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User's Guide

# Trimble Access for Spatial Imaging

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TRIMBLE NAVIGATION LIMITED  
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Valid as of April 6th, 2006.





## CHAPTER 1

# Getting Started

The first time you install or update the **Trimble Access** software, you must download and install the **Trimble Access Installation Manager** onto your **Trimble Rugged Tablet Computer**.



# System Requirements

To run **Trimble Access**, you need to have the system requirements listed below:

## Software Configuration:

- Genuine Windows 7® Professional

## Hardware Configuration\*:

- A **Trimble Rugged Tablet Computer** with the following specifications:
  - Intel Atom 1.6 GHz processor,
  - 1 GB DRAM,
  - 32 GB Solid State Hard Drive,
  - Integrated WiFi b/g (Cisco certification pending),
  - Etc.

**Note:** (\*) Please, refer to the **Trimble Rugged Tablet Computer's** data sheet for more information.

# Installing Trimble Access Installation Manager


To Install Trimble Access Installation Manager:

1. Turn **On** your **Trimble Rugged Tablet Computer** to install the **Windows** operating system.
2. Once completed, turn **On** the WIFI radio(\*).
3. Install the latest Windows updates.
4. On your **Trimble Rugged Tablet Computer**, enter [www.trimble.com/taim](http://www.trimble.com/taim) into the **Internet** browser.
5. And then tap **Downloads / Trimble Access Installation Manager**.
6. Click **Run** and then follow the instructions in the installation wizard to download the **Trimble Installation Manager** onto your **Trimble Rugged Tablet Computer**.

**Note:** (\*) For more information regarding to how to turn **On** the WIFI radio, please refer to the **Trimble Rugged Tablet Computer** documentation.

# Installing and Updating Trimble Access

To Install and Update Trimble Access:

1. Tap the  **Start** button on the taskbar and then **All Programs / Trimble Access Installation Manager**. Once running, the **Trimble Access Installation Manager** contacts the Trimble hosted server to check for any available updates.
2. Select the software that you want to install or update on your **Trimble Rugged Tablet Computer**:
  - If a component is already up-to-date with the latest version, it is not available to select.
  - If a component is compulsory, the text is maroon and you cannot de-select the item.
3. Tap **Start**. The **Trimble Access Installation Manager** downloads and installs the license file and the selected components.

**Note:**

- You need to have an Internet connection on your **Trimble Rugged Tablet Computer**.
- If you are not licensed to install a particular item, it does not appear in the list.

# Licensing Trimble Access and Components

Every **Trimble Access** application must be licensed to be able installed and operated on your **Trimble Rugged Tablet Computer**. The license file is hosted on the Trimble hosted sever. You must download it through **Trimble Access Installer Manager**.

When you purchase an additional component, extend your existing license, the license file is then updated on the Trimble hosted server. You need to download the new license file.



## CHAPTER 2

# Using Trimble Access

**Trimble Access** is a software program which offers survey teams a new approach to surveying that expedites data collection, processing, analysis, and delivery through improved workflows, collaboration and control.






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# Starting Trimble Access

## To Start Trimble Access:

1. Tap the  Start button on the taskbar and then **All Programs / Trimble / Trimble Access For Tablet PC / Trimble Access**.
2. Or double-tap the **Trimble Access** icon on your desktop.
  - If **Trimble Access** has been started for the first time, the **Trimble Access Home Page** opens with a message\* prompting you to choose the type of instrument to be connected to. All **Instrument Tools** (like **On-site Video Calibration**, **Auto-Test**, etc.) are dimmed.
  - If **Trimble Access** has not been started for the first time, it attempts a connection to the last type of instrument you have used.


**Note:** (\*) You need close the message by tapping **OK** to be able to choose an instrument type.

# Exiting Trimble Access

To Exit Trimble Access:

1. Tap the **Close**  button. A dialog opens.
2. Tap **Yes**. The **Trimble Access** program closes.
3. Tap **No**. The **Trimble Access** program remains open.

# About Trimble Access

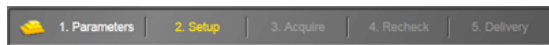
On the **Home Page**, tapping the **Home Page**  button will make the **About** dialog appeared. This dialog lists the version of **Trimble Access** you are using and the plug-ins that are inside. For each, you have the **Type of License**, the **Date of Expiration** and the **Version**.

# Understanding Trimble Access's Concepts

**Trimble Access** is based on three types of **Jobs**. The workflow of each **Job** is a series of **Steps** and **Sub-Steps** and each workflow differs from another.

## Having an Overview of a Job Workflow

You can have an overview of where you currently are in a **Job** workflow thanks to the **Step Bar**. The icon of the current **Job** is placed at the beginning of the **Step Bar**. The **Accomplished Step** is in white while the **Current Step** is in yellow. The **Not Already Accomplished Step(s)** is (or are) not available yet.



**Note:** There are no **Sub-Steps** in the **Step Bar**.

## Going Backwards to a Step

To Go Backwards to a Step:

- In the **Step Bar**, tap an **Accomplished Step** (step in white before the **Current Step** (in yellow)).

**Note:** If the current step is not completed, going backwards to a step will invalidate it.

## Going Forwards to a Step

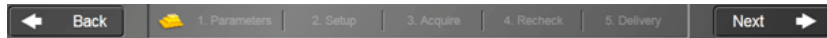
To Go Forwards to a Step:

1. In the **Step Bar**, tap the **Current Step**.
2. Or tap an **Accomplished Step** if there is more than one before the **Current Step**.

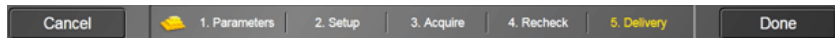
## Browsing Through a Step

In a given **Sub-Step**, the **Back** and **Next** buttons when enabled means that this **Sub-Step** requires an input or can be left as it without any input. When the **Next** button is dimmed; the user has to fill in this **Sub-Step** with parameters before the button becomes enabled. When the **Back** button is dimmed; it is because the user is e.g. at the first **Sub-Step** of a **Step**. Going back is forbidden.

When both the **Back** and **Next** buttons are dimmed; it is because the **Sub-Step** is in progress. When there are no buttons; the user has to make a choice in order to access to a **Step** (or **Sub-Step**).



The **Back** and **Next** buttons can become respectively **Cancel** and **(Start or Done)**. **Cancel** means that the user can abort the current **Step** (or **Sub-Step**). **Start** launches the **Sub-Step** and **Done** validates it.



## Going Backwards to a Sub-Step

To Go Backwards to a Sub-Step:

- Tap the **Back** button next to the **Step Bar**.

## Going Forwards to a Sub-Step

To Go Forwards to a Sub-Step:

- Tap the **Next** button next to the **Step Bar**.

## Going Back to the Trimble Access Home Page

Inside a job workflow, you can go back to the [Trimble Access Home Page](#) at any time by tapping the [Home Page](#)  button.

## CHAPTER 3

# Setting up a Network Connection

Before being able to work with an instrument, you need to setup a network connection which is a set of information that enables your **Trimble Rugged Tablet Computer** to connect to it.

You can connect to a **Trimble GX instrument** through an Ethernet cable using an USB/RJ45 adapter or through Wi-Fi. You can only connect to a **Trimble CX instrument** through an Ethernet cable using an USB/RJ45 adapter. In all cases, **Trimble Access** uses a TCP/IP protocol that needs to be configured.







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# Configuring the TCP/IP Settings for a Wireless Network Connection

To Configure the TPC/IP Settings for a Wireless Network Connection:



1. Tap the  **Wireless LAN** button\*. The **Control Panel \ Network Connections** window opens.
2. Tap the **Wireless Network Connection** icon. A **Mouse Icon** in transparency appears next to it.
3. Tap on the right button of the **Mouse Icon**. A pop-up menu drops down.
4. Tap **Properties**. The **User Account Control** dialog opens and prompts to **Continue** (or **Cancel**) the action.
5. Tap the **Continue** button. The **Wireless Network Connection Properties** dialog opens.
6. In the **Networking** tab, select **Internet Protocol Version 4 (TCP/IPv4)**.
7. Tap the **Properties** button. The **Internet Protocol Version 4 (TPC/IPv4) Properties** dialog opens.
8. In the **General** tab, check the "Use the following IP Address" option.
9. Input **192.0.4.X\*\*** in the **IP Address** field.
10. Input **255.255.255.0** in the **Subnet Mask** field.
11. Tap **OK**. The **Internet Protocol Version 4 (TPC/IPv4) Properties** dialog closes.
12. Tap **Close**. The **Wireless Network Connection Properties** dialog closes.
13. Tap . The **Control Panel \ Network Connections** window closes.

## Note:

- (\*) First start **Trimble Access**.
- (\*\*) **X** could be anything between **0** and **255** except **0**, **1**, **10** and **255**.
- Use the **Input Panel** to enter the settings. Please, refer to the **Trimble Rugged Tablet Computer** documentation on the use of the **Input Panel**.

# Configuring the TPC/IP Settings for a Local Area Connection

To Configure the TPC/IP Settings for a Local Area Connection:

1. Tap the  **Wireless LAN** button\*. The **Control Panel \ Network Connections** window opens.
2. Tap the **Local Area Connection** icon. A **Mouse Icon** in transparency appears next to it.
3. Tap the right button of the **Mouser Icon**. A pop-up menu drops down.
4. Tap **Properties**. The **User Account Control** dialog opens and prompts to **Continue** (or **Cancel**) the action.
5. Tap the **Continue** button. The **Local Area Connection Properties** dialog opens.
6. In the **Networking** tab, select **Internet Protocol Version 4 (TCP/IPv4)**.
7. Tap the **Properties** button. The **Internet Protocol Version 4 (TCP/IPv4) Properties** dialog opens.
8. In the **General** tab, check the "Use the following IP Address" option.
9. Input an address\*\* in the **IP Address** field.
10. Input **255.255.255.0** in the **Subnet Mask** field.
11. Tap **OK**. The **Internet Protocol Version 4 (TCP/IPv4) Properties** dialog closes.
12. Tap **Close**. The **Local Area Connection Properties** dialog closes.
13. Tap . The **Control Panel \ Network Connections** dialog closes.



**Note:**


- (\*) First start **Trimble Access**.
- (\*\*) If using a **Trimble GX instrument**, the address should be **192.0.4.X** where **X** could be anything between **0** and **255** except **0**, **1**, **10** and **255**.
- (\*\*) If using a **Trimble CX instrument**, the address should be **192.168.100.X** where **X** must be equal to **1**.
- Use the **Input Panel** to enter the settings. Please, refer to the **Trimble Rugged Tablet Computer** documentation on the use of the **Input Panel**.

# Setting up a Wi-Fi Connection to the Trimble GX instrument

Once you have a network connection, you can setup a connection to the **Trimble GX instrument**.

To Setup a Wi-Fi Connection to the Trimble GX instrument:


1. In the **Network Connections** window, tap the  **Wireless Network Connection** icon to select it. The  **Connect To** icon appears.
2. Tap the **Connect To** icon. The **Connect to a Network** dialog opens.
3. If required, tap the **Refresh Network List** icon.
4. Choose an access point connected to a **Trimble GX instrument** from the list.
5. Tap the **Connect** button. The "TRIMBLE\_Serial\_Number is an unsecured network" message appears as well as the **Connect Anyway** button.
6. Tap the **Connect Anyway** button. The "Connecting to TRIMBLE\_Serial\_Number" and "Successfully Connected to TRIMBLE\_Serial\_Number" messages appear.
7. Tap **Close**. The **Connect to a Network** dialog closes.
8. If required, close the **Network Connections** window.
9. If required, close the **Network Connections** and **Network and Sharing Center** windows.

**Tip:** You can first tap the  **Start** button in your **Windows®** desktop, select **Control Panel** from **Settings**.

# Checking the Windows Firewall

A **Firewall** is a security system when may set restriction on what information is communicated from your **Trimble Rugged Tablet Computer** to your instrument and vice versa. The **Windows Firewall** protection is by-default **On**.




To Check the Windows Firewall:

1. Tap the  **Start** button in your **Windows®** desktop. A menu bar pops up.
2. Select **Settings \ Control Panel** from the menu bar. The **Control Panel** window appears.
3. In e.g. **Windows' Classic View**, double-tap the **Security Center** icon. The **Windows Security Center** window appears.
4. You may see **Off** in the **Firewall** line.

# Turning Off the Windows Firewall

To be able to run **Trimble Access**, you need to turn off the **Windows Firewall**.

## To Turn Off the Windows Firewall:

1. In the **Windows Security Center** window, tap the **Windows Firewall** icon in left panel. The **Windows Firewall** window appears.
2. Tap either **Change Settings** or **Turn Windows Firewall On or Off**. The **User Account Control** dialog appears and prompts to **Continue** (or **Cancel**) the action.
3. Tap the **Continue** button. The **User Account Control** dialog disappears while the **Windows Firewall Settings** dialog opens.
4. Check the **Off (Not Recommended)** option.
5. Tap **OK**. The **Windows Firewall Settings** dialog closes.
6. Tap . The **Windows Firewall** window closes.
7. Tap again . The **Windows Security Center** window closes.
8. Tap again . The **Control Panel** window closes.



## CHAPTER 4

# Connecting to an Instrument

You can connect to an instrument in two ways. First is an automatic connection when you start **Trimble Access**. Second is a manual connection when the connection has been lost.


**Note:** In the first case, if **Trimble Access** has been started for the first time, no (automatic) connection to an instrument will occur. If this is not the first time; **Trimble Access** attempts an automatic connection to the last type of instrument.





# Connecting to a Trimble GX instrument

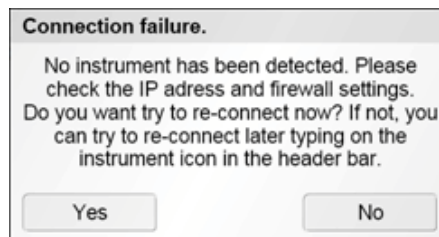
To Connect to a Trimble GX instrument:

1. In the **Trimble Access Home Page**, browse to the **Settings**  button using the scroll bar.
2. Tap the **Settings** button. The **Settings** window appears with the **General** tab open by-default.
3. Tap the **Network** tab. The **Network** window appears.
4. Tap on the **Instrument** pull-down arrow.
5. Choose **GX** as instrument type.
6. Tap **Done**. The **Settings** window closes.

**Trimble Access** executes two operations in batch mode. The first operation consists of running an automatic detection procedure to find the **Trimble GX instrument** connected to your **Trimble Rugged Tablet Computer**. Once detected, **Trimble Access** tries to establish a connection between the instrument and your **Trimble Rugged Tablet Computer**.



If the instrument's IP address is not correctly set-up, **Trimble Access** displays a warning message and prompts you to try to reconnect to the instrument or not. Tap **No** to close the warning message and update consequently the IP address.



If an instrument is already connected to your **Trimble Rugged Tablet Computer**, **Trimble Access** displays the warning message below. Tap **Ok** to close the warning message.

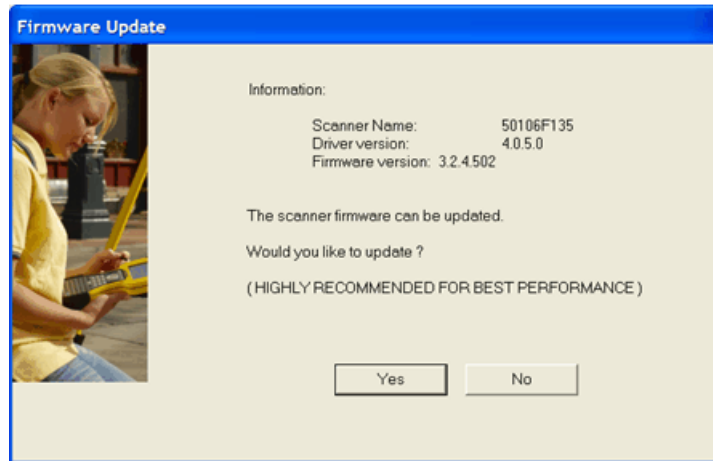


The second procedure consists of checking the driver and firmware versions and their compatibility. On some rare occasions, the driver and firmware versions may not be fully compatible. **Trimble Access** will prompt you to update the firmware. Note that selecting **No** will not prevent you from working with **Trimble Access**, but may cause some functions (or features) to remain inactive.

**Note:** Follow the steps from 1 to 6 only if **Trimble Access** has been started for the first time.

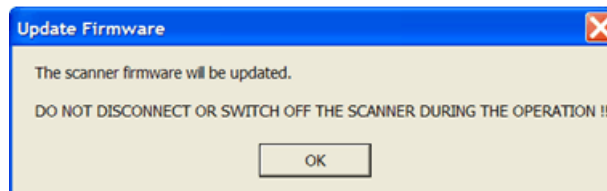
# Updating the Trimble GX instrument's Firmware

The **Firmware Update** dialog opens. **Trimble Access** lists the **Trimble GX instrument** with its name and reference number as well as the firmware and driver versions and a conflicting version (if present).



To Update the Firmware:

1. Tap **Yes**. **Trimble Access** displays a warning message and prompts you to not disconnect or switch the **Trimble GX instrument** off while the set-up is in doing.




2. Tap **OK**. The warning message closes. The **Trimble GX instrument's** firmware updating is carried out in two stages. First concerns the firmware updating. Second is about the instrument rebooting.
3. Tap **OK**. The **Firmware Update** dialog closes.

**Note:**

- Ensure also that the power supply box's cable does not prevent the **Trimble GX instrument** from rotating.
- The **Trimble GX instrument** rotates around its base 180° clockwise looking for its origin and then 360° anticlockwise if the origin is not found on the first turn. To prevent the **Trimble GX instrument** from rotating excessively, ensure that the specifically marked **Trimble GX instrument** leg is set at the left of the porthole.

# Connecting to a Trimble CX instrument

To Connect to a Trimble CX instrument:

1. In the **Trimble Access Home Page**, browse to the **Settings**  button using the scroll bar.
2. Tap the **Settings** button. The **Settings** window appears with **General** tab open by-default.
3. Tap the **Network** tab. The **Network** window appears.
4. Tap on the **Instrument** pull-down arrow.
5. Choose **CX** as instrument type.
6. Tap **Done**. The **Settings** window closes.

An automatic detection procedure to find the **Trimble CX instrument** connected to your **Trimble Rugged Tablet Computer** is running. Once detected, **Trimble Access** tries to establish a connection between the instrument and your **Trimble Rugged Tablet Computer**.



A Trimble CX instrument has been detected. Connection in progress...

If the instrument's IP address is not correctly set-up, **Trimble Access** displays a warning message and prompts you to try to reconnect to the instrument or not. Tap **No** to close the warning message and update consequently the IP address.

## Connection failure.

No instrument has been detected. Please check the IP address and firewall settings. Do you want try to re-connect now? If not, you can try to re-connect later typing on the instrument icon in the header bar.

Yes

No





If an instrument is already connected to your **Trimble Rugged Tablet Computer**, **Trimble Access** displays the warning message below. Tap **Ok** to close the warning message.



**Note:** Follow the steps from 1 to 6 only if **Trimble Access** has been started for the first time.

## Checking the Connection Status


You can visually check if your **Trimble Rugged Tablet Computer** is connected (or not) to an instrument thanks to the **Connection** button located at the title bar of **Trimble Access**.

- The **Connection** button when taking the following color  means that no instrument is connected to your **Trimble Rugged Tablet Computer** or the connection has been lost. In this state, **Trimble Access** does not look for an instrument.
- The **Connection** button when flashing (from  to  and vice versa) means that **Trimble Access** is looking for an instrument.
- The **Connection** button when taking the following color  means that an instrument is connected to your **Trimble Rugged Tablet Computer**.

# Requesting a Connection to an Instrument

At any time, when the connection to an instrument is lost or when you are simply not connected; you can request for a connection.


## To Request a Connection to an Instrument:

1. Tap the **Connection**  button. The **Connection Request** dialog opens.
2. Tap **Yes**. **Trimble Access** will attempt a connection to your instrument.
3. Tap **No**. The connect request is aborted.

**Note:** If an instrument is already connected to your **Trimble Rugged Tablet Computer**, tapping the **Connection** button has no effect.




## Checking the Wireless Signal Strength

You can visually check the Wireless signal strength thanks to the **Wireless LAN**  button located at the title bar of **Trimble Access**. The signal strength is symbolized by five bars from **Low** to **Strong**.

**Note:** When connecting to the instrument through an Ethernet cable using a USB/RJ54 adapter, the **Wireless LAN** button may have two states: **Connectivity On** or **Connectivity Off**.

# Checking the TPC/IP Settings

To Check the TPC/IP Settings:

1. Tap the  **Wireless LAN** button\*. The **Control Panel \ Network Connections** window opens.
2. Tap the  **Wireless Network Connection** (or  **Local Area Connection**) icon. A **Mouse Icon** in transparency appears next to it.
3. Tap on the right button of the **Mouse Icon**. A pop-up menu drops down.
4. Tap **Properties**. The **User Account Control** dialog opens and prompts to **Continue** (or **Cancel**) the action.
5. Tap the **Continue** button. The **Wireless Network Connection Properties** (or **Local Area Connection Properties**) dialog opens.
6. In the **Networking** tab, select **Internet Protocol Version 4 (TCP/IPv4)**.
7. Tap the **Properties** button. The **Internet Protocol Version 4 (TCP/IPv4) Properties** dialog opens.
8. Verify that the "Use the following IP Address" option is checked as well as the address and the numbers respectively in the **IP Address** and **Subnet Mask** fields.
9. Tap **OK**. The **Internet Protocol 4 (TCP/IPv4) Properties** dialog closes.
10. Click **Close**. The **Wireless Network Connection Properties** (or **Local Area Connection Properties**) dialog closes.
11. Tap . The **Control Panel \ Network Connections** dialog closes.

**Note:**

- (\*) First start **Trimble Access**.
- For a **Trimble GX** instrument, the **IP Address** and **Subnet Mask** should be respectively **192.0.4.X** and **255.255.255.0**. **X** could be anything between **0** and **255** except **0**, **1**, **10** and **255**.
- For a **Trimble CX** instrument, the **IP Address** and **Subnet Mask** should be respectively **192.168.100.X** and **255.255.255.0**. **X** could be anything except to the **Trimble CX** instrument (serial) number.

# The Laser Safety Standards

All **Trimble GX instruments** comply with the performance requirements of **US FDA 21 CFR §1040.10** as a **Class 2** laser product, and are therefore labeled in accordance with the requirements of this standard. They also comply with the performance requirements of **IEC 60825-1** as a **Class 3R** laser product and are therefore labeled as follows in accordance with the requirements of this standard.

All **Trimble CX instruments** comply with the performance requirements of **IEC 60825-1** as a **Class 3R** laser product and are therefore labeled in accordance with the requirements of this standard.

## Choosing a Laser Safety Standard

The **Laser Safety** dialog opens once an instrument\* has been detected and a connection (to the instrument) is in progress.

### To Choose a Laser Safety Standard:

1. In the **Laser Safety** dialog, choose between **US Standard 21 CFR §1041.10** and **International Standard IEC 60825-1, Edition 1.2**.
2. Tap the **OK** button. The **Laser Safety** dialog closes.

### **Note:**

- (\*) The **Laser Safety** dialog will not open if using a **Trimble CX instrument**.
- Be aware that the "**Don't Show Me This Message Again**" option is checked by default. If you decide to leave it checked; the chosen **Standard** cannot then be changed later as the **Laser Safety** dialog will not appear again.

## Viewing the Laser Safety Class

If the International Standard IEC 60825-1 (Edition 1.2) has been chosen; the Laser Safety Class\* under which you intend to operate will display in the Estimation and Safety Parameters panel when choosing the Conventional Resolution as Resolution Type.

**Note:** (\*) For a Trimble GX instrument, it may be (2M or 3R). For a Trimble CX instrument, it will only be 3R.

## CHAPTER 5

# Leveling and Compensating an Instrument

Leveling an instrument is the action of adjusting its vertical position using to the three leveling screws of the tribrach\*. Leveling can be done after the instrument has been detected and connected to your **Trimble Rugged Tablet Computer** or later when you need to do it. In the latter case, you need to select the related command.

**Note:** (\*) Located below the instrument. Please, refer to the user manual that comes with your instrument for more information about how adjusting the tribrach leveling screws. We assume here that the instrument has been already setup.



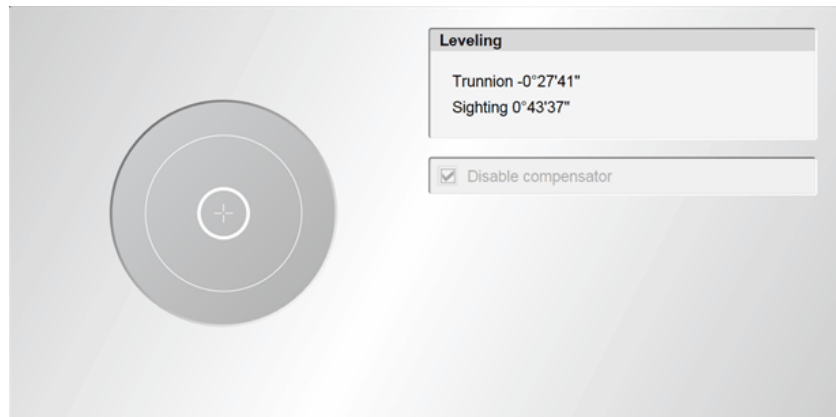
# Leveling a Trimble GX instrument

The electronic bubble in the **Leveling** window continues as a visual control to check if your instrument is leveled (or not). It may have three states: **Out of Range**, **Yellow** and **Green**.

In addition to the electronic bubble, the **Leveling** window displays the **Trunnion** and **Sighting** information. The horizontal rotation's axis of the instrument is called **Trunnion** while its sighting direction for acquiring cloud data is called **Sighting** and both are expressed in degrees, minutes and seconds. The **Compensator** (when activated) is a feature to level-compensate automatically for all 3D points.

**Note:** The **Leveling**, **Trunnion** and **Sighting** information are available once the **Leveling** window appears.

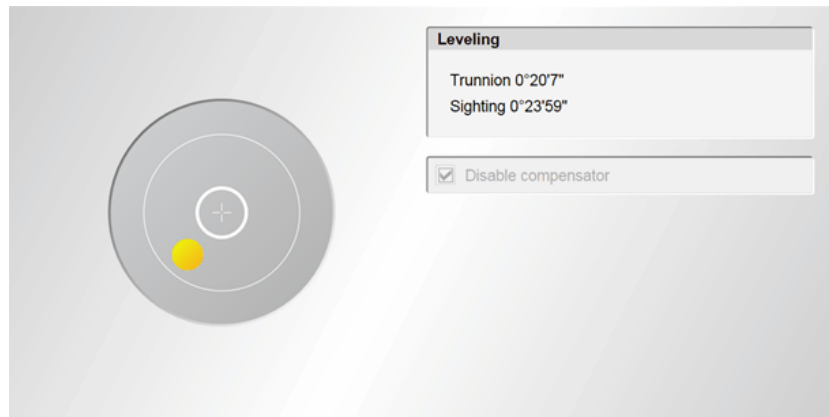
## The Instrument is Out of Range



When the instrument is out of range, the electronic bubble is as shown above. The **Compensator** feature (when the instrument rotates) is not enabled because not guaranteed; the **Disable Compensator** option is not enabled. In this case, tap the **Ok** button to close the **Error** message and adjust the instrument's vertical position using the three leveling screws of the tribrach below the instrument until the electronic bubble level becomes first yellow and then green and centered.

**Note:** You can leave the instrument as it is (out of range) and directly tap **Next**.

## The Instrument is Misleveled

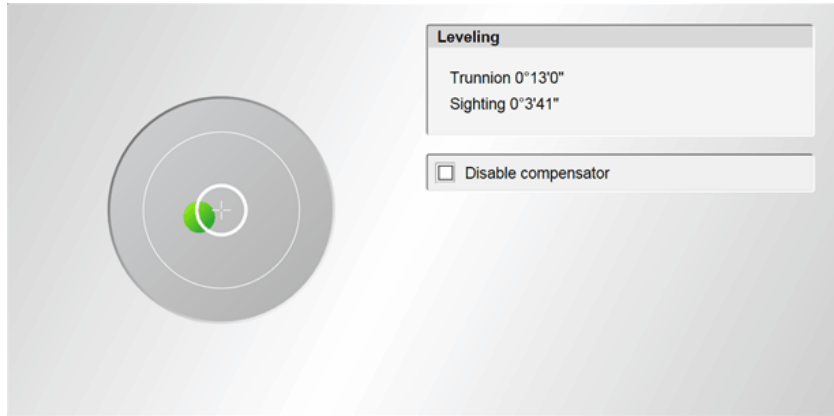


When the instrument is misleveled, the electronic bubble color is yellow. The **Compensator** feature (when the instrument rotates) is not enabled because not guaranteed; the **Disable Compensator** option is not enabled. In this case, adjust the instrument's vertical position using the three leveling screws of the tribrach below the instrument until the electronic bubble becomes first green and then centered.

**Note:** You can leave the instrument as it is (misleveled) and directly tap **Next**.



## The Instrument is Leveled



When the instrument is leveled, the electronic bubble color is green and centered. The **Compensator** feature (when the instrument rotates) is enabled because guaranteed, the **Disable Compensator** option is enabled and unchecked by default.

# Leveling a Trimble CX instrument

The electronic bubble in the **Leveling** window continues as a visual control to check if your instrument is leveled (or not). It may only have two states: **Yellow** or **Green**.

In addition to the electronic bubble, the **Leveling** window displays the **Trunnion** and **Sighting** information. The horizontal rotation's axis of the instrument is called **Trunnion** while its sighting direction for acquiring cloud data is called **Sighting** and both are expressed in degrees, minutes and seconds. The **Compensator** (when activated) is a feature to level-compensate automatically for all 3D points.

**Note:** The **Leveling**, **Trunnion** and **Sighting** information remain unavailable until the **Tilt** measurement has been performed.

## Measuring the Tilt

Before measuring the **Tilt** and when the measurement is in progress, the **Disable Compensator** option is by default checked and grayed-out. Both the **Trunnion** and **Sighting** information are unavailable.

### To Measure the Tilt:

- Tap the **Measure Tilt** button. The **Trimble CX instrument** performs four measurements. It first turns 270° anticlockwise to make the first measurement, then 90° clockwise for the second, again 90° clockwise to the third and finally 90° clockwise to the last. Once completed, the **Disable Compensator** option becomes then enabled and un-checked. Both the **Trunnion** and **Sighting** information are displayed.

**Note:** The measurements (performed by the instrument) may take some time.

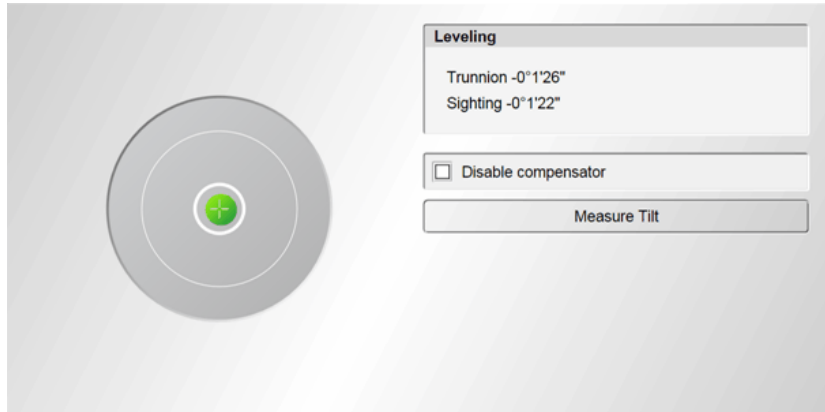
## The Instrument is Misleveled



When the instrument is misleveled, the electronic bubble color is yellow. The **Compensator** feature (when the instrument rotates) is not enabled because not guaranteed; the **Disable Compensator** option is not enabled. In this case, adjust the instrument's vertical position using the three leveling screws of the tribrach below the instrument and measure the **Tilt** again until the electronic bubble becomes first green and then centered.

**Note:** You can leave the instrument as it is (misleveled) and directly tap **Next**.

## The Instrument is Levelled



When the instrument is leveled, the electronic bubble color is green and centered. The **Compensator** feature (when the instrument rotates) is enabled because guaranteed, the **Disable Compensator** option is enabled and unchecked by default.

# Activating and Deactivating the Compensator

## Activating the Compensator

You can decide to automatically level-compensate for all 3D points.

To Activate the Compensator:

1. Keep the **Disable Compensator** option unchecked.
2. Tap **Next**.
  - When using a **Trimble GX instrument**, the **Atmospheric Correction** window appears.
  - When using a **Trimble CX instrument**, the **Trimble Access Home Page** appears.

## Deactivating the Compensator

You can decide to not automatically level-compensate for all 3D points.

To Deactivate the Compensator:

1. Check the **Disable Compensator** option.
2. Tap **Next**.
  - When using a **Trimble GX instrument**, the **Atmospheric Correction** window appears.
  - When using a **Trimble CX instrument**, the **Trimble Access Home Page** appears.

# Correcting the Atmospheric Parameters

The **Trimble GX instrument** is based on the **EDM (Electronic Distance Measurement)** for collecting points. The distance measurement is function of the velocity of light in the atmosphere and the velocity of light depends on the refractive index of air, temperature, pressure and humidity. The **Atmospheric Correction** feature in **Trimble Access** enables to apply corrections to the distance measurement - expressed in **PPM (Part Per Million)** - according to these atmospheric parameters. The **Trimble GX instrument** has been calibrated so that no correction is applied at 20°C and 1013.25 mBar.

You can decide to apply (or not) a correction after auto-detecting and leveling the instrument connected to your **Trimble Rugged Tablet Computer**. You can apply several corrections to a project.

## Inputting a PPM Value

### To Input a PPM Value:

1. In the **Atmospheric Correction** window, tap in the **PPM (Keyed In)** field. An on-screen keypad appears.
2. Input a value in the **PPM (Keyed In)** field.
3. Tap **Ok**. The on-screen keypad disappears.
4. Tap **Done**. The **Atmospheric Correction** window closes.

## Computing a PPM Value

To Compute a PPM Value:

1. In the **Atmospheric Correction** window, check the **Set Atmospheric Temperature and Pressure** option. The **Pressure** and **Temperature** fields appear below the option.
2. Tap in the **Pressure** field. An on-screen keypad appears.
3. Input a value in the **Pressure** field. The default unit of measurement is setup in millibars; you do not need to enter "mBar" after the value.
4. Tap the **Tab** button. The on-screen keypad jumps to the **Temperature** field for editing.
5. Input a value in the **Temperature** field. The default unit of measurement is the one set in **Settings**. If **Celsius** has been chosen; you do not need to enter "°C" after the value. If **Fahrenheit** has been chosen, you do not need to enter "°F" after the value.
6. Tap **Ok**. The on-screen keypad disappears.
7. Tap **Done**. The **Atmospheric Correction** window closes.

## Keeping the Atmospheric Correction Deactivated

You can decide to not apply a correction to your project. In this case, tap the **Done** button in the **Atmospheric Correction** window without inputting a value in the **PPM (Keyed In)** field.








## CHAPTER 6

# Creating Jobs

To record data acquired by an instrument, you must create (or have) a job (open). There are several types of jobs in **Trimble Access: General Scanning, Volumes** and **DTM**. A job cannot come alone. It is always associated to a project inside which you can mix different types of jobs.

The table below lists the types of job you can have according to the instrument you are using.

	GX Instrument*	CX Instrument
 General Scanning	✓	✓
 Volumes	✓	
 DTM	✓	


**Note:** (\*) The **Trimble GX instrument** needs to be a **GX Advanced™**. Otherwise, some of the applications like the **DTM** cannot be used.



# A General Scanning Job

The purpose of the **General Scanning** job is to first control a Trimble instrument with the **Trimble Rugged Tablet Computer** and then acquire data (**Point Cloud(s)** or **Point(s)\*\***) and **Images** (if needed).

