

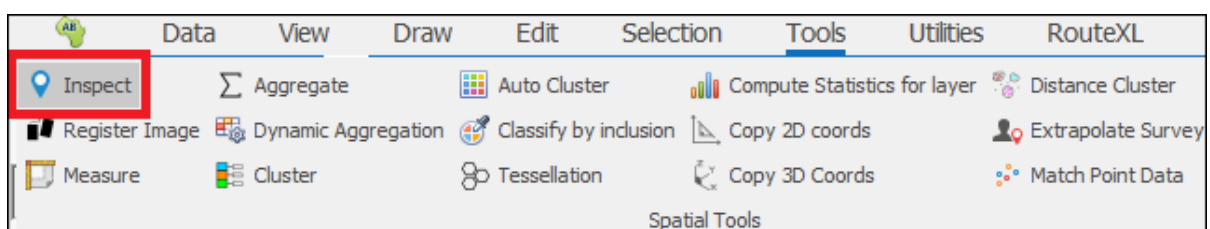
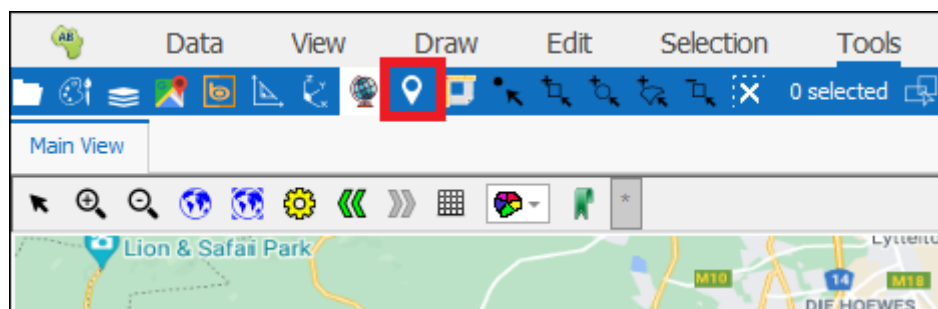


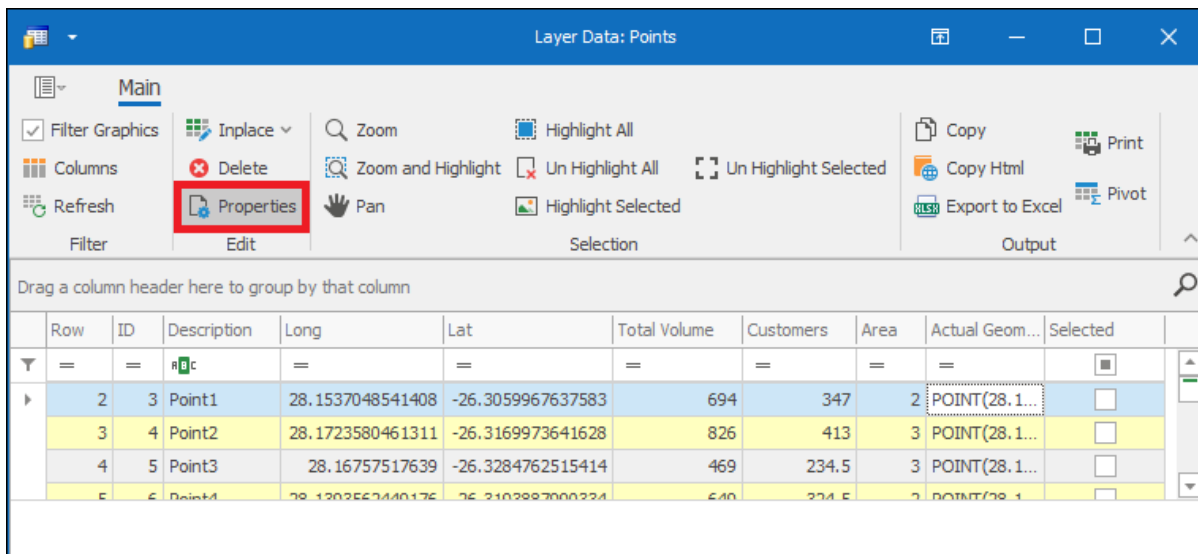
# Inspector Tool User Guide

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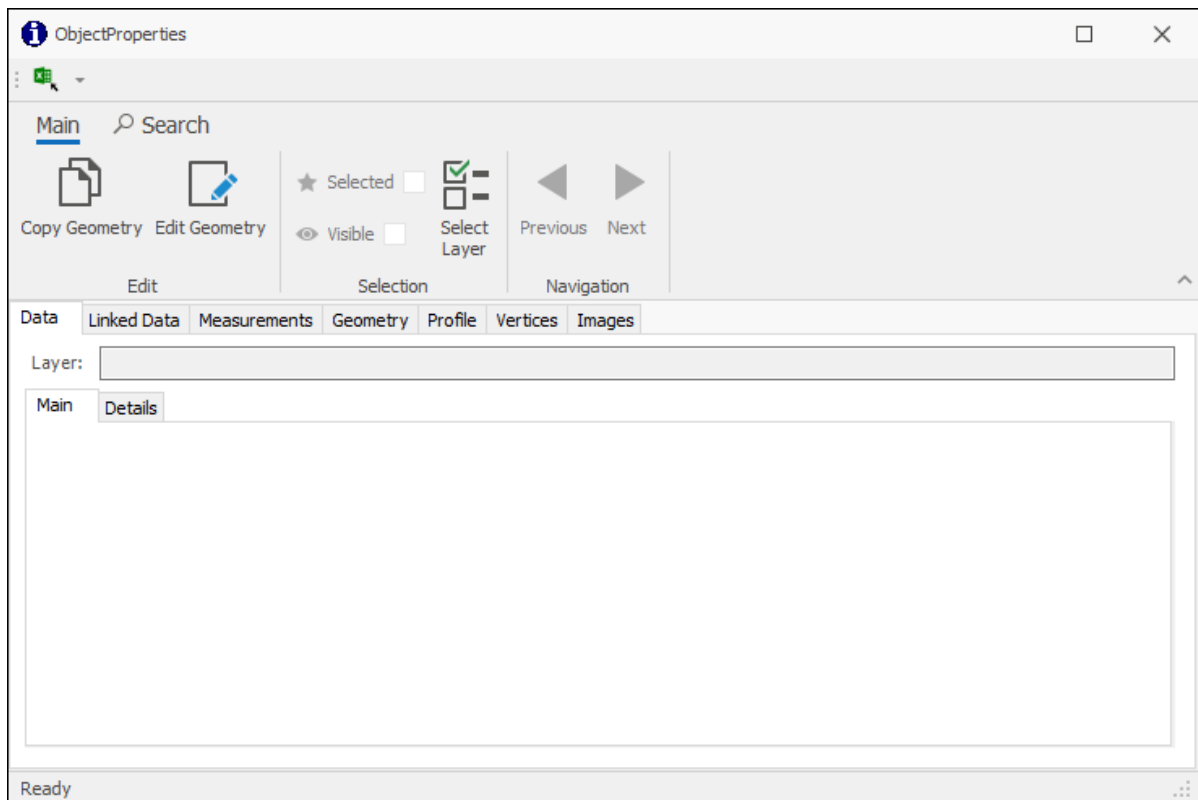
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The **Inspector** tool allows you to inspect the properties of items in your scene and can be accessed via the shortcut toolbar or in the **Tools** tab, it can also be seen in the layer data grid of the layer:



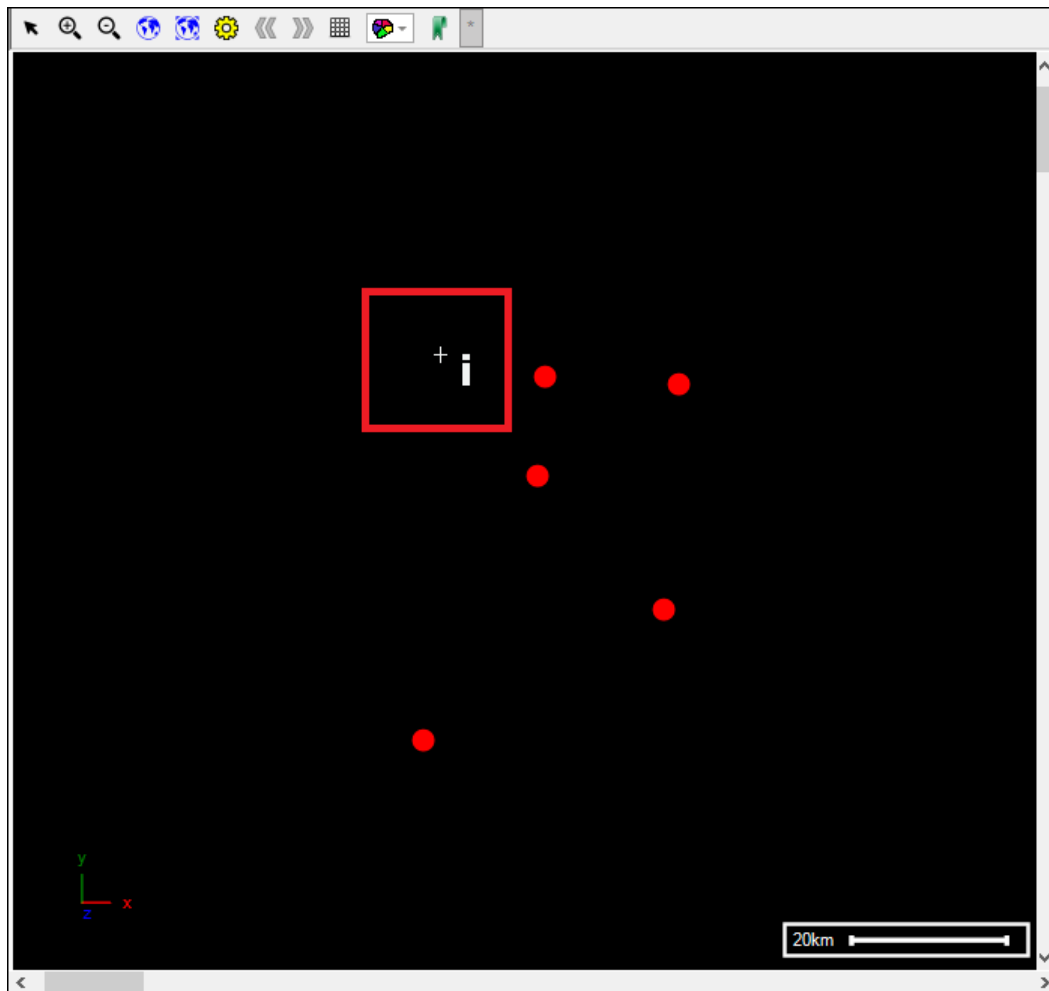


Clicking on the tool will bring up the **ObjectProperties** dialogue. Here you can view and edit various properties of elements in your scene:

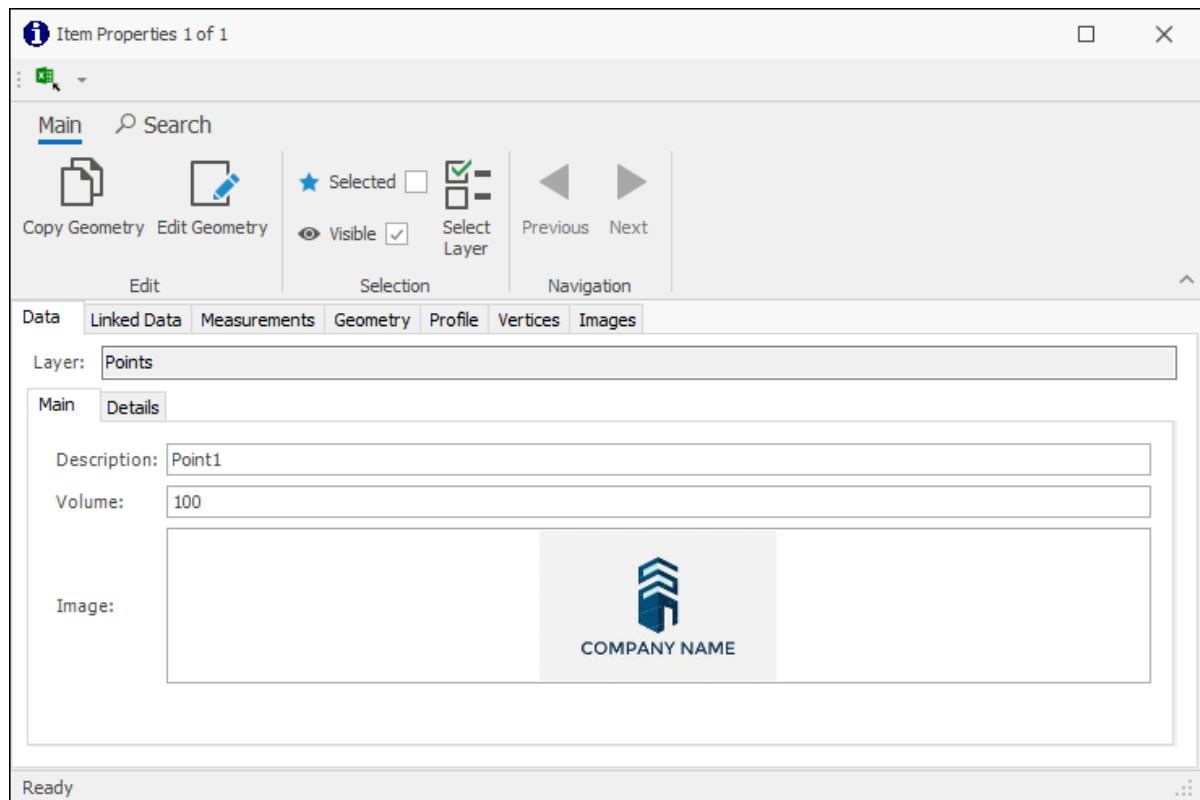


## Inspector Tool User Guide

If you hover in your scene you will see the Inspector crosshair, click on an object or click and drag to select a number of objects, the properties of the object/s are then populated in the ObjectProperties box (The number of items selected is shown in the top left corner of the dialogue):

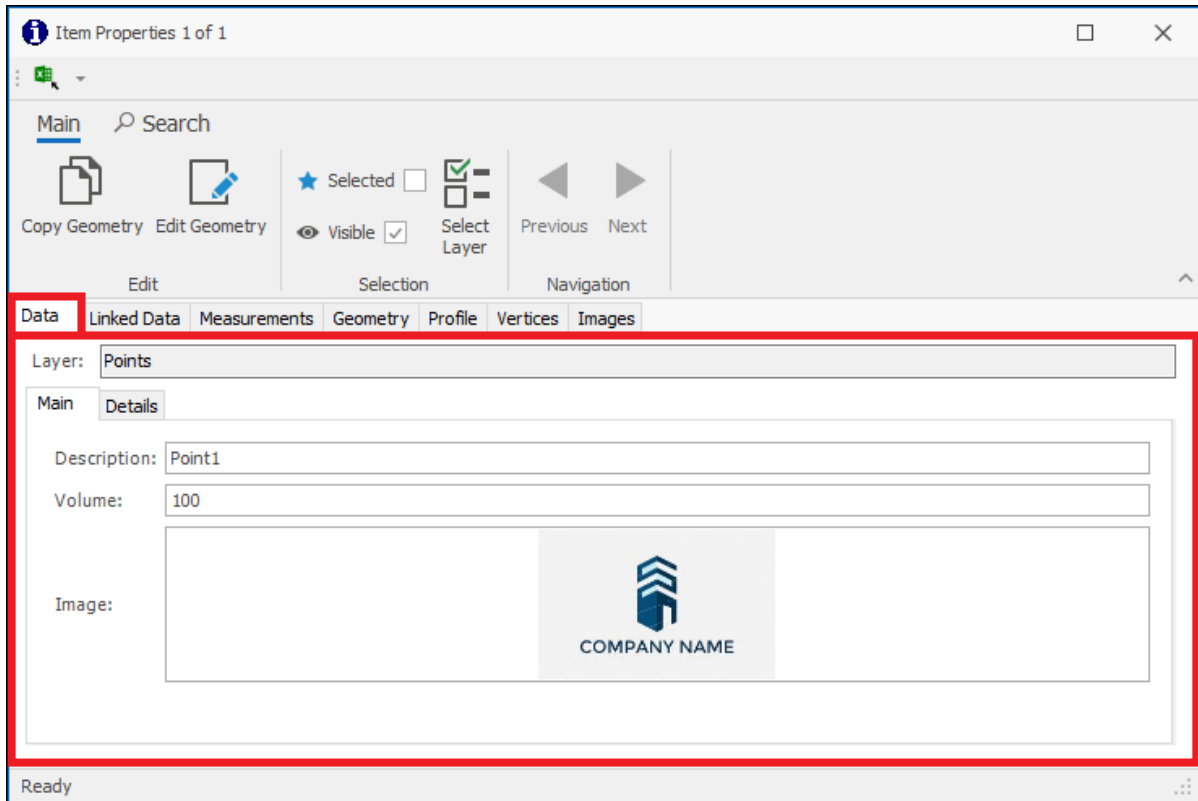


## Inspector Tool User Guide



We will take up the different tabs in this tool.

