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Version 7.24 Improvements

In this new version we have overhauled the WindPlot 3D. Very little was done to the 2D program other than a few minor fixes. So if you do not have 3D you probably do not need this update.

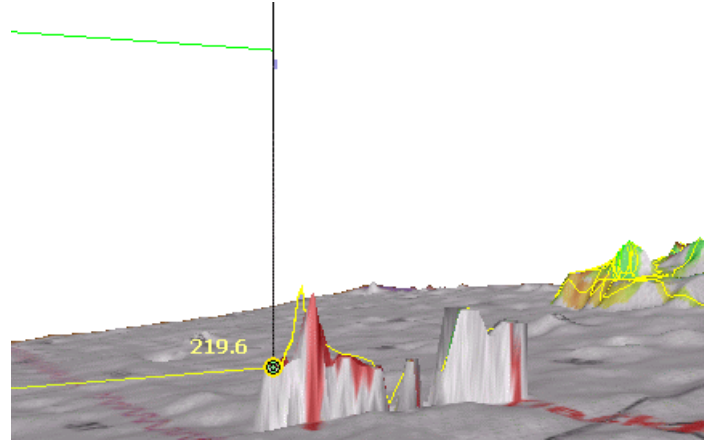
Build as you go.

Now you do not have to have the bottom builder to see the difference in the bottom. It requires that you have some kind of 3D charts for the area. When this feature is turned on you will see the bottom move up or down according to the depth that is fed in by an external depth sounder.

To turn on: Click on "Options" in the 3D window. Click on "Show Tracks" and select "Build as you go". Build as you go is on when this item is checked. Depth sounder hook up is required or you can not select this option. The new rebuilt bottom will only appear in the current track and is not saved to your 3D charts. P-Sea BedBuilder option is required to save this data so it shows back up later.

Improved World coverage

We have added a medium resolution world chart to the regular world chart. This DVD is provided for free to any 3D WindPlot user. With this DVD installed and a regular regional 3D chart you can get 3D from just about any range you put WindPlot on.



Low-resolution 3D chart generator added

You can now generate a low resolution chart from your regional 3D charts. This gives you a smoother look to the 3D when zooming to larger ranges. If you install 7.24 then you should go to the "Depth Files" menu in the 3D window and select "Make Low Res. Files".

See actual mark color, symbol, printing, RB flags and linked marks in 3D

Previous to this version marks would only show up as cross marks in 3D. You could have it circled and depth appear too but you didn't know the symbol or color like the 2D shows but now you can. To turn it on just click on the "Options" menu in the 3D window and select "Show Marks". Then if you click on "Show Shapes" so that it is checked you will see your marks appear on the plotter screen. Note that the closer the 3D view to the marks the bigger the symbols will appear. You can get information about any mark now from the 3D screen by placing your mouse arrow over any of these symbols.



If you set marks to have something printed next to them on the screen like TD #'s you can now see this on the 3D screen as well. To turn this printing on or off just click on "Options" in the 3D menu and select "Show Marks" and click the "Print Names". The printing will appear when this item is checked. You can also show other mark-related objects, check the "Show RB Flags" to show range and bearing flags and "Show Link Lines" to see marks that are linked together.

See Routes, Waypoints and Boundaries in 3D now

See routes and boundaries right on the 3D screen. They are turned on in the 3D "Options" menu. Just check the "Show Routes", "Show Waypoints" or "Show Boundaries" by clicking on them to turn them on.

Panning Arrows added to 3D

Panning arrows have now been added to 3D just like the way the 2D panning arrows work. When you get close to the edge of the 3D display you sometimes will see the cursor change to "PAN" with an arrow showing the direction of the pan. If you click when you see this happen the cursor will turn on and the 3D screen will move to view the direction the arrow next to the word PAN was indicating. It may not always appear depending on how the 3D is sloping. It is turned off when the 2D panning arrows are turned off in the 2D Window/fonts menu.

3D mouse/screen rotation deactivation button

Normally you use the mouse to change the 3D view by holding the left mouse button down and move the mouse up/down to zoom the 3D and right left to rotate the 3D view. A new button was added to the upper-right of the 3D screen that will allow you to freeze the mouse control of the 3D view. Click this button and when a red circle with a slash through it appears the mouse will be deactivated.