To Create a General Scanning Job:

1. In the **Trimble Access Home Page**, tap the **General Scanning**  button.
2. Do one of the following:
  - If there is no project; the **Create a New Project** window opens. A new project is created with a default name "**Project**".
  - If there is at least one (not loaded) project (with or without station(s) already setup); the **Project Manager** window appears and you have choice among **Load "Last\_Project\_Name"**, **Load an Existing Project** and **Create a New Project**.
  - If there is a project already loaded (but without station(s) inside); the **New Station** window appears.
  - If there is a project already loaded (but with station(s) already setup or not); the **Stationing** window\* appears.

**Note:**

- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.
- (\*\*) Only with a **Trimble GX** instrument. If using a **Trimble CX** instrument, you can only acquire **Point Cloud(s)** and/or **Image(s)**.

## Editing Newly Created Project Name

To Edit the Newly Created Project Name:

1. If you wish to create a new project with the default name, tap **Next**.
2. Otherwise, tap inside the **New Project Name** field. An on-screen keyboard appears.
3. Input a new name in the **New Project Name** field.
4. Tap **Ok** to validate. The on-screen keyboard disappears.
5. Tap **Next**. The **New Station** window appears.

## Loading Last Project

To Load the Last Project:

- Tap **Load "Last\_Project\_Name"**. The **Stationing** window\* appears.

**Note:**

- (\*) Only if the last station of the loaded project has been setup. Otherwise, the **New Station** window appears in place.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.

## Loading Existing Project

To Load an Existing Project:

1. Tap **Load an Existing Project**. The **Projects** window appears.
2. Select a project by tapping it.
3. Tap **Done**. The **Projects** window closes and the **Stationing** window\* appears.

**Tip:** You can also select and double-tap a project to load it.


**Note:**

- (\*) Only if the last station of the loaded project has been setup. Otherwise, the **New Station** window appears in place.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.

# A Volume Job

The purpose of the **Volume** job is to calculate a volume between the acquired data (**Point Cloud**) and a **Reference Plane**. The **Volume** job is based on a grid method and the result is represented in the **View 3D** by a graph of vertical color lines.

## To Create a Volume Job:

1. In the **Trimble Access Home Page**, tap the **Volumes**  button.
2. Do one of the following:
  - If there is no project; the **Create a New Project** window opens. A new project is created with a default name "Project".
  - If there is at least one (not loaded) project (with or without station(s) already setup); the **Project Manager** window appears and you have choice among **Load "Last\_Project\_Name"**, **Load an Existing Project** and **Create a New Project**.
  - If there is a project already loaded (but without station(s) inside); the **New Station** window appears.
  - If there is a project already loaded (but with station(s) already setup or not); the **Stationing** window\* appears.

### **Note:**

- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.
- And if a **Job Resolution** has been already defined. Otherwise, the **Define Job Resolution** window appears.
- You can have access to the job even if the used instrument is not a **GX Advanced™** (with the **SureScan™** functionality). The current project is not aborted but created in the **Project Tree**.

## Editing Newly Created Project Name

To Edit the Newly Created Project Name:

1. If you wish to create a new project with the default name, tap **Next**.
2. Otherwise, tap inside the **New Project Name** field. An on-screen keyboard appears.
3. Input a new name in the **New Project Name** field.
4. Tap **Ok** to validate. The on-screen keyboard disappears.
5. Tap **Next**. The **Define Job Resolution** window appears.

## Loading Last Project

To Load the Last Project:

- Tap **Load "Last\_Project\_Name"**. The **Stationing** window\* appears.

**Note:**

- (\*) Only if the last station of the loaded project has been setup. Otherwise, the **New Station** window appears in place.
- And if a **Job Resolution** has been already defined. Otherwise, the **Define Job Resolution** window appears.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.

# Loading Existing Project

To Load an Existing Project:

1. Tap **Load an Existing Project**. The **Projects** window appears.
2. Select a project by tapping it.
3. Tap **Done**. The **Projects** window closes and the **Stationing** window\* appears.

**Tip:** You can also select and double-tap a project to load it.


**Note:**

- (\*) Only if the last station of the loaded project has been setup. Otherwise, the **New Station** window appears in place.
- And if a **Job Resolution** has been already defined. Otherwise, the **Define Job Resolution** window appears.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.

# A DTM Job

The purpose of the **DTM** (stood for **D**igital **T**errain **M**odel) job is to create a triangulated mesh from the acquired data (**Point Cloud**).

To Create a DTM Job:

1. In the **Trimble Access Home Page**, tap the **DTM**  button.
2. Do one of the following:
  - If there is no project; the **Create a New Project** window opens. A new project is created with a default name "Project".
  - If there is at least one (not loaded) project (with or without station(s) already setup); the **Project Manager** window appears and you have choice among **Load "Last\_Project\_Name"**, **Load an Existing Project** and **Create a New Project**.
  - If there is a project already loaded (but without station(s) inside); the **New Station** window appears.
  - If there is a project already loaded (but with station(s) already setup or not); the **Stationing** window\* appears.

**Note:**

- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.
- And if a **Job Resolution** has been already defined. Otherwise, the **Define Job Resolution** window appears.
- You can have access to the job even if the used instrument is not a **GX Advanced™** (with the **SureScan™** functionality). The current project is not aborted but created in the **Project Tree**.

## Editing Newly Created Project Name

To Edit the Newly Created Project Name:

1. If you wish to create a new project with the default name, tap **Next**.
2. Otherwise, tap inside the **New Project Name** field. An on-screen keyboard appears.
3. Input a new name in the **New Project Name** field.
4. Tap **Ok** to validate. The on-screen keyboard disappears.
5. Tap **Next**. The **Define Job Resolution** window appears.



## Loading Last Project

To Load the Last Project:

- Tap **Load "Last\_Project\_Name"**. The **Stationing** window\* appears.

**Note:**

- (\*) Only if the last station of the loaded project has been setup. Otherwise, the **New Station** window appears in place.
- And if a **Job Resolution** has been already defined. Otherwise, the **Define Job Resolution** window appears.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.

## Loading Existing Project

To Load an Existing Project:

1. Tap **Load an Existing Project**. The **Projects** window appears.
2. Select a project by tapping it.
3. Tap **Done**. The **Projects** window closes and the **Stationing** window\* appears.

**Tip:** You can also select and double-tap a project to load it.

**Note:**

- (\*) Only if the last station of the loaded project has been setup. Otherwise, the **New Station** window appears in place.
- And if a **Job Resolution** has been already defined. Otherwise, the **Define Job Resolution** window appears.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.

# A Job Resolution

In **Volumes**, a **Job Resolution** is first used as a **SureScan™** parameter for acquiring data (**Point Cloud**) in a job and then as a grid resolution in computing a **Delivery** from the acquired data.

In **DTM**, a **Job Resolution** is only used as a **SureScan™** parameter for acquiring data.

## Defining a Job Resolution

To Define a Job Resolution:

1. Tap in the **Job Resolution** field. An on-screen keypad appears.
2. Input a value in the **Job Resolution** field.
3. Tap **Ok**. The on-screen keypad disappears.
4. Tap **Next**. The **New Station** window appears.

## Modifying a Job Resolution

You can modify a **Job Resolution** after defining it in the **New Station** window or once a **Point Cloud** data has been acquired by tapping **Parameters** on the **Step Bar**.

## CHAPTER 7

# Creating New Stations

A **Station** is composed of all **Scans** obtained from a fixed position of an instrument. The way it will be created in **Trimble Access** varies with the instrument leveling.

**Note:** A **Station** is always associated with a unique instrument. When the user attempts to complete an existing **Station** with a different instrument in type (**GX** or **CX**) or in serial number (for the given type), he will be prompted to create a new **Station** (or not).



# When the Instrument is Leveled

## To Create a New Station:

1. Tap **Station Setup**. The **Create Station Known Point** window appears.
2. Or tap **Resection**. The **Set Station Parameters** window appears.
3. Or tap **No Station Setup**. The **Set Station Parameters** window appears.

# When the Instrument is Misleveled

## To Create a New Station:

1. Tap **Level the Instrument**. The **Leveling** window appears.
2. Or tap **3 Backsight Based**. The **Set Station Parameters** window appears.
3. Or tap **No Station Setup**. The **Set Station Parameters** window appears.

# Setting up a Station with Known Coordinates or Azimuth

The **Station Setup** method consists of leveling the instrument, setting it up **Over a Known Point** (also called **Control Point**) and orienting it using a known **Backsight Point**, an unknown **Backsight Point** or a **Video-Based Azimuth**.

## Creating a Station Known Point

A **Known Point** is mainly a point on the ground for which the coordinates are known. These coordinates are three-dimension coordinates expressed in the **Cartesian** coordinate system\*. They can be manually entered or can come from an imported file.

**Note:** (\*) If **Cartesian X, Y, Z** has been chosen in the **Settings \ Units**.

To Create a Station Known Point:

1. Define a **Known Point Name**.
2. Input **Known Point Coordinates**.
3. And/or set the **Station Parameters**.
4. Tap **Next**. The **Orientate Station With** window appears.

## Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

### To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

### **Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

## Importing a List of Known Points

### To Import a List of Known Points:




- Tap **Import**. The **Import Project** window opens.

## Choosing a Destination Folder

A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.



## Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet** Computer drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is **C:\Users\TablePC\AppData\Local\Trimble\Trimble Access**.

## Control Network Files

A control network surveyed by traditional surveying instruments contains **Control Points** with known coordinates. These points used for georeferencing registration items (spheres, targets and surveying point) are stored in an ASCII format file (with \*.txt as extension) or in a coordinate format file (with \*.CRD (or CR5) as extension).

A file with the **CRD** extension is a coordinate file with five data fields (**Point number**, **Northing**, **Easting**, **Elevation** and **Description**) in binary form. A file with the **CR5** extension is also a coordinate file but owned by **TDS**. A file with the **TXT** extension is an **ASCII** text file. Each line of the text file can contain any combination of **Point number**, **Northing**, **Easting**, **Elevation** and **Description**. All point information should be on one line with the values separated by a comma, space or other delineators.

## Importing Files

You can import as many control network files as required. A control network file will not be removed from your project once imported (into the project) even if the station has been deleted because its setup is not complete.

### To Import a File:

1. Navigate to the drive/ folder where the control network file is located.
2. Tap on the file name to select it.
3. Tap **Next**. The **Surveying Network Import Parameters** window appears.

## Setting Surveying Network Import Parameters

The import parameters (**Coordinate System** and **Unit**) are those used to represent the coordinates of **Control Points** in the imported file.

To Set Surveying Network Import Parameters:

1. Tap on the **Coordinate System** pull-down arrow.
2. Choose among "Cartesian X, Y, Z", "North, West, Elevation", "South, West, Elevation" and "North, West, Elevation".
3. Tap on the **Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Next**. The **Select Known Point** window appears.

All imported **Known Points** are listed in the **Select Known Point** window. They are gathered according to the file they belong to under a **Topographic Station\*** whose name is the imported file's name.

**Note:** (\*) You may see the **Topographic Station** with all **Known Points** under the **Project Tree**.

## Selecting a Station Known Point

To Select a Station Known Point:

1. Tap **List**. The **Select Station Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. And/or set the **Station Parameters**.
4. Tap **Next**. The **Orientate Station With** window appears.

**Note:** The **Select Station Known Point** window will be empty if there is no already existed **Known Point**.

## Setting the Station Parameters

The **Over Known Point** method involves measuring the distance which separates a **Known Point** from the center of the instrument's mirror. This distance is called **True Height**.

To Set the Station Parameters:

- Input a value in the **Instrument Height\*** field.

**Tip:** You can tap **Next** without inputting a value in the **Instrument Height\*** field as you can edit its value later.

**Note:** (\*) When using a **Trimble GX** instrument, the **Instrument Height** type (**True Height**, **Bottom Notch Height** or **Top Notch Height**) which appears in the **Set Station Parameters** window is the last used one. If the instrument is a **CX**, only the **True Height** is available.

## Inputting the True Height

To Input the True Height:

1. If you only have a **True Height** value, first tap the pull-down arrow and change the height type to **True Height**.
2. Tap in the **True Height** field. An on-screen numerical pad appears.
3. Input a value in the **True Height** field.
4. Tap **Ok**. The on-screen numerical pad disappears.

**Note:** The unit of measurement for the **True Height** is by default set to **Meters**; you can change it in the **Settings / Units**.

## Inputting the Bottom Notch Height

### To Input the Bottom Notch Height:

1. If you only have a **Bottom Notch Height** value, first tap the pull-down arrow and change the height type to **Bottom Notch Height**.
2. Tap in the **Bottom Notch Height** field. An on-screen keypad appears.
3. Input the value in the **Bottom Notch Height** field.
4. Tap **Ok**. The on-screen keypad disappears. The **Bottom Notch Height** value will be automatically corrected (a vertical slope distance is applied to this value).

**Note:** The unit of measurement for the **Bottom Notch Height** is by default set to **Meters**; you can change it in the **Settings \ Units**.

## Inputting the Top Notch Height

### To Input the Top Notch Height:

1. If you only have a **Top Notch Height** value, first tap the pull-down arrow and change the height type to **Top Notch Height**.
2. Tap in the **Top Notch Height** field. An on-screen keypad appears.
3. Input the value in the **Top Notch Height** field.
4. Tap **Ok**. The on-screen keypad disappears. The **Top Notch Height** value will be automatically corrected (two slope distances (vertical and horizontal) are applied to this value).

**Note:** The unit of measurement for the **Top Notch Height** is by default set to **Meters**; you can change it in the **Settings \ Units**.

## Orientating a Station With

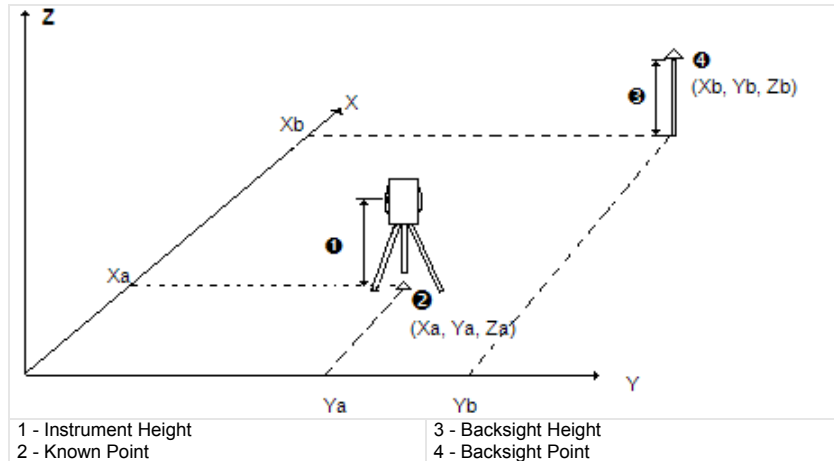
Orientating a station can be done by sighting a known **Backsight Point**, with an unknown **Backsight Point** and an **Angle** or by giving an **Azimuth** angle.

### To Orientate a Station With:

1. Tap **Known Backsight**. The **Create Backsight Known Point** window appears.
2. Or tap **Unknown Backsight**. The **Define Backsight Point Name** window appears.
3. Or tap **Video-Based Azimuth**. The **Set Station Arbitration Orientation** window appears.

## A Known Backsight Point

The figure below illustrates the principle of setting-up a station over a **Known Point** and orientating it with a known **Backsight Point**.



### Creating a Backsight Known Point

A **Backsight Point** is mainly a point used to orientate a station for which the coordinates are known. These coordinates are three-dimension coordinates expressed in the **Cartesian** coordinate system\*. They can be manually entered or can come from an imported file.

**Note:** (\*) If **Cartesian X, Y, Z** has been chosen in the **Settings / Units**.

To Create a Backsight Known Point:

1. Define a **Known Point Name**.
2. Input **Known Point Coordinates**.
3. And/or set the **Backsight Parameters**.
4. Tap **Next**. The **Measure Backsight Point** window appears.

## Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

**Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

**Note:** The **Backsight Azimuth** value will be updated according to the input coordinates or to the selected **Backsight Point**.

**Note:** When the input coordinates are not valid, the following warning message is displayed: "This point cannot be set as **Backsight** because its coordinates are on the instrument up axis." You need to tap valid coordinates to access to the next sub-step. The instrument up axis is 0, 0 and 1.

## Importing a List of Known Points



### To Import a List of Known Points:

- Tap **Import**. The **Import Project** window opens.

## Choosing a Destination Folder

A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.

## Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet Computer** drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is **C:\Users\TablePC\AppData\Local\Trimble\Trimble Access**.

## Control Network Files

A control network surveyed by traditional surveying instruments contains **Control Points** with known coordinates. These points used for georeferencing registration items (spheres, targets and surveying point) are stored in an ASCII format file (with \*.txt as extension) or in a coordinate format file (with \*.CRD (or CR5) as extension).

A file with the **CRD** extension is a coordinate file with five data fields (**Point number**, **Northing**, **Easting**, **Elevation** and **Description**) in binary form. A file with the **CR5** extension is also a coordinate file but owned by **TDS**. A file with the **TXT** extension is an **ASCII** text file. Each line of the text file can contain any combination of **Point number**, **Northing**, **Easting**, **Elevation** and **Description**. All point information should be on one line with the values separated by a comma, space or other delineators.



## Importing Files

You can import as many control network files as required. A control network file will not be removed from your project once imported (into the project) even if the station has been deleted because its setup is not complete.

### To Import a File:

1. Navigate to the drive/ folder where the control network file is located.
2. Tap on the file name to select it.
3. Tap **Next**. The **Surveying Network Import Parameters** window appears.

## Setting Surveying Network Import Parameters

The import parameters (**Coordinate System** and **Unit**) are those used to represent the coordinates of **Control Points** in the imported file.

### To Set Surveying Network Import Parameters:

1. Tap on the **Coordinate System** pull-down arrow.
2. Choose among "Cartesian X, Y, Z", "North, West, Elevation", "South, West, Elevation" and "North, West, Elevation".
3. Tap on the **Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Next**. The **Select Known Point** window appears.

All imported **Known Points** are listed in the **Select Known Point** window. They are gathered according to the file they belong to under a **Topographic Station\*** whose name is the imported file's name.

**Note:** (\*) You may see the **Topographic Station** with all **Known Points** under the **Project Tree**.

## Selecting a Backsight Known Point

### To Select the Backsight Known Point:

1. Tap **List**. The **Select Backsight Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. And/or set the **Backsight Parameters**.
4. Tap **Next**. The **Measure Backsight Point** window appears.

**Note:** The **Select Backsight Known Point** window will be empty if there are no already existed **Known Points**.

## Setting the Backsight Parameters

### To Set the True Backsight Height:

1. Tap in the **True Backsight Height** field. An on-screen keypad appears.
2. Input a value in the **True Backsight Height** field.
3. Tap **Ok**. The on-screen keypad disappears.

### **Note:**

- The unit of measurement for the **True Backsight Height** is in **Meters**; you do not need to enter "m" after the value and can change it in **Settings / Units**.
- You can tap **Next** without inputting a value in the **True Backsight Height** field as you can edit it later.

## Measuring the Backsight Point

You can swap from "**HA, VA, SD**" to "**X,Y,Z**" or "**HA,  $\Delta$ HD,  $\Delta$ VD**", " **$\Delta$ X,  $\Delta$  Y,  $\Delta$ Z**", " **$\Delta$ HA,  $\Delta$ VA,  $\Delta$ SD**" by tapping "**HA, VA, SD**" before (or after) measuring the **Backsight Point**.

### To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "**HA, VA, SD**".
7. Tap **Next**. The **Target-Based Registration Report by Stations** window appears.

**Note:** "**HA,  $\Delta$ HD,  $\Delta$ VD**", " **$\Delta$ X,  $\Delta$ Y,  $\Delta$ Z**", " **$\Delta$ HA,  $\Delta$ VA,  $\Delta$ SD**" give a previous of the errors between the current **Backsight Point** and the previous point (**Known Point** or **Backsight Point**) that you will get by tapping the **Next** button.

## The Target-Based Registration Report by Stations

A **Target-Based Registration Report by Stations** is a RTF (Rich Text Format) format file. It has as default name: **Report\_Name-Of-The-ProjectYear-Month-Date**.

The **Target-Based Registration Report** looks as shown below when orientating the station with a **Backsight Point**.

Target-Based Registration Report by stations									
User Name: Gheng					Date: Tue May 12 10:13:35 2009				
Linear Measurement Units: Meter					Project Name: Project_GH				
Coordinates System: X, Y, Z									
Known Point 1 - 2 Scanned Objects - Mean Distance: 1.509									
Object Name	Corresponding Target	Scan Per Target	Residual Error	Delta X	Delta Y	Delta Z	Fitting Error	Distance to Scanner	
Known Point 1	Known Point 1	2	0.000 m	0.000 m	0.000 m	0.000 m	--	1.550 m	
Backsight Point 1	Backsight Point 1	2	3.018 m	-1.090 m	-1.090 m	-2.594 m	0.000 m	2.933 m	

### To Export the Target-Based Registration Report:

1. Tap **Export**. The **Destination Folder** window appears.
2. Or tap **Done**. The **Stationing "Known\_Point\_Name"** window appears.




## Ending the Station Setup

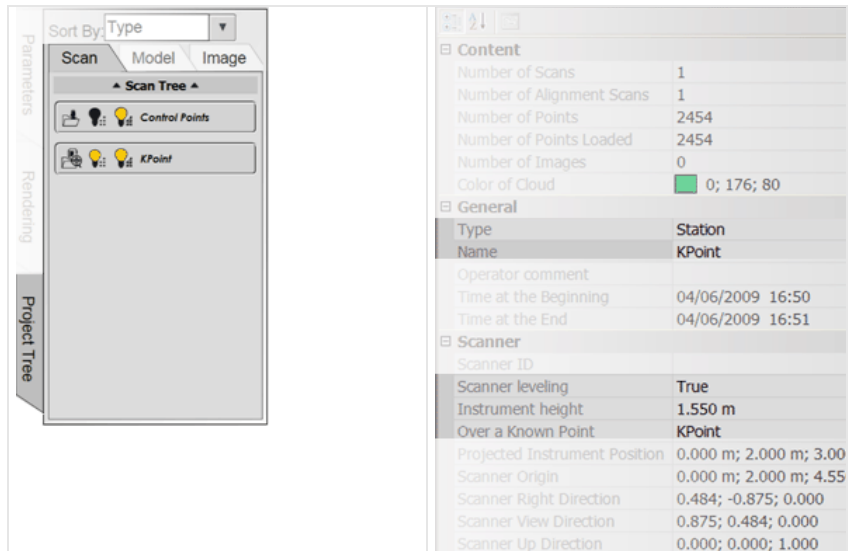
### To End the Station Setup:

1. Choose an option among **Add Foresight\***, **Add New Backsight\***, **Setup Report\***, **Edit Station Setup\*** and **New Station** in the **Stationing "Known\_Point\_Name"** window.
2. Or tap **Done\***. The **Acquire** in **"Known\_Point\_Name"** window appears.


**Note:** The user will be in the same **Station** when choosing an option with (\*).

## Stationing Review in the Project Tree






An **Over\_Known\_Point\_Station**  is created and rooted under the **Scan Tree**. This station has a **Point Cloud**  and a **Geometry**  inside; and both are displayed in the **View 3D** window. You may see the created **Station** by tapping **View Trees** (or **View 3D**). Note that the **Leveling Information** of that **Station** is marked as **True** and its name is the **Known Point** name.

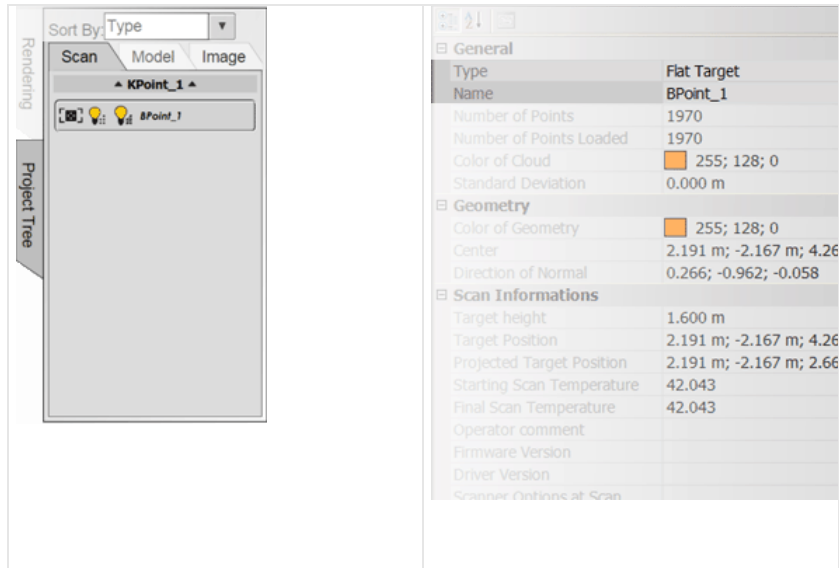


The screenshot shows the Project Tree interface with the Scan Tree expanded. The Scan Tree contains a Control Points folder and a KPoint folder. The KPoint folder is selected, and its parameters are displayed in the table below.





Content	
Number of Scans	1
Number of Alignment Scans	1
Number of Points	2454
Number of Points Loaded	2454
Number of Images	0
Color of Cloud	 0; 176; 80
General	
Type	Station
Name	KPoint
Operator comment	
Time at the Beginning	04/06/2009 16:50
Time at the End	04/06/2009 16:51
Scanner	
Scanner ID	
Scanner leveling	True
Instrument height	1.550 m
Over a Known Point	KPoint
Projected Instrument Position	0.000 m; 2.000 m; 3.00
Scanner Origin	0.000 m; 2.000 m; 4.55
Scanner Right Direction	0.484; -0.875; 0.000
Scanner View Direction	0.875; 0.484; 0.000
Scanner Up Direction	0.000; 0.000; 1.000

For Trimble GX instrument Users:



If the **Fast Flat Target**  / **Flat Target**  (or the **Spherical Target** ) feature has been chosen for measuring the **Backsight Point**; a **Flat Target** \* (or a **Spherical Target** \*) is created under the current **Station**.

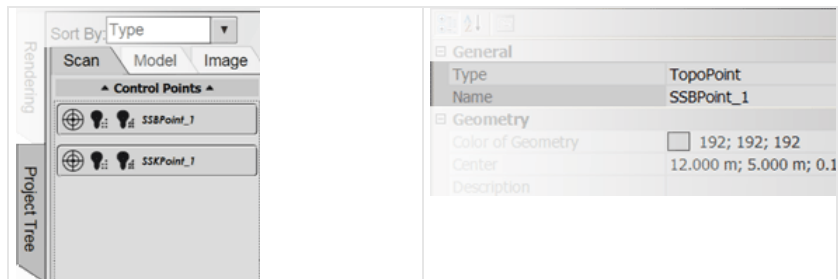


For Trimble CX instrument Users:

If the **Black and White Flat Target**  (or the **Spherical Target** ) has been chosen for measuring the **Backsight Point**; a **Flat Target** \* (or a **Spherical Target** \*) is created under the current **Station**.

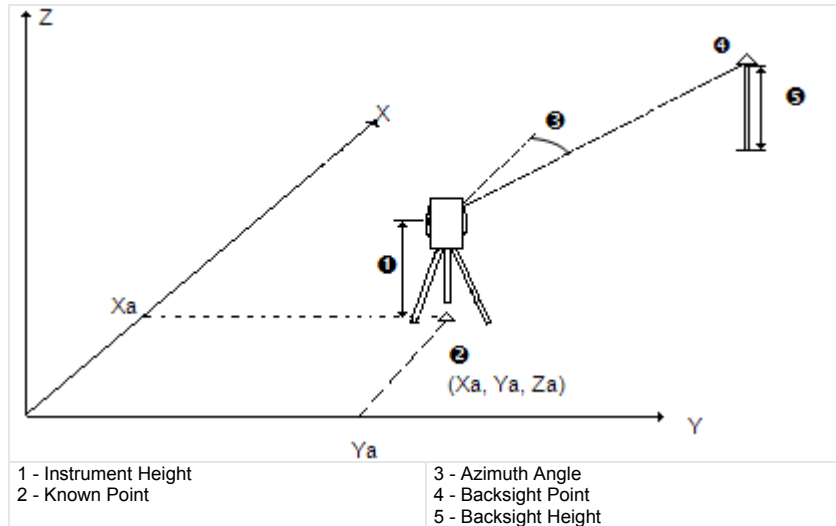
**Note:** (\*) A target (once measured) is named **TargetX** where **X** is its order. Once created in the **Trimble Access** database, it takes the **Backsight Point** name.

A **Topographic Station**  (if not already existing) with the two **Control Points**  used for **Setup** (**Known Point** and **Backsight Point**) is created and rooted under that tree. Any of them may be displayed in the **View 3D**.



## An Unknown Backsight Point

The figure below illustrates the principle of setting-up a station over a **Known Point** and orientating it with an unknown **Backsight Point** and an **Azimuth Angle**.



### Defining the Backsight Point Name

A **Backsight Point** is mainly a point used to orientate a station.

#### To Define a Backsight Point

1. Define a **Backsight Point Name**.
2. Set the **Backsight Parameters**.
3. Tap **Next**. The **Measure the Backsight Point** window appears.

## Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Setting the Backsight Parameters

To Set the True Backsight Height:

1. Tap in the **True Backsight Height** field. An on-screen keypad appears.
2. Input a value in the **True Backsight Height** field.
3. Tap **Ok**. The on-screen keypad disappears.

### **Note:**

- The unit of measurement for the **True Backsight Height** is in **Meters**; you do not need to enter "m" after the value and can change it in **Settings / Units**.
- You can tap **Next** without inputting a value in the **True Backsight Height** field as you can edit it later.

## Inputting the Orientation Angle

To Input the Orientation Angle:

1. Tap in the **Orientation Angle** field. An on-screen keypad appears.
2. Input a value in the **Orientation Angle** field.
3. Tap **Ok**. The on-screen keypad disappears.

**Note:** The unit of measurement for the **Orientation Angle** is by default set to **Degrees**; you can change it in the **Settings / Units**.

## Measuring the Backsight Point

You can swap from "HA, VA, SD" to "X, Y, Z" by tapping "HA, VA, SD" before (or after measuring) the **Backsight Point**.

### To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "HA, VA, SD".
7. Tap **Next**.

## Ending the Station Setup




### To End the Station Setup:

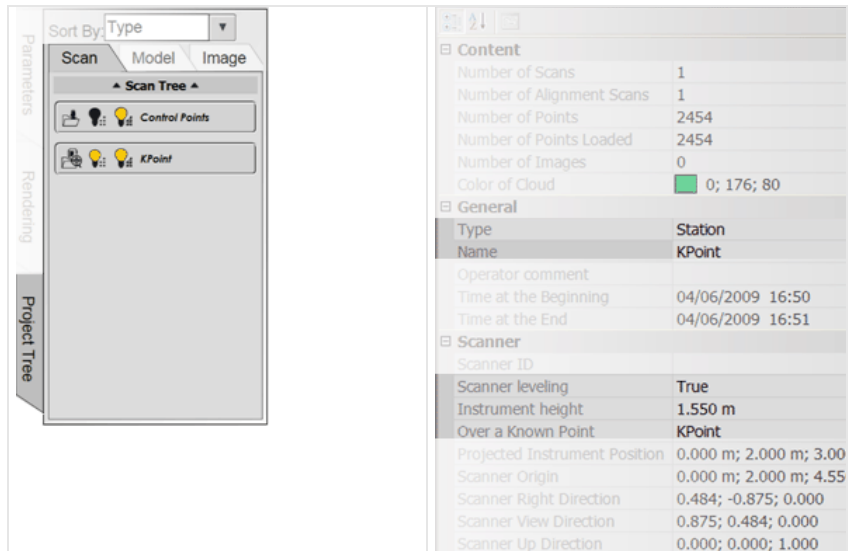
1. Choose an option among **Add Foresight\***, **Add New Backsight\***, **Setup Report\***, **Edit Station Setup\*** and **New Station** in the **Stationing "Known\_Point\_Name"** window.
2. Or tap **Done\***. The **Acquire** in "Known\_Point\_Name" window appears.

**Note:** The user will be in the same **Station** when choosing an option with (\*).



## Stationing Review in the Project Tree






An **Over\_Known\_Point\_Station**  is created and rooted under the **Scan Tree**. This station has a **Point Cloud**  and a **Geometry**  inside; and both are displayed in the **View 3D** window. You may see the created **Station** by tapping **View Trees** (or **View 3D**). Note that the **Leveling Information** of that **Station** is marked as **True** and its name is the **Known Point** name.

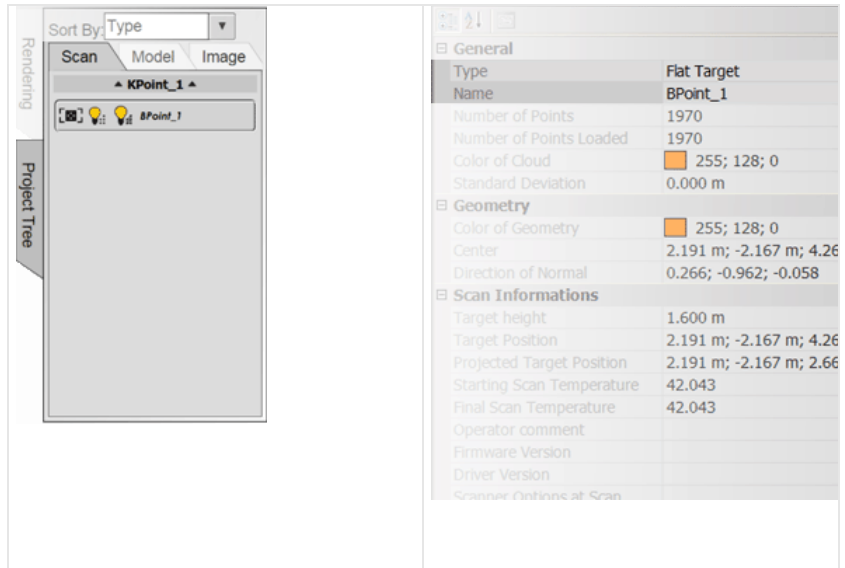


The screenshot shows the software interface with the **Project Tree** on the left and a detailed parameter table on the right. The **Project Tree** shows a **Scan Tree** containing **Control Points** and **KPoint**. The parameter table on the right provides the following information:





Content	
Number of Scans	1
Number of Alignment Scans	1
Number of Points	2454
Number of Points Loaded	2454
Number of Images	0
Color of Cloud	0; 176; 80
General	
Type	Station
Name	KPoint
Operator comment	
Time at the Beginning	04/06/2009 16:50
Time at the End	04/06/2009 16:51
Scanner	
Scanner ID	
Scanner leveling	True
Instrument height	1.550 m
Over a Known Point	KPoint
Projected Instrument Position	0.000 m; 2.000 m; 3.00
Scanner Origin	0.000 m; 2.000 m; 4.55
Scanner Right Direction	0.484; -0.875; 0.000
Scanner View Direction	0.875; 0.484; 0.000
Scanner Up Direction	0.000; 0.000; 1.000

For Trimble GX instrument Users:



If the **Fast Flat Target**  / **Flat Target**  (or the **Spherical Target** ) feature has been chosen for measuring the **Backsight Point**; a **Flat Target** \* (or a **Spherical Target** \*) is created under the current **Station**.

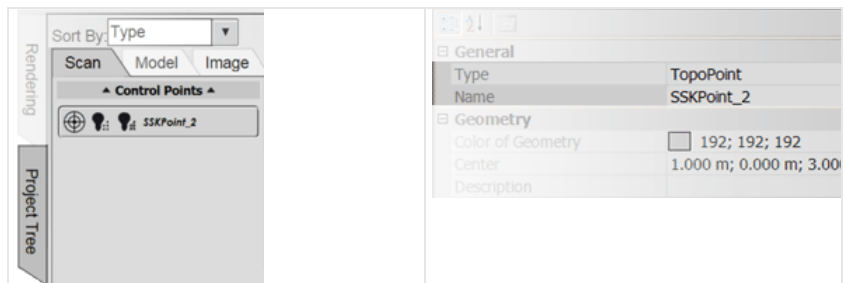


#### For Trimble CX instrument Users:

If the **Black and White Flat Target**  (or the **Spherical Target** ) has been chosen for measuring the **Backsight Point**; a **Flat Target** \* (or a **Spherical Target** \*) is created under the current **Station**.