## Data



The **Data** tab of the tool tells you what **Layer** the element is from and in the **Main** tab gives you all the associated data of the element, this data comes from the layer data grid, in the **Details** tab will be any special details about the element:

Item Properties 1 of 2

Main Search

Copy Geometry Edit Geometry

Selected ☐ Visible ☒ Select Layer

Previous Next

Edit Selection Navigation


Data Linked Data Measurements Geometry Profile Vertices Images

Layer: Points

Main Details

Description: Point1

Volume: 100

Image: 

Area: Area2

Ready

Item Properties 1 of 2

Main Search

Copy Geometry Edit Geometry

Selected ☐ Visible ☒ Select Layer

Previous Next

Edit Selection Navigation

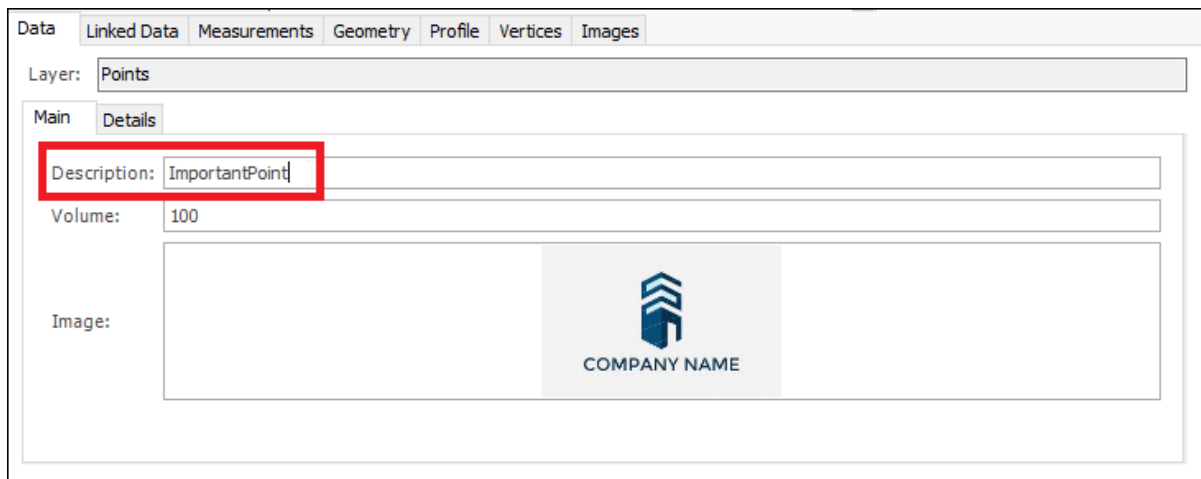
Data Linked Data Measurements Geometry Profile Vertices Images

Layer: Points

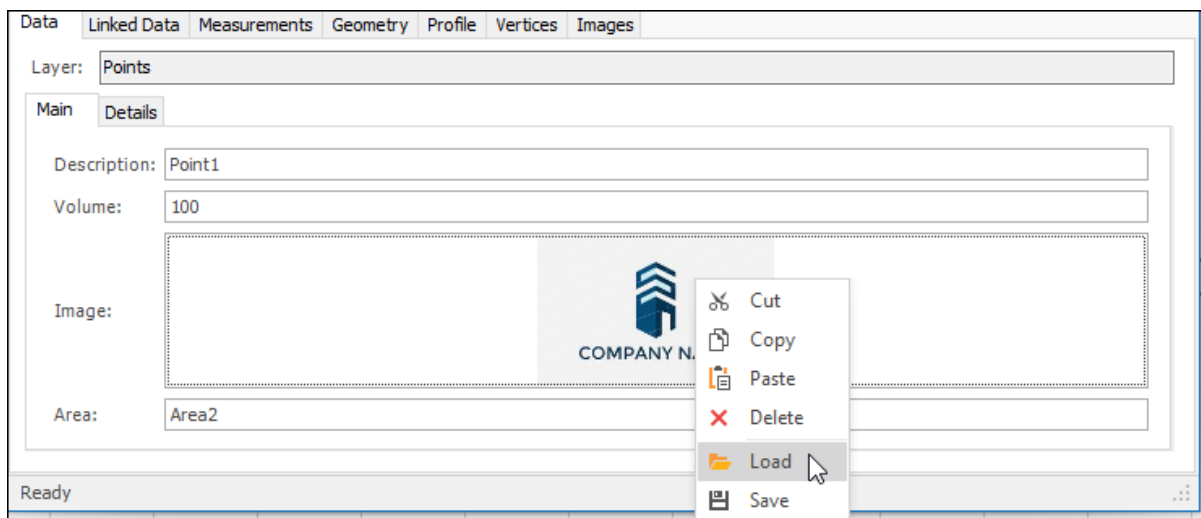
Main Details

Ready

All these fields, including the name of the layer the item is from can be edited by clicking in them:



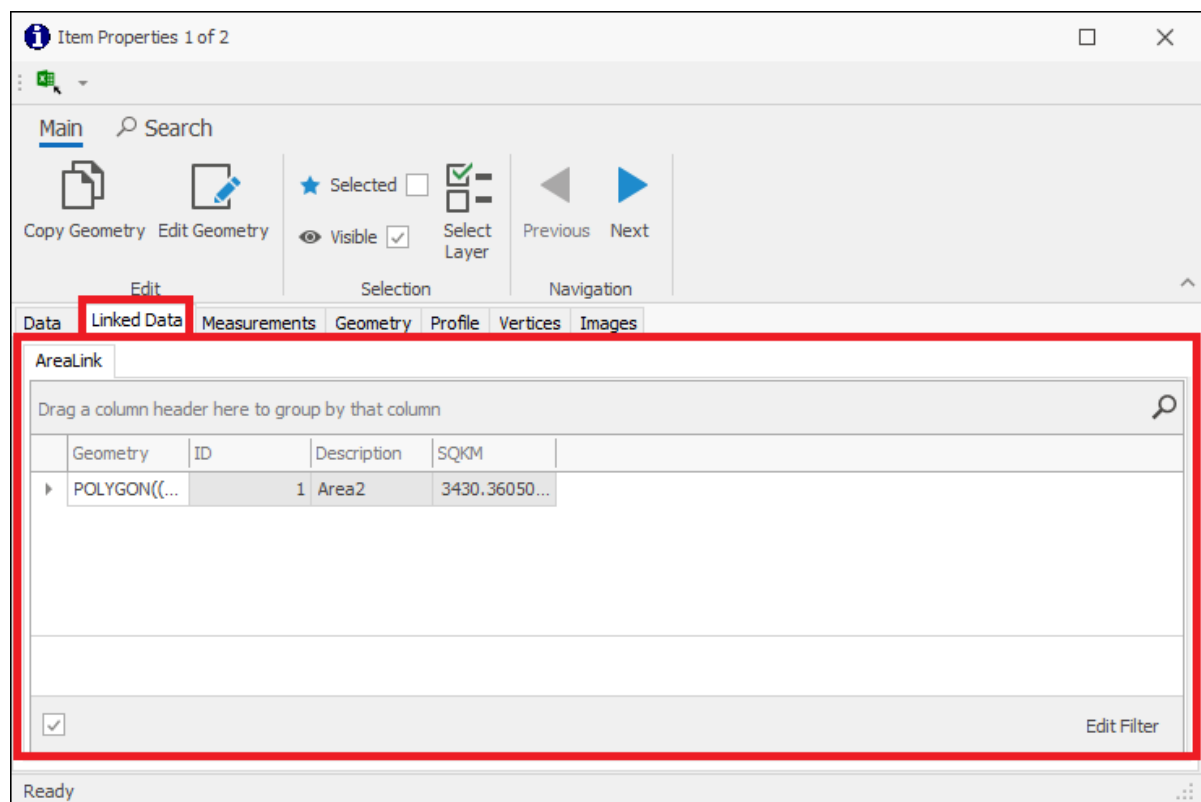
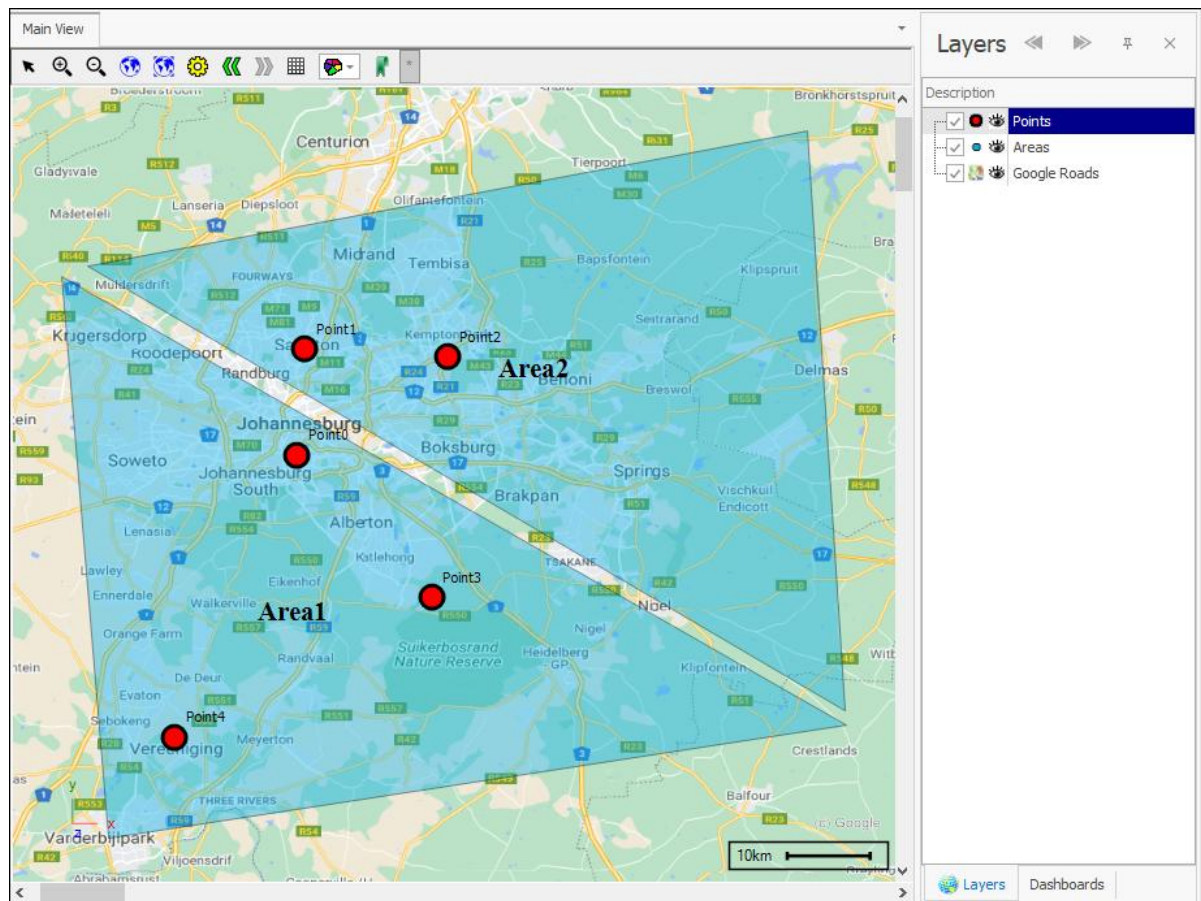
To edit the associated image you can right click on it and delete or load a new one etc.:



## Linked Data

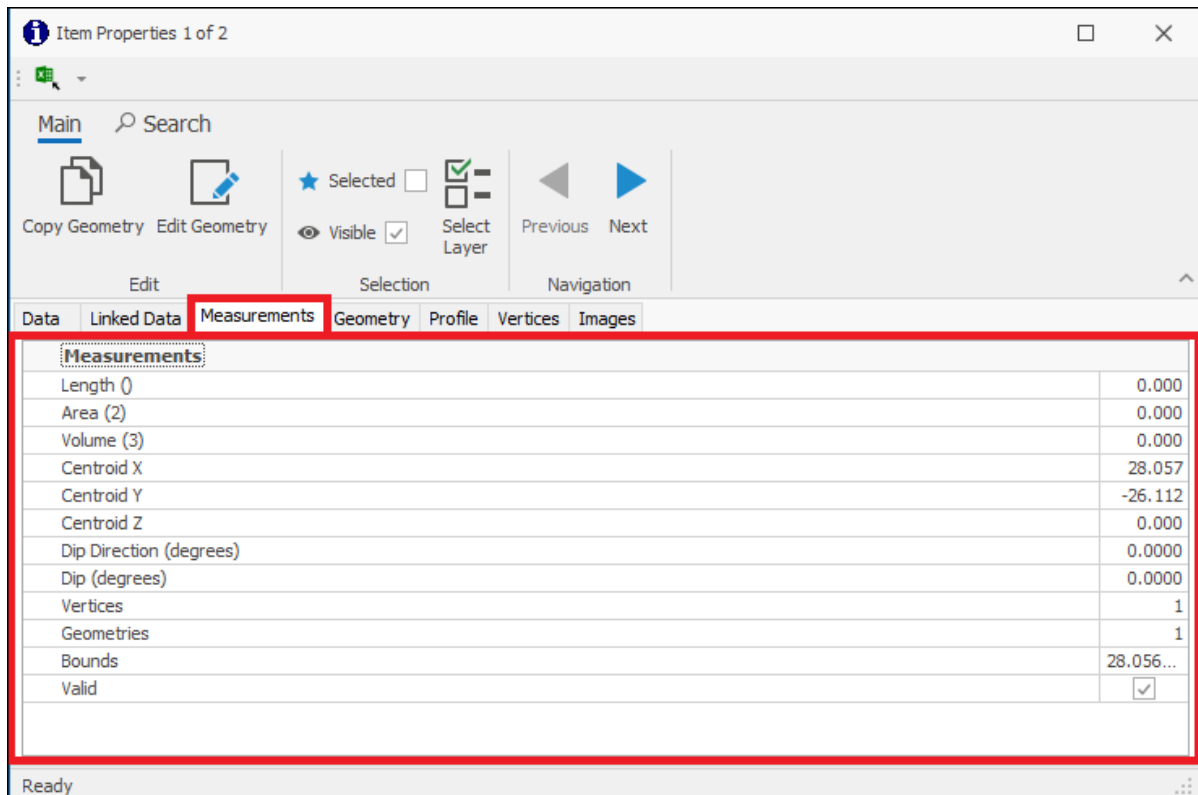
**Linked Data** is where any data (from another layer) that the element is linked to is shown. For example, my **Points** layer here is linked to my **Areas** layer so if I click on a point with the Inspector tool and I go to the **Linked Data** tab, I will see the area that it is linked to:

