



HYPLOT MAX Tips and Tricks

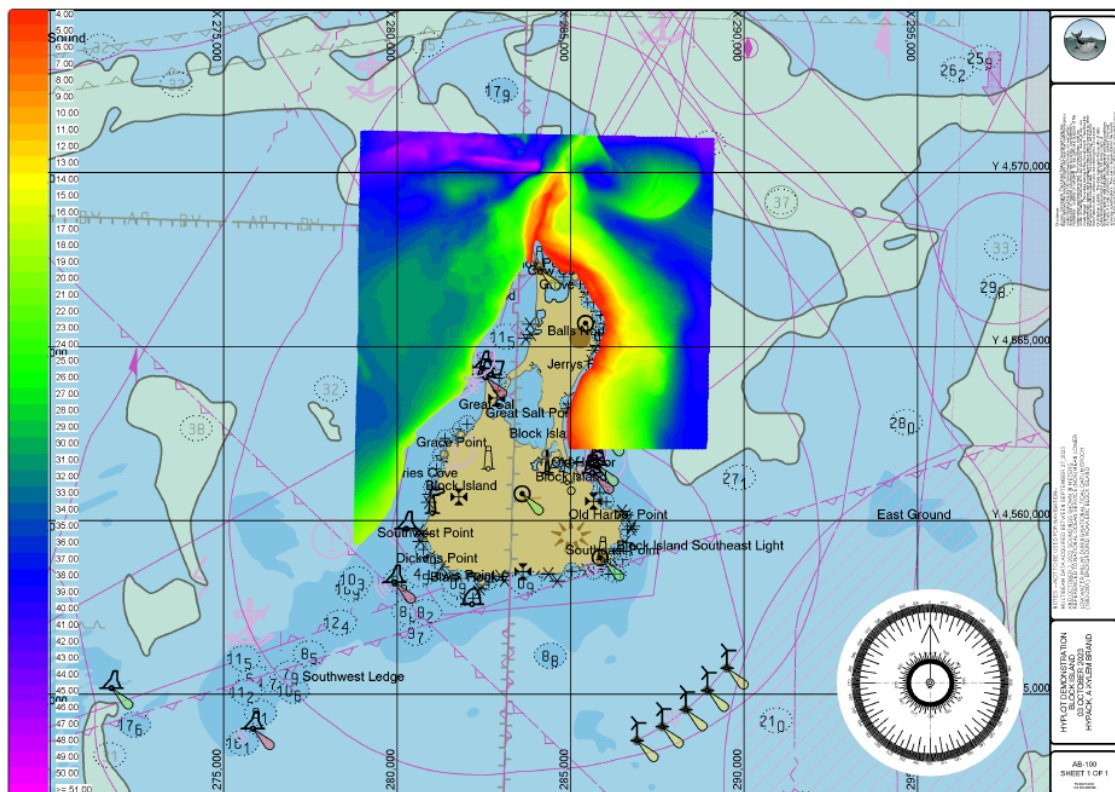
By Cali DeCastro

If you're looking to explore the benefits of HYPLOT MAX but aren't sure where to start, perhaps you'll find this article helpful. Let's face it- any new software can be intimidating when you don't know how to navigate the basic functions and are facing common new-user frustrations; this is especially true for a program like HYPLOT MAX. The goal is not for this to be a HYPLOT MAX manual, but to instead highlight some "gotcha's" and workflow suggestions to get started. For the full writeup, see this article: [New HYPLOT MAX](#).

