



SBMAX64 Offsets with Multi-Transducers

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With the original SBMAX (32-bit SINGLE BEAM EDITOR), handling multiple transducer data could be editing intensive as you had to pick only one transducer number as the RAW file at a time. You would then have to reload the RAW file in order to choose another transducer head to process.

FIGURE 1. *Old SBMAX32 Multiple Transducer Window*

To make this editing process less complicated and enable you to process all transducers within one session was a requirement we established for the new SBMAX64 (64-bit SINGLE BEAM EDITOR).

In the 64-bit editor, all the transducer data will be loaded at once with offsets entered for the various transducer heads (Figure 2). In turn, this means that each actual sounding has its own X and Y position, unlike the old editor. The spreadsheet can display the various positions (X1, Y1, X2, Y2... etc.) and depths (Cor. Depth1, Cor. Depth2... etc.) for each sample the device took.

Multiple Transducer

Device Name
KEL Sounder

Enter Transducer Number
1

OK Cancel

FIGURE 2. *SBMAX 64's Multi Transducer Window*

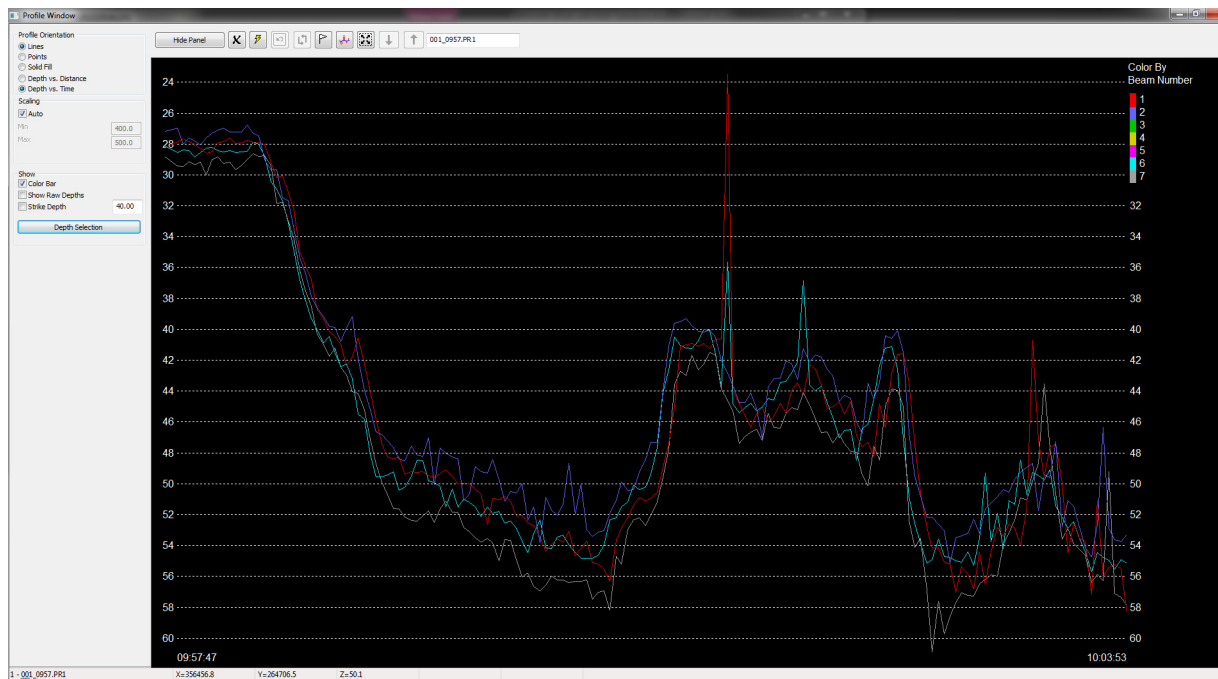
Transducer	Starboard	Forward	Draft	Pitch	Roll	Latency
1	-1.91	5.85	0.00	0.00	0.00	0.000
2	-1.93	3.85	0.00	0.00	0.00	0.000

OK Cancel

Visually editing the data is much easier than the old SBMAX as well due to being allowed to display more than two depths. For instance, Figure 3 shows the profile window with data from four of the transducers. All the beams displayed can be edited with the selection tools

such as the Lasso or Block. Other functionality such as filters will apply to all showing beams as well.

FIGURE 3. Profile Window Displaying Data from Four Transducers



Following this improved editing routine, SBMAX64 saves all beams from the RAW File into a single HS2X file. (Previously, you had to create an .EDT file for each transducer you've processed for each line.)

FIGURE 4. Soundings With Different Offsets For Each Transducer

