum Depth:	3	P						
Interval:	0.25							
	Reverse Colors							
	🖋 ОК 🕻	Cancel						

It is also possible to create a color scheme using a min, max and step value.

To do so, select the "Auto..." button, and select the lower and upper range, next specify the interval between the ranges.

This tool will generate max 30 ranges, so it is important to choose the correct interval.

# 7.3 Generate and display delta matrices

## Generate and display a delta matrix

In Hydromagic, a matrix is a collection of regularly spaced depths, which can be projected over the map as color or text. Such data is also referred to as a digital terrain model or DTM.

A matrix can be generated from a collection of soundings and boundaries, or by comparing two existing matrices. The latter method can be used to visualize the difference between two matrices, for instance a matrix generated with a pre-dredging sounding and a matrix generated with a post-dredging sounding. You can also compare matrices generated from two regular soundings at a different time, so you can visualize, for instance, sediment building up.

The new matrix is generated by comparing cell values in both matrices. Make sure the matrices overlap as much as possible and use the same cell spacing. To generate a matrix by comparing two existing matrices, select the "Generate Matrix (Delta)..." option from the "Tools" menu in Hydromagic Survey:



To compare matrices, select the "Generate Matrix (Delta)..." option from the "Tools" menu.

## Selecting the source data

In the delta matrix generation tool, you first have to select the two matrices you want to use to generate the delta matrix. For matrix file 1, you select the sounding with the oldest time stamp (or pre-dredging) sounding and for matrix file 2 the newest matrix (or post-dredging matrix). The layer selection boxed will be disabled when there is only one layer present in the matrix file. When a matrix file has been

generated in Hydromagic Dredging, multiple layers can be used. For each layer, the type of data will be shown (in the screenshot below, both layers contain high frequency depth data).

Matrix 1 - File Name:	I Matrix - January 2019.mtx	~	(pre-dredging)
Matrix 1 - Layer:	Layer 1 (Depths: Hi Frequency)	~	(select layer)
Matrix 2 - File Name:	I Matrix - February 2019.mtx	~	(post-dredging)
Matrix 2 - Layer:	Layer 1 (Depths: Hi Frequency)	~	(select layer)
Jutput File			
Output Filename:	C:\Users\Leon\Documents\Hydromagic\D	emo (Matrices)	Dredging - Progress.
Dutput Filename:	C: \Users\Leon\Documents\Hydromagic\De	emo (Matrices \	Dredging - Progress.
Output Filename: Color Options	C:\Users\Leon\Documents\Hydromagic\Do	emo\Matrices\	Dredging - Progress.
Output Filename: Color Options	C:\Users\Leon\Documents\Hydromagic\De	emo (Matrices)	Dredging - Progress.
Output Filename: Color Options Color Set Name: Color Selection:	C:\Users\Leon\Documents\Hydromagic\Doc Automatically generate and activate a of Delta Matrix HSV colors	emo (Matrices) color set	Dredging - Progress.
Output Filename: Color Options Color Set Name: Color Selection:	C:\Users\Leon\Documents\Hydromagic\Doc Automatically generate and activate a c Delta Matrix HSV colors	color set	Dredging - Progress.

Before generating a "delta matrix", you have to select the matrices to compare.

### Selecting the output file

To select the location and file name for the output file to be generated, click the "Browse..." button. You are allowed to select an existing file. In this case the software will ask you to confirm if you want to overwrite the existing file. If the file is not already part of the project, it will be added to the project tree automatically. Matrix files are written in binary format and are not human readable. To export the generated matrix file in ASCII format, use the Export ASCII file tool.

🖉 Save As									х
	«Ну	dromagic > Demo > Matrice	es	~	Ō	\$	O Search Matrices	;	
Organize 👻 Ne	w fold	er					I	- 11	?
This PC	^	Name		Date mo	dified		Туре	Size	
🧊 3D Objects		👺 Matrix - February 2019.n	ntx	7/11/202	0 7:42 PN	N	MatrixView.Docu		47 KB
E Desktop		👺 Matrix - January 2019.mt	bx .	7/11/202	0 7:42 PN	N	MatrixView.Docu		47 KB
🗄 Documents									
👆 Downloads									
👌 Music									
Pictures									
Videos									
归 Local Disk (C:	) 🗸	<							>
File name:	Matri	x - Dredging Progress							~
Save as type:	Hydro	omagic Matrix Files (*.mtx)							~
		,							
∧ Hide Folders							<u>S</u> ave	Cance	

Select an existing or enter a new file name in the "Save As" file dialog.

### Generate a matching color set

If you want, you can generate a color set for the resulting matrix automatically. To do so, simply enable the "Automatically generate and activate a color set" option by checking the checkbox in the "Color Options" section. You also have to enter a name for the new color set, so it can be identified in the list of color sets. This newly generated color set will be saved with the project.

The color set is generated by detecting the minimum and maximum differences in the matrices which are being compared, and the minimum color interval is calculated to limit the number of colors to a maximum of 30. You can select the colors used using the "Color Selection" drop down box.

## Generating the matrix

Finally, click the "OK" button to start the process. It should take a couple of seconds, you can watch the progress in the status bar of the main window. The generated matrix will be added to your project automatically and it will be displayed using the colors of the generated color set (if this option was enabled). When no colors are visible, please check the matrix display options as described in the next paragraph.

## Displaying the matrix as colors

To change the settings for displaying matrices, right click the "Matrices" folder in the "Project Explorer", and select the "Display Options..." option from the popup menu:

🔮 demo.hp	f - Eye4S	oftware H	łydromagi	c Survey		
File Edit	View	Tools	Options	Survey	Cursor	Help
New Project	Open Project	Save Project	Import Map	Do	Nnload Map	Download ENC
Project Explo	rer ect Maps Matrie Raw D Sound Sidesc Wayp Comr Bound Sectio Route	ata ling: tan f soint: darie darie s s S	Generate Add Matr Import M Remove A Show cor Display O	Matrix ix File atrix File II Matric ataining ptions	es	

Right click the "Matrices" folder and select the "Display Options..." option.

To show the matrix as colored cells, make sure the "Display matrix as colors (raster)" option has been checked. This will cause the matrix to be drawn using the selected or generated color set.

Matrix Display	Options								
Displa	Display matrix as colors (raster)								
Displa	y matrix as values (	(text)							
Di	splay values in color								
Text Display (	Options								
Font Size:	10	Pixels 🗸							
Resolution:	2 Decimals 🗸 🗸								
Interval-X:	5.00	m							
Interval-Y:	5.00	m							
To cha need i differe	ange the size of the to regenerate the me ent spacing setting.	matrix cells, you atrix with a OK X Cancel							

Select the "Display matrix as colors (raster)" option.

# 7.4 Generate Matrix from Sections

# Generating a reference matrix from sections

A reference matrix that can be used to perform volume calculations can be created from:

- ✓ a recorded sounding;
- ✓ collection of sections, also known as channel design;
- $\checkmark$  a vector chart which contains 3D vectors.

# **Channel Design**

When comparing the matrix created from a sounding with a matrix created from a channel design, we can calculated the amount of material which has to be (re)moved in order to get the result as in the channel design.



## Generate the matrix

To start creating a matrix from the channel design, right click on the "Sections" folder in the "Project Explorer" and select the "Generate Matrix..." options as shown below:

⊕@ 📄 Bounda ⊕@ 📄 <mark>Sections</mark>	ries	
🗄 👁 📄 Shoreliı	<b>S</b>	Generate Sections
		Generate Sections from DXF
		Generate Matrix
	8	Remove All Sections
		Manage Sections

After selecting this option the "Generate Matrix from Sections" will be displayed, as shown in the image below:

Generate Matrix from S	Sections	x
Sections	eostioner.	
Include the following	secuons:	
DK0001	\vert_0 bk0011         \vert_0 bk0021         \vert_0 bk0031         \vert_0 bk0041           \vert_0 bk0012         \vert_0 bk0022         \vert_0 bk0032         \vert_0 bk0042           \vert_0 bk0013         \vert_0 bk0023         \vert_0 bk0033	
DK0004	<sup>™</sup> , <mark>DK0014</mark> <sup>™</sup> , DK0024 <sup>™</sup> , DK0034	
Скооо5	N_DK0015 N_DK0025 N_DK0035	=
ркоооб	N_DK0016 N_DK0026 N_DK0036	-
БК0007	Ng DK0017 Ng DK0027 Ng DK0037	
ркооов	<sup>™</sup> , <mark>DK0018</mark> <sup>™</sup> , DK0028 <sup>™</sup> , DK0038	
ркооо9	🔨 🔼 ркоозэ 👘 ркоозэ	
DK0010	🔨 DK0020 👘 DK0030 👘 DK0040	-
	Select All Select None Select Vis	ible
Output File		
Spacing	1.0 Meters (valid range: 0.1 10.0)	
Clipping Area:	DELDEN_KADE	
Filename:	DKDTM.xyz	e
	Please select the coordinate system used in the file. Select by dicking the "Select" button.	t
Currently selected:	Amersfoort / RD New	
	🗸 ок 🔀 с	ancel

### **Sections**

Select which sections you want to include in the matrix calculation. In most cases you select all sections, which can be done by clicking the "Select All" button.

To deselect all sections, click the "Select None" button. To select only section that are set as visible in the project, click "Select Visible".

### Spacing

Set the required spacing. Please note that when using the volume calculation using matrices, this spacing should be equal to the one used in the matrix generated from the sounding.

### **Clipping Area**

Select which area or boundary will be used to indicate the clipping area of the matrix generated from the sections. This value is required.

### Filename

Click the "Browse..." button to select a folder and file name for the generated matrix. The matrix is saved as an ASCII file containing all the XYZ pairs calculated by this tool using TIN.

### Projection

To save the XYZ data in a different projection then the current one, click the "Select..." button to change the projection.

Coordinates will be converted during saving to the output file.

## **Starting generation**

When all parameters has been set, the matrix will be calculated and added to the project. During the generation process, a progress bar will be shown in the status bar.

When finished and loaded, you will see something similar to the image below:



# 7.5 Generate Matrix from CAD

# Generating a reference matrix from CAD or vector maps

A reference matrix that can be used to perform volume calculations can be created from:

- one or more soundings;
- <u>shoreline</u> information;
- collection of <u>cross sections</u>, also known as channel design;
- a <u>vector chart</u> which contains 3D vectors.

# **CAD** drawing

This is perhaps the easiest way to create a reference matrix (DTM or digital terrain model), provided that an AutoCAD DXF or MicroStation design of the area is available (and of course, contains elevation information). From the vectors collected from the CAD file, a TIN model is generated from which heights are calculated. When comparing the matrix created from a sounding, with a matrix created from a CAD drawing, we can calculate the amount of material which has to be removed or added in order to get the result as defined in the CAD drawing (dredging volumes). A sample CAD design of how to construct a basin is displayed below:



Example of an AutoCAD DXF drawing containing elevation lines.

## Starting the tool

To start the conversion, please make sure you have <u>imported</u> the CAD drawing (<u>vector map</u>) into the project. When it displays correctly in the map view, right click on the loaded DXF or DGN CAD file in the "Project Explorer", and select the "Export to Matrix..." option. This will launch the "matrix from vector" tool."In this tool you can select the CAD file as well the name(s) of the layer(s) you want to include in the calculation.



Select the "Convert to Matrix..." option from the context menu.

## Using the conversion tool

Use the drop-down box to select the map layer which contains the features which contain the elevation information you wish to use in the matrix generation. It is recommended to draw these lines in a separate layer in your file. Click the "Select..." button to select the layers to include in the calculation.

ienerate matrix fror	n vector map
Select CAD file	
Filename:	C: \Users \Leon \Documents \Hydromagic \CAD2Matix \Maps \ele Browse
Select Layers:	Image: Constraint of the second se
Output File	Concer Da
Matrix Spacing:	0.25 m
Clipping Area:	BOUNDARY0001
Output File:	C: \Users \Leon \Documents \Hydromagic \CAD2Matix \Matrices \
Use this tool This can be u Click here for	to generate a matrix (digital terrain model) from a CAD drawing (for instance AutoCAD) sed for volume calculations. Make sure the data contains elevation data. detailed documentation on how matrix can be generated from vector data.
	V OK X Cance

Browse for an AutoCAD DXF file and select the DXF layers to include.

### Matrix spacing

Set the required spacing. Please note that when using the volume calculation using matrices, this spacing should be equal to the one used in the matrix generated from the sounding, otherwise it cannot be used in volume calculations.

### **Clipping area**

Select which area or <u>boundary</u> will be used to indicate the clipping area of the matrix generated from the AutoCAD file. You can for instance <u>convert the outer polyline to a boundary</u>. When you want to disable clipping, select the default option "NONE".

### **Output file**

Click the second browse button to select a folder and file name for the generated matrix. The matrix is saved as a binary file containing all the XYZ pairs calculated by this tool using a TIN model.

### **Starting generation**

When all options have been set, click the "OK" button to start the matrix generation process. The software will collect all usable vertices (coordinates) from the AutoCAD drawing and creates a TIN model of the data to calculate the matrix with fixed cell sizes. After generation, the matrix will be loaded and added to the project. During the generation process, a progress bar will be shown in the status bar. When finished and loaded, you will see something similar to the image below:

### **Vector Map**

Use this control to select the vector map to generate the matrix from. Please note that only vector maps are displayed here, raster maps do not contain elevation information. By default the "Active Layer" is selected in this control.

### Layer Filter

Enter the names of the layers that should be included in the calculation. To enter multiple names, just separate them using semicolons. This field is required, when left blank, there will be no generation of matrix data.

### Spacing

Set the required spacing. Please note that when using the volume calculation using matrices, this spacing should be equal to the one used in the matrix generated from the sounding.

### **Clipping Area**

Select which area or boundary will be used to indicate the clipping area of the matrix generated from the sections. When you want to disable clicking, select the default option "<No Clipping>".

### File

Click the "Browse..." button to select a folder and file name for the generated matrix. The matrix is saved as an ASCII file containing all the XYZ pairs calculated by this tool using TIN.

### **Starting generation**

When all options have been set, click the "OK" button to start the matrix generation process. The software will collect all usable vertices (coordinates) from the AutoCAD drawing and creates a TIN model of the data to calculate the matrix with fixed cell sizes. After generation, the matrix will be loaded and added to the project. During the generation process, a progress bar will be shown in the status bar. When finished and loaded, you will see something similar to the image below:



The generated matrix in 2D.



The generated matrix in 3D.

# Troubleshooting

When the matrix failed to generated or display, please check the following:

- Is the AutoCAD DXF file in the same coordinate system as your project ?
- Do the select the layers containing the 3D shapes ?

- Is the generated matrix even visible in the "Project Explorer" ?
- Did you set the matrix color ranges ?
- Check the matrix display settings;
- Are there any errors in the "Processing" tab of the activity view ?

Real Time Activity	×
4/19/2020 - 3:03:36.386 PM [CADtoMatrix] Importing vertices using layer [MB8_VERG_HGTLN]	^
4/19/2020 - 3:03:36.372 PM [CADtoMatrix] Importing vertices using layer [MB8_VERG]	
4/19/2020 - 3:03:30.685 PM [CADtoMatrix] Successfully loaded AutoCAD drawing. Drawing contains 7 layers.	
4/19/2020 - 3:03:30.644 PM [DXF] Detected drawing extends: [163821.000,434168.000,164402.143,434612.703].	~
H + H General Processing Downloads	

You can check the "Processing" activity view tab for errors.

# 7.6 Import Matrix from ASCII XYZ data

## Import Matrix from ASCII XYZ data

In Hydromagic, a matrix is a collection of regularly spaced depths, which can be projected over the map as color or text.

Such data is also referred to as a digital terrain model or DTM.

The software allows you to import matrix data from other sources through an ASCII file. A 3rd matrix file can be imported for further processing in Hydromagic, as background map or for volume calculation purposes.

The import tool allows you to import the data from various ASCII formats. During the import process it can perform coordinate conversion, unit conversion, resampling (up and down sampling) and clipping.

## Starting the importing tool

To start importing matrix data, start the tool by selecting "Import Matrix..." from the "File" => "Import" menu.

Please note that a licensed version of Hydromagic is required in order to use this tool.

Input Filena	ame							
Filename:	C:\Users\Leon\D	locumentsWatrix_10-01-2019.txt						
				借 <u>V</u> ew	Browse			
Coordinate	Options							
<ul> <li>Input fi</li> </ul>	le has easting and	northing coordi	nates (projected)					
O Input fi	le <mark>h</mark> as longitude an	d latitude coord	inates (geographic)					
Coordin	ate Format: D	OD.DODDDDD	~					
Field Assign	nment							
Easting or	Longitude field ind	ex: 1	(default: 1st f	ield)				
Northing or	r Latitude field inde	ex: 2	(default: 2nd f	field)				
Depth or E	levation field index	:: 3	(default: 3rd f	ield)				
Tide field in	ndex:	0	<ul> <li>(optional: 0 =</li> </ul>	ignore)				
Projection a	ind Units							
If the coor select the	dinates stored in t projection used by	he file are not in clicking on the	WGS84 geographic coo Select' button.	rdinates,	Select			
Currently s	selected: WGS 8	4/UTM zone 23	s					
The depth,	, tide or elevation of	data in the file is	stored in: Meter		~			
Output Opt	tions							
Cell Sparin	a:	1.0	m					
Clip data b	• using border(s):	<none selector<="" td=""><td>ed, optional&gt;</td><td></td><td>Select</td></none>	ed, optional>		Select			
Use	this tool to genera	te and load Hyd	fromagic Matrix files from	n ASCII data source	s.			
Uation In o	a will be interpolate order to add a exist	ting Hydromagic	en cei spacing. Matrix file to the project	t. use the "Add Matr	ix" option.			

## Select and preview the source data

The first step is to select the data that is going to be imported. You can select the source file after clicking the "Browse..." button.

Next, you can click the "View..." button to analyze the data. Use this option to determine which data layout is used inside the file. This info is required for the next step.

Looking at the source data, please determine which coordinate format is used, what the order of the fields is and which projection and units are used.

Matrix_10-01-2019.txt - Notepad		-		×
<u>File Edit Format View Help</u>				
200569.000,548621.000,-1.282				^
200570.000,548621.000,-1.261				
200571.000,548621.000,-1.257				
200572.000,548621.000,-1.259				
200573.000,548621.000,-1.261				
200574.000,548621.000,-1.263				
200575.000,548621.000,-1.265				
200576.000,548621.000,-1.267				
200577.000,548621.000,-1.269				
200578.000,548621.000,-1.271				
200579.000,548621.000,-1.273				
200580.000,548621.000,-1.275				
200581.000,548621.000,-1.277				
200582.000,548621.000,-1.279				
200567.000,548622.000,-1.356				
200568.000,548622.000,-1.347				
200569.000,548622.000,-1.339				
200570.000,548622.000,-1.330				
200571.000,548622.000,-1.300				
200572.000,548622.000,-1.292				
200573.000,548622.000,-1.287				
200574.000,548622.000,-1.281				
200575.000,548622.000,-1.276				
200576.000,548622.000,-1.275				
200577.000,548622.000,-1.277				
200578.000,548622.000,-1.279				
200579.000,548622.000,-1.281				
200580.000,548622.000,-1.283				~
	West- 100	1-1 0-14	1000/	
	Windows (CRL	Ln I, Col I	100%	

## **Coordinate Options**

While in most cases the data source will be in easting and northing coordinates, the data might be in geographic coordinates sometimes.

When this is the case, click the "Input file has longitude and latitude coordinates" and select the position format in the drop down list.

### Field assignment

The field assignment options are used to indicate which field is what. You can determine the field numbers by looking at the source data.

Please note that the first field is field number one. A field number of zero indicates "Not in use" and can only be selected for the tide level.

In the example above, you would select 'one' for easting, 'two' for nortingh and 'three' for the depth, or in this particular case the elevation.

## **Projection and Units**

When the projection of the imported data, or the depth units are different then the ones used in the current project, please select them in this section.

320

During the import, coordinates and depths will automatically be converted. When the source coordinates are geographic, select WGS84 as projection.

# **Cell Spacing**

The XYZ data will be converted to a regularly spaced grid or matrix. You have to specify the distance between the cells here.

The cell spacing will be the same in both horizontal and vertical direction.

Hydromagic will generate a new grid using this setting by creating a so called TIN model of the input data.

The TIN model is used to interpolate depth or elevation values at the cell positions.

## **Boundaries**

In Hydromagic, boundaries can be used do define a shoreline, a clipping area or an island. When an island or clipping boundary is selected, it will be used to determine which area's should be filled with source data and which are not.

To select an area to fill with the source data, click the "Seclect..." button to select one or more boundaries to use as clipping area.

The setting is optional. When no boundary has been selected, all data will be imported.

BORDA01			

### Generating the matrix

Finally, click the "OK" button to start the process. It should take a couple of second, you can watch the progress in the status bar of the main window.

After generation, you will notice the matrix has been added to the project. Depending on the configuration, the newly generated matrix will be drawn over the map.

# 7.7 Generate Depth Contours

Contour lines are lines connecting points with the same depth, elevation or other data. Contour lines are also known as iso-lines.

During the generation of contour lines from a sounding, the scattered points are converted to regularly spaced data using a TIN (Triangulated Irregularly Network). This TIN is generated using a Delaunay triangulation algorithm.

After this step, Hydromagic calculates the contour lines by determining the positions where the depth contour crosses the calculated triangles.

All these lines are connected to each other, and stored as a vector layer, which is saved as an AutoCAD DXF file and added to the current Hydromagic project.

In addition, the generated contours can be smoothed using a B-spline interpolation algorithm in cases where you do not want unnatural looking sharp edges in the contour lines.



## **Creating contours**

To generate depth contours, you must have <u>created a matrix</u> first. A matrix can be generated from depth data, bottom information data or other sensor data like temperature.

Generate Depth Contou	irs		×	
Output Options				
Output Format:	Output Format: AutoCAD DXF File (*.dxf) ~			
Output File:	C:\Users\Leon	\Documents\Hydromagic\Demo\Maps\contours 🛛 🔀 Browse		
	Write WKT p	rojection file (*.prj)		
Contour Options				
Use the following lev	vel(s):	<level(s) by="" semicolons="" separated=""> Auto</level(s)>		
Use the configured	color ranges:	🧭 Edit		
Use contour smooth	ing:	Level 5 V		
Remove small island	s			
Use this tool to g save them as an	generate one or of the supporte	more depth contours from a generated matrix and d vector map formats. Up to 100 levels can be defined.		
		V OK X Cance	ł	

Open the "Generate Contours" tool, by right clicking the matrix you want to use as data source, and select the "Generate Contours..." option from the popup menu:

🖉 demo.hpf - Eye4Software Hydromagic Survey						
File Edit Vie	w Tools (	Optior	ns Surve	y Cursor	Help	
New Ope Project Proje	n Save ct Project	lmp M	port D lap	iownload Map	Download ENC	Drawing Order
Project Explorer Project Project Project Ma	aps atrices matrix.mtx w Data undings descan Files aypoints omments oundaries ctions utes		Image: Application of the second s	trix perties Contours errain View atrix	er	

### **Output options**

### **Output Format**

Use the output format drop down box to select in which file format you want to save the contour shapes. At this moment the supported file formats are: AutoCAD DXF file (default), Microstation DGN file and ESRI shapefile.

Generate Depth Contours X
Output Options
Output Format:       AutoCAD DXF File (*.dxf)         Output File:       ESRI ShapeFile (*.shp)         AutoCAD DXF File (*.dxf)       Icol Browse         MicroStation Design File (*.dgn)       MicroStation Design File (*.dgn)
Contour Options
Use the following level(s): <a href="https://www.ewencedows.com">Level(s) separated by semicolons&gt;</a>
Use the configured color ranges: 🧭 Edit
Use contour smoothing: Level 5 ~
Remove small islands
Use this tool to generate one or more depth contours from a generated matrix, and save them as one of the supported vector map formats. Up to 100 levels can be defined. Click here to open the documentation on generating depth or height contours.
V OK X Cancel

### **Output File**

The generated contour lines will be written to a file with the selected output format and added to the project.

Click the "Browse..." button to select the location and file name of the output file.

When the file name already exists, the software asks you whether to overwrite the existing file first.

### Write WKT projection file

Enabling this option causes the contouring tool to write projection information for the generated file to an OGC WKT projection file.

When this file is present in the same folder as the file itself, and as long the file isn't renamed, you do not have to select a map projection each time the file is loaded.

### **Contour options**

### **Contour Levels**
You can generate contours using fixed level(s), or use color ranges. You can also combine the two options. Using a fixed level can be useful, to display a reference line (for instance the dredging depth) to see what's above and below this line. You can enter multiple levels by separating them using semicolons. When using the color ranges, the levels displayed as colors will be accentuated.

Generate Levels		$\times$
Generate Levels		
Minimum value:	0.00	
Maximum value:	10.00	
Interval:	2.00	
	V OK X Cance	el

#### **Contour smoothing**

When generating depth contours from a TIN model containing large triangles, it happens often that sharp edges appear in the contour lines. To make the lines look more pleasant for the eye, you can enable the "Use contour smoothing" option to use a B-Spline algorithm to smoothen the lines. Please note that choosing a higher smoothing level will slow down the contour generation process.

The level settings allows you to set the degree of smoothing. When using level 1, just a little bit of smoothing is applied, while level 9 applies the most. A good value to start with is level 5. When contours are starting to cross, you might want to try a lower level.

Generate Depth Conto	urs		×
Output Options			
Output Format:	AutoCAD DXF	File (*.dxf) 🗸 🗸	·
Output File:	C:\Users\Leon	\Documents\Hydromagic\Demo\Maps\contour	s 🔯 Browse
	Write WKT p	rojection file (*.prj)	
Contour Options			
Use the following le	evel(s):	<level(s) by="" semicolons="" separated=""></level(s)>	Auto
Use the configured	color ranges:	🧭 Edit	
Use contour smoot	hing:	Level 5	·
Remove small island	ds	Level 1 Level 2	
		Level 3 Level 4	
O Use this tool to	generate one or i	Level 5 Level 6	and save them
Click here to op	upported vector n en the documenta	Level 7	
		Level 9	
		×	OK 💢 Cancel

### Finish

When all settings are correct, click the "OK" button to finish the process. The software will now create the TIN model, and generate the contour lines. You will have to wait a couple of seconds, depending on the number of records your sounding contains. When ready, the dialog will disappear, and the contours are drawn on the screen.

#### **Managing contours**

#### Show / Hide contours

To temporary hide or show a collection of contour lines, just click the "eye" icon in front of the contour name.

When hidden, the contour is still loaded, but just not shown on the screen.

#### **Delete contours**

To remove a collection of contour lines fopm your project, look for the name in the "Project Explorer" and right click on it.

Please note that the contour map is only removed from the project. The file will not be deleted and stay in the project folder.

Select the "Remove Map..." option from the popup menu, and confirm the action.

	Project Explorer	<b>д</b> х	×
	Project	- 000	
click to show/hide	·····································	Zoom Map	
contours	💿 🌐 theor To 🌐 Denc	Map Properties	
	in a soundin in a soundin in a soundin in a sound in a	Set Active Show Map Attributes	
	Waypoir     Commet	Remove Map	
	🚊 👁 🚞 Boundaries		

# Export contours to Google Earth



Once the contours have been generated and added to the project, you can also export the contours as Google Earth KML file.

You can open the "Export KML data" tool directly from the "File" => "Export" menu.

Export to Google Earth (KML)
Select Items
<ul> <li>Maps</li> <li>Contours.dxf</li> <li>Matrices</li> <li>Matrices</li> <li>May Data</li> <li>Soundings</li> <li>Waypoints</li> <li>Comments</li> <li>Boundaries</li> <li>BORDA01</li> <li>Sections</li> </ul>
Select <u>All</u> Select <u>N</u> one Select <u>V</u> isible
Output Options Filename: C:\Users\Leon\Documents\Hydromagic\Demo\Maps\contours.kmz
It is recommended you to save Google Earth data as KMZ file when it contains matrices. This allows you to distribute the Google Earth data as a single (compressed) file.
V OK X Cancel

# 7.8 Volume Calculation (Matrix)

## Volume calculation using matrix

The matrix volume calculation tool can be used in two ways: to calculate the difference in volume between two matrices (for example: pre-dredge and post-dredge), or between a matrix and a fixed level. The latter option can be used to calculate the area and volume of a pond or basin or tank (you can also use <u>staging volume calculations</u> for this).

To use this option for volume calculation, you must first have <u>generated a matrix</u> from your <u>corrected</u> <u>sounding(s)</u>. This tool calculates volumes by multiplying the difference between depth in the selected matrices with the dimensions of a single matrix cell. When comparing matrices, make sure that they are both generated with the same matrix spacing (cell size) setting.

To start the matrix volume calculation tool, select the "Matrix Volumes..." option from the "Tools" => "Volume Calculations" menu. The following dialog will be shown:

Volume Cal	culation (Compare Matrices)		×
Matrix 1			
Matrix:	Matrix_Of_Pond.mtx	<ul> <li>(Sounding</li> </ul>	)
Level:	0.00 ft	(Depth)	
Matrix 2			
Matrix:	Use Fixed Level>	<ul> <li>(Reference)</li> </ul>	e)
Level:	0.00 ft	(Depth)	
Totals			
Area:	120603 ft2 Pro	cessed: 120603	ft2
Spacing:	1.00 ft Vol.	ume: 1110147	ft3
Above Ref	ference (Dredge)		
Area:	0.000 ft2 Vol	ume: 0.000	ft3
Below Ref	erence (Dump)		
Area:	120603 ft2 Volu	ume: 1110147	ft3
Use To Clic	e this tool to calculate volumes and cove use this tool, it is required to generate a sk here to open the documentation on vo	red area from a sounding and a a matrix from your sounding firs alume calculation by comparing r	reference. t. matrices,
📃 Calcu	Ilate 🙆 Report	👊 Depth Mode 🖌	Close

Select two matrices or one matrix and a fixed level to calculate volumes.

## **Volume calculation conventions**

In Hydromagic, the following conventions are used when calculating volumes:

Sounding data above the fixed reference or channel design is used to calculate the "above volume". This is normally the amount of material that has to be dredged in order to get the channel design. Sounding data below the fixed reference or channel design is used to calculate the "below volume". This is normally the amount of material that has to be dumped in order to get the channel design. When sounding data doesn't contain tide information, a value higher then the reference value is considered below. Please note that when a vertical reference (datum) is used, it is the other way around. In this case values less then the reference value are used to calculate the below values.

The following image shows an example of a volume calculation (in "depth mode") with above and below values:



This image shows the difference between "above" and "below" volume values.

#### Volume calculation tool

To start the matrix volume calculation tool, select the "Volumes (Matrix)" option from the "Tools" menu. The following dialog will be shown:

#### **Selecting Matrices**

#### Matrix 1

Use this setting to specify the matrix generated from your sounding, or when using two matrices, the matrix generated from the post-dredge sounding.

#### Matrix 2

Use this setting to specify the matrix generated from your pre-dredge sounding or a matrix <u>generated</u> from a <u>3D CAD</u> file or <u>channel design</u>. In case you are calculate the volume of a basin or pond, select the "<Use Fixed Level>" option, and enter the level of the water surface. When no <u>tide correction</u> is used, this value is 0.00.

#### **Calculate Volumes**

Click the "Calculate" button to calculate areas and volumes for the selected matrices. Calculated values are split in totals, above reference (Matrix 2) and below reference (Matrix 2).

#### **Totals**

This section will display the total area and volume for the whole sounding. The processed area means the amount of overlap between the two matrices used. When a fixed level is used, the overlap is always 100% and the processed area will be the same as the total area.

#### **Below Reference**

Area and volume below the level found in Matrix 2 (see volume calculation conventions paragraph)

#### **Above Reference**

Area and volume above the level found in Matrix 2 (see volume calculation conventions paragraph)

# **Reports**

Click the "Report" button to calculate area's and volumes from the selected matrices. This function creates a PDF report containing the calculated areas and volumes. Please note that PDF reader software needs to be installed on your computer. In Windows 10 you can use the built in "Reader" application.

Eye4Software Hydromagic Survey 9.0 Volumes Report - Matrices								
		Metadata						
Name Project Name		Value Matrix Of Pond						
Surveyor Date		Monday, April 6, 20	20					
Vertical Units Projection		U.S. Survey Foot NAD83 / Oklahoma	North (ftUS)					
	Mati	rix Information						
Name		Value Matrix Of Deed at	*					
Matrix 1 Matrix 2 Cell Size		Fixed Level ( 0.00 ) 1.00 ft	x					
Average level difference	Mat	9.20 lt						
		and ooverlage						
Outboard and			Area (ft2)	Area (%)	400.0			
Overlapped area			120603		100.0			
Total area			120603		100.0			
		Volumes						
	Area (ft2)	Area (%)	Volume (ft3)	Volume (%)				
Below reference	120603	100.0	1110147	100.0				
Above reference	0.000	0.0	0.000	0.0				
Equals reference Total volume	120603	100.0	1110147	100.0				

Click the "Report..." button to generate a PDF report for the volume calculations.

# 7.9 Volume Calculation (Stages)

**Volume Calculation (Stages)** 

This volume calculation method is used to calculate the volume under various stages (levels) of water in, for example, frac pits and other water reservoirs. To calculate stages, you must first <u>generate a matrix</u> from your <u>processed sounding</u>.

