Polyline by Topo and Polyline Stakeout

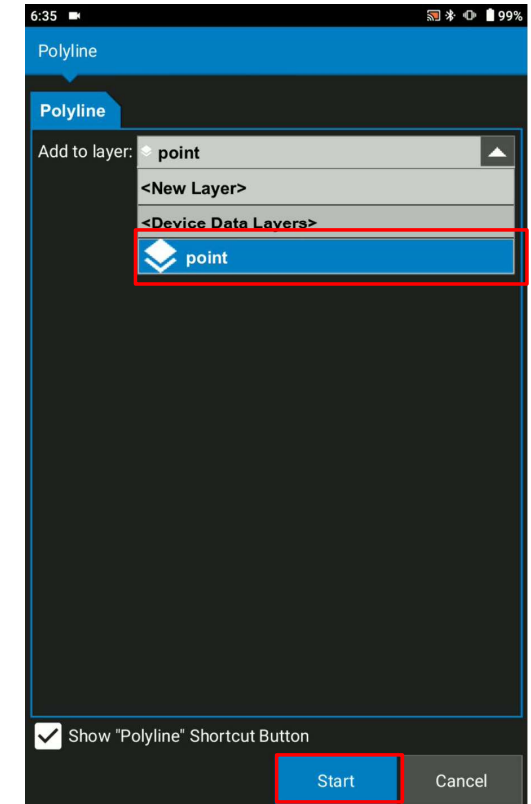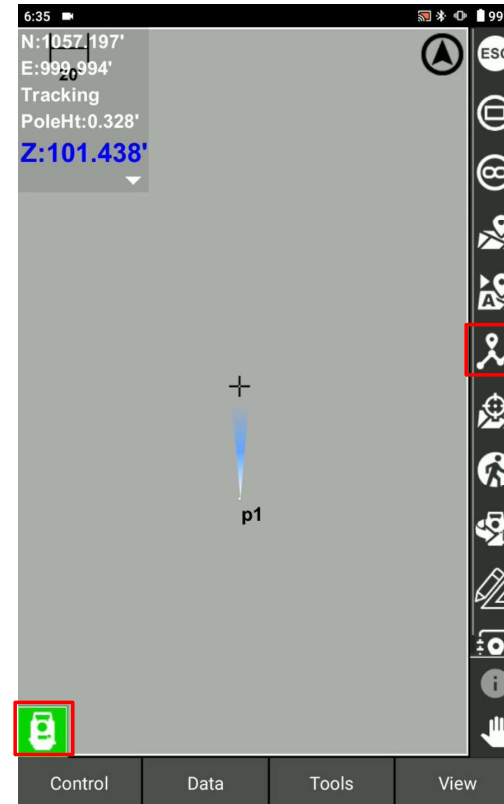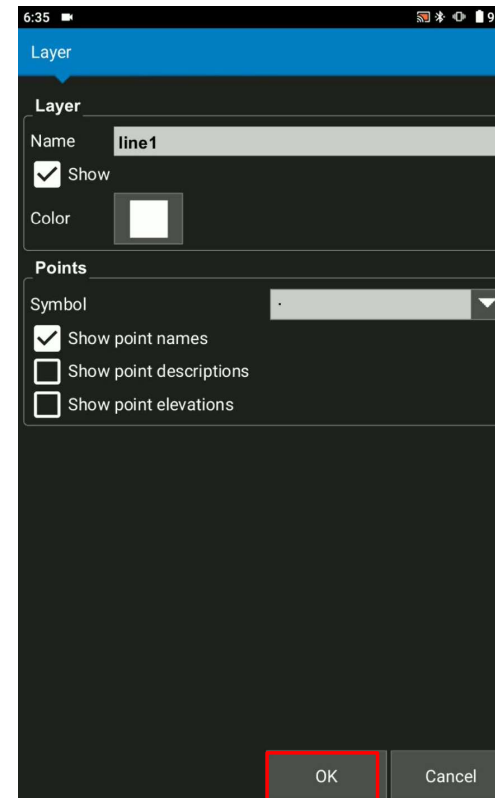## Pocket 3D v15

Generate Polyline by Topo

To generate Polyline by Topo, select the shortcut icon of Polyline by Topo or take topo shots and creating the polyline in Calc wizard. This explains how to create Polyline by Polyline shortcut icon.