# Inspector Tool User Guide



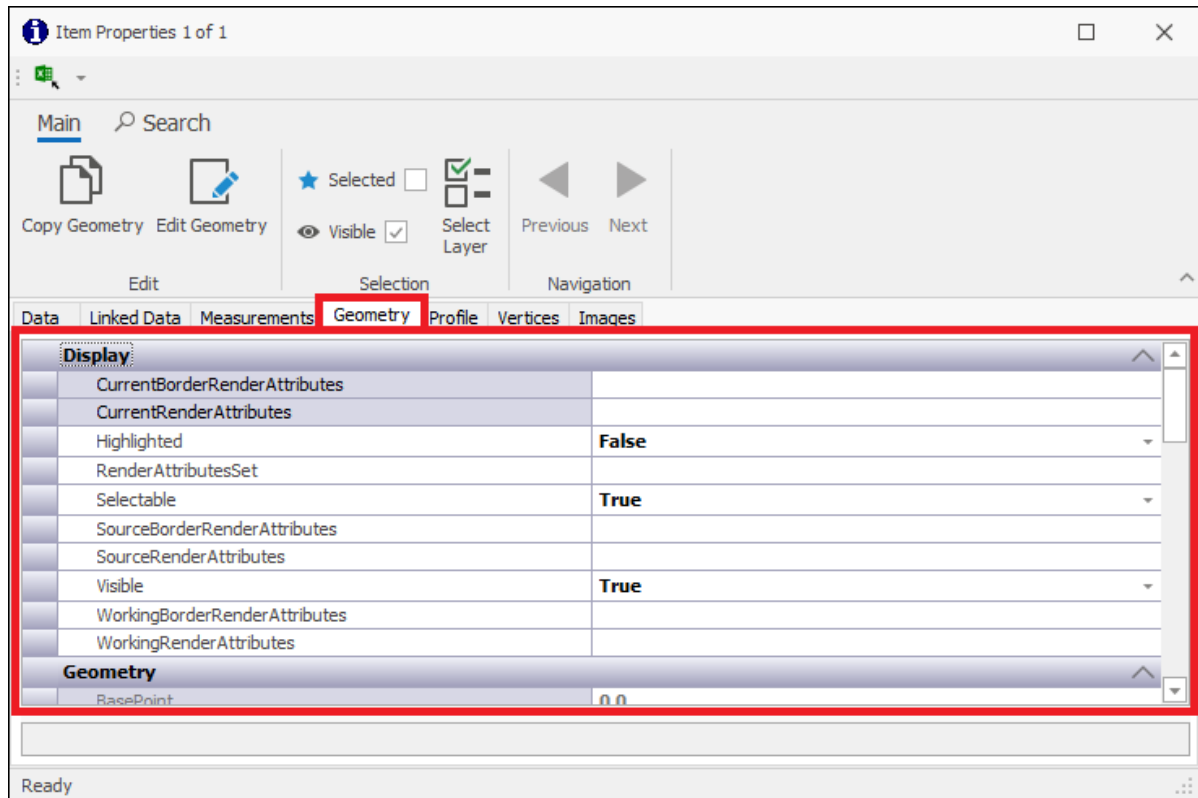


## Measurements



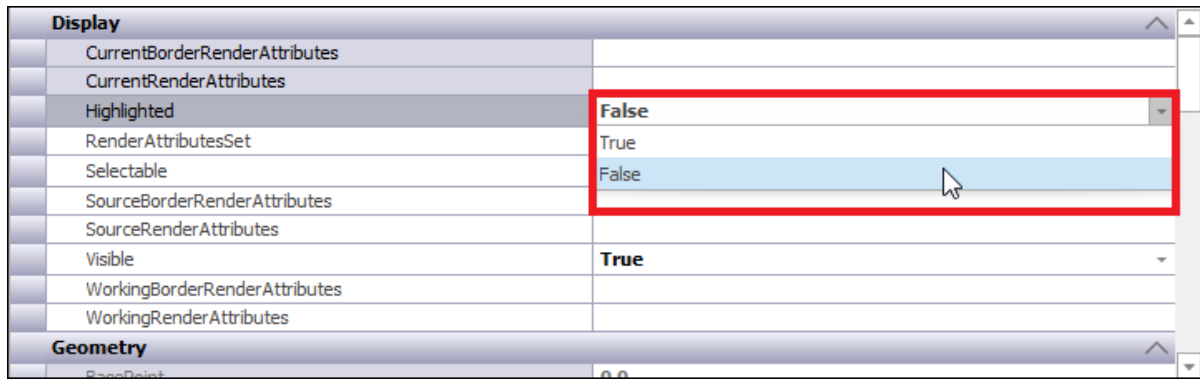
The **Measurements** tab is where you can see all measurements related to the selected element including length, area etc.

## Geometry

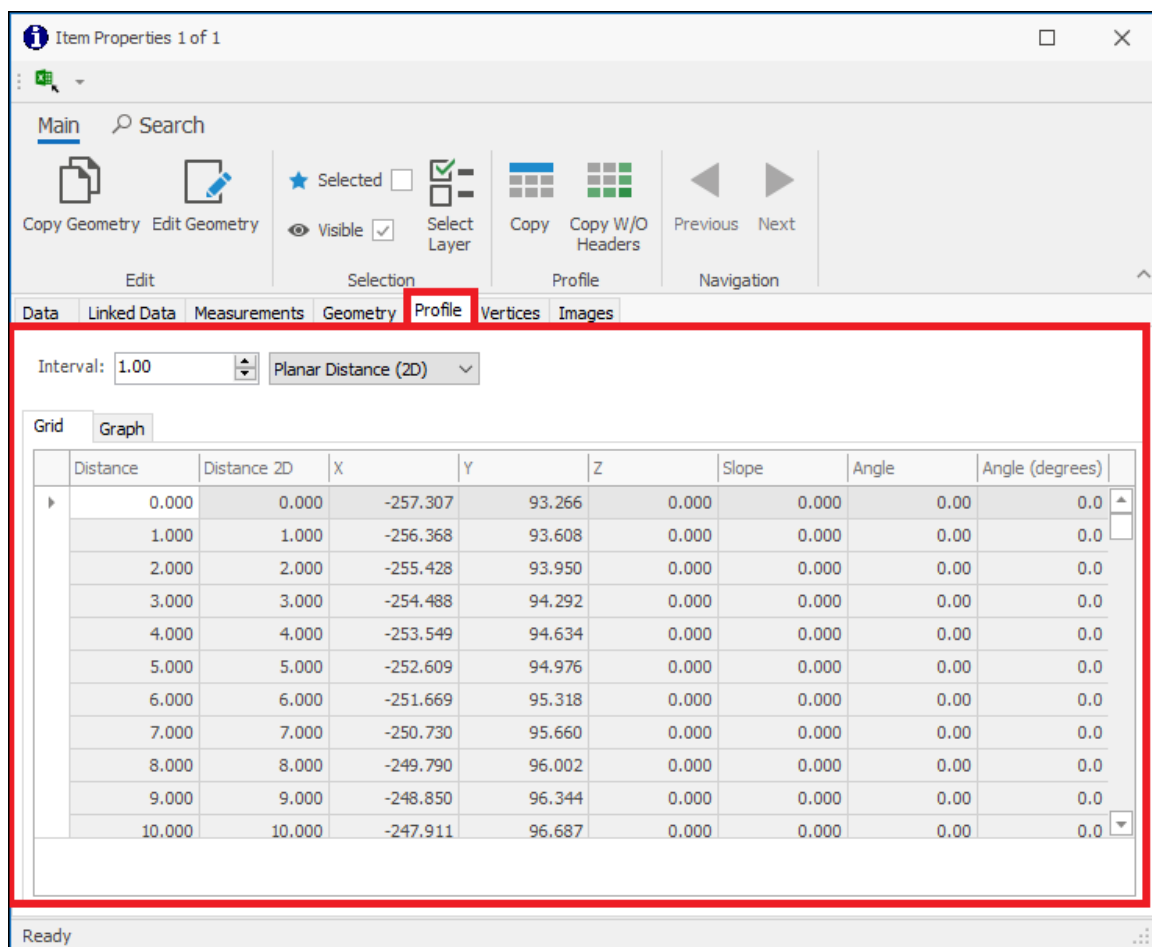


In the **Geometry** tab you can see all data concerning the geometry of the element. Here you can edit things as well by clicking in them or dropping down on them:

Geometry	
BasePoint	0 0
> BasePoint3D	0 0 0
Center	0 0
> Center3D	0 0 0
> Location	NaN NaN NaN
> UnderlyingPoint	NaN NaN NaN
Vx	0 0
> Vx3D	0 0 0
Vy	0 0
> Vy3D	0 0 0
> Vz3D	0 0 0
X	NaN

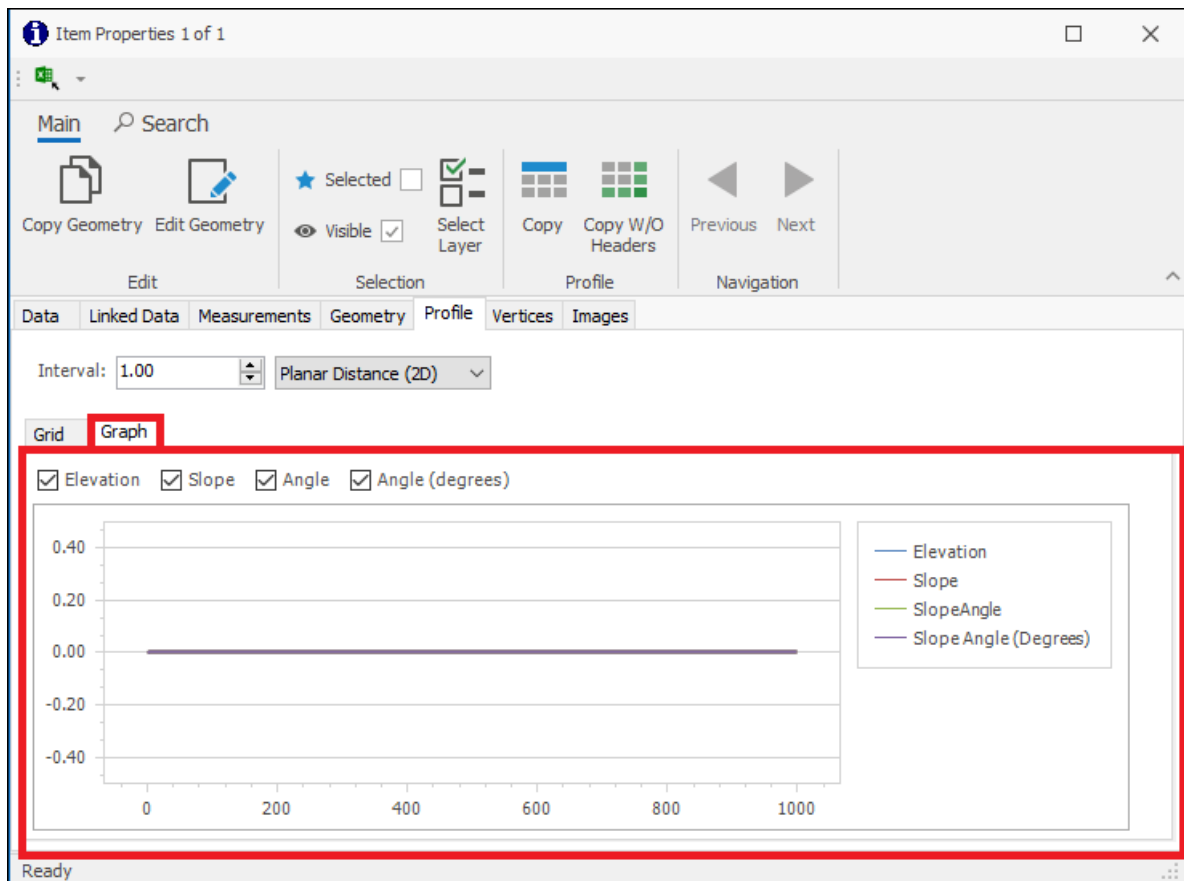
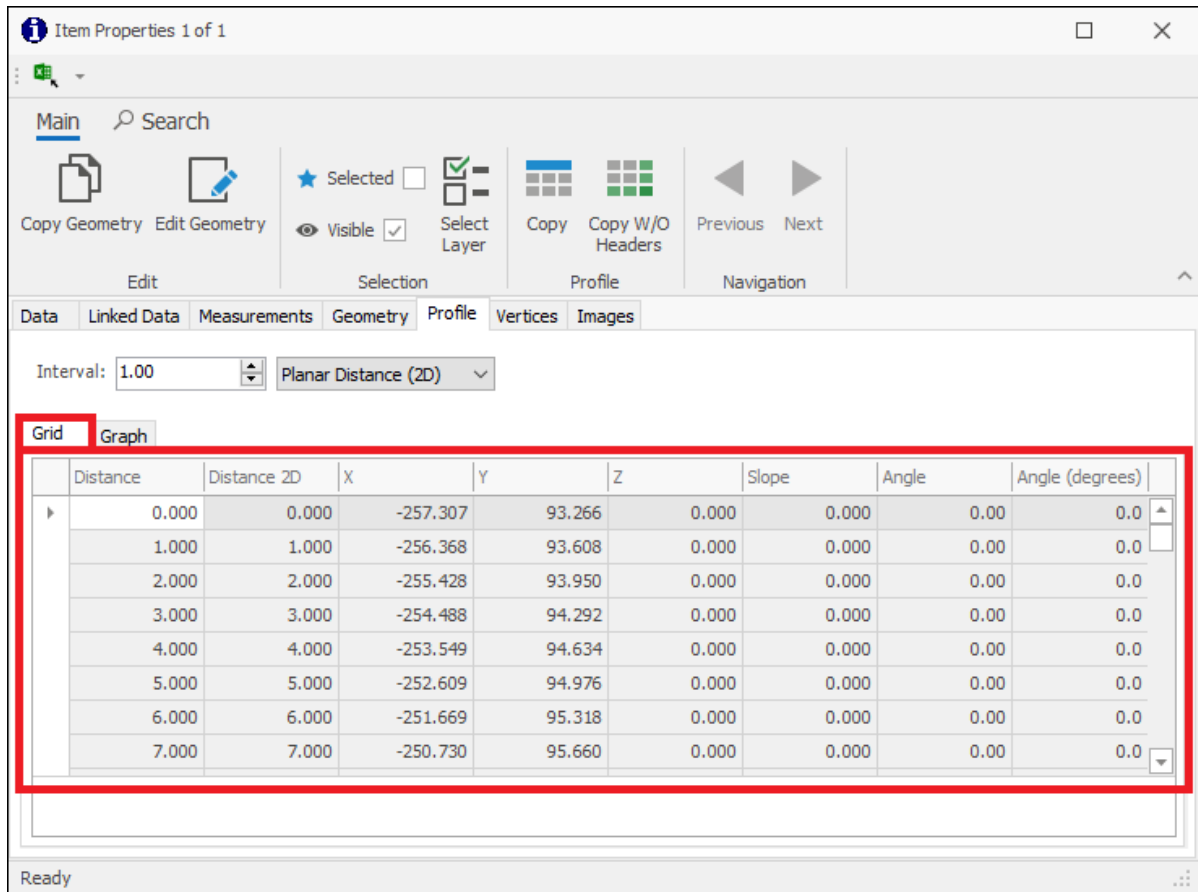


