

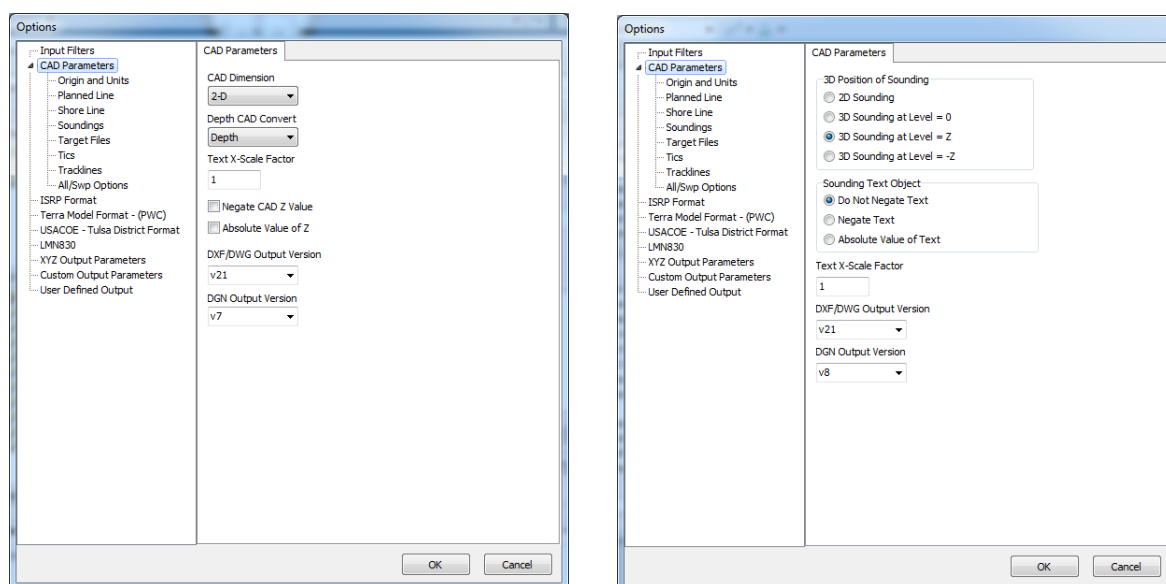


New Options in EXPORT

By John Marinuzzi

One of the biggest sources of confusion in EXPORT has been the “Depth/Elevation” and “Negate CAD Z Value” options. Generally, to get the combination that you need in your exported CAD files takes a lot of experimentation (and maybe even a little luck). As we found out recently, in some situations, its not even possible. So, in an attempt to make things a little easier, we have recently changed the “CAD Parameters” page in EXPORT.

FIGURE 1. Old CAD Parameters Page (left), New CAD Parameters Page (right)



You will notice on the new “CAD Parameters” page that we have removed the “CAD Dimension” (2D, 3D), “Depth CAD Convert” (Depth, Elevation), “Negate CAD Z Value”, and “Absolute Value of Z” and replaced them with two new categories called “3D Position of Sounding” and “Sounding Text Object” that cover all of the possible depth scenarios for exporting your soundings. So, what do these new options mean?

3D Position of Sounding: When any object gets stored in a CAD file, whether it be a point, text, or line object, it has a physical X, Y, and Z position in the model. So, if you have a sounding that is at a depth of 25.0 then the object’s Z value, by default, would be 25.0. This option lets you manipulate that physical position in the model. The options are:

- **“2D Sounding”:** For older CAD formats, you could specify that there was no Z value associated with the object. That isn’t the case for most of the newer formats and selecting this is the same as selecting the next option, “3D Sound at Level = 0”
- **“3D Sounding at Level = 0” :** Stores the object at Z = 0.
- **“3D Sounding at Level = Z”:** Default option where the object’s Z value is the actual depth/elevation of the sounding.
- **“3D Sounding at Level = -Z”:** Stores the object at the inverse of the actual depth/elevation of the sounding.

Sounding Text Object: This specifies how the object is displayed. In the EXPORT program, a sounding will be represented by either a text object or a polyline object (Vector Soundings).

With a depth of 25.0, by default, you will see the letters, or polylines representing the letters, “25.0”. This option gives you the ability to manipulate that. The options are:

- **“Do Not Negate Text”**: This will obviously leave the text as is. If the sounding is 25.0, you will see the text “25.0”.
- **“Negate Text”**: This option will negate the text. So, if the sounding is 25.0, you will see “-25.0”.
- **“Absolute Value of Text”**: Will display the absolute value of the sounding (both 25.0 and -25.0 would be displayed as “25.0”).

It is important to note that these two options are separate from each other. Each will consider the source depth/elevation and make their adjustments accordingly (the text option does use the adjusted Z option).

Here are a couple of charts outlining the end result of these options:

Sounding: 25.0	Do Not Negate Text	Negate Text	Absolute Value of Text
2D Sounding	Object: 0.0 – n/a Text: “25.0”	Object: 0.0 – n/a Text: “-25.0”	Object: 0.0 – n/a Text: “25.0”
3D Sounding at Level = 0	Object: 0.0 Text: “25.0”	Object: 0.0 Text: “-25.0”	Object: 0.0 Text: “25.0”
3D Sounding at Level = Z	Object: 25.0 Text: “25.0”	Object: 25.0 Text: “-25.0”	Object: 25.0 Text: “25.0”
3D Sounding at Level = -Z	Object: -25.0 Text: “25.0”	Object: -25.0 Text: “-25.0”	Object: -25.0 Text: “25.0”

Sounding: -25.0	Do Not Negate Text	Negate Text	Absolute Value of Text
2D Sounding	Object: 0.0 – n/a Text: “-25.0”	Object: 0.0 – n/a Text: “25.0”	Object: 0.0 – n/a Text: “25.0”
3D Sounding at Level = 0	Object: 0.0 Text: “-25.0”	Object: 0.0 Text: “25.0”	Object: 0.0 Text: “25.0”
3D Sounding at Level = Z	Object: -25.0 Text: “-25.0”	Object: -25.0 Text: “25.0”	Object: -25.0 Text: “25.0”
3D Sounding at Level = -Z	Object: 25.0 Text: “-25.0”	Object: 25.0 Text: “25.0”	Object: 25.0 Text: “25.0”