

Loading RTK Surveys into Tile Pro

NOTE I myself save all of my Raw RTK Data in a Folder on the C Drive called SURVEYS, you may need to create a new folder within the C:/ drive and name it "SURVEYS".

Converting The Survey Layer

- With Your Recon connected to the your computer, Open up Pocket Converter. The Files will appear that is within your LOGPROJECTS folder on your Recon. Click on the Survey.DDS_LOG for the project that you will be working with.
- Under Export Type there is a down arrow, Click on that arrow and select **XYZ Test**.
- Then click on Browse and select the Surveys folder on your C Drive.
- Next open Microsoft Excel, Click on **File, Open** Go to where the Survey.XYZ file is saved (Note to find this file you will have to change the File Type to ALL Files) then click **Open**, Click **Next** one time and put a check mark in Comma Delimited, Click **Finish**. Convert the C Column from Meters into US Feet by typing this into the D1 cell =c1*3.28084. Copy equation throughout all rows. Save this file as Survey US Feet, change the type in the File Type box to CSV. Click Save, A Dialog Box will appear say Yes. When you close out of the Excel Say No to Save Changes.

Starting A New Job

- Click on **File**, then **New Job**, Enter Given Information then Click **Next**, Enter Job Location Information then click **Next**, Enter Billing Information then click **Next**, For the next screen nothing needs to be changed, click **Next**. The next screen is the Min. and Max. Tile Depth and Slope, Enter what is needed, Suggestion -Min Tile Depth-2ft. Max Tile Depth-6ft., Min. Slope-.05, Max Slope 100. Then Click **Next**. Next is to enter the Job Contractor Information then click **Next**. In the next screen click on **Change Projections**, What is highlighted is correct, so click **Next**, you will now need to click on the Zone in which you are in (Indiana 16) then click **Next**. For the next screen click **Finish**, and then click **Finish** again.

Bringing Your Boundary Layers In

- Now you must bring in your boundary, to do that click **Layer** in the Menu Tool Bar, and then click on **Import Drawings**, then click on **DLog**. Once the screen comes up click on **Browse**. Find the file in the place that you save them (Surveys, Tile Maps, Log Projects etc.) Open the folder in which the project was saved then highlight the Boundary or Border file by clicking on the file with your cursor, then click **Open**, then click **Next** and name the file Boundary, then click **Next** again, then click **Finish**.
- Now put a check in the **Boundary Box**, which is inside the Layers box on the Left side of the screen, and then click **Apply** at the bottom. * Note * if nothing appears you must click on the Reset button which is at the top on the far left it has 4 red arrows pointing outward.

Creating A Topo Layer

- Now click on **Tools** in the Menu Tool Bar then click on **Surface Generator**. In Surface Generator Click on **File**, then **Point File**, and then **Text File**. Again go to where your project is saved, and then open up the folder named

Export. In that folder there will be a file named Survey.XYZ, if not at the bottom where it say Text Vertex Files (*.csv;*.txt) there is a drop-down arrow, and under that click on **All Files (*.*)** Then the Survey.XYZ file should appear, highlight the file then click **Open**. Next a screen will appear click **Next**, and then Click **Finish**. Next a Text Vertex Parameter screen will appear, leave everything the same except put a **Check in Field 3 or 4 as instructed** in the Z Coordinate Box at the bottom, and click **OK**. The next screen will be a Drawing File Parameter Screen, put a **Check in the Build Drawing File Box** then click **OK**.

- While you are still in Surface Generator click **Surface** in the Menu Tool Bar. Then Click **Boundary Objects**. Now you must bring your Cursor onto the white part of the screen beside the field, (the cursor should appear as crosshairs), **Left Click** the mouse button and the border of the field should turn red, now **Right Click** the mouse button and the cursor should appear as a pointer again. Now click on **Surface** in the Menu Tool Bar and then click on **Nearest Neighbor**, click **OK**. On the next screen **Output File Parameters**, change the numbers in the **X and Y pixel size from 10 to 1**, then use the drop down arrow box beside **Data Type** and click on **Float**, then click **OK**. In the next screen, which is **Surface Channel**, in the **Layer Box**, Change the name given to **Topo**, and then click **Ok**.
- Now you can close out of **Surface Generator**, by checking the x at the top right corner of the screen, which brings you back to the main Tile Pro Screen. In the **Layer Box** on the Left side put a Check in the **Topo box** and click **Apply**.

Bringing in Other Layers

- Now it is time to bring in any other data such as Surface inlets, Master benches Etc...To do so click on **Layers** in the Menu Tool Bar, then **Import Drawings**, and then click on **Dlog**. Once the screen comes up click on **Browse**. Find the file in the place that you saved the original data (Surveys, Tile Maps, Log Projects etc.) Open the folder in which the project was saved then highlight the file needed (Surface inlets, Master benches Etc...) then click **Open**, then click **Next** and name the file title you want it to be, then click **Next** again, then click **Finish**.
- Now these files should appear in the **Layers** box on the left side of the screen, so to view the data put a check in the box needed and click **Apply**.

Setting a Topo Layer to Use.

- **Right Click** on the Topo Layer that you just created, and left click on **Set Topo**.

Create a Tile Set - (Tile Set consists of a Main, Laterals, and Set Points)

- Left Click on **Tools** and then **Create Tile Set**
- Give the Tile Set a name (such as "North" or 1) Click **OK**
- You will now see the Tile Sets that you created in the Layer Box, put a check mark in them and select **Apply**.

Building Tile

- Right Click on the Main Layer and select **Build Tile**.
- Fill out the parameters and click **New Tile**,

- This will give you a cross hair on your screen and you can draw you Main. Right Click to finish the Line.