## Profile

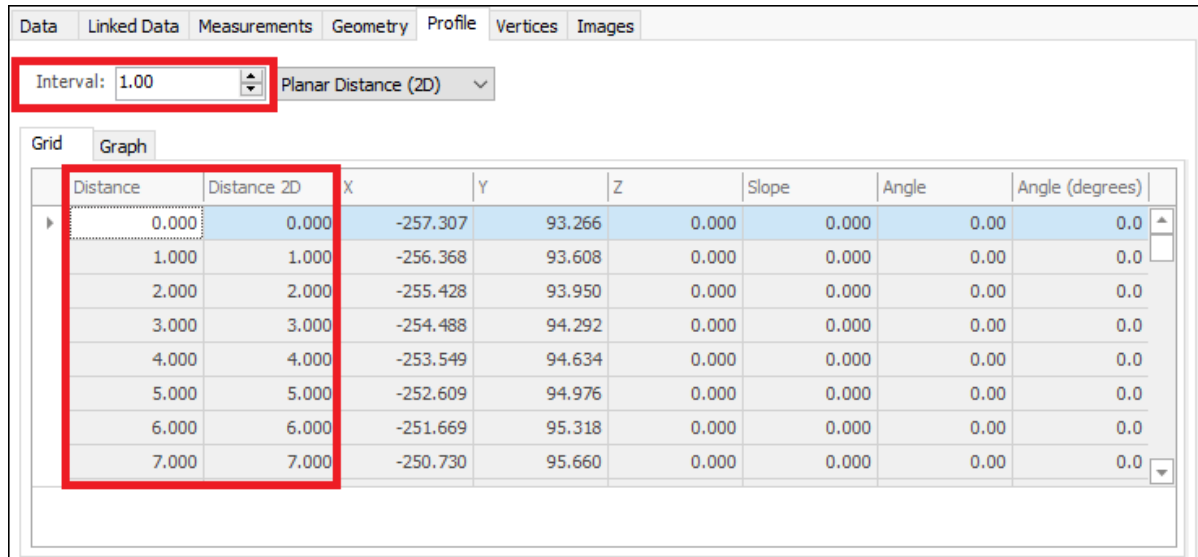


In the **Profile** tab you can see a profile of the element in grid and graph form, this gives details about slope, angle, distance etc.:

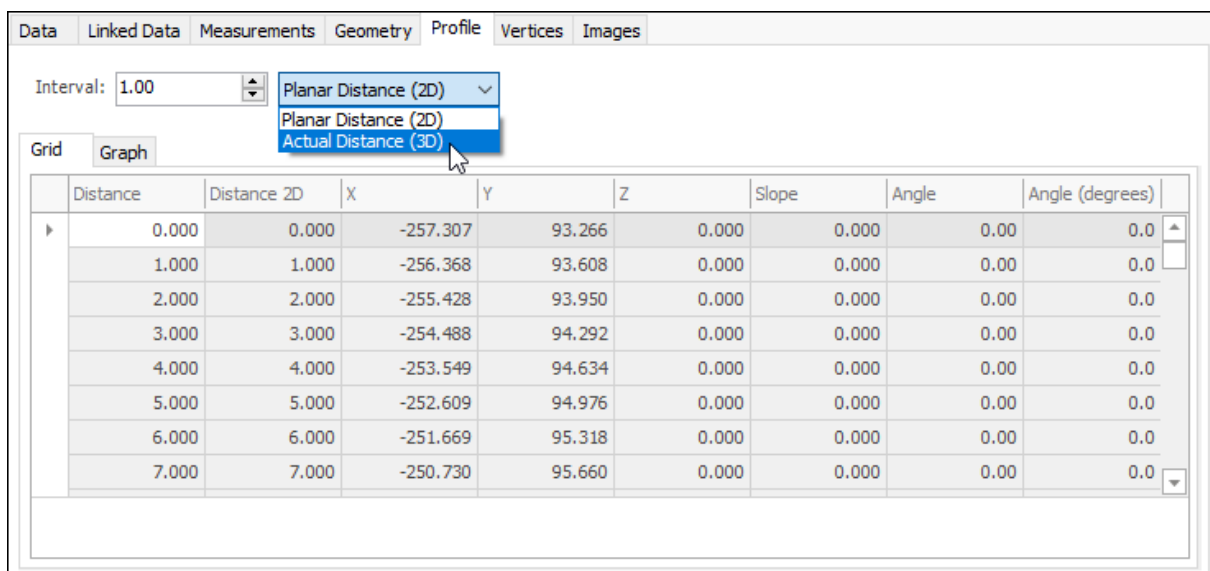
# Inspector Tool User Guide



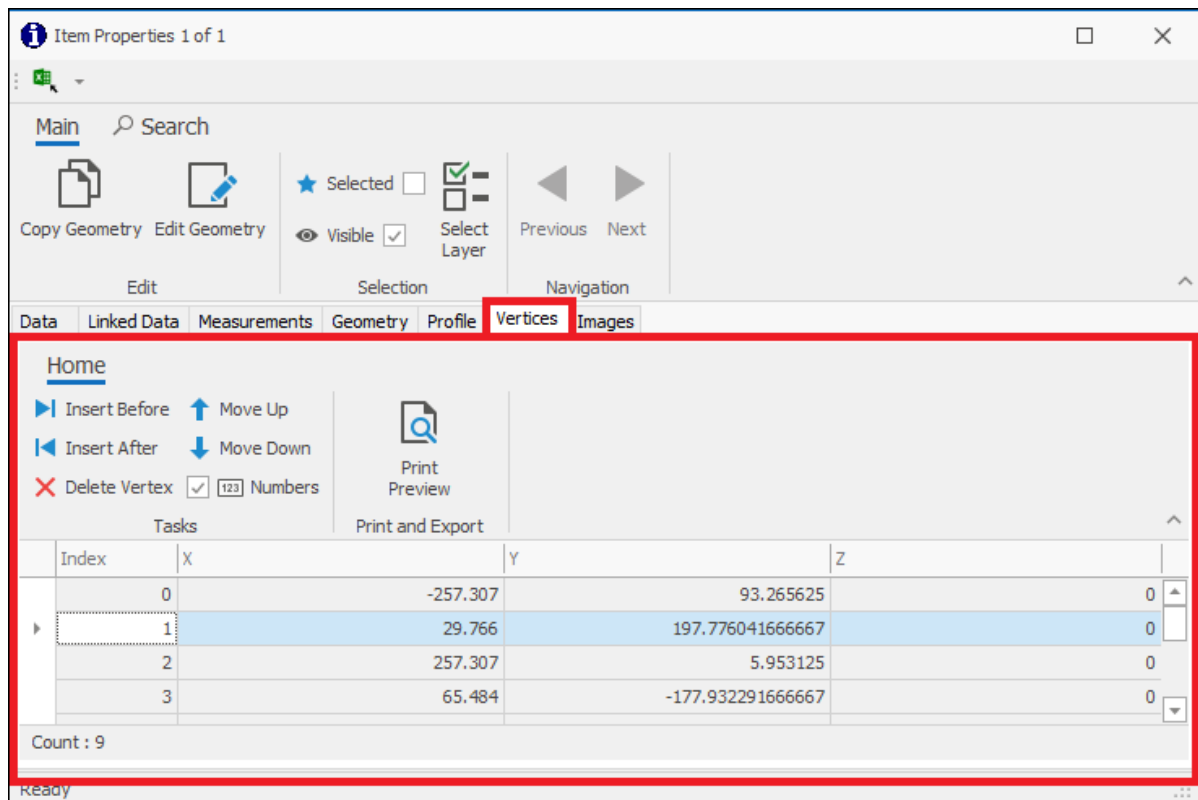
**Interval** is how much you want the distance to increase by in the profile, as you can see here it is by 1:



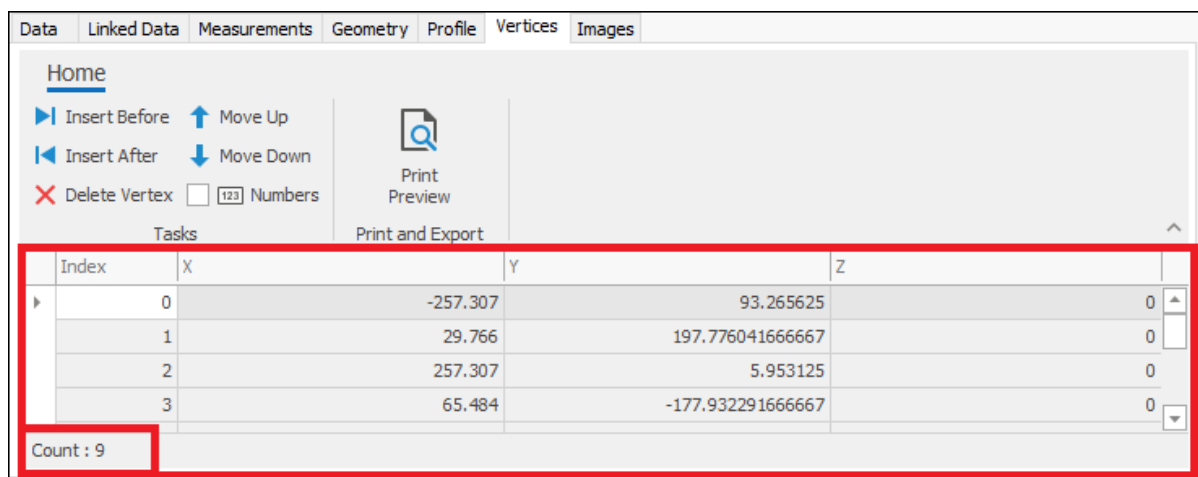
You can also choose whether you want the distance to be shown as **Planar Distance (2D)** or **Actual Distance (3D)**:



## Vertices

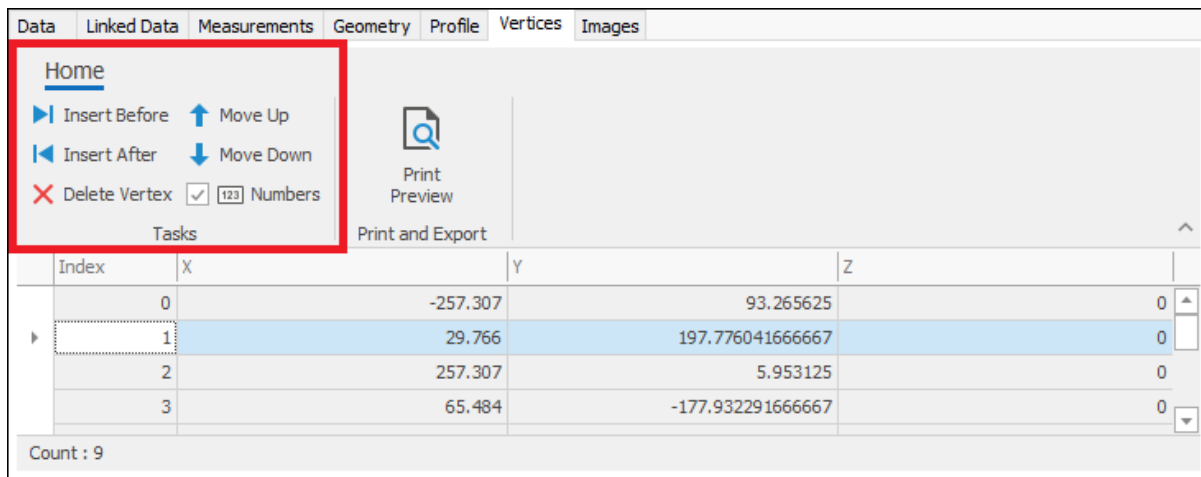


The **Vertices** tab is where you can see a list and count of the vertices of your element:



You can add and remove vertices using the controls above, you can also move vertices around with the **Move Up** and **Move Down** buttons. Ticking on **Numbers** will display the vertex numbers on your element in the scene so you can visually see these:

## Inspector Tool User Guide



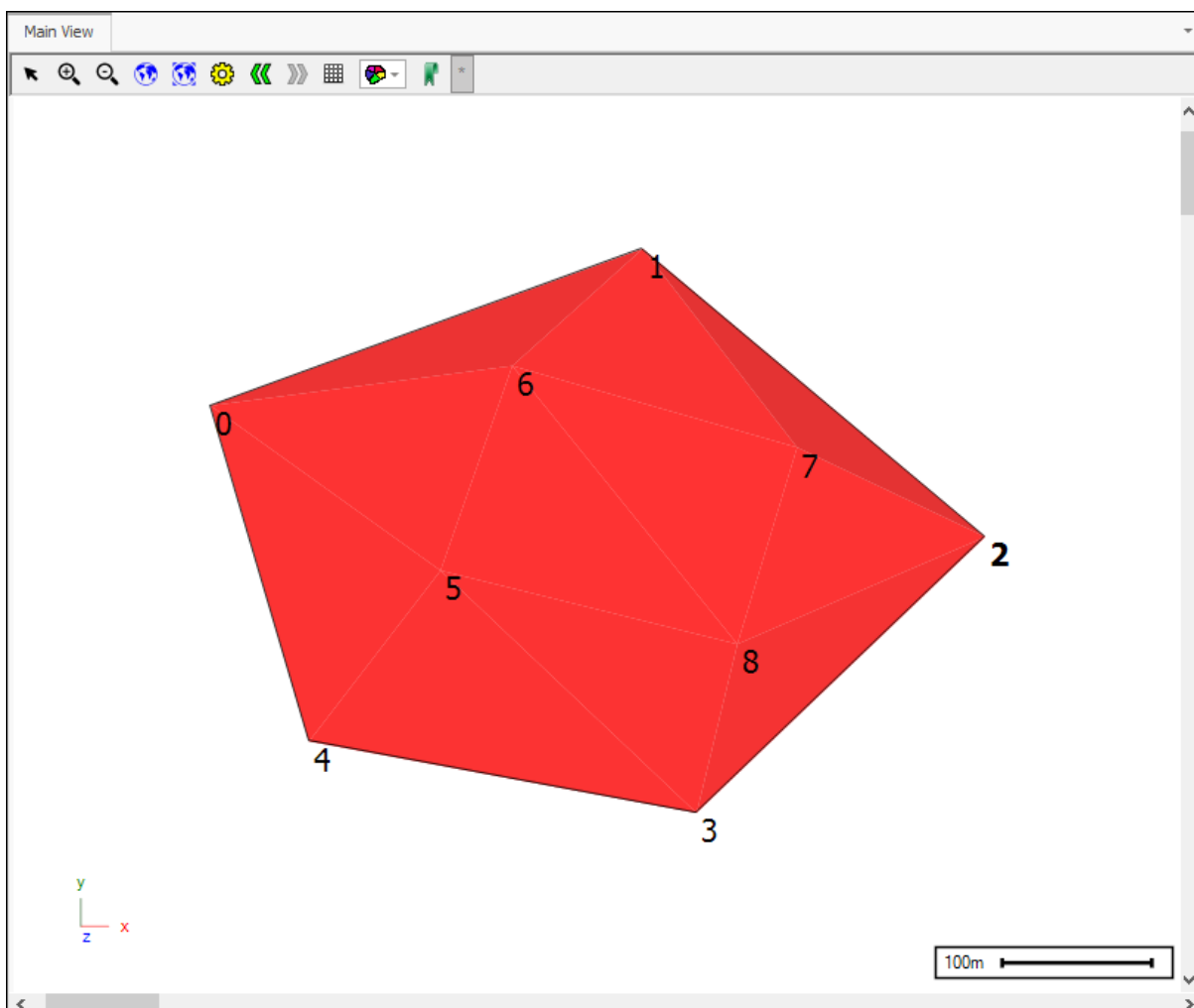
The Inspector Tool interface shows the **Vertices** tab selected. The **Home** section is highlighted with a red box, containing the following controls:

- Insert Before** (blue right arrow)
- Insert After** (blue left arrow)
- Delete Vertex** (red X icon)
- Move Up** (blue up arrow)
- Move Down** (blue down arrow)
- Numbers** (checkbox checked, with a text box containing '123')

The **Print and Export** section includes a **Print Preview** icon and a **Print** button.