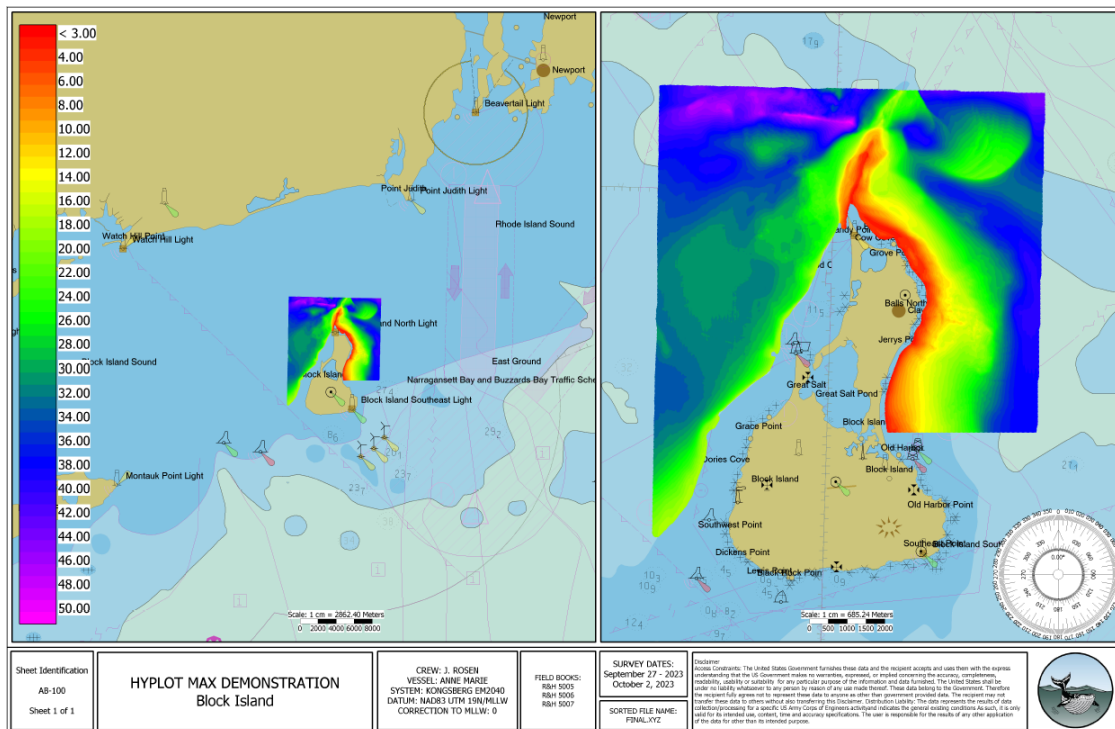
Before jumping into some helpful tips, I want to highlight the "why". Why use HYPLOT MAX? Why learn a new program instead of continuing to use the old HYPLOT?

HYPLOT vs. HYPLOT MAX

The main reason for switching from HYPLOT to HYPLOT MAX is the flexibility that HYPLOT MAX allows: Instead of being restricted to a single map area controlled by a user-defined plotting sheet, HYPLOT MAX allows you to include multiple map areas on a single sheet. This allows you to go from something like this:



To something like this:



This is just a simple example, but the flexibility offered by HYPLLOT MAX makes it a much more powerful plotting tool.

In addition to flexibility, HYPLLOT MAX is designed to be more user-friendly, more closely mirroring the functionality of many Windows-based programs.

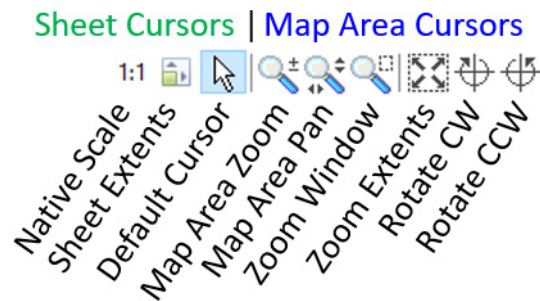
GETTING STARTED - WORKFLOW

A general workflow that I follow when starting a new project in HYPLLOT MAX is as follows:

- Make sure all of the items you wish to display in your plot are included in the HYPACK project
- Launch HYPLLOT MAX and choose a sheet size
- Add and edit title block if desired
- Add one or more map areas and choose the border type
- Move and size the map areas
- Choose project items to display in each map area and adjust the draw order
- Pan and zoom each map area as desired
- Adjust settings for chart and project items
- Add and adjust map items and plot items as desired
- Export to desired file type and review exported file
- Make changes to fine tune the product as needed

USING HYPLOT MAX CURSORS

Before diving into the workflow, a few notes on HYPLOT MAX functions (some of this might seem self-explanatory, but I often find myself asking why the wrong part of the screen is zooming):



- If you're making changes to your SHEET, make sure the sheet is selected in the Items tree and/or the default cursor is selected. Scrolling the middle wheel on your mouse with the default cursor selected will zoom the sheet. The Native Scale and Sheet Extents buttons will quickly return you to these respective zoom levels.
- If you wish to work within a map area, you must select it first. If you try to enable or disable layers without first selecting a map area, you'll simply not be able to click on the check boxes. This can be confusing and frustrating at first.
- To zoom within your map area, you must have the map area selected, then select one of the zoom cursors. Only after a zoom cursor is selected will the middle mouse wheel scroll apply to the map area. If you wish to zoom the sheet, you must go back and highlight the sheet in the items tree and/or select the default cursor.
- You can undo actions by using Options -> Undo, or Ctrl + Z. You can redo actions by using Options -> Redo, or Shift + Ctrl + Z (I mention this because my instinct to use Ctrl + Y doesn't work here).