#### Start the tool

To start the staging volumes tool, select the "Volume Calculations" => "Staging..." from the "Tools" menu. Next, select the matrix you want to use for staging volume calculations from the "Matrix" drop down control as shown below:

Aatrix:	Matrix_Of_Pond.mtx		```	Step:	1.00	)		U.S.	Surve	y Fool	:				
tage	Depth	Volume	Area					,	/olui	me S	tage				_
-	0.00 #	1110147 83	120603 82	0.	00				olui		age				
	1.00 ft	989543 813	120603 82		~					$\sim$					
	2.00 ft	868940 ft3	120603 ft2	- 1.	90				/						
	3.00 ft	748391 ft3	120411 ft2	3.	80		-		$\sim$	-	-	-	_	_	
	4.00 ft	628263 ft3	119718 ft2		_										
	5.00 ft	510910 ft3	111762 ft2	5.	70		/								
	6.00 ft	406713 ft3	95636 ft2	7.	60					_	_	_	_		
	7.00 ft	322877 ft3	74282 ft2			- /									
	8.00 ft	256933 ft3	59586 ft2	9.	50	1									
	9.00 ft	203028 ft3	48456 ft2	11 E	40	/									
	10.00 ft	158114 ft3	41174 ft2	1 g	40	/									
2	11.00 ft	120404 ft3	34580 ft2	പ്പ് 13.	30 🚽								-		
3	12.00 ft	88462 ft3	29380 ft2	15											
ŧ	13.00 ft	61484 ft3	24623 ft2	15.	20										
5	14.00 ft	39107 ft3	20168 ft2	17.	10										
5	15.00 ft	21315 ft3	15089 ft2												
7	16.00 ft	9199 ft3	8938 ft2	19.	00 <u>-</u>	N	4	ø	œ	=		7	-		
3	17.00 ft	3067 ft3	3716 ft2		8	8	8	8	8	8	20	ê.	8	Ö	
)	18.00 ft	729 ft3	1552 ft2			8	8	8	8	8	8	8	8	8	
						8	8	8	8	00	.io	00	00.	00.	
									Vol	ume	(ft3)				
Use	e this tool to perform sta	ge-volume calculations.	Select a valid matrix	as well as d	eoth s	pacing	and d	ick the	'Calcu	late'					
🖌 but	ton to update the result	s. In order to export th	e data to Excel, you	can use the	ĊSV f	le gene	rated	by the	expor	rt func	tion.				

Staging volume calculations for pits and ponds in Hydromagic.

#### Adjust spacing

The spacing between the stages can be selected. The default value is 1.00 meter. The interval can be selected in the "Step" field and the minimum value is 0.1 meter. After changing the selected matrix or step, click the "Calculate" button to update the results. The unit used for the step is the same as the vertical units for the coordinate reference system used (US Survey Feet in the example above).

#### Exporting to Microsoft Excel

To export the calculated stages to Microsoft Excel, click the "Export..." button. Next choose the file name of the exported data. The data is stored as comma separated values (CSV) file, which can be

A	utoSave 💽 of	ট 🛛 🖓 - 🤆	v ≂ staging_v	volumes.csv + 🖉	Search				Sigr	in B	5 –		×
File	Home	insert Pag	ge Layout 🛛 Formula	as Data Review	View	Help	DVMO La	abel T	eam	ප්	ihare	🖓 Comm	ents
Pas Clip	te 🗳	Calibri B I U ~  ⊞ Font		E = = 20 Gene E = = = 20 × 5 × E = = 20 × 5 × Alignment Ts Nur	ral v % 9 81 nber Fa	🔛 Condi 👿 Forma 👿 Cell St	tional Form It as Table ~ tyles ~ Styles	atting ~	Elinsert ~ Delete ~ Format ~ Cells	∑ *	2⊽ ~ ,O ~	5 Ideas	,
E20	×	IX V	fa										
	A	В	c	D	E	F	G	н	1.1	L J	к	LL	I F
1 5	tage	Depth	Volume	Area			-					-	
2		1	0 11101473	3 1206032									
3		2	1 9895433	3 1206032									
4		3	2 8689403	3 1206032									
5		4	3 7483913	3 1204112				_					
6		5	4 6282633	3 1197182									_
7		6	5 5109103	3 1117622				_					_
8		7	6 4067133	3 956362				_					_
9		8	/ 3428773	5 /42822									
11		10	o 2009000	0 393002									
12		11	10 1581143	404502									-
13		12	11 1204043	345802									
14		13	12 884623	3 293802									
15		14	13 614843	3 246232								_	
16		15	14 391073	3 201682									
17		16	15 213153	3 150892									
18		17	16 91993	89382									
19		18	17 30673	3 37162									
20		19	18 7293	3 15522				_					
21		staning volumes	A				: 4						
-		staging_volumes	•				: •		978 (m)	m –		+	100%

opened in most software including Microsoft Excel. Below is an example of the above data imported in Microsoft Excel:

The staging volume calculations imported in Excel through the CSV file format.

## **Creating a report**

In addition to Excel exports, it is also possible to generate a PDF report containing the calculated stages. To create a PDF report, click the "Report..." button and supply the software with a valid PDF file name. By default PDF reports are generated under the "Reports" folder in your project folder. To view reports, you should have a PDF Viewer installed like "Acrobat Reader" or FoxIt" reader. Windows 10 users can use the build in "Reader" application as well.

Eye4Software Hydromagic Survey 9.0 Stages Report (Depth vs Volume) Metadata							
Name		Value					
Project Name		Oklahoma					
Date		Monday April 6 2020					
Horizontal Units		U.S. Survey Foot					
Vertical Units		U.S. Survey Foot					
Projection		NAD83 / Oklahoma North (ftUS)					
Staria	Depth	Stages	Ârea.				
1	0.00 ft	1110147 ft3	120603 #2				
2	1.00 ft	989543 ft3	120603 ft2				
3	2.00 ft	868940 ft3	120603 ft2				
4	3.00 ft	748391 ft3	120411 ft2				
5	4.00 ft	628263 ft3	119718 ft2				
6	5.00 ft	510910 ft3	111762 ft2				
7	6.00 ft	406713 ft3	95636 ft2				
8	7.00 ft	322877 ft3	74282 ft2				
9	8.00 ft	256933 ft3	59586 ft2				
10	9.00 ft	203028 ft3	48456 ft2				
11	10.00 ft	108114 03	411/4 ft2				
12	12.00 8	88462 #3	34560 ft2				
14	13.00 ft	61484 ft3	24623 #2				
15	14.00 ft	39107 ft3	20168 ft2				
16	15.00 ft	21315 ft3	15089 ft2				
17	16.00 ft	9199 ft3	8938 ft2				
18	17.00 ft	3067 ft3	3716 ft2				
19	18.00 ft	729 ft3	1552 ft2				

Click the "Report..." button to generate a staging volume report as PDF file.

# **Changing units**

To create a report in other units, for instance cubic feet instead of cubic meters, click the "Units..." button to open the "Units and Formats" tab from the global preferences dialog. In this tab you can select other units for areas and volumes. After changing units, click "OK" and the volumes will be recalculated automatically.

Inits     Devices     Calbration     RTK     Map       Units and Formats     Position Formats     Position Formats     Volume Units:     Volume Units: <th>Miscellan</th> <th>eous</th> <th>Alarms</th> <th>ECDIS</th> <th>Grid</th>	Miscellan	eous	Alarms	ECDIS	Grid
Units and Formats Position Format: H DD MM SS.SS  Speed Units: MPH  Area Units: Square Meters  Volume Units: Units: Ubic Meters  Volume Units: Ubic Meters  Voluic Inch Vertical Units: Ubic Meters Qubic Yard NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Depth and elevations when tide correction is used Reverse sign of elevation values in soundings	Jnits	Device	s Calbration	RTK	Map
Position Format:       H DD MM SS.SS         Speed Units:       MPH         Area Units:       Square Meters         Volume Units:       Statist Meters         Volume Units:       Cubic Meters         Volume Units:       Cubic Inch         Vertical Units:       Cubic Inch         Vertical Units:       Cubic Yard         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations       Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings       Soundings	Units and	Formats			
Speed Units: MPH  Square Meters Volume Units: Square Meters Volume Units: Square Meters Volume Units: Cubic Feet Cubic Inch Vertical Units: Cubic Meters Cubic Meters Cubic Yard NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Decition E	ormati.			
Speed Units:       MPH         Area Units:       Square Meters         Volume Units:       Square Meters         Horizontal Units:       Cubic Meters         Cubic Inch       Cubic Inch         Vertical Units:       Cubic Meters         Cubic Inch       Cubic Meters         Vertical Units:       Cubic Meters         Cubic Yard       Oubic Meters         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations       Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings       State Section values in soundings	Position P	ormata	H 00 MM 35.55		
Area Units:       Square Meters         Volume Units:       Studic Meters         Horizontal Units:       Cubic Feet Cubic Inch         Vertical Units:       Cubic Meters         Cubic Meters       Cubic Meters         Cubic Meters       Cubic Meters         Cubic Meters       Cubic Meters         Cubic Meters       Cubic Meters         Cubic Yard       NOTE:         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations       Display soundings as elevations when tide correction is used         Reverse sign of elevation values in soundings	Speed Un	its:	MPH	~	
Volume Units: Cubic Meters  Horizontal Units: Cubic Feet Cubic Inch Vertical Units: Cubic Meters Cubic Meters Cubic Meters Cubic Ward NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Area Unit	s:	Square Meters	~	
Horizontal Units:       Cubic Feet Cubic Inch         Vertical Units:       Cubic Meters Cubic Yard         NOTE:       Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.         Depth and elevations       Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Volume U	nits:	Oubic Meters	~	
Vertical Units: Cubic Meters Cubic Yard NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Horizonta	Units:	Cubic Feet		
Cubic Yard  Cubic Yard  NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid.  Depth and elevations  Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings			Cubic Inch		
NOTE: Vertical units (altitude and depth), and horizontal units (distance) depend on the selected local grid. Depth and elevations Display soundings as elevations when tide correction is used Reverse sign of elevation values in soundings	Vectical L	nite	Cubic Meters		
Reverse sign of elevation values in soundings	NOTE: )	nits: /ertical unit (distance) d	Cubic Meters Cubic Yard s (altitude and depth) lepend on the selected	, and horizontal d local grid.	units
	Vertical U NOTE: ( Depth and	nits: /ertical unit distance) d l elevations y sounding:	Cubic Meters Cubic Yard s (altitude and depth) lepend on the selecter s as elevations when it	, and horizontal d local grid.	units used
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	Vertical U NOTE: \ Opepth and Displa Reven	nits: /ertical unit (distance) d el elevations y sounding: se sign of e	Cubic Meters Cubic Yard s (altitude and depth) lepend on the selecter s as elevations when t devation values in sou	, and horizontal d local grid. tide correction is indings	units

Change the units for volume and area in the unit settings tab.

# 7.10 Volume Calculation (Sections)

## **Volume Calculation using cross-sections**

This volume calculation tool uses <u>cross sections</u> to calculate the total volume of a river section. <u>Please</u> note that this method is only suitable in scenarios where the cross sections are almost the same length and have the same direction.

To calculate the volume, the difference between the depths or elevations is converted to an area and multiplied with the distance between the cross sections.

To calculate volumes for frac pits, reservoirs or ponds, we recommend the use of the <u>Stages</u> method. In order to use this tool, you should already have generated <u>soundings</u> and cross sections.

This tool can be used to:

- Calculate the total volume of a river section;
- Calculate the amount of sediment by comparing the same soundings at low and high frequency;
- Calculate the volume difference between two soundings, for instance, post- and pre dredging;
- Calculate the amount of volume to be removed compared to a channel design;
- Print graphical views of cross sections;
- Generate dredging volume reports.

### **Volume calculation conventions**

In Hydromagic, the following conventions are used when calculating volumes:

Sounding data above the fixed reference or channel design is used to calculate the "above volume". This is normally the amount of material that has to be dredged in order to get the channel design. Sounding data below the fixed reference or channel design is used to calculate the "below volume". This is normally the amount of material that has to be dumped in order to get the channel design. When sounding data doesn't contain tide information, a value higher then the reference value is considered below. Please note that when a vertical reference (datum) is used, it is the other way around. In this case values less then the reference value are used to calculate the below values.

The following image shows an example of a volume calculation (in "depth mode") with above and below values:



This image shows the difference between "above" and "below" volume values.

### **Volume calculation tool**

To start the matrix volume calculation tool, select the "Volumes (Sections)" option from the "Tools" menu. The following dialog will be shown:



Use the cross sections volume calculation tool to determine dredging volumes.

## **Data selection**

Which data has to be selected depends on how to use the tool. Use the pre- and post soundings to select the soundings to use in the calculation.

When you want to calculate the amount of sediment, you select the same sounding in both input boxes, and select different frequencies. In case you end up with negative values, just swap the selected frequencies or the values selected in the "Pre-Sounding(s)" and "Post-Sounding(s)" fields.

For dredging volumes, select the soundings created before the dredging operations in the "Pre-Sounding(s)" field, and the soundings created after the dredging operations in the "Post-Sounding(s)" field.



Select which sounding(s) to include in the volume calculation by checking boxes.

The use of shorelines is optional. The same shorelines will be used for the pre- and post soundings.

Select	Boundaries				>
		0001			
		0002			
		0002			
0	Select All	<u></u>	ect None	(D) Select Visible	
	Janual All	9 36	COL HONC	Select visible	
			1	OK 🛛 🔀 Cancel	

Select which boundaries to include in the volume calculation by checking boxes.

#### **View cross sections**

When the data has been loaded, you can check the result in the graph by using the "Prev" and "Next" buttons. When "NO DATA" is displayed in the graph, it means that there are no soundings or shorelines near the cross section.

The pre sounding will be displayed in red, the post sounding in green, while the <u>channel design</u> is displayed in blue. You can click the "Depth Mode" button to switch between depths and elevations.

# Reporting

To generate a volumes report, click the "Report..." button. Please note that this function does not work in the demo version of the software. Next, you have to provide a location and file name for the PDF report to be generated. By default PDF reports are generated under the "Reports" folder in your project folder. To view reports, you should have a PDF Viewer installed like "Acrobat Reader" or "FoxIt PDF Viewer". Windows 8, 8.1 and 10 users can use the build in "Reader" application as well.

# Print

When clicking the print button, graphs for all sections will be send to the printer. Together with the PDF report generated, you have a full report on for instance the performed dredging operations.

## Save Images

To save all the graphs as image files, use the "Save Images..." option. This will generate image files containing 4 graph views each in the specified folder. These images can be used to include in other documents.

# 7.11 Export to Google Earth

# Export to Google Earth KML/KMZ files

KML (Keyhole Markup Language) is a XML format used by Google Earth to load overlays. KML can contain point, polyline and polygon data, as well as one or more references to raster overlays (image files). It is also possible to script complete Google Earth presentations into a KML file.

At this moment, Eye4Software Hydromagic supports point, line and polygon features, as well as attributes, styles and ground overlays. Eye4Software Hydromagic is able to both import and export Google Earth KML files. This document describes how to export them.

## **Exporting Data**

In Hydromagic, it is possible to convert soundings, vector maps, matrices, boundaries, comments, waypoints and cross section lines (planned lines) to Google Earth KML files. When exporting a matrix, depending on the options you select, an image file is generated and loaded in Google Earth as a so called "ground overlay". A matrix can be exported using depth values as well. To start exporting data, select the "Export KML Data..." option from the "File" => "Export" menu as shown below:



Select the "Export KML Data..." option from the "File" => "Export" menu

### Selecting data to export

In the dialog that appears, you will see a list of all items that can be converted to KML. Just check the items you wish to export. By default, all visible items are selected. To reset the selection, click "Select None", to select all items, click "Select All".

Export to Google Earth (KML)	Х
Select Items	
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Imatrix.mtx	
🚞 Raw Data	
Soundings	
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Sordau 1	
Sections	
✓ \ 0001	
✓ 0002	
✓ 0003	
✓ 0004	
Select All Select None Select Visible	
Output Options	
Filename: Cick 'Browse' to select an output file >	
After exporting data, show file in Google Earth	
It is recommended you to save Google Earth data as KMZ file when it contains matrices. This allows you to distribute the Google Earth data as a single (compressed) file. Click here to open the documentation on how to export your project to Google Earth.	
🥜 Options 😽 Cance	ł

Select the Hydromagic project items you wish to export to the generated KML or KMZ file.

# Select output file

The next step is to select a location to store the exported data. You can save the data as a KML or (compressed) KMZ file. Click the "Browse..." button to open a save file dialog, and enter the name for the file. In the save file dialog, you can also choose between the "KML" or "KMZ" formats. Please note that you must select "KMZ" when a matrix file is part of the selected items.

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∧ Hide Folders	ooogie	-cartif Kiviz-Files ( ikifiz)				<u>3</u> ave	Cancer	

Select the preferred file format. When exporting matrix data you MUST select KMZ.

## **KML Export Options**

The KML export options instruct the software on how various Hydromagic project items are converted to Google Earth items. Since Google Earth may display items differently then Hydromagic, you can fully customize the way matrices, soundings and raw data are converted to KML data. To specify how depth values are exported as KML, just click the "Options..." button. In the dialog that appears you can adjust the following preferences:

- Matrix text interval in X direction;
- Matrix text interval in Y direction;
- Use colored text or black text;
- Number of decimals for matrix depths;
- Number of decimals for sounding depths;
- Number of decimals for raw data file depths;
- Whether to include the matrix image or not;
- Whether to draw the position track for soundings and raw data files.

KML export settings for matrix, soundings and raw data files are independent of how they are displayed on the screen. To alter these settings, click the "Options..." button at the bottom of the KML export tool. To configure how depths are drawn on your display, from the "Project Explorer", right click either the "Matrices", "Raw Data" or "Soundings" folder and select the "Display Options..." option.

interval-X: 5.00 m Interval: 5.00 m Interval: 5.00 r
Decimals:     2 Deci

Configure how depth values are transformed into KML data with the KML Options dialog.

#### **KML Format**

When using the KML file format, a KML file is generated as well as an image file (PNG) for each exported matrix. The image files are stored in the same folder as the location of the KML file. When not exporting matrices or large amounts of vector data, KML is probably the best option for you.

#### **KMZ Format**

If you are going to export matrices, or large amounts of vector data, KMZ is the best choice. A KMZ file is a zipped archive containing a main KML file (doc.kml) and, in case of exporting image data such as matrices, some image files. When using the KMZ file format, you can always transfer the data by distributing a single KMZ file.

## Starting the export

Just click "OK" to start the export. For small files, this takes only a couple of seconds, for large projects it can take a couple of minutes. You can watch the progress in the status bar at the bottom of the screen. When finished, you can view the details of the generation process in the "Processing" tab of the <u>Activity View</u>.

#### **Examples of exported KML files**



Example of a single matrix exported as KMZ file



Example of a single matrix with vector chart exported as KMZ file

# 7.12 Export to AutoCad

# Introduction

After a sounding has been completed, it is possible to export both the background map (vector maps only),

and the regularly spaced soundings (matrix) to an AutoCAD DXF file for further processing.

AutoCAD DXF files can be opened using AutoCAD, or you can use other CAD software such as QCad, or import the data in other GIS packages.

After you have created a matrix of your sounding, sections or map, you should have something like this:



# Starting the DXF Export tool

The DXF Exporting tool can be started by selecting the "Export" => "Export DXF Data" from the "File" menu.

The following window should appear:

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Select Item	ns									
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I	matrix.n	ntx								
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## **Select Items**

First, you have to select the items you wish to export as DXF features. The following Hydromagic objects can be exported to DXF:

- Vector Maps.
- Matrices
- Planned Survey Lines (Sections);
- Soundings;
- Raw data;
- Boundaries (shorelines);
- Comments;
- Waypoints;

Just enable the checkbox in front of the objects you want to include in the final DXF file. To reset the selection, click the "Select None..." button, to select all objects, click "Select All...". Please note that only vector maps can be converted to DXF format. It is not possible to embed raster maps into a DXF file.

For a list of supported vector formats, please have a look at this document.

#### **Output options**

#### File name

Next, you have to select a file name for the DXF file. Click the "Browse..." button to select a file> If a file already exists, you will be prompted. If no extension has been supplied, .dxf will be appended.

#### **Projection**

It is possible to write the DXF data using another map projection then the one which is used in your current project.

To do so, click the "Select..." button to choose the map projection for the output file.

#### **Generate WKT projection file**

When this option has been selected, an ESRI WKT compatible projection file will be written, allowing other software to set the correct map projection for the DXF file.

## **DXF Export (Text) Options**

Some project items can only be exported to AutoCAD DXF files when they are converted to text. This is especially true for Hydromagic Matrix files. Since they are displayed in the software as an image file, only the textual part can be exported.

For raw data files and soundings, the track and the depth values can be displayed depending on the configuration made in this dialog box.

To specify how depth values are exported as DXF, just click the options button. In the dialog that appears you can adjust the following preferences:

- Matrix text interval in X direction;
- Matrix text interval in Y direction;
- Use colored text or not;
- Display void or zero values or not;
- Include Z-Values when drawing a track or not;
- Display textual Z-Values for a sounding or raw data file or not.

DXF export settings for matrix, soundings and raw data files are independent of how they are displayed on the screen.

To alter these settings, click the "Options..." button at the bottom of the DXF export tool.

To adjust how depths are drawn on your display, from the "Project Explorer", right click either the "Matrices", "Raw Data" or "Soundings" folder and select the "Display Options" option.

Matrix to D)	(F Options	Soundir	ig to DXF Options	Raw Data	to DXF Options	
Interval-X:	5.00	m Interva	l: 5.00 m	Interval:	5.00	m
Interval-Y:	5.00	m Decimal	s: 2 Decimals V	Decimals:	2 Decimals 🗸	
Decimals:	2 Decimals v	s color	Traw track Traw track Traw track in 3D Traw values Traw values in color		Draw track Draw track in 30 Draw values Draw values in 6	D color

# Starting the export process

When all parameters are setup correctly, click "OK" to start the export. A progress indicator will appear at the bottom at the screen, and the window will close after a couple of seconds. You can now open the DXF file in most CAD programs, it is also possible to use the generated DXF file as a background map in Hydromagic.

Opened in a CAD editor, the result will be (depending on your settings):



Opened in QCad





Opened in Hydromagic

# 7.13 Export current view

Using Eye4Software Hydromagic, it is possible to save your current map view (including overlays like soundings,

boundaries, raw data, waypoints and comments) as an image file.

The software can also generate the world and projection files for you, so you will be able to load the image file directly in other GPS or GIS mapping software, without the need to calibrate the map.

# Exporting the view

In order to export the current map view as an image file, select "Export" => "Export Current View..." from the "File" menu.

:	File	Edit View Tools Opt	ions Sur	urvey Cursor Help
:		Import Map		9 (° 🌗 🔎
	<b>II</b>	Download Map		Undo Redo Drag Zoom Map Selection
Ρ		New Project	Ctrl+N	ф ×
Γ	2	Open Project	Ctrl+O	
		Save All	Ctrl+S	
		Import	•	
		Export	Þ	Export ASCII Data
	9	S63 ENC Permits		Export DXF Data
	5.6			Export KML Data
	75	Load Factory Settings		Export SHP Data
		Print	Ctrl+P	Export Current View
		Print Preview		😭 Export Sounding Data
		Print Setup		Export Configuration

Export current view dialog

After a few seconds (time needed to capture the image), the following dialog should appear:

Export Curre	ent View	×
Destination	n	
Format:	Portable Network Gra	phics (*.png) V
File:	C:\Users\Leon\Docum	ents\Hydromagic\Demo\Reports\expor
Export Op	tions	
Genera	te World File	Generate ESRI WKT Projection File
Show in	nage after export	Generate PROJ. 4 Projection File
You and	I can use this tool to exp I projection file, allows y	ort the current view as an image file. Enabling a world ou to import the data in other (GIS) mapping software.
🖉 Мар	Footer Options	V OK X Cancel

# **Output file format**

Before selecting an output file, select the image format you want to use to save the image file. Hydromagic can store images in one of the following file formats:

• Graphics Interchange Format (\*.gif);

- Portable Network Graphics (\*.png);
- JPEG Image Files (\*.jpg);
- Tagged Image Format Files (\*.tif);
- Windows Bitmap Files (\*.bmp).

Export Current View	×
Destination	
Format: Portable Network Gr	aphics (*.png) 🗸
File: Graphics Interchange JPEG Image File (*.jp	e Format (*.gif) no \Reports \expor
Export Opti Windows Bitmap File	t File (*.tif) (*.bmp)
Generate World File	Generate ESRI WKT Projection File
Show image after export	Generate PROJ.4 Projection File
You can use this tool to example and projection file, allows	port the current view as an image file. Enabling a world you to import the data in other (GIS) mapping software.
Map Footer Options	V OK X Cancel

# **Output file**

First, you have to select the output format and the file name of the image file.

After selecting the format, use the "Browse..." button to select the folder and file name.

When you have selected a file that already exists, the software will ask whether you want to overwrite this file.

🖉 Save As					×
← → ~ ↑ 🔒 > Tł	his PC > Documents > Hydromagic	> Demo > Reports	✓ Ö Sear	ch Reports	Q
Organize 🔻 New fold	ler				• ()
This PC	Name	Date modified	Туре	Size	
🗊 3D Objects		No items match your s	earch.		
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🔮 Documents					
🖶 Downloads					
b Music					
Pictures					
Videos					
🏣 Local Disk (C:)					
🕳 System Reserved 🗸					
File name:					~
Save as type: Porta	able Network Granbics (* ppg)				~
sere us gyper ronu	ere rections or opinios ( iprig)				
<ul> <li>Hide Folders</li> </ul>				<u>S</u> ave Ca	ancel

# **Generate World File**

In cases where you want to import the exported image file into another GPS or GIS mapping software product, you have to enable this option.

The software stores the upper-left coordinates and the pixel sizes (scale) in the world file.

Depending on the image format you are using, the world file will have the following file extension:

- GIF World File gfw;
- PNG World File pgw;
- JPG World File jgw;
- TIF World File tfw;
- BMP World File bpw;

```
3.726715
0
0
-3.726715
242435.599588
476855.346680
```



# **Projection Files**

The software can generate a ESRI WKT or PROJ.4 projection file for you. Together with a world file for geo-referencing the image,

this enables the screen shot to be imported in most GPS/GIS software packages.

The generated projection file will always have the ".prj" extension, irrespective of the selected format.

```
PROJCS["Amersfoort / RD New",
       GEOGCS["Amersfoort",
           DATUM["Amersfoort",
               SPHEROID["Bessel 1841",6377397.155,299.1528128,
                   AUTHORITY["EPSG","7004"]],
               AUTHORITY["EPSG","6289"]],
            PRIMEM["Greenwich",0,
               AUTHORITY["EPSG","8901"]],
            UNIT["degree",0.01745329251994328,
               AUTHORITY["EPSG","9122"]],
           AUTHORITY["EPSG","4289"]],
       UNIT["metre",1,
           AUTHORITY["EPSG","9001"]],
       PROJECTION["Oblique_Stereographic"],
       PARAMETER["latitude_of_origin",52.15616055555555],
       PARAMETER["central_meridian", 5.38763888888889],
       PARAMETER["scale_factor",0.9999079],
       PARAMETER["false_easting",155000],
       PARAMETER["false_northing",463000],
       AUTHORITY["EPSG","28992"],
       AXIS["X",EAST],
       AXIS["Y",NORTH]]
```

Example of an ESRI WKT projection file

#### Adding a map footer

It is possible to add a map footer to the exported image, which is also done when printing the screen. To select whether the map footer is included, and how the fields are filled, click the "Map Footer Options..." button.

Map Footer (Printi	ng and export to image)			×
Map Footer Conte	ents ☑ Show map footer on printing	or exporting		
First Line: Second Line:	Hydromagic Demo Project Created by <%SURVEYOR%>			b <sub>a</sub> Add Placeholder b <sub>a</sub> Add Placeholder
Sounding Date:	12/21/2018	_		
	Show Horizontal Units	✓ Show Vertical Units ✓ Show Local Grid		
Enable this exporting t	option to draw a map footer when the current view to a image file.	n printing / plotting, or		
			V	OK X Cancel

#### Exporting the map

Just click "OK" to start the export. The software will now write the selected files. You can monitor the progress in the status bar at the bottom of the screen.

Depending on whether you checked the "Show image after export" the created image will be shown in the Windows Photo Viewer.



# 7.14 Export echograms

## Export echograms as images

After a sounding has been completed, it is possible to export echogram, water column information (also called return echo envelope data) or sub bottom data (when available) as an image file. Multiple output formats such as: PNG, JPG, GIF, TIF and BMP are supported. The resulting image files will be put together into a single folder (one file for each sounding). The files can be edited, or copied into your reports directly.

NOTE: This feature was added in version 9.0 of Hydromagic Survey. If you encounter difficulties generating these image files, please run the sounding wizard again as your sounding data might be in an older format. Running the <u>sounding wizard</u> will update the soundings to version 9.0 compatible sounding files without altering the data.



Example of a digitized depth echogram and return echo envelope combined in a single image file.

## Echogram export tool

To start exporting echogram data as images, locate the "Soundings" folder in the "Project Explorer", which will be in most cases on the left side of the screen. Right click the folder and select the "Manage Soundings..." option from the popup menu that appears to launch the "<u>Sounding manager</u>".

Sounding Name         Date         Time         Active         Records         File           ID SNDG00001         3/5/2015         6:34:54 PM         NO         81         ID	Size 7 KB
Image: Constraint of the state of	7 KB
Image: Constraint of the state of	7 KB
Image: Constraint of the state of	
Image: Constraint of the state of	9 KB
Image: SNDG00005         3/5/2015         6:54:03 PM         NO         100           Image: SNDG00006         3/5/2015         6:56:29 PM         NO         74           Image: SNDG00007         3/5/2015         6:58:43 PM         NO         30           Image: SNDG00008         3/5/2015         7:00:07 PM         NO         34	1 KB
SNDG00006         3/5/2015         6:56:29 PM         NO         74           Image: SNDG00007         3/5/2015         6:58:43 PM         NO         30           Image: SNDG00008         3/5/2015         7:00:07 PM         NO         34	1 KB
Image: SNDG00007         3/5/2015         6:58:43 PM         NO         30           Image: SNDG00008         3/5/2015         7:00:07 PM         NO         34	.6 KB
INDG00008 3/5/2015 7:00:07 PM NO 34	7 KB
	8 KB
INDG00009 3/5/2015 7:01:09 PM NO 42	9 KB
SNDG00010 3/5/2015 7:03:19 PM NO 45	0 KB
SNDG00011 3/5/2015 7:05:36 PM NO 43	9 KB
SNDG00012 3/5/2015 7:07:34 PM NO 48	0 KB
SNDG00013 3/5/2015 7:08:38 PM NO 59	3 KB

Click the "Export Echogram" button in the "Soundings Manager".

To start the echogram export tool, select the soundings you want to export and click the "Export Echogram" button in the tool bar. The echogram export tool will now be displayed. In this tool you select the location for the exported images, the image format, soundings and the echograms you want to export.

# Configuring the export settings

Prior to exporting the images, there are some options to configure:

## **Output Folder**

Click the "Browse..." button to select in which folder the image files will be written. This can be a folder under your Hydromagic project root, any another location on your harddrive or even a network share. After selecting a new folder it will be displayed in the dialog. The dialog will also remember the file location for the next time you use this tool.

## **Select Soundings**

By default, the soundings selected in the sounding list will be displayed here. Using the "Select..." button you will be able to alter this selection.

#### File Format

Select the file format of your choice for the creation of the image files. Supported image formats include:

- Graphics Interchange Format (\*.gif);
- Portable Network Graphics (\*.png);
- JPEG Image Files (\*.jpg);
- Tagged Image Format Files (\*.tif);

Windows Bitmap Files (\*.bmp).

#### **Selected Echograms**

Check the items you wish to see. The software doesn't detect which items can be exported, so all possible options are displayed. When a type of echogram is not available for your sounding, an empty frame stating "No Data" will be inserted into the image file.

#### **Echogram Settings**

To alter the way the sample data (echosounder envelope data) will be displayed, click the "Echogram Settings..." button. You can select another color schema, range or offset here. Please note that <u>these</u> <u>settings</u> are shared with the echogram digitizer and real time echogram displays.

#### Starting the image export process

Click the "OK" button to start the export process. Depending on the number of soundings and the selected items, this will take up to a minute. When ready the folder where the files are written will be opened so you have access to the images right away.



When exporting echograms for multiple soundings, they are written into the same folder on your disk.

# 7.15 Export Cross Sections

### Export Cross Sections to AutoCAD DXF Format

After a sounding has been completed, it is possible to export both the background map (vector maps only),

and the regularly spaced soundings (matrix) to an AutoCAD DXF file for further processing.

In addition to these objects, you can also create an export of the side views of a channel, also called cross sections.

The software will export all generated cross sections to a single DXF file.

These cross sections can then be modified and plotted, or copied to another DXF file, for instance the exported DXF matrices.



#### **Defining the cross section locations**

In order to generate cross sections, you have to set the locations of the cross sections. There are various ways to do this:

- Placing sections manually;
- Generating sections using a boundary;
- Importing cross sections from AutoCAD.

## Generating the cross sections

You can generate the cross sections from the cross sections volume calculation tool in Hydromagic. To start the matrix volume calculation tool, select the "Volumes (Sections)" option from the "Tools" menu.

The following dialog will be shown:



#### **Data selection**

Which data has to be selected depends on how to use the tool. Use the pre- and post soundings to select the soundings to use in the calculation.

When you want to calculate the amount of sediment, you select the same sounding in both input boxes, and select different frequencies.

In case you end up with negative values, just swap the selected frequencies or the values selected in the "Pre-Sounding(s)" and "Post-Sounding(s)" fields.

For dredging volumes, select the soundings created before the dredging operations in the "Pre-Sounding(s)" field,

and the soundings created after the dredging operations in the "Post-Sounding(s)" field.
elect Sounding Da	ta			
SNDG0001				
SNDG0002				
SNDG0003				
SNDG0004				
SNDG0005				
SNDG0006				
SNDG0007				
SNDG0008				
SNDG0009				
SNDG0010				
-				
Select All	Selec	t None	@D Sel	ect Visible
		1.11		Const
		1	ж	Cance

The use of shorelines is optional. The same shorelines will be used for the pre- and post soundings.

<b>v</b>	6 BOUNDAR)	/0001 /0002	

## **View cross sections**

When the data has been loaded, you can check the result in the graph by using the "Prev" and "Next" buttons.