Index	X	Y	Z	
0	-257.307	93.265625	0	
1	29.766	197.776041666667	0	
2	257.307	5.953125	0	
3	65.484	-177.932291666667	0	

Count : 9



As an example, I will **Move Down** one of the vertices and you will see the change in my element, first I select the vertex I want to move:

## Inspector Tool User Guide

Inspector Tool Interface - Vertices Tab

Home

Insert Before | Move Up | Insert After | **Move Down** | Delete Vertex | ☒ 123 Numbers | Print Preview

Tasks | Print and Export

Index	X	Y	Z	
0	-257.307	93.265625	0	▲
1	29.766	197.776041666667	0	■
<b>2</b>	<b>257.307</b>	<b>5.953125</b>	<b>0</b>	<b>▼</b>
3	65.484	-177.932291666667	0	▼

Count : 9

Inspector Tool Interface - Vertices Tab

Home

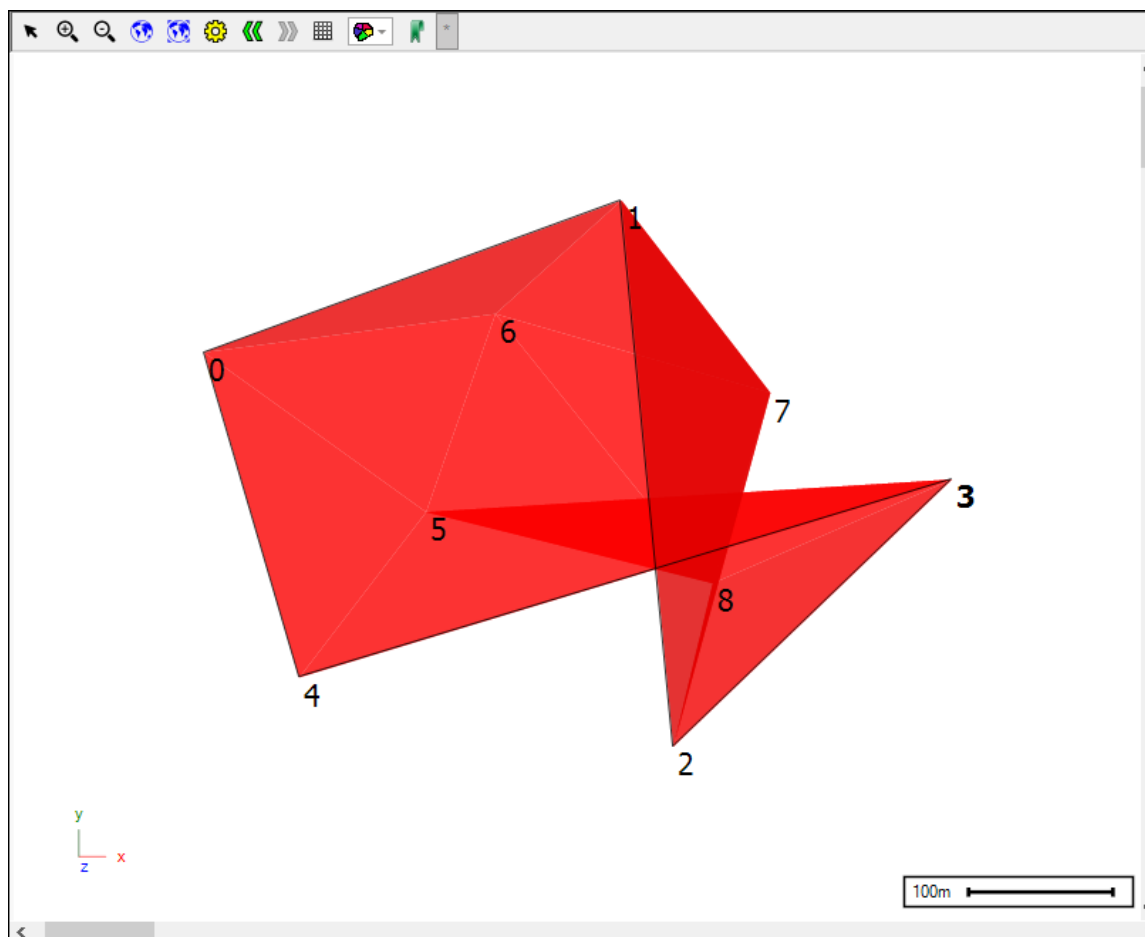
Insert Before | Move Up | Insert After | **Move Down** | Delete Vertex | ☒ 123 Numbers | Print Preview

Tasks | Print and Export

Index	X	Y	Z	
0	-257.307	93.265625	0	▲
1	29.766	197.776041666667	0	■
2	65.484	-177.932291666667	0	▼
<b>3</b>	<b>257.307</b>	<b>5.953125</b>	<b>0</b>	<b>▼</b>

Count : 9





You can also see a **Print Preview** of your vertex profile where you can then print and export:

Home

▶ Insert Before

⬅ Insert After

✖ Delete Vertex

⬆ Move Up

⬇ Move Down

☐ 123 Numbers

Print Preview

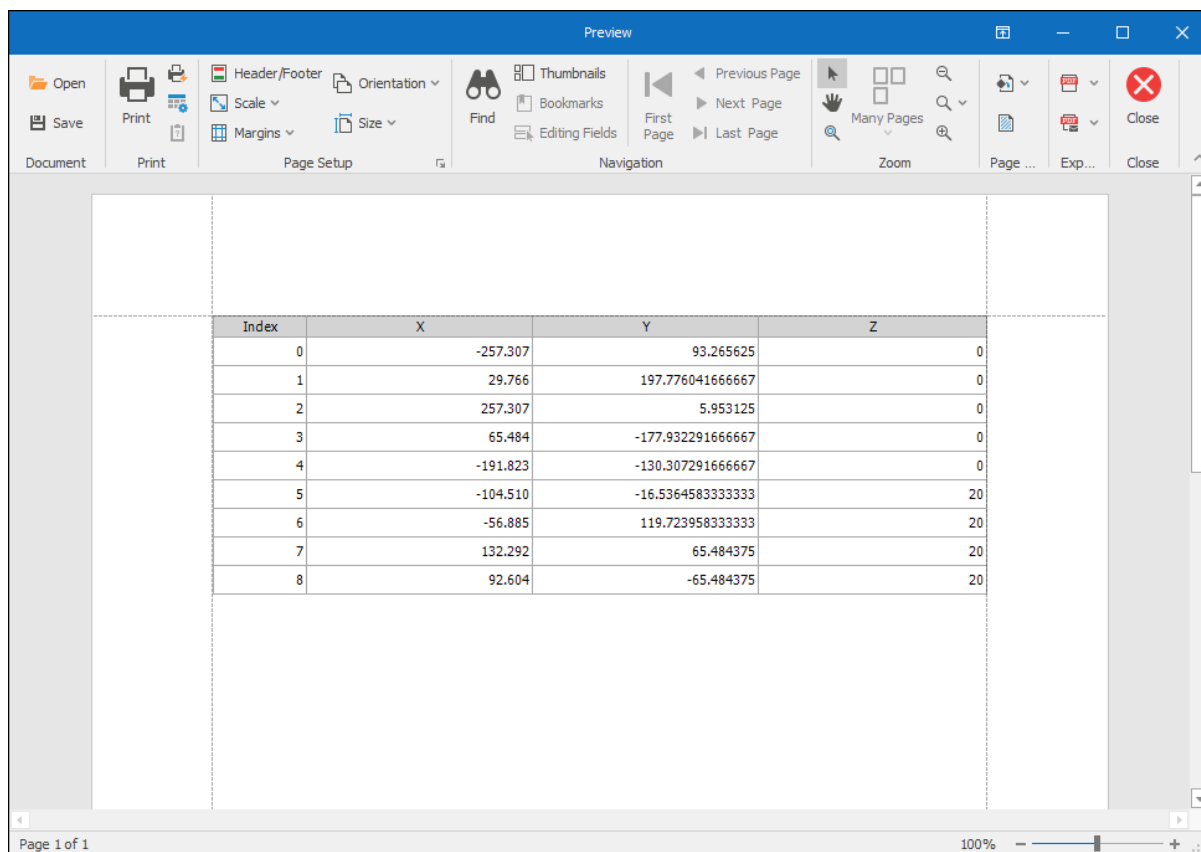
Tasks

Print and Export

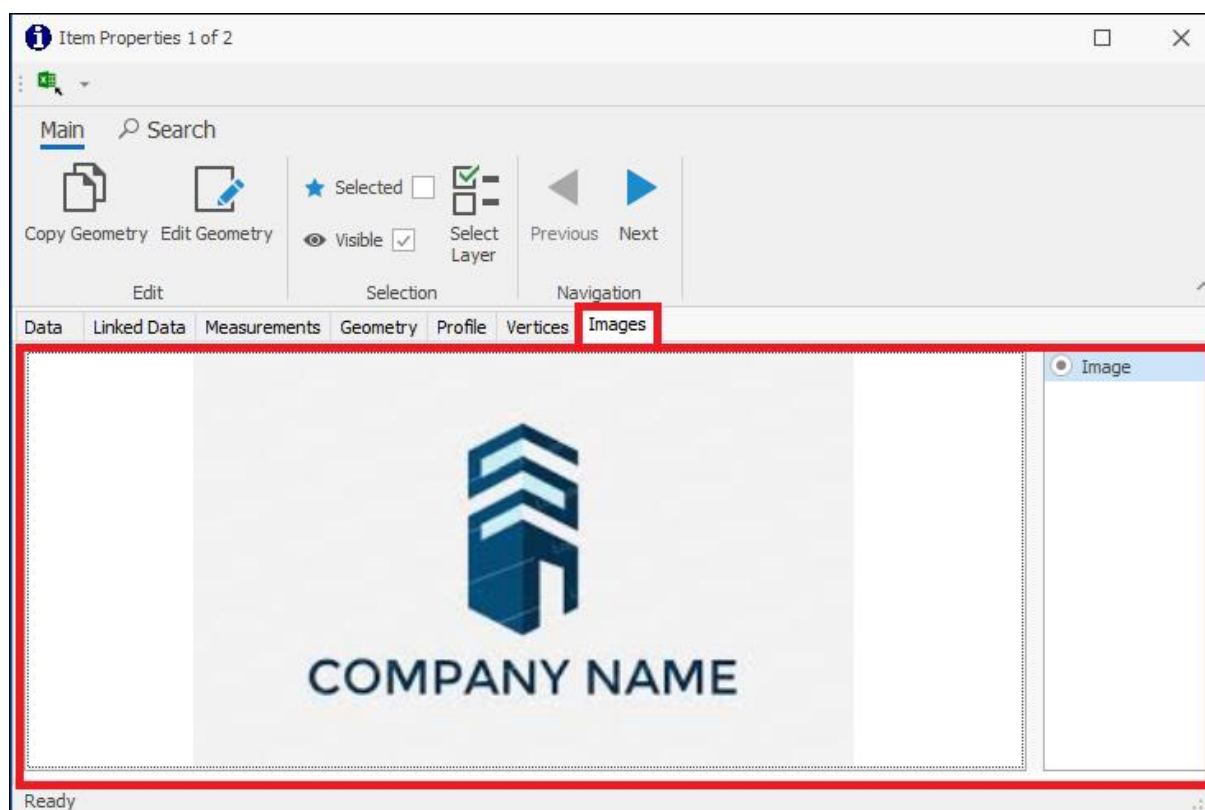
Index	X	Y	Z
0	-257.307	93.265625	0
1	29.766	197.776041666667	0
2	257.307	5.953125	0
3	65.484	-177.932291666667	0
4	-191.823	-130.307291666667	0
5	-104.510	-16.5364583333333	20
6	-56.885	119.723958333333	20

