



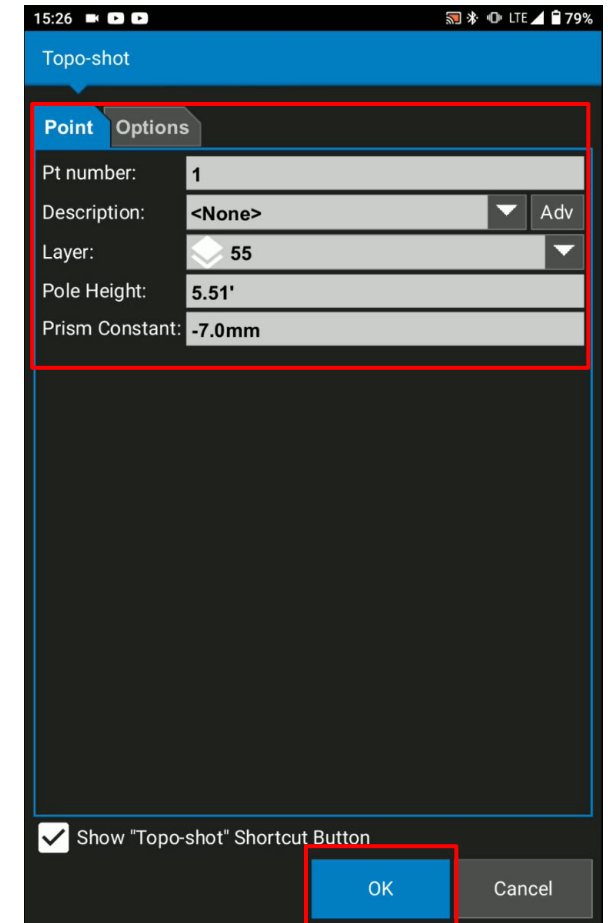
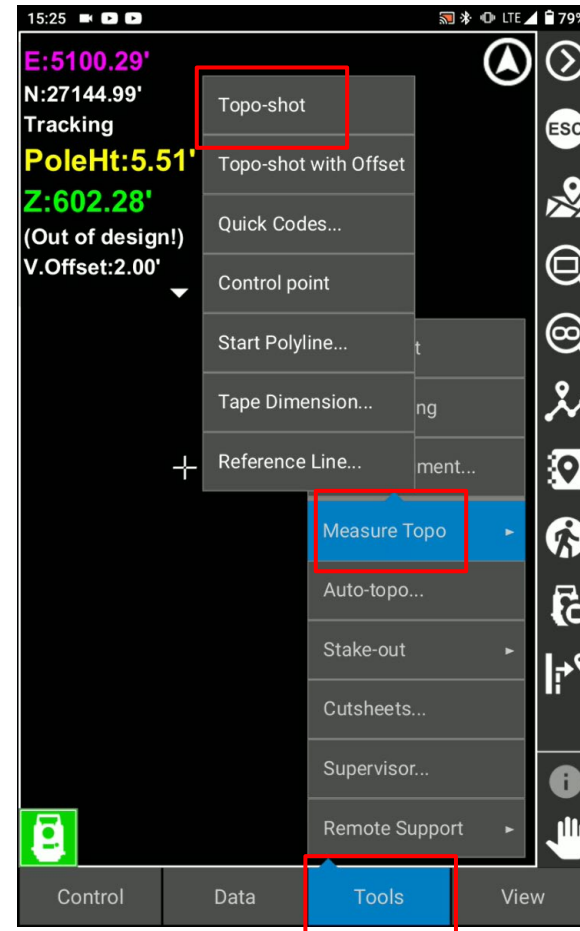
Topo Shot and Quick Codes