NOTE: Without a middle mouse wheel, there is no way to zoom in and out on the sheet. However, you can zoom within a map area by using one of the zoom cursors.

CHOOSE A SHEET SIZE:

When you first open HYPLOT MAX, all you'll see is a blank sheet in the Items tree. Right click on the blank sheet and you'll see several pre-loaded sheet size options. You can also swap the width and height to go from a "portrait" mode to a "landscape" mode.

TIPS & TRICKS

Following the general workflow described above, here are some tips for each step that might help you to get past the initial hurdle of starting a project.

ADD AND ADJUST TITLE BLOCK:

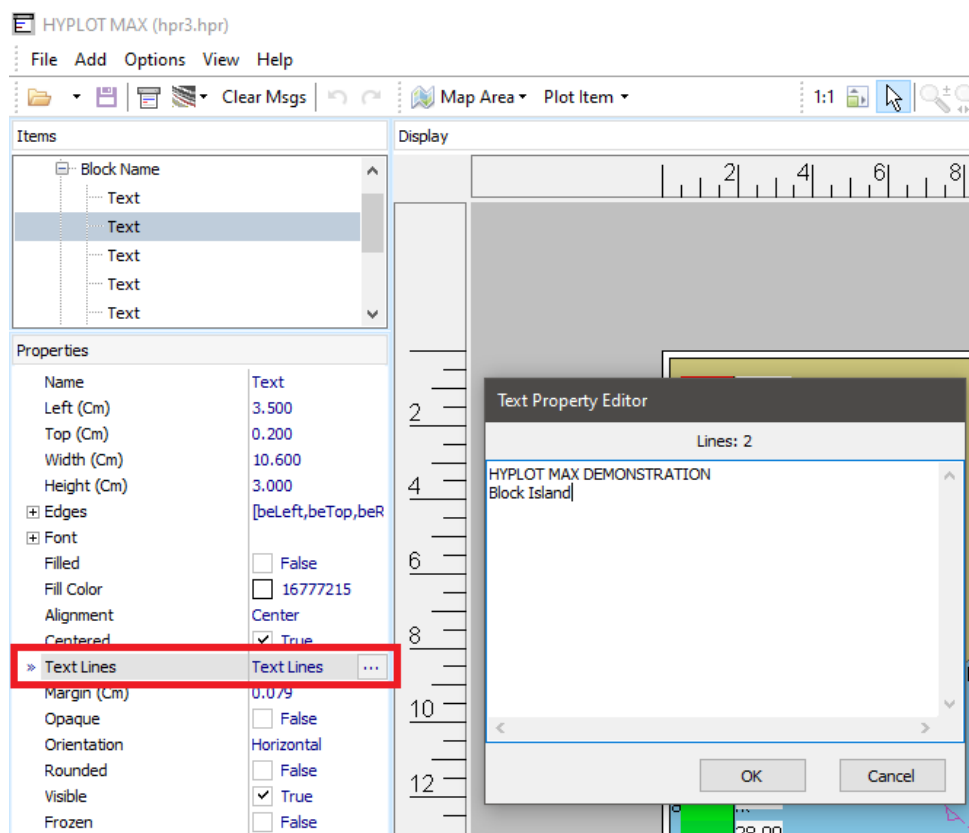
This is a bit of a tedious process, so once you have a title block format that you like, be sure to save it for future use to minimize the adjustments you'll need to make next time.

To include a pre-made title block, go to Add -> Block and select the title block you wish to use. You can also build a box from scratch, but it's usually easier to find a pre-made option and adjust it to suit your needs. If you wish to build a block from scratch, use View -> Block Editor. If you just add "New Block" from the block menu, you won't have much editing capability.

To move the whole title block, you'll need to click in a blank space within the title block and drag it to where you want. If you click within a text box and try to move it, you'll move the text box and not the title block.

