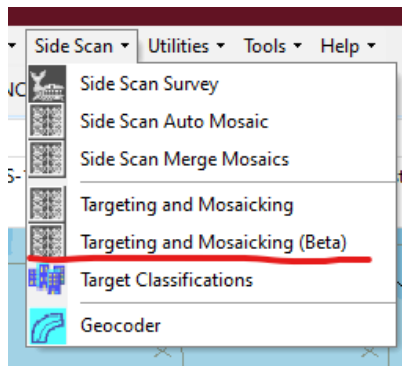




Side Scan Targeting and Mosaicking Beta Speed Improvements

By Daniel Tobin

Over the past year or so, I have worked on updates to our Side Scan Targeting and Mosaicking (SSTM) program. These changes are now available for most users to test using the Targeting and Mosaicking (Beta) menu option:



One of the main upgrades is improvement in speed, and this table compares the beta's tested speed advantages over the original version of the Targeting and Mosaicking program.

Action	Side Scan Targeting and Mosaicking	Side Scan Targeting and Mosaicking (Beta)
Loading 9 XTF files, totaling 4.5 GB	51s to load	15s to load
Scrolling Through Data	Stutters and lags with white gaps appearing at the bottom before data is rendered	Instant, no lag or gaps
Marking Targets Time for target image to render.	3s	Instant
Adjusting the Image Time for waterfall to render after adjusting image settings.	Noticeable lag	Instant
Switching Lines Time for waterfall to render after switching lines.	Noticeable lag	Instant