Pocket 3D v15

Topo

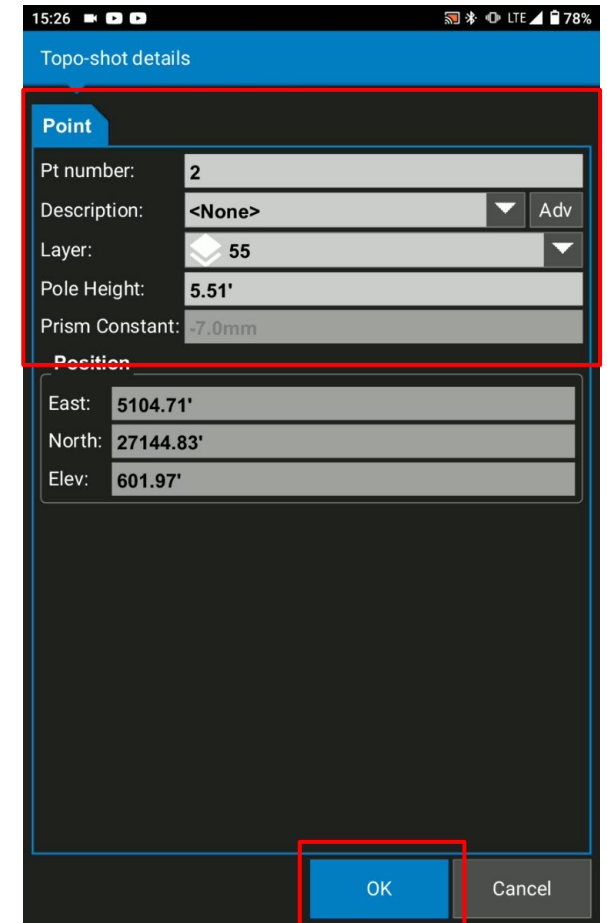
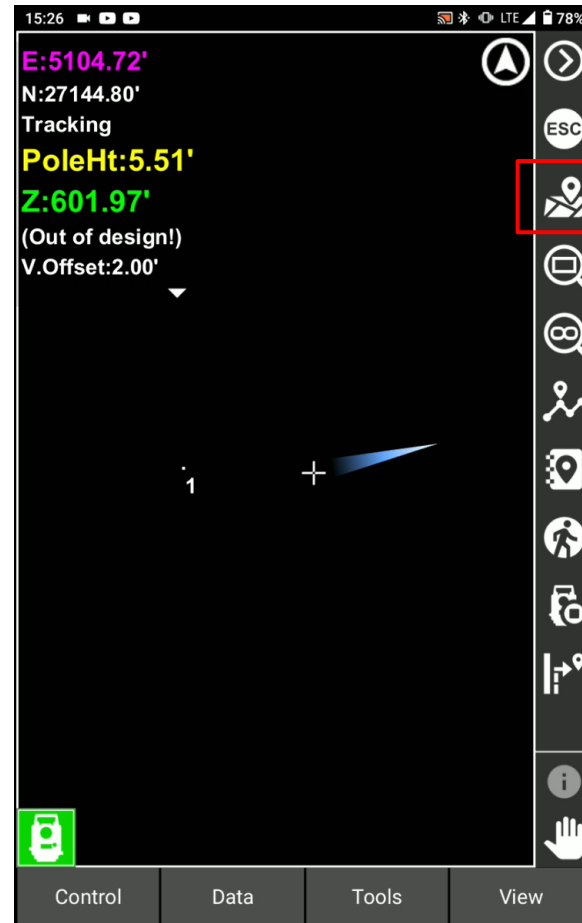
In order to perform the Topo to take a new point, here are the steps to do.

- Move to the point and level the bubble
- Select Tools > Measure Topo > Topo-shot
- Enter the point number
- Select the layer
- Check your pole height and Prism Constant
- Select OK



