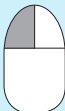
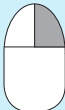


PISCATUS^{3D} QUICK START SHEET

ROTATING AND ZOOMING VIEW OF TERRAIN

To rotate hold  and move mouse cursor

To zoom hold  and move mouse cursor

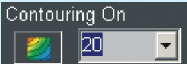

SELECTING THE COLOUR RANGE

 Set and click  or use 

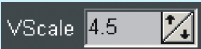

TURNING ON AND OFF CONTOUR LINES

 Click button on left once

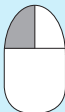
SETTING CONTOUR LINE INTERVAL

 Set dropdown list and click 

SETTING THE VERTICAL EXAGGERATION

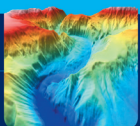
 Set and click 

CREATING A FISHING MARK

 and select a mark type and colour, then  click on 3D terrain

PISCATUS^{3D}

SUPERIOR SEABED VISION

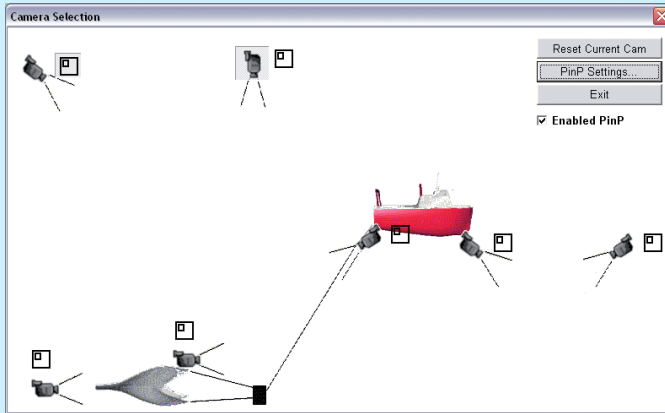


SELECTING A NEW CAMERA



1. To open the 'Camera Selection' window click the camera button on the top Piscatus^{3D} tool bar or select Cameras | Camera Selector from the System drop down menu.

2. This will open the 'Camera Selection' window, as shown below.



Note - net cameras are only available when you have your net out.

SELECTING THE PRIMARY CAMERA



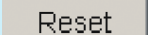
Select a primary camera view by clicking any of the camera icons in the 'Camera Selection' window. This will cause the 'Camera Selection' window to close and the view of your 3D map will now be from the viewpoint of the camera that was selected.

SELECTING THE PINP CAMERA



Select a PinP camera view by clicking any of the PinP icons as shown on the left. This will select this camera as the PinP camera and enable the PinP camera view if disabled.

RESETTING CAMERA SETTINGS

Open the camera window as described above and click the  button.

PISCATUS^{3D}

SUPERIOR SEABED VISION

