

What's New:



Use this function to read a text file or total station file into the Forensic 3D Suite. Once selected, you will be prompted in the command window for they type of file, comma, tab, delimited etc. Once you select the type, the program will prompt you for the data order. **Note:** The text file must contain measurement data only. If there is a header at the top of the data, you will receive an error. Copy the data with the header information to a new file and delete the header so that only measurement data is present.



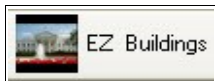
EZ Roads will activate the Easy Site Toolbar on the Right side of your desktop when you left mouse click. A Right mouse click will close the toolbar.



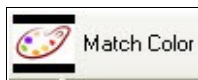
The pavement key will activate the striper module. Once you click on the function, you will be prompted to select your mesh, followed by the polyline that you want to appear as a striped line.



Once selected, a file open dialog will appear. Select the Pavement markers folder. Once the folder is selected select the pavement marker you want to place on your mesh.



A left mouse click will open the Facade Toolbar on the right side of your screen. A right mouse click will close the toolbar.



Match color will take the basic color in a 3D file and apply it as a material. Once selected, you will be asked to select the block and then press enter. The block must be exploded to function.



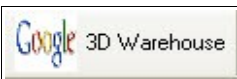
This will allow you to read in an excel .csv animation file. The file must be in the following order: Time, XYZ Position followed by XYZ rotation. No headers can be present on the data page. If they are present, copy the file and delete the headings.



A left mouse click will open the REC-TEC Program. A right mouse click will open a dockable menu called REC-TEC Integration. The Integration module will allow you to enter data from the scene and will send it to REC-TEC. Once the data is sent, REC-TEC will open to the module with all your data filled in.



The calculator will place a standard calculator on your desktop.



You must be connected to the internet for this function to work. A left mouse key will take your web browser to the Google 3D warehouse page. You can search for a symbol to download. When located this function allows you to bring the selected block into your active drawing window.



This function is located to the left of the select by color button. When selected, it will prompt you to select your block. Arrows and rotate bars will appear. Drag the arrows to scale. Slide the rotation bars to rotate.



Depressing this button will activate the cage edit. This function is used to crush a block in 3D. The command window will prompt you to select the block. Pick bounding box function. This will allow you to select the number of control points to slide and deform the mesh.