Topo shot from the short cut

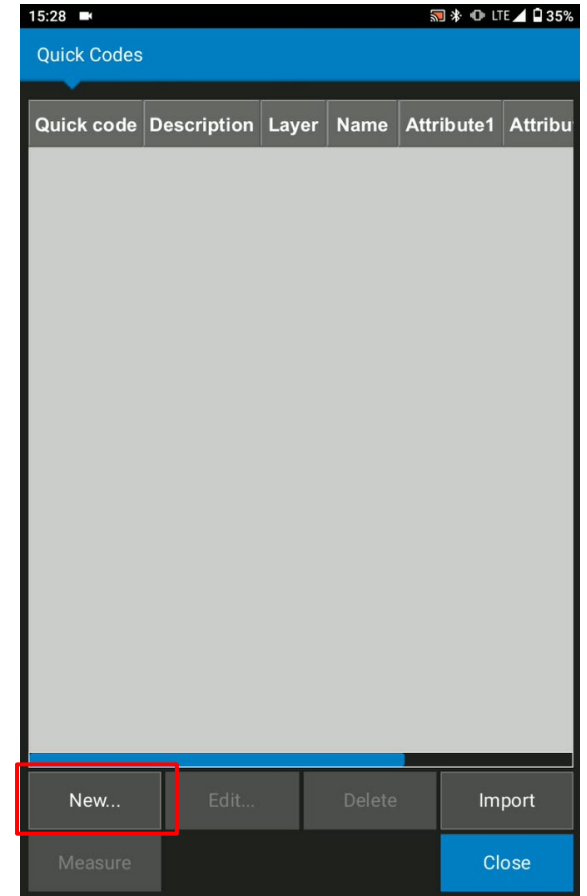
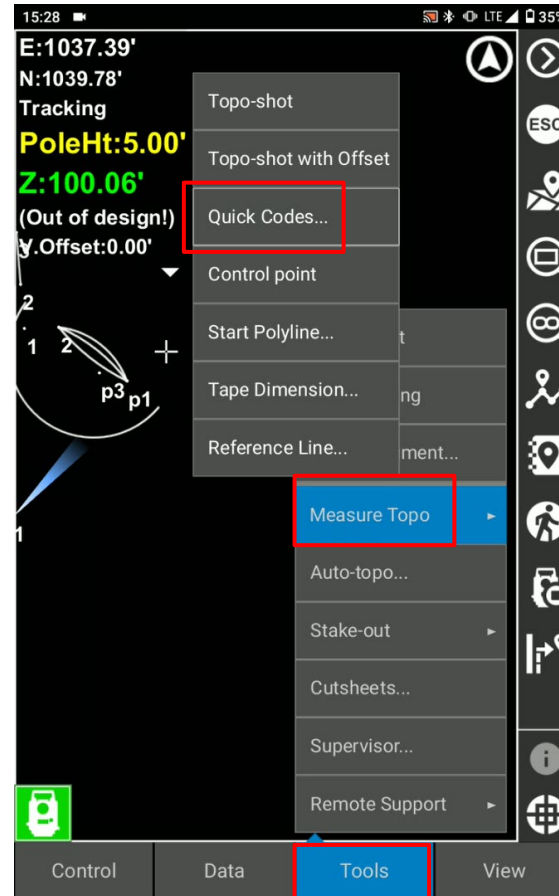
- Move to the point and level the bubble
- Select Topo Short cut key icon
- Enter the point number
- Select the layer
- Check your pole height and Prism Constant
- Select OK



Topo-shot by Quick Codes

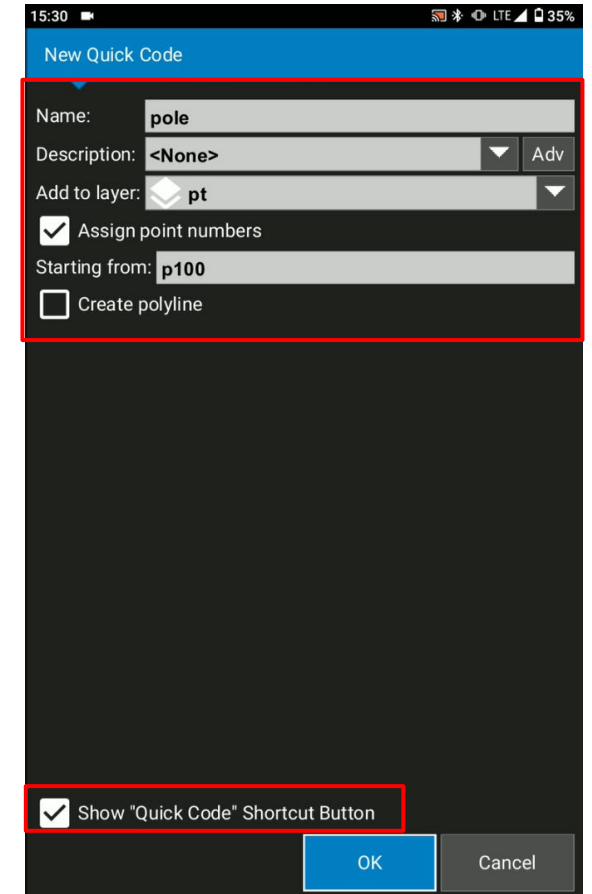
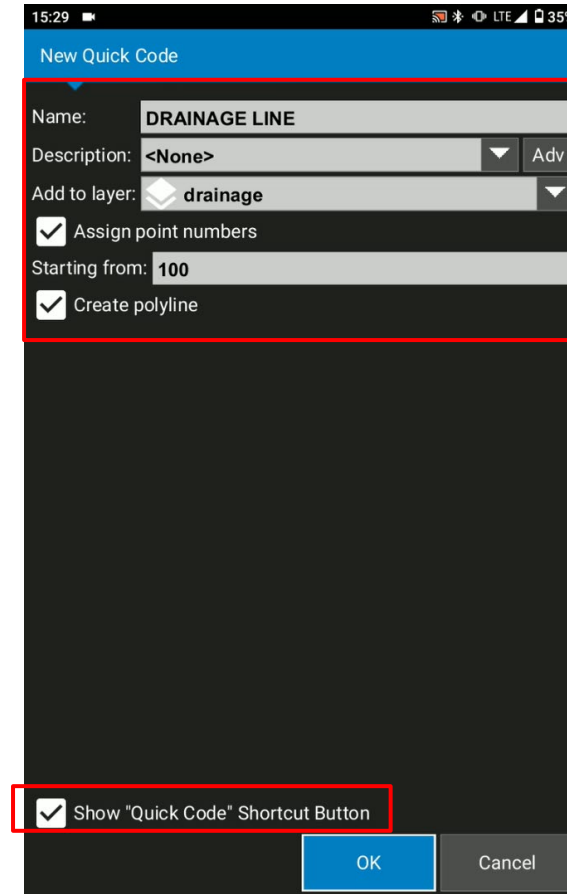
To use the quick codes function in order to Topo-shot and organize the points easily

