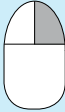
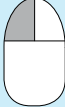


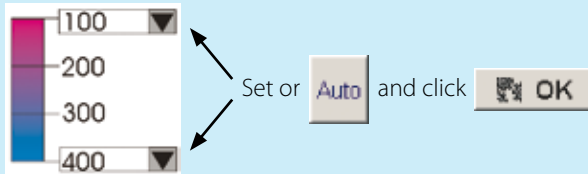
PISCATUS^{3D} QUICK START SHEET

ROTATING AND ZOOMING VIEW OF TERRAIN

To zoom hold  and move mouse cursor

To rotate hold  and move mouse cursor

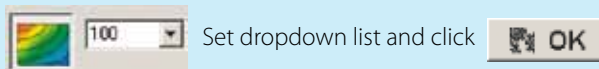
SELECTING THE COLOUR RANGE



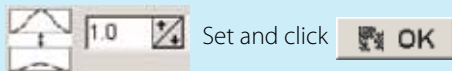
TURNING ON AND OFF CONTOUR LINES



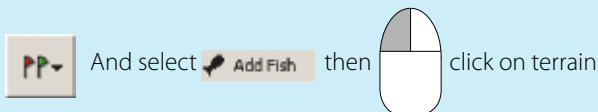
SETTING CONTOUR LINE INTERVAL



SETTING THE VERTICAL EXAGGERATION



CREATING A FISHING MARK



PISCATUS^{3D}

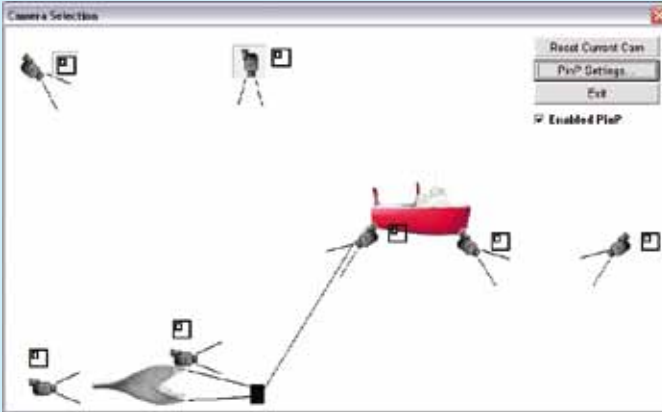
SUPERIOR SEABED VISION



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