Track Point Clean up added to TRACKS>PREVIOUS>EDIT menu

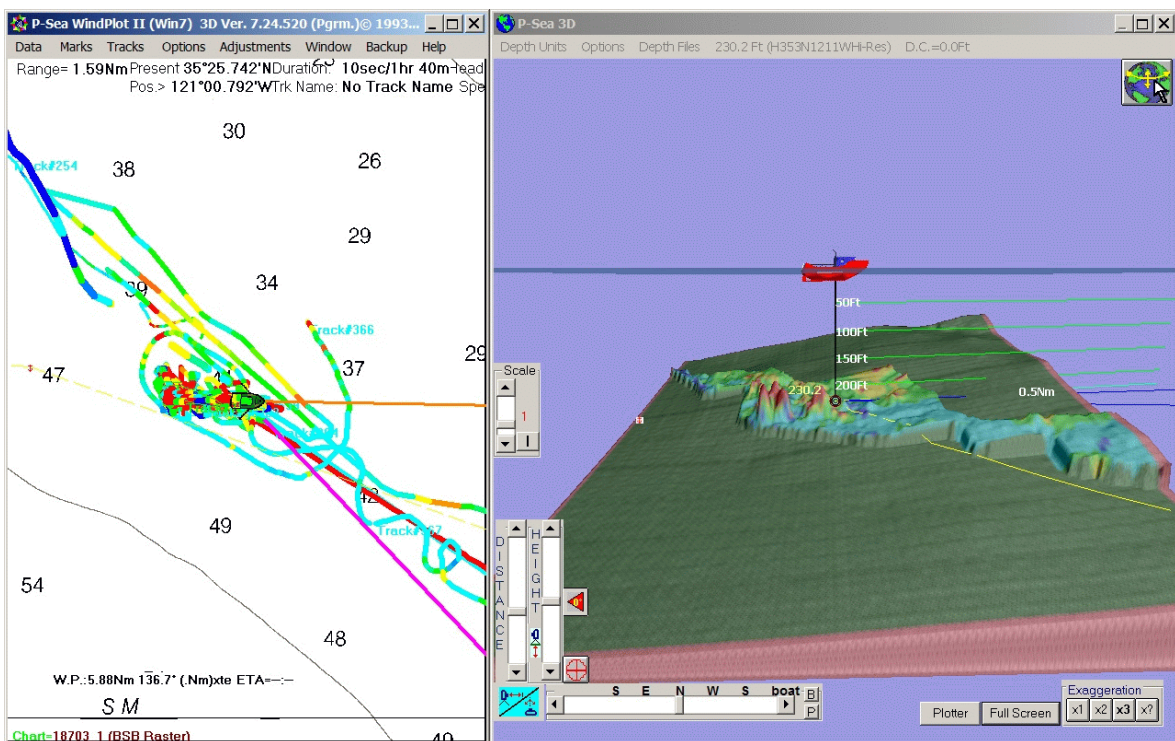
Select this to clean up the track data points before you rebuild the bottom using P-Sea BedBuilder option. Before you start you need to have the track you want to edit showing on the plotter screen. Then after activating this option is to click on the track you want to edit and the editor shown here to the left will appear.

Track #366																						
	Pt.1	Pt.2	Pt.3	Pt.4	Pt.5	Pt.6	Pt.7	Pt.8	Pt.9	Pt.10	Pt.11	Pt.12	Pt.13	Pt.14	Pt.15	Pt.16	Pt.17	Pt.18	Pt.19	Pt.20	Pt.21	Pt.22
Dpt/Ft	187.2	185.4	192.5	189.0	188.4	189.0	184.8	186.0	191.4	191.4	198.5	198.0	199.8	200.4	198.0	198.0	200.4	200.4	202.2	202.8	202	
Hard	50.82	49.28	49.83	55.23					53.68	54.57	34.2	38.98	34.2	32.93	39.99	39.07	42.27	38.18	34.42	30.27	28.2	
Rough	7.08	6.11	6.14	6.89	6.76	6.26	6.14	6.11	6.36	6.18	7.69	6.78	6.78	6.49	6.26	6.37	6.37	6.18	4.16	4.16	4.68	4.0

Each track can have 3 user selectable data points along with the Lat/Long position. The type of data for each point appears in the first column. The value of each point appears after that with their background showing in different colors in accordance to the way the multi-color track window is set up. The colors should transition evenly from one color to another. When you see a dramatic difference you may want to delete the point. To delete the point just click on the column of the point to delete and then click the "Delete Pth#" button. Continue this until you have it looking the way you want. The rest of the buttons should be self explanatory using the same procedure to select the point first. **Change Units** will change the units like Ft or fathoms for the entire row, **Change Data Type** will change the entire row to a completely different type of data like from depth to speed, **Adjust All Values** can be used to change every point in the row up or down a little to compensate for say tides on depth, **Insert Halt Point** will add a halt "9999" data point to make breaks in a continuous track file, **Delete Lower/Higher points** buttons will allow you to delete all points with values either higher or lower than the value you specify, **Recal Max./Mins.** Will go through and get the highest/lowest points and set up the color array accordingly, **<Next - Track>** buttons will change to the next track lower or higher, and lastly the **Delete Track** button will delete the entire track. Be sure to click on the "Stop Changes" button when finished editing your track files.

Overlay bottom hardness track colors

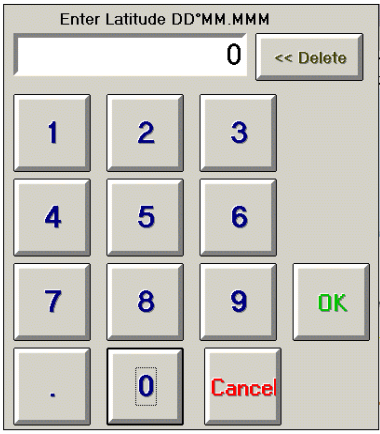
You can store bottom hardness values in track files if you have the options proper options and equipment interfaced with your computer. These hardness values can be displayed over the 3D bottom. The picture to the left here are from an area that hardness data and depth were recorded and rebuilt using the track files. This picture shows the hardness with the gaps between track filled by the computer estimating the values by looking at the surrounding track points making the picture you see here with smooth even colors. Color scale goes from red, yellow, green, light blue to blue where red is the hardest return. Just choose "Auto Hardness Colors" in the 3D "Options" menu.



Touch Screen mode

improved

WindPlot is now completely touch-screen compatible. With the addition of the alpha/numeric keyboards. Just go to WindPlot "Window" menu and select "Windows Fonts/Units" and check the "Touch Screen Mode" check box to activate it.



Selected tracks flash now when editing them from the plotter screen.

Click on the letters: S E N W S on the bottom scroll bar to snap the 3D picture to that compass heading.