- Select Tools
- Select Measure Topo
- Select Quick Codes
- Select New to add new quick codes



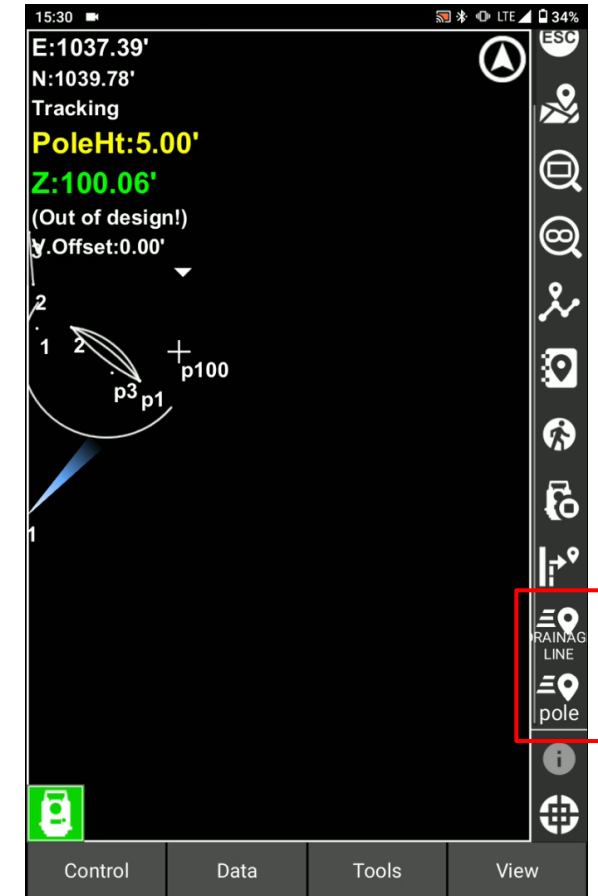
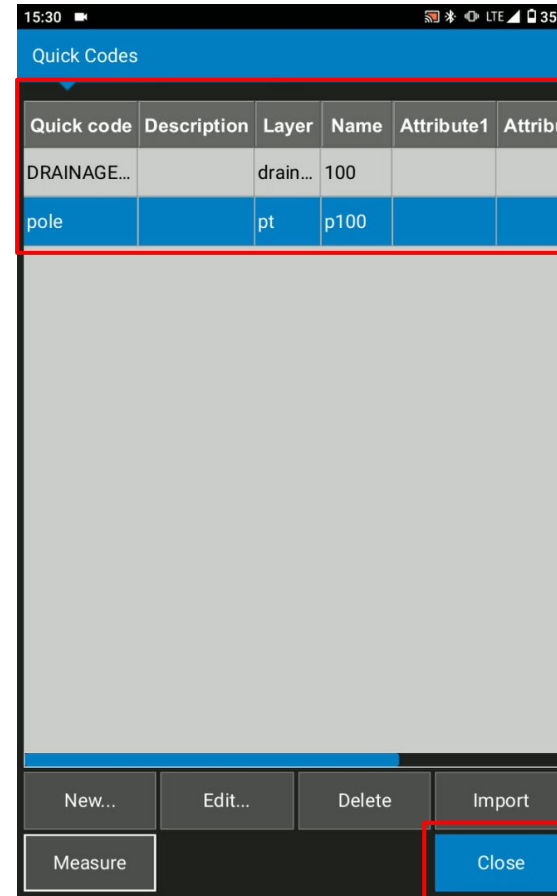
Topo-shot by Quick Codes

