



Interpolations, Smoothing and other Data Magic in SBMAX64

By Joseph Adamski

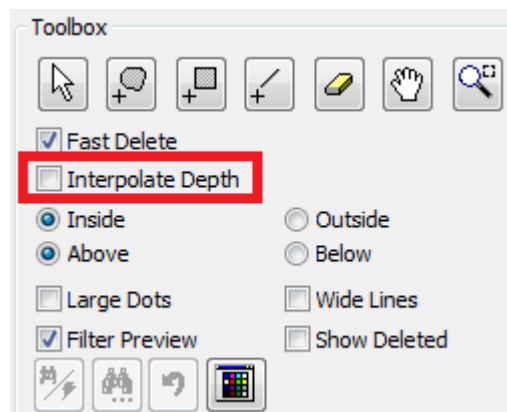
In my last article, I discussed how we've been working on adding the features present in the original SBMAX (32-bit SINGLE BEAM EDITOR) into the 64-bit version, SBMAX64. Development is wrapping up on implementing features which involve data alteration such as the option to interpolate, smooth or add points into a data set. We heard customers asking for these features in SBMAX64 and made it a priority.

INTERPOLATION

For the 2018 release, an option to turn on interpolation rather than purely deleting a point has been added in the toolbar (Figure 1). SBMAX64 will replace the depth of points marked with the various deletion tools with an interpolated value rather than marking them as removed if this is checked.

If this is checked, the Z values of points marked with the various deletion tools are replaced with an interpolated value rather than marking them as removed.

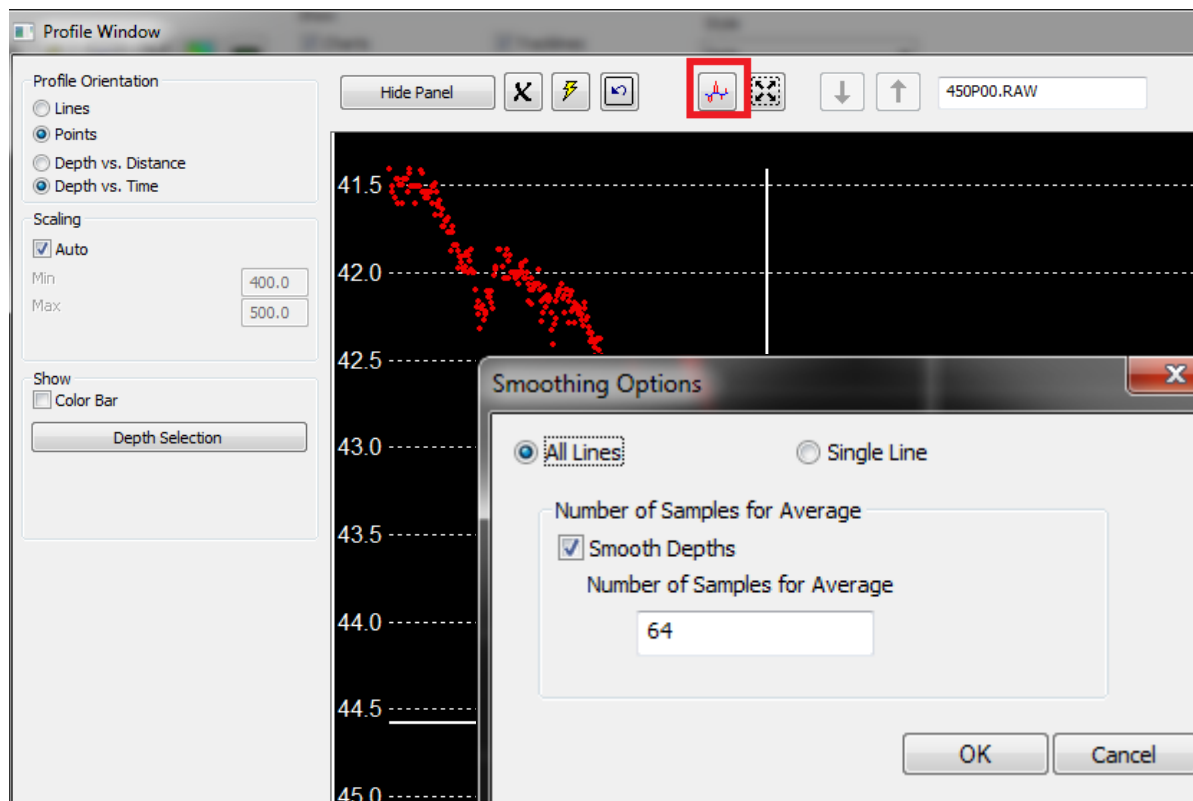
FIGURE 1. Option to Interpolate



SMOOTHING

Smoothing options are located in the profile toolbar as they were in the original SBMAX (Figure 2). A moving average filter smooths data based on a chosen number of samples to be utilized for the averaging. This can be set in the smoothing dialog (Figure 3) and is defaulted to 64, which should work relatively well for most data sets.

FIGURE 2. Smoothing Icon



ADDING POINTS

Points can be added into the dataset using the Add Point dialog. Select EDIT-INSERT POINTS. A dialog (Figure 4) will appear where you can customize the number of points inserted, whether it is before or after the selected point, and whether it will be populated with zeros or interpolated depths.

FIGURE 3. Add Point Dialog

Our goal for SBMAX64 in 2018 is to add the features that are keeping you in the 32-bit environment (based on customer feedback). The addition of these features, along with the Echogram and File Overlays, are hopefully a big step towards that goal.