To change the size of title block boxes, first select the box, then click and drag the boundaries to adjust the size (just like resizing objects in many Windows-based applications). Similarly, to move a box, click and drag where you want it. You can also adjust these settings in the Properties menu by manually typing the desired size and location (helpful if you're trying to make all of your boxes exactly the same height, for instance).

To edit text in the title block, right click on the box you want to edit and select Edit Text Lines, or, with the box selected, click the [...] next to Text Lines in the left Properties menu. Note that text does not "wrap", so you'll need to enter line breaks as needed.



NOTE: Although the old HYLOT and new HYLOT MAX Title Blocks both have a .htb file extension, they are NOT cross-compatible.

ADD MAP AREAS AND CHOOSE BORDER TYPE:

You can either click Add -> Map Area, or click the Map Area quick button and select New Map Area. If you have plotting sheets you wish to use, this is also an option.

Choose the border type before resizing your map areas, because if you change the border type after getting everything sized properly, you might have to resize it all again.

NOTE: The old HYPLOT had several more options for border types. Most of those borders have instead been incorporated into the Title Blocks in HYPLOT MAX.

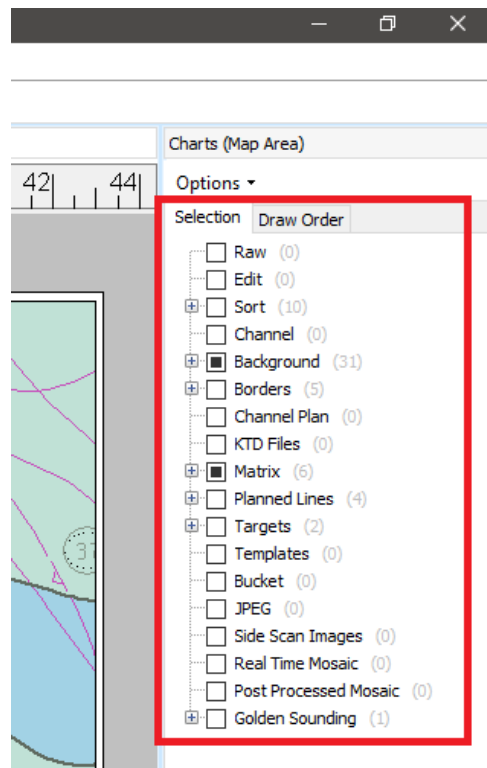
MOVE AND SIZE THE MAP AREAS:

This process is the same as resizing and moving title block boxes: Select the map area, then click and drag the boundaries to resize. To move it, click and drag it to the desired location.

CHOOSE BACKGROUND CHART AND PROJECT ITEMS TO DISPLAY IN EACH MAP AREA AND ADJUST THE DRAW ORDER:

When new map areas are created, everything you have displayed in the HYPACK Shell appears in the map areas. You can enable and disable different chart items in the right Chart Selection menu.

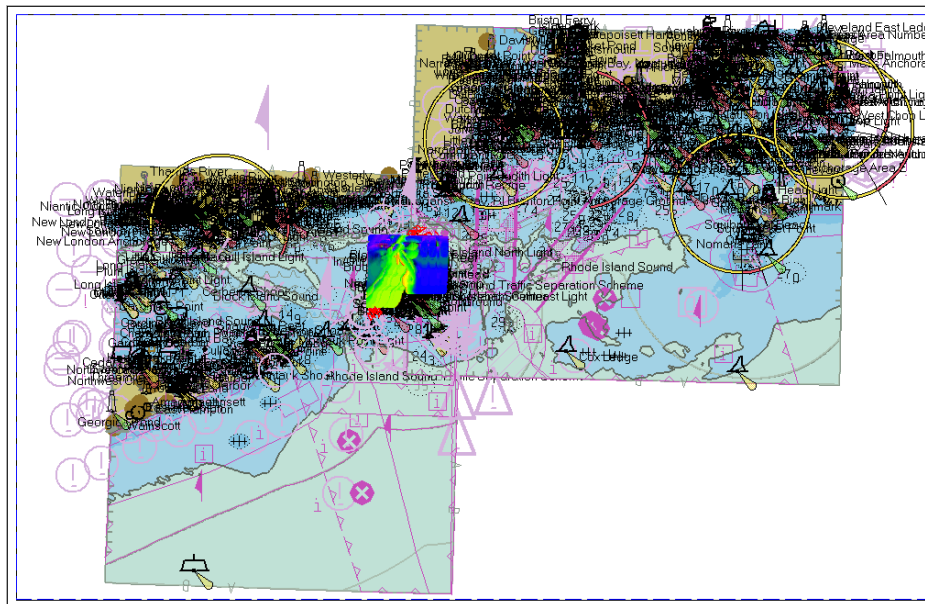
To adjust the draw order, open the Draw Order tab to the right of the Chart Selection menu. This will only be visible when a map area is selected.