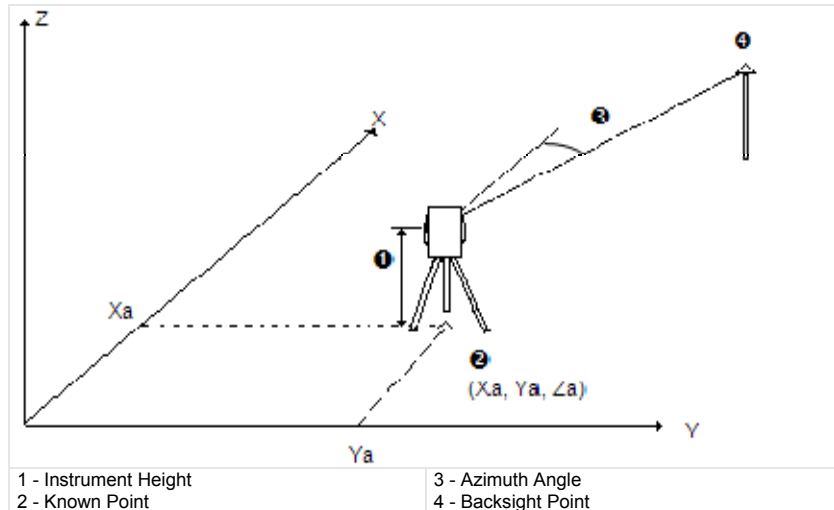
**Note:** (\*) A target (once measured) is named **TargetX** where **X** is its order. Once created in the **Trimble Access** database, it takes the **Backsight Point** name.

A **Topographic Station**  (if not already existing) with a **Control Point**  used for **Setup** over a **Known Point** is created and rooted under that tree. It is not displayed in the **View 3D**.



## A Video-Based Azimuth

The figure below illustrates the principle of setting-up a station over a **Known Point** and orientating it with a **Video-Based Azimuth**.



## Inputting the Orientation Angle

To Input the Orientation Angle:

1. Tap in the **Orientation Angle** field. An on-screen keypad appears.
2. Input a value in the **Orientation Angle** field.
3. Tap **Ok**. The on-screen keypad disappears.

**Note:** The unit of measurement for the **Orientation Angle** is by default set to **Degrees**; you can change it in the **Settings / Units**.


## Ending the Station Setup

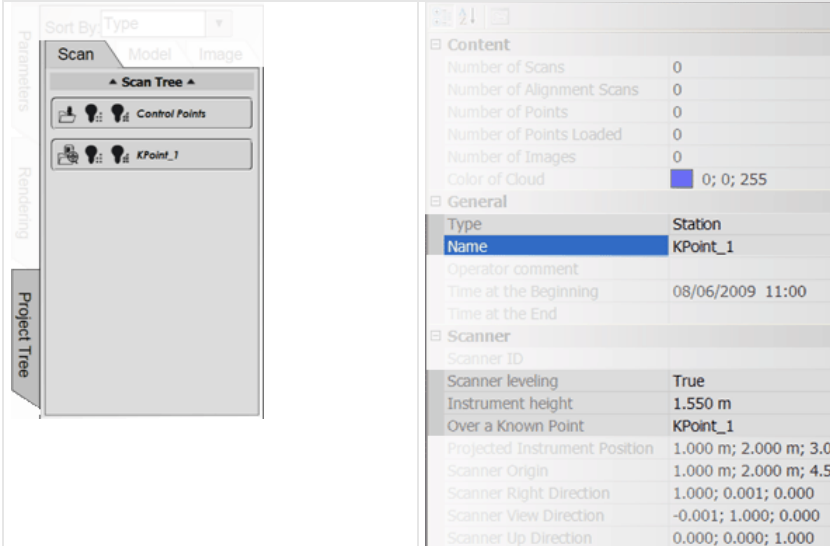
### To End the Station Setup:

1. Choose an option among **Add Foresight\***, **Add New Backsight\***, **Setup Report\***, **Edit Station Setup\*** and **New Station** in the **Stationing "Known\_Point\_Name"** window.
2. Or tap **Done\***. The **Acquire** in **"Known\_Point\_Name"** window appears.

**Note:** The user will be in the same **Station** when choosing an option with (\*).



## Stationing Review in the Project Tree

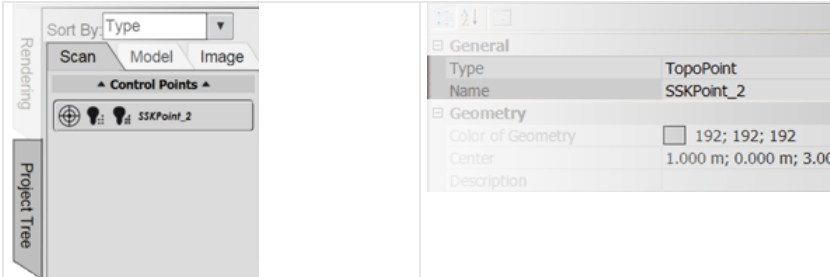
An **Over\_Known\_Point\_Station**  is created and rooted under the **Scan Tree**. This station has no **Point Cloud**  and no **Geometry**  inside. You may see the created **Station** by tapping **View Trees** (or **View 3D**). Note that the **Leveling Information** of that **Station** is marked as **True** and its name is the **Known Point** name.



The screenshot shows the software interface with the **Project Tree** on the left and the **Properties** panel on the right. The **Project Tree** shows a **Scan Tree** containing **Control Points** and **KPoint\_1**. The **Properties** panel displays the following information:

Content	
Number of Scans	0
Number of Alignment Scans	0
Number of Points	0
Number of Points Loaded	0
Number of Images	0
Color of Cloud	0; 0; 255
General	
Type	Station
Name	KPoint_1
Operator comment	
Time at the Beginning	08/06/2009 11:00
Time at the End	
Scanner	
Scanner ID	
Scanner leveling	True
Instrument height	1.550 m
Over a Known Point	KPoint_1
Projected Instrument Position	1.000 m; 2.000 m; 3.0
Scanner Origin	1.000 m; 2.000 m; 4.5
Scanner Right Direction	1.000; 0.001; 0.000
Scanner View Direction	-0.001; 1.000; 0.000
Scanner Up Direction	0.000; 0.000; 1.000

A **Topographic Station**  (if not already existing) with a **Control Point**  used for **Setup** over a **Known Point** is created and rooted under that tree. It is not displayed in the **View 3D**.



The screenshot shows the software interface with the **Project Tree** on the left and the **Properties** panel on the right. The **Project Tree** shows a **Control Points** folder containing **SSKPoint\_2**. The **Properties** panel displays the following information:

General	
Type	TopoPoint
Name	SSKPoint_2
Geometry	
Color of Geometry	<input type="checkbox"/> 192; 192; 192
Center	1.000 m; 0.000 m; 3.000
Description	

# Setting up a Station Using Multiple Point Resection

The **Resection Method** consists of leveling the instrument, setting it up over a point for which the coordinates are unknown (called **Station Point**) and registering it using the **Resection** measurements to two **Backsight Points**.

A **Station Point** default name is a **Number** which starts at **One** and is incremented of **One** each time a new **Station Point** is added (under the current **Project**).

## Creating the First Backsight Known Point

To Create the First Backsight Known Point:

1. Define a **Known Point Name**.
2. Input **Know Point Coordinates**.
3. And/or set the **Backsight Parameters**.
4. Tap **Next**. The **Measure 1st Backsight Point** window appears.

## Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

### To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

### **Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

## Importing a List of Known Points




### To Import a List of Known Points:

- Tap **Import**. The **Import Project** window opens.

## Choosing a Destination Folder

A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.

## Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet** Computer drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is **C:\Users\TablePC\AppData\Local\Trimble\Trimble Access**.

## Control Network Files

A control network surveyed by traditional surveying instruments contains **Control Points** with known coordinates. These points used for georeferencing registration items (spheres, targets and surveying point) are stored in an ASCII format file (with \*.txt as extension) or in a coordinate format file (with \*.CRD (or CR5) as extension).

A file with the **CRD** extension is a coordinate file with five data fields (**Point number**, **Northing**, **Easting**, **Elevation** and **Description**) in binary form. A file with the **CR5** extension is also a coordinate file but owned by **TDS**. A file with the **TXT** extension is an **ASCII** text file. Each line of the text file can contain any combination of **Point number**, **Northing**, **Easting**, **Elevation** and **Description**. All point information should be on one line with the values separated by a comma, space or other delineators.

## Importing Files

You can import as many control network files as required. A control network file will not be removed from your project once imported (into the project) even if the station has been deleted because its setup is not complete.

### To Import a File:

1. Navigate to the drive/ folder where the control network file is located.
2. Tap on the file name to select it.
3. Tap **Next**. The **Surveying Network Import Parameters** window appears.



## Setting Surveying Network Import Parameters

The import parameters (**Coordinate System** and **Unit**) are those used to represent the coordinates of **Control Points** in the imported file.

To Set Surveying Network Import Parameters:

1. Tap on the **Coordinate System** pull-down arrow.
2. Choose among "Cartesian X, Y, Z", "North, West, Elevation", "South, West, Elevation" and "North, West, Elevation".
3. Tap on the **Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Next**. The **Select Known Point** window appears.

All imported **Known Points** are listed in the **Select Known Point** window. They are gathered according to the file they belong to under a **Topographic Station\*** whose name is the imported file's name.

**Note:** (\*) You may see the **Topographic Station** with all **Known Points** under the **Project Tree**.

## Selecting the First Backsight Known Point

To Select the First Backsight Known Point:

1. Tap **List**. The **Select 1st Backsight Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. And/or set the **Backsight Parameters**.
4. Tap **Next**. The **Measure 1st Backsight Point** window appears.

**Note:** The **Select 1st Backsight Known Point** window will be empty if there are no already existed **Known Points**.

## Setting the First Backsight Parameters

### To Set the True Backsight Height:

1. Tap in the **True Backsight Height** field. An on-screen keypad appears.
2. Input a value in the **True Backsight Height** field.
3. Tap **Ok**. The on-screen keypad disappears.

### **Note:**

- The unit of measurement for the **True Backsight Height** is in **Meters**; you do not need to enter "m" after the value and can change it in **Settings / Units**.
- You can tap **Next** without inputting a value in the **True Backsight Height** field as you can edit it later.
- 

## Measuring the First Backsight Point

You can swap from "HA, VA, SD" to "X, Y, Z" by tapping "HA, VA, SD" before (or after measuring) the **Backsight Point**.

### To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "HA, VA, SD".
7. Tap **Next**. The **Create 2nd Backsight Known Point** Window appears.

**Note:** (\*) If using a **Trimble GX** instrument. Otherwise, choose between **Spherical Target** and **Black and White Flat Target** when using a **Trimble CX** instrument.

# Creating the Second Backsight Known Point

To Create the Second Backsight Known Point:

1. Define a **Known Point Name**.
2. Input **Known Point Coordinates**.
3. And/or set the **Backsight Parameters**.
4. Tap **Next**. The **Measure 2nd Backsight Point** window appears.

## Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

### To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

### **Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

## Importing a List of Known Points

### To Import a List of Known Points:

- Tap **Import**. The **Import Project** window opens.

## Selecting the Second Backsight Known Point

To Select the Second Backsight Known Point:

1. Tap **List**. The **Select 2nd Backsight Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. And/or set the **Backsight Parameters**.
4. Tap **Next**. The **Measure 2nd Backsight Point** window appears.

**Note:** The **Select 2nd Backsight Known Point** window will be empty if there are no already existed Known Points.

## Setting the Second Backsight Parameters

To Set the True Backsight Height:

1. Tap in the **True Backsight Height** field. An on-screen keypad appears.
2. Input a value in the **True Backsight Height** field.
3. Tap **Ok**. The on-screen keypad disappears.

**Note:**

- The unit of measurement for the **True Backsight Height** is in **Meters**; you do not need to enter "m" after the value and can change it in **Settings / Units**.
- You can tap **Next** without inputting a value in the **True Backsight Height** field as you can edit it later.
-

## Measuring the Second Backsight Point

You can swap from "HA, VA, SD" to "X,Y,Z" or "HA,  $\Delta$ HD,  $\Delta$ VD", " $\Delta$ X,  $\Delta$  Y,  $\Delta$ Z", " $\Delta$ HA,  $\Delta$ VA,  $\Delta$ SD" by tapping "HA, VA, SD" before (or after) measuring the **Backsight Point**.

### To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "HA, VA, SD".
7. Tap **Next**. The Target-Based Registration Report by Stations window appears.

**Note:** "HA,  $\Delta$ HD,  $\Delta$ VD", " $\Delta$ X,  $\Delta$ Y,  $\Delta$ Z", " $\Delta$ HA,  $\Delta$ VA,  $\Delta$ SD" give a previous of the errors between the current **Backsight Point** and the previous point (**Known Point** or **Backsight Point**) that you will get by tapping the **Next** button.

**Note:** (\*) If using a **Trimble GX** instrument. Otherwise, choose between **Spherical Target** and **Black and White Flat Target** when using a **Trimble CX** instrument.

# The Target-Based Registration Report by Stations

A **Target-Based Registration Report by Stations** is a RTF (Rich Text Format) format file. It has as default name: **Report\_Name-Of-The-ProjectYear-Month-Date**.

The **Target-Based Registration Report** looks as shown below when orientating the station with the **Resection** method.

Target-Based Registration Report by stations									
User Name: Gheng					Date: Tue May 12 10:30:55 2009				
Linear Measurement Units: Meter					Project Name: Project_GH				
Coordinates System: X, Y, Z									
Station 1 - 3 Scanned Objects - Mean Distance: 1.876									
Object Name	Corresponding Target	Scan Per Target	Residual Error	Delta X	Delta Y	Delta Z	Fitting Error	Distance to Scanner	
Station 1 (Resected)	--	--	--	--	--	--	0.000 m	1.600 m	
Backsight Point 6	Backsight Point 6	2	1.876 m	0.418 m	-1.671 m	0.745 m	0.002 m	2.745 m	
Backsight Point 7	Backsight Point 7	2	1.876 m	-0.418 m	1.671 m	-0.745 m	0.002 m	3.149 m	

## To Export the Target-Based Registration Report:

1. Tap **Export**. The **Destination Folder** window appears.
2. Or tap **Done**. The **Stationing "Station\_Point\_Name"** window appears.

## Ending the Station Setup Using Multiple Point Resection




### To End the Station Setup:

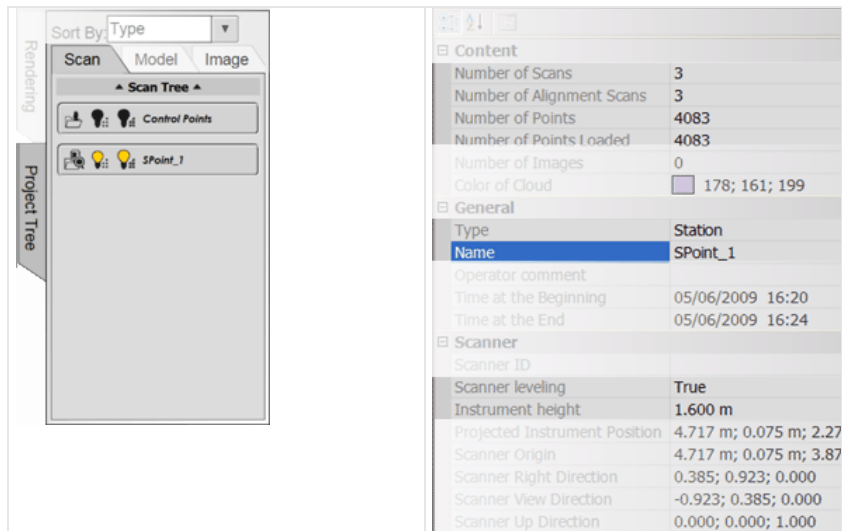
1. Choose an option among **Add Foresight\***, **Add New Backsight\***, **Setup Report\***, **Edit Station Setup\*** and **New Station** in the **Stationing "Station\_Point\_Name"** window.
2. Or tap **Done\***. The **Acquire** in **"Station\_Point\_Name"** window appears.

**Note:** The user will be in the same **Station** when choosing an option with (\*).




## Stationing Review in the Project Tree

A **Leveled Station**  is created and rooted under the **Scan Tree**. This station has a **Point Cloud**  and a **Geometry**  inside; and both are displayed in the **View 3D**. You may see the created **Station** by tapping **View Trees** (or **View 3D**). Note that the **Leveling Information** of that **Station** is marked as **True** and its name is the **Station Point** name.

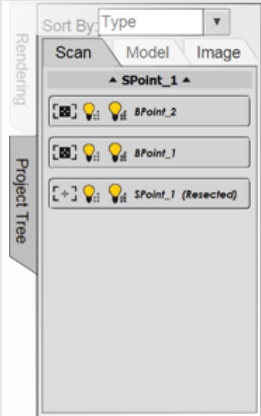


The screenshot displays the software interface. On the left, the **Project Tree** shows a hierarchy under **Scan Tree** with **Control Points** and **SPoint\_1**. On the right, a detailed view of the selected station is shown.

Content	
Number of Scans	3
Number of Alignment Scans	3
Number of Points	4083
Number of Points Loaded	4083
Number of Images	0
Color of Cloud	 178; 161; 199
General	
Type	Station
Name	SPoint_1
Operator comment	
Time at the Beginning	05/06/2009 16:20
Time at the End	05/06/2009 16:24
Scanner	
Scanner ID	
Scanner leveling	True
Instrument height	1.600 m
Projected Instrument Position	4.717 m; 0.075 m; 2.27
Scanner Origin	4.717 m; 0.075 m; 3.87
Scanner Right Direction	0.385; 0.923; 0.000
Scanner View Direction	-0.923; 0.385; 0.000
Scanner Up Direction	0.000; 0.000; 1.000

For Trimble GX instrument Users:

If the **Fast Flat Target**  / **Flat Target**  (or **Spherical Target** ) feature has been chosen for measuring the **Backsight Points**; two **Flat Targets** \* (or **Spherical Targets** \*) are created under the current **Station** as well as a **Survey Point**\*\*.







General	
Type	Flat Target
Name	BPoint_2
Number of Points	2035
Number of Points Loaded	2035
Color of Cloud	90; 90; 90
Standard Deviation	0.000 m
Geometry	
Color of Geometry	90; 90; 90
Center	1.524 m; 3.048 m; 3.58
Direction of Normal	-0.790; 0.612; -0.045
Scan Informations	
Target height	1.630 m
Target Position	1.524 m; 3.048 m; 3.58
Projected Target Position	1.524 m; 3.048 m; 1.95
Starting Scan Temperature	42.260
Final Scan Temperature	42.260
Operator comment	
Firmware Version	
Driver Version	
Scanner Options at Scan	



General	
Type	Survey Point
Name	SPoint_1 (Resected)
Number of Points	1
Number of Points Loaded	1
Color of Cloud	148; 54; 52
Standard Deviation	0.000 m
Geometry	
Color of Geometry	148; 54; 52
Center	4.717 m; 0.075 m; 2.27
Scan Informations	
Starting Scan Temperature	Undefined
Final Scan Temperature	Undefined
Operator comment	Resection point
Firmware Version	
Driver Version	
Scanner Options at Scan	

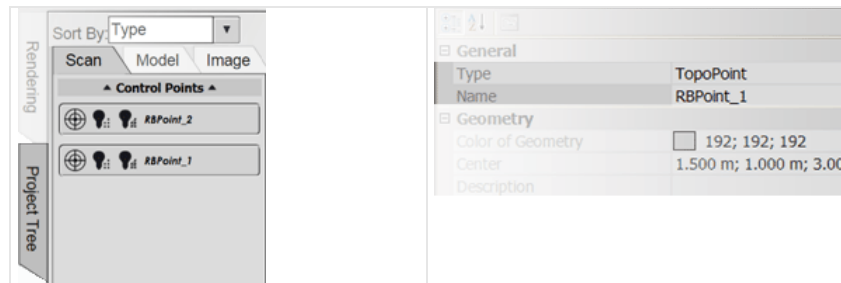
For Trimble CX instrument Users:

If the **Black and White Flat Target**  (or the **Spherical Target** ) feature has been chosen for measuring the **Backsight Points**; two **Flat Targets** \* (or a **Spherical Targets** \*) are created under the current **Station** as well as a **Survey Point**\*\*.

**Note:**

- (\*) A target (once measured) is named **TargetX** where **X** is its order. Once created in the **Trimble Access** database, it takes the **Backsight Point** name.
- (\*\*) A **Survey Point** has the **Station Point** name.

A **Topographic Station**  with the two **Control Points**  used for **Resection** (**Backsight Point 1** and **Backsight Point 2**) is created and rooted under that tree. Any of them is displayed in the **View 3D**.



# Setting up a Station Based on Three Backsight Measurements

The **3 Backsight-Based** method consists of not leveling the instrument, not setting it up over a **Known Point** but registering it using the measurements of three **Backsight Points**.

A **Station** default name is a **Number** which starts at **One** and is incremented of **One** each time a new **Station** is added (under the current **Project**).

## Defining a New Station Name

To Define a New Station Name:

1. If you wish to create a new **Station** with the default name, leave it as is it.
2. Otherwise, tap inside the **Station Name** field. An on-screen keyboard appears.
3. Input a new name in the **Station Name** field.
4. Tap **Ok** to validate. The on-screen keyboard disappears.
5. Tap **Next**. The **Create 1st Backsight Known Point** window appears.

**Note:** An information box with the following message "'Station\_Name' already existed. Please, choose another name" appears when the input name matches one that already exists. Tap **Ok** to close the information box and define another name.

## Creating the First Backsight Known Point

To Create the First Backsight Known Point:

1. Define a **Known Point Name**.
2. Input **Know Point Coordinates**.
3. Tap **Next**. The **Measure 1st Backsight Point** window appears.

## Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

**Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

## Importing a List of Known Points

To Import a List of Known Points:

- Tap **Import**. The **Import Project** window opens.

## Choosing a Destination Folder




A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.

## Control Network Files

A control network surveyed by traditional surveying instruments contains **Control Points** with known coordinates. These points used for georeferencing registration items (spheres, targets and surveying point) are stored in an ASCII format file (with \*.txt as extension) or in a coordinate format file (with \*.CRD (or CR5) as extension).

A file with the **CRD** extension is a coordinate file with five data fields (**Point number**, **Northing**, **Easting**, **Elevation** and **Description**) in binary form. A file with the **CR5** extension is also a coordinate file but owned by **TDS**. A file with the **TXT** extension is an **ASCII** text file. Each line of the text file can contain any combination of **Point number**, **Northing**, **Easting**, **Elevation** and **Description**. All point information should be on one line with the values separated by a comma, space or other delineators.

## Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet Computer** drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is **C:\Users\TablePC\AppData\Local\Trimble\Trimble Access**.

## Importing Files

You can import as many control network files as required. A control network file will not be removed from your project once imported (into the project) even if the station has been deleted because its setup is not complete.

### To Import a File:

1. Navigate to the drive/ folder where the control network file is located.
2. Tap on the file name to select it.
3. Tap **Next**. The **Surveying Network Import Parameters** window appears.

## Setting Surveying Network Import Parameters

The import parameters (**Coordinate System** and **Unit**) are those used to represent the coordinates of **Control Points** in the imported file.

### To Set Surveying Network Import Parameters:

1. Tap on the **Coordinate System** pull-down arrow.
2. Choose among "Cartesian X, Y, Z", "North, West, Elevation", "South, West, Elevation" and "North, West, Elevation".
3. Tap on the **Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Next**. The **Select Known Point** window appears.

All imported **Known Points** are listed in the **Select Known Point** window. They are gathered according to the file they belong to under a **Topographic Station\*** whose name is the imported file's name.

**Note:** (\*) You may see the **Topographic Station** with all **Known Points** under the **Project Tree**.

## Selecting the First Backsight Known Point

### To Select the First Backsight Known Point:

1. Tap **List**. The **Select 1st Backsight Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. Tap **Next**. The **Measure 1st Backsight Point** window appears.

**Note:** The **Select 1st Backsight Known Point** window will be empty if there is no already existed **Known Point**.

## Measuring the First Backsight Point

You can swap from "HA, VA, SD" to "X, Y, Z" by tapping "HA, VA, SD" before (or after measuring) the **Backsight Point**.

### To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "HA, VA, SD".
7. Tap **Next**. The **Create 2nd Backsight Known Point** Window appears.

**Note:** (\*) If using a **Trimble GX** instrument. Otherwise, choose between **Spherical Target** and **Black and White Flat Target** when using a **Trimble CX** instrument.



## Creating the Second Backsight Known Point

To Create the Second Backsight Known Point:

1. Define a **Known Point Name**.
2. Input **Known Point Coordinates**.
3. Tap **Next**. The **Measure 2nd Backsight Point** window appears.

### Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

### To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

### **Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

## Importing a List of Known Points

### To Import a List of Known Points:

- Tap **Import**. The **Import Project** window opens.

## Selecting the Second Backsight Known Point

To Select the Second Backsight Known Point:

1. Tap **List**. The **Select 2nd Backsight Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. Tap **Next**. The **Measure 2nd Backsight Point** window appears.

**Note:** The **Select 2nd Backsight Known Point** window will be empty if there is no already existed **Known Point**.

## Measuring the Second Backsight Point

You can swap from "HA, VA, SD" to "X, Y, Z" by tapping "HA, VA, SD" before (or after measuring) the **Backsight Point**.

To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "HA, VA, SD".
7. Tap **Next**. The **Create 3rd Backsight Known Point** window appears.

## Creating the Third Backsight Known Point

To Create the Third Backsight Known Point:

1. Define a **Known Point Name**.
2. Input **Known Point Coordinates**.
3. Tap **Next**. The **Measure 3rd Backsight Point** window appears.

### Defining a Known Point Name

By default, a **Known Point Name** is a **Number** which starts at **One** and is incremented of **One** each time a new **Known Point** is added.

To Define a Known Point Name:

1. Keep the default name or tap in the **Known Point Name** field. An on-screen keyboard appears.
2. Enter a new name in the **Known Point Name** field.
3. Tap **Ok**. The on-screen keyboard closes by its own.

## Inputting Known Point Coordinates

### To Input Known Point Coordinates:

1. Tap in the **X** field. An on-screen numerical pad appears next to the **X** field.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad closes by its own.
4. Repeat the steps from **1** to **3** for the **Y** and **Z** fields.

**Note:** The unit of measurement for **X**, **Y** and **Z** is by default set to **Meters**; you can change it in the **Settings / Units**.

### **Tip:**

- The newly created **Known Point** is put in a list. You may see that list by tapping **Back** (once the **Create Known Point** step has been completed).
- Instead tapping **Ok**, you can also use the **Tab** button. The on-screen keypad jumps to the next field to edit.

**Note:** The created **Known Point** is put under a **Topographic Station** which name is **Control Points**. Its related **Target** (once measured) is created and put under the current **Station**.

## Importing a List of Known Points

### To Import a List of Known Points:

- Tap **Import**. The **Import Project** window opens.

## Selecting the Third Backsight Known Point

### To Select the Third Backsight Known Point:

1. Tap **List**. The **Select 3rd Backsight Known Point** window appears.
2. Select a **Known Point** by tapping it.
3. Tap **Next**. The **Measure 3rd Backsight Point** window appears.

**Note:** The **Select 3rd Backsight Known Point** window will be empty if there is no already existed **Known Point**.

## Measuring the Third Backsight Point

You can swap from "**HA, VA, SD**" to "**X,Y,Z**" or "**HA,  $\Delta$ HD,  $\Delta$ VD**", " **$\Delta$ X,  $\Delta$  Y,  $\Delta$ Z**", " **$\Delta$ HA,  $\Delta$ VA,  $\Delta$ SD**" by tapping "**HA, VA, SD**" before (or after) measuring the **Backsight Point**.

### To Measure the Backsight Point:

1. First move the instrument to sight the **Backsight Point** by using the sliders (**Horizontal** and **Vertical**).
2. Or tap a point on the **Live Video**.
3. If the instrument in use is a GX, choose among **Fast Flat Target**, **Flat Target** and **Spherical Target**.
4. If the instrument in use is a CX, choose between **Spherical Target** and **Black and White Flat Target**.
5. Tap and drag the **Slider** to increase the yellow frame size.
6. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the backsight point coordinates as "**HA, VA, SD**".
7. Tap **Next**. The **Target-Based Registration Report by Stations** window appears.

**Note:** "**HA,  $\Delta$ HD,  $\Delta$ VD**", " **$\Delta$ X,  $\Delta$ Y,  $\Delta$ Z**", " **$\Delta$ HA,  $\Delta$ VA,  $\Delta$ SD**" give a previous of the errors between the current **Backsight Point** and the previous point (**Known Point** or **Backsight Point**) that you will get by tapping the **Next** button.

# The Target-Based Registration Report by Stations

A **Target-Based Registration Report by Stations** is a RTF (Rich Text Format) format file. It has as default name: **Report\_Name-Of-The-ProjectYear-Month-Date**.

The **Target-Based Registration Report** looks as shown below when setting-up the station with the **3-Backsight-Based** method.

Target-Based Registration Report by stations									
User Name: Gheng					Date: Mon May 11 16:51:43 2009				
Linear Measurement Units: Meter					Project Name: Project_Test				
Coordinates System: X, Y, Z									
Station 1 - 3 Scanned Objects - Mean Distance: 3.716									
Object Name	Corresponding Target	Scan Per Target	Residual Error	Delta X	Delta Y	Delta Z	Fitting Error	Distance to Scanner	
Backsight Point 1	Backsight Point 1	2	4.546 m	2.105 m	2.845 m	2.853 m	0.000 m	2.798 m	
Backsight Point 2	Backsight Point 2	2	1.388 m	1.380 m	-0.100 m	-0.117 m	0.000 m	2.878 m	
Backsight Point 3	Backsight Point 3	2	5.213 m	-3.485 m	-2.745 m	-2.737 m	0.000 m	2.882 m	

To Export the Target-Based Registration Report:

1. Tap **Export**. The **Destination Folder** window appears.
2. Or tap **Done**. The **Stationing "Station\_Name"** window appears.




## Ending the Station Setup

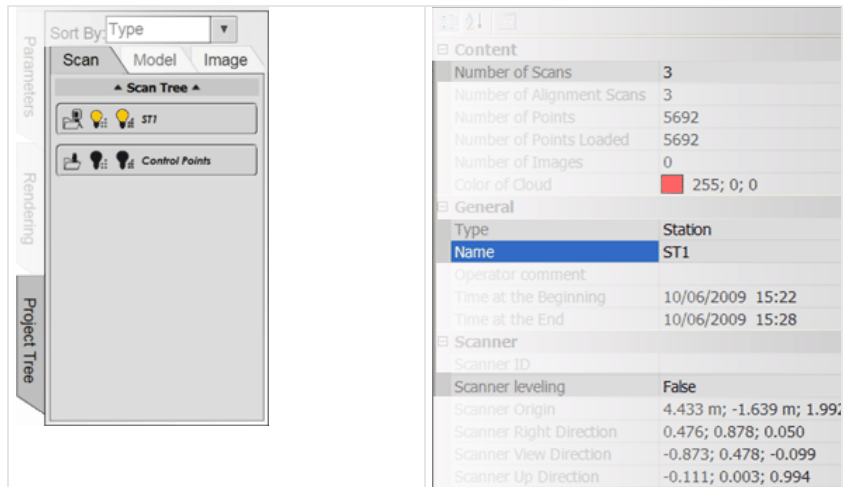
To End the Station Setup:

1. Choose an option among **Add Foresight\***, **Add New Backsight\***, **Setup Report\***, **Edit Station Setup\*** and **New Station** in the **Stationing "Station\_Name"** window.
2. Or tap **Done\***. The **Acquire** in **"Station\_Name"** window opens.


**Note:** The user will be in the same **Station** when choosing an option with (\*).

## Stationing Review in the Project Tree






A **Misleveled\_Station**  is created and rooted under the **Scan Tree**. This station has a **Point Cloud**  and a **Geometry**  inside; and both are displayed in the **View 3D** window. You may see the created **Station** by tapping **View Trees** (or **View 3D**). Note that the **Leveling Information** of that **Station** is marked as **False**.



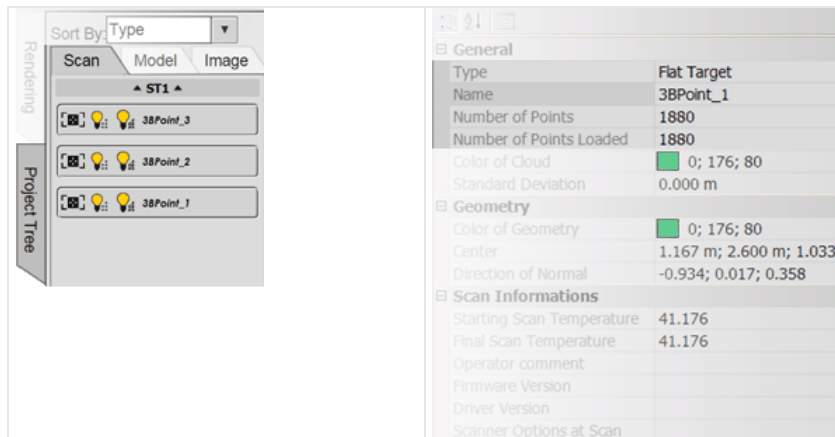
The screenshot shows the software interface with a sidebar on the left containing 'Parameters', 'Rendering', and 'Project Tree'. The 'Project Tree' section is expanded to show a 'Scan Tree' containing a station named 'ST1' with a 'Point Cloud' and 'Control Points' icon. The main area displays a detailed view of the station's properties.

Content	
Number of Scans	3
Number of Alignment Scans	3
Number of Points	5692
Number of Points Loaded	5692
Number of Images	0
Color of Cloud	 255; 0; 0
General	
Type	Station
Name	ST1
Operator comment	
Time at the Beginning	10/06/2009 15:22
Time at the End	10/06/2009 15:28
Scanner	
Scanner ID	
Scanner leveling	False
Scanner Origin	4.433 m; -1.639 m; 1.992
Scanner Right Direction	0.476; 0.878; 0.050
Scanner View Direction	-0.873; 0.478; -0.099
Scanner Up Direction	-0.111; 0.003; 0.994





### For Trimble GX instrument Users:

If the **Fast Flat Target**  / **Flat Target**  (or the **Spherical Target** ) feature has been chosen for measuring the **Backsight Points**; three **Flat Targets** \* (or **Spherical Targets** \*) are created under the current **Station**.





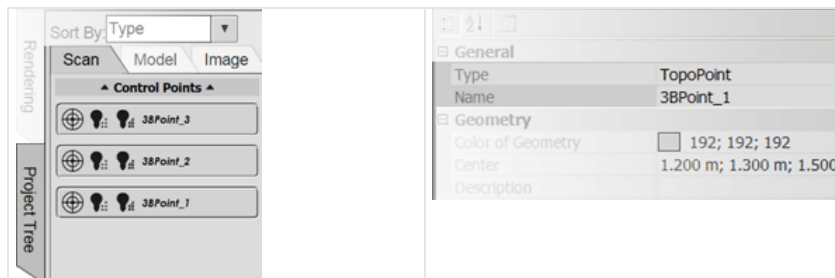


For Trimble CX instrument Users:

If the **Black and White Flat Target**  (or the **Spherical Target** ) feature has been chosen for measuring the **Backsight Points**; three **Flat Targets**  \* (or a **Spherical Targets** \*) are created under the current **Station**.

**Note:** (\*) A target (once measured) is named **TargetX** where **X** is its order. Once created in the **Trimble Access** database, it takes the **Backsight Point** name.

A **Topographic Station**  with the three **Control Points**  is created and rooted under that tree. Any of them is displayed in the **View 3D**.



# Not Setting up a Station

A **Station** default name is a **Number** which starts at **One** and is incremented of **One** each time a new **Station** is added (under the current **Project**).

**Note:** If your **Project** already contains setup station(s); you will be prompted to cancel the new **Station** to create and start a new **Project**. If no, the **Station** will be created anyway and will not match with the already setup station(s). If yes, the creation procedure is aborted.