When "NO DATA" is displayed in the graph, it means that there are no soundings or shorelines near the cross section.

The pre sounding will be displayed in red, the post sounding in green, while the channel design is displayed in blue.

You can click the "Depth Mode" button to switch between depth and elevation.

When all sections are displaying correctly, you are ready to export the data as AutoCAD DXF file.

## Starting the export process

When everything has been setup correctly (included soundings and boundaries), you can export the cross sections data as CAD format.

To do so, just click the "Save CAD" button and supply a valid DXF file name.

A popup will be shown whether the export was successfull. The DXF file can be opened in AutoCAD or other CAD programs supporting the DXF file format.



# 8 Dredging

## 8.1 Hydromagic Dredging

## Monitoring and recording dredging progress

The Hydromagic Dredging package is a module shipped with Hydromagic that allows you to monitor dredging progress. It needs a separate license, and can be purchased with or without the Hydromagic Survey software. The software can log the dredging file as a series of points or by updating a XYZ matrix file. Please note that this feature needs additional sensors to be installed (inclino sensors). Currently the software works for cutter, hopper and backhoe / excavator dredges.

## Depth vs Elevation

Dredging data can be monitored in either depth or elevation mode. In depth mode, the absolute dredging depth below the waterline is recorded. This option must only be used when the water level is constant. When the water level is variable (tides), the dredging depth is no longer useful, since the tide level isn't logged with the depth (only in the log files, not the matrix).

When the water level isn't constant, always use elevation mode. In this mode the dredging depth is stored as an elevation relative to the local height datum (for instance NAVD88). To use this mode, the correct water level has to be entered, or measured with RTK. More information on how to determine the water level with RTK can be found here. To enter the water level manually, select the "Set Tide Level..." option using the manual tide plugin.

## Creating an empty matrix

When recording dredging data, data can be stored in a user defined log file as well as in a matrix. A matrix is basically a file that contains XYZ coordinates with a fixed cell distance. During the dredge process the cell's will be updated with the maximum dredging depth and displayed as map overlay.

Before we can update a matrix with our data, we have to create an empty one. To do so we first have to specify the area to cover. This should be done by drawing a <u>boundary</u> first.

When the boundary has been created, make sure the "Project Explorer" is visible ("Project Explorer" from the "View" menu) and right click on the "Matrices" folder.

1	File	Edit	View	Tools	; C	ptions	Dre	edging	Curso	r	Help
1			2								
	Nev Proje	v ect	Open Project	Sav Proje	e ect	Impor Map	t	Downl Maj	oad p	D	rawing Order
Ρ	roject I	Exploi	rer						ф,	<	
	Project Maps Matricer										
		0	Waype	oints		Genera	te M	latrix			
		٩	Comn	nents	₩,	Import	Mat	rix			
	÷	©   ©	Bound Sectio	daries ns	8	Remove	: All	Matrices	i		
					E,	Show c	onta	aining fo	lder		
					×	Display	Opt	tions			

Select the "Generate Matrix..." option from the popup menu to start a new matrix file.

From the popup menu, select the "Generate Matrix..." option. The "Generate Empty Matrix" dialog appears:

Generate (Empty) Matrix X						
Set initial depth or elevation value(s) - (uncheck to leave values as voids, or import from selected file)						
Set predredge depth or elevation:	0.00	Meters				
Set dredging progress depth or elevation:	0.00	Meters				
Set postdredge depth or elevation:	0.00	Meters				
Import data from matrix file(s) - check to use	the survey (pre dred	lge) layer of an externa	al grid file			
Import predredge depths from:	<dick 'browse'="" th="" to<=""><th>select a file&gt;</th><th>Ea, Browse</th></dick>	select a file>	Ea, Browse			
Import dredging progress depths from:	<dick 'browse'="" th="" to<=""><th>o select a file&gt;</th><th>Browse</th></dick>	o select a file>	Browse			
Import postdredge depths from:	<dick 'browse'="" th="" to<=""><th>o select a file&gt;</th><th>El Browse</th></dick>	o select a file>	El Browse			
Output File Matrix Spacing: 1.00 Meters						
Clipping Area: BOUNDARY0001	1	~				
Output Filename: <a></a>	select an output file:	>	Browse			
Use this tool to generate an empty matrix used to store the dredging progress. In order to generate a matrix, a boundary has to be created and selected first. When using the software in depth mode rather then elevation mode, enter depths.						

Generate an empty or pre-filled matrix file which can be used to record dredging depths or elevations

The matrix file used in Hydromagic has three layers. It is possible to set a preset value in one of the three (pre dredge, dredge and post dredge) layers. To simply monitor dredge progress, just leave the boxes unchecked so all layers are filled with void values.

You can adjust the space of the cells. A cell spacing of 0.5 means that dredging data is stored in a 50 x 50 cm grid. You also need to select a file name and the boundary you created to define the area for the

matrix. When you are happy with the settings, just press "OK" to proceed with matrix creation. After successful creation the new matrix will be displayed in the project explorer.

## Start recording

When you are ready to start recording, just click the "Record" button (yositions of the dredge. Log data files are generated every time you start a new recording. Matrixupdating will be performed on the matrix which is set as "Active" in the "Project Explorer".

To pause a recording without generating a new log file, just click the "Pause" button (III) instead. When clicking the pause button again, the recoding will resume writing data to the same log data file.

During recording, log files should increase in size, display depths on the map and the matrix file should update when the vessel is moving and the dredging depth increases. If nothing is logged, or no matrix updates are visible, please perform the following checklist:

- Is the dredging layer of the matrix selected (button with the blue bar in the middle);
- Is the dredging depth more then the minimum value to be logged in "Preferences" => "Dredging";
- Is the dredging depth more then the preset value entered during the matrix creation (N/A when void was selected);
- Are any alarms triggered as this can pause the recording of data;
- Is the dredging position outside the boundary used to generate the matrix;
- Check the log and matrix display options in the "Project Explorer";
- Are there color ranges defined for the dredging depths recorded;
- Is the matrix used for recording set as active (right click => "Set Active" in project explorer);
- Are the dredging depth and vessel position displayed in green in the "Data View";

## Matrix Display Options

There are more ways of showing the matrix on the map. You can for instance display it as both colors and text at a specified interval.

It is also possible to not show it (and just use the matrix to export data), to show it with colors only (using the defined color ranges) or to show its depths as text.

To change settings on how the matrix is shown, right click the "Matrices" folder in the "Project Explorer", and select the "Display Options..." option from the popup menu.

A dialog with all matrix settings will be displayed. It should look like the screen shot below:

Matrix Display Options $ imes$					
Matrix Display Options					
Display Matrices					
Display matrix as colors (raster):					
Display matrix as depths (text):					
Interval-X: 5.00 m					
Interval-Y: 5.00 m					
Resolution: 1 Decimal 🗸					
Display text in color					
Hide zero values					
🍼 Colors 🗸 Ca	ncel				

#### Auto save option

To prevent data loss, for instance due to a PC crash or AC power failure, it is recommended to use the "AutoSave" option. When this option is enabled all project data (including matrix data and log files) will be saved at the specified interval.

To change the auto save option, select "Preferences..." from the "Options" menu, and click the "Miscellaneous" tab. You will see an "Auto save" section at the bottom of this window. Now click the "Setup..." button in this section. Enable the check box when you want to use auto save, and enter an interval (minimum 1 minute). Click the "OK" button to apply the changes.

Autosave Options	<
Autosave Options	
Save current project every 15 second(s).	
It is recommended to use the autosave function to save your recorded survey data automatically. NOTE: Minimum save interval is 15 seconds.	
V OK X Cancel	

Use the auto save option to prevent data loss.

### Manually saving dredging data

Log files can be saved at any time by just clicking the "Save" button in the tool bar (). It will be saved into the "Logs" folder of your project.

## 8.2 Configuring Vessels

**Vessels in Hydromagic Dredging** 

In Hydromagic Dredging, a vessel object is used to represent a moving object like a dredger, barge or an excavator. A moving object can be configured as a vessel when it has been equipped with its own (GNSS) positioning system. When configuring dredging equipment, like a suction tube, cutter ladder or backhoe dredger, a vessel is used as a 'base' for this equipment.

Most of the time, for instance when you are configuring a trailing suction hopper dredger or cutter dredger, the dredging equipment is attached to the vessel, and you only have to configure the primary vessel. In the event that an excavator is placed on a barge, and both the barge and excavator are equipped with a positioning system, you have to configure both vessels to show them both in the navigation display. The images below show the difference between a single and dual vessel configuration:



Single vessel configuration. The dredging equipment is attached directly to the vessel or barge.



Dual vessel configuration. The excavator (red) has its own positioning system and can move around the barge (blue).

## **Configuring Vessels**

To change the description, shape, color or other map display settings of a vessel, select "Preferences..." from the "Options" menu and select the "Dredging" tab. On this tab, you will find two buttons labeled "Primary Vessel..." and "Secondary Vessel...". Click the "Primary Vessel..." button to setup your vessel or barge. The "Secondary Vessel..." button can be used to setup, for example, an excavator which is on the barge.

NOTE: When two vessels are drawn in the display view despite of having only one vessel configured, just un-check all the data sources in the secondary vessel configuration screen to get rid of the second shape. See the "Selecting data sources" paragraph for more information.

Units     Devices     Dredging     RTK       Oredger Configurations       Idx     Name     Type       0     Hopper Dredger     Hopper Dredger	Grid
Idx     Name     Type       0     Hopper Dredger     Hopper Dredger	
Idx         Name         Type           0         Hopper Dredger         Hopper Dredger	
0 Hopper Dredger Hopper Dredger	
New     Generate     Configure	
/essel Configurations	
Primary Vessel	
Predging Logs Configuration	
Gelect logging interval, included data fields, working shifts and minimum logging depth	tup

Configure the vessel's from the "Dredging" tab.

## **Vessel Description**

You can enter a vessel description in this field, for instance "Barge" or "Excavator". When configuring dredging equipment you can select the 'base' vessel by selecting this name. This is also the name which is displayed when including the vessel name in user defined log files. It is not allowed to use special characters here (except for spaces).

Vessel Settings		×
Vessel Inform	ation	
Description:	Primary (Barge or Dredge)	

Enter a descriptive name for the vessel.

## Selecting data sources (plugins)

By checking the check boxes, you can select which data sources (or plugin data) is used to set the vessel's position, heading, speed and motion (pitch and roll). When only one vessel needs to be configured, check all the boxes for the primary vessel and un-check all boxes in the secondary vessel's configuration. No need to select dredging sensors here, unless they provide draft, pitch or roll information.

Cable Arm Positioning Plugin	
Hydromagic Simulator Plugin	
🖋 🇩 Hydromagic NMEA0183 plugin #1	
🗩 RTK heading plugin for Hydromagic	

Select the plugins used to position the selected vessel.

#### Heading sensor configuration

Some plugins for position can report both magnetic and true heading. For instance when data is coming in via a data combiner, or when a GNSS device contains a build in magnetic compass. True heading a a heading calculated by movement, for instance by calculating heading between the current and previous position. When a magnetic compass or gyro has been installed, select the magnetic heading rather then a true heading, since a magnetic heading is also reliable when the vessel is not moving (or very moving slowly).

When using a RTK or GNSS heading sensor, it is sometimes needed to apply an additional offset. For instance when antenna's are placed next to each other instead of parallel to the vessels direction. In this case select a 90 or 270 degrees offset.

Heading Sensors	
Use True heading (GNSS)	~
Do not apply heading offset	~

Select which heading sensor to use, either a compass or calculated heading.

#### Vessel shapes and color

In this section you must provide a shape file for the vessel. This can be the shape of a barge, vessel or excavator. When you are configuring an excavator on a barge, where both the excavator and barge are equipped with their own positioning system, you have to select the barge shape for the primary vessel and the excavator shape for the secondary. Click the "Browse..." button to select a vessel shape. Hydromagic ships with a collection of vessel shapes which are installed in the "Vessel" folder. By clicking the "Editor..." button you will launch the "Vessel Designer", which can be used to draw or modify vessel shapes, or to import vessel shapes from AutoCAD DXF files.

You can select other vessel colors, for instance make sure the vessel contrasts with the background map (i.e. dark color when a street map or vector map is used, or yellow to improve visibility on a satellite image.

Vessel shape, color and offsets					
File:	C:\ProgramData\HydroMagic\Vessel\pontoon.xml				
Color:	Browse				

Select the vessel (top view) shape file to be used in the map view.

#### **Distance rings**

With the "Ring Count" option set to any value higher then zero, a set of rings will be drawn around the ship at fixed intervals. Use this function, for example, to see at a glance how far away the objects are from the boat. Another useful option is to set the interval to the distance between survey lines to get

some sort of guidance. In addition to setting the distance between the rings and the number of rings, it is also possible to choose a drawing color for the rings, which is clearly visible against the background.

Distance Rings		
Ring Count:	3	
Ring Interval	25.00 m	
Ring Color:	$\sim$	

Distance rings can be used to see how far away objects are.



Distance rings around your GNSS position at a specified interval.

#### **Course Line**

The course line can be used to see where the vessel is going. Please note that the course line is indicating the correct heading only when the <u>NMEA0183 output of your GPS or RTK receiver outputs this</u> <u>information</u> and the vessel is moving. Alternatively, a compass or RTK heading sensor can be used to determine the correct course.

Course Line			
Show bearing			
Line Width:	1	pixels	
Line Color:		<b>~</b>	

Check the show bearing option to display a course line on the map display.

#### Saving the settings

Click the "OK" button to save your chances. When more then one vessel needs to be displayed on the map display, just repeat this step for the secondary vessel by clicking the "Secondary Vessel..." button on the "Dredging" tab in the global preferences window.

/essel Settings	<
Vessel Information	
Description: Primary (Barge or Dredge)	
Use the following plugins to obtain data for this vessel	
<ul> <li>Hydromagic Simulator Plugin</li> <li>Cable Arm Positioning Plugin</li> </ul>	
Mydromagic NMEA0183 plugin #1     Mydromagic NMEA0183 plugin #2	
Heading Sensors	
Use True heading (GNSS)	
Do not apply heading offset V	
Vessel shape, color and offsets	
File: C:\ProgramData\HydroMagic\Vessel\TSHD_Vessel.xml	
Color: Color:	
Distance Rings	
Ring Count:	
Ring Interval 10.00 m	
Ring Color:	
Course Line	
Show bearing	
Line Width: 1 pixels	
Line Color:	
In Hydromagic, a "Vessel" is used to reprensent a moving object with its own positioning system, like a barge or excavator. Click here for documentation on how to configure vessels.	
V OK X Cancel	

An example vessel configuration using the first NM EA0183 plugin for positioning.

# 8.3 Configuring Dredging Equipment

## **Dredging Equipment**

In Hydromagic Dredging, you can configure one or more pieces of dredging equipment depending on the license you have bought. Three different license models are available:

#### Single Head License

With the single head license you can monitor one dredge head only. This option will probably be sufficient for most cutter and trailing suction hopper dredgers. This license limits the number of dredge heads that will be recorded to just one. You are allowed to configure multiple pieces of equipment, but only one can be used at a time.

### **Dual Head License**

To monitor a trailing suction hopper dredger with two suction tubes, you need the dual head license to be able to monitor two dredge head positions at a time.

#### Excavator or Backhoe License

To monitor the position of an excavator or backhoe dredger, you need this license. It supports monitoring of the excavator position, rotation and you can display the barge and excavator independently.

## **Dredging Equipment Configuration**

Dredging equipment can be configured by selecting a vessel, attachment position and by adding the segments that make up the dredging equipment, for instance, when configuring a backhoe dredger, you select the barge, position on the deck and the cabin, boom, stick and bucket segments. Because of this modular approach, you can configure almost every type of equipment. For instance, when your excavator contains a second boom, you just load the standard excavator configuration and adapt it by just adding a new boom segment.

To start configuring dredging equipment, select the "Preferences..." option from the "Tools" menu and select the "Dredging" tab. In the "Dredger Configurations" list, the already configured items will be displayed. You can remove the existing item(s) by selecting them one by one and clicking the "Remove..." button. Now you can add a new configuration item by clicking the "New..." button.

eferences					×
Miscella	neous	Мар		ECDIS	Alarms
Units	Device	es Dred	ging	RTK	Grid
Dredger	Configuratio	ns			
ldx	Name		Туре		
0	Hopper Dred	ger	Hopper	Dredger	
$\odot$	New	Remove	0	Configure	
-Vessel C	onfigurations				
vessere	ormgaradona				
6	<u>P</u> rimary V	essel	Ø	Secondary V	essel
Dredging	) Logs Config	uration			
Select lo working	gging interva shifts and mi	al, included data nimum logging d	fields, epth		Setup

Click the "New..." button to add a new dredging equipment configuration.

#### Adding new equipment

After clicking the "New..." button the "Dredge Equipment Configuration" dialog will be shown. In this manual, we will call each suction tube, excavator or other tool "Dredge Equipment". First add a name for the equipment. This is how we can select it in the data or digging views. This is also the name written to the log file when the "Dredge Name" field is included. Since it could be written to a file, no special characters other then alphanumeric characters and spaces are allowed. Good examples are: "Hopper Dredger (STBD)", "Hopper Dredger (PORT)", "Cutter" or "Excavator".

Use the "Type:" drop down box to select the type of equipment. Examples include: "Excavator", "Backhoe", "Cutter" and "Hopper". It is important to set this option correctly, otherwise you wont be able to configure the dredge segments correctly.

Dredging equipment has to be associated with a 'Vessel' to which it has been attached. You can select a vessel from the drop-down list. For all configurations other then excavators, you should choose the first option (Primary). You can read more on vessels in the "Configuring Vessels" document.

After selecting the vessel, click the "Vessel Configuration..." button to select the shape file used to display the vessel itself.

Dredge Equipm	ent Configuration	×
Dredge Equipm	ent	
Name:		
Type:	Undefined ~	
Vessel:	Primary (Barge or Dredge) 🗸 🖉 Vessel Configuration	
Draft:	0.000 m	

The first section of the dialog contains some important global settings.

## **Attachment Point Coordinates**

The dredging equipment is always attached to the vessel. In order to calculate the correct easting and northing coordinates for the dredge head, you have to enter the coordinates of the attachment point relative to the vessel's center point. After importing a drawing of your vessel into the "Vessel Designer", you can place a pivot point at the attachment position to read out the XYZ coordinates of this point as shown in the image below.

Regarding the vessels center point, it doesn't really matter how you center your vessel around the (0, 0, 0) coordinate in the vessel designer, as long as all sensors are relative to this point (attachment point, draft sensor and GNSS antenna).



The attachment points can be determined by analyzing a drawing of the vessel in the "Vessel Designer".

## Logging and display options

In the logging and display options section, you can select whether or not to use the dredge head position to update the matrix or log file. You can also disable alarms for this dredge head. This can be useful when you have two suction tubes on a hopper dredger and a sensor on one of the tubes is malfunctioning. In this case, you can still log data from one dredge head only.

Logging and display options	
Use this equipment to update the matrix	
Use this equipment to update the dredging log	
✓ Include this equipment on the map view (top view)	
Apply configured alarms to this equipment	

Various (logging) options for the selected dredge equipment.

## **Dredge Segments**

In the dredge segments section, you can add all the segments that make up the dredge equipment. The following segments can be defined:

- Cutter Dredger: Ladder and cutter head;
- Trailing Suction Dredger: Trunnion, ladder and dredge head;
- Excavator: Base, cabin, boom, stick, quick attachment, dog bones and bucket;

Use the "Add..." button to start adding a new segment. With the "Edit..." button you can access calibration options or change the length or length of a segment. It is important to add the segments in the correct order. The segment which is attached to the vessel comes first, and the dredge head or excavator bucket last. You can change the order of the segments by selecting the item you want to move, and clicking the up and down arrows to move the item up or down the list.

For more information on the types of segments, and how to configure them, please refer to the "Configuring Dredger Segments" manual page.

Name	Туре	Length
Trunnion	Trunnion	0.645
Ladder	Ladder	14.715
Head	Dredge Head	N/A

In the "Dredge Segments" section you can define the segments of your dredge equipment.

## 8.4 Configuring Dredger Segments

### **Configuring Dredge Segments**

In Hydromagic Dredging, dredging equipment is configured by adding dredge segments. A dredge segment is any moving part of the dredger, for instance:

- Cutter Dredger: Ladder and cutter head;
- Trailing Suction Dredger: Trunnion, ladder and dredge head;
- Excavator: Base, cabin, boom, stick, quick attachment, dog bones and bucket;

•

This configuration method allows you to compose almost any dredger configuration by just adding segments. Each set of segments is called dredging equipment. You can have multiple dredging equipment items configured in Hydromagic Dredging. Dredging equipment can be connected to a vessel using an attachment point.

## Adding a segment

When adding a new segment, the "Configure Dredge Segment" dialog will be displayed. In this dialog you select the type of segment to be added, the shape file used to visualize the segment on the screen and the data source which controls the movement of this segment (inclino sensor, bubble sensor, rotation sensor, etc...).

Configure Dredge S	egment	×
Dredge Segment		
Name:	Ladder	
Туре:	Ladder	~
Segment shape file		
Shape File: (2D):	cutter_ladder.xml	
		🖾 Browse 🦉 Editor
Segment Length		
Segment Length:	14.715 m	Auto Scale Shape File(s)
Data Source(s) - Pl	ugins Used	
Plugin Name		Sensors Used
Cable Arm Positio	ning Plugin	Indino #1 (Vert)
O <u>A</u> dd	<u>R</u> emove	
Use this diale Dredging, a ladder, stick	og to configure dredge segment is a moving pa , bucket or dredgehead	equipment segments or items. In Hydromagic rt of the dredge equipment, like a boom, I.
Click here fo	r documentation on how	v to configure dredging equipment segments.
		V OK K Cancel

Adding a new segment to the dredge equipment definition.

## Selecting the segment type

First you have to define the type of segment to be added. The different segment types are explained in detail below:

#### Base

The base of an excavator, the part where the wheels are attached to. This type can only be used when configuring an excavator. When the excavator is attached directly to the vessel (i.e. a backhoe dredger),

skip this segment and start with the 'Cabin'. Hydromagic assumes the base is always at a fixed position on the vessel, which means you only have to define a shape for the base.

#### Cabin

The cabin of an excavator, which is where the operator controls it. This segment type can be used for an excavator or backhoe dredger. If the cabin can rotate relative to the 'base', and it does not have its own GNSS positioning system with heading, you have to define a rotational sensor in the data source settings. Please note that the rotation of the cabin will not be displayed in 2-dimensional side views.

#### Boom

The 'boom' of an excavator is the first vertically moving segment attached to the cabin of the excavator or backhoe dredger. This segment should be equipped with an inclino sensor to report the vertical angle of the segment.

#### Stick

The 'stick' of an excavator is the second vertically moving segment which is placed between the 'boom' and 'bucket'. This segment should be equipped with an inclino sensor to report the vertical angle of the segment.

#### **Bucket**

The bucket can be attached to the stick directly or via a 'quick attachment. When a quick attachment is used, configure this segment before adding the bucket to the segment list. When the inclino sensor is mounted on one of the dog bone segments rather then on the bucket directly, click the "Settings..." button to enter the dimensions of the dog bone segments.

#### Trunnion

When a suction tube or ladder is connected to the side of the vessel, it is connect via a part called the 'trunnion'. This parts adds an additional horizontal offset to the dredge position. When configuring a hopper dredger, add the trunnion segment first.

#### Ladder

A ladder can be a vertically (and sometimes horizontally) moving segment where the cutter head or dredge head is connected to. Some trailing suction hopper dredges, with a greater depth range, might have two or even three ladder segments between the vessel and the dredge head.

#### **Dredge Head**

Configure a dredge head to enter the dimensions of the dredge head. It is important to enter the correct width for the dredge head so the matrix can be updated accordingly. When the dredge head shape is in the ladder shape file, just set the length of this segment to zero, and enter the head dimensions only by clicking the "Settings..." button.

#### **Cutter Head**

Configure a cutter head to enter the dimensions of the cutter head. It is important to enter the correct width for the dredge head so the matrix can be updated accordingly. When the cutter head shape is in

the ladder shape file, just set the length of this segment to zero, and enter the head dimensions only by clicking the "Settings..." button.

## **Segment Shape File**

The segment shape file is a collection of lines which represent one of the dredger segments. This file is used to present the user with a top or side view of the dredger. For each moving segment you have to specify a shape file. Hydromagic is shipped with a collection of files for different dredge segment types. Using the 'Vessel Editor' tool, you can draw your own shapes, or import shapes created in AutoCAD.

## Segment Length

**Data Sources** 

## 8.5 Dogbones configuration on excavators

## Excavator dog bones configuration

To prevent the bucket sensor from being damaged, it is often placed above it on the so called dog bone. The dog bone is a piece of metal with the shape of a dog bone which is attached to the stick. When the sensor is placed here, additional calculations should be made to calculate the angle of the bucket.

The formula needed to calculate the bucket angle requires some additional parameters, like the dimensions of some parts, as well as the angles between them. Have a look at the image below to see what needs to be entered:



Enter the dimensions of the 'Dog Bone' segments when sensor is not placed on the bucket

## Entering the dog bone dimensions

To enter these variables, select the "Preferences..." option from the "Options" menu. Next click the "Dredging" tab and double-click the excavator in the dredging equipment list. In the list of segments, locate the "Bucket" and double click it. Now click the "Settings..." button next to the segment type.

Dredge Segment				
oreage beginerne				
Name:	Bucket			
Type:	Bucket	~	J	Settings
Segment shape file				
Shape File: (2D):	excavator_bucket.xn	ıl		
			Browse	
Segment Length				
Segment Length:	2.960 m	Aut	o Scale Sh	ape File(s)
Data Source(s) - Pl	ugins Used			
Plugin Name		Sensors Used	1	
Cable Arm Positio	oning Plugin	Incino #3 (Ve	ert)	
O Add	Bemove	Ø E	it	Calibration
Use this dial Dredging, a ladder, stick	og to configure dredge segment is a moving pa , bucket or dredgehead	equipment seg art of the dredg J.	ments or it je equipme	ems. In Hydromag nt, like a boom,

The bucket settings can be found in the dredge segment configuration dialog.

You can now enter the dimensions and angles of the dog bones. You can enter the lengths in any unit you want, as long as the unit used is the same for all four length values. The angle values should be entered in degrees. To test the configuration, you can simulate the excavator sensors by using the "Excavator Simulator" plugin which is shipped with the product.

Excavator Bucket Configuration		×
Bucket Dimensions	Dogbone Configuration (optional)	
Bucket Width: 1.000 m	Length A: 0.00	m
Bucket Height: 2.960 m	Length B: 0.00	) m
	Length C: 0.00	) m
	Length D: 0.00	) m
	Angle E: 0.	) degrees
	Angle F: 0.	degrees
When the angle sensor of the bucket is located on th enter the dimensions for each of the bones. For a cor <u>Click here for more detailed documentation on dogbon</u>	e "dogbone" rather then the bucket itself rrect matrix update, please enter the corr e settings	you have to ect bucket width ! K X Cancel

Enter the dog bone lengths and angles in the Excavator Bucket Configuration dialog.

## 8.6 Excavator or backhoe calibration

## Excavator or backhoe calibration

To determine the position of the various moving segments on an excavator (boom, stick, bucket etc...), angle or gravity sensors are mounted on these segments to tell the software there position. Since it is not always possible to mount the sensors absolutely in line with the segment, or they can be a little of, you have to calibrate the sensors.

In Hydromagic Dredging, calibration can be done by adding an offset to all measurements. You could use a leveler and correct all values by hand, but since the segments off the excavator form a triangle, we can use math to fix this problem. Preparation

Before starting the calibration process:

- Make sure all sensors are powered on and connected to the system;
- Check whether the correct plugin for your dredging system has been loaded;
- Check whether sensor values are coming in;
- Make sure that the segment lengths are entered correctly;
- Make sure the dog bone dimensions have been entered when the sensor is not placed on the bucket itself.

To start the calibration tool, select the "Preferences..." option from the "Options" menu. Next click the "Dredging" tab and double-click the excavator in the dredging equipment list. When the equipment is configured as excavator or backhoe dredger, the "Calibrate Excavator..." button should be visible.

reage Equipmer	nt			
Name:	Excavator			
Type:	Excavator	~ 📐	Calibrate Excavato	¢
/essel:	Secondary (Excavator)	~ 🥖	Vessel Configuratio	n
Draft:	-4.000	m		
ttachment Poin	t Coordinates (relative to se	elected ves	ssel center)	
Coordinate X:	0.000	m		
Coordinate Y:	1.700	m		
Coordinate Z:	-1.000	m		
ogging and disp Use this equi Use this equi Include this e Apply config	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipment	: ing log (top view) nt		
ogging and disp Use this equi Use this equi Include this e Apply config redge Segment	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipments	: (top view) nt		
ogging and disp Use this equi Use this equi Include this e Apply config redge Segment Name	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipments s	: ing log (top view) nt	Leng	th
ogging and disp Use this equi Use this equi Include this equi Apply config redge Segment Name Base	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipment s Type Base	: ing log (top view) nt	Leng 1.80	th 10
ogging and disp Use this equi Use this equi Include this e Apply configuredge Segment Name Base Boom	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipment s Type Base Boom Stick	: ing log (top view) nt	Leng 1.80 11.28	th 10 10
ogging and disp Use this equi Use this equi Include this e Apply configuredge Segment Name Base Boom Stick Bucket	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipment s Type Base Boom Stick Bucket	: (top view) nt	Leng 1.80 11.28 5.92 2.96	th 00 00 00
ogging and disp Use this equi Use this equi Include this e Apply configuredge Segment Name Base Boom Stick Bucket	lay options pment to update the matrix pment to update the dredgi equipment on the map view ured alarms to this equipment s Type Base Boom Stick Bucket C Remove	(top view) nt	Leng 1.80 11.28 5.92 2.96 <u>E</u> dt	th 10 10 10 10

Click the "Calibrate Excavator..." button to open the calibration tool.

## Positioning the excavator

Before starting the calibration, we have to position the excavator to form a triangle while the bucket is vertically and with the tooth at the same level as the barge deck or the ground. The image below should make things more clear.

When the excavator is in the correct position, you have to do two measurements:

## X1 Measurement

Measure the distance between the joint on the base to the joint on the bucket. Please note that the length has to be measured between the center of the joints. If needed convert the length to meters and write it down.

#### **D1 Measurement**

Measure the distance between the joint on the base and the ground or deck of the vessel. Please note that you have to measure from the center of the joint. If needed convert the length to meters and write it down.



Measure the D1 and X1 distances in order to calibrate your excavator or backhoe.

### Starting the calibration tool

When measurements have been taken, the excavator is still in the correct position and the sensors are sending data, we can start the calibration tool. Please go back to the excavator settings and locate and click the 'Calibration...' button.

The parameters needed for the calibration are the segment lengths as well as the X1 and D1 values we measured. The lengths are already filled in, you only have to supply the X1 and D1 value.

Enter measure	d distances				
.1:	11.28	m	Offset #1:	45.00	deg
.2:	5.92	m	Offset #2:	45.00	deg
L3:	2.96	m	Offset #3:	45.00	deg
H1:	4	m			
K1:	12	m			
To calcu against distance	late the calibration the ground. H1 is t between the box	values fo he distan m and buo	r the sensors, place ce between the grou ket joints.	the bucket vertically nd and the boom. X	and 1 is the

Enter the 'X1' and 'D1' measurements and click 'Calibrate' to calibrate the angle sensors.

Before doing so, reset any previous calibrations by clicking the 'Reset' button. After you have filled in the correct values, click the 'Calculate' button. The software will display the suggested calibration settings. Now click 'OK' to accept them

After calibration the dredging view should display the same positions as the 'real' excavator.



The digging view should look like this after calibration.

## 8.7 Configuring an echo sounder

## Configuring an echo sounder in Hydromagic Dredging

In Hydromagic Dredging, it is possible to connect an echo sounder, and display the depth below the dredger. You can even use the echo sounder to update a layer of the current matrix with the current depth for the matrix cell. This manual page explains how to load the plugin for an echo sounder, display the depth in the data view and how to configure the dredging software to be able to store depth readings.

Please note that the dredging software can not be used to perform hydrographic surveys. The resolution of the sounding locations is limited by the cell size of the matrix and no post processing functions are offered. You will not be able to perform sound velocity, motion and latency corrections on the soundings. To perform a high accuracy post-dredging survey, the Hydromagic Survey software should be used.

#### Loading an echo sounder plugin

In Hydromagic, a plugin is a piece of software between the actual hardware (RTK receiver, echo sounder, motion sensor etc) and the Hydromagic Survey or Hydromagic Dredging software. To be able to read data from an echo sounder, an echo sounder plugin has to be loaded and configured first. To load a plugin, select the "Preferences..." option from the "Tools" menu and select the "Devices" tab:

miscellaneou	us Map	ECDIS	Alarms	Sounde
Units	Devices	Dredging	RTK	Grid
Device			Por	t
Add.	🤤 Re	move 🥜 Cor	nfigure 🖳	Monitor
Click to int	the "Add" bu terface with you	tton to add new pl ir GNSS receiver, o	ugins which are compass and dr	e required edging
Click	here to open th	e documentation o	n how to use p	lugins.

Open the "Devices" tab in the "Preferences" dialog to load a plugin.

When a plugin for the echo sounder has not been loaded yet, click the "Add..." button to select a plugin to load. After selecting the plugin in the list, you have to configure the communication parameters for the serial port or Ethernet connection to start reading data. For more detailed information on loading and configuring plugins, please check the "General information on using plugins" page.