- Auto-tracking the prism

- Move to the desired origin point of the polyline

- Select

- The point where you are is the origin of the polyline
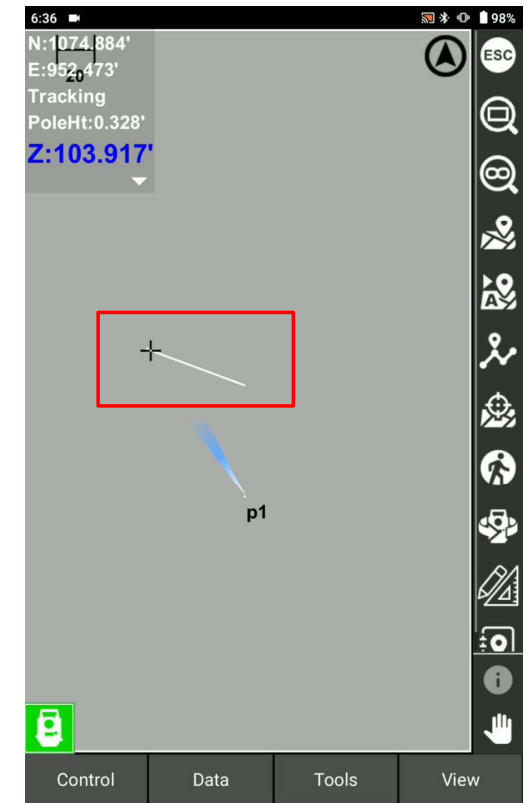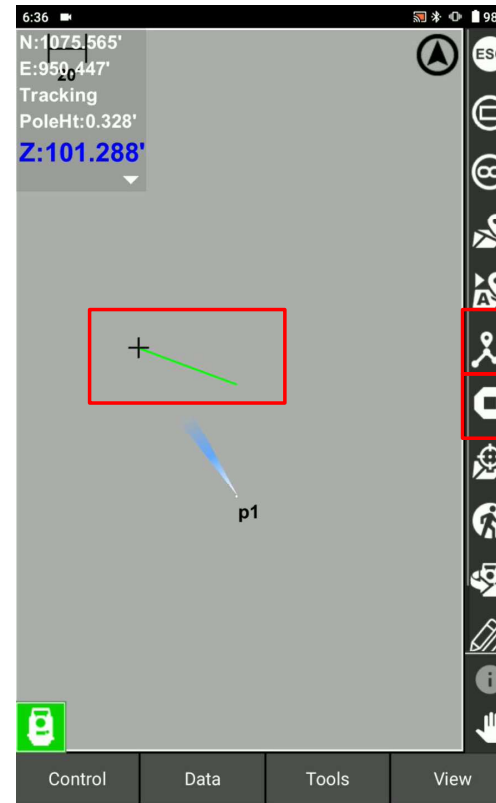
- Create a Layer

- Select Start

Generate Polyline by Topo

- In case of the new layer, input the necessary information for the layer and select OK

- Moving to the transition point of polyline and select
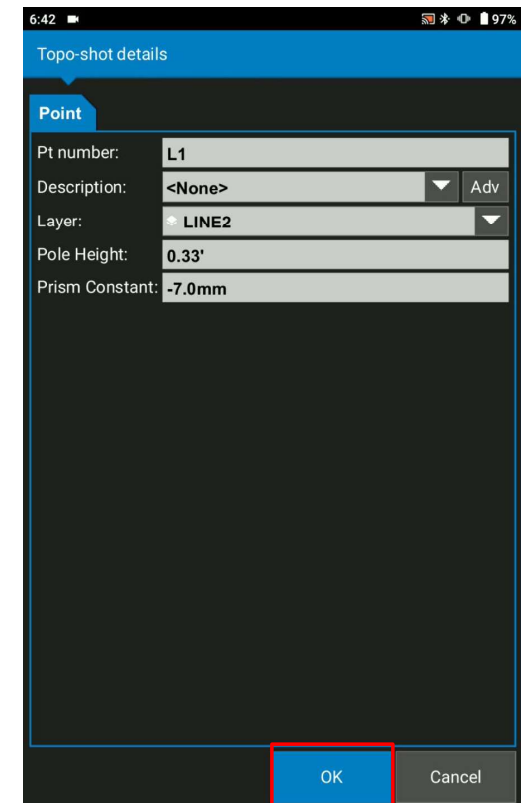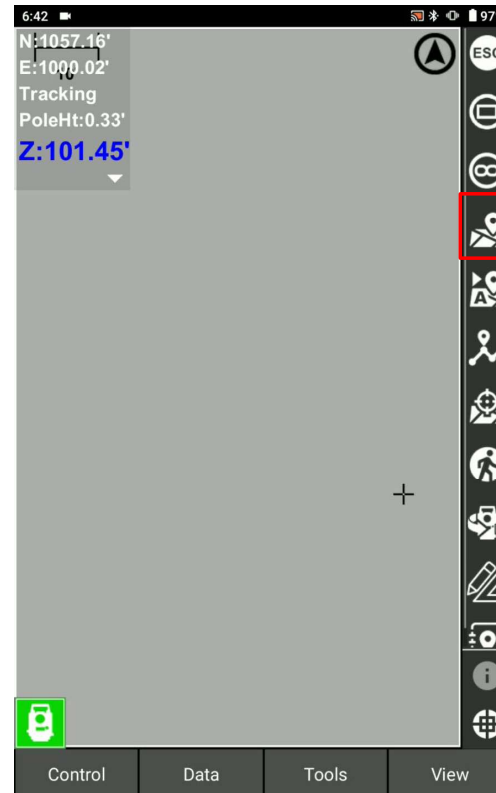
Generate Polyline by Topo