## Defining a New Station Name




To Define a New Station Name:

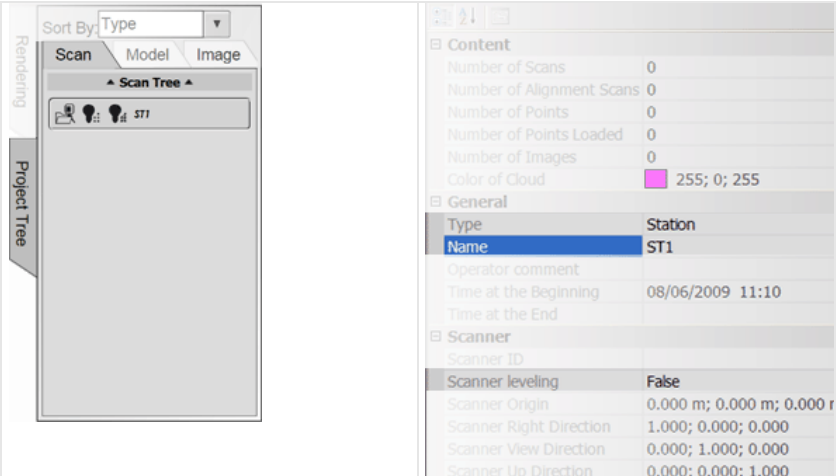
1. If you wish to create a new **Station** with the default name, leave it as is it.
2. Otherwise, tap inside the **Station Name** field. An on-screen keyboard appears.
3. Input a new name in the **Station Name** field.
4. Tap **Ok** to validate. The on-screen keyboard disappears.
5. Tap **Next**.

After tapping **Next** in the **Set Station Parameters** window, the **Acquire in "Station\_Name"** (or **Define Zone of Interest**) window appears if you are in a **General Scanning** (or in a **Volumes** or **DTM**) job.


**Note:** An information box with the following message "'Station\_Name' already existed. Please, choose another name" appears when the input name matches one that already exists. Tap **Ok** to close the information box and define another name.

## Stationing Review in the Project Tree

A **Misleveled\_Station**  is created and rooted under the **Scan Tree**. This station has no **Point Cloud**  and no **Geometry**  inside. You may see it by tapping **View Trees** (or **View 3D**). Note that the **Leveling Information** of that **Station** is marked as **False**.



The screenshot displays the software interface. On the left, the **Project Tree** shows a **Scan Tree** containing a station named **ST1**. The right panel shows the properties for this station.

Content	
Number of Scans	0
Number of Alignment Scans	0
Number of Points	0
Number of Points Loaded	0
Number of Images	0
Color of Cloud	 255; 0; 255
General	
Type	Station
Name	ST1
Operator comment	
Time at the Beginning	08/06/2009 11:10
Time at the End	
Scanner	
Scanner ID	
Scanner leveling	False
Scanner Origin	0.000 m; 0.000 m; 0.000 r
Scanner Right Direction	1.000; 0.000; 0.000
Scanner View Direction	0.000; 1.000; 0.000
Scanner Up Direction	0.000; 0.000; 1.000

# Adding Foresight Points

Adding a **Foresight Point** in a **Station** has no influence upon the **Registration** result.

## To Add a Foresight Point:

1. In the **Stationing** window\*, tap **Add Foresight**.
2. Define a **Foresight Point Name**,
3. Set the **Foresight Point Parameters**,
4. Tap **Next**. The **Measure Foresight Point** window appears.
5. Measure the **Foresight Point** and tap **Next**.

### **Note:**

- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.
- When the user tries to complete an existing with a different instrument; a message appears and prompts the user to create a new station.

# Adding New Backsight Points

## To Add a New Backsight Point:

1. In the **Stationing** window\*, tap **Add New Backsight**. The **Create Backsight Known Point** window appears.
2. Create a new **Backsight Point** by inputting known coordinates,
3. Or select an existing **Backsight Point** from a list,
4. Or import a list of **Known Points**,
5. Tap **Next**. The **Measure New Backsight Point** window appears.
6. Measure the **Backsight Point** and tap **Next**.
  - If the **Station** has been setup over a **Known Point** and orientated with:
    - A **Known Backsight Point**; the average between the two **Backsight Points** is taken into account,
    - An unknown **Backsight Point** and an **Angle**; the average between the two **Backsight Points** is taken into account. Adding a **Backsight Point** in this case is not recommended.
    - An **Arbitrary Orientation**; the added **Backsight Point** is taken into account and the **Arbitrary Orientation** ignored.
  - If the **Station** has been resected using the measurement of two **Backsight Points**; the average between all **Backsight Points** is taken into account,
  - If the **Station** has not been leveled; the average between all **Backsight Points** is considered.

## **Note:**

- You can add as many **Backsight Points** as required. Once added; you can ignore some of them in the **Registration** using **Ignore Backsight** in the **Edit Station Setup**.
- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.
- When the user tries to complete an existing with a different instrument; a message appears and prompts the user to create a new station.



## CHAPTER 8

# Setting up a Target-Based Registration Report

A rapport is a **Target-Based Registration Report** with two parts: **by Stations** and **by Targets**. The **Report by Stations** is the one displayed once you have completed a **Station Setup** with a **Known Backsight Point** (or the **Resection** measurements of two **Backsight Points** or the measurements of three **Backsight Points**). The **Report by Targets** is exactly the same report by viewed from target observations.





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# Viewing a Report

## To View a Report:

1. In the **Stationing** window\*, tap **Setup Report**. The **Target-Based Registration Report by Stations** window appears.
2. Scroll the slider down to view the **Report by Targets**.
3. Tap **Done**. The **Acquire in** window\*\* appears.

### **Note:**

- (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.
- (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

# Exporting a Report

## To Export a Report:

1. In the **Target-Based Registration Report by Stations** window, tap the **Export** button. The **Destination Folder** window appears.
2. Choose a **Local Folder** where to store the report.
3. Keep the default name: **Report\_Name-Of-The-Project\_Year-Month-Date**.
4. Or input a name for the report to save.
5. Tap **Done**. The **Destination Folder** window closes.

**Note:** Exporting the **Target-Based Registration Report** under the same name and the same folder will make appeared the "C:\Users\TabletPC\AppData\Local\Trimble\Trimble Access\Report\_Name-Of-The-Project\_Year-Month-Date already exists. Do you want to replace it?" message.

## Choosing a Destination Folder

A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.


### Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet**

Computer drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is C:\Users\TabletPC\AppData\Local\Trimble\Trimble Access.

### User-defined Folders

#### A User-Defined Folder:

1. Tap on the **Go Up To Parent**  button.
2. Navigate though a drive/folder where you want to export the report.
3. Tap a folder to select it.

## Defining the Destination File Name

To Define the Destination File Name:

1. Tap in the **File Name** field. An on-screen keyboard appears.
2. Enter a new name in the **File Name** field.
3. Tap **Ok**. The on-screen keyboard disappears.

## Defining the Destination File Type

The **Extension** field is not dimmed even if you can only export the result into a unique format (**RTF**).



## CHAPTER 9

# Editing the Station Setup

To Edit the Station Setup:

1. In the **Stationing** window\*, tap **Edit Station Setup**. The **Select Station** window appears.
2. Select a **Station** from the **Select Station** list.
  - If the **Station** has been setup over a **Known Point** and orientating with a known (or unknown) **Backsight Point**; the **Change Height**, **Change Known Point** and **Edit Backsights** buttons are enabled.
  - If the **Station** has been setup over a **Known Point** and orientating based on an **Arbitrary Angle**; only the **Change Height** and **Change Known Point** buttons are enabled.
  - If the **Station** has been setup using the **Resection** measurements of two **Backsight Points**; the **Change Height** and **Edit Backsights** buttons are enabled.
  - If the **Station** has been setup using the measurements of three **Backsight Points**; only the **Edit Backsights** button is enabled.
  - If the **Station** has not been setup; none of them is enabled.

**Note:** (\*) The **Stationing** window name may change according to the **Station Setup** you used. It can be **Stationing "Known\_Point\_Name"**, **Stationing "Station\_Point\_Name"** or **Stationing "Station\_Name"**.



# Changing the Station Height

To Change the Station Height:

1. Tap the **Change Height** button. The **Change Station "Known\_Point\_Name" (or "Station\_Point\_Name") Height** window appears.
2. Do one of the following:
  - Change the **Instrument Height \*** value.
  - Change the **Instrument Height\*\*** type.
3. Tap **Done**.

**Note:**

- The **Mean Error** value will be updated according to the new **Instrument Height\*** value.
- (\*) **True Height, Bottom Notch Height or Top Notch Height**.

# Changing the Station Known Point

You can change the selected **Station's Known Point**. The new **Known Point** can be either a **Backsight Point** or a **Foresight Point** that does not belong the **Station**. The selectable points cannot correspond to any **Backsight Point** of the station.

## To Change the Station Known Point:

1. Tap the **Change Known Point** button. The **Change Station "Known\_Point\_Name" Known Point** window appears. The selected **Station's Known Point** is highlighted in yellow. All available **Points\*** that you can associate to the selected **Station** are listed.
2. Choose another **Point** from the list by tapping it.
3. Tap **Done**. A warning message below appears.
4. Tap **Ok**. The warning message disappears. The selected **Station** will take the new **Known Point** name.

### **Note:**

- There is no **Undo** when validating the transformation to the **Station** (by tapping **Done**).
- (\*) Changing the **Station** (in the **Select Station** window) will update that list.



# Editing the Station Backsight Points

You can edit the selected Station's Point which can be a Backsight Point, a Foresight Point or a Station Point.

To Edit the Station Backsight Points:

1. Tap the **Edit Backsights** button. The **Edit Station Backsights\*** window appears.
2. Tap a **Point** from the list to select it.
  - In a **Setup-With-Known Backsight-Point Station**, the selected point can only be a **Backsight Point**. In that case, all the buttons (**Change Height**, **Change Known Point** and **Ignore Backsight**) are enabled.
  - In a **Setup-With-Unknown Backsight-Point Station**, the selected point can only be a **Backsight Point**. In that case, only the **Change Height** is enabled.
  - In a **Resected Station**, if the selected point is the **Station Point**; only the **Change Height** button is enabled. If the selected point is one of the two **Backsight Points** (used for the **Resection** measurements); all the buttons (**Change Height**, **Change Known Point** and **Ignore Backsight**) are enabled.
  - In a **Three-Backsight-Point-Measurement Station**, the selected point is one of the three **Backsight Points**. Only the **Change Known Point** and **Ignore Backsight** are enabled.

**Note:** (\*) The **Edit Station Backsights** window name may change according to the **Station Setup** you used. It can be **Edit Station "Known\_Point\_Name" Backsights**, **Edit Station "Station\_Point\_Name" Backsights** or **Edit Station "Station\_Name" Backsights**.

## Changing a Point Height

To Change a Point Height:

1. Tap the **Change Height** button. The **Change Backsight "Backsight\_Name" Height** window appears.
2. Tap in the **True Backsight Height** field. An on-screen keypad appears.
3. Input a value in the **True Backsight Height** field.
4. Tap **Ok**. The on-screen keypad disappears. The **Deltas** values will be updated according to the input value.
5. Tap **Done**. The transformation will be first applied to the **Point's Height** and then to the selected **Station**. The **Change Backsight "Backsight\_Name" Height** window closes.
6. Or tap **Cancel**. The transformation will not be applied to the **Point's Height** and to the selected **Station**. The **Deltas** values will remain unchanged and the **Change Backsight "Backsight\_Name" Height** window closes.

## Changing the Backsight Point

To Change the Backsight Point:

1. Tap the **Change Known Point** button. The **Change Backsight "Backsight\_Name" Known Point** window appears. All available Points (Backsight, Foresight or Station) are listed.
2. Tap a **Point** to select it.
3. Tap **Done**. A warning message below appears.
4. Tap **Ok**. The warning message disappears. The selected **Point** will take the new **Point** name.

**Note:** You cannot change a **Point** which is a **Station Point**.

## Ignoring the Backsight Point

To Ignore the Backsight Point:

1. Tap the **Ignore Backsight** button. The "**Ignored**" word between two brackets will be added to the selected **Point**.
2. Tap **Done**. The **Edit Station\* Backsights** window closes.

**Note:** (\*) The **Edit Station Backsights** window name may change according to the **Station Setup** you used. It can be **Edit Station "Known\_Point\_Name" Backsights**, **Edit Station "Station\_Point\_Name" Backsights** or **Edit Station "Station\_Name" Backsights**.

# Applying a Traverse

When applying a **Traverse** to stations, those that have been setup over a **Known Point** remains over that **Known Point** at the defined height but can rotate in order to adjust the errors. The other stations (those that have been not setup over a **Known Point**) are adjusted in translation and rotation to minimize errors.

## To Apply a Traverse:

1. Tap the **Traverse** button.
2. Tap the **Done** button.

**Note:** No selection is required. The transformation will be applied to the project.

# Applying a Global Adjustment

When applying a **Global Adjustment** to stations, all of them are adjusted in translation and rotation in order to minimize overall error. The over-known-point stations may move slightly).

To Apply a Global Adjustment:

1. Tap the **Global Adjustment** button.
2. Tap the **Done** button.

**Note:** No selection is required. The transformation will be applied to the project.



## CHAPTER 10

# Acquiring Data

When using a **Trimble GX instrument**, you can acquire one or (two) type(s) of data (**Scan** or **Point**) depending on the job workflow you are working with. While with a **Trimble CX instrument**, only one type of data (**Scan**) can be acquired.





## In a General Scanning Job

In a **General Scanning** job, both a **Scan** and a **Point\*** can be acquired. You can choose each of them in the **Acquire in** window\*\*.

**Note:**

- (\*) When using a **Trimble CX instrument**, only a **Scan** can be acquired.
- (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

## In a Volume Job

In a **Volume** job workflow, only a **Scan** can be acquired. That's why the **Acquire in** window\*\* is not present.

**Note:** (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

## In a DTM Job

In a **DTM** job workflow, only a **Scan** can be acquired. That's why the **Acquire in** window\*\* is not present.

**Note:** (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

# Acquiring Scans

The table below lists the type(s) of **Scan** you can perform according to the instrument in use.

	GX Instrument	CX Instrument
Area Scan	✓	✓
Full Scan		✓

## To Acquire a Scan:

1. In the **Acquire in** window\*\*, tap **New Area Scan**. The **Define Zone of Interest** window appears.
2. Or tap **New Full Scan**. The **Conventional Resolution** window appears.
3. Or tap the **Done** button to cancel the step.
  - In the **Station Setup With a Known** (or an **Unknown**) **Backsight** method or using the **Resection** (or **3 Backsights Based**) measurement, the **Recheck** window appears.
  - In the **Video-Based Azimuth** (or **No Setup**) method, a dialog appears and prompts you to create a new station (or not). Choosing **Yes** will open the **New Station** window while choosing **No** will bring you back to the **Trimble Access Home Page**.

## **Note:**

- The **Acquire in** window\*\* appears again once a **Scan** has been acquired.
- (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

# Defining a Zone of Interest

A **Zone of Interest** is a **Frame** that the user has to define. The table below lists the type(s) of **Support** on which the user can define a **Zone of Interest** according to the instrument in use.

	GX Instrument	CX Instrument
Live Video	✓	✓
Panorama	✓	
360° Pre-Scan		✓
Existing 3D View	✓	✓

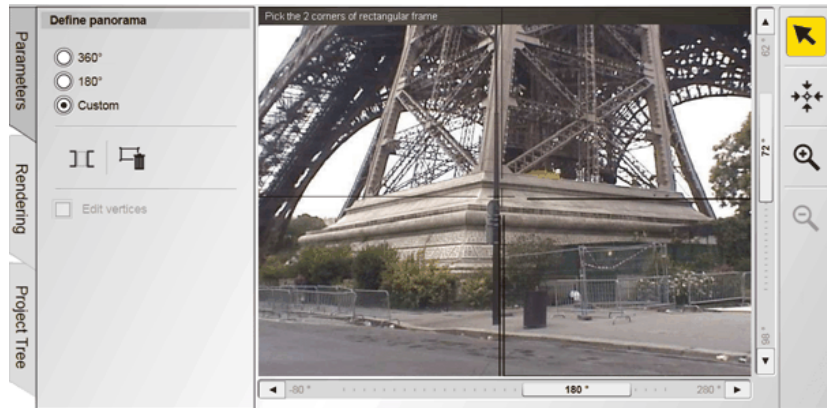
## To Define a Zone of Interest:

- Tap **In Live Video**. The **Define Frame** window appears.
- Or tap **In New Panorama**. The **Define Panorama** window appears.
- Or tap **In 360° Pre-Scan**. The **Acquisition** window appears.
- Or tap **In Existing 3D View**. The **Define Frame** window appears.




**Note:** A **Frame** once drawn will be kept in memory even if the user decides to come back to the **Define Zone Of Interest** window.

## In a New Panorama

A **Panorama** is a lonely (or a set of) image(s) taken by the camera embedded on your **Trimble GX instrument**. Such image(s) can be used for identification purposes during data editing or for framing. You can take three types of **Panorama**: a **360° Panorama**, a **180° Panorama** and a user-defined **Panorama** (called **Custom**). In the last case, the result will depend on the **Zoom Factor** you choose.




### Note:

- In the **360° Panorama** (or **180° Panorama**) mode, the **Selection**  button remains enabled; but you cannot use that picking mode to define a **Rectangular Frame**. Tapping a point on the **Video View** will have no effect.
- In the **Custom** mode, the **Zoom On Point**  button (when selected) enables to center the **Video View** on a tapped point. In that case, the **Invert Rectangular Frame Selection**  button becomes enabled.

## Taking a 360° Panorama

A **360° Panorama** is a 360° (in horizontal) x 60° (in vertical)-field image.

To Take a 360° Panorama:

1. Tap the **360°** option. The **Zoom On Point**  button becomes selected.
2. Tap **Start**. A progress bar\* appears and an information box\*\* opens at the end of the **360° Panorama**.
3. Tap **Ok**. The information box closes.
4. Tap **Next**. The **Define Frame** window appears.


### Note:

- (\*) The progress bar shows the **Panorama** in progress.
- (\*\*) The information box displays the following message "**Panorama completed: X image(s) acquired**" where **X** is the number of images.

## Taking a 180° Panorama

A **180° Panorama** is a 180° (in horizontal) x 60° (in vertical)-field image. **180°** is the default option when the user accesses the **New Panorama** feature (with no **Frame**).

To Take a 180° Panorama:

1. Tap the **180°** option. The **Zoom On Point**  button becomes selected.
2. Tap a point in the **Video View**. This point will be the horizontal center of the **180° Panorama**.
3. Tap **Start**. A progress bar\* appears and an information box\*\* opens at the end of the **180° Panorama**.
4. Tap **Ok**. The information box closes.
5. Tap **Next**. The **Define Frame** window appears.




### Note:

- (\*) The progress bar shows the **Panorama** in progress.
- (\*\*) The information box displays the following message "**Panorama completed: X image(s) acquired**" where **X** is the number of images.

## Taking a User-Defined Panorama

The **Custom** option enables to take a **Panorama** based on an area defined by the user. This option will be automatically set and the **Edit Vertices** option enabled if the user accesses the **New Panorama** feature with an existing **Rectangular Frame**.

### To Take a User-Defined Panorama:

1. Tap the **Custom** option. The **Selection**  and **Invert Rectangular Frame Selection**  buttons become respectively selected and enabled. Note that the **Start** button swaps from enabled to disabled. It remains in this state until a frame is defined.
2. Tap two corners. These two corners define a rectangular frame (in yellow).
3. If required, tap the **Invert Rectangular Frame Selection**  button.
4. Tap **Start**. A progress bar\* appears and an information box\*\* opens at the end of the **Panorama**.
5. Tap **Ok**. The information box closes.
6. Tap **Next**. The **Define Frame** window appears.

### **Tip:**

- Swapping from **Custom** to **360°** (or **180°**) will not cancel the **Rectangular Frame**.
- Starting a new **Rectangular Frame** will delete the one that has been defined.

### **Note:**

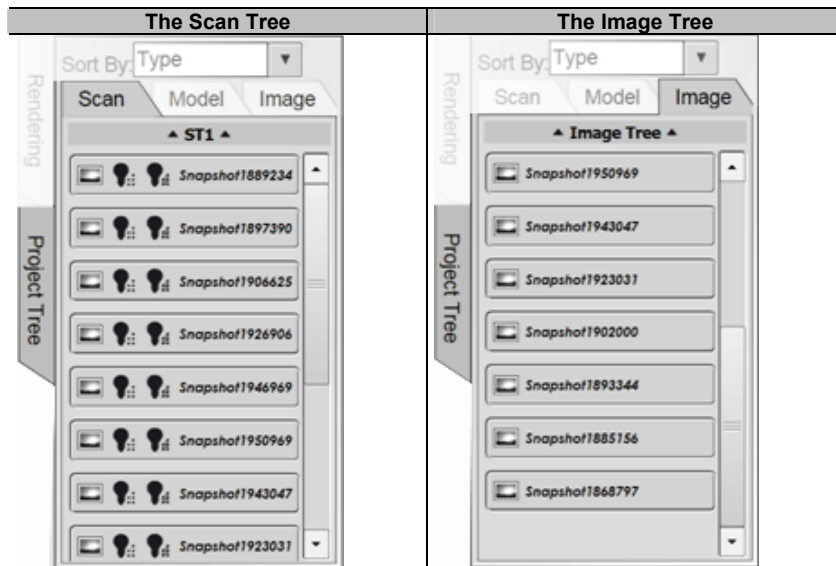
- (\*) The progress bar shows the **Panorama** in progress.
- (\*\*) The information box displays the following message "**Panorama completed: X image(s) acquired**" where **X** is the number of images.



## The Panorama Results

The result is a lonely image or a set of overlapped images; this depends on the option (360°, 180° or Custom) or the frame size (only in Custom) the user chose or defined.

A Panorama once taken is a Matched Image\* named Snapshot. It is put in two places under the Project Tree: under its corresponding Station in the Scan Tree and in a list in the Image Tree. Each image has as dimensions 768 pixels along its Width and 576 pixels along its Height whatever the Zoom Factor you selected.



**Note:** (\*) A Matched Image is an image linked to a station.

## Viewing a Panorama

A Panorama once taken is displayed in the View 3D. If the Panorama is bigger than the View 3D's frame; you can pan it in any direction by dragging and dropping. You can also Zoom In, Zoom Out or Zoom All the Panorama.

**Note:** If the Custom option has been selected; you may see the Panorama with the rectangular frame (in yellow).

## Adding a New Panorama

### To Add a New Panorama:






1. Tap the **Back** button. The **Define Panorama** window appears again.
2. Perform as previously described to take a new **Panorama**. It will be rooted under both the **Scan Tree** and the **Image Tree**.
3. Or tap the **Next** button. The **Define Frame** window appears.

## In the Video

You can use the embedded camera of your instrument to first display a video and then to frame on it.



With a **Trimble GX instrument**, the video is in **Streaming** mode. This means in real-time and the resolution is 768x572 pixels. With a **Trimble CX instrument**, the video is in **Static** mode. The video is only a static picture and the resolution is 576x720 pixels. The table below lists the type(s) of **Tool** you can have according to the instrument in use.

	GX Instrument	CX Instrument
 Selection	✓	✓
 Zoom In	✓	✓
 Zoom Out	✓	✓
 Center On Point	✓	✓
 Refresh Static Video		✓

## Selecting Items

The **Selection** button mainly in use in the **Video View** enables to select points for defining a frame. We call that a picking mode.


To Select an Item:

1. Tap the **Selection**  button.
2. Tap a point.

## Zooming In

The **Optical Zoom** of your instrument embedded camera is used for zooming. In a **Trimble GX** instrument, four **Zoom Factors** are available: **100%**, **150%**, **250%** and **550%**. In a **Trimble CX** instrument, two **Zoom Factors** are available: **100%** and **340%**. Optical zooming is the traditional method of physically manipulating the distance between two lenses to create a different camera view. The **Video View** appears with a **Zoom Factor** of **100%** and the **Zoom Out** button is dimmed.

To Zoom In:

1. Tap the **Zoom In**  button. The **Zoom Factor** will jump from **100%** to **150%** (or to **340%**).
2. Tap again the **Zoom In** button. It will jump to **250%** until you reach **550%**.


### Note:

- You cannot zoom in beyond **550%**.
- The step **2** is not available for a **Trimble CX** instrument.

## Zooming Out

After zooming in, the **Zoom Out**  button becomes enabled.

To Zoom Out:

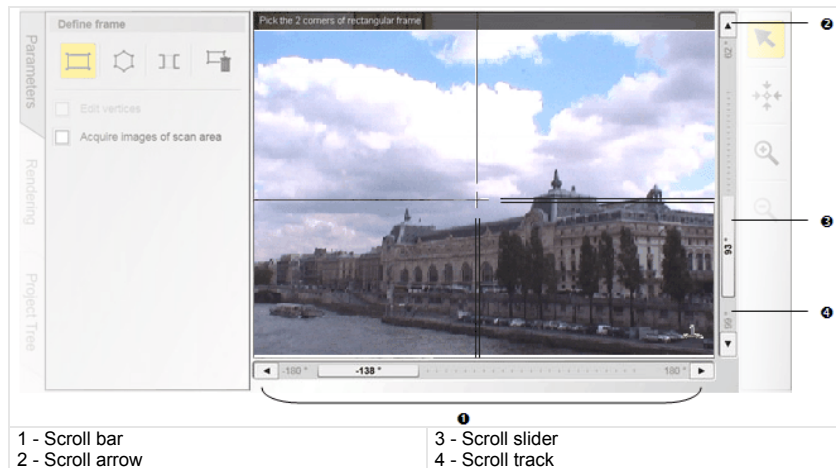
1. Tap the **Zoom Out**  button. The **Zoom Factor** will decrease from e.g. **550%** to **250%**.
2. Tap again and again the **Zoom Out** button. The **Zoom Factor** will decrease until it reaches **100%**.


**Note:**

- You cannot zoom out below **100%**.
- For a **Trimble CX instrument**, the **Zoom Factor** will automatically decrease from **340%** to **100%** without intermediate step(s).

## Changing the Video View

To change the **Video View**, you can move your instrument in **Horizontal** 360° around its axis and the embedded camera in **Vertical** (38° above the horizontal and 22° below the horizontal) for a **Trimble GX instrument**. If using a **Trimble CX instrument**, your instrument will move in **Horizontal** 360° around its axis and its embedded camera in **Vertical** (from 0° to 150°). Two scroll bars (**Horizontal** and **Vertical**) as illustrated below are available for these purposes.



**Note:** When rotating your **Trimble CX instrument** around its axis (or its embedded camera), the **Static Video** may take a while before being refreshed. When the refresh is in progress, the "Move" text appears below the **Refresh Static Video**  button. Once the refresh completed, the "Move" text is replaced by "Pict".

## Scrolling the Horizontal Slider

The **Horizontal Slider** ranges from  $-180^{\circ}$  to  $180^{\circ}$ . Scrolling it will change the camera's horizontal position (the value on the slider).

To Scroll the Horizontal Slider:

1. Slide the **Horizontal Slider** from **Right** to **Left** to move **Left** the instrument.
2. Or slide the **Horizontal Slider** from **Left** to **Right** to move **Right** the instrument.

**Note:** (\*) As a **Horizontal Angle (HA)**.

## Scrolling the Vertical Slider

The **Vertical Slider** ranges from  $103^{\circ}$  to  $66^{\circ}$ . Scrolling it will change the camera's vertical position (the value on the slider).

To Scroll the Vertical Slider:

1. Slide the **Vertical Slider** from **Up** to **Down** to move **Down** the embedded camera.
2. Or slide the **Vertical Slider** from **Down** to **Up** to move **Up** the embedded camera.

**Note:** (\*) As **Vertical Angle (VA)**.

## Tapping a Scroll Arrow

You can move the **Video View** in **Horizontal** (or **Vertical**) with an **Increment** which depends on the **Zoom Factor**. The [A] is available for a **Trimble GX instrument** while the table [B] is for a **Trimble CX instrument**.

[A]:

Zoom Factor	Horizontal Increment (in Degrees)	Vertical Increment (in Degrees)
100%	33	26
150%	22	16
250%	13	9
550%	6	4

[B]:

Zoom Factor	Horizontal Increment (in Degrees)	Vertical Increment (in Degrees)
-------------	-----------------------------------	---------------------------------

100%	30	39
340%	9	11

#### To Tap a Scroll Arrow:

1. Tap the **Right Arrow** (or **Left Arrow**) on the horizontal scroll bar.
2. Or tap the **Top Arrow** (or **Bottom Arrow**) on the vertical scroll bar.

### **Tapping the Scroll Track**

You can move the **Video View** in **Horizontal** (or **Vertical**) with no increment.

#### To Tap the Scroll Track:

- Tap anywhere on a scroll bar track.

### **Centering On Point**

#### To Center on a Point:

1. Tap the **Zoom On Point**  button.
2. Tap a point in the **Video View** window. The **Video View** moves to center to the tapped point.

### **Refreshing the Static Video On Demand**

You can refresh the **Static Video** without having to rotate the **Trimble CX instrument** or its embedded camera.

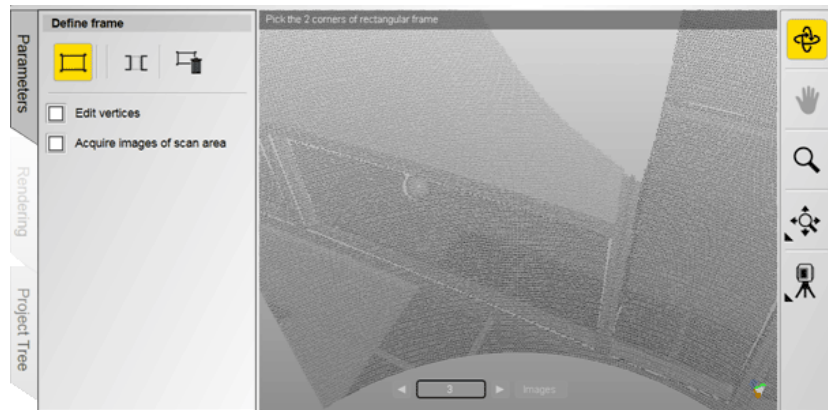
#### To Refresh the Static Video On Demand:

- Tap the **Refresh Static Video**  button.



## In a 360° Pre-Scan

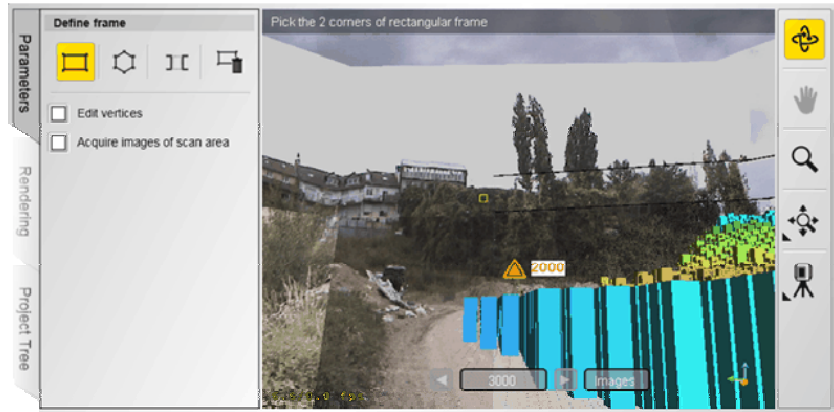
You can define a **Zone of Interest** on a **360° Pre-Scan** which is a **Full Scan** but with a low square resolution ( $0.25^\circ \times 0.25^\circ$  as **Horizontal Angle** and **Vertical Angle**) and limited in time (about 30 seconds). The **Station-Based** mode is the default navigation mode in a **360° Pre-Scan**. The **Examiner** mode is dimmed.



**Note:** This step is only available for a **Trimble CX** instrument.

## In an Existing 3D View





You can define a **Zone of Interest** on an already acquired data (Point Cloud or/and on **Panorama(s)\***).



**Note:** (\*) Not available for a Trimble CX instrument.

# Defining a Frame

A **Frame** is a scan area that the user has to define by tapping either in a **New Panorama**, in an **Existing 3D View** or in the **Live Video**. A **Frame** may have one (or two) shape(s) (**Rectangular** or **Polygonal**) depending on the instrument in use. If there is no **Frame** (as input of a **New Panorama**, an **Existing 3D View** or the **Live Video**); the **Polygonal Frame** is the default drawing mode. If there is a **Rectangular Frame**; the **Rectangular Frame** drawing mode is set in all (**New Panorama**, **Existing 3D View** and **Live Video**). If there is a **Polygonal Frame**, the **Polygonal Frame** drawing mode is set except in all except in **New Panorama**.

	GX Instrument	CX Instrument
 Rectangular Frame	✓	✓
 Polygonal Frame	✓	
 Invert Rectangular Frame Selection	✓	✓
 Delete Frame	✓	✓




## To Define a Frame:

1. Define a **Polygonal Frame**.
2. Or define a **Rectangular Frame**.
3. Or delete an existing **Frame**.
4. Or edit an existing **Frame's** vertices.
5. Tap **Next**.
  - If the **Acquire Images of Scan Area** option has been checked; the **Panorama Resolution** window opens.
  - If the **Acquire Images of Scan Area** option has been left unchecked; the **Choose Resolution Type** window appears.

## Defining a Rectangular Frame

A **Rectangular Frame** is composed of only two points. Each corresponds to a corner and both are opposite.


To Define a Rectangular Frame:

1. Tap the **Rectangular Frame**  button. The **Invert Rectangular Frame Selection**  button becomes enabled.
2. Tap anywhere to draw the first corner of a **Rectangular Frame**.
3. Tap anywhere to draw the second and opposite corner. The **Rectangular Frame** is drawn.
4. If required, tap the **Invert Rectangular Frame Selection**  button.

## Defining a Polygonal Frame

A **Polygonal Frame** must be composed of at least three points.

To Define a Polygonal Frame:

1. Tap the **Polygonal Frame**  button.
2. Tap anywhere to define the first vertex of a **Polygonal Frame**.
3. Tap anywhere to define the second. The two vertices are linked by a segment.
4. Continue to define other vertices. The **Polygonal Frame** is always closed in such a way that the start vertex is always linked to the last one.

## Editing Vertices

If there is no **Frame** (as input of a **New Panorama**, an **Existing 3D View** or the **Live Video**); the **Edit Vertices** option is dimmed and remains in this state until a **Frame** is drawn. If there is a **Frame**, the **Edit Vertices** option is enabled so that you can edit it.

### To Edit a Vertex:


1. Check the **Edit Vertices** option.
  - If a **Polygonal Frame** has been defined, a hollow square appears over each vertex.
  - If a **Rectangular Frame** has been defined, only two hollow squares appear: one over each tapped point.
2. Tap a vertex (with a hollow square) in the **View 3D** with the stylus pen.
3. Tap a point to move the vertex (with a hollow square) to that point. The **Frame**'s shape changes consequently.

**Tip:** You can also tap and drag a vertex.

## Deleting a Frame

You can delete the current **Frame** or an existing one.

### To Delete a Frame:

1. Tap the **Delete Frame**  button.
2. Or if the current **Frame** is rectangular, start a new **Rectangular Frame**. This will delete the current one.
3. Or change the **Frame** definition mode for another.

**Note:** You cannot undo the operation.

# Acquiring Images of Scan Area

This feature enables to automatically take video snapshots each time a **Scan** is started. These video snapshots are linked to a **Scan** and cover an area that corresponds to the framing area.

## To Acquire Images of the Scan Area:

1. First define a **Frame** as previously described.
2. Check the **Acquire Images of Scan Area** option.
3. Tap **Next**. The **Panorama Resolution** window appears.

### **Note:**

- You can check the **Acquire Images of Scan Area** option without framing. In this case, the **Next** button remains dimmed.
- When using a **Trimble GX instrument**, the acquired images are all named **Snapshot** and are put in two places under the **Project Tree**: under its corresponding **Station** in the **Scan Tree** and in a list in the **Image Tree**. In the case of a **Trimble CX instrument**, the acquired images are all named **ImageX** where **X** is its order. **X** starts from 1.