Driver	Filename	Version	1
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	9.1.64.0626	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	9.1.64.0626	
Ohmex SonarLite Plugin for Hydromagic	SonarLite.dll	9.1.64.0626	
Ohmex SonarMite Plugin for Hydromagic	SonarMite.dll	9.1.64.0626	
Ohmex TidaLite Tide Receiver Plugin	TidaLite.dl	9.1.64.0626	
RTK heading plugin for Hydromagic	GpsHeading.dl	9.1.64.0626	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200.dll	9.1.64.0626	
SBG01 Plugin for Hydromagic	SBG01.dll	9.1.64.0626	
STN Atlas Deso 11/14/15 Plugin	Deso 15.dl	9.1.64.0626	
STN Atlas Deso 17 Plugin	Deso 17.dl	9.1.64.0626	
STN Atlas Deso 20/22/25 Plugin	Deso25.dl	9.1.64.0626	
Sight TGE Echosounder Plugin for Hydromagic	TGE.dll	9.1.64.0626	
Simrad EA200 Plugin for Hydromagic	SimradEA200.dll	9.1.64.0626	
Simrad EA300 Plugin for Hydromagic	SimradEA300.dll	9.1.64.0626	
Simrad EA400/EA500 Plugin for Hydromagic	SimradEA500.dll	9.1.64.0626	
South Echosounders Plugin for Hydromagic	South.dll	9.1.64.0626	
SyQwest Echosounders Plugin for Hydromagic	HydroBox.dll	9.1.64.0626	
TSS1 Plugin for Hydromagic	TSS.dll	9.1.64.0626	
Trimble GCS900 Evravator System Plunin	Ib neesoo	9 1 64 0626	

Select a plugin for your echo sounder when not already done so.

## Displaying echo sounder depth measurements

When done loading and configuring the echo sounder plugin, the green check before the plugin description in the "Devices" tab indicates that data is coming in and recognized as depth information. Now that data is coming in the depth(s) should be displayed in the "Data View" display. When the depth is not displayed in the data view, right click on the window and check the "Depth (Lo)" or "Depth (Hi)" items to enable depth display.

In case data is coming in, and no depth is displayed, make sure to check your vessel settings. The vessel using the echo sounder should have the echo sounder plugin selected in its data source list.

🛞 Data View Optic	ons	×
Display Items		_
Position - Geog Position - Proje Height Depth (Hi) Depth (Lo) Tide Course Speed GPS Informatio Dilution Of Pre Navigation Motion Draft Dredging Dredging Sens	praphic ected m cision ors	
	Select All	e
Data		-
Interval:	1000 ~ ms	
Font Size		-
Select Font Size:	9 v pixels	
You can dec dataview in	rease the size of the font in the case not all items fit in the view.	
	V OK X Cano	el

Check the "Depth" options to show echo sounder depth readings.

θ	demo.hpf - Eye4S	oftware Hydromagic D	redging	
E F	File Edit View	Tools Options D	redging Cursor Help	
	New Open Project Project	Save Import Project Map	Import Download Matrix Map	Drawing Order
Dat	ta View	ф ×		
×	A- A- Hoppe	er Dredger 🛛 🎽		
	Position (Proj	ected)	$( \land )$	
	Easting	3726823.393		
	Northing	16971633.986		
	Depth			
	Sounder Hi	1.530 m		
	Sounder Lo	1.750 m		
	Tide			
	Level	0.00 m		
	Heading			
	Heading	021.0		

Dual frequency depth readings in the "Hydromagic Data View".

### Updating a matrix layer with echo sounder readings

Another use of the echo sounder installed on the dredge, is to update matrix cells with the last echo sounder reading. Please note that the last value is stored, since the echosounder probably should detect that the depth of a cell has increased after dredging. To configure the echo sounder to perform matrix cell updates, select the "Preferences..." option from the "Options" menu and select the "Sounder" tab.

references				×
Units	Devices	Dredging	RTK	Grid
Miscellaneou	s Map	ECDIS	Alarms	Sounder
Store echo : By enabling echo sound accurate po	sounder readin this option, yo ler readings in ost-dredging so tho sounder re-	gs to matrix layer - ou can use Hydrom one of the layers o undings, please us adings into the sele	agic Dredging t f the matrix. Fo e Hydromagic s ected matrix	o store or more Survey.
Layer				
Echo sound	er data			
Echo sound	er Calibration	epur-nirrequenc	<i>y</i> •	
Apply e	tho sounder of	fset (fixed draft - e	enter absolute	value)
This to Click	function is not : eys. You should here to read m	suitable for perform I use Hydromagic S ore on the echo so	ning high accur aurvey for this. under functiona	acy <u>lity online</u>
		OK	Cancel	Apply

Configure matrix updates in the "Sounder" tab.

#### Select layer to be updated

First of all, you have to enable this option by checking the "Store echo sounder readings into the selected matrix" check box. This enables the other settings in the dialog. By default the "Post Dredging" layer (layer #3) will be updated. You can however select layer 1 and 2 as well. Please note that layer 2 is also updated by the dredge head. To show the matrix updates for the selected layer, you can switch between the different matrix views by clicking the appropriate button in the tool bar:



Select the correct matrix layer to show the matrix updates.

#### Select echo sounder data

With the "Select Data" switch, you can selected which echo sounder readings are recorded. At this moment, this switch can be used to toggle between high and low frequency echo sounder depths. When using a single frequency sounder, set this to "Depth - Hi Frequency". With a dual frequency sounder you might want to select the "Depth - Lo Frequency" option to record the depth of the bottom ignoring the mud on top of it.

### Echo sounder draft

If draft hasn't been set in the echo sounder, check the "Apply echo sounder offset" check box and enter the absolute value of the distance between the bottom of the transducer and the water surface. This value will automatically be added to the depth reported by the echo sounder plugin.

#### Setting the horizontal transducer offset

When your echo sounder transducer is not directly below your GNSS antenna, make sure you configure the horizontal offset. This can be done in the "<u>Vessel Designer</u>". When the matrix is being updated, double check that the cell updated is actually at the echo sounder's position.



It is important to make sure the echo sounder transducer location has been set in the "Vessel Designer".

#### Start Recording

Click the "Record" button to start recording data, this works the same as recording dredge head position data. Both echo sounder and dredge head data will be stored into the matrix simultaneously. With the matrix visible and the correct layer selected, the depth readings should be visible at the echo sounder location:



Example of recorded echo sounder data.

## 8.8 Dredger Configuration Examples

## 8.8.1 Trailing Suction Hopper Dredger

## Trailing suction hopper dredger configuration

This document is a step-by-step tutorial on how to configure the Hydromagic Dredging software to monitor the dredge head of a trailing suction hopper dredger. In this example we assume an angle sensor (inclinometer sensor) has been mounted to the suction tube. Hydromagic will also support hopper dredgers equipped with pressure or bubble sensors. When encountering any problems by following this document, please contact our support department for assistance.

## Loading plugins

First off all, you have to load the plugins which are going to be used to get data like vessel position, heading, suction tube angle and draft into the software. Which plugins to load depends entirely on the dredger type and the brand or type of sensors used. In any case you have to load a plugin to retrieve position data from your GNSS receiver. This is usually one of the generic NMEA0183 plugins.

	eous	Мар	ECDIS	Alarms
Units	Devices	Dredgin	g RT)	C Grid
Device				Port
Hydror	nagic NMEA018	3 plugin #1		COM1
🕗 US Dig	ital A2T Plugin			COM2
Hydror	nagic Manual Dr	raft Plugin		N/A
Add	🤅 🔾 Re	move 🧹	Configure	Monitor.
Click	the "Add" bu	utton to add n	ew plugins wh	ich are required
💡 to in	terface with yo	ur GNSS recei	ver, compass	and dredging
Click	here to open the	ne documenta	to check for	use plugins.

When a plugin is providing data, there should be a green check in front of the plugin's name.

## **Configuring the vessel**

For this type of dredger we only need to configure the primary vessel. First we have to disable the secondary vessel by de-selecting it's data sources (if not already done). To do so, select "Preferences..." from the options menu and click the "Dredging" tab. Now click the "Secondary Vessel..." button, and remove the checks for all of the plugins listed.

esser betting	5	
Vessel Inform	nation	
Description:	Secondary (Excavator)	
beschpton		
Use the follo	wing plugins to obtain data for this vessel	
Use the folo	wing plugins to obtain data for this vessel	
Use the follo	wing plugins to obtain data for this vessel ble Arm Positioning Plugin dromagic NMEA0183 plugin #1	

De-select all data sources for the secondary vessel.

For the hopper, the primary vessel will be used. Go back to the dredging tab of the preferences window and click the "Primary Vessel..." button. Make sure that all plugins which are required are loaded at this

point. In the data source section, check the boxes in front of all the plugins which provide position information for the vessel. In most cases, this means all the plugins providing vessel position, vessel heading and the vessel's dynamic draft (pressure sensor). Sensors attached to the suction tube do not have to be selected here.

esser bettings		
Vessel Inform	ation	
Description:	Primary (Barge or Dredge)	
Use the follow	ving plugins to obtain data for this vessel	
🖌 🌽 Hy	dromagic NMEA0183 plugin #1	
🖉 🌽 US	Digital A2T Plugin	
100 million (100 m	descension Manageral Des G. Dissola	

Select all data sources used to positioning the primary vessel.

To display the hopper dredge in the map and digging views, the shape file for the vessel needs to be set. You can create or alter vessel shapes in the <u>Vessel Designer</u>. This tool can also be used to scale one of the shapes shipped with the software (located in "C:\ProgramData\Hydromagic\Vessel") to the dimensions of your own vessel. It is important to use accurate dimensions for all shapes used in the dredging software (vessel and dredge equipment shapes).

File:	C:\ProgramData\HydroMagic\Vessel\TSHD_Vessel.xml
Color:	Browse 🖉 Editor.

To select a shape for the vessel, click the "Browse... button to locate a vessel XML file.

For information on the other vessel settings in this dialog (like heading sensors, distance rings and course line options), please refer to the "<u>Configuring Vessels</u>" manual page.

## Configuring the dredging equipment

We will now configure the dredging equipment by defining the shapes, dimensions and sensors for the different parts that make up the suction tube. When the hopper dredger has been equipped with two suction tubes, we will have to perform this step for both tubes.

Go back to the "Dredging" tab in the preferences screen, and remove any dredger configurations which are already defined here. When the list is empty, click the "New..." button to create a new configuration.

MISCEND	neous	Мар	E	ECDIS	Alarms
Units	Devices	Dre	dging	RTK	Grid

To create a new configuration, click the "New..." button.

### **Configuring global dredger options**

Dredge Equipn	nent Configuration		Х
Dredge Equip	ment		
Name:	Hopper Dredger		
Type:	Hopper Dredger V		
Vessel:	Primary (Barge or Dredge) $ \smallsetminus $	🥜 Vessel Configuration	
Draft:	2.690	m	

Set the dredger type to "Hopper Dredger" and select the "Primary Vessel" as vessel.

#### Configuring dredger segments

In Hydromagic Dredging, dredging equipment is configured by combining so called "Segments" to form a complete dredging system. General information on how this works, and which type of "segments" are supported can be found in the "<u>Configuring Dredger Segments</u>" manual entry. A hopper dredger is configured by combining a "Trunnion", "Ladder" and "Dredge Head" segment as we will explain in the following paragraphs. For each segment you add, you have to select the type ( "Trunnion", "Ladder" or "Dredge Head" ), and an optional "friendly name".

## **Trunnion Offset**

On a trailing suction hopper dredger, the suction tube is connected to the vessel via a so called "Trunnion". This trunnion can be above the water line, like in this example, or a "Sliding Trunnion" could be used, which means the suction tube will slide downwards through the "Sliding Trunnion". In the latter case the trunnion is located under the water surface. From the trunnion, the suction tube makes a ninety degrees angle causing an extra horizontal offset. To calculate this offset, we start with adding a "Trunnion Segment".

inigure bredge s	Acquirent.
Dredge Segment	
Name:	Trunnion Offset X
Type:	Trunnion
Segment shape file	2
Shape File: (2D):	
	🖳 Browse 🧭 Editor
Segment Length	
Segment Length:	0.652 m
Data Source(s) - Pl	lugins Used
Plugin Name	Sensors Used
Nag Nag	
	on to configure dredge equipment segments or items. In Hydromag
Use this dial Dredging, a ladder, stick	segment is a moving part of the dredge equipment, like a boom, , bucket or dredgehead.
Use this dial Dredging, a ladder, stick <u>Click here fo</u>	segment is a moving part of the dredge equipment, like a boom, , bucket or dredgehead. <u>ar documentation on how to configure dredging equipment segments</u>

Add a "Trunnion" segment to specify a horizontal offset between trunnion and dredge head.

When configuring a "Trunnion Segment", only the exact distance from the hull till the center of the dredge head is entered in the "Segment Length" field. A shape or data source can not be entered here.

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The trunnion offset equals the distance between dredge head center and the hull of the vessel.

## **Suction Tube**

This is the most important segment of the dredging system. You can select it by changing the "Type" selection box to "Ladder". Make sure your shapes have the correct dimensions and the "Segment Length" is measured as accurate as possible. You have to measure the tube length from the trunnion center to the end of the dredge head. When drawing a shape of the suction tube in the "Vessel Designer", make sure the shape originates at coordinates (0,0):


Dredger shapes should originate from the (0,0) coordinate in the Vessel Designer.

Depending on which views are required, you can draw the vessel and dredge segments for the various views. The "TOP" view will be used in the map display and is mandatory ! For the top view, you draw the suction tube parallel to the Y-axis starting at (0,0) and facing upwards. For the side view you start at (0.0) and the shape will be parallel to the X-axis as shown in the examples below:



#### Example of TOP view shapes for a suction tube



Example of RIGHT view shapes for a suction tube

You also have to select which sensor is providing position information for this segment. For a suction tube, this should be an inclinometer sensor or pressure (bubbler) sensor. Make sure all plugins have been loaded as explained in the first paragraph, and click the "Add..." button to select the device. When a plugin interface with more then one sensor, you can select the sensor from the second drop-down box. In most cases, only one data source will be used (except when using two separate sensors and plugins to monitor horizontal movement as well).

Select Plugin Dat	3	Х
Select plugin and	sensor to be used	
Select Plugin:	🔎 US Digital A2T Plugin	~
Select Sensor:	🖋 Inclino #1 (Vert)	~
Choose ti Make sure <u>Click here</u>	e data source for the dredger segment from the list abo the plugins are selected in the devices tab as well. for documentation on how to configure dredging plugins.	ve.
😤 Calibration	ОК 🗶 Са	ancel

Click the "Add..." button to select the plugin and sensor.

IMPORTANT: The most important setting is the "Segment Length". As soon this is measured correctly (or lookup the dimensions using a CAD drawing), your dredging depth will be correct. Incorrect dimensions in the shapes only result in a top or side view drawing which is less accurate, but it will affect your depth reading !

inigure bredge s	egnient	
Dredge Segment		
Name:	Suction Tuibe	
Type:	Ladder	~
Segment shape file	1	
Shape File: (2D):	TSHD_Tube.xml	
		Rowse
Segment Length		
Segment Length:	14.715 m	
Data Source(s) - Pl	ugins Used	
Plugin Name		Sensors Used
US Digital A2T Pl	ugin	Incino #1 (Vert)
	Gemove	🥜 Edt 🤤 Calibration
Add		
Add      Lise this dial      Dredging, a     ladder, stick	og to configure dredge segment is a moving pa , bucket or dredgehead	equipment segments or items. In Hydromagic rt of the dredge equipment, like a boom, l.

Add a "Ladder" segment to define the shape and length of the suction tube itself.

# **Dredge Head**

The dredge head segment is used only to configure the dimensions of the dredge head. Only when the dredge head moves independent from the suction tube, it should be configured with its own shape and data source (plugin). When we finished adding the trunnion and one or more suction tubes, we add the "Dredge Head" segment. Just click the "Add..." button from the "Dredge Equipment Configuration" dialog, and set the "Type" setting to "Dredge Head". You will notice a "Settings..." button will become visible. Click this button and add the dredge head width and height.

Dredge Head (	Configuration	×			
Dimsensions of	of the dredge head :	segment			
Width:	0.86	m			
Length:	0.5	m			
Active matrix	Active matrix spacing				
Spacing-X:	0.250	m			
Spacing-Y:	0.250	m			

Dredge head dimensions are used to calculate which matrix cells need to be updated.

The dredge head dimensions are used to calculate the footprint size of the dredge head, so the matrix can be updated accordingly.

Configure Dredge S	egment				×
Dredge Segment					
Name:	Dredge Head				
Type:	Dredge Head	~	Ø	Settings	
Segment shape file					
Shape File: (2D):					
			Browse	Section	
Segment Length					
Segment Length:	0.000 m				
Data Source(s) - Pl	ugins Used				
Plugin Name		Sensors Use	d		
					-1
O Add	Eemove	e e e	dt	Calibration	۰.
Use this dial Dredging, a ladder, stick	og to configure dredge segment is a moving pa , bucket or dredgehead	equipment se rt of the dred ,	gments or it ge equipme	ems. In Hydromag nt, like a boom,	jic
Click here for	r documentation on how	to configure	dredging eg	uipment segments	-
			<b>V</b>	OK 🔀 Can	cel

Add a "Dredge Head" segment to define the dimensions of the dredge head.

# 9 Utilities

# 9.1 3D Terrain Viewer

# Hydromagic 3D Terrain Viewer

The Hydromagic 3D Terrain Viewer is a stand alone utility which can be used to view generated matrices like a 3D surface, point cloud or wire frame. The view generated by the terrain viewer gives an accurate image of the bottom of the surveyed area, and you will see which area's need more filtering in the blink of an eye. You can use the terrain viewer to view matrices generated in both Hydromagic Survey and Hydromagic Dredging.



The main screen of the 3D Terrain Viewer shows a detailed image of the bottom.

# Starting the Hydromagic Terrain Viewer

The tool is installed in the "Program" folder under the installation folder of the software. It can be started using Windows Explorer, or by locating the software under the Windows Start Menu. Alternatively, you can start the "Terrain Viewer", by right clicking a generated or loaded matrix in the "Project Explorer", and selecting the "Open in Terrain Viewer..." option."

😤 demo.hpf - Eye4Software Hydromagic Survey							
File Edi	t View	Tools	Optio	ns s	Survey	Cursor	Help
	2		1 [		1		
New Project	Open Project	Save Project	lm N	port //ap	Do	wnload Map	Download ENC
Project Explo	orer			ņ	×		
Project Explorer  Project  Project  Maps  Matrices  Matrix  Comments  Sidescan Files  Waypoints Comments  Setions  Comments							
· 💌 I	Koute	2					

Start the "Terrain Viewer" by right clicking a matrix.

### Loading a matrix file

When opening the terrain viewer from the "Project Explorer", the selected matrix file is automatically loaded. When starting the software directly from the Windows start menu or Hydromagic program folder, no matrix will be loaded and you can open a matrix file (\*.mtx) by clicking the "Open Matrix" button in the tool bar, or selecting the "Open..." option from the "File" menu.

#### View Modes

A matrix file can be viewed in 3D in different view modes:

- Fill All matrix cells are divided in triangles and filled with a solid color;
- Wireframe All matrix cells are divided in triangles and the outlines of the triangles are drawn;
- Pointcloud All matrix cells are drawn as pixels with the associated color and offset;

When drawing the matrix as a wireframe or pointcloud, the line width and pixel size can be adjusted by clicking the "Global Settings" button in the tool bar. To change the current view mode, click the "View Mode" button to select the desired mode from the drop down menu, as shown in the screen shot below:



Selecting a different view from the "View Mode" menu.

## **Rotating and zooming**

The terrain can be viewed from different angles and distances. Just imagine a camera that is rotated around the object to view it from a different angle. By zooming in and out, basically this virtual camera moves closer towards or further away from the object. You can control the rotation around the object by moving the mouse while holding the right mouse button. To zoom in and out, use the scroll wheel on your mouse. If you want to return the "Camera Position" to the start position, click the "Reset View" button in the tool bar.

## Layers

Depending on which Hydromagic software is used to generated the matrix, it can contain only one or multiple layers. In Hydromagic Survey only one layer will be created, while Hydromagic Dredging will create three layers by default (pre-dredging, dredging and post-dredging). To select which layer of the matrix is shown in the terrain viewer, click the "Select Layer" button to select the active layer from the drop down menu as shown in the screen shot below:



Switch between different layers using the "Select Layer" menu.

# **Amplification (Z-Values)**

By default, the matrix 3D model is scaled equally in all directions. In some cases, for instance, when you want to view a large area, it might be useful to adjust the Z scaling to exaggerate the depth or elevation levels to be more clearly visible. You can do this by using the "Increase Amp" and "Decrease Amp" buttons in the tool bar. Alternatively, you can set the amplification level manually by clicking the "Global Settings" button and using the "Factor" setting in the "Amplification" section.

### **Inverse Values**

When you load a matrix with elevation values instead of depth values, the terrain might be mirrored in Z-Direction. In these cases, just click the "Inverse Values" button to mirror the Z-Values of the model.

# **Color Settings**

In the "Terrain Viewer", 3D terrains can be viewed in multiple colors or a single color. To switch between single and multiple color mode, click the "Toggle Color" button. When in color mode, different depth or elevation levels will have different colors, just as you used to when displaying matrices in the survey or dredging program. To configure color ranges, click the "Color Settings" button. You can create multiple color ranges which can be set automatically. You can also import color schema's created in either the survey or dredging program.

Depth (0 10)		~
Color	Lower	Upper
	0.00	1.00
	1.00	2.00
	2.00	3.00
	3.00	4.00
	4.00	5.00
	5.00	6.00
	6.00	7.00
	7.00	8.00
	8.00	9.00
	9.00	10.00

From the "Colors" tab, you can create, import or configure color sets.

#### **Global Settings**

Click the "Global Settings" button to change some global and miscellaneous settings, like background color, amplification factor, view mode and more. Some of the settings can also be accessed directly by the tool bar, including the "View Mode", "Miscellaneous" and "Amplification" settings. In this dialog, you can also change the point size and line width for the "Wireframe" and "Pointcloud" view modes.

	ces		×
Display	Lighting	Colors	
View	Mode		
Viev	Mode:	Wireframe ~	
Poin	t Size:	4 pixels 🗸	
Line	Width:	1 pixels 🗸	
Back	ground		
Back	ground		
Colo	r:	✓	
Colo	r: ification	Y	
Colo Ampl Fact	r: ification	2.000	
Colo Ampl Fact	r: ification tor:	2.000	
Colo Ampl Fact	r: ification tor:	2.000	

From the Display tab, you can alter some global and miscellaneous settings.

# **Lighting Settings**

In the "Lighting Settings" can be used to define an optional light source. By default the objects drawn will "emit light" by themselves. When enabling lighting, you can create shadow effects by setting the direction of the light. To use an alternate light source, click the "Lighting Settings" button and check the "Enable lighting" check box. With the "Direction" and "Pitch" sliders you can move the light source around the 3D model. When moving a slider, the new position of the light is applied to the model directly so changes will become visible instantly.

Preferences	×
Display Lighting Colors	
Lighting Options	
Enable Lighting	
Direction:	
Pitch: 50°	
Colors	-
Light Color (Diffuse):	
Use the sliders to change the position of the light source. Direction sets the angle around the matrix, pitch sets the elevation of the light above the horizon.	
OK Cancel Ap	biy

Create shadow effects by setting an alternate light source.

# 9.2 Using the EGM2008 geoid model

## Using the EGM2008 geoid model

EGM2008 is short for Earth Gravitational Model 2008. It is the successor of EGM96 and EGM84 and it is supplied by the U.S. National Geospatial-Intelligence Agency (NGA) EGM Development Team. The EGM2008 model has a cell size of 1.0 x 1.0 minute, resulting in a grid of 10801 rows x 21600 columns containing 4 byte IEEE float values defining the difference between the WGS84 ellipsoid height and Mean Sea Level (MSL).



The EGM 2008 geoid model (image courtesy of NGA).

The EGM2008 model can be used to calculate the height offset between the WGS84 ellipsoidal height and the Mean Sea Level (MSL) on any place on the globe.

To calculate the height offset, the four points nearest to the current position are retrieved from the geoid file. With this four values, a height offset is calculated using Bi-cubic interpolation. The Mean Sea Level (MSL) is calculated by subtracting the calculated offset from the WGS84 ellipsoidal height.



The relation between ellipsoidal height and EGM 2008 (MSL).

Because the data file containing all grid values is very large (it contains about 233 million data points), it would cause Hydromagic to consume 1 Gigabyte of additional memory. To solve this issue, Hydromagic is shipped with an utility called 'EGM2008Util' which allows you to extract a specified region from the EGM2008 data file, and convert it to an Hydromagic geoid file.

#### Downloading the EGM2008 data file

Before using the utility, you need to download the large EGM2008 data file from the NGA website. You need the following file:

Und\_min1x1\_egm2008\_isw=82\_WGS84\_TideFree\_SE.gz

This file name might change sometimes, but it is important that you use the 1x1 minute, small endian, WGS84 variant. At this moment the file can be downloaded using <u>this link to the NGA website</u>. After downloading, unzip the GZipped file, and copy the extracted file to a folder accessible to the EGM2008 Utility. Alternatively, you can find this file in the Hydromagic <u>download archive</u> as well.

#### Using the EGM2008 utility

The EGM2008 utility can be started from the Windows start menu. It can also be found in the 'Program' folder in the installation directory. After starting the utility, the following screen should appear:

Eye4Software	e Hydromagic - EGM2008 Conversion Utility	×			
Input (original E	GM2008-WGS84 datafile, 1 minute cell spacing, LSB byte order)				
Filename:	<click 'browse'="" a="" file="" select="" to=""></click>				
	Click here to download the EGM2008 data file from the NGA website (787MB)				
Output (Hydrom	agic .geo file)				
Filename:	<click 'browse'="" a="" file="" select="" to=""></click>				
Selection					
Min Longitude:	5.0000 Min Latitude: 51.000				
Max Longitude:	7.0000 Max Latitude: 53.000				
You can u Hydroma <u>Click here</u>	use this utility to extract a specific region from the EGM2008 data file and convert it to an gic geoid file (*.geo). The maximum size of the area to be exported equals 2x2 degrees. a to read more information about obtaining and processing the EGM2008 geoid using this utilit	<u>x.</u>			
HYD		98			

The EGM 2008 geoid conversion utility is shipped with Eye4Software Hydromagic.

#### Input

Use the input section to specify the input data file as downloaded from the NGA website. The utility will check the file and return an error when the incorrect file is used. Please note that the utility only works when using the 1x1 minute data file.

#### Output

Specify the file name of the Hydromagic geoid file here. The file should be placed in the "/ProgramData/Hydromagic/Geoids/" folder, otherwise you won't be able to select it in Hydromagic. By default, this folder will be displayed in the "Save As..." dialog. The file written will have the same format as geoid files download directly from the Eye4Software website.

Please remember the file name used for this part of the EGM2008 grid, you need it when importing it into Hydromagic.

#### Selection

In the "Selection" section, you can select the area which you want to export. Please note that the maximum area size is 2x2 degrees (equal to 14400 data points).

To specify either a coordinate on the southern or western hemisphere, use the '-' (minus) sign. The software will warn you in case the selected area is too big.

## Generating the geoid file

When ready, click the "Start" button to generate the geoid file. When this process has been completed, you can close the utility using the "Close" button.

The last step is adding the geoid model in Hydromagic. To do so, please refer to the "<u>Manage Geoids</u>" chapter in the manual.

# 9.3 License Updater

## Hydromagic Licensing

Licensed versions of the Hydromagic software are protected against unauthorized use with a dongle or hardlock device. When purchasing of the software, a dongle will be shipped to you containing licenses for the products you bought, and for the most recent versions only.

When you decide to purchase an additional product later (for instance, adding a survey license to a dredging package), an additional license has to be added to the dongle. To do so, the "License Updating Tool" is required to add this license to the dongle remotely, so we do not have to provide you with a whole new dongle.

### License Updater

The tool is installed in the "Program" folder under the installation folder of the software. It can be started using Windows Explorer, or by locating the software under the Windows Start Menu. Alternatively, you can start the "License Updating Tool" by selecting "External Tools" => "License Updater..." option from the "Tools" menu in Hydromagic Survey or Hydromagic Dredging.

Eye4Software Hy	dromagic - License Updating Tool
Select Hydromag	jic dongle to update
Serial No:	
License Files	
) Generate a li	cense request for us
Filename:	<click 'browse'="" a="" file="" select="" to=""></click>
O Import a new	license which has been emailed to you:
Filename;	<click 'browse'="" a="" file="" select="" to=""></click>
Use the lic You also h More info	tense updating tool to generate a license request tool in order to update your dongle. Have to use this tool to import a license update. Imation on requesting license updates and how to use this tool can be found here.

Use the "License Updating Tool" to request or import a license update for a new version.

### Adding a license

In order to add a new license to your existing Hydromagic dongle, purchase from your local reseller, or using the sales page on our website. In case you want to upgrade the software you are using to the latest version, all you need is a valid support contract.

After purchasing the license, you have to email a license request file to us. This request contains the encrypted contents of your dongle, and is needed to add licenses.

To generate a license request, select the "Generate a license request for us" option, and select an output file. It is recommended to store the file in the "My Documents" folder using the default name as displayed in the "Save As" dialog box. Click the "Save" button to select the file, and click the "Start" button to generate the license request file.

🔒 Save As				×
← → ~ ↑ 🔒 > T	his PC → Local Disk (C:) → Temp → Dongle	ٽ ~	🔎 Search Dong	le
Organize 🔻 New fold	der			<b>≣</b> • <b>?</b>
🖈 Quick access	Name	Date modified	Туре	Size
<ul> <li>OneDrive - Eye4Softv</li> </ul>	No it	ems match your search.		
OneDrive - Personal				
This PC				
CODEMETER (L:)				
💣 Network				
File name: 2.24	10211 WikuCmPaC			
Save as type: Licer	nse Context File (*.WibuCmRac)			~
∧ Hide Folders			<u>S</u> ave	Cancel

Save the license request file and email it to our support desk.

## Emailing the license request

After the license request has been saved, you have to email the license request file (.wibuCmRaC extension) as an attachment to our support desk at <a href="mailto:support@eye4software.com">support@eye4software.com</a>. You will receive the license after it has been processed by our staff. Please note that this is a manual process so it can take up to 24 hours until you receive the email with the license update.

# Applying the license update

After receiving the email with the license update file (.wibuCmRaU extension), please save the attachment to a folder accessible to the license updating software, for example your "My Documents" folder. If you have closed the application in the mean time, just start it again. This time you have to select the "Import a new license which has been emailed to you" option.

Next, click the "Browse..." button to locate the received license file and click "Open" after you selected the received file. Now click the "Start" button to program the new license(s) in your Hydromagic dongle.

🔒 Open				×
$\leftarrow \rightarrow \land \uparrow$ $\square \rightarrow$ This	PC > Local Disk (C:) > Temp > Dongle	ٽ ~		
Organize 👻 New folder				
A Quick accorr	Name	Date modified	Type Size	
Curck access	强 2-2419211.WibuCmRaU	7/16/2020 5:00 PM	WIBU CM remote	1 KB
OneDrive - Eye4Sc				
OneDrive - Persor				
💻 This PC				
3D Objects				
Desktop				
Documents				
Downloads     Music				
Pictures				
Videos				
🏭 Local Disk (C:)				
🔜 System Reserved 🗸				
File <u>n</u> an	ne: 2-2419211.WibuCmRaU	~	License Update File (*.Wib	uCmi 🗸
			<u>O</u> pen Ca	ncel

Open the file sent to you by email to program the update(s) into the dongle.

### Updating the certified time

We recently had a case where we were unable to process a license request because the dongle did contain an invalid certified time. If this is the case, our support desk will point you to this paragraph, you do not have to execute this step unless told by our staff. To update the certified time, select the dongle in the Serial Number drop down box and click the Advanced button. In the dialog box that appears, click the "Update" button in the "Certified Time" section. When successful, click "OK" and generate a license request again and send it by email as described in the "Adding a License" paragraph above.

# 9.4 Geoid Converter

### **Geoid Conversion**

The "Geoid Converter" utility is a freeware utility, shipped with Eye4Software Hydromagic, which can be used to convert geoid files between different formats. Although the utility is shipped with Hydromagic it can be used as a stand alone tool as well.

The main goal of the software is to enable Hydromagic users to convert third-party geoid files to a format which can be read by the Hydromagic software. There are so many different geoid file formats around that we decided to use our own format, and create an external tool to get files converted to our internal format.

The following geoid file formats are currently supported:

- Hydromagic Geoid File Format (GEO Files);
- Trimble Geoid File Format (GGF Files);

- Carlson Geoid File Format (GSF Files);
- US National Geodetic Survey (NGS) File Format (BIN Files);
- Natural Resources Canada Files (BYN Files);
- Surfer V6 Binary Grid Files (GRD Files);
- NOAA VDATUM grid file (GTX Files);
- AusGeoid File Format (Australian Geoids);
- French ASCII Geoid Files (MNT Files);
- ASCII Geoid Files.

Eye4Softv	vare Hydromagic - Geoid Converter Utility	×
Source File		
Format:	US National Geodetic Survey (*.bin)	
Filename:	C: \Users \Leon \Downloads \g2018p0.bin Browse	
Destination R	file	
Format:	Hydromagic Geoid File (*.geo)	
Filename:	C: \ProgramData \HydroMagic \Geoids \g2018p0.geo	
The <sup>th</sup> forma a file, <u>Click</u>	Geoid Converter" utility can be used to convert different geoid file formats to a geoid file it which is recognized by Hydromagic Survey and Hydromagic Dredging. Before browsing for set the correct source or destination file format first. here to read more information on using this utility in the online manual.	
HYC		e

The "Geoid Converter" utility allows you to convert geoid data to another file format.

### **Geoid Converter**

The tool is installed in the "Program" folder under the installation folder of the software. It can be started using Windows Explorer, or by locating the software under the Windows Start Menu. Alternatively, you can start the "Geoid Converter" utility by selecting "External Tools" => "Geoid Converter..." option from the "Tools" menu in Hydromagic Survey or Hydromagic Dredging.



