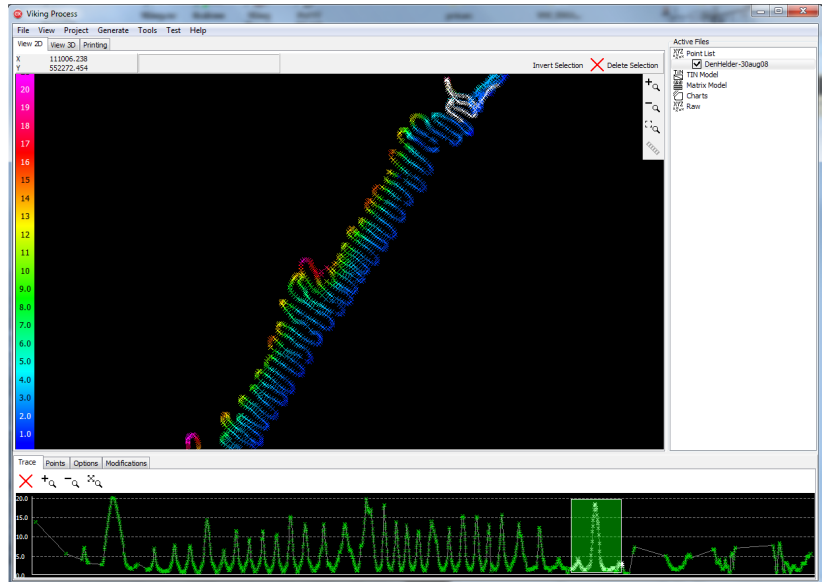




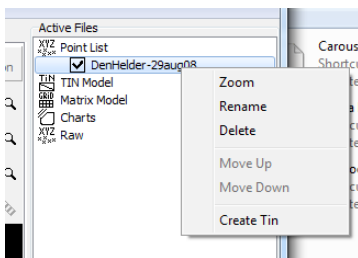
Loading and Editing XYZ Data

The first step is to load the XYZ data from the source file(s). This can be done from the menu; **File → Points → Import XYZ**. Here you can select one or multiple files which you want to edit. Multiple files can be loaded by selecting them with your mouse in the Windows File Load Dialogue. The loaded file(s) will now appear in the top right Point List.

Next you can select data from both the 2D top view and the trace view. When data is selected in either of the two the selection will be shown in both, as seen in the example image to the right. By pressing delete the data is removed.

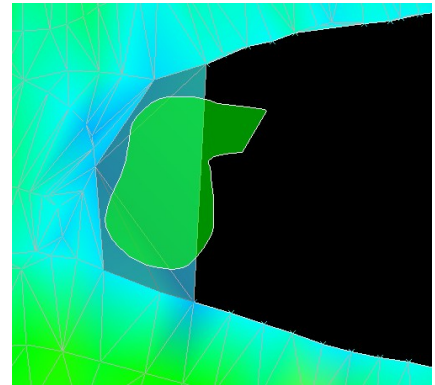


Creating and Editing a TIN



After the data is cleaned up a TIN (Triangulated Irregular Network) can be generated. This can be done by **right clicking** on your XYZ project in the top right and selecting **Create Tin**. A pop up window will appear asking for a name for the new TIN and most importantly a Maximum Edge Length. This maximum Edge Length represents the longest leg of the triangles and should be slightly longer than the distance between your survey lines.

After pressing OK the new TIN will be added to the TIN files in the top right, and it will be shown in the 2D top view. The bottom trace is new replaced by parameters for the active TIN file. This bottom bar will represent data and settings for whichever (type) of file that is selected in the top right. In the options tab in the bottom bar you can modify the value of the **Maximum Leg Length** and changes will happen instantly after pressing **Remake**.



After the appropriate leg length has been set it is possible to manually remove triangles from the TIN. By clicking the mouse and **dragging the cursor** over the triangles they will be added to the **selection**. This selection can be undone by pressing **escape**, to delete the triangles just press the **Delete** button. To undelete them select them again and press **Undelete**.

To export the created and edited TIN, select it in the Active Files list and in the **Options tab** in the **Bottom Bar** press **Export LandXML**.

Note

An important thing to know about Viking Process is that whichever file is selected in the Active Files list will influence how the interface looks and works. For example if a Point File is selected you will not be able to edit a TIN file in the 2D top view.