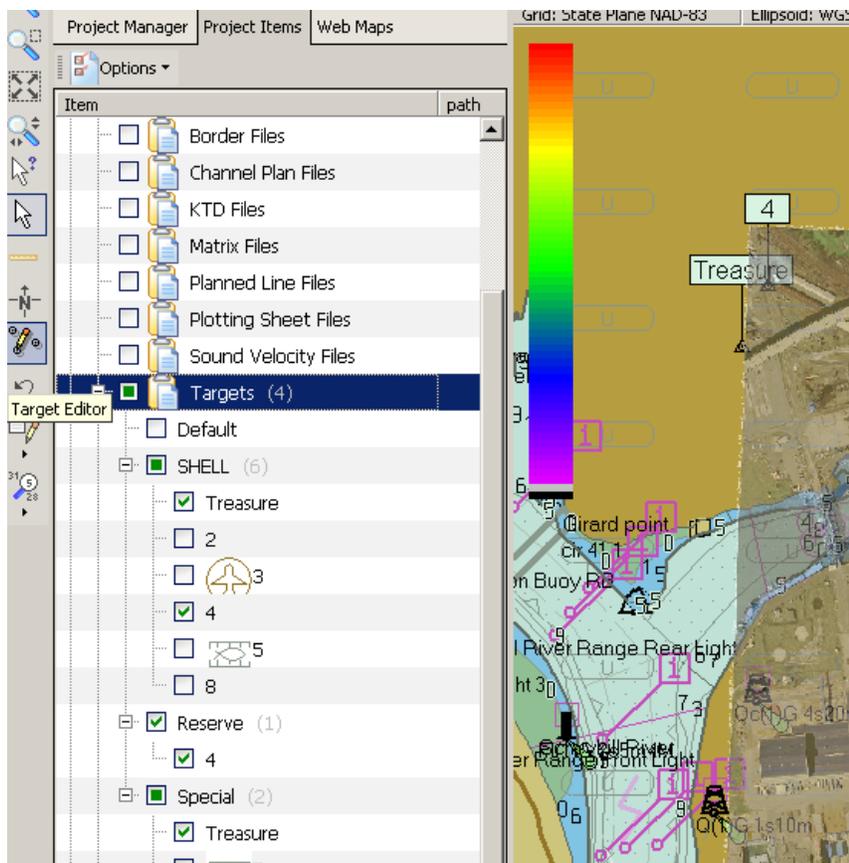# Targets in 2015 Shell

By Bill Bergman

Previously, target files, files with a ".TGT" extension, where listed in the Shell under the Targets Folder in the Project Items tab. Now in HYPACK® 2015, all project targets are stored in a single file and the targets contained in this file are individually listed in the Targets Folder.

With this scheme you can enable/disable at the Target level as opposed to the file level as in HYPACK® 2014 and earlier.

We also now display any assigned symbol next to the name of each target in the Project Items list for visual referencing.

Target files (*.TGT) offered a way of managing targets as discreet groups. This functionality has been preserved and extended in the concept of target groups. A target group may have a user-defined name and contain any number of arbitrary targets from the database. This means that any target may be a member of multiple groups. This facility can provide information in a quick and concise manner about target relationships. The built in Target Editor has been replaced with a stand-alone, more powerful version. This can be accessed in a number of ways:
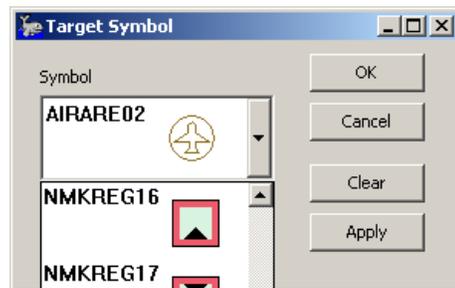
• Selecting PREPARATION>EDITORS>TARGET EDITOR from the menu,
• Right-clicking anywhere in the Targets folder tree or
• Double-clicking on a target.

The editor provides full access to what can be changed in targets. However, there is some quick editing which can be performed directly in the HYPACK® Shell. Regardless where editing takes place, the edits will all be saved correctly.

QUICK EDITS IN THE SHELL

You can learn about other available operations by simply right-clicking on a node and examining the presented choices in the pop-up menu. They are very intuitive and a detailed explanation of each one would be over-explaining. I will mention just a few.

- **Enabling or disabling a target** is simply a matter of setting the target's check mark. This behaves like any other item in the shell.
- You can quickly **assign a display symbol** to one or more targets: Highlight the desired targets, right-click to get a pop-up menu and select 'Assign Display Symbol'.

  This will open a dropdown list where you can visually select the symbol of interest.
- In a similar fashion, **Targets and Groups can be easily deleted**.
- **Synchronize:** When you right-click on the Targets folder itself, you will find an option called Synchronize. This simply forces the shell to synchronize its listing to the current state of the target database. It shouldn't be required during normal operation, but if you are ever suspicious that the Shell's listing is out of date, this option will get it back up to snuff.
- **Export Targets:** You will also find options to Export targets, either to a text file or the old target file format. We included these options for backward compatibility as well as providing a facility to communicate with any third party software you may be using.
- **Target Editor Mode:** We have provided a new Target Editor cursor mode so that Targets can be digitized with the mouse by clicking in the Map Window. This works just like the cursor in the old Target Editor.

GETTING TARGETS INTO OTHER PARTS OF THE PACKAGE

Other parts of the HYPACK® software can use targets for input. For example, the LINE EDITOR can generate lines at a target point, and the ENC EDITOR can import targets into an Electronic Chart.

Previously such functional areas would present a File Open dialog and one would select a target file of interest. In the current scheme, you will be presented with a pick list of 'Groups' from the target database. Only those targets that are a member of the selected group will be considered during further processing.