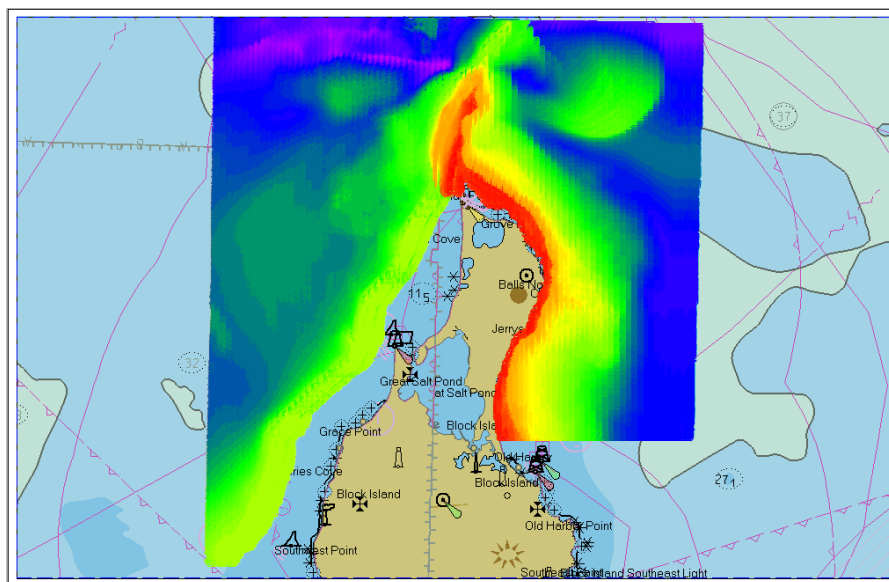
PAN AND ZOOM EACH MAP AREA:

You'll find that when you use the Zoom Extents cursor, it zooms to the maximum extent of the largest layer you have enabled. At the moment, there is no option to zoom extents to a specific layer. A quick trick to zoom to the specific area you're working in is to turn off the larger chart layers (usually ENC/RNC charts) and leave project-specific items turned on (matrix file, planned lines, etc.), then click the zoom extents, then turn the larger layers back on.

For example, with ENC chart layers and project items enabled, the zoom extents looks like this:



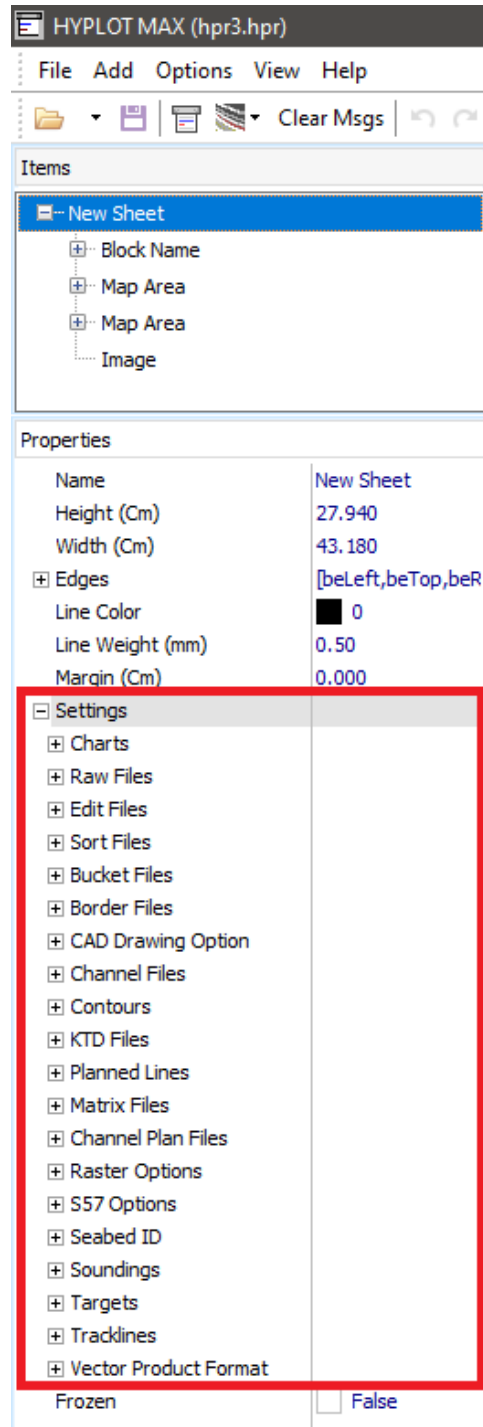
After turning the ENCs off and leaving the project items enabled, then zooming extents, then turning the ENCs back on, this is the result:



From there, you can pan and zoom to your desire using the pan and zoom cursors (described in more detail at the beginning of the article).

ADJUST SETTINGS FOR BACKGROUND CHART AND PROJECT ITEMS:

If you want to make changes to project items or background charts, such as adjusting ENC S-57 options, changing planned line color, turning matrix borders on and off, etc. you can make those changes by selecting the sheet, then expanding Settings in the Properties menu:



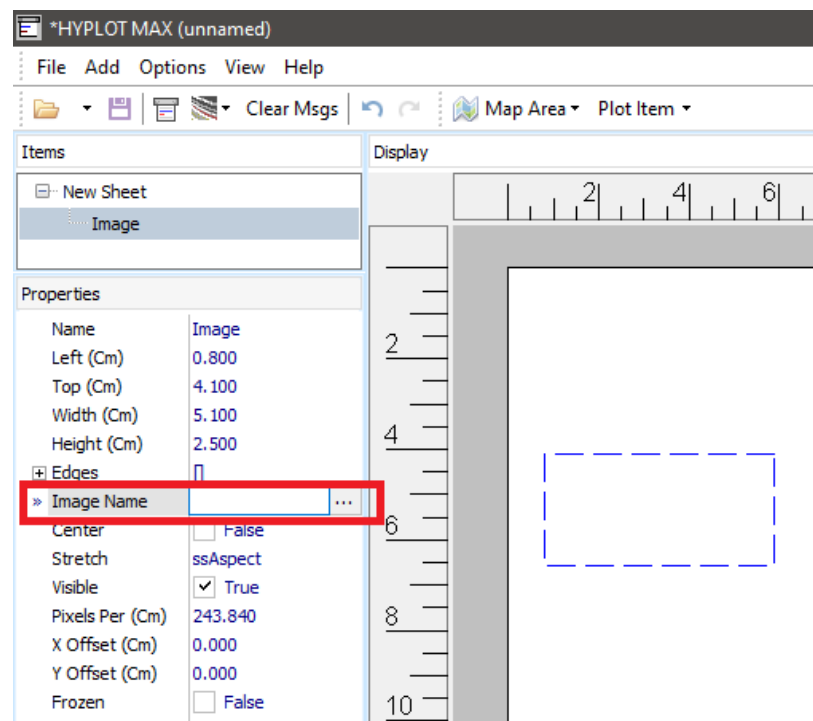
ADD AND ADJUST MAP ITEMS AND PLOT ITEMS:

This is another instance where it's important to differentiate between the sheet (aka plot) and the map areas.

Map items are items that are specific to the selected map area, and need to be applied separately to each map area because they will change based on the map area selected. For example, a compass or North arrow associated with a rotated map area will also be rotated to the same angle; a scale bar will be specific to the range scale of the selected map. The Map Items menu won't appear until a map area is selected.

Plot items are not specific to a map area and will be applied to the whole sheet. These items include shapes, text boxes, images, etc.

NOTE: When you add an image, it will show up as a blank box. You'll need to select the box or highlight the Image layer in the Items menu, then highlight the Image line in the Properties menu, then click the [...] to navigate to the location of the image file.



EXPORT TO DESIRED FILE TYPE AND REVIEW EXPORTED FILE:

You may notice some subtle differences between the display in HYLOT MAX and the exported file. You can send the plot directly to the printer, but I recommend exporting to PDF first to proof the final result before sending it to the printer.

Hopefully the information in this article has been helpful to new and experienced users alike. If you have any specific questions, don't hesitate to reach out to your friendly [HYPACK Tech Support team](#)!