- Select ![icon] to connect all the transition points

- Select ![icon] to end the polyline
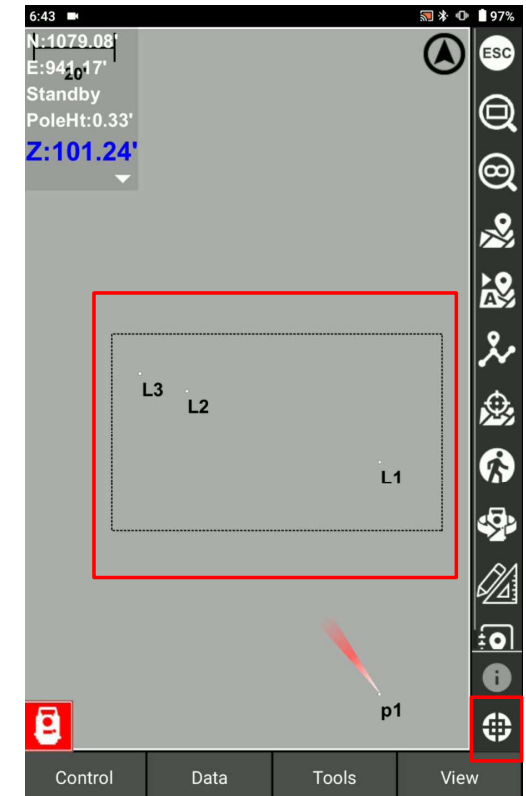
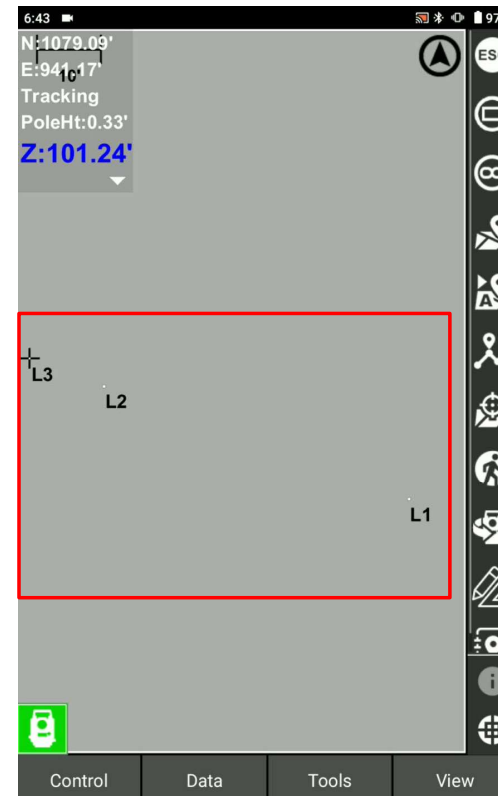# Generate Polyline by Topo

This explains how to create Polyline by Topo and calc wizard.