Count : 9

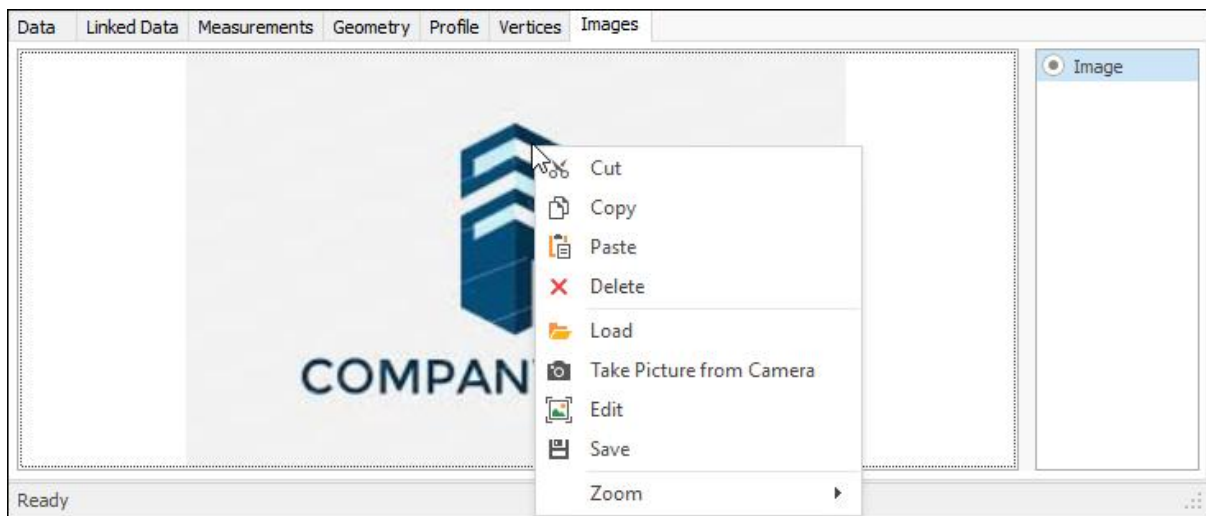
# Inspector Tool User Guide

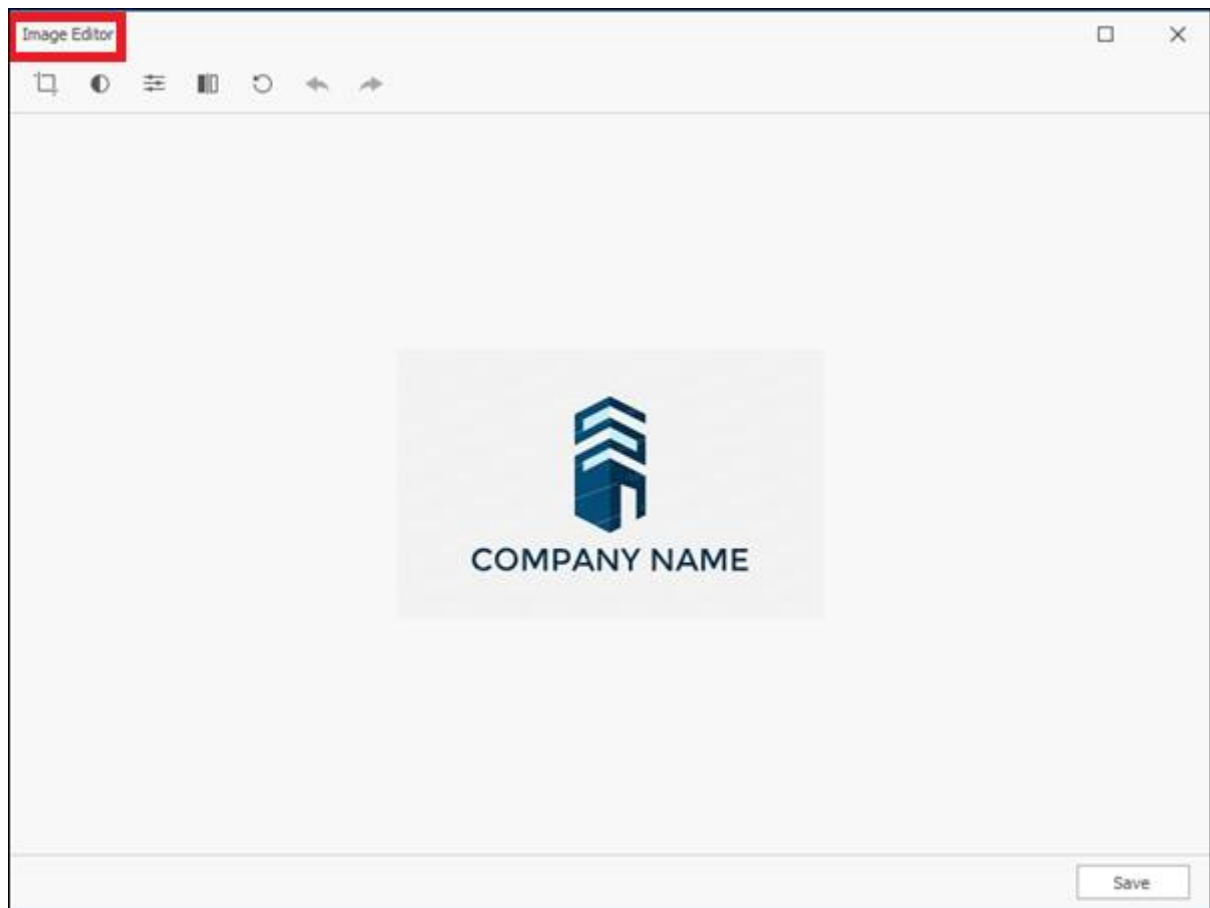


## Images

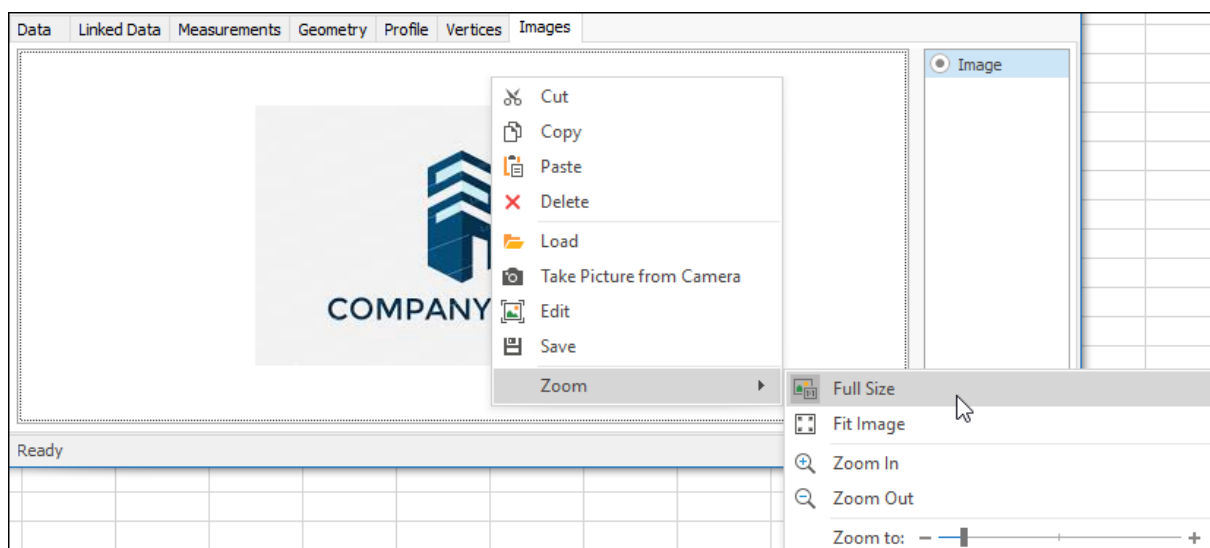


In the **Images** tab you will see the associated image of the element or none, this image will have been configured in the layer data grid in an image column for the data (see [Layer Data Grid Guide](#) for full data on how to do this). You can edit this image by right clicking on it, you can **Delete** the image, **Load** another one, or even take a picture right there with your computers camera, **Edit** will bring up the **Image Editor** where you can edit the image:

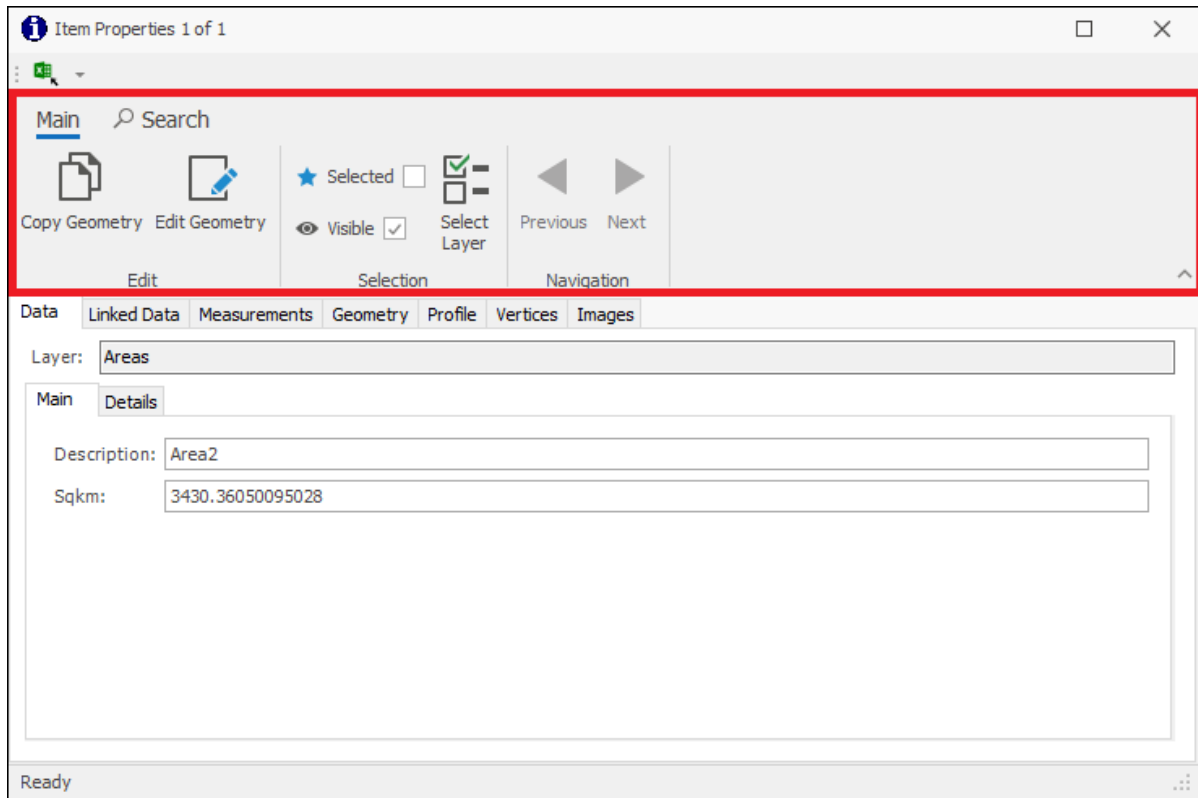




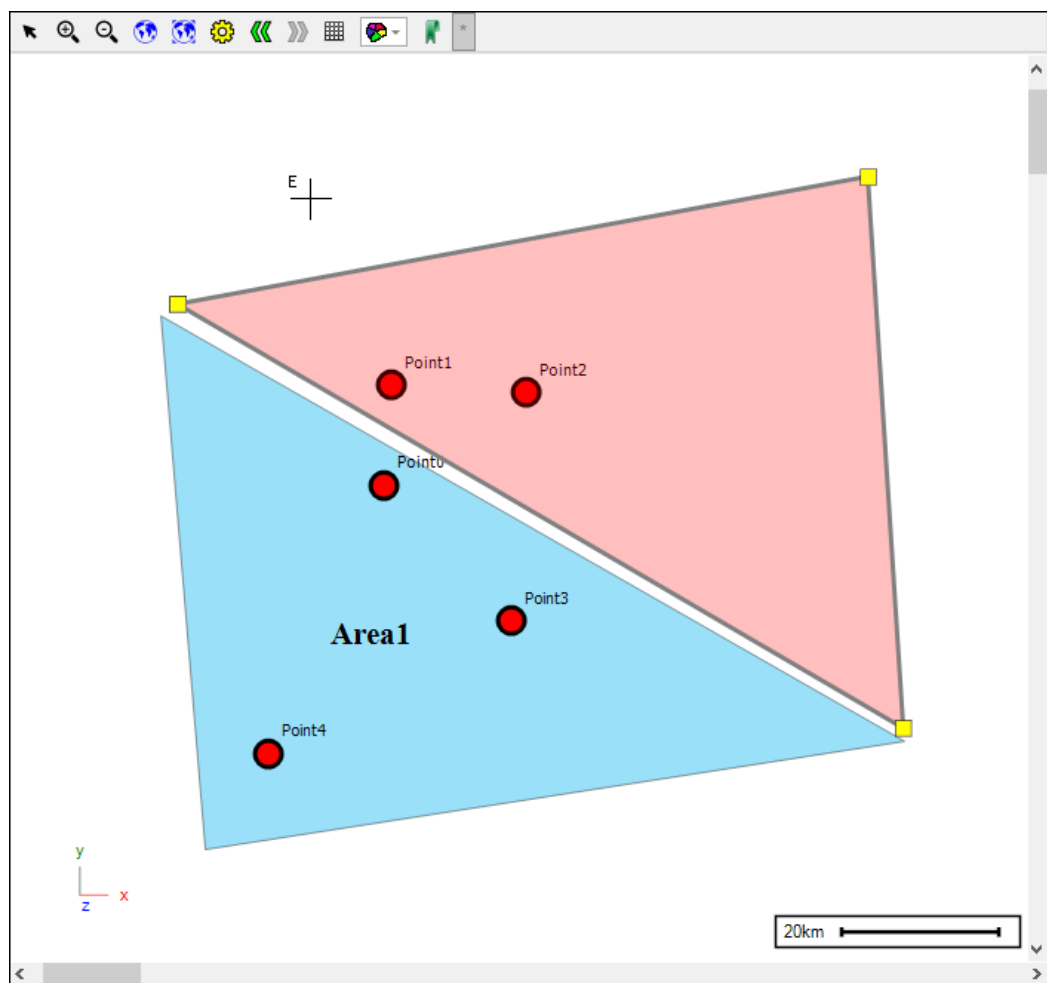
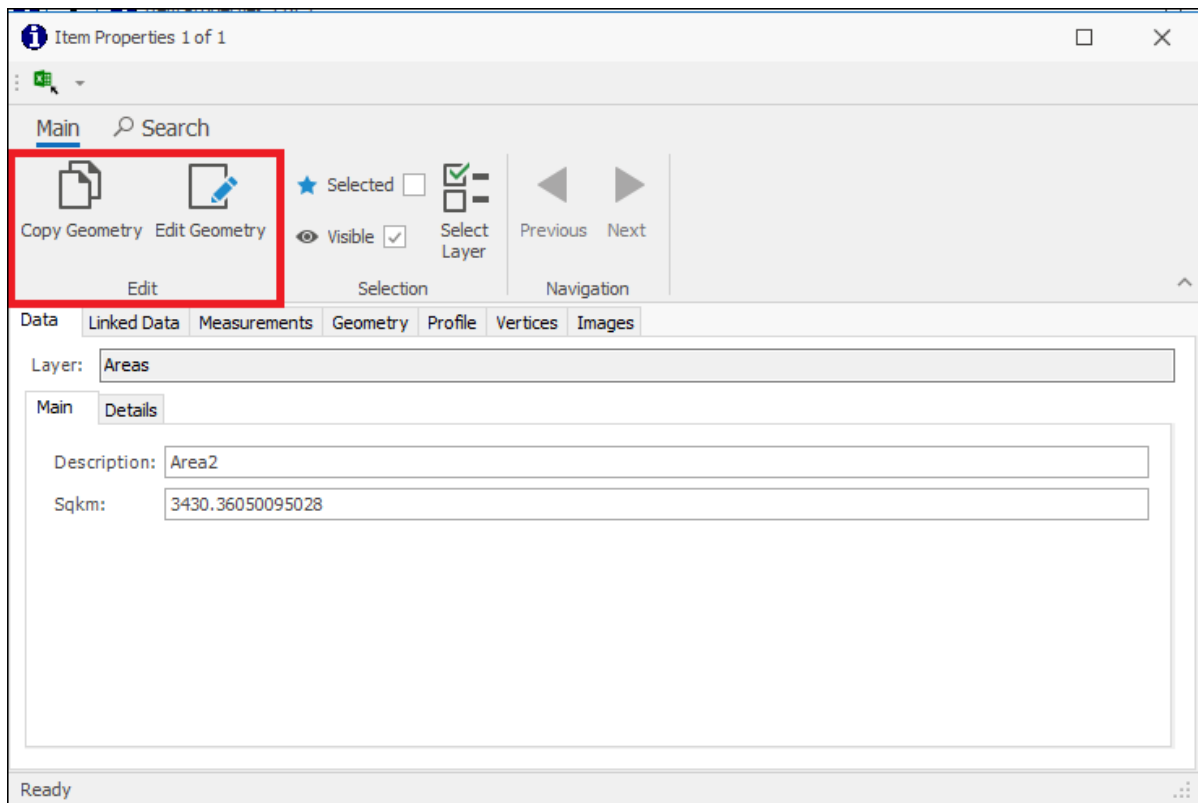
You can also zoom the image as desired:

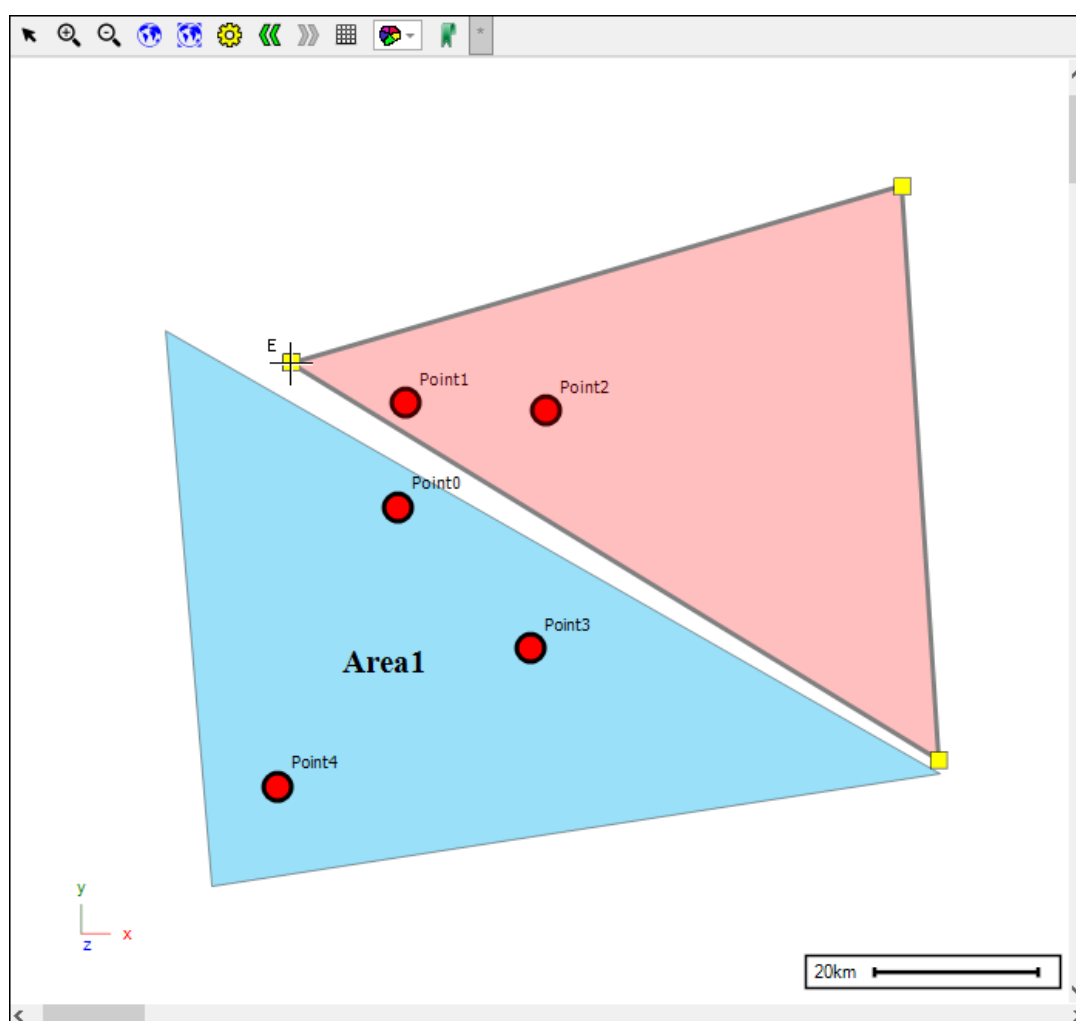


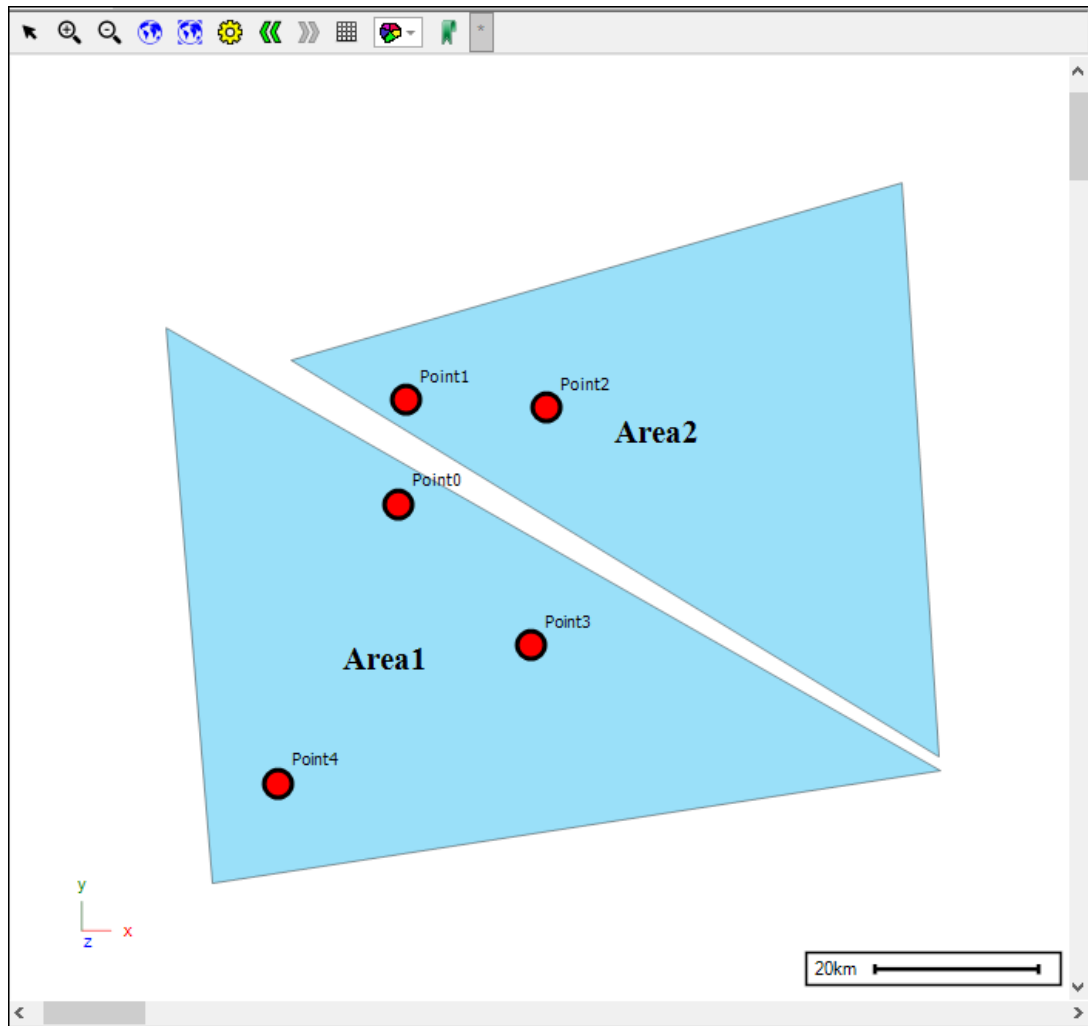
## Ribbon



**Copy Geometry** will copy the geometry of the element to clipboard, and this can then be pasted out where desired. **Edit Geometry** will bring up vertex handles on your element and allow you to change the element by clicking and dragging these handles, when you hover your cursor in the scene you will see the Edit crosshair which you will centre on a vertex and click to start dragging, click out of the object to end editing:



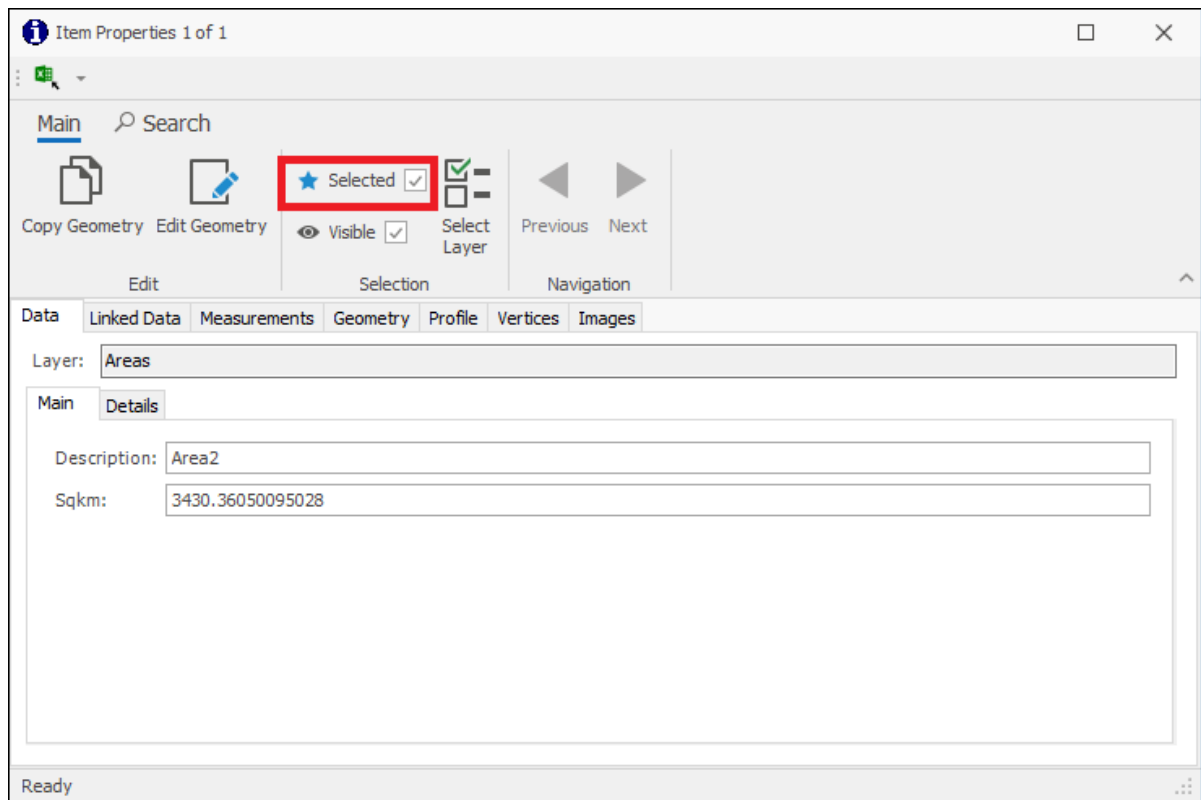


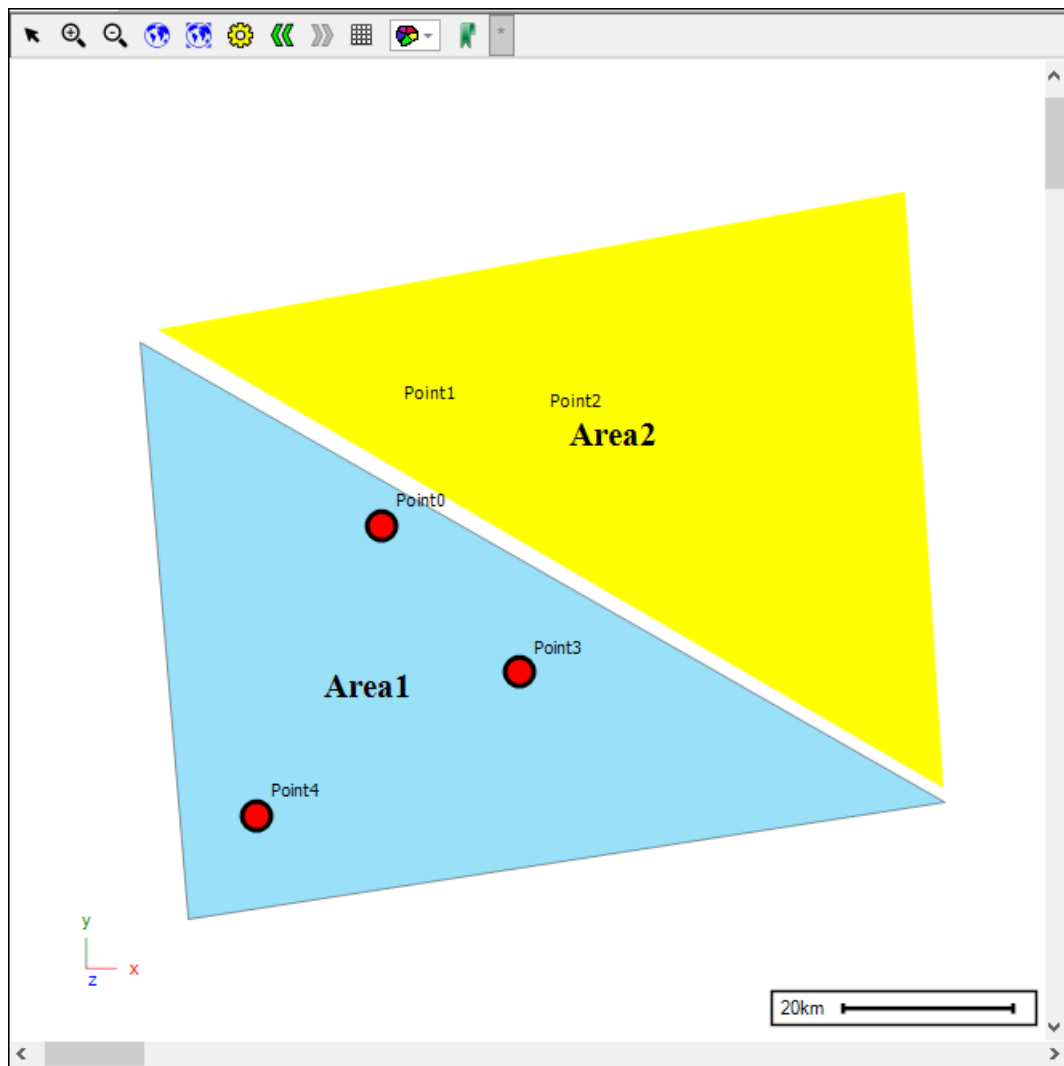


Ticking on **Selected** will highlight the element in the scene, if **Visible** is ticked off the element will be hidden, **Select Layer** will select the layer in the Layer Description box:

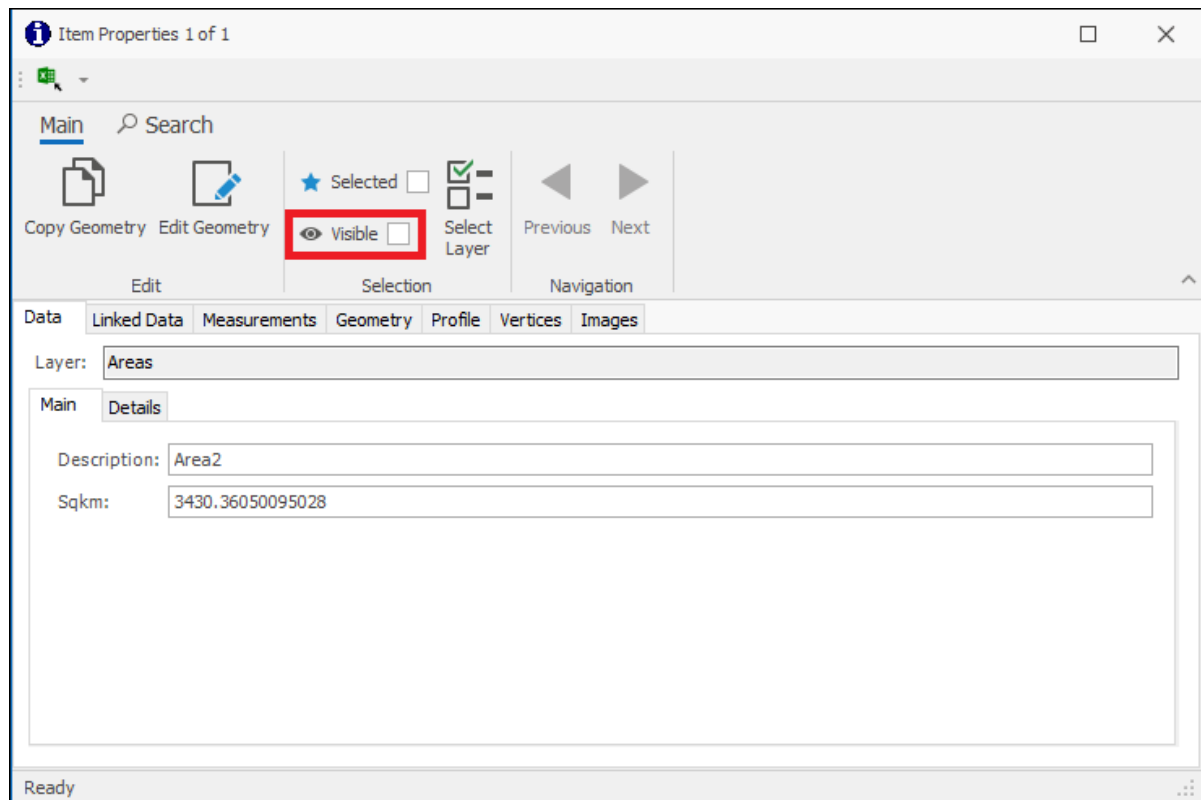


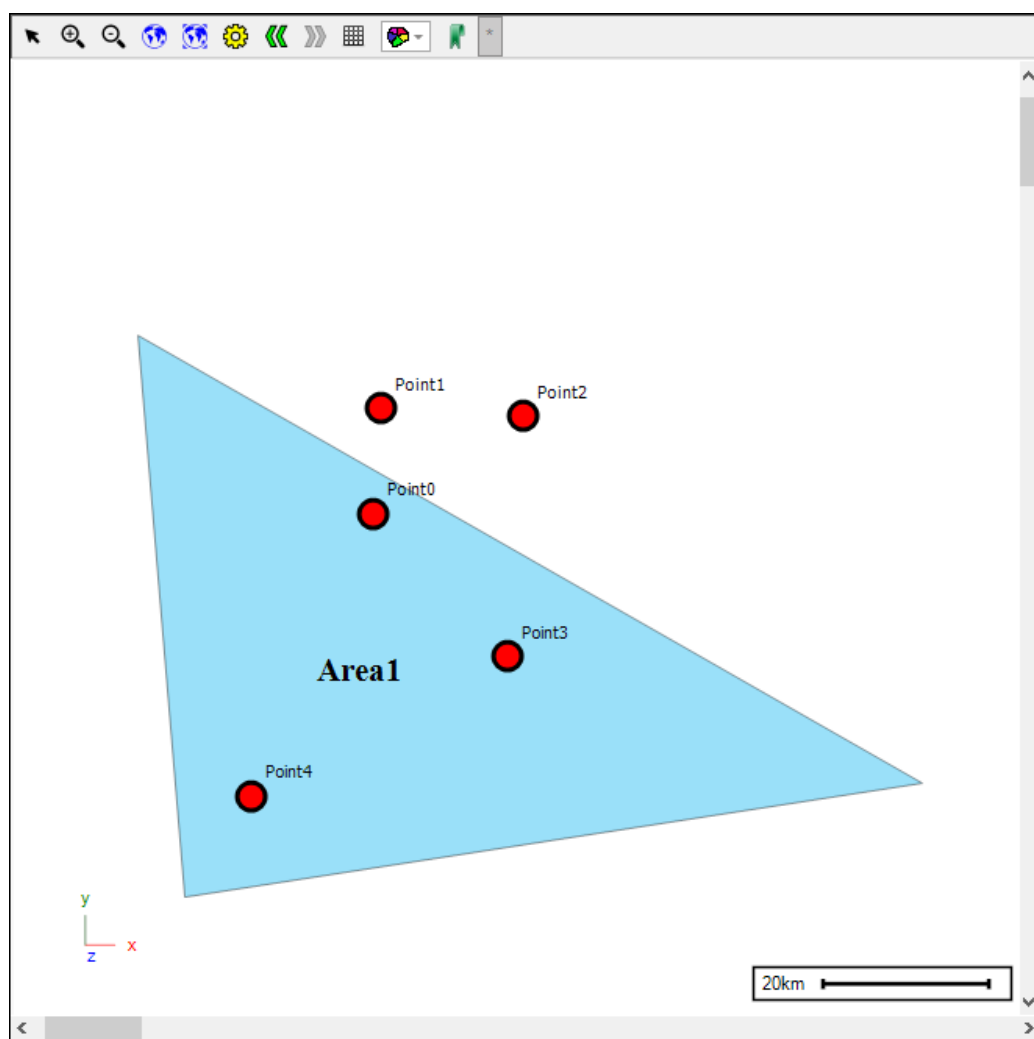
## Inspector Tool User Guide

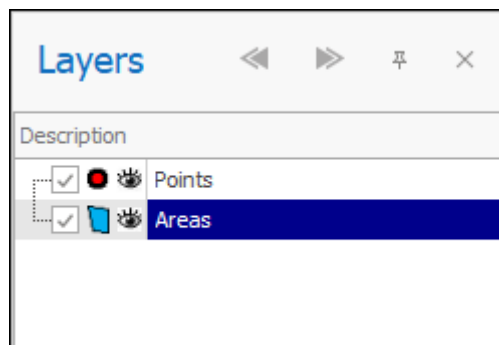
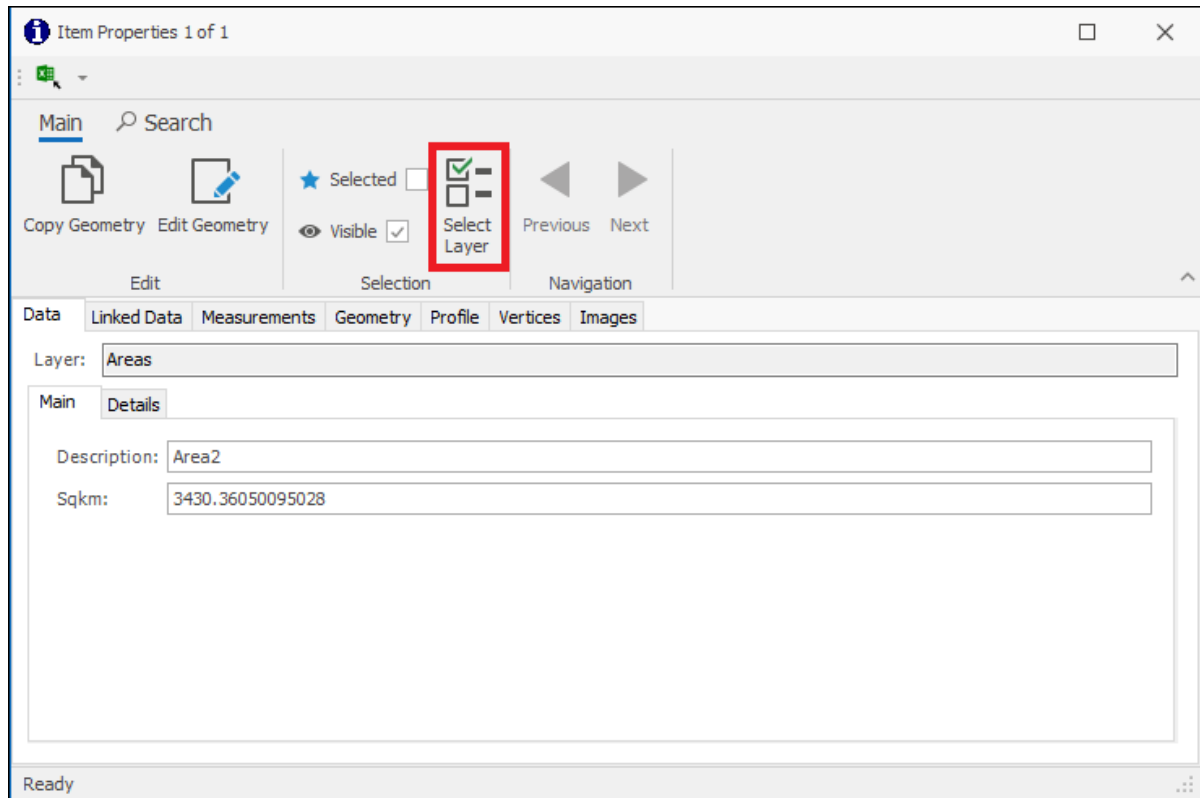




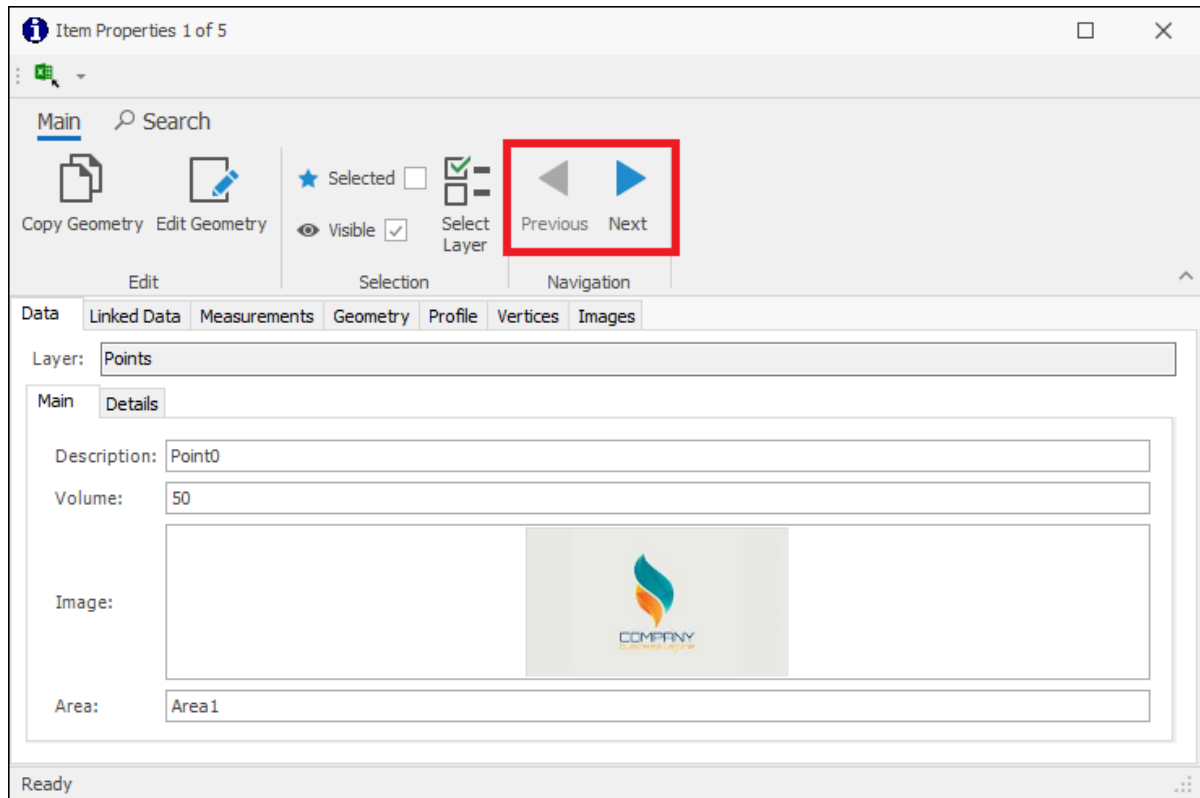
## Inspector Tool User Guide



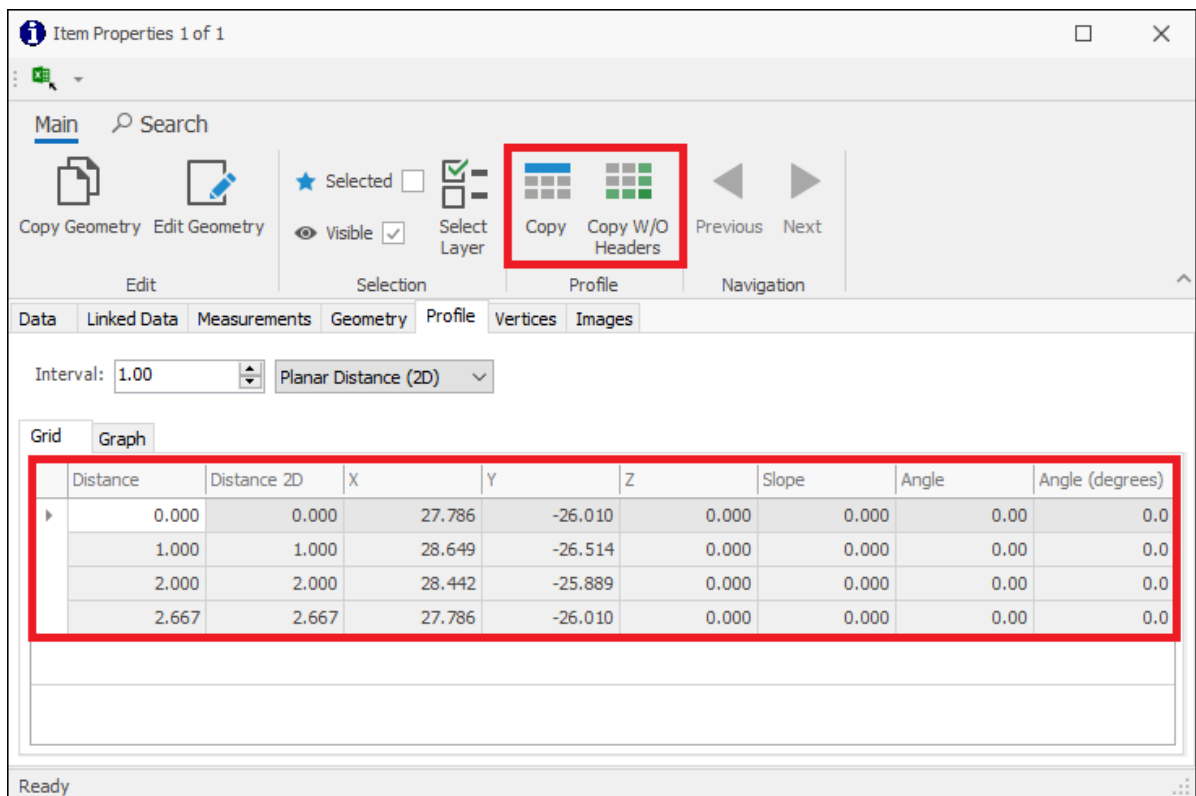




If you have selected more than one item with the Inspector tool you can browse through them one by one by clicking **Next** and **Previous**:



You can copy out the profile of your element with or without headers with **Copy** and **Copy W/O Headers**:



## Support

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