- Name your Quick Code
- Select the layer for the quick code
- Assign point numbers
- Check create polyline if necessary
- Check show quick code shortcut button



Topo-shot by Quick Codes

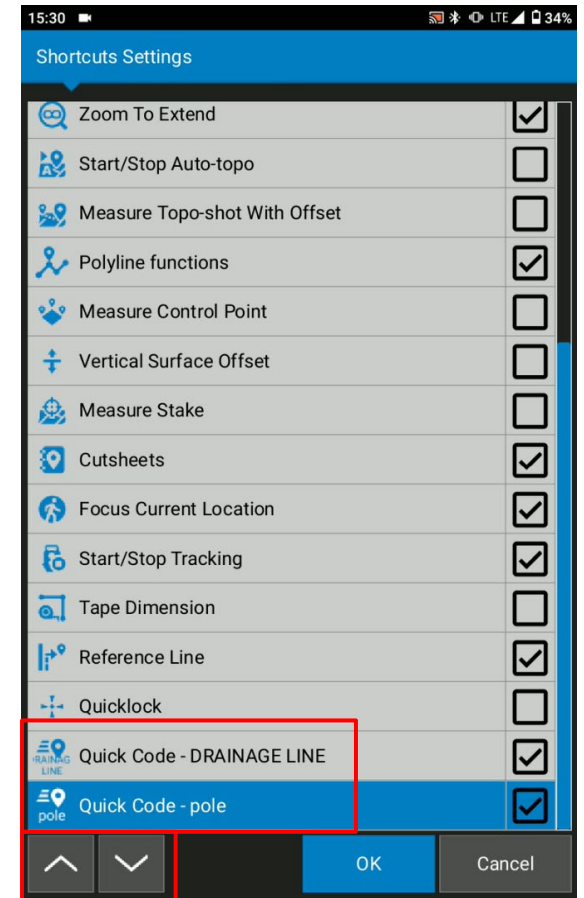
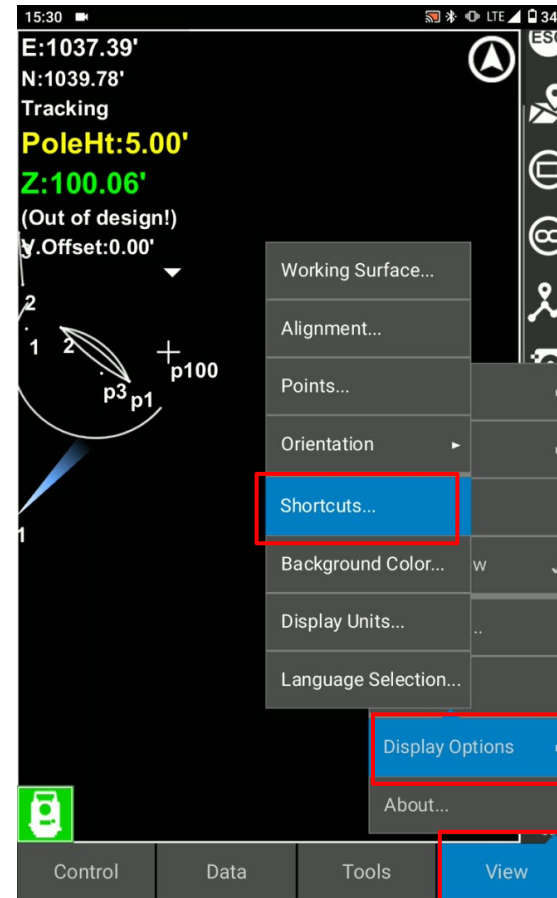
- Quick codes has been added
- Select close
- See the quick codes from the shortcut



Topo-shot by Quick Codes

If you would like to change the order of the shortcut

- Select View
- Select Display Options
- Select Shortcuts
- Select Quick code shortcut
- Use Arrow key to move up and down



Topo-shot by Quick Codes

- Ready to use the quick codes for your Topo-shot