- Auto-tracking the prism

- Move to the desired origin point of the polyline

- Select

- Create a Layer and name the point
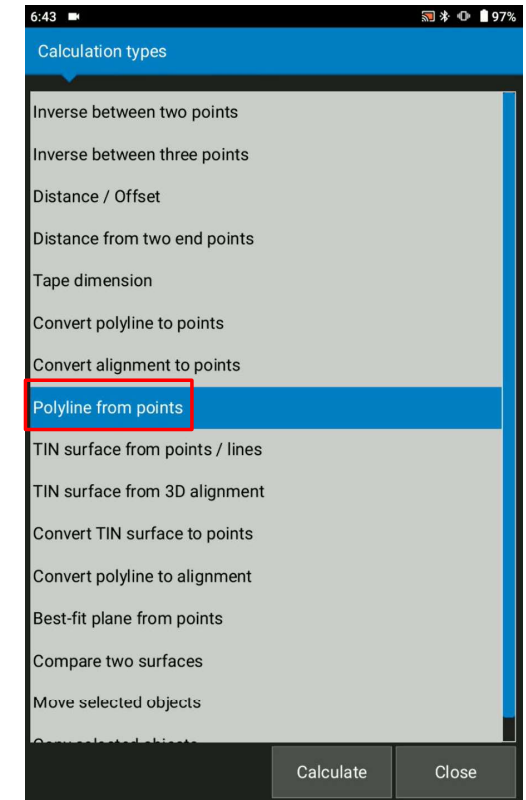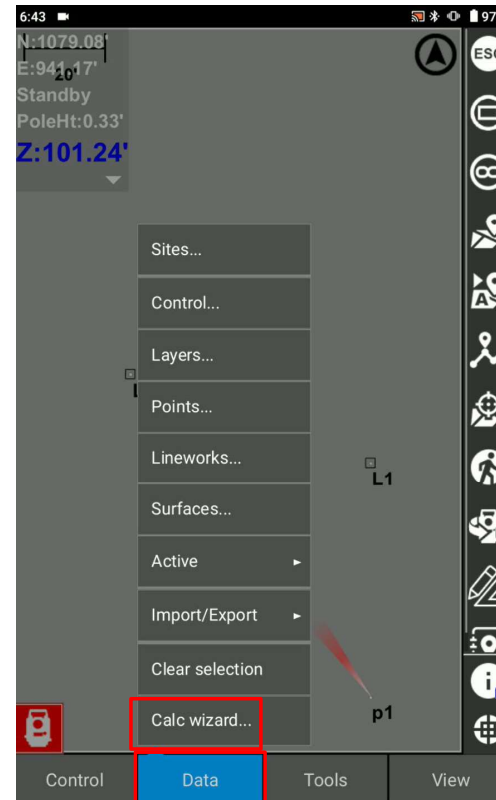
- Select OK to record the point

![TOPCON]

Generate Polyline by Topo

- When you have enough points to create points, select the points to be used for the polylines
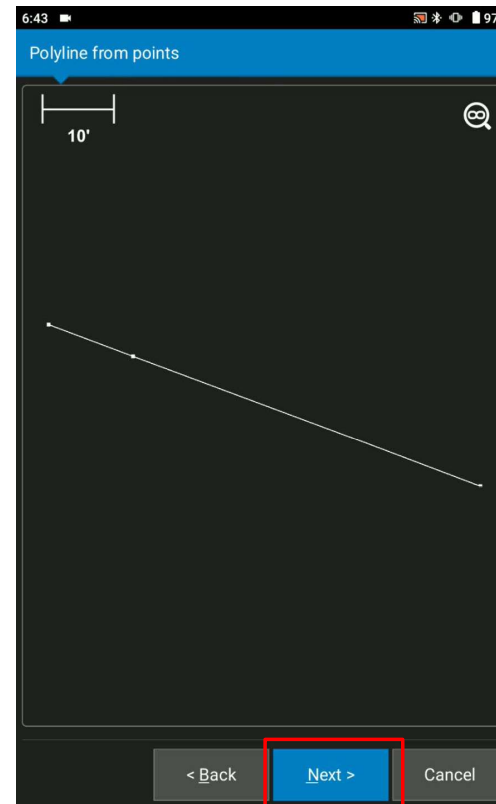
- Select ⊕ to pick up the points

Generate Polyline by Topo

- Select "Data" > "Calc wizard" > "Polyline from points"

Generate Polyline by Topo

- Select "Next"

- Create a new layer for the polyline or pick up a layer from the existing and Select Finish

Generate Polyline by Topo

■ This is the created polyline from the Calz wizard