The "Geoid Converter" utility can be launched from the "Tools" menu.

#### **Converting Files**

Converting geoid files with the "Geoid Converter" Utility is very straightforward. All you have to do is to select a source and destination format. You can use any combination of source and destination formats (although it doesn't make sense to set the source and destination formats to the same). Please note that some of the formats are only available for reading.

After selecting the formats, use the "Browse..." buttons to select an input and output file. In order to use geoid files in Hydromagic, the destination file has to be written in the Hydromagic "Geoids" folder which is selected by default. For destination files other then the Hydromagic Geoid Files, you can select another location as well.

When done, click the "Start" button and the conversion process should start. Converting a single file usually only takes a couple of seconds.

#### **ASCII** Files

The Geoid File Conversion Utility supports two ASCII geoid file formats at this moment. Because there are a lot of different types of ASCII geoid files, the types supported are described in the next chapters. When encountering an ASCII format not yet supported, please contact our support desk so we can check if it is worth implementing this format in the conversion utility.

### ASCII Geoid Height Grid File (\*.grd)

You should use this option for a file which contains a header value contained by separation values for each cell. The header contains six values in the following order: South boundary, north boundary, west boundary, east boundary, vertical cell size and horizontal cell size.

27.00000	36.97500	0 -14.00	000 -0.	02500	0.02500	0.02500	
52.383	52.342	52.302	52.257	52.205	52.147	52.073	51.978
51.864	51.742	51.619	51.498	51.378	51.261	51.144	51.029
50.916	50.805	50.695	50.588	50.484	50.391	50.301	50.212
50.122	50.029	49.930	49.821	49.700	49.571	49.437	49.298
49.155	49.006	48.853	48.697	48.539	48.379	48.220	48.063
47.912	47.767	47.631	47.503	47.385	47.275	47.175	47.083
46.998	46.917	46.838	46.760	46.682	46.606	46.534	46.469

#### ASCII XYZ Geoid File (\*.txt)

This option is used for geoid files which consist entirely out of ASCII XYZ pairs as shown in the example below. These files do not have a header and calculate the number of rows, columns, boundaries and cell sizes directly from the XYZ records in the file.

```
41449.7953845328.85824.70043449.7993845328.87824.61345449.8033845328.89724.51647449.8073845328.91624.42949449.8113845328.93524.34251449.8153845328.95424.25553449.8193845328.97324.17855449.8233845329.01224.00459449.8313845329.03023.91761449.8353845329.04923.83063449.8393845329.06823.743
```

### French Geoid File (\*.mnt)

The French MNT format is used by the IGN in France to store geoid models for the French mainland, as well as French overseas territories like: Guadeloupe, Martinique, French Guiana, Mayotte and Reunion. The direction in which the ellipsoidal heights are stored differ and depends on the area. This direction is encoded in the file header. Below is an example of a MNT file:

```
      44.910
      45.405
      -13.095
      -12.420
      0.045
      0.045
      4
      1
      1
      0. Mayotte
      SHOM
      1953

      44.91
      -13.095
      -20.852
      99
      44.91
      -13.05
      -20.653
      99

      44.91
      -13.005
      -20.439
      99
```

#### **AusGeoid Files**

AusGeoid files are ASCII files used to store Australian Geoid models like AUSGeoid93, AUSGeoid98, AUSGeoid09 and AUSGeoid2020. Although most of these models are already available in Hydromagic format, you might want to convert files by your own. More information on the AUSGeoid can be found on the "Geoscience Australia" website (http://www.ga.gov.au/ausgeoid/). Below is an example of a AUSGeoid file:

AUSGeoid09\_GDA94\_V1.01

www.ga.gov.au

GE0-2.493S3900.000E14300.000-6.19-5.86GE0-2.452S3900.000E14310.000-6.24-5.79GE0-2.411S3900.000E14320.000-6.19-5.86GE0-2.368S3900.000E14330.000-6.30-5.86GE0-2.328S3900.000E14340.000-6.24-5.71

# 10 Plugins

# 10.1 General information on using plugins

n Hydromagic, a plugin is a small piece of software which is loaded when requested. In most cases, plugins are used to add compatibility for a piece of hardware such as an echo sounder, positioning device, motion sensor or a manual input like tide or sound velocity. By using separate plugins (Windows DLL files), it is possible to add support for hardware or a new feature without having to re-install the Hydromagic software, just copying a DLL file and restart the software will suffice.

# Loading a plugin

To load any plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	G	rid
Units	Devices	Calbration	RTK		Мар
Device				Port	
Ο 44	4 <u>A</u> B	amoura /21	Carlier no.	Mer.	dor
<u>م</u> و چ	ш. <u> </u>	empve 🕑 1	201119010	- 11M	F1541 yrs

A list of available plugins will be displayed. The list is sorted alphabetically and displays the name of the plugin, the DLL filename and the version number. All plugins are located in the "Plugins" folder under the installation folder, for instance: "C:\Program Files\Eye4Software\HydroMagic\Plugins". If you ever need to add or replace a plugin DLL, this is the place to copy the received file to.

Driver	Filename	Version	^
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	9.1.64.0626	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	9.1.64.0626	
Ohmex SonarLite Plugin for Hydromagic	SonarLite.dl	9.1.64.0626	
Ohmex SonarMite Plugin for Hydromagic	SonarMite.dll	9.1.64.0626	
Ohmex TidaLite Tide Receiver Plugin	TidaLite.dl	9.1.64.0626	
RTK heading plugin for Hydromagic	GpsHeading.dl	9.1.64.0626	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200.dll	9.1.64.0626	
SBG01 Plugin for Hydromagic	SBG01.dll	9.1.64.0626	
STN Atlas Deso 11/14/15 Plugin	Deso 15.dl	9.1.64.0626	
STN Atlas Deso 17 Plugin	Deso 17.dl	9.1.64.0626	
STN Atlas Deso 20/22/25 Plugin	Deso25.dl	9.1.64.0626	
Sight TGE Echosounder Plugin for Hydromagic	TGE.dll	9.1.64.0626	
Simrad EA200 Plugin for Hydromagic	SimradEA200.dll	9.1.64.0626	
Simrad EA300 Plugin for Hydromagic	SimradEA300.dll	9.1.64.0626	
Simrad EA400/EA500 Plugin for Hydromagic	SimradEA500.dll	9.1.64.0626	
South Echosounders Plugin for Hydromagic	South.dll	9.1.64.0626	
SyQwest Echosounders Plugin for Hydromagic	HydroBox.dll	9.1.64.0626	
TSS1 Plugin for Hydromagic	TSS.dll	9.1.64.0626	
Trimble GCS900 Evcavator System Plunin	Ib neesoo	9 1 64 0626	~

# **Configuring a plugin**

The configuration screen might be slightly different on the various plugins. However plugins which are used to connect to a device like an echo sounder or a position device always need some information on how to connect to the device. Most plugins allow you to connect a device through a serial port (or USB to serial converter), or Ethernet using the TCP or UDP internet protocols.

Simrad EA200 Series (	Configuration >	K Simrad EA2	00 Series Configurat	ion	×	Simrad EA200 Series C	Configuration X
Connection		Connection	1			Connection	
Connection Type:	Serial ~	Connection	TCP/IP		~	Connection Type:	TCP/IP ~
Serial Port:	Serial COM1 V	Socket Typ	uDP		~	Socket Type:	TCP ~
Serial Speed:	9600 ~	Host IP:	192.16	8.2.15		Host IP:	192.168.2.15
Serial Format:	N-8-1 ~	Host IP Po	rt: 1500			Host IP Port:	1500
Device		Device				Device	
Latency:	0 ms	Latency:	0	ms		Latency:	0 ms
	V OK K Cancel			🖌 ОК 🗙 С	Cancel		V OK X Cancel

When configuring a device which is connected to a serial port, via an USB to serial converter or Bluetooth you have to use "Serial" as connection type. The software automatically detects all serial ports present in Windows and you can select one using the "Serial Port" drop down.

To switch between a serial and an Ethernet connection, just change the connection type from "Serial" to "TCP/IP". When the connection type is set to "TCP/IP" you can use the second drop down box to switch between the "TCP" and "UDP" internet protocols.

#### Plugin troubleshooting

After configuring the plugin it will be loaded and its status will be displayed in the list of loaded plugins:

Miscellan	eous		Alarms		ECDIS		Grid
Inits	Der	vices	Calib	oration	RTK	C	Мар
Device						Port	
📱 Simrad	d EA200	Plugin fo	r Hydron	nagic		COM	1
<u>A</u> do	d	) <u>R</u> e	move	Cor	nfigure		<u>M</u> onitor

The name of the plugin is displayed in the list, together with the port that is used, in this example "COM1". When using an Ethernet connection, TCP or UDP will be displayed here. The hourglass in front of the plugin name indicates that the plugin was loaded, the serial port could be opened and it is running successfully.

After connecting and switching on the device (echo sounder in this example), the hourglass should turn into a green icon which means that data is coming in. If this is not the case, please check whether the cable is connected to the correct port and try a different serial speed setting. You can also use putty to log the incoming data and check for the correct serial speed setting.

When a red icon with an exclamation mark is displayed in front of the plugin name, there was a failure loading the plugin or opening the connection to the device. In this case the cause of the error will be displayed in the real-time activity view.

# **Unloading plugins**

To unload a plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the plugin you want to unload and click the "Remove..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Units	Devices	Calibratio	n RTK	Мар
Device				Port
Simrac	EA200 Plugin	for Hydromagic		COM1
Adv		Remove 🥖	Configure	Monitor
		Johnove V	Soundare	

# 10.2 AirMar EchoRange plugin

The Airmar EchoRange plugin is required to decode the echo envelope data sent by some AirMar EchoRange models through an RS-485 port. One plugin can only communicate with one RS-485 serial port, so if you have a dual frequency EchoRange echo sounder, you will need to load two plugins, one for the high frequency depth and one for the low frequency depth.

If your EchoRange doesn't support the output of an echo envelope (this is an add-on and not available on all models), only (dual frequency) depth data is outputted on the serial port. In this case, you can use the regular NMEA0183 plugin which decodes the depth data from the XDR NMEA0183 sentences. The rest of this document does not apply to echo sounders without the echo envelope output add-on !

When you own an echo sounder with an echo envelope output, there is no need to load a NMEA0183 plugin, since the depth value is reported on the echo envelope serial ports as well.

# EchoRange(TM) Single Frequency Smart Transducer (Without echo envelope output)

This EchoRange model comes with a high frequency transducer only and can communicate with acquisition software using a RS-422 serial port only. The only protocol supported on this serial port is NMEA0183. When you own such a model, just use one of the NMEA0183 plugins to interface with this echo sounder.



Connections on the EchoRange(TM) Single Frequency Smart Transducer (Without echo envelope output)

# EchoRange(TM) Single Frequency Smart Transducer (With echo envelope output)

This EchoRange model comes with a high frequency transducer only and can communicate with acquisition software over a RS-422 serial port using the NMEA0183 protocol. A second port, which is a RS-485 serial port, is supplied to broadcast the echo envelope using a propietary protocol with a serial speed of 921600 bits per second. For this model, you only need to load the high frequency plugin in Hydromagic ("Airmar EchoRange Plugin - Hi Frequency Channel").



Connections on the EchoRange(TM) Single Frequency Smart Transducer (With echo envelope output)

# EchoRange(TM) Dual Frequency Smart Transducer (With echo envelope output)

This EchoRange model comes with a dual frequency transducer and can communicate with acquisition software over a RS-422 serial port using the NMEA0183 protocol. A second and third port, which are RS-485 serial ports, are supplied to broadcast the echo envelope for the high and low frequencies using a propietary protocol with a serial speed of 921600 bits per second. For this model, you will need to load

both the Hydromagic EchoRange plugins in order to get the echo envelope data for both channels into the software.



Connections on the EchoRange(TM) Dual Frequency Smart Transducer (With echo envelope output)

# Loading the EchoRange (High Frequency) plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calbration	RTK	Мар
Device			Par	t
Add	I 🤤 Be	emove 🥜 G	onfigure 🥊	Monitor

A list of available plugins will be displayed. In this list, select "Airmar EchoRange Plugin - Hi Frequency Channel" and click "OK" to load and display the plugin's user interface.

Driver	Filename	Version	1
AML Plugin for Hydromagic	AML.dll	9.0.64.0304	
ASCII output Plugin for Hydromagic	TextOut.dll	9.0.64.0304	
Airmar EchoRange Plugin - Hi Frequency Channel	EchoRangeHi.dll	9.0.64.0312	
Airmar EchoRange Plugin - Lo Frequency Channel	EchoRangeLo.dll	9.0.64.0312	
Blue Robotics Ping Sonar Plugin for Hydromagic	BlueRobotics.dll	9.0.64.0304	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	9.0.64.0304	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	9.0.64.0304	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	9.0.64.0304	
Echologger Plugin for Hydromagic	EchoLogger.dll	9.0.64.0304	
Garmin USB PVT plugin for Hydromagic	GarminUSB.dll	9.0.64.0304	
Geodimeter Total Station Plugin	Geodimeter.dll	9.0.64.0304	
HydroBall Plugin for Hydromagic	HydroBall.dll	9.0.64.0304	
Hydromagic AIS plugin	AIS.dll	9.0.64.0304	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	9.0.64.0304	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	9.0.64.0304	
Hydromagic Generic Tide Plugin	GenericTide.dll	9.0.64.0304	
Hydromagic Manual Sound Velocity Plugin	SoundVelocity.dll	9.0.64.0304	
Hydromagic Manual Tide Plugin	TideMan.dll	9.0.64.0304	
Hydromanic NMEA0183 Playback Plunin	Playback dll	9.0.64.0304	

# Configuring the EchoRange plugin

When the plugin loads, a dialog with some required settings will appear first. In the dialog, please select the serial port the sounder is connected to. The default baudrate used to transmit echo envelope data is 921600 bps.

Airmar EchoRange Co	nfiguration - Hi Frequency	×
Connection		
Connection Type:	Serial ~	
Serial Port:	Serial COM5 V	
Serial Speed:	921600 ~	
Serial Format:	N-8-1 ~	
Device		
Latency:	0 ms	
NOTE: When us have to load an Click to open th	sing a dual frequency echosounder, you i instance of this plugin for each channel. ie plugin documentation online	
	V OK X Cance	el

# Loading the plugin for the second channel (Low Frequency)

When you own an AirMar EchoRange which is able to output an echo envelope for both high and low frequency, you need to load an additional plugin for the second (low frequency) channel. From the device

list, click the "Add..." button and select the "AirMar EchoRange Plugin - Lo Frequency Channel from the list.

Select Device			×
Driver	Filename	Version	^
AML Plugin for Hydromagic	AML.dll	9.0.64.0304	
ASCII output Plugin for Hydromagic	TextOut.dll	9.0.64.0304	
Airmar EchoRange Plugin - Hi Frequency Channel	EchoRangeHi.dll	9.0.64.0312	
Airmar EchoRange Plugin - Lo Frequency Channel	EchoRangeLo.dll	9.0.64.0312	
Blue Robotics Ping Sonar Plugin for Hydromagic	BlueRobotics.dll	9.0.64.0304	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	9.0.64.0304	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	9.0.64.0304	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	9.0.64.0304	
Echologger Plugin for Hydromagic	EchoLogger.dll	9.0.64.0304	
Garmin USB PVT plugin for Hydromagic	GarminUSB.dll	9.0.64.0304	
Geodimeter Total Station Plugin	Geodimeter.dll	9.0.64.0304	
HydroBall Plugin for Hydromagic	HydroBall.dll	9.0.64.0304	
Hydromagic AIS plugin	AIS.dll	9.0.64.0304	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	9.0.64.0304	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	9.0.64.0304	
Hydromagic Generic Tide Plugin	GenericTide.dll	9.0.64.0304	
Hydromagic Manual Sound Velocity Plugin	SoundVelocity.dll	9.0.64.0304	
Hydromagic Manual Tide Plugin	TideMan.dll	9.0.64.0304	
Hydromanic NMEA0183 Playback Plunin	Playback dll	9.0.64.0304	~

When the configuration windows of the plugin appears, enter the serial port for the low frequency data. Please make sure you do not use the same serial port as the one configured in the high frequency plugin. The default serial port speed for this second channel is also 921600 bps.

#### **Testing the sounder**

When the sounder has been connected and configured, click "OK" to store the settings and start the plugin.

There should be a green icon in front of the plugin name when data is coming in successfully.

When no data is coming in, most of the times the incorrect serial port or speed has been selected.

# 10.3 CEESCOPE Plugin

The CEESCOPE plugin is a plugin with graphical user interface designed to connect your CEE HydroSystems CEESCOPE or CEE ECHO echo sounder device. It will transfer position, depth, motion and full water column echogram data to the Hydromagic application.



# **Configuring the Ethernet adapter**

Since the CEESCOPE is connected via an Ethernet cable to your computer directly, you have to configure your network adapter to be able to communicate to the device directly.

By default, under Windows, network adapters are configured to contain a DHCP server to obtain their configuration.

Since no LAN network will be present, you have to enter a static IP (TCP/IPv4) address.

Internet Protocol Version 4 (TCP/IPv4) Properties					
General					
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.					
○ <u>O</u> btain an IP address automatically					
• Use the following IP address:					
IP address: 192 . 168 . 2 . 100					
Subnet mask: 255 . 255 . 255 . 0					
Default gateway:					
Obtain DNS server address automatically					
Use the following DNS server addresses:					
Preferred DNS server:					
Alternate DNS server:					
Validate settings upon exit Advanced					
OK Cance	9				

# Loading the CEESCOPE plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellane	eous	Alarms	E	DIS	Grid
Jnits	Devices	Calbra	tion	RTK	Мар
Device				Por	t
Add	🤤 <u>B</u> er	moye ¢	🖉 Çonfig	ure 👼	Monitor

A list of available plugins will be displayed. In this list, select the "CEE HydroSystems CEESCOPE Plugin"

and click "OK" to load and display the plugin's user interface.

Driver	Filename	Version	ŕ
AML Plugin for Hydromagic	AML.dll	8.2.64.81206	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	8.2.64.81206	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	8.2.64.81206	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	8.2.64.81206	
Echologger Plugin for Hydromagic	EchoLogger.dll	8.2.64.81206	
Geodimeter Total Station Plugin	Geodimeter.dll	8.2.64.81206	
HydroBall Plugin for Hydromagic	HydroBall.dll	8.2.64.81206	
Hydromagic AIS plugin	AIS.dll	8.2.64.81206	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	8.2.64.81206	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	8.2.64.81206	
Hydromagic Generic Tide Plugin	GenericTide.dll	8.2.64.81206	
Hydromagic Manual Tide Plugin	TideMan.dll	8.2.64.81206	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	8.2.64.81217	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	8.2.64.81206	
Hydromagic Simulator Plugin	Simulator.dll	8.2.64.81206	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448 dll	8 2 64 81206	

# Configuring the CEESCOPE plugin

When the plugin loads, a dialog with some required settings will appear first. You have to set network (UDP) ports to use for the transfer of navigation and acoustic data packets.

In most cases, you can use the defaults. With factory settings, UDP port 1234 is used to transfer the RTK position data routed through the sounder to the client software. UDP port 1235 is used to transfer the acoustic data packets, containing the depth, range, draft and the echogram data.

CEESCOPE Ethernet Plu	ugin Configuration	l.	×
TCP/IP Settings			
UDP Port (Position):	1234	(default: 1234)	
UDP Port (Sounder):	1235	(default: 1235)	
Channel Assignment			
Hi Frequency:	Channel A 🗸 🗸	(default: 'A')	
Lo Frequency:	Channel B ~	(default: 'B')	
Advanced			
Latency:	0	ms	
	Use CEESCOPE	internal timestamp	s
IMPORTANT: no other plug latency to ze	: Use the internal tim jins are used. Make : ro when using this o	estamps only when sure you set the ption !	I
	<b>V</b>	OK 🔀 Cance	el

# Use CEESCOPE internal timestamps

When the position data is transferred via the echo sounder, and no other time critical plugins are loaded in Hydromagic, it is recommended to enable this option.

When this option has been enabled, the CEESCOPE will time tag all depth and position data with internal timestamps. When using these timestamps, you do not have to set the latency setting.

# Starting the plugin

When the ports have been configured, click the "OK" button to save the settings and start the plugin. In case the Windows Firewall has been enabled on your computer, you will see the following popup window appear:

P Windows Seco	urity Alert		×			
Windo app	ws Defend	er Firewall has blocked some features of this				
Windows Defender Firewall has blocked some features of Eye4Software Hydromagic Survey on all public and private networks.						
(M)	<u>N</u> ame:	Eye4Software Hydromagic Survey				
<u> </u>	Publisher:	Eye4Software B.V.				
	Pat <u>h</u> :	C:\projects\hydromagic\survey\survey \release64\survey.exe				
Allow Eye4Softwar	e Hydromagic Su	urvey to communicate on these networks:				
Private networks, such as my home or work network						
Public netwo because the	orks, such as the se networks oft	en have little or no security)				
What are the risks	of allowing an a	pp through a firewall?				
		Allow access Cancel				

Make sure you click the "Allow Access" button to allow Hydromagic to send and receive data on the configured UDP ports.

When you click the "Cancel" button, access to the sounder will be blocked and you won't receive any data from the sounder !

When the laptop is not connected to the Internet and is only used to communicate with the echo sounder,

you can decide to shut down the Windows Firewall entirely. It is also recommended to try this in case of connection issues.

After allowing the connection, there should be a green icon in front of the plugin, indicating data is coming in successfully.

#### **Testing the sounder**

When data is received, you should be able to see the depth and position information in the data window. To have a look at the echogram data, select "Echogram(Hi)" or "Echogram(Lo") from the View menu.

# 10.4 Echologger Plugin

The Echologger plugin is a plugin with graphical user interface designed to control your Echologger EU400 or D24 device.

When loaded it also transfers depth, motion and echogram data to the Hydromagic application.

## Loading the Echologger plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellane	eous	Alarms	ECDIS		Grid
Jnits	Devices	Calbration	n RTK		Мар
Device				Port	
Add	I 🤤 Be	move 🤗	Çonfigure	N I	onitor.

A list of available plugins will be displayed. In this list, select the "Echologger Plugin" and click "OK" to load and display the plugin's user interface.

Driver	Filename	Version	
AML Plugin for Hydromagic	AML.dll	8.2.64.81206	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	8.2.64.81206	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	8.2.64.81206	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	8.2.64.81206	
Echologger Plugin for Hydromagic	EchoLogger.dll	8.2.64.81206	
Geodimeter Total Station Plugin	Geodimeter.dll	8.2.64.81206	
HydroBall Plugin for Hydromagic	HydroBall.dll	8.2.64.81206	
Hydromagic AIS plugin	AIS.dll	8.2.64.81206	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	8.2.64.81206	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	8.2.64.81206	
Hydromagic Generic Tide Plugin	GenericTide.dll	8.2.64.81206	
Hydromagic Manual Tide Plugin	TideMan.dll	8.2.64.81206	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #3	IMEA0183 plugin #3 nmea0003.dll		
Hydromagic NMEA0183 plugin #4	nmea0004.dll		
Hydromagic Simulator Plugin	Plugin Simulator.dll		
InnerSpace 448 Plugin for Hydromagic	InnerSpace448 dll	8 2 64 81206	1

# Configuring the Echologger plugin

When the plugin loads, a dialog with some required settings will appear first. You have to set the communications options, echo sounder model and the data transfer protocol to use.
EchoLogger Configur	ation	×
Connection		
Connection Type:	Serial 🗸	
Serial Port:	Serial COM15 v	
Serial Speed:	115200 ~	
Serial Format:	N-8-1 ~	
Select type and proto	pcol	
Protocol:	D24 (ASCII, 10BITS) V	
Echosounder Mode		
Mode:	Dual Frequency V	
	🖌 OK 🔀 Cancel	

# **Communications settings**

When using the default configuration, the echo sounder connects with the computer using an USB cable. When plugged in, a virtual serial port will be created in Windows and you have to select this serial port.

The serial speed is 115200 bps when factory settings are used. The Echologger also supports higher speeds like 230400, 460800 and 921600 bps.

EchoLogger Configurati	on	×
Connection		
Connection Type:	Serial ~	
Serial Port:	Serial COM15 V	
Serial Speed:	115200 🗸	
Serial Format:	115200 230400 460800	
Select type and protoco	921600 3000000	
Protocol:	D24 (ASCII, 10BITS) V	
Echosounder Mode		
Mode:	Dual Frequency V	
	✓ OK X Cance	ł

When a high sample and data interval is used it is recommended to use one of these higher speeds. We will discuss how to setup the sounder for this speeds in the next chapter.

## Changing the Echologger's serial speed

To change the speed of the echologger's serial port, you need a piece of serial terminal software like Putty.

A lot of serial terminal software packages can be downloaded free of charge from the Internet. In this example we will use Putty.

When you installed Putty, first open a serial connection to the echo sounder with the default serial port speed which should be 115200 bps.

Make sure Hydromagic has been closed or the plugin has been removed, otherwise the port will already be opened.

First we have to set the echologger into command mode: When data comes in, press enter until the > sign appears on a new line and the data stops coming in.

At this point enter one of the following commands, depending on the desired speed:

# 

- #baudrate 115200 <ENTER>;
- #baudrate 230400 <ENTER>;
- #baudrate 460800 <ENTER>;
- #baudrate 921600 <ENTER>;

When the command succeeds, the echo sounder will send back "OK" on a new line. To apply the new baudrate, issue the '#reset' command and disconnect the terminal software.



You should now be able to use the echo sounder with the plugin using the newly selected serial speed.

## Select echo sounder model and serial protocol

At this moment we have tested the EU400 and D24 echo sounders, but other Echologger models should work as well.

Each model has another set of serial protocols that can be used. You have to select the desired protocol in the plugin configuration.

Which protocol you should use depends on which data you want to retrieve from the echo sounder.

#### **Binary protocol**

NOTE: Not supported yet. Recommended protocol when transferring echogram data. When not (yet) available use the ASCII protocol instead.

#### **ASCII protocol**

When the ASCII protocol has been selected, all data will be transferred to the Hydromagic software. This includes depth, motion, temperature and echogram data.

The sampled return data can be sampled as 10 or 12 bit data values depending on this setting.

#### NMEA0183 protocol

When the NMEA0183 protocol has been selected, the echo sounder will transfer depth, motion and temperature data to the Hydromagic software.

Echogram data needed to display and store full water column data won't be available. When you do not the echogram data, use this option to reduce the amount of data transferred.

#### Simple altimeter protocol

This is the most simple data transfer protocol available. Only the digitized depth is transferred. There is no real need to use this option, when no echogram data is needed, use the NMEA0183 option.

EchoLogger Configura	tion	×
Connection		
Connection Type:	Serial ~	
Serial Port:	Serial COM15 V	
Serial Speed:	115200 ~	
Serial Format:	N-8-1 ~	
Select type and protoc	ol	
Protocol:	D24 (ASCII, 10BITS)	
Echosounder Mode	EU400 (ASCII, 10BITS) EU400 (Simple Altimeter) EU400 (NMEA0183)	
Mode:	D24 (ASCII, 10BITS) D24 (ASCII, 12BITS) D24 (Simple Altimeter) D24 (NMEA0183)	
	V OK X Canc	el:

## Select echo sounder mode

This option is only needed when using a dual frequency model like the Echologger D24 revision 2.0 and higher.

You can select which frequency you want to use, or select dual frequency mode when supported by your sounder.

EchoLogger Configurat	tion	$\times$
Connection		
Connection Type:	Serial ~	]
Serial Port:	Serial COM15 V	
Serial Speed:	115200 ~	
Serial Format:	N-8-1 ~	
Select type and protoc	ol	
Protocol:	D24 (ASCII, 10BITS) V	]
Echosounder Mode		
Mode:	Dual Frequency 🗸	
	Single Frequency (Low) Single Frequency (High)	<u> </u>
	Dual Frequency V OK X Can	cel

# **Testing the sounder**

When the sounder has been connected and configured, click "OK" to store the settings and start the plugin.

There should be a green icon in front of the plugin name when data is coming in successfully.

When no data is coming in, most of the times the incorrect serial port or speed has been selected. Also make sure the correct protocol has been chosen. You can check the current port, speed and protocol with the GUI application shipped with the sounder:



When data is received, you should be able to see the depth and motion sensor information in the data window.

To have a look at the echogram data, select "Echogram(Hi)" or "Echogram(Lo") from the View menu.

# Controlling the echo sounder

When the plugin has been loaded and the communication with echo sounder has been established, you should be able to modify some settings.

For more information on the settings which can be modified, please refer to your Echologger manual.

Depending on the echo sounder model and the selected echo sounder mode, you will be able to control one or two channels.

Please note that applying the new settings can take a couple of seconds. During this time there will be a small gap in the collected data.

hoLogger Contro	bl		
Transmitter			
	Low Frequency	High Frequency	
Range:	1 ~	2 ~	meter
TX Length:	100 ~	50 ~	uS
Interval	0.01	~	second(s)
TX Power:	-30.0	~	dB
Receiver			
	Low Frequency	High Frequency	
Gain:	24.0 ~	18.0 ~	dB
TVG spread coef.	20 ~	15 ~	]
TVG absorb:	0.09 ~	0.08 ~	dB/m
Attenuator:	0 ~	0 ~	uS
Altimeter			
	Low Frequency	High Frequency	
Deadzone:	150 ~	300 ~	mm
Threshold:	10 ~	5 ~	percent
Offset:	0.0 ~	0.0 ~	mm
Sound Speed	1500.00		m/s
1	Ap	blv	

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EchoLogger Contro	bl		
Transmitter			
Range:	1	$\sim$	meter
TX Length:	100	$\sim$	uS
Interval	0.01	$\sim$	second(s)
TX Power:	-30.0	$\sim$	dB
Receiver			
Gain:	24.0	~	dB
TVG spread coef.	20	~	
TVG absorb:	0.09	$\sim$	dB/m
Attenuator:	0	$\sim$	uS
Altimeter			
Deadzone:	150	~	mm
Threshold:	10	$\sim$	percent
Offset:	0.0	$\sim$	mm
Sound Speed	1500.00		m/s
<b>V</b>	Apply		

# 10.5 Garmin USB-GPS plugin

The Garmin USB GPS Plugin can be used to connect various Garmin hand-held GPS models with Hydromagic. Most Garmin GPS models also support NMEA0183 output, but very often the data cable for this is sold separately.

Position data from the hand-held is also available via the USB port using Garmin's proprietary 'PVT protocol'. PVT stands for 'P'osition, 'V'elocity and 'Time. This Hydromagic plugin is able to connect to the USB device driver and decode the PVT sentences sent by the Garmin GPS.

## Supported Garmin GPS models

Although the list may not be complete, as new models come out on a regular bases, it contains some of the models that can be connected using the Garmin USB plugin:

- GPS 18x, GPS 18x LVC, GPS18x-5Hz;
- eTrex series (old units such as the Legend H, Legend HCx, Summit Cx, Venture Cx or Vista HCx);
- GPSMap 60CSx, GPSMap 60CS or GPSMap 60;
- GPSMap 62stc, GPSMap 62st, GPSMap 62sc, GPSMap 62s or GPSMap 62 (firmware older than 3.40);
- GPSMap 64st, GPSMap 64s or GPSMap 64;

- GPSMap 76CSx, GPSMap 76CS or GPSMap 76C;
- GPSMap 78s, GPSMap 78sc or GPSMap 78 (firmware older than 3.40);
- Oregon series;
- Montana series;
- Rino 6xx series;

NOTE: By default the GPS18 series will sent NMEA0183 sentences over the USB port. To switch to PVT mode, you will have to use the proprietary \$PGRMC1 command. Please refer to the GPS18 users manual for more information.

# Loading the Garmin USB GPS plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Units	Devices	Calbration	RTK	Мар
Device			F	Port
O Adr	A B	emove 🥖 (	octare	Monitor
9 <u>0</u> 4		emeren (* )	for a show to	G. Dourour

A list of available plugins will be displayed. In this list, select the "Garmin USB PVT plugin for Hydromagic" plugin and click "OK" to load the plugin. Since this device has its own device driver under Windows, no serial port or speed has to be selected, so the plugin is loaded without showing a configuration dialog first.

Driver	Filename	Version	^
AML Plugin for Hydromagic	AML.dll	9.0.64.0113	
ASCII output Plugin for Hydromagic	TextOut.dll	9.0.64.0113	
Airmar EchoRange(+) Plugin	EchoRange.dll	9.0.64.0113	
Blue Robotics Ping Sonar Plugin for Hydromagic	BlueRobotics.dll	9.0.64.0113	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	9.0.64.0113	
Dynautics SPECTRE AutoPilot Plugin for Hydromagic	SpectreAP.dll	9.0.64.0113	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	9.0.64.0113	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	9.0.64.0113	
Echologger Plugin for Hydromagic	EchoLogger.dll	9.0.64.0113	
Garmin USB PVT plugin for Hydromagic	GarminUSB.dll	9.0.64.0113	
Geodimeter Total Station Plugin	Geodimeter.dll	9.0.64.0113	
HydroBall Plugin for Hydromagic	HydroBall.dll	9.0.64.0113	
Hydromagic AIS plugin	AIS.dll	9.0.64.0113	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	9.0.64.0113	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	9.0.64.0113	
Hydromagic Generic Tide Plugin	GenericTide.dll	9.0.64.0113	
Hydromagic Manual Sound Velocity Plugin	SoundVelocity.dll	9.0.64.0113	
Hydromagic Manual Tide Plugin	TideMan.dll	9.0.64.0113	
Hydromanic NMEA0183 Playhack Plunin	Playback dll	9.0.64.0113	~

# Unloading the Garmin USB GPS plugin

To unload the GPS heading plugin, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Garmin USB PVT plugin for Hydromagic" and click the "Remove..." button.