# Setting Panorama Resolutions

With a **Trimble GX instrument**, an **Image** is always sized to **768X572** pixels whatever the **Zoom Factor** you select. As for the **Video View**, there are four different **Zoom Factors**: **100%**, **150%**, **250%** and **550%**. In the case of a **Trimble CX instrument**, an **Image** is sized to **576x720** pixels and there are two **Zoom Factors**: **100%** and **340%**.

**Trimble Access** gives an estimate for the number of **Images** that will be captured according to the **Frame** previously defined and to the **Zoom Factor** in use. For a given **Frame**, increasing the **Zoom Factor** will increase the number of images to capture.

## To Set a Panorama Resolution:

1. Tap on the **Image Size** pull-down arrow.
2. Choose a **Zoom Factor**.
3. Tap **Next**. The **Choose Resolution Type** window appears.

# Choosing a Resolution Type

A **Resolution** can be **Conventional** or **SureScan™**. When it is **Conventional**, it expresses the distance between two 3D coordinate points at a given distance. When it is **SureScan™**, it only expresses the distance between two 3D points regardless of the distance from the instrument to a scene. The table below lists the type(s) of **Resolution** according to the instrument in use.

	GX Instrument	CX Instrument
Conventional Resolution	✓	✓
SureScan™ Resolution	✓	

## To Choose a Resolution Type:

1. Tap **Conventional Resolution**. The **Choose Conventional Resolution** window appears.
2. Or tap **SureScan™ Resolution**. The **Choose SureScan™ Resolution** window appears.

### **Note:**

- The **SureScan™ Resolution** type is dimmed if the **Trimble GX** instrument is not an **Advanced™**.
- This step is not present in **Volumes** (or **DTM**) as the **Resolution** has been set in the **Define Job Resolution** step.

## Setting a Conventional Resolution

A **Conventional Resolution** of a scan can be expressed in terms of spatial resolution (see **Distance Parameters**) or angular resolution (see **Angle Parameters**). The spatial resolution consists of defining the width and height resolutions in terms of distance at a fixed (or user-defined) distance. The angular resolution consists of defining the width and height resolutions in terms of angle. In both cases, the **Convention Resolution** is square by default (defining the **HD** (**H**orizontal **D**istance) will set the **VD** (**V**ertical **D**istance) at the same value); but you can choose to set each different.

### To Set a Conventional Resolution:



1. Define **Distance Parameters**,
2. Or define **Angle Parameters**,
3. Or constrain the resolution to a time limit,
4. Or set **Scan Options**.
5. Tap **Start**.

**Note:** When using a **Trimble CX instrument**, the **HA** (or **VA**) value ranges from 0.001 degrees to 0.25 degrees (except for target scans). You cannot go beyond (or above) this range.



## Defining Distance Parameters

### To Define Distance Parameters:



1. Tap anywhere in the **Distance Parameters** panel.
2. Do one of the following:
  - Set a square resolution.
    - a) Keep the **Use Same Horizontal and Vertical Values** padlock locked .
    - b) Tap in the **Horizontal Distance** field. An on-screen keypad appears.
    - c) Input a distance value in the **Horizontal Distance** field.
    - d) Tap the **Tab** button\*. The on-screen keypad jumps to the **At Distance** field for editing.
    - e) Input a distance value in the **At Distance** field.
    - f) Tap the **Tab** (or **Ok**) button. The on-screen keypad closes
  - Set an un-square resolution.
    - a) Set the **Use Same Horizontal and Vertical Values** padlock unlocked  by tapping it. The **Vertical Distance** field becomes enabled.
    - b) Tap in the **Horizontal Distance** field. An on-screen keypad appears.
    - c) Input a distance value in the **Horizontal Distance** field.
    - d) Tap the **Tab** button\*. The on-screen keypad jumps to the **Vertical Distance** field for editing.
    - e) Input a distance value in the **Vertical Distance** field.
    - f) Tap the **Tab** button\*. The on-screen keypad jumps to the **At Distance** field for editing.
    - g) Input a distance value in the **At Distance** field.
    - h) Tap the **Tab** (or **Ok**) button. The on-screen keypad closes

**Note:** Once you have defined the **Distance Parameters**, **Trimble Access** will update the **Angle Parameters** with related parameters and will estimate the time required to collect data (If a **Frame** has been defined) as well as the number of points.

**Tip:** (\*) You can also tap the **Ok** instead. In that case, you need to tap in the next field for editing.

## Defining Angle Parameters

### To Define Angle Parameters:

1. Tap anywhere in the **Angle Parameters** panel.
2. Do one of the following:
  - Set a square resolution.
    - a) Keep the **Use Same Horizontal and Vertical Values** padlock locked .
    - b) Tap in the **Horizontal Angle** field. An on-screen keypad appears.
    - c) Input an angular value in the **Horizontal Angle** field.
    - d) Tap the **Tab** (or **Ok**) button. The on-screen keypad closes
  - Set an un-square resolution.
    - a) Set the **Use Same Horizontal and Vertical Values** padlock unlocked  by tapping it.
    - b) Tap in the **Horizontal Angle** field. An on-screen keypad appears.
    - c) Input an angular value in the **Horizontal Angle** field.
    - d) Tap the **Tab** button\*. The on-screen keypad jumps to the **Vertical Angle** field for editing.
    - e) Input an angular value in the **Vertical Angle** field.
    - f) Tap the **Tab** (or **Ok**) button. The on-screen keypad closes

**Note:** Once you have defined the **Angle Parameters**, **Trimble Access** will update the **Distance Parameters** with related parameters and will estimate the time required to collect data (If a **Frame** has been defined) as well as the number of points.

**Tip:** (\*) You can also tap the **Ok** instead. In that case, you need to tap in the next field for editing.

## Constraining the Resolution to a Time Limit

You can define a time required to collect data.

To Constrain the Resolution to a Time Limit:

1. Tap anywhere in the **Estimation and Safety Parameters** panel.
2. Tap in the **Constrain Resolution to a Time Limit** field. An on-screen keypad appears.
3. Input a value in the **Constrain Resolution to a Time Limit** field.
4. Tap **OK**. The on-screen keypad disappears on its own.

**Note:** Once you have defined duration, **Trimble Access** will update the parameters in the **Distance Parameters** and **Angle Parameters** panels and will estimate the number of points (If a **Frame** has been defined).

## Setting a SureScan Resolution

The **SureScan™ Resolution** consists of defining a resolution regardless of the distance from your instrument to a scene.

To Set a SureScan™ Resolution:

1. Tap in the **SureScan™ Distance** field. An on-screen keypad appears.
2. Enter a new distance value in the **SureScan™ Distance** field.
3. Tap **Ok**. The on-screen keypad disappears.
4. Tap **Start**.

**Note:** The default unit of measurement is setup in **Meters** for the **SureScan™** distance; you do not have to enter "m" after the value.

The scan parameters are not customizable. They are summarized below:

- **Auto-Focus** enabled,
- **Grid: Best Quality**,
- **Point Coloring** enabled,
- The limit scan distance: 200m,
- The **Number of Shots**: 4

# Customizing the Scan Options

The **Scan Options** are typically **Point Coloring**, **Focus**, **Grid Quality**, **Tilt** and **Scan Distance**. Each will be detailed hereafter. The table below lists the type(s) of **Scan Options** according to the instrument in use.

	GX Instrument	CX Instrument
Point Coloring	✓	
Focus	✓	
Grid Quality	✓	
Tilt	✓	✓
Scan Distance	✓	
Remeasure Tilt Before Scan		✓
TZS File Format		✓
CMF File Format		✓

To Customize the Scan Options:

- Tap anywhere in the **Scan Options** panel to expand hidden scan options.

## Point Coloring

The **Point Coloring** option allows RGB color information to be assigned to points in real-time during a scanning process. The result is a set of RGB colored points that can be viewed in the **Trimble Access's View 3D**.

## Focus

There are two **Focus** modes: **Autofocus** and **Fixed Focus At**. The **Autofocus** mode is well suited for high detail capture requirements on objects (or scenes) at close range, up to **20 to 25** meters. Note that the **Autofocus** does not improve high detail capture at distances greater than **25** meters. If this focus mode suits your needs, we advise you to plan scan stations so that maximum distance from objects/scenes is less than 25 meters. For plain objects (walls, large non-detailed objects, etc.) at close range, this mode is unnecessary. In other cases, check the **Fixed Focus At** option and select focal distance relative to the object(s)/scene. In this configuration, the **Trimble GX instrument** will capture regular high accuracy data at all distances according to range specifications.

## Grid Quality

Two options are available that effectively control the behavior of the **Trimble GX instrument's** mirror: **Fast** and **Best Quality**. The **Fast** option is for regular data quality. This option corresponds to standard (radial) grid and is sufficient for data acquisition for most industrial applications (data editing including geometric modeling). Keep the **Enhanced Grid** option unchecked to choose **Fast**. The **Best Quality** option is for special applications if data editing is likely to include meshing (c.f. texture mapping). This option corresponds to controlled rotation i.e. constant angular step. Using this option does not necessarily imply a need for **Auto-Focus** enabling. Check the **Enhanced Grid** option to choose **Best Quality**.

## Tilt Feature

The **Tilt** component in your instrument is a dual-axis (**Trunnion** and **Sighting** axes) detector. Used in combination with the **Compensator** enables to level-compensate automatically all 3D points.

Level-compensation when using a **Trimble GX instrument** can be **Dynamic** or **Static**. In the **Dynamic** mode (when checking the **Dynamic Tilt** option), tilt measurements are continuous and measured values are applied to all points of a scan. This mode is well-suited when using the instrument under a stable environment. In the **Static** mode (when keeping the **Dynamic Tilt** option unchecked), only two measurements are done for a given scan, one when it starts and the other when it ends. All points of the scan are level-compensated with the value measured at the beginning. Both values (beginning and end) are compared together. A warning message appears if the difference is greater than 300 micro-radians. This mode is well-suited when using the instrument under high vibration environment.

The instrument needs to be leveled and the **Compensator** activated\* to be able to use the **Dynamic** (or **Static**) mode. Otherwise, the **Dynamic Tilt** option is hidden.

**Note:** (\*) The **Disable Compensator** option unchecked in the **Leveling** window.

Level-compensation when using a **Trimble CX instrument** is neither **Dynamic** nor **Static** but **On-Demand** (by remeasuring the **Tilt**).

## Scan Distance

For objects (or scene) at distances less than the maximum standard range of the **Trimble GX instrument**, select the maximum distance at which the instrument is required to capture data. This will help to speed-up the scanning operation.

Greater distance setting is offered for situations where advanced users wish to attempt data capture at distances beyond maximum standard range. **OverScan™** distance is indicated when the distance is greater than the maximum distance. The ability of the instrument to capture data at these distances and/or at any given level of density is not guaranteed by the manufacturer. Ad-hoc testing has shown that under favorable operating conditions, data capture at these distances may be achievable. Such attempts are at the operator's discretion and in the case of such attempts operator is advised to closely check status of real-time data capture in Trimble Access as scan is in progress.

## Number of Shots

The **Number of Shots** refers to the number of times the laser is targeted on a single point for the purposes of collecting one point of data with increasing levels of distance accuracy in order to improve standard deviation.

Note that increasing the **Number of Shots** can improve accuracy up to a certain level, but to the detriment of speed of data capture. The number is setup by default to 4 and is limited to 25. The number of shots beyond 25 is unlikely to produce any discernable improvement in data quality.

## Remeasure Tilt Before Scan

From the moment the **Tilt** had been measured and the beginning of a **Scan**, the **Trimble CX instrument** may move slightly e.g. due to vibrations. The user should then remeasure the **Tilt** to obtain new values.

## Save Points in a TZS Format File

A **TZS** format file is a Trimble's **LASERGen Manager** format file.

## Save Points in a CMF Format File

A **CMF** format file is a file provided by a Trimble CPW 8000 (or Trimble CX) instrument.

## Defining the Scan Options

The **Custom** method must be used in specific cases and/or where you are an advanced user of the instrument. If your instrument is a **GX**; the **Scan Options** panel as shown in [A]. If it is a **CX**, the **Scan Options** panel is as shown in [B].

[A]:

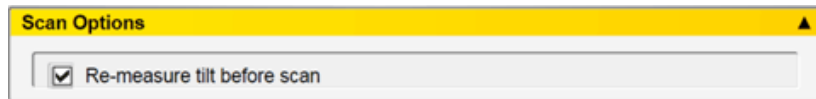
The Scan Options panel when the Disable Compensator option is checked

The Scan Options panel when the Disable Compensator option is unchecked

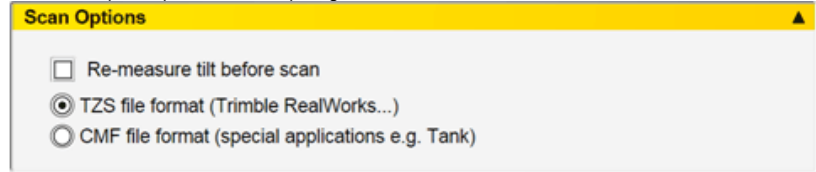
### To Define the Scan Options:

1. Check the **Custom** option. All options become enabled.
2. Keep the **Point Coloring** option checked (if required).
3. Keep the **Enhanced Grid** option checked (if required).
4. If the **Disable Compensator** option has been checked when leveling the instrument, jump to step 7.
5. If the **Disable Compensator** option has been left unchecked when leveling the instrument, choose between **Dynamic Tilt** and **Static Tilt** (by checking (or keeping unchecked) the option).
6. Choose between **Autofocus** and **Fixed Focus At** as focus mode.
7. If **Fixed Focus At** has been checked, keep the default distance value or define a distance by entering a value.
8. Define the number of shots by inputting a value in the **Number of Shots** field.
9. Use the slider to define a scan distance:
  - If the distance is below **200.00 m**, you are in the **Limit Scan Distance**,
  - If the distance is above **200.00 m**, you are in the **OverScan™**.

[B]:



The Scan Options panel when acquiring a 360° Pre-Scan or an Area Scan



The Scan Options panel when acquiring a Full Scan

To Define the Scan Options:

1. If the **Disable Compensator** option has been checked after measuring the **Tilt**, the **Remeasure Tilt Before Scan** option is deactivated (dimmed).
2. If the **Disable Compensator** option has been left unchecked after measuring the **Tilt**, the **Remeasure Tilt Before Scan** option is activated (unchecked by default).
3. When acquiring a **Full Scan**, choose between **TZS** and **CMF** as file format.
4. If required, remeasure the **Tilt** before scanning by checking the option.

**Note:** The **Scan Options** panel (when not expanded) summarizes in which file format (**TZS** or **CMF**) acquired points will be saved as well as the **Remeasure Tilt Before Scan** option which is chosen or not.



# Choosing a Scan Method

The **Scan Options** are spread between different **Scan Methods**. Choosing a **Scan Method** will choose the options that are related to.

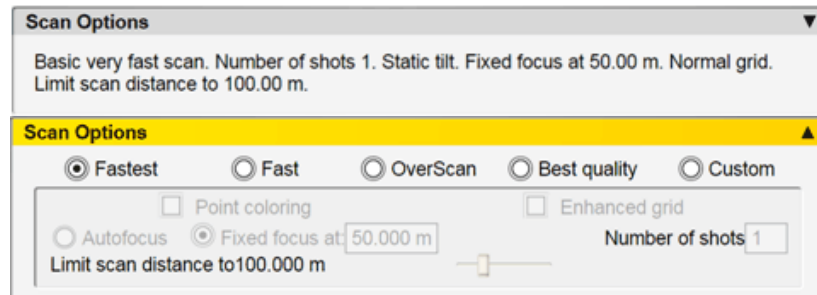
To Choose a Scan Method:

1. Tap anywhere in the **Scan Options** panel which expands showing hidden scan options.
2. Choose among **Fastest**, **Fast**, **Best Quality** and **OverScan™**.

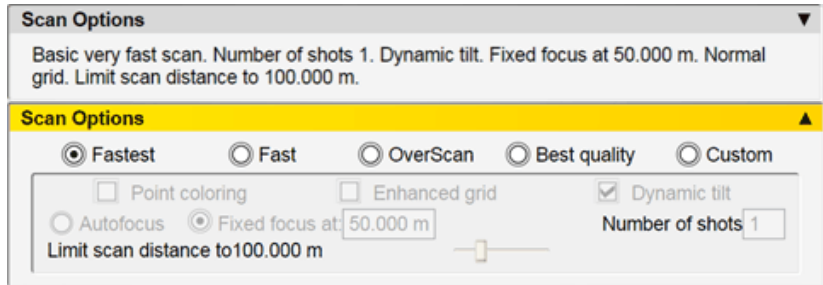
## The Fastest Method

The **Fastest** method is for a basic and very fast scan under standard operating conditions. This method is limited to a range corresponding to half the regular range capability of the **Trimble GX instrument** (before **OverScan™**): 100.00 m. **Point Coloring** acquisition is not enabled and basic grid quality is in mono and 1 shot.

The level-compensation is in **Static** mode if the **Disable Compensator** option has been checked while leveling the instrument.



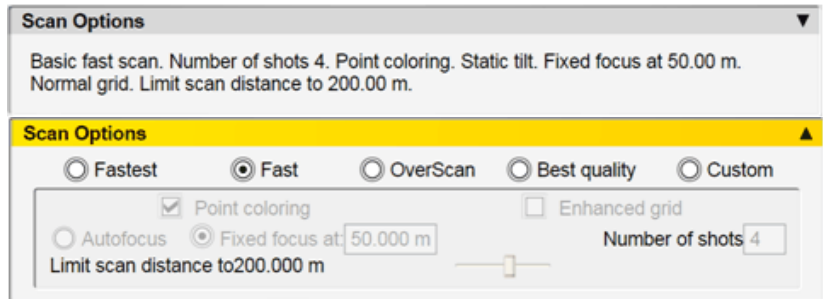
The level-compensation is in **Dynamic** mode if the **Disable Compensator** option has been left unchecked while leveling the instrument.



### The Fast Method

The **Fast** method is for a basic fast scan over the full regular range of the **Trimble GX instrument** (before **OverScan™**): 200.00 m. In this method, **Point Coloring** acquisition is enabled, **Autofocus** is disabled and basic grid quality is in mono and 4 shots. This method is sufficient for non-complex objects and scenes and/or where very high accuracy is not a priority.

The level-compensation is in **Static** mode if the **Disable Compensator** option has been checked while leveling the instrument.



The level-compensation is in **Dynamic** mode if the **Disable Compensator** option has been left unchecked while leveling the instrument.

**Scan Options** ▼

Basic fast scan. Number of shots 4. Point coloring. Dynamic tilt. Fixed focus at: 50.000 m. Normal grid. Limit scan distance to 200.000 m.

**Scan Options** ▲

Fastest   
 **Fast**   
 OverScan   
 Best quality   
 Custom

Point coloring   
 Enhanced grid   
 Dynamic tilt

Autofocus   
 Fixed focus at: 50.000 m   
 Limit scan distance to 200.000 m

Number of shots 4

### The Best Quality Method

The **Best Quality** method is for complex objects and scenes where edge/details are required and particularly for distances up to 20 to 25 meters. This method can be also used if you are in doubt about the level of accuracy required. In this method, scan is multi-shot, enhanced grid (angular constant-step); **Autofocus** and **Point Coloring** are enabled. This method is recommended if data editing is likely to include meshing. In this method we recommend scanning at no more than 25 shots - specify this during framing phase. Scanning time is approximately double that of the **Fast** scanning mode with same grid and averaging parameters.

The **Disable Compensator** option has been checked in the **Leveling** window. The level-compensation is in **Static** mode.

**Scan Options** ▼

Best quality for detailed scanning. Number of shots 25. Point coloring. Static tilt. Autofocus. Enhanced grid. Limit scan distance to 25.00 m.

**Scan Options** ▲

Fastest   
 Fast   
 OverScan   
 **Best quality**   
 Custom

Point coloring   
 Enhanced grid

**Autofocus**   
 Fixed focus at: 50.000 m   
 Limit scan distance to 25.000 m

Number of shots 25

The **Disable Compensator** option has been left unchecked in the **Leveling** window. The level-compensation is in **Dynamic** mode.

**Scan Options** ▼

Best quality for detailed scanning. Number of shots 25. Points coloring. Dynamic tilt. Autofocus. Enhanced grid. Limit scan distance to 25.000 m.

**Scan Options** ▲

Fastest   
  Fast   
  OverScan   
  Best quality   
  Custom

Point coloring   
  Enhanced grid   
  Dynamic tilt

Autofocus   
 Fixed focus at: 50.000 m   
 Number of shots 25

Limit scan distance to 25.000 m

## The OverScan Method

The **OverScan™** method is used for scanning at greatest possible distance, corresponding to the **OverScan™** distance of the **Trimble GX instrument**: 350.00 m. **Point Coloring** acquisition is enabled and basic grid quality is in mono and 9 shots.

The **Disable Compensator** option has been checked in the **Leveling** window. The level-compensation is in **Static** mode.

**Scan Options** ▼

For scanning at greatest possible distance. Number of shots 9. Point coloring. Static tilt. Autofocus. Enhanced grid. OverScan up to 350.000 m.

**Scan Options** ▲

Fastest   
  Fast   
 OverScan   
 Best quality   
 Custom

Point coloring   
 Enhanced grid

Autofocus   
 Fixed focus at: 50.000 m   
 Number of shots 9

OverScan up to 350.000 m

The **Disable Compensator** option has been unchecked in the **Leveling** window. The level-compensation is in **Dynamic** mode.

**Scan Options** ▼

For scanning at greatest possible distance. Number of shots 9. Point coloring. Dynamic tilt. Autofocus. Enhanced grid. OverScan up to 350.000 m.

**Scan Options** ▲

Fastest     Fast     OverScan     Best quality     Custom

Point coloring     Enhanced grid     Dynamic tilt

Autofocus     Fixed focus at: 50.000 m    Number of shots 9

OverScan up to 350.000 m

# Acquiring Full Scans

You can add as many **Full Scans** as required under a given **Station** as the **New Full Scan** button in the **Acquire in** window remains enabled after acquiring one.

**Note:** You can cancel a **Full Scan** (**TZS** or **CMF**) in progress.

## A TZS Full Scan

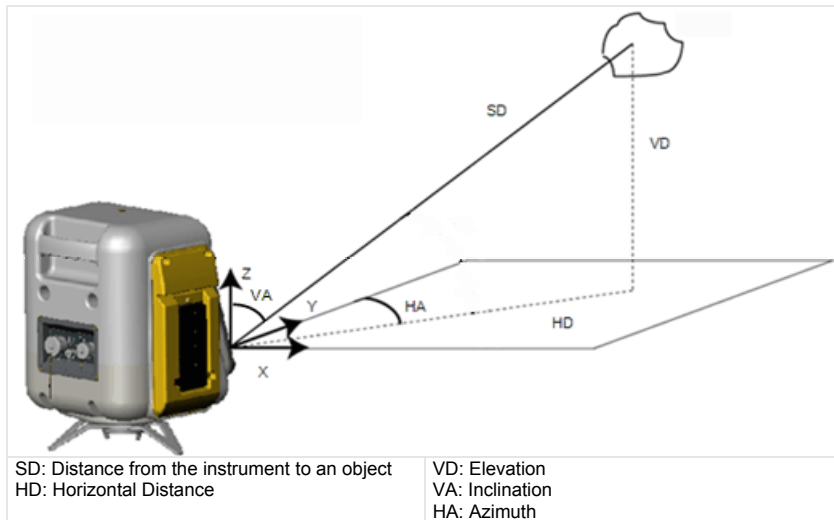
At the end of a **TZS Full Scan**, a message such as "**Scan finished. Processing the data....You may disconnect the instrument**" appears at the top left corner of the **View 3D** and points are displayed. Adding another **TZS Full Scan** under the same **Station** brings up a dialog which prompts you to replace the existing one. Choosing **Yes** overwrites the existing **TZS** format file. Choosing **No** adds the new **TZS Full Scan** under the **Station**. The new **TZS Full Scan** name is then incremented by one digit.

## A CMF Full Scan

At the end of a **CMF Full Scan**, a message such as "**Scan finished. Processing the data....You may disconnect the instrument**" appears at the top left corner of the **View 3D** as well as a dialog. If adding another **CMF Full Scan** under the same **Station**, the new **CMF Full Scan** name is then incremented of one digit.

# Acquiring Survey Points

For a given 3D point, a measurement composed of three components is performed. The first component is called **SD** (Slope Distance) - distance from the instrument to an object - with two derivatives **HD** (Horizontal Distance) and **VD** (Vertical Distance) (also called **Elevation**). The two other components are **VA** (Vertical Angle) and **HA** (Horizontal Angle) - respectively the **Inclination** and **Azimuth** of the instrument. The measurement principle is illustrated in the figure above.



## To Acquire a Survey Point:

- In the **Acquire in\*\*** window, tap **New Point**. The **Define Point Name** window appears.

**Note:** (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

## Defining a Survey Point Name

A **Survey Point** is always named "**SurveyPointX**" where **X** is its current order. For a given project, **X** starts from **One** and it is incremented from one to one each time a new **Survey Point** is added regardless of the station the **Survey Point** belongs to.

To Define a Survey Point Name:

1. Keep the default name: **SurveyPoint1**.
2. Or tap in the **Point Name** field. An on-screen keyboard appears.
3. Enter a new name in the **Point Name** field.
4. Tap **Ok**. The on-screen keyboard closes by its own.
5. Tap **Next**. The **Discrete Point Measurement** window appears.

## Collecting a Survey Point

To Collect a Survey Point:

1. Move the instrument to an area where you want to collect a **Survey Point** (using the scroll-bars).
2. Tap a point in the **Video View**.
3. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the **Survey Point** as a yellow point with a yellow label and its coordinates as "**HA, VA, SD**".
4. If required, tap another point in the **Video View**. The previously **Survey Point** will be cancelled.
5. Tap **Next**.

**Tip:** A collected **Survey Point** will not be created in the **Trimble Access** database as long as you do not tap the **Next** button.

**Note:**

- You can swap from "**HA, VA, SD**" to "**X, Y, Z**" by tapping "**HA, VA, SD**" before (or after measuring) a **Survey Point**.
- The unit of measurement for an angle (**HA** or **VA**) is set by default to **Degrees**. You can change it in **Settings / Units**.
- The unit of measurement for a distance (**SD, X, Y** and **Z**) is set by default to **Meters**. You can change it in **Settings / Units**.



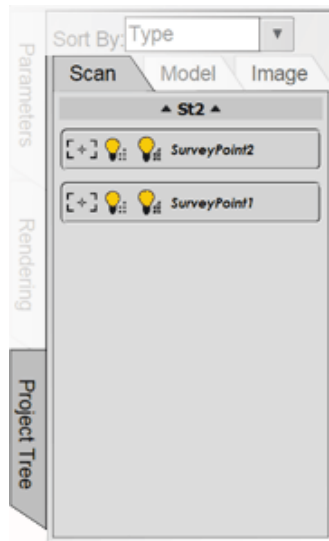
## Adding a New Survey Point

After tapping **Next**, the **Acquire in** window\*\* appears again. This lets you to add a new **Survey Point** under the current station.

**Note:** (\*\*) The **Acquire in** window name may change according to the **Station Setup** you used. It can be **Acquire in "Known\_Point\_Name"**, **Acquire in "Station\_Point\_Name"** or **Acquire in "Station\_Name"**.

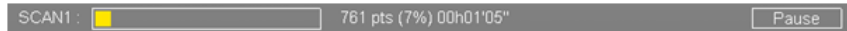
## The Survey Point Results

Each **Survey Point** is created and placed under its current station in the **Scan Tree**. It has both the **Point Cloud** and the **Geometry** representations. By default, it is displayed in the **View 3D**.



## Pausing on Data Acquisition

When acquiring data like a **Scan** or (a **Panorama** or **Target**), a **Progress Bar** in transparency appears on the top of the **Video View** (or **View 3D**). The data name\* is at the left of the **Progress Bar**. If it is a **Scan** (in a **General Scanning** job), the **Number of Points**, a **Rate** between brackets and the **Time Estimation** (countdown to completion) are displayed at the right of the **Progress Bar**.



If it is a **Scan** (in a **Volumes** (or **DTM**) job), there are only the **Number of Points** and a **Rate** displayed at the right of the **Progress Bar**.



If it is a **Panorama** (only in a **General Scanning** job), no **Number of Points**, no **Rate** and no **Time Estimation** (counted in backward) information are displayed.



**Note:** There is no **Pause** if there is only one **Panorama**.

If it is a **Full Scan** (**TZS** or **CMF**) (only with a **Trimble CX** instrument), the **Number of Points**, a **Rate** and the **Time Estimation** (countdown to completion) are displayed at the right of the **Progress Bar**.



**Note:**

- (\*) **Trimble Access** may first display the "**Scan Starting...**" message at the left of the **Progress Bar** before displaying the data name.
- If the **Acquire Images of Scan Area** option has been checked when defining a **Zone of Interest**; the "**Acquiring Images...**" message is displayed.

## Interrupting

You can pause a data acquisition when it is in progress. There is a **Pause** button at the top right corner of the **View 3D** (or **Video View**).

To Interrupt:

- Tap the **Pause** button. The **Pause** button will take the name of **Resume**.

**Note:** The **Pause** button can take a short while to change to **Resume**. The "Scan Stopping..." message appears in place of the data name at the left of the **Progress Bar** during this period of time.



## Resuming

To Resume:

- Tap the **Resume** button. The **Resume** button will take the name of **Pause**.

## Stopping

You can stop a data acquisition like **Targets**.



To Stop:

- Tap the **Stop** button.

## Cancelling

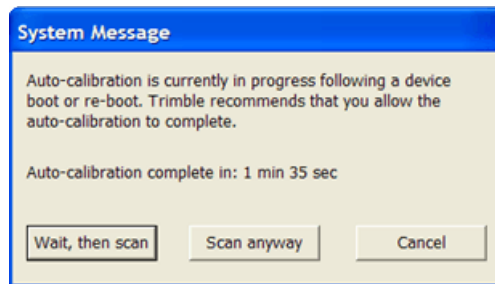
To Cancel:

- Tap the **Cancel** button. The "**Scan Stopping...**" message appears in place of the data name at the left of the **Progress Bar** during this period of time.

## The Auto-Calibration in Progress

The **Trimble GX instrument** is equipped with an internal calibration system that is designed to compensate for various physical phenomena that are known factors with high precision mechanical/electronic instruments. This system carries out a check process every 5 minutes during scanning. The process lasts for around 20 to 30 seconds, during which time the scan is temporarily paused, and compensation is carried out if necessary. This allows data to be collected with higher overall levels of precision.

In order for the internal calibration system to reach maximum performance status, an initial period of 5 minutes after the instrument boot (or reboot) is required. During this time, the system is in auto-calibration mode. Trimble recommends that you do not scan during this period. If nevertheless you request a scan before the 5-minute post-boot (or reboot) period is complete, the following dialog appears:

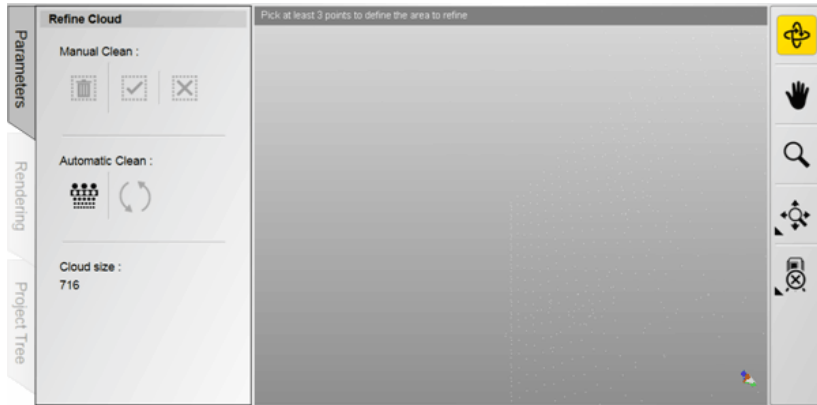


- Tap **Wait, then Scan**. All buttons in the dialog become dimmed. Do not execute the scan until the **Auto-Calibration** is complete. After the 5-minute period, the scan starts by its own.
- Tap **Scan Anyway**. The scan starts but you will obtain a low accuracy in your result.
- Tap **Cancel**. The scan is aborted.

**Note:** Using the **Trimble GX instrument** before the **Auto-Calibration** is complete means that you may not reach the specified accuracy.

# Refining Point Cloud Data

As the **Data** is mainly a **Point Cloud**; you can clean it by removing e.g. parasite points, by fencing an area or reduce it by filtering.



**Note:** This step is only present in a **Volumes** (or **DTM**) job.

To Refine Point Cloud Data:

1. Fence the **Point Cloud** data,
2. Or apply the **Topographical Filter**,
3. Tap the **Next** button. The **Acquisition Menu** window appears.

**Note:** The **Acquisition Menu** window is composed of **New Scan** as you can only acquire one type of data (**Scan**).

## Fencing Data

A **Fence** has only one shape (polygonal) and is composed of segments and vertices. It is used as segmentation boundaries. Drawing a **Fence** is done by taping in the **View 3D**.

### Fencing an Area

To Fence an Area:

1. Tap anywhere to define the first vertex of a **Fence**.
2. Tap anywhere to define the second vertex. The two vertices are linked by a segment.
3. Continue to define other vertices. The **Fence** is always closed in such a way that the start vertex is always linked to the last one.

**Note:**

- The **New Fence** button becomes enabled once a point has been tapped.
- The **In** and **Out** buttons become enabled once a **Fence** (with at least three vertices) has been defined.
- You can no longer rotate the data once a point has been tapped. You need to cancel it before you can rotate again.

### Undoing a Fence

To start a new **Fence**, you need to cancel the current one by tapping the **New Fence** button.

To Undo a Fence:

- Tap **New Fence** .



## Keeping the Inner Data

Selecting **In** keeps points inside the defined fence. Un-kept points are not deleted from the initial **Point Cloud** but just remain hidden in the **View 3D**. No points will be taken into account if the defined fence is empty.

To Keep the Inner Data:

- Tap **In** .

## Keeping the Outer Data

Selecting **Out** keeps points outside the defined fence. No points will be taken into account if the defined fence is empty.

To Keep the Outer Data:

- Tap **Out** .

## Reloading the Initial Data

To Reload the Initial Data:

- Tap **Reload** .


## Filtering Data

The idea behind the **Topographical Filtering** is to separate **Valid Points** from **Invalid Points** inside a **Point Cloud**. Because **Invalid Points** are more or less important according to where they are on the **Point Cloud**; you need to be able to work separately on them. This kind of situation occurs when the **Point Cloud** is a scene presentation with trees, bushes and the like. In such a case, **Invalid Points** are trees, bushes, etc. and **Valid Points** are the ground.

### Topographically Filtering Points

The **Topographical Filtering** is based on a grid method and the resolution is square by default (the same in both of the **Reference Plane** directions). Points of the **Point Cloud** outside the square-grid tolerance will be not taken into account. And those nearby or faraway from the square-grid boundary can be gradually ignored using the **Topographical Filtering** slider which ranges from **Min** to **Max** with 10 **Steps**.

To Topographically Filter Points:

1. Tap the **Topographical Filtering**  button. The **Topographical Filtering** window opens.
2. Tap and drag the **Slider** with the stylus pen from **Right** to **Left**. The result (from the square-grid projection and the distance selection) is a set of **Invalid Points**. These points will be un-kept and shown in red in the **View 3D**.
3. Tap and drag the **Slider** with the stylus pen from **Left** to **Right**. **Invalid Points** will become **Valid Points**.
4. Tap **Done**. The **Refine Cloud** window appears again. The filtering result is saved in the **Trimble Access** database.
5. Or tap **Cancel**. The **Topographical Filtering** procedure is aborted.

#### Note:

- You can drag the **Slider** to a position between two **Steps** or tap to the **Left** (or **Right**) of the **Track**.
- If a fence has been defined; the **Topographical Filtering** will be applied to the data **In** (or **Out** of) the fence.


