

TerraScan Main Toolbox

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<u>п</u>		General Toolbar	<u>A-A</u>	View Laser Toolbar	
		Draw Toolbar	K	Model Toolbar	
.		Displayset Toolbar	*	Groups Toolbar	
**	Å	Vectorize Towers Toolbar	+	Vectorize Wires Toolbar	
Å, 🖾	<u></u>	Road Toolbar	M	View Powerline Toolbar	
	4	Buildings Toolbar	1	Railroad Toolbar	
		Building Edges Toolbar		Building Patches Toolbar	
└┴↓│ █↓	^{‡‡} ‡	Trees Toolbar		Waveform Toolbar	



888	Settings	18 15	Design Block Boundaries	₿ ≮	Load Airborne Points	?"	About TerraScan
Z ^{↓N} E	Define Coordinate Setup	目	Define Project	¥	Load Ground Points	P	Help on TerraScan
÷.,	Define Classes	///	Manage Trajectories				

View Laser	×
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<u>_A-A_</u>	Draw Vertical Section	_ ₽	Move Section	ß	Travel Path	X	Show Street View
	Draw Horizontal Section	<u>R</u> 2	Rotate Section	Å	Travel View		Measure Point Density
Ľ	Draw Plane Section		Cut Section	Ħ	Synchronize Views		Update Distance Coloring





TerraScan Tool Guide

Updated for v019.016 CE

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Draw		E	J Draw			×		
Au	Mouse Point Adjustment	1	Find Curb along Element		Construct Planar Building (32-bit only)	8	Find Pipes	
f	Fit Linear Element	ᡟ	Cut Linear Element			ନ୍ତି	Vectorize Tunnel Sections	
ŢŢ	Drape Linear Element	卟	Check Footprint Polygons		Place Collection Shape	P	Check Tunnel Sections	
*	Find Breakline Along Linear Element	//////////////////////////////////////	Set Polygon Elevation				Inspect Elements	

Model			×				
$\mathbf{M} \mathbf{X}$	• • • • •	Х ++	_				
	Create Editable Model	[]	Classify Fence		Classify Close To Line	$\frac{1}{2}$	Fix Elevation
\times	Assign Point Class		Classify Above Line	•	Add Synthetic Point	£	Rebuild Editable Model
	Classify Using Brush		Classify Below Line	\times	Remove Vegetation		

Displayset						
Add Points to Displayset		Remove Points from Displayset		Clear Displayset		
Groups						
Create Point Group	Ĩ+Ĩ	Merge Point Groups		Add Points to Group	Ø	Clear Group Fence
Trees ★★★ ★ ★ ★						
♣ [♣] ♣ Create Tree Cells	*	Place Tree Cell	ŧ	Modify Tree Cells		Output Tree Cells





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Vectorize Wires ×	
_+	

_+	Place Tower String	≯	Detect Wires	*	Check Catenary Attachments
4	Activate Powerline	a a	Place Catenary String	2.1 2.2	Assign Wire Attributes

Vectorize	owers
Å ∲ ?	•• • • (古前哲士) * * 井 ㅋ ㅋ *

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Å	Place Tower		Add Cross Arm	٩	Modify Cross Arm	ъĻ	Move Attachment
¢ ?	Edit Tower Information		Set Cross Arm Elevation	*#* E	Delete Cross Arm	\mathbf{x}^{\dagger}	Delete Attachment
+₿+	Move Tower	*:#*	Extend Cross Arm	#	Create Attachments		
* # ``	Rotate Tower		Rotate Cross Arm		Add Attachments		



	View Tower Spans	8.2	Label Catenary Height	-88-	Create Span Tiles	Export Powerline
5 6	Label Towers	13.6	Find Danger Objects]	Output Catenary	

Road	×
	R

<u></u>	Find Automatic Breaklines	3.0	Draw Slope Arrows	4.8	Label Clearance		Build Paint Line Chains
	Find Road Breaklines	0	Draw Sight Distances	580)	Label Alignment Curvature	R	Fit Geometry Components
	Import Road Breaklines	4	Draw Sign Visibility	5 8 Y Z 5 8 Y Z 5 8 Y Z	Write Alignment Elevations		





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Railroad							
_+	Place Railroad String	L.	Find Rails		Check Wire Ends		Output Poles
	Fit Railroad String	11	Find Wires	r ^{t†}	Find Poles		
Buildings							
8 8	2 	~	Create Buildings from		1		
4	Vectorize Buildings	≦	Polygons	Ŭ	Draw Roof Lines		
	Construct Roof Polygons	₽₿	Merge Footprint Polygons	4	Check Building Models		
Building Pa	tches 🔚 🕀 🚺 💢) 👾 ¶	× *					
	Spilt Building		Apply Plane Symmetry	X	Remove Patch	R R	Draw Building Section
	Split Patch	*	Match Roof Elevation	Ì₽Ų	Remove Details		Extrude Building
Building Ed		<u></u>	- 2° ℃				
	Set All Edges	_+	Modify Edge	<u>+</u>	Build Step Corner]*	Delete Edge Vertex
0- 12- 0	Apply Straight Line	À	Move Edge Vertex		Cut Edge Corner	\supset	Insert Edge Vertex
	Apply Intersection Line	+	Align Edge Segment	T¥F	Cut Edge Segment		
Wave ×) Vie	w Waveform	: Ext	ract Echoes		





Common MicroStation v8i[™] Tools



1	Element Selection	4	View Control: Update View		Modify: Modify Element
2	Fence: Place Fence	₹.	Change Attributes: Change Element Attributes	*	Delete Element
3P \$	Manipulate: Copy	645	Groups: Drop Element	•• 9	Measure: Measure Distance

3D View Control			X
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-	View Attributes	Q	Zoom Out	88	Navigate Camera		Set Display Depth
ø,	Open Display Style Dialogue		Window Area		View Previous	<u>z</u> ↓	Set Active Depth
	Adjust View Brightness	÷	Fit View	2	View Next	X ,	Clip Volume
<u> </u>	Update View	()	View Rotation: Rotate View		Copy View Parameters		Clip Mask
æ	Zoom In	9	Pan View	$\nabla_{\mathbf{r}}$	Change View Perspective		

	Modify Element	\times	Trim Intersection	\supset	Insert Vertex
Ľ×.	Break Element	7	Trim To Element		Delete Vertex
1	Extend Line	+ +	Trim Multiple		Construct Circular Fillet