Miscellar	neous	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	RTK	Мар
Device			Por	t
🕔 Garm	in USB PVT plugi	in for Hydromagic	: N//	4
~				
⊙ <u>A</u> d	d 🥥 <u>R</u>	emove 🧭	Configure	Monitor

# 10.6 GPS heading plugin

# Hydromagic GPS heading Plugin

The Hydromagic GPS heading plugin is a plugin which allows you to get very accurate heading readings. Accurate heading readings can significantly improve your survey or dredging accuracy. Please note that a single GPS or RTK receiver only outputs a valid heading when your vessel is moving at a certain speed.

An exception would be when your RTK receiver is placed exactly above your echosounder transducer (on the same pole). In this scenario using two GPS or RTK receivers does not contribute to a higher quality survey since the heading information is not used at all.

Some receivers use two antennas to calculate the heading. In this case you do not need to use this plugin since the heading is calculated in the receiver internally. Use this plugin only when you are using two separate GPS (GNSS) or RTK receivers!

## How does it work?

When you have two GPS or RTK receivers placed in a line perpendicular or parallel to the vessel's length, the heading of the vessel can be calculated by using the vincenty's formula on the geographic coordinates outputted by the GPS or RTK receivers. When the vessel turns, both the locations of the antenna's will change and a new heading is calculated.

### **GPS or RTK receiver?**

Regular GPS receivers without correction signal should do fine. It is correct that they have a rather big error (up to three meters), but since the antennas are so close to each other, the factors that will lead to a position error are almost the same for both, making that the calculated heading is not far off.

However, in the scenario when using two separate receivers, at some moments one receiver could user other satellites then the other, or one is receiving a SBAS signal while the other is not. When you also have to take tides in account, you should definitly go for a RTK receiver.

### Loading the GPS heading plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellaneous		Alarms	ECDIS		Grid
Jnits	Devices	Calbration	RTK		Мар
Device				Port	
Ad     A	<b>i</b> 🤤 <u>B</u> e	move 🧭	Configure	<b>P</b> 1	Monitor

A list of available plugins will be displayed. In this list, select the "RTK heading plugin for Hydromagic" plugin and click "OK" to load and display the configuration dialog.

Select Device			2
Driver	Filename	Version	^
NTRIP Plugin for Hydromagic	NTRIP.dll	9.0.64.91205	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	9.0.64.91205	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	9.0.64.91205	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	9.0.64.91205	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	9.0.64.91205	
Ohmex SonarLite Plugin for Hydromagic	SonarLite.dll	9.0.64.91205	
Ohmex SonarMite Plugin for Hydromagic	SonarMite.dll	9.0.64.91205	
Ohmex TidaLite Tide Receiver Plugin	TidaLite.dll	9.0.64.91205	
RTK heading plugin for Hydromagic	GpsHeading.dll	9.0.64.91205	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200.dll	9.0.64.91205	
SBG01 Plugin for Hydromagic	SBG01.dll	9.0.64.91205	
STN Atlas Deso 11/14/15 Plugin	Deso 15.dll	9.0.64.91205	
STN Atlas Deso 17 Plugin	Deso 17.dll	9.0.64.91205	
STN Atlas Deso 20/22/25 Plugin	Deso25.dll	9.0.64.91205	
Sight TGE Echosounder Plugin for Hydromagic	TGE.dll	9.0.64.91205	
Simrad EA200 Plugin for Hydromagic	SimradEA200.dll	9.0.64.91205	
Simrad EA300 Plugin for Hydromagic	SimradEA300.dll	9.0.64.91205	
Simrad EA400/EA500 Plugin for Hydromagic	SimradEA500.dll	9.0.64.91205	
South Echosounders Plugin for Hydromagic	South dll	9.0.64.91205	~

# Configuring the GPS heading plugin

### Serial Communications

First you must to configure the serial communications with the GPS receivers. For each GPS, select the serial port number and speed. The receivers can be connected via a serial port or Bluetooth serial connection.

As you can see in the configuration dialog, there is a primary and secondary GPS. The primary GPS is the one the software is going to use for the vessel's position. The secondary GPS will be used to calculate the heading only. When you define the GPS position in the 'Vessel Designer', always use the position of the primary GPS antenna.

#### Offset

This field allows you to enter an offset which will be applied to the calculated heading. When the GPS antennas are lined up in the length of the vessel, you can leave this settings on zero degrees. When the GPS antennas are positioned next to each other, you will notice that there is a difference of 90 degrees between the vessel and the calculated heading. In this case you must enter an offset of +90.0 or -90.0 degrees.

#### **Advanced Settings**

Depending on the GPS system you are using (RTK or not), select the GPS quality to expect so heading is calculated when both receivers have the same fix state. When using RTK receivers, please set this value to 'RTK Fixed' for the highest accuracy.

The smoothing option is optional, when you found the calculated heading to unstable, you can smooth it out with this function. Should not be needed when using RTK receivers though. When using a smoothing level, it might take somewhat longer to get a heading calculation (up to forty-five seconds).

,					
Serial Device:	Serial COM1	~	Serial Device:	Serial COM2	~
Serial Speed:	115200	~	Serial Speed:	115200	~
Latency:	0	ms			
Advanced			Offset		
Min Quality:	RTK Fixed	~	Heading Offset:	0.0	deg
Smoothing:	No Smoothing	~			
NOTE: V	When data smoothing l	has been ena	bled, depending on	the setting, it can ta	ke up to

# Unloading the GPS heading plugin

To unload the GPS heading plugin, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "RTK heading plugin for Hydromagic" and click the "Remove..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	RTK	Мар
Device			Por	t
🖉 RTK h	eading plugin fo	r Hydromagic	N/4	λ
O Ado	d 🤅 🖨 🖪	emove 🖉 🖉	Configure	Monitor

# 10.7 Generic echosounder plugin

The generic echo sounder plugin can be used to decode serial data from an echo sounder without a dedicated plugin. In this generic plugin, you can define the data format which is expected to be received from the sounder.

By defining a header, a depth value offset, a depth value length and an optional scale, you should be able to decode data from almost any echosounder (as long as the output is in ASCII).

# Loading the generic echo sounder plugin for Hydromagic

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Inits	Devices	Calbration	RTK	Map
Device			Po	rt
Add	I 🤤 <u>B</u> e	move 🥜 Ço	nfigure 🦷	Monitor

A list of available plugins will be displayed. In this list, select the "Hydromagic Generic Echosounder" plugin and click "OK" to load and display the configuration dialog.

Driver	Filename	Version	
AML Plugin for Hydromagic	AML.dll	9.0.64.0113	
ASCII output Plugin for Hydromagic	TextOut.dll	9.0.64.0113	
Airmar EchoRange(+) Plugin	EchoRange.dll	9.0.64.0113	
Blue Robotics Ping Sonar Plugin for Hydromagic	BlueRobotics.dll	9.0.64.0113	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	9.0.64.0113	
Dynautics SPECTRE AutoPilot Plugin for Hydromagic	SpectreAP.dll	9.0.64.0113	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	9.0.64.0113	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	9.0.64.0113	
Echologger Plugin for Hydromagic	EchoLogger.dll	9.0.64.0113	
Garmin USB PVT plugin for Hydromagic	GarminUSB.dll	9.0.64.0113	
Geodimeter Total Station Plugin	Geodimeter.dll	9.0.64.0113	
HydroBall Plugin for Hydromagic	HydroBall.dll	9.0.64.0113	
Hydromagic AIS plugin	AIS.dll	9.0.64.0113	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	9.0.64.0113	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	9.0.64.0113	
Hydromagic Generic Tide Plugin	GenericTide.dll	9.0.64.0113	
Hydromagic Manual Sound Velocity Plugin	SoundVelocity.dll	9.0.64.0113	
Hydromagic Manual Tide Plugin	TideMan.dll	9.0.64.0113	
Hydromanic NMEA0183 Playhack Plunin	Playback dll	9.0.64.0113	

# Configuring the generic echo sounder plugin

### **Serial or Ethernet Communications**

First you must to configure the serial or Ethernet communication with the echo sounder. This plugin supports incoming data over a serial port, TCP or UDP. For more information on this, please see the General information on using plugins document.

#### Configuring the data format

In this example we will show an example on how to configure a custom data format. Although there is a dedicated plugin for the DESO25 data format, we will use it as an example here:

DA 32.08 mDB 31.83 mDA 32.04 mDB 31.81 m

#### Frequencies

In the configuration you can check whether the sentences start with a fixed header, the start of the depth data, the length of the depth data and whether a scale has to be applied (only when depth value isn't in meters). The above sample data reports both high and low frequency depths so we check both the 'Use Hi Frequency' and 'Use Lo Frequency' boxes.

To distinguish between the low and high frequency sentences we enter the headers, 'DA' for high frequency, 'DB' for low frequency (this could be the other way around depending on transducer configurations). Now the software knows to treat the sentence containing the 'DA' header as high frequency value and the sentence starting with 'DB' as low frequency value.

#### **Depth Value**

Now we need to tell the software where the actual depth is. Please note that this only will work when the depth is sent as an ASCII (readable) value. Also note that the characters are zero indexed, which means that the first character is at index zero (D = 0, A = 1 etc..).

The depth value starts at index '3' and is '5' characters long. This is the same for both frequencies, so we enter 3 as start offset and 5 for length. For size always counter the number of digits including the dot (.).

#### Scale / Units

Use a scale only when the depth is not in meters. For instance, when the depth is in centimeters, please use 0.01, when the depth is in feet, used .3048 to convert to meters.

Generic Echosounder Pl	ugin	>				
Connection						
Connection Type:	Serial	~				
Serial Port:	Serial COM1	~				
Serial Speed:	9600	~				
Serial Format:	N-8-1	~				
Device						
Latency:	0	ms				
Echosounder Hi Frequer	Echosounder Hi Frequency					
Use Hi Frequency						
Header:	DA					
Offset	3	characters				
Length:	5	characters				
Scale:	1.0000					
Echosounder Lo Freque	псу					
Use Lo Frequency						
Header:	DB					
Offset	3	characters				
Length:	5	characters				
Scale:	1.0000					
	<ul> <li>✓ 0</li> </ul>	K 🔀 Cancel				

# Unloading the generic echo sounder plugin

To unload the generic echo sounder plugin, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Hydromagic Generic Echosounder" and click the "Remove..." button.

Miscellan	eous	Alarms	;	ECDIS		Grid
Jnits	Devices	Ca	alibration	RTK		Мар
Device					Port	
🖉 Hydro	magic Generic	: Echosou	nder Plugir	ı	COM	1
🕑 <u>A</u> do	d 🥥	<u>R</u> emove	. 🥖 <u>C</u>	onfigure		<u>M</u> onitor

# **10.8 Hydromagic ASCII output plugin**

The Hydromagic ASCII output plugin allows you to send ASCII formatted data to a third party application using a serial port, TCP or UDP connection. You can define the data messages by yourself, by including placeholders that will be replaced with the actual position, depth, motion, tide data or more.

# Loading the ASCII output plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS		Grid
Jnits	Devices	Calbration	RTK		Мар
Device				Port	
~				2000	
Add	I 🤤 <u>R</u> e	move 🥔 (	Configure	19 N	onitor

Click the "Add..." button to load a new plugin.

A list of available plugins will be displayed. From this list, select the "ASCII Output Plugin for Hydromagic" and click "OK" to load and display the plugin's configuration window.

Select Device			×
Driver	Filename	Version	^
AML Plugin for Hydromagic	AML.dll	9.0.64.0113	
ASCII output Plugin for Hydromagic	TextOut.dll	9.0.64.0113	
Airmar EchoRange(+) Plugin	EchoRange.dll	9.0.64.0113	
Blue Robotics Ping Sonar Plugin for Hydromagic	BlueRobotics.dll	9.0.64.0113	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	9.0.64.0113	
Dynautics SPECTRE AutoPilot Plugin for Hydromagic	SpectreAP.dll	9.0.64.0113	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	9.0.64.0113	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	9.0.64.0113	
Echologger Plugin for Hydromagic	EchoLogger.dll	9.0.64.0113	
Garmin USB PVT plugin for Hydromagic	GarminUSB.dll	9.0.64.0113	
Geodimeter Total Station Plugin	Geodimeter.dll	9.0.64.0113	
HydroBall Plugin for Hydromagic	HydroBall.dll	9.0.64.0113	
Hydromagic AIS plugin	AIS.dll	9.0.64.0113	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	9.0.64.0113	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	9.0.64.0113	
Hydromagic Generic Tide Plugin	GenericTide.dll	9.0.64.0113	
Hydromagic Manual Sound Velocity Plugin	SoundVelocity.dll	9.0.64.0113	
Hydromagic Manual Tide Plugin	TideMan.dll	9.0.64.0113	
Hydromanic NMEA0183 Playhack Plunin	Playback dll	9.0.64.0113	×
	✓ C	)K 🔀 Cano	cel

Select "ASCII output plugin for Hydromagic" from the list and click "OK".

## Configuring the communication settings

This plugin can send data over a serial port or an Ethernet or WiFi connection using TCP or UDP. Please note that when sending data over a serial port to another computer, you will need a so called "null-

modem" cable (crossed rxd/txd wire pairs). For TCP and UDP you can use a WiFi access point or an Ethernet switch.

When the data has to be send to another computer using TCP or UDP, make sure you enter the host IP address of the target computer. Use the 'connection type' drop down box to switch between serial port and TCP/IP communication.

ASCII Output Plugin C	Configuration X			
Connection				
Connection Type:	TCP/IP V			
Socket Type:	UDP v			
Host IP:	192.168.2.15			
Host IP Port:	1500			
Output				
Interval:	1000 ms			
Vertical Units:	Meters ~			
Hortizontal Units:	Meters ~			
Define Output Format				

Configure the serial or TCP/IP communication settings.

## Configuring the output string

After setting how the data will be send, you need to define the string that will be sent each time the interval timer expires. To do so, click the 'Define Output Format...' button. The example above sends out the current timestamp followed by the x, y and z coordinate.

Define ASCII Output Format
Format
<pre>&lt;%HOUR%&gt;:&lt;%MINUTE%&gt;:&lt;%SECOND%&gt;,&lt;%EASTING%&gt;,&lt;%NORTHING%&gt;,&lt;%DEPTH%&gt;<cr><lf></lf></cr></pre>
Add Placeholder V Add Tab V Add Line Feed V Add Camage Hetum
Use this dialog to define the format of the messages sent over the serial port or network port. You can use placeholders to define the places where real-time navigation data will be inserted.
V OK X Cancel

You can define the generated output string by using placeholders and custom text.

The output string is configured by adding placeholders separated with separators such as a comma, semi column, pipe symbol etc.. To add a placeholder, simply click the "Add Placeholder" button. A selection dialog will be displayed which can be used to pick one.

5	Select Placeholder		×
	Placeholder	Description	^
	<%PDOP%>	The current PDOP value.	
	<%HDOP%>	The current HDOP value.	
	<%ELEVATION%>	The current elevation (antenna height).	
	<%DEPTHHI%>	The current depth (hi frequency).	
	<%DEPTHLO%>	The current depth (lo frequency).	
	<%DEPTH%>	The current depth.	
	<%COURSE%>	The current course.	
	<%SPEED%>	The current speed.	
	<%LATITUDE%>	The current latitude position.	
	<%LONGITUDE%>	The current longitude position.	
	<%NORTHING%>	The current northing position.	
	<%EASTING%>	The current easting position.	¥
		V OK Can	cel

Select one of the placeholders from the list.

Please note, that you have to add the separator characters by yourself. When you want to separate the fields by tabs, please use the "Add Tab" button. When you completed adding all the required fields, please do not forget to terminate your string by adding a line-feed or carriage return. You can use the "Add Line Feed" or "Add Carriage Return" buttons to do so.

## Testing the configuration

To test the configuration as well as the resulting output data, go back to the list of plugins and select the "ASCII Output Plugin for Hydromagic" plugin. Next, click the "Monitor" button to have a look at the outgoing data. When there is no output data, or when there is a red exclamation icon in front of the plugin name, please consult the real-time activity view for more information on the problem.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	RTK	Мар
Device			Por	t
ASCII	output Plugin fo	r Hydromagic	UD	Р
<b>A</b>		0-		
⊕ <u>A</u> do	1 🥥 <u>R</u> e	move 🧹 <u>C</u> o	onfigure	Monitor

Click "Monitor..." to launch the "Communications Monitor".

In the real-time communications monitor you can see at which interval the data is send as well as the content of the output data:

Communications Monitor	×
Received	
1/20/2020 - 7:30:37.040 PM [TextOut] 19:30:37,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:36.044 PM [TextOut] 19:30:36,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:35.041 PM [TextOut] 19:30:35,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:34.046 PM [TextOut] 19:30:34,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:33.049 PM [TextOut] 19:30:33,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:32.040 PM [TextOut] 19:30:32,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:31.041 PM [TextOut] 19:30:31,15999862.141,23045941.466,0.000 <cr> <lf></lf></cr>	>
1/20/2020 - 7:30:30.041 PM [TextOut] 19:30:30,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:29.027 PM [TextOut] 19:30:29,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
1/20/2020 - 7:30:28.024 PM [TextOut] 19:30:28,15999862.141,23045941.466,0.000 <cr> <lf></lf></cr>	>
1/20/2020 - 7:30:27.025 PM [TextOut] 19:30:27,15999862.141,23045941.466,0.000 <cr> <lf></lf></cr>	>
1/20/2020 - 7:30:26.026 PM [TextOut] 19:30:26,15999862.141,23045941.466,0.000 <cr><lf></lf></cr>	>
Copy to Clipboard	😢 Clear 💽 Pause ✔ Close

Use the "Communications Monitor" to test the configuration.

# Unloading the Hydromagic ASCII output plugin

To unload the generic echo sounder plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "ASCII Output Plugin for Hydromagic" and click the "Remove..." button.

Miscellan	POUS	Alarms	ECDIS	0	Srid
Jnits	Devices	Calibration	n RTK		Мар
Device				Port	
ASCII	output Plugin f	or Hydromagic		UDP	
Add	I 🥥 <u>R</u>	emove 🧭	Configure	<u>M</u> o	nitor

Plugins can be unloaded using the "Remove" button.

# 10.9 Hydromagic NMEA0183 output plugin

The Hydromagic NMEA0183 output plugin allows you to send NMEA0183 formatted data to a third party application using a serial port, TCP or UDP connection. Position, depth, heading, speed and time will be included in the outgoing messages.

## Loading the NMEA0183 output plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellane	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calbration	RTK	Map
Device			Ρ	ort
Add	🥥 <u>R</u> e	moye 🥜 Ç	onfigure I	🗐 Monitor

Click the "Add..."button to load a new plugin.

A list of available plugins will be displayed. From this list, select the "NMEA0183 OUT Plugin for Hydromagic" and click "OK" to load and display the plugin's configuration window.

Driver	Filename	Version	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	9.0.64.0113	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	9.0.64.0113	
Tydromagic Simulator Plugin	Simulator.dll	9.0.64.0113	
nnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	9.0.64.0113	
nnomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	9.0.64.0113	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	9.0.64.0113	
Congsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	9.0.64.0113	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	9.0.64.0113	
MEA0183 XDR Plugin for Hydromagic	XDR.dll	9.0.64.0113	
NTRIP Plugin for Hydromagic	NTRIP.dll	9.0.64.0113	
DceanScience Z-Boat Plugin for Hydromagic	zboat.dll	9.0.64.0113	
Ddom DigiTrace Plugin for Hydromagic	DigiTrace.dll	9.0.64.0113	
Ddom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	9.0.64.0113	
Ddom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	9.0.64.0113	
Dhmex SonarLite Plugin for Hydromagic	SonarLite.dll	9.0.64.0113	
Dhmex SonarMite Plugin for Hydromagic	SonarMite.dll	9.0.64.0113	
Dhmex TidaLite Tide Receiver Plugin	TidaLite.dll	9.0.64.0113	
RTK heading plugin for Hydromagic	GpsHeading.dll	9.0.64.0113	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200 dll	9.0.64.0113	

Select "NM EA0183 OUT Plugin for Hydromagic" from the list and click "OK".

## Configuring the communication settings

This plugin can send out data over a serial port or an Ethernet or WiFi connection using TCP or UDP. Please note that when sending data over a serial port to another computer, you will need a so called null-modem cable (crossed rxd/txd wire pairs). For TCP and UDP you can use a WiFi access point or an Ethernet switch.

When the data has to be send to another computer using TCP or UDP, make sure you enter the host IP address of the target computer. Use the 'connection type' drop down box to switch between serial port and TCP/IP communication.

NMEA0183 - Output - P	lugin	×
Connection		
Connection Type:	Serial V	
Serial Port:	Serial COM5 ~	
Serial Speed:	4800 ~	
Serial Format:	N-8-1 ~	
	V OK X Canc	el

Configure the serial or TCP/IP communication settings.

#### Testing the configuration

To test the configuration as well as the resulting output data, go back to the list of plugins and select the "NMEA0183 Output Plugin for Hydromagic" plugin. Next, click the "Monitor" button to have a look at the outgoing data. When there is no output data, or when there is a red exclamation icon in front of the plugin name, please consult the <u>real-time activity view</u> for more information on the problem.

Miscellan	eous	Ala	arms		ECDIS		Grid
Jnits	Devices		Calibra	ation	RTK		Мар
Device						Port	
NMEA	0 183 OUT PI	ugin foi	Hydron	nagic		COM5	
💿 <u>A</u> da	d 🤤	Remo	ve	00 🖉	nfigure		<u>M</u> onitor

Click "Monitor..." to launch the "Communications Monitor".

In the real-time communications monitor you can see at which interval the data is send as well as the content of the output data:

Communications Monitor
Received
1/21/2020 - 10:53:57.936 AM [NMEA-Out] \$SDDPT.5.12.0.00.F*3B <cr><lf></lf></cr>
1/21/2020 - 10:53:57.881 AM [NMEA-Out] \$SDDBT, 16.79, f, 5. 12, M, 2.80, F*03 <cr><lf></lf></cr>
1/21/2020 - 10:53:57.875 AM [NMEA-Out] \$SDDBS, 16.79, f, 5. 12, M, 2.80, F*04 <cr><lf></lf></cr>
1/21/2020 - 10:53:57.869 AM [NMEA-Out] \$SDDBK, 16.79, f, 5. 12, M, 2.80, F*1C <cr><lf></lf></cr>
1/21/2020 - 10:53:57.350 AM [NMEA-Out] \$APXTE,A,A,0.0,R,N,,*46 <cr><lf></lf></cr>
1/21/2020 - 10:53:57.281 AM [NMEA-Out] \$GPVTG,123.0,T,0.0,M,1.2,N,2.3,K*4C <cr><lf></lf></cr>
1/21/2020 - 10:53:57.269 AM [NMEA-Out] \$GPRMC,000000,A,5155.514817,N,406.771269,E,1.2,123.0,000000,,*1A <cr><lf></lf></cr>
1/21/2020 - 10:53:57.025 AM [NMEA-Out] \$GPRMB,A,0.0,R,,,0.0000,N,0.0000,E,0.0,0.0,1.2,V*2B <cr><lf></lf></cr>
1/21/2020 - 10:53:56.986 AM [NMEA-Out] \$GPHDT,123.0,T*35 <cr><lf></lf></cr>
1/21/2020 - 10:53:56.950 AM [NMEA-Out] \$HCHDM,0.0,M*29 <cr><lf></lf></cr>
1/21/2020 - 10:53:56.932 AM [NMEA-Out] \$GPGGA,000000,5155.514817,N,406.771269,E,1,15,1.0,0.00,M,0.00,M,1,21*41 <cr><lf></lf></cr>
1/21/2020 - 10:53:56.711 AM [NMEA-Out] \$GPGLL,5155.514817,N,406.771269,E,0,A*1E <cr><lf></lf></cr>
1/21/2020 - 10:53:56.663 AM [NMEA-Out] \$SDDPT.5.12.0.00.F*38 <cr><le> ¥</le></cr>
Clear Opy to Clipboard Science Clear Pause Clear

Use the "Communications Monitor" to test the configuration.

## Unloading the Hydromagic NMEA0183 output plugin

To unload the generic echo sounder plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "NMEA0183 OUT Plugin for Hydromagic" and click the "Remove..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calibratio	n RTK	Мар
Device				Port
	1183 OLIT Plua	in for Hydromad	ic (	COM5
	100 001 1109	in for Hydromog	μ <b></b>	50115
<u>A</u> dd	I 🤤 <u>F</u>	Remove 🦉	Configure	Monitor

Plugins can be unloaded using the "Remove" button.

# 10.10 Hydromagic Manual Sound Velocity plugin

The Hydromagic Manual Sound Velocity Plugin is a plugin with graphical user interface designed to let you set the current sound velocity by hand. This allows you to enter sound velocity changes during the survey when no sound velocity profiler data is available.

## Loading the manual sound velocity plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS		Grid
hits	Devices	Calibrati	on R1	к	Мар
Device				Port	
Add	I 🤤 <u>B</u> e	move 🤞	<sup>9</sup> Configure	. 📮 1	gonitor

A list of available plugins will be displayed. In this list, select the "Hydromagic Manual Sound Velocity Plugin" and click "OK" to load and display the plugin's user interface.

Driver	Filename	Version	^
Sarmin USB PVT plugin for Hydromagic	GarminUSB.dll	9.0.64.0113	
Geodimeter Total Station Plugin	Geodimeter.dll	9.0.64.0113	
HydroBall Plugin for Hydromagic	HydroBall.dll	9.0.64.0113	
Hydromagic AIS plugin	AIS.dll	9.0.64.0113	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	9.0.64.0113	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	9.0.64.0113	
Hydromagic Generic Tide Plugin	GenericTide.dll	9.0.64.0113	
Hydromagic Manual Sound Velocity Plugin	SoundVelocity.dll	9.0.64.0113	
lydromagic Manual Tide Plugin	TideMan.dll	9.0.64.0113	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	9.0.64.0113	
lydromagic NMEA0183 plugin #1	nmea0001.dll	9.0.64.0113	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	9.0.64.0113	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	9.0.64.0113	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	9.0.64.0113	
Tydromagic Simulator Plugin	Simulator.dll	9.0.64.0113	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	9.0.64.0113	
innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	9.0.64.0113	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	9.0.64.0113	
Conoshera FA4vy series Ethernet Pluain for Hydromaaic	FA4vy dll	9.0.64.0113	1

## Using the manual sound velocity plugin

As soon as the manual sound velocity plugin has been loaded it will add sound velocity measurements to the raw data when recording has been started. The sound velocity value is written to the start and end of raw data files, and when the sound velocity level has been changed by the user.

#### 462 Eye4Software Hydromagic 9.4

```
Sound Velocity
Velocity 1500.00 m/s
```

To change the sound velocity value you can use the 'Increase Velocity' and 'Decrease Velocity' buttons. To enter an exact value, enter the new sound velocity value in the edit field and click the 'Update Velocity' button to apply this value.

Manual Sound Velocity Plugir	n for H	lydromagic
150	0	.0
1 Increase Velocity	♣	Decrease Velocity
🔅 Meters per Second	<u></u>	Feet per Second
1500.0	<b>V</b>	Update Velocity

To switch between US and metric units (meters per second vs feet per second), use the "Meters per Second" or "Feet per Second" button. The current value will automatically be converted.

### Recording of manual sound velocity data

As soon as a recording is started, the current manual sound velocity value will be written to the RAW data file. The sound velocity value is also written to the end of raw data files, and when the sound velocity has been changed by the user:

```
NAM RAW00028
CMT
VIS 1
HUN 9003
VUN 9003
PRJ 6510
DTM 6318
ELL 7019
PRM 8901
GEO 0
ANT 0.000
DFT 0.000
VER 9.0
BLD 9.0.64.0113
KEY 3-4348792
DEV 1 0 "Hydromagic Manual Sound Velocity Plugin" ""
SVS 00000000 0000001 1579597036.045 0.000 1500.000
SVS 00000000 0000001 1579597037.030 0.000 1500.000
SVS 00000000 0000001 1579597038.030 0.000 1500.000
SVS 00000000 0000001 1579597039.024 0.000 1501.000
SVS 00000000 0000001 1579597040.024 0.000 1501.000
SVS 0000000 0000001 1579597041.028 0.000 1501.000
SVS 00000000 0000001 1579597042.025 0.000 1500.000
SVS 00000000 0000001 1579597043.029 0.000 1500.000
SVS 00000000 0000001 1579597044.030 0.000 1499.000
SVS 00000000 0000001 1579597045.025 0.000 1499.000
SVS 00000000 0000001 1579597046.030 0.000 1499.000
SVS 00000000 0000001 1579597047.028 0.000 1500.000
SVS 00000000 0000001 1579597048.024 0.000 1500.000
```

SVS00000000000000011579597049.0270.0001501.000SVS00000000000000011579597050.0270.0001501.000

Manual sound velocity data recorded in a Hydromagic RAW data file

### Unloading the manual sound velocity plugin

To unload the manual sound velocity plugin window, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "Hydromagic Manual Sound Velocity Plugin", right-click and select "Remove Device..." from the popup menu.

When the plugin is unloaded (either when removed from the devices list, or when the software is stopped), the current sound velocity and window position are stored. The next time the plugin is loaded, the user interface will be on the same screen location and the last known manual sound velocity value will be displayed.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	RTK	Мар
Device			P	ort
Hydro	magic Manual S	Sound Velocity Plu	gin N	/A
		)		Manitan
<u> </u>	J <u><u> </u></u>	<u>k</u> emove 🧭 💆		<u>Ivi</u> onitor.

# 10.11 Manual Tide Plugin

The Hydromagic Manual Tide Plugin is a plugin with graphical user interface designed to let you set the current tide level by hand.

This allows you to create soundings on tide waters even when no RTK receiver or tide receiver is available.

## Loading the manual tide plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calbration	RTK	Мар
Device			Por	t
Add	🤤 Ве	move 🥜 G	orfigure 🦉	Monitor.

A list of available plugins will be displayed. In this list, select the "Hydromagic Manual Tide Plugin" and click "OK" to load and display the plugin's user interface.

Select Device			>
Driver	Filename	Version	^
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	8.2.64.81206	
Echologger Plugin for Hydromagic	EchoLogger.dll	8.2.64.81206	
Geodimeter Total Station Plugin	Geodimeter.dll	8.2.64.81206	
HydroBall Plugin for Hydromagic	HydroBall.dll	8.2.64.81206	
Hydromagic AIS plugin	AIS.dll	8.2.64.81206	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	8.2.64.81206	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	8.2.64.81206	
Hydromagic Generic Tide Plugin	GenericTide.dll	8.2.64.81206	
Hydromagic Manual Tide Plugin	TideMan.dll	8.2.64.81206	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	8.2.64.81206	
Hydromagic Simulator Plugin	Simulator.dll	8.2.64.81206	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	8.2.64.81206	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	8.2.32.81206	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	8.2.64.81206	
Konashera FA4vv series Ethernet Pluain for Hydromaaic	FA4vv dll	8 2 64 81206	×

## Using the manual tide plugin

As soon as the manual tide plugin has been loaded it will add tide measurements to the raw data when recording has been started.

The tide value is written to the start and end of raw data files, and when the tide level has been changed by the user.

When the manual tide plugin is used, the tide level calculated from a RTK receiver or a tide receiver will be ignored.

Also the tide indication in the data view will toggle between 'RTK' and 'Receiver' tide value.



To change the tide level you can use the 'Increase Tide Level' and 'Decrease Tide Level' buttons. To enter an exact value, enter the new tide value in the edit field and click the 'Update Tide Level' button to apply this value.

Manual Tide Plugin for Hydro	omagic
	1.25
Mincrease Tide Level	🞽 Decrease Tide Level
1.25	Vpdate Tide Level

### Recording of manual tide data

As soon as a recording is started, the current manual tide level will be written to the RAW data file. The tide value is also written to the end of raw data files, and when the tide level has been changed by the user:

NAM	RAW00002					
CMT						
VIS	1					
HUN	9001					
VUN	9001					
PRJ	23090					
DTM	4230					
ELL	7030					
PRM	8901					
GEO	1					
ANT	0.000					
DFT	0.300					
VER	8.2					
BLD	8.2.64.81	212				
KEY	3-4157063	3				
TID	0000001	0000001	1544982739.322	0.000	1.250	
TID	0000001	0000001	1544982745.320	0.000	1.300	
TID	0000001	0000001	1544982747.320	0.000	1.350	
TID	0000001	0000001	1544982748.321	0.000	1.300	
TID	0000001	0000001	1544982749.321	0.000	1.250	

Manual tide data recorded in a Hydromagic RAW data file

## Unloading the manual tide plugin

To unload the manual tide plugin window, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Hydromagic Manual Tide Plugin", right-click and select "Remove Device..." from the popup menu.

When the plugin is unloaded (either when removed from the devices list, or when the software is stopped), the current tide level and window position are stored.

The next time the plugin is loaded, the user interface will be on the same screen location and the last known manual tide value will be displayed.

	OUS	Alarms		F	CDIS	Grid
Inits	Devices	Cal	ibrati	on	RTK	Мар
)evice					Po	rt
Hydror	nagic Manual T	īde Pluair	0	Add D	Device	
		iac riagi	0	Remo	ve Device	
			1	Confi	gure Device	·
			Ę	Moni	tor Device	
			Ø	Reloa	d Plugin	

# 10.12 Hydromagic Modbus-RTU plugin

Modbus is a communications protocol published by Modicon in 1979 for use in Programmable Logic Controllers (PLC's). This protocol is still used today. Most smart sensors around have a variant which is capable of communicating over RS232, RS422 or RS485 using the Modbus or Modbus-RTU protocol. Modbus-RTU is a compact (binary) variant of Modbus to be used in serial communications.

By shipping Hydromagic with a Modbus-RTU plugin, it is now possible to use any sensor using the Modbus-RTU or ASCII protocol in Hydromagic Dredging. This plugin can also be used to use a Modbus-RTU dual axis sensor as motion sensor for Hydromagic Survey.