## Checking the Filtering Results

The **Point Cloud** data size is expressed in terms of the number of points in **Cloud Size**. Applying the **Topographical Filtering** to the **Point Cloud** data will update this number.

**Note:** Tapping **Done** will validate and save the result in the **Trimble Access** database; while tapping **Cancel** will leave the data as it is.

## Reloading the Initial Data

To Reload the Initial Data:

- In the **Refine Cloud** window, tap **Reload** .

## Checking the Refinement Results

The **Point Cloud** data size is expressed in terms of the number of points in **Cloud Size**. Fencing (or filtering) the **Point Cloud** data will update this number.





**Note:** Tapping **Done** will validate and save the result in the **Trimble Access** database.

## CHAPTER 11

# Extracting Targets


A target may have two shapes (spherical and flat). A spherical target is a **White Spherical Target** with a 76.2 mm diameter. A flat target is a square and **Reflective Flat Target**, 150 x 150 mm. There are two ways to extract a **Reflective Flat Target** but only one for a **Spherical Target**.

A flat target is also a square **Black and White Flat Target**, 150 x 150 mm. The table below lists the types of target extraction available according to instrument.

	GX instrument	CX instrument
 Spherical Target	✓	✓
 Flat Target	✓	
 Fast Flat Target	✓	
 Black and White Flat Target		✓



# The Spherical Target Feature

The  **Spherical Target** feature enables to detect a sphere in one step. A single scan detects it and computes its centre. If you use a sphere other than a Trimble **Spherical Target**, you need to define its diameter. In addition to that, you can express the number of time a **Spherical Target** will be scanned. Both can be done by tapping the **Target Measurement Settings** button.

**Note:** The **Target Measurement Settings** can be reached by tapping .


When using a Trimble GX instrument, the parameters listed below are used for extracting a Spherical Target:

- **Resolution (HD (Horizontal Distance) and VD (Vertical Distance)):** 2 mm,
- **Best Quality** mode,
- **Auto-Focus** enabled,
- **Point Coloring** disabled,
- If using a **Trimble Spherical Target**, the limit scan distance is limited (from 0) to 200 m.
- If using another **Spherical Target**, the limit scan distance is limited (from 0) to 350 m.

When using a Trimble CX instrument, the parameters listed below are used for extracting a Spherical Target:

- **Resolution (HD (Horizontal Distance) and VD (Vertical Distance)):** 1.7 mm,
- If using a **Trimble Spherical Target**, the limit scan distance is the measured distance (from the instrument to the target).

# The Flat Target Feature

The  **Flat Target** feature enables to detect a Trimble **Reflective Flat Target**. The procedure differs from that of the **Spherical Target** detection. An initial fast scan in a limited area enables the detection of a **Reflective Flat Target** and a second high quality scan enables the calculation of its centre and normal.

The parameters listed below are used for extracting a **Reflective Flat Target** during an initial fast scan:


- **Number of Shots:** 1,
- **Focus:** 50 m,
- **Distance Max:** 200m.

The parameters listed below are used during the second high quality scan (of the same **Reflective Flat Target**):

- **Number of Shots:** 9,
- **Focus:** 50 m.




# The Fast Flat Target Feature

The  **Fast Flat Target** feature allows you to quickly detect a Trimble **Reflective Flat Target**. This procedure differs from the **Flat Target** because only one fast scan is required.

The **Fast Flat Target** scanning parameters are listed below:

- The limit scan distance is limited (from 0) to about 20m and 25m.
- The angle of incidence for scanning a Trimble **Fast Flat Target**: 0°



# The Black and White Target Feature

The  **Black and White Flat Target** feature enables to quickly detect a Trimble **Black and White Flat Target**. That procedure is similar to the **Fast Flat Target** feature because only one fast scan is required.


- **Resolution (HD (Horizontal Distance) and VD (Vertical Distance))**: 3.5 mm,
- The limit scan distance is the measured distance (from the instrument to the target).

# Extracting a Target

## To Extract a Target:


1. Move the instrument to sight a target (using the **Horizontal** and **Vertical Scroll-bars**).
2. Tap a target in the **Video View** (using the **Zoom On Point** .
3. When using a **Trimble GX instrument**, choose an extraction method (according to the type of target).
  - Tap **Fast Flat Target**.
  - Tap **Flat Target**.
  - Tap **Spherical Target**.
4. When using a **Trimble CX instrument**, choose an extraction method (according to the type of target).
  - Tap **Black and White Flat Target**.
  - Tap **Spherical Target**.
5. For a **Spherical Target**, define the settings (if required).
6. Auto-adapt roughly the yellow frame to the target by tapping .
7. Adapt in finesse the frame to the target using the slider for enlarging (or reducing) the frame.
8. Tap **Measure**.
  - If the target extraction succeeds, 3D points are acquired and fitted with a geometric entity corresponding to the target type. **Trimble Access** computes and displays its centre as "**HA, VA, SD**" and the **Next** button becomes enabled.
  - If the target extraction failed, only points are acquired, a dialog with the "**Measurement Failed**" message appears and the **Next** button remains disabled. You need to first close the dialog and adapt the frame if required and perform a new extraction.

## **Note:**

- The **Selection**  button is always dimmed when detecting a target.
- You can interrupt a target extraction in progress by tapping **Stop** on the top right corner of the **Video View**.
- You can swap from "**HA, VA, SD**" to "**X, Y, Z**" or to "**HA, ΔHD, ΔVD**", "**ΔX, ΔY, ΔZ**", "**ΔHA, ΔVA, ΔSD**" (this depends on to the **Station Setup** method you used) by tapping "**HA, VA, SD**" before (or after) measuring the **Backsight Point**.

# Auto-Framing a Target

## To Auto-Frame a Target:

- Tap **Auto-Frame** . **Trimble Access** first measures the distance to the target\*, size the yellow frame to fit the target according to the measured distance and to the **Zoom Factor** selected and apply a correction to parallax.

### **Note:**

- (\*) You may see a laser spot on the target. The distance to target is displayed at the top left corner of the **Video View**. This distance is an estimate.
- When using a **Trimble GX instrument**, only the "Frame size set for a target at: XX m" message appears.
- When using a **Trimble CX instrument**, the "Frame size set for a target at: XX m. Recommended frame width is twice the target width" message appears.

# Manual-Framing a Target

The **Framing Size** slider ranges from **Min** to **Max** with 10 **Steps**. In **Min Step**, the yellow frame size is reduced to almost a point whatever the **Zoom Factor** selected. In **Max Step**, the yellow frame size depends on the **Zoom Factor** you selected. It fits to the **Video View** size at the current **Zoom Factor** and cannot exceed it.

## To Manual-Frame a Target:

1. Tap the **Slider**.
2. Drag the **Slider** with the stylus pen from **Left** to **Right** (or from **Right** to **Left**) to increase (or decrease) the yellow frame size.

Or


3. Tap to the **Left** (or **Right**) of the **Track** to decrease (or increase) of one **Step**.

## **Note:**

- You can drag the **Slider** to a position between two **Steps**.
- With a **Trimble CX** instrument, the **Distance Estimation** is updated when the user drags the **Slider**.

# Defining Measurement Settings for a Spherical Target

To Define Measurement Settings for a Spherical Target:

1. Tap the **Target Measurement Settings**  button. The **Target Measurement Settings** window appears.
2. Do one of the following:
  - Define the **Number of Iterations**,
  - Define the **Sphere Diameter**.
3. Tap **Done**. The **Target Measurement Settings** window closes.

## Defining the Number of Iterations

The **Number of Iterations** expresses the number of time an instrument scan a **Spherical Target**.

To Define the Number of Iterations:

1. Tap in the **Number of Iteration** field. An on-screen numerical pad appears.
2. Input a value in the **Number of Iterations** field.
3. Tap **Ok**. The on-screen numerical pad disappears.

## Defining the Sphere Diameter

A sphere is a **Spherical Target** used as a marker (or reference point) for scene registration or georeferencing. If you use a Trimble **Spherical Target**, it should have a 76.2 mm diameter long. If you use a different spherical, this step lets to define its diameter.

### To Define the Sphere Diameter:

1. Tap in the **Sphere Diameter** field. An on-screen numerical pad appears.
2. Input a value in the **Sphere Diameter** field.
3. Tap **Ok**. The on-screen numerical pad disappears.

## The Target Extraction Results


You can associate as many measurements as required to a target (whatever its type). For each measurement, a target named **TargetX** (where **X** is its order) is created and put under its related **Station** in the **Scan Tree**. Only the last measurement is taken into account and the extracted target takes the **Backsight Point** name. The others keep the **Target X** name.

If the extraction failed, a target is also created and put under its related **Station** in the **Scan Tree**. Only points are acquired. The extracted target is then named **TargetX** (where **X** is its order). The **Next** button remains disabled.

Properties		Properties	
<b>General</b>		<b>General</b>	
Type	Flat Target	Type	Spheric Target
Name	Target2	Name	Target1
Number of Points	0	Number of Points	13035
Number of Points Loaded	0	Number of Points Loaded	13035
Color of Cloud	255, 0, 255	Color of Cloud	255, 255, 0
<b>Scan Informations</b>		<b>Geometry</b>	
Starting Scan Temperature	37.926	Color of Geometry	255, 255, 0
Final Scan Temperature	37.926	Center	0.391 m; 2.706 m; -0.11
Operator comment		Diameter	0.076 m
Firmware Version	4.0.7.0	Direction of Axis	0.000; 0.000; 1.000
Driver Version	3.0-7	<b>Scan Informations</b>	
Scanner Options at Scan	Start time: 16h3	Starting Scan Temperature	37.926
		Final Scan Temperature	37.926
		Operator comment	
		Firmware Version	4.0.7.0
		Driver Version	3.0-7
		Scanner Options at Scan	Horizontal resolution: 0°


A target for which the extraction failed has no geometry properties.

## The Spherical Targets


A **Spherical Target** (once extracted and fitted) is created and put under its parent **Station** in the **Scan Tree**. It has both the **Point Cloud** and the **Geometry** representations. The **Geometry** representation is shown as follows  (with accessory its **True Height** value) in the **View 3D**.



## The Reflective Flat Targets

A **Reflective Flat Target** (once extracted and fitted) is created and put under its parent **Station** in the **Scan Tree**. It has both the **Point Cloud** and the **Geometry** representations. The **Geometry** representation is shown as follows  (with accessory its **True Height** value) in the **View 3D**.

## The Black and White Targets

A **Black and White Flat Target** (once extracted and fitted) is created and put under its parent **Station** in the **Scan Tree**. It has both the **Point Cloud** and the **Geometry** representations. The **Geometry** representation is shown as follows  (with accessory its **True Height** value) in the **View 3D**.



# Rechecking Targets

The **Recheck** process is an option. It comes after you have completed the measurement of a (or a set of) target(s). It consists of remeasuring each target and compares the initial measurement with the remeasurement. You can also explicitly ask for the **Recheck** process by tapping **Recheck** on the **Step Bar**, whenever necessary and as often as required.

The number of targets to **Recheck** depends the **Station Setup** method you used. Each target when not already rechecked has the "Not Yet Rechecked" text beside and each will be remeasured twice.

You can cancel this step by tapping **Done**. A dialog opens and prompts you to create a new **Station** (or not). Choosing **Yes** will open the **New Station** window while tapping **No** will bring you to the **Trimble Access Home Page** in a **General Scanning** job (or to the **Delivery Main Menu** window in a **Volume\*** (or **DTM\***) job).

**Note:** (\*) The **Volume** (or **DTM**) job is not present in **Trimble Access** when using a **Trimble CX** instrument.

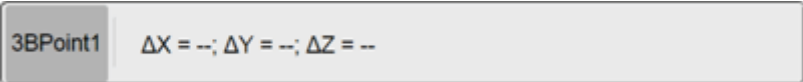


# Remeasuring Targets

No selection is required. The **Recheck** process will be applied to all targets in the **Recheck** window, from the first to the last.

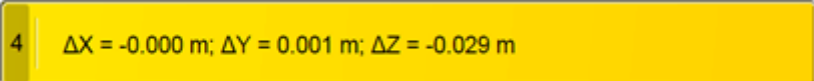
## To Remeasure Targets:

1. Tap the **Start** button. The first target is remeasured. A **Progress Bar** with a **Stop** button appears.
2. When the first measurement fails, an **Error** message appears.
3. Tap the **Ok** button. The **Error** message disappears.



3BPoint1  $\Delta X = --; \Delta Y = --; \Delta Z = --$

4. When the first and second measurements both succeed, the gap between the initial measurement and the **Recheck** measurements (for the current target) expressed as  $\Delta X$ ,  $\Delta Y$ ,  $\Delta Z$  in the current unit of measurement is displayed. The next target is remeasured and so on.



4  $\Delta X = -0.000 \text{ m}; \Delta Y = 0.001 \text{ m}; \Delta Z = -0.029 \text{ m}$

5. Tap **Done**. The **Recheck** window closes.

**Note:** Once the **Recheck** process completed, the **Start** button becomes dimmed.

## Interrupting the Recheck Process

You can stop the **Recheck** process in progress by tapping the **Stop** button on the **Progress Bar**. This will not stop the **Recheck** process for the current target but for the whole targets in the **Recheck** window.

## Resuming the Recheck Process

You can resume the **Recheck** process by tapping the **Star** button again. This will launch the process from beginning.

## CHAPTER 13

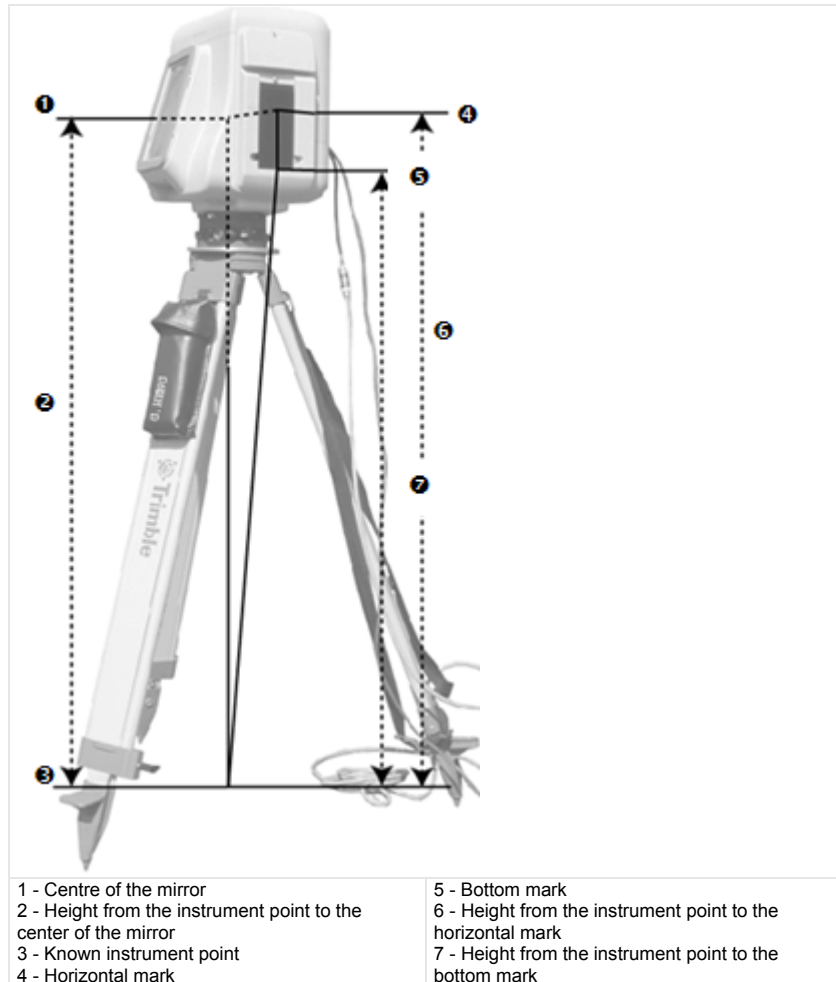
# Measuring an Instrument Height

In **Trimble Access**, the distance which separates a **Known Point** from the center of an instrument's mirror is called **True Instrument Height**.





# Measuring the Trimble GX instrument Height



As the center of the mirror cannot be reached for measurements, different types of marks are set on the **Trimble GX instrument's** side for this purpose.

Two horizontal marks are set at the same height as the center of the instrument mirror. These two marks are on each side of the instrument; they are used for measuring the instrument height. In **Trimble Access**, this height is called **Top Notch Height**.

The bottom mark is a thin vertical mark aligned with the instrument vertical axis, with a triangle inscribed just above. The bottom mark is only on the right side of the instrument. It is used for measuring the instrument height. In **Trimble Access**, this height is called **Bottom Notch Height**.

## Measuring the Top Notch Height

To Measure the Top Notch Height:

- Measure the distance from the **Known Point** to the **Horizontal Mark**.

**Note:** Two operators are required for this measurement procedure.

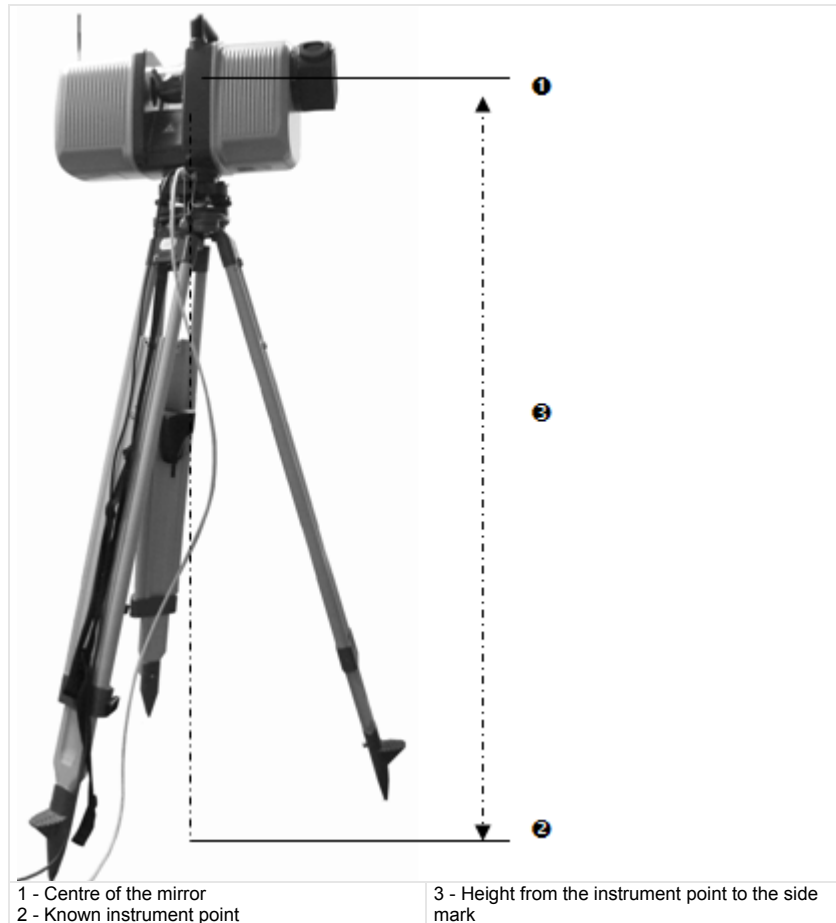
## Measuring the Bottom Notch Height

To Measure the Bottom Notch Height:

- Measure the distance from the **Known Point** to the **Bottom Mark**.

**Note:** Two operators are required for this measurement procedure.

# Measuring the Trimble CX instrument Height



As the center of the mirror cannot be reached for measurements, two marks (one on the **Front** and one on the **Rear** side of the **Trimble CX instrument**) are set for this purpose.





# The Deliveries

In **Trimble Access**, a **Delivery** is a term used to qualify the kind of output the user can have from the acquired data (**Point Cloud**). A **Delivery** can be either a **Volume** or a **Mesh**. The **Delivery Main Menu** window remains inaccessible if no point has been acquired within the **Project**.

**Tip:** You can also tap **Delivery** in the **Step Bar**.

**Note:** In the **Delivery Main Menu** window, tapping **Done** will bring you back to the **Trimble Access Home Page**.

The table below lists the type(s) of **Delivery** you can have according to the instrument in use.

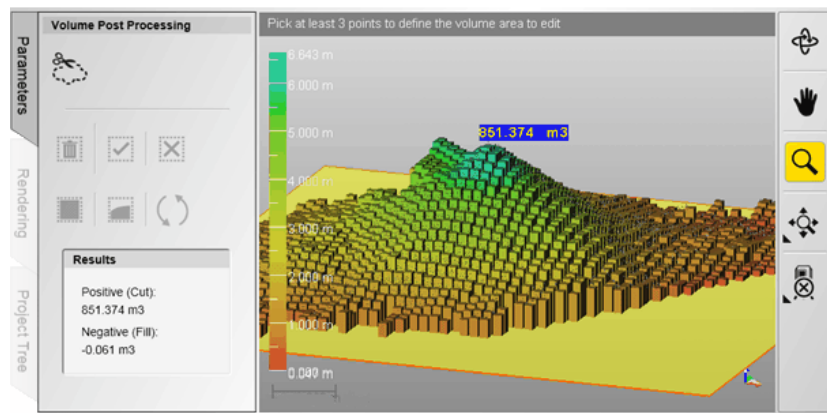
	GX Instrument>	CX Instrument
 Volume Delivery	✓	
 Mesh Delivery	✓	



# A Volume Delivery

The **Volume** calculation is done between the **Point Cloud** data and a **Reference Plane\*** which is by-default set to the ground point of the first **Station**. Two **Volumes** are computed if the **Reference Plane** cuts the data into two parts: one from each side of the **Reference Plane**, **Positive (Cut)** for the above part and **Negative (Fill)** for the negative part and the sum of both is the **Volume** calculation result. One **Volume** is calculated if the **Reference Plane** does not cut the data.

A **Volume** is represented by a graph of vertical color lines (**Cells**). You can estimate the height of each **Cell** compared to the **Reference Plane** thanks to a **Graduated Color Scale** on the left of the **View 3D**.



**Tip:** (\*) You can change the **Reference Plane** within the first step of the **Volume** workflow, named **Parameters**.

## Post Processing a Volume

The **Volume** computed previously may have irregularities like holes (or peaks). You can then edit the **Volume** in order to keep (or remove) the part you want, to fill holes or to smooth it.

To Post Process a Volume:

1. First fence the **Volume** part to modify.
2. And then apply the **Fill** (or **Smooth Cells**) filter.
3. Tap **Done**. The **Delivery Main Menu** appears again.

## Fencing an Area

To Fence an Area:

1. Tap anywhere to define the first vertex of a **Fence**.
2. Tap anywhere to define the second vertex. The two vertices are linked by a segment.
3. Continue to define other vertices. The **Fence** is always closed in such a way that the start vertex is always linked to the last one.

### Note:

- The **New Fence** button becomes enabled once a point has been tapped.
- The **In** and **Out** buttons become enabled once a **Fence** (with at least three vertices) has been defined.
- You can no longer rotate the data once a point has been tapped. You need to cancel it before you can rotate again.
- The **Smooth Cells** and **Fill** buttons become enabled too.

## Undoing a Fence

To start a new **Fence**, you need to cancel the current one by tapping the **New Fence** button.

To Undo a Fence:

- Tap **New Fence** 



## Keeping the Inner Cells

Selecting **In** keeps the **Cells** inside the defined fence. Un-kept **Cells** are not deleted from the initial **Volume** but just remain hidden in the **View 3D**. No **Cells** will be taken into account if the defined fence is empty.

To Keep the Inner Cells:

- Tap **In** .

## Keeping the Outer Cells

Selecting **Out** keeps the **Cells** outside the defined fence. No **Cells** will be taken into account if the defined fence is empty.



To Keep the Outer Cells:

- Tap **Out** .

## Filtering a Volume

Two filters are available. The **Smooth Cells** filter will remove peaks from the **Volume**. The **Fill** filter will complete holes in the **Volume**.

To Filter a Volume:

1. Fence an area on a **Volume** as previously described.
2. Do one of the following:
  - Tap **Smooth Cells** .
  - Tap **Fill** .

## The Volume Post Processing Results

The **Delivery** data size is expressed in terms of **Volume(s)** in the **Volume Post Processing** window. Fencing (or filtering) the **Delivery** data will update both the **Positive (Cut)** and **Negative (Fill)** values.

### Note:


- Tapping **Done** will validate and save the result in the **Trimble Access** database; while tapping **Cancel** will leave the **Delivery** data as it is.
- Fencing (or filtering) will not be done on the **Point Cloud** data but on the **Delivery** data.

## Reloading the Initial Volume

A way to reload the initial **Volume** is to first tap **Cancel** in the **Volume Post Processing** window and then tap **Post Processing** again in the **Delivery Main Menu** window.

## Refining the Point Cloud Data

### To Refine the Point Cloud Data:

1. Tap the **Refine Cloud**  button. The **Refine Cloud** window appears.
2. Refine the point cloud data as previously described.
3. Tap **Done**.

**Note:** The **Delivery** previously computed will be recalculated according to the refinement you done on the **Point Cloud Data**.

## Exporting a Volume

Exporting a **Volume** consists in saving the result in a **RFT Text** format file. A file has as default name: **Volume\_Project-Name\_Date-of-Creation**.

The **Rich Text Format** (often abbreviated **RTF**) is a document file format developed by Microsoft in 1987 for cross-platform document interchange.




### To Export a Volume:

1. In the **Delivery Main Menu** window, tap **Report**. The **Volume Calculation Report** window appears.
2. In the **Volume Calculation Report** window, tap the **Export** button. The **Destination Folder** window appears.
3. Do one of the following:
  - Choose a **Destination Folder**.
  - Define **Destination File Parameters** (**File Name** and **Extension**).
4. Tap **Done**. The **Delivery Main Menu** window appears again.

## Choosing a Destination Folder


A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.

### Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet Computer** drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is **C:\Users\TablePC\AppData\Local\Trimble\Trimble Access**.

## User-defined Folders

### A User-Defined Folder:

1. Tap on the **Go Up To Parent**  button.
2. Navigate through a drive/folder where you want to export the report.
3. Tap a folder to select it.

## Defining the Destination File Name

### To Define the Destination File Name:

1. Tap in the **File Name** field. An on-screen keyboard appears.
2. Enter a new name in the **File Name** field.
3. Tap **Ok**. The on-screen keyboard disappears.

## Defining the Destination File Type

The **Extension** field is not dimmed even if you can only export the result into a unique format (**RTF**).

## Editing Parameters in Volume(s)

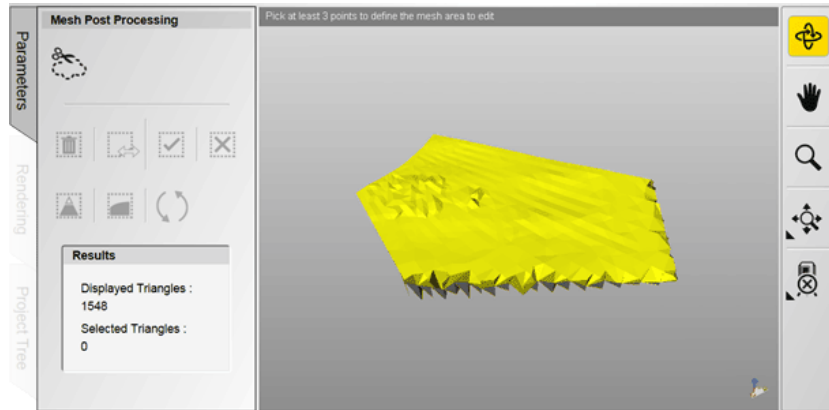
After computing a **Volume** from the acquired data (**Point Cloud**), the **Resolution** remains modifiable as well as the **Reference Plane** (**Normal** and **Altitude**).

To Edit Parameters in Volume(s):

- In the **Step Bar**, tap **Parameters**. The **Volume Parameters / Reference Plane** window appears.

# A Mesh Delivery

The **Mesh** computation is based on a 2D triangulation method which applies a projection to 3D points onto a 2D surface (**Reference Plane**).



**Tip:** (\*) You can change the **Reference Plane** in **Parameters**.

## Post Processing a Mesh

Select-by-fencing is to define an area on a **Mesh** depending on your requirements as with a **Point Cloud** segmentation. By default, **Triangles** inside the fence will be selected. You can reverse the selection or keep the part that you need for further operation.

### To Post Process a Mesh:

1. Do one of the following:
  - Fence the **Mesh**,
  - Apply the **Smooth** filter,
  - Apply the **Remove Peaks** filter.
2. Tap **Done**. The **Delivery Main Menu** appears again.

## Fencing an Area

### To Fence an Area:

1. Tap anywhere to define the first vertex of a **Fence**.
2. Tap anywhere to define the second vertex. The two vertices are linked by a segment.
3. Continue to define other vertices. The **Fence** is always closed in such a way that the start vertex is always linked to the last one.

### **Note:**

- The **New Fence** button becomes enabled once a point has been tapped.
- The **In** and **Out** buttons become enabled once a **Fence** (with at least three vertices) has been defined.
- You can no longer rotate the data once a point has been tapped. You need to cancel it before you can rotate again.
- The **Smooth** and **Remove Peak** buttons become enabled too.
- **Triangles** (inside the defined fence) become "**Selected Triangles**" and are highlighted in red. The number of "**Selected Triangles**" is shown in text in the **Mesh Post Processing** window.

## Undoing a Fence

To start a new **Fence**, you need to cancel the current one by tapping the **New Fence** button.

To Undo a Fence:

- Tap **New Fence** .

## Keeping the Inner Triangles

Selecting **In** keeps the **Triangles** inside the defined fence. Un-kept **Triangles** are not deleted from the initial **Mesh** but just remain hidden in the **View 3D**. No **Triangles** will be taken into account if the defined fence is empty.

To Keep the Inner Triangles:

- Tap **In** .

### Note:

- "**Selected Triangles**" become "**Displayed Triangles**" and their color swaps from red to the initial color. The number of "**Selected Triangles**" is equal to zero.
- **Reload** becomes enabled.

## Keeping the Outer Triangles

Selecting **Out** keeps the **Triangles** outside the defined fence. No **Triangles** will be taken into account if the defined fence is empty.

To Keep the Outer Triangles:

- Tap **Out** .


### Note:

- "**Selected Triangles**" become "**Displayed Triangles**" and their color swaps from red to the initial color. The number of "**Selected Triangles**" is equal to zero.
- **Reload** becomes enabled.



## Reversing a Selection



### To Reverse a Selection:

- Tap the **Reverse Selection**  button to invert the selection.
  - If no Fence has been defined, the whole **Mesh** becomes selected.
  - If a **Fence** has been, the unselected part of the **Mesh** becomes selected.

## Filtering a Mesh

Two filters are available. The **Smooth** filter will apply a median filtering to the vertices of the selected triangles. The **Remove Peaks** filter will remove certain noisy peaks in the **Mesh**.

### To Filter a Mesh:

1. Fence an area on a **Mesh** as previously described\*.
2. Do one of the following:
  - Tap **Smooth** .
  - Tap **Remove Peak** .

**Note:** (\*) If a **Fence** has been defined, the filter will be applied to the fenced **Triangles**.

## The Mesh Post Processing Results

The **Delivery** data size is expressed in terms of number of **Triangles** in the **Mesh Post Processing** window. Fencing the **Delivery** data will update this number.

### **Note:**

- Tapping **Done** will validate and save the result in the **Trimble Access** database; while tapping **Cancel** will leave the **Delivery** data as it is.
- Fencing (or filtering) will not be done on the **Point Cloud** data but on the **Delivery** data.

## Reloading the Initial Mesh


To Reload the Initial Mesh:

- Tap **Reload** .

**Note:** An another way to reload the initial **Mesh** is to first tap **Cancel** in the **Mesh Post Processing** window and then tap **Post Processing** again in the **Delivery Main Menu** window.

## Refining the Point Cloud Data

To Refine the Point Cloud Data:

1. Tap the **Refine Cloud**  button. The **Refine Cloud** window appears.
2. Refine the point cloud data as previously described.
3. Tap **Done**.

**Note:** The **Delivery** previously computed will be recalculated according to the refinement you done on the **Point Cloud Data**.

## Exporting a Mesh

Exporting a **Mesh** consists in saving it in a file with one of the five formats: **DWG**, **DXF**, **DGN**, **XML** and **KMZ**. A file has as default name: **Mesh\_Project-Name\_Date-of-Creation**.

**DWG** (for DraWinG) is a binary file format used by AutoDesk's AutoCAD software. It can contain 2D or 3D objects. **DXF** (for Drawing eXchange Format) is an ASCII file format of an AutoCAD® drawing file. Exporting to the **DWG** (or **DXF**) format means to export a **Mesh Delivery** from **Trimble Access** to the AutoCAD application. AutoCAD includes the notion of layers which can be used as a tool for organizing and gathering information about a drawing. These layers can be considered as an electronic version of traditional layers. The selection hierarchy is preserved during the export; each group or lone object has its own layer.

A **KML** (**Keyhole Marked Language**) file is a **XML-based-language file from Google Earth** (originally called Earth Viewer and created by Keyhole Inc.). **Google Earth** is a virtual globe program which maps the earth by superimposing images obtained from satellite imagery and aerial photography, etc. A **KML** file contains geo-referenced information (about points, lines and text) to display in **Google Earth**. A **KMZ** file is simply a zip compressed **KML** file with images. **KMZ** is the default **Google Earth** format. In **Trimble Access**, a **Mesh** (textured with images or not) and a geometry (plane, cylinder, sphere, etc.) can be exported to **Google Earth**.

Several companies, including Autodesk, teamed up to create a method for exchanging project information across different software packages and **LandXML** is the result. **LandXML** is a generic, text-based file format used to save project data. It's similar to a **DXF™** file, which is a generic file format for vector-based drawing information.

**DGN** for DesiGN is a file format of Bentley MicroStation® which includes the notion of layers which can be used as a tool for organizing and gathering information about a drawing. These layers can be considered as an electronic version of traditional layers. In addition to the layers, this format includes the notion of working units which are the real-world units that you work with in drawing or creating your models in a **DGN** file. The working units are a set as **Master Units** (the largest units in common use in a design, such as meters) and fractional **Sub Units** (the smallest convenient unit to use, such as centimeters or millimeters). The **Sub Units** cannot be larger than **Master Units**.



### To Export a Mesh:

1. In the **Delivery Main Menu** window, tap **Report**. The **Destination Folder** window appears.
2. Do one of the following:
  - Choose a **Destination Folder**.
  - Define **Destination File Parameters** (**File Name** and **Extension**).
3. Tap **Done**. The **Export Parameters** window appears except for **LandXML** which opens the **Delivery Main Menu** again.

## Choosing a Destination Folder


A **Destination Folder** is a **Local Folder** in your **Trimble Rugged Tablet Computer** drive. You can choose between a pre-defined **Local Folder** and a user-defined **Local Folder**.

### Pre-defined Folders

There are three **Local Folder** shortcuts in your **Trimble Rugged Tablet Computer** drive:  **Files Folder**,  **Desktop** and  **My Documents**. The **Files Folder** is the default **Local Folder**. Its path is **C:\Users\TablePC\AppData\Local\Trimble\Trimble Access**.

### User-defined Folders

A User-Defined Folder:

1. Tap on the **Go Up To Parent**  button.
2. Navigate through a drive/folder where you want to export the report.
3. Tap a folder to select it.

## Defining the Destination File Name

To Define the Destination File Name:

1. Tap in the **File Name** field. An on-screen keyboard appears.
2. Enter a new name in the **File Name** field.
3. Tap **Ok**. The on-screen keyboard disappears.

## Defining the Destination File Type

### To Define the Destination File Type:

1. In the **Destination Folder** window, tap on the **Extension** pull-down arrow.
2. Choose among **Solids AUTOCAD files (\*.dwg)**, **Solids AUTOCAD files (\*.dxf)**, **MicroStation Files (\*.dgn)**, **LandXml (\*.Xml)** and **Google Earth (KMZ) Files (\*.kmz)** from the drop-down list.

## Export Parameters

A **Mesh** can be exported to the following formats: **Solids AutoCAD (\*.dwg)**, **Solids AutoCAD (\*.dxf)**, **Google Earth (\*.KMZ)**, **LandXML (\*.xml)** and **MicroStation (\*.dgn)**. The export parameters for each format will be described in the topics hereafter.