# Loading the Modbus-RTU plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Units	Devices	Calbration	RTK	Map
Device				Port
(3) 444		emove 00	arha re	Monitor
9 <u>7</u> 00		ennyen (* )	on siyu c	-O. Dourpi

The devices tab in the "Preferences" dialog.

A list of available plugins will be displayed. In this list, select the "Modbus-RTU plugin for dredging sensors" plugin and click "OK" to load and display the configuration dialog.

Select Device			×
Driver	Filename	Version	^
Hydromagic NMEA0183 plugin #3	nmea0003.dll	9.1.64.0528	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	9.1.64.0528	
Hydromagic Simulator Plugin	Simulator.dll	9.1.64.0616	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	9.1.64.0528	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	9.1.64.0528	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	9.1.64.0528	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	9.1.64.0528	
MariLogic eDigger Plugin	eDigger.dll	9.1.64.0528	
Modbus-RTU plugin for dredging sensors	ModbusRTU.dll	9.1.64.0626	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	9.1.64.0528	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	9.1.64.0528	
NTRIP Plugin for Hydromagic	NTRIP.dll	9.1.64.0616	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	9.1.64.0528	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	9.1.64.0528	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	9.1.64.0528	
Odom MK3 Ethernet Plugin for Hydromagic	om MK3 Ethernet Plugin for Hydromagic OdomMK3.dll		
mex SonarLite Plugin for Hydromagic SonarLite.dll		9.1.64.0528	
Ohmex SonarMite Plugin for Hydromagic	arMite Plugin for Hydromagic SonarMite.dll		
Ohmey Tidal ite Tide Receiver Plunin	Tidal ite dll	9 1 64 0528	×

Select the Hydromagic Modbus-RTU plugin from the list of available plugins.
### Configuring the Modbus plugin

#### **Serial Communications**

First you must to configure the serial communications with the Modbus device(s). For Modbus-RTU, the default serial speed is 19200 bps and the 8E1 serial data format is used. Make sure you select this format, the 8N1 format, which is most often used, does not work for Modbus. Not all Modbus devices can be connected to a serial port directly. In some cases you will need a RS422/485 to RS232 converter in order to communicate with the sensor(s).

#### **Sensor Settings**

With Modbus, sensor values are stored at register indices. For each sensor you have to configure the device address, start register, register length and a scale factor. In the first column, you have to map the register value to a sensor:

- N/A Unused;
- P Pitch value;
- R Roll value;
- Y Yaw value;
- V1 Segment 1 vertical angle (ladder or boom);
- V2 Segment 2 vertical angle (stick);
- V3 Segment 3 vertical angle (bucket);
- H1 Segment 1 horizontal angle;
- H2 Segment 2 horizontal angle;
- H3 Segment 3 horizontal angle;

You have to enter the register index and register length in the second and third field respectively. You can find the register indices for your sensor in the user manual. The values have to be entered as hexadecimal values. When the user manual list them as decimal values, you can use the Windows Calculator in "Programmer Mode" to convert from decimal to hexadecimal. The length field is in words (a word is two bytes). The only valid values for this field are '01' and '02' (16 or 32 bit values).

Finally you have to enter a scale factor. Most sensors store angle values in hundreds of degrees, so the values stored in the registers have to be divided by 100. For instance a pitch roll sensor will report the angles in a -9000 ... +9000 range, so we enter a scale factor of 100 in such cases. Again, please refer to the user manual of the sensor for more information.

The screen shot below shows an example configuration for a Tiltix dual-axis sensor. When using factory settings, these sensors listen at device address "7F". This particular device stores the X-axis in hundreds of degrees at register 0x00, and the Y-axis angle value is stored at register 0x02. For both values, the size of the values is two words (four bytes). Using this settings, you should be able to configure almost any Modbus-RTU enabled device in Hydromagic.

Serial Por	t:		Serial COM19	9	~
Serial Spe	ed:		19200		~
Serial For	mat:		E-8-1		~
P	~	7F 7F	02	02	100
	~	7F	02	02	100
N/A					

Configuration example for a Posital Fraba Tiltix dual axis sensor.

# Unloading the Modbus-RTU plugin

To unload the Modbus-RTU plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "Modbus-RTU plugin for dredging sensors" and click the "Remove..." button.

MISCEIIdH	eous	Мар	ECDIS	A	larms
Jnits	Devices	Dredging	RTK		Grid
Device				Port	
Modbu	s-RTU plugin for	dredging sen:	sors	COM19	
Add	🥥 Ren	nove 🥜	Configure	📄 Mo	nitor
Click	the "Add" but	tton to add ne	w plugins whic	h are req	uired
sens	ors. Use the "De	vice Monitor	er, compass a to check for in	na areagii icoming da	ng ata.
Click	here to open the	e documentati	on on how to u	ise plugin:	<u>s.</u>

Select the Modbus-RTU plugin and click the "Remove..." button to unload the plugin.

# 10.13 NMEA0183 Playback Plugin

The Hydromagic NMEA0183 Playback plugin is a plugin which allows you to send NMEA0183 data to the software

as if it were received in real time. You can use this functionality to re-record NMEA0183 data, demo purposes and testing.

The NMEA0183 data is fed to the plugin by selecting a text file that contains NMEA0183 sentences. The sentences supported are the same as the ones that are supported in the regular NMEA0183 plugins. It is possible to simulate tide as well, using the manual tide buttons in the main tool bar.

#### Loading the NMEA0183 Playback plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellari	BOUS	Alarms	ECDIS	Grid
Jhits	Devices	Calbration	RTK	Мар
Device			Pe	ort
Add	I 🤤 <u>В</u> е	move 🥜 🤉	onfigure 🤘	Monitor

A list of available plugins will be displayed. In this list, select the "Hydromagic NMEA0183 Playback Plugin"

and click "OK" to load and display the playback plugin.

Select Device			×
Driver	Filename	Version	^
AML Plugin for Hydromagic	AML.dll	8.0.64.70630	
CEE HydroSystems CEESCOPE plugin	Ceescope.dll	8.0.64.70630	
Cable Arm Positioning Plugin	CAP.dll	8.0.64.70630	
ELAC Hydrostar LAZ4300 Echosounder Plugin	LAZ4300.dll	8.0.64.70630	
ELAC LAZ4100 Echosounder Plugin	LAZ4100.dll	8.0.64.70630	
Geodimeter Total Station Plugin	Geodimeter.dll	8.0.64.70630	
Higgs Excavator System Plugin	HiggsExcavator.dll	8.0.64.70630	
HydroBall Plugin for Hydromagic	HydroBall.dll	8.0.64.70630	
Hydromagic AIS plugin	AIS.dll	8.0.64.70630	
Hydromagic Excavator Simulator Plugin	ExcavatorSim.dll	8.0.32.70630	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	8.0.64.70630	
Hydromagic Generic Inclinometer plugin #1	GenericInclino0001.dll	8.0.64.70630	
Hydromagic Generic Inclinometer plugin #2	GenericInclino0002.dll	8.0.64.70630	
Hydromagic Generic Inclinometer plugin #3	GenericInclino0003.dll	8.0.64.70630	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	8.0.64.70630	
Hydromagic Generic Tide Plugin	GenericTide.dll	8.0.64.70630	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	8.0.64.70630	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.0.64.70630	
Hydromadic NME40183 oludio #2	nmea0002 dll	8 0 64 70630	¥

### Using the playback plugin

In order to start pushing the simulator data into the application, you have to select a valid NMEA0183 logfile first.

To do so, click the 'Browse...' button and select the file to replay. You can check whether the file is valid by clicking 'View...'.

When a file is loaded, the 'Start' button will be enabled and clicking this button will start reading the NMEA0183 file sentence by sentence.

The data is decoded and send to the survey or dredging application as it was raw data received from real NMEA0183 hardware.

You can pause playback at any time by clicking the 'Stop' button, or start from the beginning by clicking the 'Rewind' button.

The playback speed can be controlled with the 'Default Speed', 'Increase Speed' and 'Decrease Speed' buttons. By default, the playback rate is one sentence per 250 milliseconds.

To change the NMEA0183 logfile, press the 'Stop' button first. This stops the simulator and the 'Browse...' button will be enabled, allowing you to select a different file.

IMEA0 E:\Te	183 Logfile mp\LogFiles\Session4	0.txt			
				Browse	View
ontrol	s				
	Rewind		Start		Stop
	Default Speed		Increase Speed		Decrease Speed
race					
\$HCHI \$GPVT \$GPG(	DG,312.7,,,,*45 G,58.58,T,,M,0.02,N GA,223521.40,6804.4	1,0.04,K, 4257001	A*0B 5,N, 16251.35848	111,W,1,10,	1.1,296.814,M,2.5
\$GPVT \$GPG(	G,304.03,T,,M,0.12 GA,223521.20,6804.4	,N,0.21,k 4257087	(,A*39 2,N, 16251.35855	532,W,1,10,	1.1,296.842,M,2.5

## Unloading the playback plugin

To unload the simulator, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Hydromagic NMEA0183 Playback Plugin" and click the "Remove..." button.

Miscellan	eous		Alarms		ECDIS		Grid
Jnits	Devic	es	Calib	oration	RT	<b>(</b>	Мар
Device						Port	
🖉 Hydro	magic NMI	EA0183	Playbac	k Plugin		N/A	
) <u>A</u> do	d 🧯	) <u>R</u> en	nove	0 <u>C</u> a	onfigure		Monitor

# 10.14 Hydromagic NTRIP Plugin

NTRIP stands for 'Networked Transport of RTCM via Internet Protocol'. As the name already reveals, it allows the transport of RTCM correction data over the Internet.

The 'NTRIP Plugin for Hydromagic' is a plugin which allows you to transfer RTCM data received from a service on the Internet

(also called NTRIP caster) directly to your RTK rover via either a serial connection or a local TCP or UDP connection.

The NTRIP forwards RTCM or CMR(+) messages without modification to your RTK equipment directly. All that is required is a (free) service that provides the RTCM104 or CMR(+) data.

## Loading the NTRIP plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Devices	Calibration	RTK	Map
		1	Port
. 🤤 <u>R</u> er	nove 🥜 Ç	onfigure	🛃 Monitor
	. 🤤 Ber	. j Θ βemove S Q	. Gemove V Configure

A list of available plugins will be displayed.

In this list, select the "NTRIP Plugin for Hydromagic" and click "OK" to load the plugin.

Driver	Filename	Version	^
Hydromagic NMEA0183 plugin #3	nmea0003.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	8.2.64.81206	
Hydromagic Simulator Plugin	Simulator.dll	8.2.64.81206	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	8.2.64.81206	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	8.2.32.81206	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	8.2.64.81206	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	8.2.64.81206	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	8.2.64.81206	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	8.2.64.81206	
NTRIP Plugin for Hydromagic	NTRIP.dll	8.2.64.81206	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	8.2.64.81206	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	8.2.64.81206	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	8.2.64.81206	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	8.2.64.81206	
Ohmex SonarLite Plugin for Hydromagic	SonarLite.dll	8.2.64.81206	
Ohmex SonarMite Plugin for Hydromagic	SonarMite.dll	8.2.64.81206	
Ohmex TidaLite Tide Receiver Plugin	TidaLite.dll	8.2.64.81206	
RTK heading plugin for Hydromagic	GpsHeading.dll	8.2.64.81206	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200 dll	8 2 64 81206	~

## **Configuring the NTRIP caster**

In order to start forwarding RTCM data into the RTK rover using the NTRIP plugin, you have to configure the source of the data first.

These settings will be provided by your local NTRIP caster.

There are also some providers which you can try for free, although they might not always provide the same accuracy as paid services, but in some cases a free provider may provide enough accuracy for your application.

Hydromagic NTRIP Plug	gin	×
NTRIP Caster Propertie	s	
Hostoamor	www.euref.ip.pet	Porte 2101
lisername:	eve4software	
Password:	•••••	]
Stream:	AJAC00FRA0	
	L	
RTCM Output Propertie	s	
Connection Type:	Serial	~
Serial Port:	Serial COM1	~
Serial Speed:	9600	~
Serial Format:	N-8-1	~
VRS (Virtual Refrerence	System) Properties	
	System Properties	
Send position data t	o NTRIP caster	
	n:	
Initial Longitude:		(decimal degrees)
Initial Latitude:		(decimal degrees)
		🖌 OK 🔀 Cancel

When you have entered the IP address or host name and the authentication information, click the reload button to populate the drop-down list with the available streams and select the one that matches your application.

Separate streams may exist per area or constellations used. Again refer to the provider for more information on which stream to use.

When the plugin failed to populate the list, it may be because of a connection error. Please refer to the Hydromagic event log to find more information on the cause of the error.

### Configuring the RTCM output

In this section you can configure the way the data is forwarded to the RTK rover. This can either be via a serial or an Ethernet connection.

How this is configured depends on the RTK rover used. Make sure that the RTK rover is configured to listen for RTCM data on the serial or network port as well.

#### Using VRS networks

VRS stands for 'Virtual Reference Station'. This means that a base station is simulated for your position by interpolating correction data received by a network of multiple reference stations in your country or area. In order to calculate the correction data for your location correctly, upon connection the plugin has to send a single NMEA0183 GGA sentence containing your geographic position.

Other then a regular base station, which is often configured with TCP/IP port 2101, a VRS network is sometimes on a separate TCP/IP port, in most cases 2102. If you want to use VRS, you might want to check the location of the VRS stream with your local provider.

When VRS is used, please check the 'Send position data to NTRIP caster' option. Without this option set, it is not possible to use VRS networks. Please note that your actual position will be disclosed to your provider.

# **10.15 Hydromagic Simulator Plugin**

### Hydromagic Simulator Plugin

The Hydromagic Simulator Plugin is a plugin with graphical user interface designed to simulate various types of hardware.

This allows you to test drive or demonstrate the software without the need to connect actual hardware.

With the simulator you will be able to simulate the following input values:

- ✓ GPS Position;
- ✓ Speed over ground;
- ✓ True heading;
- ✓ Echosounder depth (high frequency);
- ✓ Echosounder depth (low frequency);
- ✓ Motion (heave, roll and pitch);
- ✓ Sound velocity;

It is possible to simulate tide as well, using the manual tide buttons in the main toolbar. The simulator can be used in both Hydromagic Survey and Hydromagic Dredging.

#### Loading the simulator plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS		Grid
Jnits	Devices	Calbration	RTR	( )	Мар
Device				Port	
Add	L 🖨 P	emove 🥖	Configure	- N	lonitor.
. Gr.			201120-011	-0- L	

A list of available plugins will be displayed. In this list, select the "Hydromagic Simulator Plugin" and click "OK" to load and display the simulator.

Driver	Filename	Version	1
HydroBall Plugin for Hydromagic	HydroBall.dll	8.2.64.81206	
Hydromagic AIS plugin	AIS.dll	8.2.64.81206	
Hydromagic Generic Echosounder Plugin	GenericSounder.dll	8.2.64.81206	
Hydromagic Generic Sound Velocity Probe Plugin	GenericSoundVelocity.dll	8.2.64.81206	
Hydromagic Generic Tide Plugin	GenericTide.dll	8.2.64.81206	
Hydromagic Manual Tide Plugin	TideMan.dll	8.2.64.81206	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	8.2.64.81206	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	8.2.64.81206	
Hydromagic Simulator Plugin	Simulator.dll	8.2.64.81206	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	8.2.64.81206	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	8.2.32.81206	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	8.2.64.81206	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	8.2.64.81206	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	8.2.64.81206	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	8.2.64.81206	
NTRIP Plugin for Hydromagic		8 2 64 81206	1

# Using the simulator

In order to start pushing the simulator data into the application, click the "Start" button. To stop the simulation press "Stop". When started, the simulator will send data with 500 millisecond intervals.

.ongitude:	E 004.11188800°	DD.DDDDDDD
Latitude:	N 51.92563500°	
EHT:	43.51	meter
Fix:	Fixed RTK Fix	- -
Movement		
Heading:	30.0	degrees
Speed:	0.0	knots
Echo Sounder		
	Simulate echo sound	er
Depth Hi:	2.34	meter
Depth Lo:	2.56	meter
Motion Sensor		
	Simulate motion sens	sor
Roll:	0.5	degrees
Pitch:	-0.5	degrees
Heave:	0.05	meter
Sound Velocity		
	Simulate sound veloc	tity
Sound Velocity:	1500.00	meters/second
Click the " When inte motion ser	Reset" button to return t rfering with real hardwar nsor or sound velocitv sin	o the initial position. e, the echo sounder, nulator can be disabled.

### Unloading the simulator

To unload the simulator, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Hydromagic Simulator Plugin" and click the "Remove" button.

Miscellaneous	Alarms	ECDIS	Grid	SideScan
Units	Devices	Calibration	RTK	Мар
Device			Por	t
W Hydromagi	: Simulator Plu	igin	N/A	A Contraction of the second se
<u>A</u> dd	) <u>R</u> emo	ove 🥜 <u>C</u> on	figure 🖳	<u>M</u> onitor
Click the to interf	Add" butt ace with your	on to add new p GNSS receiver, o	lugins which ar echo sounder a weck for incomi	re required and motion
Click her	e to open the	documentation o	in how to use p	olugins.

# 10.16 Knudsen echo sounder plugin

The Knudsen echo sounder plugin allows you to connect one of the supported Knudsen echo sounders as listed below. Knudsen echo sounders communicate to third-party software via their SonarSuite USB software. This software is a gateway between the USB connection on the sounder and client programs, including Knudsen's "EchoControlClient" software.

The Hydromagic plugin connects directly to the Knudsen "EchoControlServer" software to retrieve depth and the raw echo return envelope data. This connection is made via TCP using a (built-in) loopback connection (localhost or 127.0.0.1) on your computer or over a LAN or WiFi network when needed.

The following Knudsen echo sounders can be used with this Hydromagic plugin:

Knudsen sounder rack series 1602;

- Knudsen sounder rack series 1604;
- Knudsen 1612 portable echo sounder;
- Knudsen mini sounder;
- Knudsen ROVer sounder;
- Knudsen Pinger;
- Knudsen 320N.



The Knudsen 1602/1604 rack mounted echo sounder series.

### Installing the Windows device driver manually (USB models only)

If your "SonarSuite" software package is already up and running, you can skip this chapter where we discuss how to install the device driver for the USB echo sounder models. For Ethernet models there is also no need for device driver installation, other than for your computer's network adapter itself, which is most likely already installed.

Please note that when you have received a software installer called "SounderSetup.exe" from Knudsen (on the included CD-ROM), you can use this installer instead of installing the drivers manually.

📙   🛃 🥫 Viver					_		×
File Home Share	View						^ ?
Navigation Details pane	Extra large icons     Extra large icons     Medium icons     Extra large icons     Fill Small icons     Fill List     Extra large icons     Transaction	Group by in Group by in Add colur Sort by ▼ Size all co Current vie	▼ mns ▼ Humns to fit w	<ul> <li>☐ Item check boxes</li> <li>✓ File name extensions</li> <li>✓ Hidden items</li> <li>Show/hide</li> </ul>	Hide selected items	Options •	
$\leftarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ $\square$ $\rightarrow$ This	PC → Local Disk (C:) → Temp → Knudsen →	SounderSuite-USB >	Driver	ٽ ~	, Search	n Driver	
Name	Date modified	Туре	Size				
💿 echousb.bat	01/12/2010 11:54	Windows Batch File	1 KB				
🔄 echousb.inf	09/08/2010 14:32	Setup Information	9 KB				
echousb.sys	16/11/2009 03:52	System file	40 KB				
💿 echousb_x64.bat	01/12/2010 11:54	Windows Batch File	1 KB				
📓 echousb_x64.inf	16/12/2010 18:38	Setup Information	9 KB				
echousb_x64.sys	16/11/2009 03:52	System file	48 KB				
						_	_
6 items   1 item selected 8,8	31 KB						

The folder containing the USB device drivers on the Knudsen CD-ROM, USB stick or harddrive.

You can find the USB device drivers needed for installation on the CD-ROM shipped with the echo sounder. Since the drivers are (likely) not digitally signed for Windows 8, 8.1 and Windows 10, an additional step is required to allow them to be installed on your system. Please perform the following steps as explained in the "Installing unsigned device drivers under Windows 10" document before installing the drivers.

To install the drivers, go to the folder containing the driver files and right-click the "echousb.inf" or "echousb\_x64.inf" when running a 64-bit version of Windows, and select "Install" from the popup menu. After a few moments a popup telling you that the operation has been completed will be shown. You can now connect the sounder.

To check whether the driver installation was successfull, launch the "Device Manager" by right-clicking the Windows start menu, and selecting "Device Manager". When the drivers are installed correctly, you should see an "EchoSounder" item in the list:

		×
<u>File Action View H</u> elp		
⇐ ➡   ☶   😰 ☶   👳		
✓ La Desktop-glorqsa		^
> 🕡 Audio inputs and outputs		
> 💻 Computer		
> 🔜 Disk drives		
> 🔙 Display adapters		
> 🔐 DVD/CD-ROM drives		
🗸 🏺 EchoSounder		
🏺 KEL Sounder Module		
🏺 KEL Sounder Module		
> 🛺 Human Interface Devices		
> 🦏 IDE ATA/ATAPI controllers		
> 🥅 Keyboards		
> 🕕 Mice and other pointing devices		
> 🛄 Monitors		
> 🖣 Multifunction adapters		
> 🚽 Network adapters		
> 📃 Portable Devices		
> 🛱 Ports (COM & LPT)		
> 🚍 Print queues		
>  Processors		
> 📲 Software components		
> 📓 Software devices		
> 🕠 Sound, video and game controllers		
> 🍇 Storage controllers		
> 🏣 System devices		
Iniversal Serial Rus controllers		~

After installing the driver, an EchoSounder item should be present in the "Device Manager".

#### Starting the EchoControlServer

The "EchoControlServer" is used as "Gateway" software between the sounder and the local TCP/IP network. It communicates with the sounder over USB and allows their "EchoControlClient" to establish a network or loopback connectionto it to control the echo sounder. The "EchoControlServer" is also used by Hydromagic to access the measured depth and echo return envelope data.

When the device drivers are installed correctly, run the "EchoControlServer" program from the desktop or program installation folder. When there is no error communicating with the echo sounder over USB, the application will be started as a background application, but will visible as an icon in the notification area:



Knudsen notification area icon (in red or silver depending on software version).

### Starting the EchoControlClient

The "EchoControlClient" connects to the "EchoControlServer" software, so you always have to start the server software first. The "EchoControlClient" allows you to view the incoming data and to control the sounder. You have to use it to start and stop sending pings, adjust the range, gain settings and much more. For more information please refer to the "SonarSuite-USB" manual in the support section of the Knudsen website.

K SounderSuite: EchoControlClient - 2.53 Х \_ <u>File Controls View Recording Setup Server Fix Mark Blankscreen Help</u> CH SS SYS 🗠 🎼 BAR 🖉 FIX 💡 📢 Ch1: 200.0kHz Ch2: 33.0kHz 0.62 m 1.0m Tx Pulse: 0.06250 ms 4 > Tx Power: 1 4 Þ 2.0m Gain Mode: Auto ∢ ► TVG Mode: None 3.0m • • Process Shift: 0 • • Sensitivity: Off Draft: 0.60 4.0m Tx Blanking: 0.0 Primary Channel 5.0m\_ 0.0m Link All Controls Global TX: On 1.0m • • Range: 5 Phase 2.0m Mode: Auto Overlap: 50% 4 **>** . ► 3.0m 4 + Shift Threshold: 10% Depth Limits • • Minimum: 0 4.0m • • Maximum: 1000 5.0m REC: OFF N/A N/A 09:33 23-Jun-2021 EchoControlClient No Recorder

When using Hydromagic with a Knudsen sounder, you have to run the "EchoControlClient" simultaneously to control the echo sounder. Controlling the sounder is not possible via Hydromagic, it will only read data.

Use the EchoControlClient to control the Knudsen echo sounder.

#### Loading the Knudsen echo sounder plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Inits	Devices	Calbration	RTK	Map
Device			Po	rt
🔵 Add	I 🤤 <u>B</u> er	move 🥜 Çe	onfigure 📒	Monitor

Click "Add..." to load a plugin.

A list of available plugins will be displayed. In this list, select the "Knudsen SonarSuite echo sounder plugin" and click "OK" to load and configure the plugin.

			Í
Driver	Filename	Version	^
Hydromagic NMEA0183 plugin #1	nmea0001.dll	9.2.64.528	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	9.2.64.528	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	9.2.64.528	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	9.2.64.528	
Hydromagic Simulator Plugin	Simulator.dll	9.2.64.528	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	9.2.64.528	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	9.2.64.528	
Knudsen Sonarsuite echo sounder Plugin for Hydromagic	Knudsen.dll	9.2.64.621	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	9.2.64.528	
MAVLink AutoPilot Plugin for Hydromagic	MAVLink.dll	9.2.64.528	
MariLogic eDigger Plugin	eDigger.dll	9.2.64.528	
Modbus-RTU plugin for dredging sensors	ModbusRTU.dll	9.2.64.528	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	9.2.64.528	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	9.2.64.528	
NTRIP Plugin for Hydromagic	NTRIP.dll	9.2.64.528	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	9.2.64.528	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	9.2.64.528	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	9.2.64.528	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3 dll	9 2 64 528	1

Knudsen SonarSuite echo sounder plugin.

# Configuring the plugin

When the plugin is selected and loaded, the configuration dialog for the plugin will be shown. In almost all cases you can accept the default settings. Just click "OK", unless the server has been configured on another TCP port, or when the "EchoControlServer" is running on a different computer or echo sounder.

Knudsen Ethe	rnet Plugin Configuration X
TCP/IP Setti	ngs
Server:	127.0.0.1
TCP Port:	52000 (default: 52000)
	Solution of the other sectors

The default settings can be used in most cases.

#### **Testing the plugin**

When the Knudsen software has been configured you should see depth data displayed in the data view (please make sure you have started the sounder in the "EchoControlClient" software!). If not, you can perform the following steps to troubleshoot the problem:

First check whether the connection between Hydromagic and the "EchoControlServer" has been established. Double click the Knudsen icon in the notification area to show the "EchoControlServer" log. When Hydromagic has been connected this will be shown in the log:

SounderSuite: EchoControlServer - 2.54	_		×
<u>S</u> ystem Hide Window Clear Log <u>H</u> elp			
Client <hydromagic>: connected</hydromagic>			
New Connection: total = 2			
Client <desktop-gl0rqsa>: connected</desktop-gl0rqsa>			
New Connection: total = 1			
Ready	REC: OFF	10:09	23-Jı //

Check the EchoControlServer log to verify the connection has been established.

When no connection is established, most probably the software is using another TCP port, the IP address is incorrect, IPv4 is disabled or your firewall is blocking the request.

When a connection has been established and we still do not see any data appear, we can check the device monitor to check whether data is being sent to Hydromagic by the server: Open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "Knudsen SonarSuite echo sounder plugin for Hydromagic" and click the "Monitor..." button. The communication monitor appears, and should display packets coming in as shown below:

When no data is coming in, and Hydromagic is connected, please double-check that the sounder has been started from the "EchoControlClient" by clicking the "Global TX" button. If the sounder is working correctly, the following should be displayed in the device monitor:

Communications Monitor	×
Received	^
6/23/2021 - 10:16:29.780 AM [Knudsen] Received data (104 Bytes), MsgType = [2], DataType = [5]	
6/23/2021 - 10:16:29.774 AM [Knudsen] Received data (104 Bytes)	
6/23/2021 - 10:16:29.766 AM [Knudsen] Shared: Record = D0, ping = 43594	
6/23/2021 - 10:16:29.759 AM [Knudsen] Received data (13324 Bytes), MsgType = [2], DataType = [14]	
6/23/2021 - 10:16:29.757 AM [Knudsen] Received data (13324 Bytes)	
6/23/2021 - 10:16:29.716 AM [Knudsen] Shared: Record = D0, ping = 43593	
6/23/2021 - 10:16:29.709 AM [Knudsen] Received data (13324 Bytes), MsgType = [2], DataType = [14]	
6/23/2021 - 10:16:29.707 AM [Knudsen] Received data (13324 Bytes)	
6/23/2021 - 10:16:29.675 AM [Knudsen] Shared: Record = D0, ping = 43592	
6/23/2021 - 10:16:29.660 AM [Knudsen] Received data (13324 Bytes), MsgType = [2], DataType = [14]	
6/23/2021 - 10:16:29.657 AM [Knudsen] Received data (13324 Bytes)	
6/23/2021 - 10:16:29.616 AM [Knudsen] Shared: Record = D0, ping = 43591	
6/23/2021 - 10:16:29.609 AM [Knudsen] Received data (13324 Bytes), MsgType = [2], DataType = [14]	
6/23/2021 - 10:16:29.607 AM [Knudsen] Received data (13324 Bytes)	
6/23/2021 - 10:16:29.565 AM [Knudsen] Shared: Record = D0, ping = 43590	
6/23/2021 - 10:16:29.559 AM [Knudsen] Received data (13324 Bytes), MsgType = [2], DataType = [14]	
6/23/2021 - 10:16:29.557 AM [Knudsen] Received data (13324 Bytes)	
6/23/2021 - 10:16:29.515 AM [Knudsen] Shared: Record = D0, ping = 43589	
6/23/2021 - 10:16:29.508 AM [Knudsen] Received data (13324 Bytes), MsgType = [2], DataType = [14]	
6/23/2021 - 10:16:29.507 AM [Knudsen] Received data (13324 Bytes)	
6/23/2021 - 10:16:29.475 AM [Knudsen] Shared: Record = D0, ping = 43588	
Copy to Clipboard 😢 Clear 💿 Pause 🖌	Close

Incoming (TCP) data packets should be appear in the device monitor.

The window shows the number of incoming bytes, whether it is able to decode the data (MsgType and DataType) and which record type is used (record "D0" in this example). A DataType of 14 means that return envelope and depth information is received from the server. The software currently supports record types "D0" and "E0". When you encounter a different type, and no data is shown, please use the "Copy to Clipboard..." button to send the data to our support department for further assistance.

To check the incoming echogram data, select the 'Echogram (Hi)' or 'Echogram (Lo)' option from the View menu. The echogram should look like this:



Monitor incoming echo return envelope data

# Unloading the plugin (optional)

To unload the plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "Knudsen SonarSuite echo sounder plugin" and click the "Remove..." button.

Miscellaneous	s Alarms	ECDIS	Grid	SideScar
Units	Devices	Calibration	RTK	Мар
Device			Port	:
🚪 Knudsen	n Sonarsuite ed	ho sounder Plugin	for Hy TCP	
O Add	. 🤤 <u>R</u> en	nove 🔗 <u>C</u> o	nfigure 📃	<u>M</u> onitor
Click	the "Add" bu	tton to add new p	olugins which are	e required
to int sense	erface with you or. Use the "De	ur GNSS receiver, vice Monitor" to d	echo sounder a heck for incomin	nd motion Ig data.
Click	here to open th	e documentation	on how to use p	lugins.

Click the "Remove..." button to unload the plugin.

# 10.17 Kongsberg EA4xx Series Plugin

The Kongsberg EA4xx Series Plugin allows you to connect either the Kongsberg EA400 or EA440 echosounder.

The plugin listens on the UDP ports used by the sounder and converts the received data to depths and water column data.

The following devices can be used with this plugin:

- Kongsberg EA400;
- Kongsberg EA440;

### Loading the Kongsberg EA4xx Series Plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellane	eous	Alarms	EC	DIS	Grid
Inits	Devices	Calbrat	ion	RTK	Мар
Device				Par	t
Add	I 🤤 Ве	move 🎸	🖉 Çorfigi	re 🥊	Monitor

A list of available plugins will be displayed. In this list, select the "Hydromagic Simulator Plugin" and click "OK" to load and display the simulator.

Driver Hydromagic Generic Tide Plugin	Filename		
Hydromagic Generic Tide Plugin	1 area rearried	Version	^
The one age of the fide fide fide fi	GenericTide.dll	8.0.64.70630	
Hydromagic NMEA0 183 Playback Plugin	Playback.dll	8.0.64.70630	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	8.0.64.70630	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	8.0.64.70630	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	8.0.64.70630	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	8.0.64.70630	
Hydromagic Simulator Plugin	Simulator.dll	8.0.64.70630	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	8.0.64.70630	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	8.0.64.70630	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	8.0.64.70630	
MariLogic eDigger Plugin	eDigger.dll	8.0.64.70630	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	8.0.64.70630	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	8.0.64.70630	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	8.0.64.70630	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	8.0.64.70630	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	8.0.64.70630	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	8.0.64.70630	
Ohmex SonarLite Plugin for Hydromagic	SonarLite.dll	8.0.64.70630	
Ohmey SonarMite Plurin for Hydromanic	SonarMite dll	8.0.64.70630	×

# **Configuring the plugin**

When the plugin is selected and loaded, the configuration dialog for the plugin will be shown. In almost all cases you can use the default settings.

Sometimes UDP port 20000 is already in use. In these cases use a different port number (you have to change this in the EA4xx software as well!).

Use the channel assignment to associated a transducer channel with either the Hi or Lo frequency depth. How to set this up depends on the echosounder configuration.

In most cases the first channel is connected to the high frequency transducer and the second channel to the low frequency transducer.

Kongsberg EA4xx Series	s Configuration	×				
TCP/IP Settings						
Ethernet UDP Port:	20000 (default: 20000)					
Channel Assignment						
Hi Frequency:	Channel 1 v (default: '1')					
Lo Frequency:	Channel 2 🗸 (default: '2')					
Advanced						
Latency:	0 ms					
	Use internal timestamps					
IMPORTANT: Use the internal timestamps only when no other plugins are used. Make sure you set the latency to zero when using this option !						
	🗸 OK 🗙 Cano	el				

### Configuring the EA440 software (I/O)

In order to receive data from the sounder, the EA440 software has to be started and configured. Double click the "EA440" icon on your start menu, desktop or taskbar to start the software.

First we have to set the sounder to 'Inactive'. It is not possible to change output settings when the sounder is in 'Demo' or 'Active' mode.