**Note:** There are no parameters for the **LandXML** format.

### For the DWG Solids Format

**AutoCAD**'s native file format, **DWG**, and to a lesser extent, its interchange file format, **DXF**, have become de facto standards for CAD data interoperability. From 1982 to 2007, **Autodesk** created versions of **AutoCAD** which wrote no less than 18 major variants of the **DXF** and **DWG** file formats. Here below are the numerous versions of **AutoCAD**.

Product	Version
AutoCAD® 2007	v.u.21.1.01
AutoCAD® 2006	v.u.20.1.01
AutoCAD® 2005	v.u 19.1.01
AutoCAD® 2004	v.u 18.1.01
AutoCAD® 2002	v.u 16.1.01
AutoCAD® 2000	v.u 15.0.02
AutoCAD® Release 14	v.u 14.1.04
AutoCAD® Release 13	v.u 13.1.01

A **Mesh** will be exported to AutoCAD® 2007 (v.u.21.1.01) as a **Polyface Mesh** in the **Home** frame and with the current **Unit System** (used in **Trimble Access**). The number of faces is limited to 32767.

## For the DGN Format

The relationship between the **Unit System** used in **Trimble Access** and the working units (**Master Units** (MU), **Sub Units** (SU) and **Positional Units** (PU)) in the **DGN** format (when exporting to that format) is given in the table below. A set of **Meshes** (or a lonely **Mesh**) will be exported as a unique layer. The **Export Frame** is the **Home Frame**.

From Trimble Access Format	To Bentley MicroStation® Format
Kilometers	MU: Kilometers SU: Meters PU: 80
Meters	MU: Meters SU: Decimeters PU: 80
Decimeters	MU: Decimeters SU: Centimeters PU: 80
Centimeters Millimeters	MU: Centimeters SU: Millimeters PU: 80
Miles	MU: Miles SU: Yards PU: 2024
Yards	MU: Yards SU: International Feet / U.S. Survey Feet PU: 2024
International Feet U.S. Survey Feet	MU: International Feet / U.S. Survey Feet SU: Inches PU: 2024
Inches Inch Parts	MU: Inches SU: Inch Parts PU: 2024

## For the KMZ File Format

In a basic **Geodetic System**, a location (or a point) on the Earth has as coordinates its longitude and latitude, both expressed in angles. Latitude is measured from the equator and a longitude from a meridian (the **Greenwich meridian** is used as reference). There are around a hundred **Geodetic Systems** in use around the world differing from country to country. A unified **Geodetic System** (called **WGS84**, dating from 1984) is in use in Google Earth.

In the **WGS84** coordinate system, the distance of one degree in longitude changes according to the latitude. This drawback disappears in the **Universal Transverse Mercator** (UTM) system which is a grid-based method of specifying locations on the surface of the Earth. The surface of the Earth is divided between 80° S latitude and 84° N latitude into 60 zones, each 6° of longitude in width and centered over a meridian of longitude. Zones are numbered from 1 to 60.

We assume that a **Mesh** once computed is geo-referenced in the UTM coordinate system. Exporting to the Google Earth format means converting a **Mesh** coordinates expressed in the UTM coordinates to the WGS84 coordinates (latitude, longitude and height).

## Setting DWG (or DXF) Export Parameters

To Set DWG (or DXF) Export Parameters:

1. Tap on the **Version** pull-down arrow.
2. Choose a version of **AutoCAD** to export to.
3. Tap on the **Unit** pull-down arrow.
4. Choose a **Unit** from the drop-down list.
5. Tap **Done**. The **Delivery Main Menu** window appears again.

## Setting DGN Export Parameters

To Set DGN Export Parameters:

1. Tap on the **Master Unit** pull-down arrow.
2. Choose a unit of measurement from the drop-down list.
3. Tap on the **Sub Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Done**. The **Delivery Main Menu** window appears again.



## Setting KMZ Export Parameters

### To Set KMZ Export Parameters:

1. Tap on the **UTM Latitude Hemisphere** pull-down arrow.
2. Choose between **North** and **South**.
3. Tap in the **UTM Zone Number** field. An on-screen keypad appears.
4. Input a number\* in the **UTM Zone Number** field.
5. Tap **OK**. The on-screen keypad disappears.
6. If required, input comments in the Description field.
7. Tap **Done**. The **Delivery Main Menu** window appears again.

**Note:** The default **UTM Latitude Hemisphere** and **UTM Zone Number** are respectively set to **North** and 31.

## Editing Parameters in Mesh(es)

After computing a **Mesh** from the acquired data (**Point Cloud**), the **Resolution** remains modifiable as well as the **Reference Plane** (only **Normal**).

To Edit Parameters in Mesh(s):

- In the **Step Bar**, tap **Parameters**. The **Mesh Parameters / Reference Plane** window appears.

# Modifying a Volume Job Resolution

Modifying a **Job Resolution** in **Volumes** will update the **Delivery** data (both the **Positive (Cut)** and **Negative (Fill)** values).

From the **Job Resolution** is deduced the scanning resolution of your data set. Hence, changing a **Job Resolution** while the job is in progress will only affect subsequent scans. Already acquired points won't be affected by the resolution change.

If the **Job Resolution** is too small (small value) many integration cells will be required to compute the **Volume**, which may slow down the **Trimble Rugged Tablet Computer's** performances. In this case, it is possible to change the resolution for a bigger one (larger value e.g. move from 0.2m to 0.5m). There is no risk of changing the resolution for a larger one, as this will only enlarge the integration cells for the **Volume** evaluation.

On the other hand, if you change the **Job Resolution** for a smaller one (were using 0.2m and select now 0.1m) you may end up with holes in already acquired data (you will still be able to fill these holes in the post processing).

**Note:** Changing the **Job Resolution** during a job will discard any post processing previously realized on the **Volume**.

## To Modify a Job Resolution:

1. Tap in the **Job Resolution** field. An on-screen keypad appears.
2. Input a value in the **Resolution** field.
3. Tap **OK**. The on-screen keypad disappears

**Note:** If the new **Job Resolution** is smaller than the previous one, a dialog appears and prompts you to keep it or not. If yes, you then may have to fill holes during the **Post Processing** step.

# Modifying a Mesh Job Resolution

Modifying a **Job Resolution** in **DTM** will not update the **Delivery** data (the number of computed triangles).

To Modify a Job Resolution:

1. Tap in the **Job Resolution** field. An on-screen keypad appears.
2. Input a value in the **Resolution** field.
3. Tap **OK**. The on-screen keypad disappears

**Note:** If the new **Job Resolution** is smaller than the previous one, a dialog appears and prompts you to keep it or not. If yes, you then may have to fill holes during the **Post Processing** step.

# Modifying a Reference Plane

A **Reference Plane** is a plane on which points from the acquired data will be projected. This **Reference Plane** combined with the **Job Resolution** (defined in a **Volume** (or **DTM**) job) will be used for a computing a **Volume** (or **Mesh**).

Modifying the **Reference Plane** parameters will update the **Delivery** data (both the **Positive (Cut)** and **Negative (Fill)** values in **Volumes** and the number of computed triangles in **DTM**).

## Setting a Direction

A **Reference Plane**'s direction is given by its **Normal**. By default, the **Normal** direction is parallel to the **Z** axis of the active coordinate frame (0, 0, 1 as **X**, **Y**, **Z** coordinates).

To Set a Direction:

1. Tap in the **X** field. An on-screen keypad appears.
2. Input a value in the **X** field.
3. Tap **Ok**. The on-screen keypad disappears.
4. Repeat the steps from 1 to 3 for **Y** and **Z**.

**Tip:** You can also tap the **Tab** button to jump from a field to edit to another.

## Setting a Position

A **Reference Plane**'s position is given by one point. If the instrument is not setup; this position corresponds to its center. If the instrument is setup over a known point; the default **Reference Plane**'s position will be set at the first station ground point.

To Set a Position:

1. Tap in the **Altitude** field\*. An on-screen keypad appears.
2. Input a value in the **Altitude** field\*.
3. Tap **Ok**. The on-screen keypad disappears.

**Note:** (\*) The **Altitude** field is not available in a **DTM** job.

## Measuring a Reference Plane

There are two methods for defining a **Reference Plane**. First is to measure an altitude. Second is to measure an arbitrary plane. You need to have a station in your project to be able to use one of these two methods. Otherwise, a warning message appears.

### To Measure a Reference Plane:

- Tap the **Define Reference Plane**  button. The **Choose Plane Definition Method** window appears.

## Measuring an Altitude

In this method, we assume that the **Reference Plane** is **Horizontal**. Its **Normal** has a direction perpendicular to the measured plane. The displayed **Normal** is the current one (0, 0 and 1 by default). It will be updated after the plane measurement.

### To Measure an Altitude:

1. Tap **Measure Altitude**. The **Measure Altitude (Horizontal Plane)** window appears.
2. Move the instrument to an area where you want to measure an altitude (using the scroll-bars).
3. Or tap a point on the **Video View** (using the **Center On Point**).
4. Tap **Measure**. At the end of the measurement, **Trimble Access** displays the tapped point's altitude\* in the current unit of measurement and as a yellow hollow square with a plane passing through it in the **Video View**.
5. Tap **Done**. The **Measure Altitude** window disappears.

**Note:** (\*) The measured altitude value is not editable (dimmed).

## Measuring an Arbitrary Plane

In this method, the **Reference Plane** is defined by three measured points. Its **Normal** has as direction parallel to the **Z** axis of the active coordinate frame (0, 0, 1 as **X**, **Y**, **Z** coordinates).

### To Measure an Arbitrary Plane:

1. Tap **Measure Arbitrary Plane**. The **Measure Arbitrary Plane** window appears.
2. Move the instrument to an area where you want to measure **Point 1**.
3. Or tap a point on the **Video View** (using the **Center On Point**).
4. Tap **Measure**. At the end of the measurement, **Trimble Access** jumps to **Point 2**.
5. Repeat the steps from 2 to 4 for **Point 2** and **Point 3**.
6. Tap **Done**. The **Measure Arbitrary Plane** window disappears.

**Note:** When three points are reached, they are linked two-by-two by a yellow segment and form in that way a triangle. The **Reference Plane** is then generated and its **Normal** is be automatically calculated and displayed.





## CHAPTER 15

# Projects

In **Trimble Access**, a project file is a Trimble proprietary format file with **RWP** as extension. Creating a new project will create such a file. In conjunction with the project file, you will find an image directory **RWI** where images, point files (**RWC**) and video files (**RWV**) will be stored. A project can be managed in the **Manage** window, explored as a **Project Tree** structure in the **View Trees** and visualize as a project data in the **View 3D**.

When using a **Trimble CX instrument**, a **CMF** (or **TZS**) format file (one per **Full Scan**)\* is created and put under the **RWI** folder. Each file will be named as follows: "**Station\_Name-fullscanX**" where **X** is its order. Note that **X** starts from "**Blank**", "**Zero**", "**One**" and so on. A **Scan** file (with **RWC** extension) is associated to a **TZS** format file.


**Note:** (\*) Only if the **Full Scan** option has been chosen in the **Acquire In** window.



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# Performing Basic Operations on Projects

To Perform Basic Operations on Projects:


1. In the **Trimble Access Home Page**, tap the **Projects**  button. The **Projects** window appears with the **Manage**, **New Project** and **Import Project** buttons inside.
2. Do one of the following:
  - Manage a project,
  - Create a new project,
  - Import a project file.

**Note:** There is no **Done** button in the **Projects** window. The only way to leave that window is to tap the **Home Page**  button

## Managing Projects

**Manage** contains basic commands for managing a project such as **New Project**, **Open Project**, **Close Project**, **Import Project Into**, etc.

To Manage a Project:

1. In the **Projects** window, tap the **Manage**  button. The **Manage** window appears.
2. If there is no project (or one but not loaded), only **New Project** is available.
3. If there is an open project; its name is displayed on the title bar and **New Project**, **Open Project**, **Close Project**, **Duplicate Project**, **Delete Project** and **Import Project** are available.

## Selecting a Project

A project (open or not) when selected is highlighted in yellow in the **Projects** panel and its name and properties are displayed in the **Properties** panel.

To Select a Project:


- Tap a project from the **Projects** panel.

**Note:** Selecting a project (open or not) and tapping **Done** without choosing a command will open a dialog which prompts you to load the selected project or not.

**Tip:** You may see "None" in the **Properties** panel when there is no project selected.

## Creating a New Project


To Create a New Project:

- Tap **New Project** . The **Create a New Project** dialog opens. A new project is created and has as default name "Project".

## Opening a Project

You can open one project at once in **Trimble Access**.

To Open a Project:

1. Select a not already open project from the **Projects** panel by tapping it.  
The **Open Project**  button becomes enabled. The selected project's properties are displayed in the **Properties** panel.
2. Tap **Open Project**.
3. Tap **Done**.


**Tip:** An open project has its name displayed in the title bar.

**Note:** The selected project remains selected once open.

## Closing a Project

You can close one project at once in **Trimble Access**. Any selection is required but the project needs to be open.


To Close a Project:

1. Tap **Close Project** .
2. Tap **Done**.

## Deleting a Project

You can delete one project at once in **Trimble Access**. The deleted project (project file (**RWP**), image directory (**RWI**) with images, point files (**RWC**) and video files\* (**RWV**)) will be removed from the **Files** folder: **C:\Users\TabletPC\AppData\Local\Trimble\Trimble Access**.


### To Delete a Project:

1. Select a project (open or not) from the **Projects** panel. The **Delete Project**  button becomes enabled. The selected project properties are displayed in the **Properties** panel
2. Tap **Delete Project**. The "**Confirm Project Deletion**" dialog appears and prompts you to abort the operation or not.
3. Tap **Yes**. The "**Confirm Project Deletion**" dialog closes and the selected project is removed from the **Projects** panel.
4. If required, select another project for the deletion purpose.
5. Tap **Done**.

## Duplicating a Project

You can duplicate one project at once in **Trimble Access**.

### To Duplicate a Project:

1. Select a project from the **Projects** panel. The **Duplicate Project**  button becomes enabled and the selected project properties are displayed in the **Properties** panel.
2. Tap **Duplicate Project**. The **Copy Selected Project** window appears.
  - To duplicate with the default name "**ProjectX**" where **X** is its order, tap on **Next**.
  - To duplicate with a different name, tap inside the **New Project Name** field. An on-screen keyboard appears. Input a new name in the **New Project Name** field. Tap **Ok** to validate. The on-screen keyboard disappears.
3. Tap **Next**.
4. Tap **Done**.

## Importing a Project

You can import three types of files (JobXML files, Surveying Network ASCII files and ASCII files).


A Surveying Network ASCII file (\*.CR5, \*.CRD, \*.txt) as extensions) is a data file obtained by traditional data collectors such as Total Stations, Field Stations, etc. Each such file will be opened (or imported) alone as a Topographic Station with points converted to Topopoints (or as a station like other scanning stations in the selected project with points converted to 3D points).

A file with the CRD extension is a coordinate file with five data fields (Point number, Northing, Easting, Elevation and Description) in binary form. A file with the CR5 extension is also a coordinate file but owned by TDS. A file with the TXT extension is an ASCII text file. Each line of the text file can contain any combination of Point number, Northing, Easting, Elevation and Description. All point information should be on one line with the values separated by a comma, space or other delineators.

An ASCII file may have ASC, NEU or XYZ as file extension. There are in general two sections in such a file: the first section is called a header section in which specific information about the nature of the file is stored; the second section is a list of 3D points. Each line contains a point represented by its X, Y, and Z coordinates plus, optionally, other attributes such as intensity or color.

A JobXML file (with \*.jxl extension) is a text file exported from Trimble Survey Controller™, Survey Manager™ or Survey Pro™ software in an XML based format. Some dependency files may be related to the JobXML file (such as Scan files with TSF extension (\*.tsf stands for Trimble Scanning File) and JPEG images (\*.jpg extension)).

### To Import a Project:

1. Tap **Import Project** . The **Import Project** window opens.
2. Tap the **Extension** pull-down arrow.
3. Select an **Extension** from the drop-down list. It must be related to the file to import.
4. Navigate to the drive/ folder where the file is located in the **Location** field.
5. Tap the file name to select it.
1. Tap **Next**. The **Manage** window appears.
2. Tap **Done**.

**Note:** You need to have a project open. Otherwise, the **Import Project** button is dimmed.

## Saving a Project

There is no **Save** (or **Save As**) command as in the other application softwares for saving a project. Creating a new project will automatically save it in the Trimble format file.




## Creating a New Project

You can create a new project in two ways: when performing a measurement (**General Scanning**, **Volumes** or **DTM**) or when selecting **New Project**.

A new project is always named "ProjectX" where X is its current order. When there is no project in **Trimble Access**, X is not equal to zero but is blank. It will be incremented from **One** to **One** each time you add a new project. If there are existing projects in **Trimble Access**, X will be the last project's order plus **One**. Creating a new project will automatically open it in **Trimble Access**.

### To Create a New Project:

1. In the **Projects** window, tap the **New Project**  button. The **Create a New Project** dialog opens. A new project is created and has as default name "ProjectX" where X is its current order.
2. Tap in the **New Project Name** field. An on-screen keypad appears.
3. Input a name in the **New Project Name** field.
4. Tap **Ok**. The on-screen keypad disappears.
5. Tap **Done**.

## Importing as a Project

You can import three types of files (**JobXML** files, **Surveying Network ASCII** files and **ASCII** files).


A **Surveying Network ASCII** file (\*.CR5, \*.CRD, \*.txt) as extensions) is a data file obtained by traditional data collectors such as Total Stations, Field Stations, etc. Each such file will be opened (or imported) alone as a **Topographic Station** with points converted to **Topopoints** (or as a station like other scanning stations in the selected project with points converted to 3D points).

A file with the **CRD** extension is a coordinate file with five data fields (**Point number**, **Northing**, **Easting**, **Elevation** and **Description**) in binary form. A file with the **CR5** extension is also a coordinate file but owned by **TDS**. A file with the **TXT** extension is an **ASCII** text file. Each line of the text file can contain any combination of **Point number**, **Northing**, **Easting**, **Elevation** and **Description**. All point information should be on one line with the values separated by a comma, space or other delineators.

An **ASCII** file may have **ASC**, **NEU** or **XYZ** as file extension. There are in general two sections in such a file: the first section is called a header section in which specific information about the nature of the file is stored; the second section is a list of 3D points. Each line contains a point represented by its **X**, **Y**, and **Z** coordinates plus, optionally, other attributes such as intensity or color.

A **JobXML** file (with \*.jxl extension) is a text file exported from **Trimble Survey Controller™**, **Survey Manager™** or **Survey Pro™** software in an XML based format. Some dependency files may be related to the **JobXML** file (such as **Scan** files with **TSF** extension (\*.tsf stands for Trimble Scanning File) and **JPEG** images (\*.jpg extension)).

### To Import as a Project:

1. In the **Projects** window, tap the **Import**  button. The **Import Project** window opens.
2. Tap the **Extension** pull-down arrow.
3. Select an **Extension** from the drop-down list. It must be related to the file to import.
4. Navigate to the drive/ folder where the file is located in the **Location** field.
5. Tap the file name to select it.
1. Tap **Next**. The **Import Parameters** window appears except for the **JobXML** format (for which parameters are not required) which brings you to the **Trimble Access Home Page**.

**Note:**

- You do not need to have a project open. But if there is one open, the selected file will be imported into it.
- If there is no project open, a new project will be created.
- Tapping **Back** will not bring to the **Projects** window but to the **Trimble Access Home Page**.

## Setting Surveying Network Import Parameters

The import parameters (**Coordinate System** and **Unit**) are those used to represent the coordinates of **Control Points** in the imported file.

### To Set Surveying Network Import Parameters:

1. Tap on the **Coordinate System** pull-down arrow.
2. Choose among "Cartesian X, Y, Z", "North, West, Elevation", "South, West, Elevation" and "North, West, Elevation".
3. Tap on the **Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Next**. The **Trimble Access Home Page** appears.

All imported **Known Points** are put under a **Topographic Station\*** whose name is the imported file's name.

**Note:** (\*) You may see the **Topographic Station** with all **Known Points** under the **Project Tree**.

## Setting ASCII Import Parameters

### To Set ASCII Import Parameters:

1. Tap on the **Coordinate System** pull-down arrow.
2. Choose among "Cartesian X, Y, Z", "North, West, Elevation", "South, West, Elevation" and "North, West, Elevation".
3. Tap on the **Unit** pull-down arrow.
4. Choose a unit of measurement from the drop-down list.
5. Tap **Next**. The **Trimble Access Home Page** appears.

One station is created for each **ASCII** format file in the **Scan Tree**. A default **Sub-Project** gathering all the **ASCII** format files is created in the **Model Tree**.

## Import Parameters

A file of the following formats: **JobXML** (\*.xml), **ASCII** (\*.neu, \*.asc, \*.xyz) and **Surveying Network** (\*.cr5, \*.crd, \*.txt) can be imported into Trimble Access. The import parameters for each format will be clarified in the topics hereafter.

**Note:** There are no parameters for the **JobXML** format.

### For the Surveying Network Format

The relationship between the **Unit System** in the **Surveying Network** format and the **Unit System** in **Trimble Access** is given in the table below.

From Surveying Network Format	To Trimble Access Format
Kilometers	Meters
Meters	
Decimeters	Millimeters
Centimeters	
Millimeters	
Miles	International Feet
Yards	
International Feet	
Inches	
Inch Parts	
U.S. Survey Feet	U.S. Survey Feet

The relationship between the **Coordinate System** in the **Surveying Network** format and the **Coordinate System** in **Trimble Access** is given in the table below.

From Surveying Network Format	To Trimble Access Format
Cartesian X,Y,Z	Cartesian X,Y,Z
North, East, Elevation	North, East, Elevation
South, West, Elevation	
North, West, Elevation	

## For the ASCII Format

The **Unit System** is limited to **Millimeters**. The relationship between the **Coordinate System** in the **Surveying Network** format and the **Coordinate System** in **Trimble Access** is given in the table below.

From Surveying Network Format	To Trimble Access Format
Cartesian X,Y,Z	Cartesian X,Y,Z
North, East, Elevation	North, East, Elevation
South, West, Elevation	
North, West, Elevation	

# Viewing a Project as Data Tree

In **Trimble Access**, a project contains original scanned data and images, and all objects created from the scanned data. In order to make such data visible to users, we organize them into a **Project Tree**.

To View a Project as Data Tree:

1. In the **Trimble Access Home Page**, browse to the **View Trees** button using the scroll bar (if required).
2. Tap the **View Trees** button.
3. Do one of the following:
  - View a tree,
  - Short objects in a tree,
  - Display object properties,
  - Short object properties.
4. Tap **Done**.

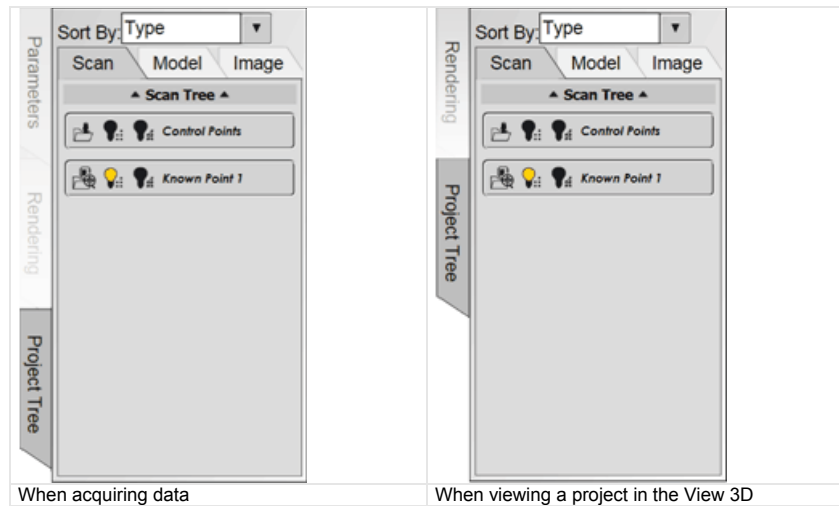


**Note:** If there is no project in **Trimble Access** (or if there are projects and none of them are open); the **View Trees** button remains grayed-out.

## The Project Tree

A **Project Tree** is composed of three trees called **Scan**, **Model** and **Image**. Under the **Project Tree**, you can find two types of node called **Group Node** and **Object Node**. An **Object Node** is always a leaf node, while a **Group Node** could be either an internal or a leaf node.

**Note:** When you are out of the **View Trees** mode; you can have access to the **Project Tree** at anytime by tapping the **Project Tree** tab.



## The Scan Sub-Tree

The **Scan Tree** is the first tree of the **Project Tree**. It is used for organizing scanning results called **Stations**, **Scans** or **Images**. It may have as many levels as a project requires. **Scans** and **Images** are always the leaves of the tree, while **Stations** are internal nodes. It is important to note that the content of a **Station** (**Scans** or **Images**) cannot be moved to other stations, nor can their position be changed inside a **Station**. This is to preserve the scanning order.

## The Model Sub-Tree

The **Model Tree** is the second tree of the **Project Tree**. It is used for organizing models of a scene and may have as many levels as a project requires.

Each **Object Node** of this tree may be a **Point Cloud**, a **Geometry** or both. We call them the two representations of this object. By default, only one representation is displayed:

- A **Point Cloud** is displayed by its cloud representation,
- A **Geometry** is displayed by its geometric representation,
- By default, an object with both representations is displayed by its geometric representation. The user must explicitly ask to display its cloud representation.

## Sub-Projects

Due to the capabilities of **Trimble Rugged Tablet Computer** to handle a large amount of points, we introduce the concept of **Sub-Project** which is linked to the notion of partial loading of a **Project**.

There is a default **Sub-Project** per **Project**. A **Sub-Project** has a representation in the **Model Tree** because it corresponds to a hierarchy group with clouds and objects inside. Only one single **Sub-Project** can be active at any given time.

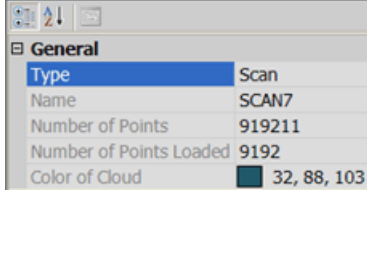
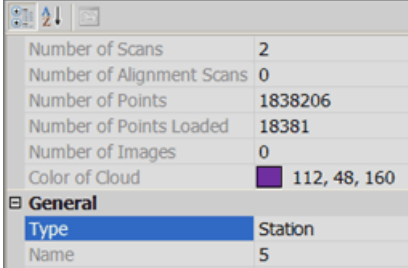
## A Project Cloud

A **Project Cloud** is a cloud node created by default for each **Sub-Project** and is attached to the **Model Tree**. The aim of the **Project Cloud** is to allow the user to quickly find all points (or all unused points) of the current **Sub-Project**.

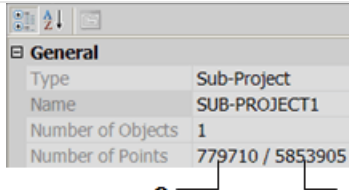


## Understanding the Loading State

There are always two numbers associated to an object with **Point Cloud** properties: **Number of Points** and **Number of Loaded Points**. You may see them when displaying the object's **Properties**.

	
Number of Points and Number of Loaded Points in a Scan	Number of points and Number of Loaded Points in a Station

The total of loaded points is called **Loading State** which cannot exceed five millions. You can find this **Loading State** when displaying the (current) **Sub-Project's Properties**.


<p>1 - Loading State</p> <p>2 - Total of points in the current Sub-Project</p>

## Loading Scan Points

When starting a new **Scan**, **Trimble Access** checks the amount of points in the (current) **Sub-Project**. If the number of points does not exceed five millions, the new **Scan** will be entirely loaded (100%). If this number exceeds five millions, the new **Scan** will be also entirely loaded (100%) but for those that have been already acquired **Trimble Access** will decimate the **Sub-Project** by removing points from the **Loading State** as follows.

- **Scan(s)** for which a decimation has been performed is (are) left intact,
- **Scan(s)** for which points are completely loaded (not already yet decimated), a decimation will be then applied. The **Number of Loaded Points** (per **Scan**) is reduced from 100% to 1% (if less than 100 00 points) or to less than 1% (if more than 100 00 points).

The **Loading State** then changes. If it remains below five million points; the next new **Scan(s)** will be loaded at 100% until this number of five million is reached again.

## Loading TZS Full Scan Points

The **Number of Loaded Points** per **TZS Full Scan** is limited to one million points (if more than one million points are acquired) or to fifty percent (if less than one million).

## Loading CMF Full Scan Points

There are no points loaded. The **Scan** associated to the **CMF Full Scan** is empty.

## The Image Sub-Tree

The **Image Tree** is the last tree of the **Project Tree**. It is used to organize (or browse) images taken by your instrument's on-board video camera.

## Viewing a Tree

At any given time, only one of the three trees (**Scan**, **Model** and **Image**) can be displayed.


To View a Tree:

- Tap e.g. the **Scan** tab.

## Going Down in a Parent Node


As a rule, a **Group Node** in a tree has a directory representation.

To Go Down in a Parent Node:

- In a tree, tap a **Group Node**. Its name appears between two arrows as illustrated hereafter .

## Going Up to a Parent Node

To Go Up to a Parent Node:

1. In a given tree, tap once the **Go Up to Parent**  button to go up to the parent level.
2. Tap again the **Go Up to Parent** button until the tree name appears.

## Sorting-out Objects

"Type" is the default shorting out mode. Objects are arranged in each tree (**Scan**, **Model** or **Image**) as they come. But you can short them by alphabetical order (**Name**), from **Group Nodes** to **Object Nodes** (**Type**), by descending order (**Size**) or to not short them (**None**).

### To Sort-out Objects:

1. First display a tree by tapping its related tab.
2. Tap the **Sort By** pull-down arrow.
3. Choose among **None**, **Name**, **Type** and **Size**.

## Renaming Objects

### To Rename an Object:

1. In a tree, select an object for which you want to change its name.
2. Make a long tap over the object's name. An on-screen keypad appears.
3. Input a name in the **Change Name** field.
4. Tap **Ok**. The on-screen keypad disappears.

## Object Properties

The **Properties** panel lists the information related to a selected object. It is divided into two columns. The left one lists the titles of each property and the right one shows property values.




All properties shown in gray are not modifiable. Properties are classified by category such as **General**, **Content**, **Geometry**, etc. You can shrink each category of properties by hiding its content. To do this, tap the **Shrink** button.

## Displaying Properties

### To Display Object Properties:

1. First display a tree by tapping its related tab.
2. Tap an object from a tree. Its properties are displayed in the **Properties** panel.

## Shorting Properties

Properties can be sorted-out by **Category**  (Content, General, Scanner, etc.), by **Alphabetical Order**  (from A to Z) or by **Pages** \*.


### To Short Properties:

1. First display an object's properties.
2. Choose a shorting-out type.

**Note:** (\*) The **Pages**  button is currently dimmed.

# Viewing a Project as 3D Data

To View a Project in 3D Data:

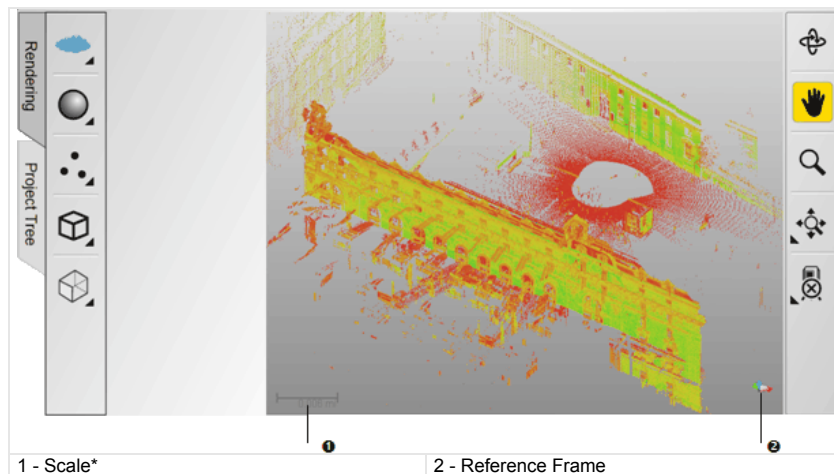
1. In the **Trimble Access Home Page**, browse to the **View 3D**  button using the scroll bar (if required).
2. Tap the **View 3D** button.

## Note:

- If there is no project in **Trimble Access**; the **View 3D** button remains grayed-out.
- You can still access to the **Project Tree** when viewing a **Project** as 3D data.

## About the View 3D

The **View 3D** is a window which is mainly used for displaying (or hiding) the 3D representation of an object selected from the **Project Tree**. An orthogonal **Reference Frame** and a **Scale\*** are displayed respectively at the bottom right and bottom left corners of the **View 3D**. By default, the **View 3D** looks as shown below with the navigation buttons gathered in the right panel and the **Project Tree** and the **Rendering** options in the left panel.








**Note:** (\*) Only in the **Isometric** projection mode.

There are two types of buttons in use in **Trimble Access**: Normal-tapped-buttons and Long-tapped-buttons\*\*. For the first type, tapping on a button will call its related feature/command/option. For the second type, long-tapping on a button will expand in line the hidden tools.

**Note:**

- (\*\*) Each of these buttons has a **Small Triangle** at the lower right (or left) corner.
- You can also single tap on a long-tapped-button to swap from a feature/command/option to another.

## Viewing Objects

An object (**Point Cloud**, **Geometry** or **Image**) is automatically displayed in the **View 3D** at the end of a data acquisition process. If the object is a **Group Node**; it may have three states: **Totally Displayed** , **Partially Displayed**  or **Not Displayed** . If the object is an **Object Node**; it has only two states: **Totally Displayed** or **Not Displayed**. Each state varies according to the type the object belongs to: **Point Cloud**  or **Geometry** .

A **Group Node** is a **Parent** item. When it is **Totally Displayed**; all its **Child** items are displayed. When it is **Partially Displayed**; some of its **Child** items are displayed. When it is **Not Displayed**; none of its **Child** items are displayed.

## Displaying an Object

To Display an Object:

1. Tap the **Project Tree** tab (if required).
2. Tap an object from its tree to select it.
3. Toggle the **Off**  icon to **On** .

**Note:** It is important to note that if the selected object has both the **Point Cloud** and the **Geometry** representations, you need to toggle **On** the icon that is related to type you want to display.

## Hiding an Object



### To Hide an Object:

1. Tap the **Project Tree** tab (if required).
2. Tap an object from its tree to select it.
3. Toggle the **On**  icon to **Off** .

## Hiding all Objects




The **Hide All** functionality is intended to hide all objects from the **View 3D** whatever the objects could be (**Point Clouds** or **Geometries**).

### To Hide all Objects:

1. Long-tap the  **View All** button. A list (of hidden tools) expands inline.
2. Tap the  **Hide All** button.

## Rotating an Object



### To Rotate an Object:

1. Tap the  **Rotation** button.
2. Tap anywhere (or on an object displayed) in the **View 3D** with the stylus pen. The  (or ) appears beneath the stylus pen in the **Examiner** mode (or **Station-Based** mode).
3. In the **Examiner** mode, drag the object with the stylus pen in a direction to rotate the object in that direction and around the center of the **View 3D**.
4. In the **Station-Based** mode, drag the object with the stylus pen in a direction to rotate the object in that direction and around the viewpoint of the current station.



## Panning an Object





To Pan an Object:

1. Tap the  **Pan** button.
2. Tap anywhere (or on an object displayed) in the **View 3D** with the stylus pen. The  appears beneath the stylus pen
3. Drag with the stylus pen in a direction to pan in that direction.

**Note:** The **Pan** button is dimmed in the **Station-Based** mode.

## Zooming In or Out

To Zoom In or Out:


1. Tap the  **Zoom** button.
2. Tap anywhere (or on an object displayed) in the **View 3D** with the stylus pen. A cross  appears beneath the stylus pen.
3. Drag the cross  from **Down** to **Up** to **Zoom In**.
4. Or drag the cross  from **Up** to **Down** to **Zoom Out**.