To do so, select the leftmost tab in the pane on the right side of the screen, and change the Operation setting.

1		×		<b>÷</b>	
Opera	tion				
Operation Inactive					
	Norn	nal Opera	ation		

When done, select the tab in the middle (with the tools on it), and click the 'Installation' button. In the dialog that appears, select the 'I/O Setup' item on the left. The I/O Setup tab now appears. Click the "Add..." button directly below the list of ports in the "Lan Ports" section.

A new entry is created called 'LAN Port 2', with IP Address 127.0.0.1 and Port 20000. When Hydromagic is not running on the same computer, select the new entry, click "Setup" and change the IP address to the one used by the computer running Hydromagic. When completed, click "Apply" and "OK" to save the changes.

Installation		?[	×
D Transceiver	_Serial Ports —		
Transducer Installation	Name	Resource Baudrate Protocol	
I/O Setup	Serial Port 5	COM5 4800	
Sensor Installation	Serial Port 14	COM14 4800	
Sensor Configuration	Serial Port 3	COM3 4800	
Synchronization	Serial Port 1	COM1 4800	
Linits	Serial Port 2	COM2 4800	
Annotations	Scharr ort 4	COM4 4000	
Software License			
Soliware Electrise			
	Add Don	nava Catun Manifar	
	Add Rein	nove Setup Monitor	
	LAN Ports		
	Name	Remote IP Remote Port Protocol	
	Internal Syster	1 127.0.0.1 20000	
	LAN Port 2	127.0.0.1 20000	
	Add Ren	move Setup Monitor	
		OK Cancel Apply	

### Configuring the EA440 software (Echogram)

Next, return to the first tab, and change the Operation setting back to 'Normal' or 'Replay' when the sounder isn't connected.

After doing so, the 'Output' button will be enabled. Click the 'Output' button to configure the output format.

1		*
Operat	tion	
	Operation <b>Replay</b>	
~	Normal Operation	
	Ping <b>Off</b>	•)))
	Ping Mode <b>Maximum</b>	
_	Ping Interval 250 ms	+
-	Use Ping Buffer Off	+
	Record RAW Off	•
	Record Processed Off	•
*	Output	

We will no configure the echogram output. Select the 'Processed Data Output' option in the screen that appears.

The only item in the 'Installed Outputs' list should be 'New' which can be used to add a new output. Select the 'New' item, and proceed to the section on the right. From the drop down box at the top of this section, select the 'Echogram' option.

In the 'Output Destination' section, check the 'Port' radio and select the I/O port we created earlier, which is most likely called 'LAN Port 2'. Select the channels you want to output. Please note that Hydromagic can only process one low frequency and one high frequency channel. When there are only one or two transducers listed, just check all.

For the TVG, select the '20 Log TVG' option. The other options just won't work. In the Range setting, click the buttons to set the range for the Surface and Bottom.

Hydromagic will only use the surface samples (when bottom is not used, the surface samples will cover the whole water column).

In the value section, set the number of samples for surface to 500 and the bottom sample count to 0. When finished, do not forget to click the 'Add' button to store this output profile. When starting the sounder or a simulation, the data should now be displayed in Hydromagic.

Plugins	497
---------	-----

le Setup	- Installed Outputs	- Processed Data Output
) Setup		
rocessed Data Output	New	Output
epth Output	Echogram to LAN Port 2	Echogram
elav Output		Coutput Destination
arker Output		
arameter Output		Inspect Port Monitor
		File Setup C:\Users\Public\Documents\Kongsberg Maritime\EA440\Data
		c Select Channel
		Air15-17 Serial No: 0
		TVG
		No TVG
		Range
		Range Surface
		Range Bottom
		No of surface values: 500
		Remove

# Configuring the EA440 software (Digitized Depth)

Next, return to the first tab, and change the Operation setting back to 'Normal' or 'Replay' when the sounder isn't connected.

After doing so, the 'Output' button will be enabled. Click the 'Output' button to configure the output format.

<b>I</b>		*
Opera	ition	
	Operation <b>Replay</b>	
~	Normal Operation	
	Ping <b>Off</b>	•))
	Ping Mode <b>Maximum</b>	
_	Ping Interval 250 ms	+
_	Use Ping Buffer Off	+
	Record RAW Off	•
	Record Processed Off	•
*	Output	

We will no configure the digitized depth output. Select the 'Depth Output' option in the screen that appears.

The only item in the 'Installed Outputs' list should be 'New' which can be used to add a new output. Select the 'New' item, and proceed to the section on the right. From the drop down box at the top of this section, select the 'SimradBinary' option.

In the 'Output Destination' section, check the 'Port' radio and select the I/O port we created earlier, which is most likely called 'LAN Port 2'.

Select the channels you want to output. Please note that Hydromagic can only process one low frequency and one high frequency channel.

When there are only one or two transducers listed, just check all.

Output			?	×
File Setup	Installed Outputs	c Depth Output		
I/O Setup	New	Output		
Processed Data Output	SimradBinary Air15-17 Serial No: 0 To LAN Port 2	SimradBinary		
Depth Output	,	- Output Destination -		
Relay Output		O Port LAN Port 2	-	
Marker Output Parameter Output		Inspect Port Monitor		
		Celect Channel		
		Air15-17 Serial No: 0	•	
		Talker ID		
		COptions		
		Include frequency, SVP and transducer depth		
			Save	
	•			
		OK Cancel	Apply	

#### **Testing the plugin**

When the EA440 software has been configured you should see depth data displayed in the data view. If not, you can perform the following steps:

Open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Kongsberg EA4xx Series Ethernet Plugin for Hydromagic" and click the "Monitor..." button.

The communication monitor appears, and should display two different packets coming in as shown below:

Serial Communications Monitor	×
Received	^
[21:02:04.555] Header = [D1], Bytes received = [28	
[21:02:04.550] Header = [Q1], Bytes received = [1044]	
[21:02:04.541] Header = [D1], Bytes received = [28]	
[21:02:04.535] Header = [Q1], Bytes received = [1044]	
[21:02:04.526] Header = [D1], Bytes received = [28]	
[21:02:04.521] Header = [Q1], Bytes received = [1044]	
[21:02:04.512] Header = [D1], Bytes received = [28]	
[21:02:04.506] Header = [Q1], Bytes received = [1044]	
[21:02:04.497] Header = [D1], Bytes received = [28]	
[21:02:04.491] Header = [Q1], Bytes received = [1044]	
[21:02:04.483] Header = [D1], Bytes received = [28]	
[21:02:04.477] Header = [Q1], Bytes received = [1044]	
[21:02:04.469] Header = [D1]. Bytes received = [28]	¥
Copy to Clipboard	😮 Clear 💽 Pause ✔ Close

When the packet starting with 'Q1' or 'Q2' is received, it means that the echogram data has been setup correctly.

When the packet starting with 'D1' or 'D2' is received, it means that the digitized depth data has been setup correctly.

When neither of those two appear, most likely there is a problem with the configuration. In some cases you have to select another UDP port for LAN Port 2 (for instance 20002).



To check the incoming echogram data, select the 'Echogram (Hi)' or 'Echogram (Lo)' option from the View menu. The echogram should look like this:

#### Unloading the plugin

To unload the plugin, open the preferences window by selecting "Preferences..." from the "Options" menu.

In the window that appears, select the "Devices" tab. Next select the "Kongsberg EA4xx Series Ethernet Plugin for Hydromagic" and click the "Remove..." button.

Miscellane	ous	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	n RTK	Мар
Device			D	art.
		tine Ethermoti Div	-in Coultry III	
Kongsb	erg EA4xx se	nes Ethernet Plu	gin for Hy U	UP
		Jamaua 🖉	Configure	Manitar
<u> A</u> dd.	🤘 🖸	temove	Conligure	<u>monitor.</u>

# **10.18 MAVLink communication plugin**

MAVLink is a communications used to communicate with a drone by using ground control software (GCS). The MAVLink protocol contains commands to instruct an AutoPilot to fly to a specific location, take-off or land. Also sensor values like motion, elevation, speed and GPS position are transferred using the MAVLink protocol. The Hydromagic MAVLink protocol plugin allows you to feed this sensor information directly into Hydromagic as raw data.

### Loading the MAVLink plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellane	BOUS	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	RTK	Map
Device				Port
@				H
Add	🤤 <u>H</u> e	move 🧭 🤉	onfigure	Monitor

The devices tab in the "Preferences" dialog.

A list of available plugins will be displayed. In this list, select the "MAVLink AutoPilot for Hydromagic" plugin and click "OK" to load and display the configuration dialog.

Driver	Filename	Version	
Hydromagic NMEA0183 Playback Plugin	Playback.dll	9.1.64.0716	
Hydromagic NMEA0183 plugin #1	nmea0001.dll	9.1.64.0716	
Hydromagic NMEA0183 plugin #2	nmea0002.dll	9.1.64.0716	
Hydromagic NMEA0183 plugin #3	nmea0003.dll	9.1.64.0716	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	9.1.64.0716	
Hydromagic Simulator Plugin	Simulator.dll	9.1.64.0716	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	9.1.64.0716	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	9.1.64.0716	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	9.1.64.0716	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	9.1.64.0716	
MAVLink AutoPilot Plugin for Hydromagic	MAVLink.dll	9.1.64.0720	
MariLogic eDigger Plugin	eDigger.dll	9.1.64.0716	
Modbus-RTU plugin for dredging sensors	ModbusRTU.dll	9.1.64.0716	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	9.1.64.0716	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	9.1.64.0716	
NTRIP Plugin for Hydromagic	NTRIP.dll	9.1.64.0716	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	9.1.64.0716	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	9.1.64.0716	
Odom EchoTrac SRT/DRT Plugin for Hydromagic	EchoTrac dll	9 1 64 0716	

Select the "MAVLink AutoPilot for Hydromagic" plugin from the list of available plugins.

#### **Configuring the MAVLink plugin**

After loading the plugin, you have to select the connection parameters first. Please note that a MAVLink can be connected using a serial connection or a TCP/IP connection (for instance WiFi). First select the connection type from the drop down list and configure other connection parameters.

MAVLink AutoPilot plug	in for Hydromagic	×
Connection		
Connection Type:	Serial ~	
Serial Port:	Serial COM20 ~	
Serial Speed:	115200 ~	
Serial Format:	N-8-1 ~	
Messages		
Decoded Messages:	Select Messages	
Before saving the Messages" but be decoded. Sele <u>Click here to view</u>	e preferences above, dick the "Select ton to select the MAVLink messages to ect all when unsure which to use. v this pluqin's manual online.	ł

Configure communication settings for the MAVLink connection in the plugin window..

To define which MAVLink messages are decoded and handled by the Hydromagic software, click the "Select Messages..." button. Your version of the plugin might have more messages to choose from then displayed in the screenshot below. Please refer to the "Supported Messages" paragraph for more details on these message types.

Message Id	Message					
24	MAVLINK_MSG_ID_GPS_RAW_INT					
30	MAVLINK_MSG_ID_ATTITUDE MAVLINK_MSG_ID_ATTITUDE_QUATERNION					
31						
33	MAVLINK_MSG_ID_GLOBAL_POSITION_INT					
	Select All Select Non					

Select which MAVLink protocol messages are handled by the plugin

### Unloading the MAVLink plugin

To unload the MAVLink plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next select the "MAVLink AutoPilot Plugin for Hydromagic" and click the "Remove..." button.

Miscellaneou	s	Alarms	ECD:	IS	Grid		SideScan
Units	Device	es	Calibratio	on	RTK		Мар
Device						Port	
🥪 MAVLink AutoPilot Plugin for Hydromagic					COM20		
<u>A</u> dd		<u>R</u> emo	ove 🥖	<u>C</u> onfig	jure	-	Monitor
Click to int	the "Add erface w	" butti ith your	on to add r GNSS rece	new plug iver, ed	jins which	th are der an	required d motion
Click	here to o	pen the	documenta	to cheo tion on	how to u	loming use plu	iqins.

Select the MAVLink plugin and click the "Remove..." button to unload the plugin.

#### **Supported Messages**

#### #24 - MAVLINK\_MSG\_ID\_GPS\_RAW\_INT

The global position, as returned by the Global Positioning System (GPS). This is NOT the global position estimate of the system, but rather a RAW sensor value. This packet has a length of 30 bytes and contains WGS84 position, EGM96 altitude, HDOP/VDOP, fix type, satellite count and velocity and speed over ground. When both message #24 and #33 are available, prefer to use this message only.

#### #30 - MAVLINK\_MSG\_ID\_ATTITUDE

The attitude message contains attitude information like pitch, roll and yaw. This is calculated from an IMU or motion sensor on board the drone or USV. The range for roll and pitch is +-90 degrees. When this message is not supported, message #31 could be used as alternative.

#### #31 - MAVLINK\_MSG\_ID\_ATTITUDE\_QUATERNION

The attitude message contains pitch and roll information encoded as a quaternion (x,y,z,w values). Hydromagic converts this to a pitch and roll value. The range for roll and pitch is +-90 degrees. When this message is not supported, message #30 could be used as alternative.

#### #33 - MAVLINK\_MSG\_ID\_GLOBAL\_POSITION\_INT

Just like message #24 this message contains position information. However the difference with message #24 is, that this message only contains a geographic position and speed vectors in x,y and z direction. When #24 is present, disable message number 33.

# **10.19 Odom Echotrac Plugin**

The Odom Echotrac plugin can be used to retrieve (dual frequency) depth data from your Odom Echotrac echo sounder.

Since the Odom Echotrac serial output protocol has been adapted by various echo sounder manufacturers,

you can use this plugin for any other echo sounder supporting the Odom DBT or SBT protocol.



The Odom Echotrac plugin supports the following Odom echo sounders. Not listed are echo sounder from other brands which utilize the Odom DBT or SBT protocol:

- Odom Echotrac MK3;
- Odom Echotrac CV100;
- Odom Echotrac CV200;
- Odom Echotrac CV300;
- Odom Echotrac CVM;
- Odom Echotrac E20;
- Odom Hydrotrac II;

This plugin can only be used when the sounder is connected to the computer via a serial (RS232) connection.

When your Odom Echotrac echo sounder connects to your computer via an Ethernet cable, you should use the <u>"Odom Ethernet plugin"</u> instead.

#### **Odom Echotrac DBT protocol**

DBT stands for "Dual Bottom Tracking" and can be used to transfer both single and dual frequency echo sounder data to the computer over a serial (RS232) connection.

The string contains an error and a fix mark flag, a frequency indicator and the depth value.

```
ET H 00016
ET H 00016
ET H 00017
ET H 00016
```

Example Echotrac DBT data in single frequency mode (freq = high, units = feet)

```
      et
      B
      00572
      00576

      et
      B
      00577
      00641

      et
      B
      00588
      00645

      et
      B
      00580
      00591

      et
      B
      00577
      00592

      et
      B
      00574
      00605
```

Example Echotrac DBT data in dual frequency mode (freq = both, units = centimeters)

#### **Odom Echotrac SBT protocol**

DBS stands for "Single Bottom Tracking" and can be used to transfer both single frequency echo sounder data to the or The string contains an error and a fix mark flag, a frequency indicator and the depth value.

```
UPC,F,10.1,20,10,1.23,87,10.3,18,13,1.32,82,56.8UPC,F,10.1,20,10,1.23,87,10.5,18,13,1.31,83,57.4UPC,F,10.0,20,10,1.23,87,10.4,18,13,1.32,82,55.4UPC,F,10.1,20,10,1.24,87,10.5,18,13,1.31,83,56.3UPC,F,10.1,20,10,1.24,87,10.3,18,12,1.30,83,57.0UPC,F,10.0,20,10,1.24,87,10.3,18,13,1.32,82,55.4
```

Example Echotrac SBT data (freq = single, units = centimeters)

#### Loading the Odom Echotrac plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calbration	RTK	Ma
Device				Port
Add	I 🤤 ß	emove 🥜	Çonfigure	📕 Monito

A list of available plugins will be displayed. In this list, select the "Odom Echotrac SBT/DBT plugin for Hydromagic" plugin

and click "OK" to load and display the plugins configuration dialog.

Driver	Filename	Version	1
Hydromagic NMEA0183 plugin #3	nmea0003.dll	8.2.64.81217	
Hydromagic NMEA0183 plugin #4	nmea0004.dll	8.2.64.81206	
Hydromagic Simulator Plugin	Simulator.dll	8.2.64.81206	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	8.2.64.81206	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	8.2.32.81206	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	8.2.64.81206	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	8.2.64.81206	
IMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	8.2.64.81206	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	8.2.64.81206	
NTRIP Plugin for Hydromagic	NTRIP.dll	8.2.64.81206	
DceanScience Z-Boat Plugin for Hydromagic	zboat.dll	8.2.64.81206	
Ddom DigiTrace Plugin for Hydromagic	DigiTrace.dll	8.2.64.81206	
Ddom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	8.2.64.81206	
Ddom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	8.2.64.81206	
Dhmex SonarLite Plugin for Hydromagic	SonarLite.dll	8.2.64.81206	
Dhmex SonarMite Plugin for Hydromagic	SonarMite.dll	8.2.64.81206	
Dhmex TidaLite Tide Receiver Plugin	TidaLite.dll	8.2.64.81206	
RTK heading plugin for Hydromagic	GpsHeading.dll	8.2.64.81206	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200 dll	8 2 64 81206	

#### Configuring the Odom Echotrac plugin

When the plugin loads, a dialog with some required settings will appear first. In order to get the plugin to work correctly, you have to configure the protocol and communication settings.

Odom Echotrac Configuration						
Connection						
Connection Type: Serial ~						
Serial Port: Serial COM1 ~						
Serial Speed: 9600 V						
Serial Format: N-8-1 ~						
Device						
Latency: 0 ms						
Odom Echotrac Protocol						
Protocol: EchoTrac DBT V						
To connect an Odom echosounder using ethernet, please use the "OdomMK3" plugin.						
🗹 OK 🔀 Cance	el					

#### **Communication settings**

Since the echo sounder is most likely to be connected via a serial port, you have to select the serial port and its operating speed first.

When using an USB-to-Serial adapter cable, a virtual serial port will be created in Windows and you have to select this serial port.

The drop down box will be populated with all serial ports detected on the system.

To get more information on the ports available, please refer to the device manager. The device manager can be found via the Control Panel in Windows.

🚦 Device Manager	_	×
<u>F</u> ile <u>Action V</u> iew <u>H</u> elp		
<ul> <li>         Other devices     </li> <li>Portable Devices</li> <li>Ports (COM &amp; LPT)</li> <li>Brother MFC-J4510DW Remote Setup Port (COM5)</li> <li>PCle to High Speed Serial Port (COM1)</li> <li>PCle to High Speed Serial Port (COM2)</li> <li>PCle to High Speed Serial Port (COM2)</li> </ul>		^
<ul> <li>PCIe to High Speed Serial Port (COM3)</li> <li>PCIe to High Speed Serial Port (COM4)</li> <li>Standard Serial over Bluetooth link (COM16)</li> <li>Standard Serial over Bluetooth link (COM17)</li> <li>USB Serial Port (COM11)</li> <li>USB Serial Port (COM15)</li> </ul>		l
> 🚍 Print queues		
> Processors		
> 🔚 Sensors		
<ul> <li>Software devices</li> <li>Sound. video and game controllers</li> </ul>		~

#### Selecting the protocol

Select the correct protocol depends on your sounder's configurations. In most cases the Echotrac DBT protocol will be used.

You can determine the protocol used by looking at the incoming data in the device monitor and compare it with the examples above.

#### Starting the plugin

When the required settings have been configured, click the "OK" button to save the settings and start the plugin.

After a few seconds, there should be a green icon in front of the plugin, indicating data is coming in successfully.

#### Testing the sounder

When data is received, you should be able to see the depth and position information in the <u>data window</u>. To have a look at the echogram data, select "Echogram(Hi)" or "Echogram(Lo") from the View menu.

#### Unloading the Odom Echotrac plugin

To unload the Odom Echotrac plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears,

select the "Devices" tab. Next right-click the "Odom Echotrac SBT/DBT plugin for Hydromagic" plugin and select the "Remove Device..." option from the popup menu.

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Miscellane	eous	Alarms	;	1	ECDIS		Grid
nits	Devices	Ca	alibrat	tion	RTK		Мар
evice						Port	
Odom	EchoTrac SBT/	DBT Plu	6	<u>A</u> dd De	evice		
			0	<u>R</u> emov	e Device.		
			1	<u>C</u> onfig	ure Devi	ce	
				Monito	or Device		
			2	<u>R</u> eload	l Plugin		
		-					
a		emove		Conf	iqure	E M	onitor

#### **10.20 Odom Ethernet Plugin**

The Odom Ethernet plugin is a plugin with graphical user interface designed to connect your Odom echo sounder using an Ethernet cable.

It will transfer position, depth, motion and full water column echogram data to the Hydromagic application.



The Odom Ethernet plugin supports the following Odom echo sounders:

- Odom Echotrac MK3;
- Odom Echotrac CV100;
- Odom Echotrac CV200;
- Odom Echotrac CV300;
- Odom Echotrac CVM;
- Odom Echotrac E20;
- Odom Hydrotrac II;

When your echo sounder connects to your computer via a serial (RS232) cable, you should use the "Odom Echotrac SBT/DBT plugin" instead.

This plugin can only be used when the sounder is connected to the computer via Ethernet.

#### Loading the Odom Ethernet plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Jnits	Devices	Calibration	RTK	Мар
Device			F	Port
Add	I 🤤 <u>B</u> e	emove 🥜 Ç	ionfigure)	🛃 Monitor

A list of available plugins will be displayed. In this list, select the "Odom MK3 Ethernet plugin for Hydromagic"

and click "OK" to load and display the plugins user interface.

Driver	Filename	Version	
InnerSpace 448 Plugin for Hydromagic	InnerSpace448.dll	8.2.64.81206	
Innomar SES2000 Ethernet Plugin for Hydromagic	SES2000.dll	8.2.32.81206	
Knudsen 320 Plugin for Hydromagic	Knudsen320.dll	8.2.64.81206	
Kongsberg EA4xx series Ethernet Plugin for Hydromagic	EA4xx.dll	8.2.64.81206	
NMEA0183 OUT Plugin for Hydromagic	NmeaOut.dll	8.2.64.81206	
NMEA0183 XDR Plugin for Hydromagic	XDR.dll	8.2.64.81206	
NTRIP Plugin for Hydromagic	NTRIP.dll	8.2.64.81206	
OceanScience Z-Boat Plugin for Hydromagic	zboat.dll	8.2.64.81206	
Odom DigiTrace Plugin for Hydromagic	DigiTrace.dll	8.2.64.81206	
Odom EchoTrac SBT/DBT Plugin for Hydromagic	EchoTrac.dll	8.2.64.81206	
Odom MK3 Ethernet Plugin for Hydromagic	OdomMK3.dll	8.2.64.81206	
Ohmex SonarLite Plugin for Hydromagic	SonarLite.dll	8.2.64.81206	
Ohmex SonarMite Plugin for Hydromagic	SonarMite.dll	8.2.64.81206	
Ohmex TidaLite Tide Receiver Plugin	TidaLite.dll	8.2.64.81206	
RTK heading plugin for Hydromagic	GpsHeading.dll	8.2.64.81206	
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200.dll	8.2.64.81206	
SBG01 Plugin for Hydromagic	SBG01.dll	8.2.64.81206	
STN Atlas Deso 11/14/15 Plugin	Deso 15.dll	8.2.64.81206	
STN Atlas Desn 17 Plunin	Deso 17 dll	8 2 64 81206	

#### **Configuring the Odom Ethernet plugin**

When the plugin loads, a dialog with some required settings will appear first. You have to set network (UDP) ports to use for the transfer of navigation and acoustic data packets.

In most cases, you can use the defaults. With factory settings, UDP port 1600 is used to output data like depth, position and motion.

UDP port 1601 is used to control the device. In Hydromagic the control port is only used to send annotation data.

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Odom MK3 Ethernet Plugin Config X
TCP/IP Settings
UDP Data Port: 1600
UDP Control Port: 1601
Channel Assignment
Hi Frequency: Channel 1 ~
Lo Frequency: Channel 2 ~
Advanced
Latency: 0 ms
To connect an Odom echosounder using a serial port, please use the "EchoTrac" plugin.
V OK X Cancel

#### Starting the plugin

When the ports have been configured, click the "OK" button to save the settings and start the plugin. In case the Windows Firewall has been enabled on your computer, you will see the following popup window appear:

💣 Windows Sec	urity Alert		×		
Windo app	ows Defend	ler Firewall has blocked some features of this			
Windows Defender all public and privat	Firewall has blo te networks.	ocked some features of Eye4Software Hydromagic Survey on			
(M)	<u>N</u> ame:	Eye4Software Hydromagic Survey			
<u> </u>	Publisher:	Eye4Software B.V.			
	Pat <u>h</u> :	C:\projects\hydromagic\survey\survey \release64\survey.exe			
Allow Eye4Software Hydromagic Survey to communicate on these networks:					
Private networks, such as my home or work network					
Public networks, such as those in airports and coffee shops (not recommended because these networks often have little or no security)					
What are the risks of allowing an app through a firewall?					
		Cancel			

Make sure you click the "Allow Access" button to allow Hydromagic to send and receive data on the configured UDP ports.

When you click the "Cancel" button, access to the sounder will be blocked and you won't receive any data from the sounder !

When the laptop is not connected to the Internet and is only used to communicate with the echo sounder,

you can decide to shut down the Windows Firewall entirely. It is also recommended to try this in case of connection issues.

After allowing the connection, there should be a green icon in front of the plugin, indicating data is coming in successfully.

#### **Testing the sounder**

When data is received, you should be able to see the depth and position information in the <u>data window</u>. To have a look at the echogram data, select "Echogram(Hi)" or "Echogram(Lo") from the View menu.

#### 10.21 Unabara Hydro-2F Plugin

The Unabara Hydro-2F plugin is a which reads out dual frequency and bottom parameters and sends this information as raw data to Hydromagic. The plugin is able to read and store the following data from the echo sounder:

- Bottom depth (high frequency;
- Bottom depth (low frequency);
- Bottom loss (high frequency);
- Bottom loss (low frequency);
- Bottom reflection (high frequency);
- Bottom reflection (low frequency);
- Bottom density (high frequency);
- Bottom density (low frequency);
- Bottom porosity (high frequency);
- Bottom porosity (low frequency);

All the above parameters can be stored and processed in the Hydromagic software.

#### Loading the Unabara Hydro-2F plugin

To load this plugin, open the preferences window by selecting "Preferences..." from the "Options" menu. In the window that appears, select the "Devices" tab. Next click the "Add..." button.

Miscellan	eous	Alarms	ECDIS	Grid
Units	Devices	Calibration	RTK	Map
Device			Par	t
Adv	а 🤤 <u>В</u> е	move 🥜 Go	onfigure 👼	Monitor.

A list of available plugins will be displayed. In this list, select the "Unabara Hydro-2F Plugin for Hydromagic" and click "OK" to load and display the plugin's user interface.

Driver	Filename	Version
RTK heading plugin for Hydromagic	GpsHeading.dll	8.2.64.81206
Reson NaviSound200 Series Plugin for Hydromagic	Navisound200.dll	8.2.64.81206
SBG01 Plugin for Hydromagic	SBG01.dll	8.2.64.81206
STN Atlas Deso 11/14/15 Plugin	Deso 15.dll	8.2.64.81206
STN Atlas Deso 17 Plugin	Deso17.dll	8.2.64.81206
STN Atlas Deso 20/22/25 Plugin	Deso25.dll	8.2.64.81206
Sight TGE Echosounder Plugin for Hydromagic	TGE.dll	8.2.64.81206
Simrad EA200 Plugin for Hydromagic	SimradEA200.dll	8.2.64.81206
Simrad EA300 Plugin for Hydromagic	SimradEA300.dll	8.2.64.81206
Simrad EA400/EA500 Plugin for Hydromagic	SimradEA500.dll	8.2.64.81206
South Echosounders Plugin for Hydromagic	South.dll	8.2.64.81206
SyQwest Echosounders Plugin for Hydromagic	HydroBox.dll	8.2.64.81206
TSS1 Plugin for Hydromagic	TSS.dll	8.2.64.81206
Trimble Total Station Plugin	TrimbleTS.dll	8.2.64.81206
Tritech PA200/PA500 Plugin for Hydromagic	Tritech.dll	8.2.64.81206
Unabara Hydro-2F Plugin for Hydromagic	Hydro2F.dll	8.2.64.81206
Unabara HydroBook Plugin for Hydromagic	HydroBook.dll	8.2.64.81206
Vyner Tide Receiver Plugin for Hydromagic	Vyner.dll	8.2.64.81206

#### Configuring the Unabara Hydro-2F plugin

When the plugin loads, a dialog with some required settings will appear first. You have to set the communications options and the latency to include in the time calculations (optional).

Unabara Hydro-2F Co	nfiguration	×
Connection		
Connection Type:	Serial ~	
Serial Port:	Serial COM15 V	
Serial Speed:	9600 ~	
Device		
Latency:	0 ms	
	🧹 OK 🔀 Cance	el

#### **Communications settings**

When using the default configuration, the echo sounder connects with the computer using an USB-to-Serial adapter cable. When plugged in, a virtual serial port will be created in Windows and you have to select this serial port.

Also make sure you select the correct serial port speed for the device.

#### Selecting the correct output format

In order to retrieve the bottom information from the Hydro-2F, make sure the proprietary Hydro-2F data format has been selected. This format can be selected in the Hydro-2F application which is shipped with the sounder.

When configured correctly, the data send over the serial port should look like this: (Tip: Use the build-in communications monitor in Hydromagic to check!)

```
UPC,F,10.1,20,10,1.23,87,10.3,18,13,1.32,82,56.8UPC,F,10.1,20,10,1.23,87,10.5,18,13,1.31,83,57.4UPC,F,10.0,20,10,1.23,87,10.4,18,13,1.32,82,55.4UPC,F,10.1,20,10,1.24,87,10.5,18,13,1.31,83,56.3UPC,F,10.1,20,10,1.24,87,10.3,18,12,1.30,83,57.0UPC,F,10.0,20,10,1.24,87,10.3,18,13,1.32,82,55.4
```

Example of Unabara Hydro-2F serial data output.

In case you want to operate the sounder with either the DESO20 or Odom Echotrac output, you need to use either the "STN Atlas DESO 20/22/25" or "Odom Echotrac" plugin shipped with Hydromagic.

#### **Testing the sounder**

When the sounder has been connected and configured, click "OK" to store the settings and start the plugin. There should be a green icon in front of the plugin name when data is coming in successfully.

When data is received, you should be able to see the depth and motion sensor information in the data window. To have a look at the echogram data, select "Echogram(Sub)" from the view menu.

#### **Displaying bottom parameters**

Besides dual frequency depth data, this echo sounder is also capable of collecting bottom information. Hydromagic contains a set of features to process this data.

To check whether this bottom information is coming in, create a new project and record some data with this echo sounder. How to setup a project and start recording data is discussed in this manual page.

After recording incoming data for a couple of seconds, bottom information already should have been stored in the active raw data file. The currently active raw data file name is displayed in the lower-right corner of the software.

To view the data, locate the active raw data file name in the "Project Explorer", and right click on it to open the context menu.

2	demo	o.hp	f - Eye4S	oftware Hy	/dro	magic	Survey				
÷	File	Edit	View	Tools (	Opti	ons	Survey	Cursor	Help	p	
			2							Щ.	
	New Projec	t	Open Project	Save Project	Ir	nport Map	Impor Matri	t Impo x ASCI	rt II	Download Map	
Project Explorer 👻 🔻 🗙											
Project											
🗄 👁 🚞 Maps											
🗓 👁 🚞 Matrices											
🖃 🐼 🚞 Raw Data											
RAW0000											
@ S RAW000 P Zoom Data											
	O RAW000 RAW000										
RAW000											
@ 5 RAW000											
		0	d 🖓 R	AW00008							
		G	D S R	AW00009							

Right click a raw data file to analyze its data.

In the context menu that appears, select the "Analyze Data..." option. Click the "Next Data" button once to advance to the next page of data where the bottom information is displayed:

Time	HFBL	LFBL	rHF	rLF	dHF	dLF	pHF	pLF	
4:37:25.129 PM	24	22	7	8	1.11	1.16	93	91	
k37:25.370 PM	24	22	7	8	1.12	1.16	93	91	
4:37:25.630 PM	24	22	6	8	1.11	1.16	93	91	
4:37:25.900 PM	24	22	6	8	1.11	1.16	93	90	
4:37:26.140 PM	24	22	6	8	1.10	1.16	94	90	
4:37:26.426 PM	24	22	6	8	1.10	1.16	94	90	
4:37:26.676 PM	24	22	6	8	1.11	1.16	93	91	
4:37:26.959 PM	24	22	6	8	1.11	1.16	93	91	
4:37:27.189 PM	24	22	6	8	1.11	1.16	93	91	
4:37:27.459 PM	24	22	6	8	1.11	1.16	93	90	
4:37:27.719 PM	24	22	6	8	1.11	1.16	93	90	
4:37:27.970 PM	24	22	6	8	1.11	1.16	93	90	
4:37:28.250 PM	24	22	6	8	1.11	1.17	93	90	
4:37:28.500 PM	24	22	6	8	1.11	1.17	93	90	
4:37:28.770 PM	24	22	6	8	1.11	1.17	93	90	
4:37:29.032 PM	24	22	6	8	1.11	1.17	93	90	
4:37:29.302 PM	24	22	6	8	1.11	1.17	93	90	
4:37:29.554 PM	24	21	6	8	1.11	1.18	93	90	
4:37:29.814 PM	24 21		6	9	1.11	1.18	93	90	
4:37:30.069 PM	24 22	22	6	8	1.11	1.17	93	90	
1 27 20 220 01 4	24	22	1	0	* **	4.47	00		

Example of bottom information collected with the Unabara Hydro-2F.

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