**Note:** Dragging the cross  from **Right** to **Left** (or vice versa) has no effect.

## Viewing all

**View All** allows you to fit the whole displayed scene into the **View 3D** (except in the **Station-Based** mode, where the field of view is limited).



To View all:

1. If required, long-tap the  **View All** button. A list (of hidden tools) expands inline.
2. Then, tap the **View All** button.

## Zooming on Selection



**Zoom on Selection** allows you to fit the selected objects into the **View 3D**.

To Zoom on Selection:

1. If required, long-tap the  **View All** button. A list (of hidden tools) expands inline.
2. Tap the  **Zoom on Selection** button from the list.
3. Tap two points in the **View 3D** window.

## Changing the Rotation Center

To Change the Rotation Center:


1. If required, long-tap the  **View All** button. A list (of hidden tools) expands inline.
2. Tap the  **Change Rotation Center** button.
3. Tap a point on displayed object(s) in the **View 3D** to assign it as a center of rotation.

**Note:** No center will be assigned if the point you tapped is not over the displayed object(s).

## The Station-Based Mode


In the **Station-Based** mode, a scene is viewed from the viewpoint of one of the stations, i.e., the instrument location for this station, and you can jump from one station to another (if there is more than one). The **Station-Based** mode is the default mode; it is automatically set at the end of a data acquisition process.

### Note:

- You cannot be in the **Isometric** projection mode when navigating in the **Station-Based** mode.
- Navigating through a scene in such mode is restricted to **Rotate** and **Zoom In** (or **Out**). The  **Pan** button is dimmed.

## Enabling the Station-Based Mode

To Enable the Station-Based Mode:



1. Long-tap the **Station-Based (On)**  button (if required).
2. Then, tap the **Station-Based (On)** button.

**Note:** Display objects in the **View 3D**, if not present.


## Browsing Stations

The scene is viewed from the first station viewpoint (the first in the **Project Tree**) with overlapped images in background.

To Browse Stations:

1. Tap the **Next Station**  button to go to the next station.
2. Tap the **Previous Station**  button to go to the previous station.

### Note:

- If there is only one station, tapping the **Next Station** (or **Previous Station**) button has no effect as they are dimmed.
- The current station has its name displayed .

## Hiding (or Displaying) Overlapped Images



To Hide (or Display) the Overlapped Images:

1. Tap the **Overlapped Images**  button. The overlapped images in background are hidden.
2. Tap again the **Overlapped Images**  button. The overlapped images in background are displayed.

**Note:** If the displayed station has no images, the **Overlapped Images** button is dimmed and displays the "No Image" text.

## Disabling the Station-Station Mode

To Disable the Station-Based Mode:

1. Long-tap the **Station-Based (On)**  button. A list (of hidden tools) expands inline.
2. Tap the **Station-Based (Off)**  button.

**Note:** Disabling the **Station-Based** mode will disable the **Overlapped Images**, **Previous Station** and **Next Station** buttons as well as the current station name button.

## The Examiner Mode

Disabling the **Station-Based** swaps the navigation from that mode to the **Examiner** one. In such mode, you turn the camera around an object. These operations are actually obtained by moving the scene with a stylus pen. Navigation is free inside the **View 3D** window.

**Note:** In the **Examiner** mode, you can be in either the **Isometric** projection mode or the **Perspective** projection mode.

# The Rendering Options

A **Rendering** option defines how an object is displayed. For example, a geometric object can be displayed in **Wireframe** (or **Surface**). We introduce the different options available for the two representations of an object: **Point Cloud** and **Geometry**. A **Rendering** will be applied to all objects of the same type displayed in the **View 3D**; this means that you cannot specify different renderings for different displayed objects of the same type. For example, you cannot display a geometry object A in **Wireframe**, and a geometry object B in **Surface**.

## Point Cloud

There are eight **Renderings** that you can apply to a **Point Cloud**. All are listed here below:



**Station Color** enables to render displayed points with the color of the stations they belong to.



**True Color** enables to display each point with its true color (RGB).



**White Color** enables to render all displayed points with white color.



**Scan Color** enables to render displayed points with the color of the scans they belong to.



**Gray Scale** enables to render displayed points using the gray scale defined by their intensity.



**Color Code** enables to render displayed points using the color encoded intensity.



**Distance Color** enables to color each point according to some distance computed from a reference object.



**Single Color** enables to associate one single color to the point cloud (not necessarily the yellow color). In this way many point clouds can be displayed at a time with various colors.

## Geometry

There are four **Renderings** that you can apply to a displayed geometry. All are listed here below:



**Wireframe** enables to render a geometry in wireframe.



**Hidden Lines** enables to render a geometry in wireframe with hidden lines removed.



**Surface** is to render a geometry as a smooth shaded surface.



**Textured** is to render a geometry as a texture mapped surface if such a mapping exists.

## Point Sizes

"**Point Sizes**" is not exactly a rendering option but it enables to change the point size (in **Pixels**) when displaying a **Point Cloud**. Five sizes are available and all are listed here below:



1 Pixel



2 Pixels



3 Pixels



4 Pixels



5 Pixels

**Note:** The default size is **1 Pixel**.

## Displaying the Rendering Options

To Display the Rendering Options:

- Tap the **Rendering** tab. The **Point Cloud Renderings**, **Geometry Renderings**, **Point Sizes** and **Projection Modes** buttons appear in the left panel.

## Applying a Rendering

All available **Renderings\*** are not shown; you need to expand inline a list to be able to view them.

To Apply a Rendering:

1. First display an object in the **View 3D**.
2. Tap the **Renderings\*** button to swap from a rendering to another.
3. Or long-tap the **Renderings\*** button. A list (of hidden options) expands inline.
4. Then, tap the **Rendering** you want to select from the list.

**Note:** (\*) Choose the **Rendering** type (**Point Cloud** or **Geometry**) according to the displayed object.



## Changing a Point Cloud's Point Size

All available **Point Sizes** are not shown; you need to expand inline a list to be able to view them.

To Change a Point Cloud's Point Size:

1. First display an object in the **View 3D** window.
2. Tap the **Point Sizes** button to swap from a **Point Size** to another.
3. Or long-tap the **Point Sizes** button. A list (of hidden options) expands inline.
4. Then, tap the **Point Size** you want to select from the list.

## The Projection Modes

There are two projection modes in **Trimble Access**. In the **Isometric**  projection mode, the distance from the viewing camera origin to displayed objects has no impact on how large an object appears. In the **Perspective**  projection mode, the most unmistakable characteristic is foreshortening - the further an object from the viewing camera, the smaller it appears in the final screen image.

### Note:

- The **Isometric** projection mode is the default mode.
- In that projection mode, a scale is displayed at the lower left corner of the **View 3D**.

## Setting a Projection Mode

### To Set a Projection Mode:

1. Tap the **Projection Mode** button to swap from **Isometric** to **Perspective** and vice versa.
2. Or long-tap the **Projection Mode** button. A list (of hidden options) expands inline.
3. Then, tap the **Projection Mode** you want to select from the list.



## The Standard Views

**Trimble Access** provides six pre-programmed standard viewing positions. These views are defined as below. X, Y, Z represent respectively the three axes of the active coordinate frame.



**Top:** Looking parallel to - Z-axis, + Y-axis bottom to top, + X-axis left to right



**Bottom:** Looking parallel to + Z-axis, + Y-axis top to bottom, + X-axis left to right



**Front:** Looking parallel to + Y-axis, + Z-axis bottom to top, + X-axis left to right



**Back:** Looking parallel to - Y-axis, + Z-axis bottom to top, + X-axis right to left



**Left:** Looking parallel to + X-axis, + Z-axis bottom to top, + Y-axis right to left



**Right:** Looking parallel to - X-axis, + Z-axis bottom to top, + Y-axis left to right

**Note:** The standard viewing positions are not available in the **Station-Based** mode.

## Aligning to a Standard View

To Align to a Standard View:

1. Tap the **Standard Views** button to jump from a standard view to another.
2. Or long-tap the **Standard Views** button. A list (of hidden options) expands inline.
3. Then, tap the **Standard Views** you want to select from the list.




**Note:** No selection is required to apply a standard view.



## CHAPTER 16

# The Instrument Tools

There are three instrument tools: **On Site Video Calibration**, **Auto-Test** and **Leveling**. All of them are in the **Trimble Access Home Page**. The table below lists the type(s) of instrument tool you can have according to the instrument in use. All of them (or only the **Leveling**) are (or is) enabled only if a **Trimble GX instrument** (or a **Trimble CX instrument**) is connected to your **Trimble Rugged Tablet Computer**. Otherwise, they (or it) remain(s) dimmed.

		GX Instrument	CX Instrument
	On-Site Calibration	✓	
	Auto-Test	✓	
	Leveling	✓	✓



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# The On-Site Video Calibration Tool

An image issued from the camera inside a **Trimble GX instrument** is used either to frame a scan or to project color information on 3D points. This is only possible because the video is calibrated; this means that there is a correlation between a 2D pixel and a 3D point issued from the instrument.

The video calibration is usually done when the instrument is manufactured. But the instrument can be exposed to chocks or vibrations. This can lead to camera (or laser beam) movements; usually both are slightly moved. The **On-Site Calibration** tool allows you to re-calibrate the video according to the laser without having to re-send the instrument to manufacturer.

## Prerequisites

### Hardware Requirement:

- A **Trimble GX instrument**,
- One flat target assembly (flat target, stud and tribrach adaptor),
- Two tripods,
- Two tribrachs.

### To Setup the Instrument and Target:


1. Make two marks - **A** and **B** - on a flat and stable ground. The distance from **A** to **B** should be between 20m and 30m.
2. Setup a tripod over the position **A**.
3. Check that the tripod head is horizontal.
4. Place a tribrach with an optical (or laser plummet) on the tripod head.
5. Level the tribrach and centre it above **A**.
6. Place the GX instrument on the tribrach.
7. Lock the instrument into the tribrach.
8. Repeat the steps from 2 to 5 to setup a tripod/tribrach over the position **B**.
9. Place a flat target assembly on the tribrach at **B**.
10. Connect the instrument to a power supply.
11. Power and warm-up the instrument on site for 20 minutes before starting the calibration procedure.

**Note:** There is no constraint on the angular position of the target. It should be horizontally aligned with the instrument.

## Starting the Tool

The **On Site Video Calibration** tool aims essentially to modify the extrinsic parameters of the camera. It will not change the intrinsic parameters. The principle is to compute the gap between two pixels: one is the center of a target in a picture, second is the projection on the picture of the 3D position of a scanned target. This gap in pixel will be converted into angles and sent to the instrument's driver in order to compute the new extrinsic parameters.

### To Start the Tool:

1. In the **Trimble Access** home page, browse to the **On Site Video Calibration**  button using the scroll bar.
2. Tap the **On Site Video Calibration** button. The **Video Calibration** window appears. A new project is created with a default name "**ProjectX**" where **X** is its current order.

## Calibrating the Video

### To Calibrate the Video:

1. Move the GX instrument to sight a target (using the **Horizontal** and **Vertical Scroll-bars**).
2. Tap a **Flat and Reflective Target** on the **Video View** (using the **Zoom On Point**).
3. Adapt in finesse the frame to the **Flat and Reflective Target** using the slider for enlarging (or reducing) the frame.
4. Tap **Measure**.
  - The **Flat and Reflective Target** is scanned and its center is extracted.
  - A snapshot of the **Flat and Reflective Target** is taken with a zoom factor of 550% and centered on the target.
  - The **Flat and Reflective Target** is re-scanned and its center is extracted again.
  - New correction values (**HA** and **VA**) are computed and displayed.
5. Click **Done**. The new correction values are stored and applied.
6. Click **Cancel**. The **On Site Video Calibration** window closes. The current values are kept. No adjustment is made.

**Note:** You cannot calibrate a camera if its current correction (in horizontal and vertical) is greater than 500 micro-radians.

## Video Calibration Errors

If the 3D target extraction fails on the first stage, the **On-Site Video Calibration** tool stops the procedure and an error message appears and prompts you to orientate correctly the **Flat and Reflective Target**, to clean it, to check if there is no another reflective object in the field of view or to enlarge the framing frame because it may be too small.

If the 2D target extraction in the snapshot fails, the **On Site Video Calibration** tool stops the procedure and an error message appears and prompts you to orientate correctly the **Flat and Reflective Target** or to clean it or to move it to another place (in order to improve the contrast with the background).

Each time the **On-Site Video Calibration** fails, a message appears and prompts you to restart the procedure from the beginning, to cancel the procedure or to close the tool.




# The Auto-Test Tool

Trimble Access features an Auto-Test function which diagnoses various components (CPU board, auxiliary board, video zoom, etc.) of your Trimble GX instrument.

## Auto-Testing the Trimble GX instrument

To Auto-Test the Trimble GX instrument:

1. In the Trimble Access home page, browse to the Auto-Test  button using the scroll bar.
2. Tap the Auto-Test button. The Running Auto-Test window with a progress bar in percent appears. At the end of the test, Trimble Access lists each tested component with result ("Passed" or "Failed") except for the Tilt and VC detections which are respectively Tilt/No Tilt and VC/No VC. "Passed" means that the tested component functions correctly while "Failed" means that it is out of order.

I/O driver	PASSED
Acquisition driver	PASSED
CPU driver	PASSED
Video driver	PASSED
Comm driver	PASSED
Streaming resident	PASSED
I/O board	PASSED
CPU board	PASSED
Acquisition board	PASSED
Power lines	PASSED
Scanner	PASSED
Head temperature	PASSED
Body temperature	PASSED
APD temperature	PASSED
Platform motorization	PASSED
Camera motorization	PASSED
Camera zoom	PASSED
Tilt detected	PASSED
VC detected	PASSED

3. Tap **Done**. The **Running Auto-Test** window closes.

**Note:** You need to have your instrument connected to the **Trimble Rugged Tablet Computer** to be able to perform an **Auto-Test**.

## Saving the Auto-Test Result as a Report

You can save the **Auto-Test** result as a report which is a file of ASCII format (with .txt as extension). Inside the report, all you need to keep is the final result ("**Failed**" or "**Passed**") located in the line **Auto-Test Main Result**. If this result is "**Passed**", the instrument functions correctly. If this result is "**Failed**", please contact your supplier's support personnel and, if necessary, send the report.

### To Save the Auto-Test Result as a Report:

1. Tap **Export**. The **Save As** dialog opens.
2. Specify a location where the result will be saved in the **Save In** field.
3. Keep the default name\* in the **File Name** field.
4. Or enter a new name. The format extension .TXT will be added.
5. Tap **Save**. The **Save As** dialog closes. The report opens of its own.

### **Note:**

- You need to tap **Done** to close the **Running Auto-Test** window.
- (\*) A report default name is always: **Auto-Test\_Year\_Month\_Date.txt**.


# The Leveling Tool

Leveling can be done after the instrument has been detected and connected to your **Trimble Rugged Tablet Computer** or later when you need to do it. In the latter case, you need to select the related command.

## Opening the Leveling Tool

Leveling an instrument by tapping the **Leveling** command is similar to leveling it after it has been detected and connected to your **Trimble Rugged Tablet Computer**.

To Open the Leveling Tool:

1. In the **Trimble Access Home Page**, browse to the **Leveling** button  button using the scroll bar.
2. Tap the **Leveling** button. The **Leveling** window appears.



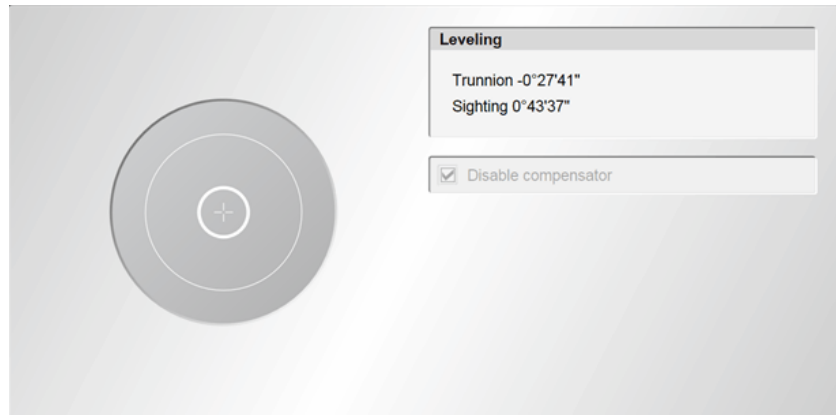
## Leveling a Trimble GX instrument

The electronic bubble in the **Leveling** window continues as a visual control to check if your instrument is leveled (or not). It may have three states: **Out of Range**, **Yellow** and **Green**.

In addition to the electronic bubble, the **Leveling** window displays the **Trunnion** and **Sighting** information. The horizontal rotation's axis of the instrument is called **Trunnion** while its sighting direction for acquiring cloud data is called **Sighting** and both are expressed in degrees, minutes and seconds. The **Compensator** (when activated) is a feature to level-compensate automatically for all 3D points.

**Note:** The **Leveling**, **Trunnion** and **Sighting** information are available once the **Leveling** window appears.

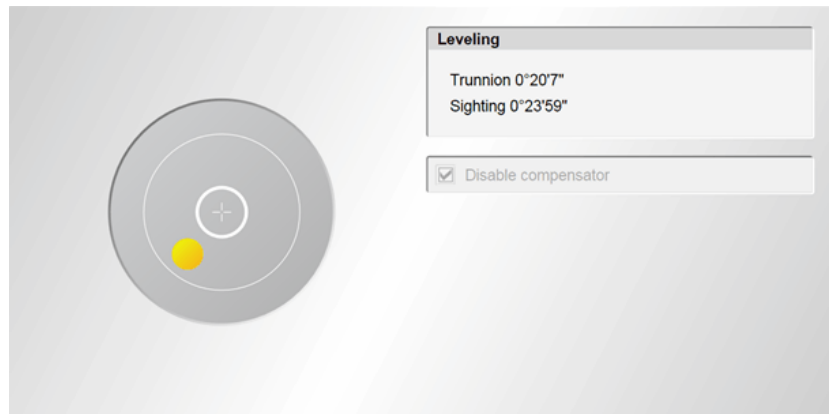
### The Instrument is Out of Range



When the instrument is out of range, the electronic bubble is as shown above. The **Compensator** feature (when the instrument rotates) is not enabled because not guaranteed; the **Disable Compensator** option is not enabled. In this case, tap the **Ok** button to close the **Error** message and adjust the instrument's vertical position using the three leveling screws of the tribrach below the instrument until the electronic bubble level becomes first yellow and then green and centered.

**Note:** You can leave the instrument as it is (out of range) and directly tap **Next**.

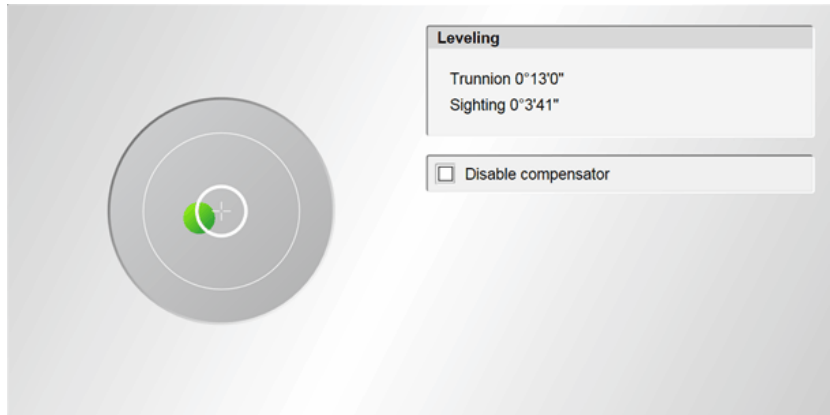
## The Instrument is Misleveled



When the instrument is misleveled, the electronic bubble color is yellow. The **Compensator** feature (when the instrument rotates) is not enabled because not guaranteed; the **Disable Compensator** option is not enabled. In this case, adjust the instrument's vertical position using the three leveling screws of the tribrach below the instrument until the electronic bubble becomes first green and then centered.

**Note:** You can leave the instrument as it is (misleveled) and directly tap **Next**.

## The Instrument is Levelled



When the instrument is leveled, the electronic bubble color is green and centered. The **Compensator** feature (when the instrument rotates) is enabled because guaranteed, the **Disable Compensator** option is enabled and unchecked by default.

## Leveling a Trimble CX instrument

The electronic bubble in the **Leveling** window continues as a visual control to check if your instrument is leveled (or not). It may only have two states: **Yellow** or **Green**.

In addition to the electronic bubble, the **Leveling** window displays the **Trunnion** and **Sighting** information. The horizontal rotation's axis of the instrument is called **Trunnion** while its sighting direction for acquiring cloud data is called **Sighting** and both are expressed in degrees, minutes and seconds. The **Compensator** (when activated) is a feature to level-compensate automatically for all 3D points.

**Note:** The **Leveling**, **Trunnion** and **Sighting** information remain unavailable until the **Tilt** measurement has been performed.

## Measuring the Tilt

Before measuring the **Tilt** and when the measurement is in progress, the **Disable Compensator** option is by default checked and grayed-out. Both the **Trunnion** and **Sighting** information are unavailable.

### To Measure the Tilt:

- Tap the **Measure Tilt** button. The **Trimble CX instrument** performs four measurements. It first turns 270° anticlockwise to make the first measurement, then 90° clockwise for the second, again 90° clockwise to the third and finally 90° clockwise to the last. Once completed, the **Disable Compensator** option becomes then enabled and un-checked. Both the **Trunnion** and **Sighting** information are displayed.

**Note:** The measurements (performed by the instrument) may take some time.



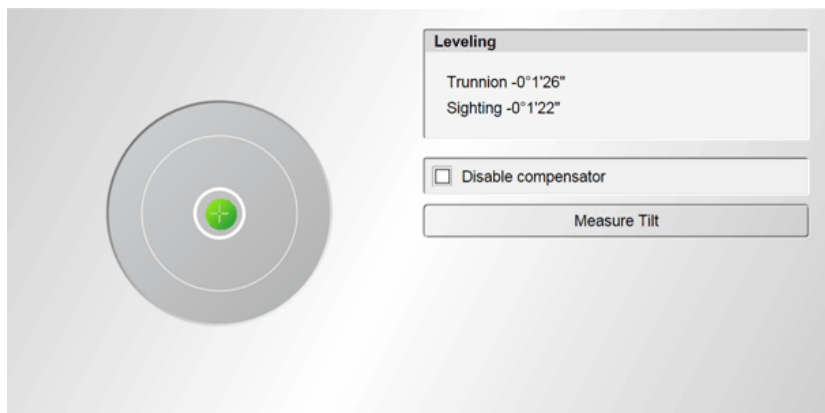
## The Instrument is Misleved



When the instrument is misleveled, the electronic bubble color is yellow. The **Compensator** feature (when the instrument rotates) is not enabled because not guaranteed; the **Disable Compensator** option is not enabled. In this case, adjust the instrument's vertical position using the three leveling screws of the tribrach below the instrument and measure the **Tilt** again until the electronic bubble becomes first green and then centered.

**Note:** You can leave the instrument as it is (misleveled) and directly tap **Next**.

## The Instrument is Leveled



When the instrument is leveled, the electronic bubble color is green and centered. The **Compensator** feature (when the instrument rotates) is enabled because guaranteed, the **Disable Compensator** option is enabled and unchecked by default.

# Activating and Deactivating the Compensator

## Activating the Compensator

You can decide to automatically level-compensate for all 3D points.

To Activate the Compensator:

1. Keep the **Disable Compensator** option unchecked.
2. Tap **Next**.
  - When using a **Trimble GX instrument**, the **Atmospheric Correction** window appears.
  - When using a **Trimble CX instrument**, the **Trimble Access Home Page** appears.

## Deactivating the Compensator

You can decide to not automatically level-compensate for all 3D points.

To Deactivate the Compensator:

1. Check the **Disable Compensator** option.
2. Tap **Next**.
  - When using a **Trimble GX instrument**, the **Atmospheric Correction** window appears.
  - When using a **Trimble CX instrument**, the **Trimble Access Home Page** appears.

## Correcting the Atmospheric Parameters

The **Trimble GX instrument** is based on the **EDM (Electronic Distance Measurement)** for collecting points. The distance measurement is function of the velocity of light in the atmosphere and the velocity of light depends on the refractive index of air, temperature, pressure and humidity. The **Atmospheric Correction** feature in **Trimble Access** enables to apply corrections to the distance measurement - expressed in **PPM (Part Per Million)** - according to these atmospheric parameters. The **Trimble GX instrument** has been calibrated so that no correction is applied at 20°C and 1013.25 mBar.

You can decide to apply (or not) a correction after auto-detecting and leveling the instrument connected to your **Trimble Rugged Tablet Computer**. You can apply several corrections to a project.

### Inputting a PPM Value

To Input a PPM Value:

1. In the **Atmospheric Correction** window, tap in the **PPM (Keyed In)** field. An on-screen keypad appears.
2. Input a value in the **PPM (Keyed In)** field.
3. Tap **Ok**. The on-screen keypad disappears.
4. Tap **Done**. The **Atmospheric Correction** window closes.

## Computing a PPM Value

### To Compute a PPM Value:

1. In the **Atmospheric Correction** window, check the **Set Atmospheric Temperature and Pressure** option. The **Pressure** and **Temperature** fields appear below the option.
2. Tap in the **Pressure** field. An on-screen keypad appears.
3. Input a value in the **Pressure** field. The default unit of measurement is setup in millibars; you do not need to enter "mBar" after the value.
4. Tap the **Tab** button. The on-screen keypad jumps to the **Temperature** field for editing.
5. Input a value in the **Temperature** field. The default unit of measurement is the one set in **Settings**. If **Celsius** has been chosen; you do not need to enter "°C" after the value. If **Fahrenheit** has been chosen, you do not need to enter "°F" after the value.
6. Tap **Ok**. The on-screen keypad disappears.
7. Tap **Done**. The **Atmospheric Correction** window closes.

## Keeping the Atmospheric Correction Deactivated

You can decide to not apply a correction to your project. In this case, tap the **Done** button in the **Atmospheric Correction** window without inputting a value in the **PPM (Keyed In)** field.



# The Files Folder

The **Files** folder is a folder where all project files\* (**RWP**), image directories\* (**RWI**) with images, point files\* (**RWC**) and video files\* (**RWV**) are stored. The path to the **Files** folder (**C:\Users\TabletPC\AppData\Local\Trimble\Trimble Access**) cannot be modified.

The **Files** folder is locked during an open session of **Trimble Access**. This prevents the user from neither removing nor renaming the **Files** folder. If **Trimble Access** crashes, the **Files** folder remains locked until the user re-launches and closes **Trimble Access**.

**Note:**

- All file names in the **Files** folder are editable.
- (\*) Created within **Trimble Access**.






---

## Opening the Files Folder

You can open the **Files** folder to view, copy or move files to another location (folder, external drive, etc).

To Open the Files Folder:

1. In the **Trimble Access Home Page**, browse to the **Files**  button using the scroll bar (if required).
2. Tap the **Files** button. The **Files** folder is open with all projects created within **Trimble Access** inside.

**Note:** The **Files** folder is also available in the **Destination File** window (when exporting a report out of **Trimble Access**) or in the **Import Project** window (when importing a file into **Trimble Access**).

## Copying Files into the Files Folder

You can copy a Trimble project file (with **RWP** as extension), as well as its related image directory (**RWI**) with images, point files (**RWC**) and video files (**RVV**) into the **Files Folder**. In this case, this project file appears in the **Projects** panel in the **Manage** window.

## CHAPTER 18


# Settings

The **Settings** allow the user to customize the **Coordinate System**, **Temporary Folder**, **Unit System**, **Network**, etc. in use in **Trimble Access**. These **Settings** are grouped under several tabs: **General**, **Units** and **Network**. The **Settings** will be memorized and used for the current session and all future sessions of **Trimble Access**.



# Defining a Setting

To Define a Setting:

1. In the **Trimble Access Home Page**, browse to the **Settings**  button using the scroll bar.
2. Tap the **Settings** button. The **Settings** window appears with the **General** tab open by-default.
3. Do one of the following:
  - Define a **General** setting,
  - Define a **Units** setting,
  - Define a **Network** setting.
4. Tap **Done**. The **Settings** window closes.

# General Settings

**General Settings** allow you to define a **Coordinate System** to use, to assign a **Temporary Folder** where temporary data files will be stored, restore the default folder or clean the current folder.

## Changing the Coordinate System


To Change the Coordinate System:

1. Tap the **General** tab (if required). The **General** window appears.
2. In the **Graphical User Interface** panel, tap the **Coordinate System** pull-down arrow.
3. Choose among "Cartesian X, Y, Z", "North, East, Elevation", "South, West, Elevation" and "North, West, Elevation" from the drop-down list.

## Changing the Temporary Folder

In **Trimble Access**, a **Temporary Folder** is a folder where temporary data files (like snapshots, point data, etc.) will be stored. The path to the **Temporary Folder** is `C:\Users\TabletPC\AppData\Local\Temp`.

To Change the Temporary Folder:

1. Tap the **General** tab (if required). The **General** window appears.
2. Tap the  button. The **Browse For Folder** dialog opens with the default folder highlighted.
3. Navigate to a new drive/folder where data files will be saved.
4. Or tap **Make New Folder** to create a new folder.
5. Tap **OK**. The **Browse For Folder** dialog closes.

## Restoring the Default Folder

To Restore the Default Folder:

1. Tap the **General** tab (if required). The **General** window appears.
2. Tap **Restore Default**. The default folder name and path appear in the **Temporary Folder** field.

## Cleaning the Current Folder

To Clean the Current Folder:

1. Tap the **General** tab (if required). The **General** window appears.
2. Tap the **Clean Folder** button.

# Units Settings

In the Display Properties Panel:

- **Decimal Places:** This option allows you to specify the number of digits after the decimal separator. In **Trimble Access**, the decimal separator is a **Point**.
- **Display Value With Unit Tag:** This option allows you to display digital values with unit tag(s).

In the Unit System Panel:

This option allows you to select a unit of measurement for **Length**, **Angle**, **Temperature** and **Pressure**.

## Defining the Decimal Places

To Define the Decimal Places:

1. Tap the **Units** tab. The **Units** window appears.
2. Tap in the **Decimal Places** field. An on-screen keypad appears.
3. Input a new value in the **Decimal Places** field.
4. Tap **Ok**. The on-screen keypad disappears.

## Displaying a Value With Unit Tag

To Display a Value With Unit Tag:

- Check the **Display Value With Unit Tag** option.



## Defining a Unit of Measurement

To Define a Unit of Measurement:

1. Tap the **Units** tab. The **Units** window appears.
2. Tap e.g. on the **Length** pull-down arrow.
3. Choose a unit of measurement from the drop-down list.

# Network Settings

**Network Settings** allow the user to select an **Instrument** to be connected among those managed by **Trimble Access**.

## Choosing an Instrument to be Connected to

To Choose an Instrument to be Connected to:

1. Tap the **Network** tab. The **Network** window appears.
2. Tap on the **Instrument** pull-down arrow.
3. Choose an instrument from the list.

**Note:**

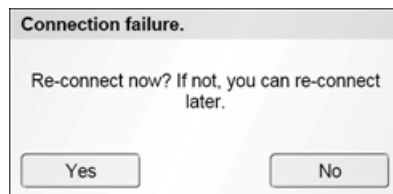
- When starting **Trimble Access** for the first time, "**None**" is by default in the **Instrument** field.
- Once an **Instrument** type has been validated (by tapping **Done**), **Trimble Access** will attempt a connection to this type (of instrument) at the beginning of each session, except when the user explicitly change to a new type.

# List of Messages

Hereafter are listed all messages the user may encounter regardless of the instrument in use.

## Connection to the Instrument Lost

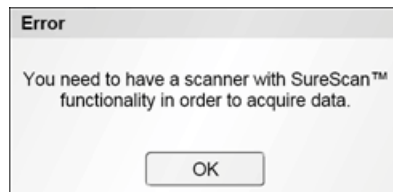
The **Connection Feature** dialog below appears when the connection to an instrument is lost.



1. Tap **Yes** to reconnect your **Trimble Rugged Tablet Computer** to the instrument.
2. Tap **No** to go you back to the **Trimble Access Home Page**.

## The SureScan Feature Missing

The **Error** message below appears when the instrument in use is a **Trimble GX instrument** for which the **SureScan™** feature is missing.

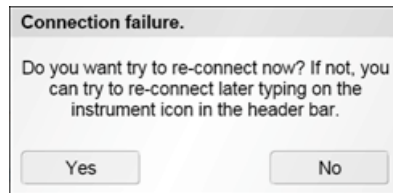


1. Tap **Ok**. The **Error** message closes. A new dialog appears with the "Do you want to create a new station" text.
2. Tap **No**. The **Error** message appears again.
3. Tap **Yes**. The **New Station** window appears.

**Note:** The current station is not aborted but created in the **Project Tree**.

## Connection Failed When Creating Job(s)

The **Connection Failure** dialog below appears when trying to create a job (**General Scanning**, **Volumes\*** or **DTM\***) without being connected to an instrument.



1. Tap **No**. The **Connection Failure** dialog closes and the re-connection attempt is aborted.
2. Tap **Yes**. The **Connection Failure** dialog closes and the "A search of an instrument is in Progress" message appears.

**Note:** (\*) Not available when using a **Trimble CX instrument**.

## Connection Failed While Creating Station(s)

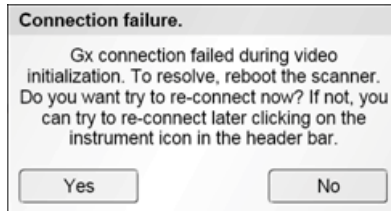
The **Warning** message below appears when trying to create a station without being connected to an instrument.



- Tap **OK**. The **Warning** message closes.

## Connection Failed During Video Initialization

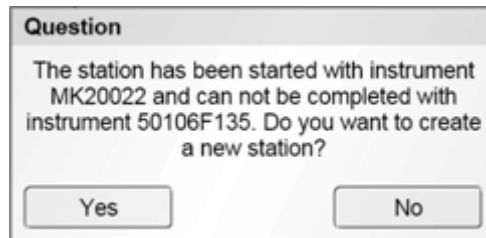
The **Connection Failure** dialog below appears if trying to connect to a **Trimble GX instrument** while the video is initializing.



- Tap **No**. The **Connection Failure** dialog closes and the re-connection attempt is aborted.
- Tap **Yes**. The **Connection Failure** dialog closes and the "A search of an instrument is in Progress" message appears.

## When Completing an Existing Station With a Different Instrument

The **Question** dialog below appears when the user attempts to complete an existing station with a different instrument.



- Tap **Yes** to create a new station.
- Tap **No** to abort creating a new station.

## Last Scan not Properly Terminated

The **Question** dialog below appears when the last scan has not been properly terminated.



- Tap **Yes** to recover points of the last scan.
- Tap **No** to remove points of the last scan.

# Glossary of Terms

## Black and White Flat Target

A Trimble black and white flat target with a 150 mm long per side.

## Backsight Point

A point used to calculate the **Azimuth** between an instrument point (also called **Known Point**) on the ground and itself. This **Azimuth** determines the orientation of the instrument when setting it up.

## Delivery

A term used to qualify the kind of output the user can have from the acquired data (**Point Cloud**). It can be either a **Volume**, a **Mesh** or the **Point Cloud** itself.

## Flat Target

A Trimble reflective flat target with a 150 mm long per side.

## Foresight Point

A point to measure from the current station establishment in order to extend a **Traverse**.

## Frame

A scan area that the user has to define by tapping either on a **Panorama**, or on the **Video View** or on 3D data.

## Job

A generic term for a **Trimble Access**'s application like **Volume**, **DTM**, etc.

**Loading State**

A **Loading State** is the sum of loaded points in a given **Project**.

**Panorama**

A set of images taken by the instrument's embedded camera.

**Point Cloud**

A set of points.

**Spherical Target**

A Trimble white sphere with a 76.2 mm diameter long.

**Survey Point**

A point with 3D coordinates measured using the instrument laser beam.

**Traverse**

A method in the field of surveying to establish control networks. Traverse networks involved placing the survey stations along a line or path of travel, and then using the previously surveyed points as a base for observing the next point.



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