# SBMT

#### **Mapping Structures**



### This SBMT tutorial explains how to:

- Draw paths, polygons, circles, ellipses, and points on shape models
- Add names and labels to structures
- Save and load structures files
- Change display properties of structures

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#### The structures panel

- Located in the control panel
- Contains five tabs, one for each type of structure



# **Drawing paths**

- Switch to Structures tab and click on "Paths".
- Press "New" to begin drawing a path.
- Click on the shape model to specify the vertices of the path.
- Press "Edit" when finished drawing the path.

Note: Clicking "New" puts the SBMT into "edit" mode: the shape model is frozen in the rendering panel. Rotate, zoom, and pan functions do not work in "edit" mode. Once "edit" is unselected, the SBMT returns to normal navigation.







SBMT - Aster	roids > Main Belt > 4 Vesta > Image-based > Gaskell (2013)
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	menu with additional options.
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# Drawing polygons

- Switch to Structures tab and click on "Polygons".
- Press "New" to begin drawing a polygon.
- Click on the shape model to specify the vertices of the polygon.
- Press "Edit" when finished drawing the polygon.

Note: Clicking "New" puts the SBMT into "edit" mode: the shape model is frozen in the rendering panel. Rotate, zoom, and pan functions do not work in "edit" mode. Once "edit" is unselected, the SBMT returns to normal navigation.





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Polyago, Id = 1, Length = 393,983 km, Surface Area = 8 km <sup>2</sup> , Number of Vertices = 6	Right click on the polygon to bring up a menu with additional options.





## **Drawing circles**

Note: The shape model is frozen when in "edit" mode. Rotate, zoom, and pan functions do not work. Once "edit" is unselected, the SBMT returns to normal navigation.

- Switch to Structures tab and click on "Circles".
- Press "Edit" to begin drawing a circle.
- Click 3 points to define a circle. After clicking the third one, a circle appears passes through those points.
- Click another 3 locations to draw a second circle, etc.
- Press "Edit" when finished drawing circles.



Ready.

Lat: 19.642° Lon: 322.323° Radius: 269.095 km Range: 1243.285 km

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## Change size and position of circles

- Click "Edit" to enter editing mode.
- Position the cursor over a circle. The cursor will change to a hand shape.
- To move a circle: left-click on the circle and drag the circle to the desired location.
- To change a circle's size: left-click on the circle, hold down the shift or control key, and drag the boundary.

# Drawing ellipses

Note: The shape model is frozen when in "edit" mode. Rotate, zoom, and pan functions do not work. Once "edit" is unselected, the SBMT returns to normal navigation.

- Switch to Structures tab and click on "Ellipses".
- Press "Edit" to begin drawing a circle.
- Click 3 times: two points along the semi-major axis and a third to set the semi-minor axis.
- Click another 3 points to draw a second ellipse, etc.
- Press "Edit" again when finished drawing ellipses.









ellipse, Id = 1, Diameter = 219.61497517241384 km

# Change ellipse properties (part 1)

- Click "Edit" to enter editing mode.
- Position the cursor over an ellipse. The cursor will change into a hand shape.
- To move an ellipse: left-click on the ellipse and drag it to the desired location.
- To change an ellipse's size: left-click on the ellipse, hold down shift or control, and drag the boundary.

# Change ellipse properties (part 2)

- To change the flattening of an ellipse (ratio of semimajor to semi-minor axes): hold down the "z" or "/" keys, left-click on the ellipse, and drag the ellipse boundary.
- To change an ellipse's size: hold down the shift button, left-click on the ellipse, and drag the boundary.

# Drawing points

Note: The shape model is frozen when in "edit" mode. Rotate, zoom, and pan functions do not work. Once "edit" is unselected, the SBMT returns to normal navigation.

- Switch to Structures tab and click on "Points".
- Press "Edit" to begin drawing points.
- Each time you left-click on the shape model, a point appears at that location.
- Press "Edit" again when finished drawing points.



Ready.

Lat: 13.612° Lon: 295.530° Radius: 267.054 km Range: 1247.132 km



Ready.

Range: 1247.132 km

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### This SBMT tutorial explains how to:

- Draw paths, polygons, circles, ellipses, and points on shape models
- Add names and labels to structures
- Save and load structures files
- Change display properties of structures

#### Names and labels overview

- Names and labels work the same for all five types of structures.
- Users can add, edit, or delete the name of a structure.
- Users can add, edit, delete, and hide labels.

# Adding and editing names

- Expand the control panel, if needed, to see the "name" column of the structures panel.
- Double click the name cell next to the structure you wish to name.
- Type in the desired name (e.g., the name of a crater).
- To edit or delete the name, double click the name cell once more.

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Range: 1231.085 km
# Adding and editing labels

- Expand the control panel, if needed, to see the "label" column of the structures panel.
- Double click the label cell next to the structure you wish to annotate.
- Type the label (e.g., description of a crater).
- Edit the text at will.



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## Saving a structures file

- Click "Save" near the top of the structures tab. A new window will open.
- Choose the directory where you want to save the file.
- Give the file a useful name.
- Click "Save". The window will close.

Note: You must save each type of structure separately. Paths and polygons are saved as XML files. Circles, ellipses, and points are saved as tab-separated text files. See the SBMT User Manual at http://sbmt.jhuapl.edu/docs/Manual.pdf for additional information about the saved structures files.

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				Example: Dialog box for saving a
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#### Loading a structures file

- Select the appropriate object from the "Body" menu.
- Select the appropriate type of structure from the "Structures" tab.
- Click "Load" near the top of the structures tab.
- Navigate to the saved structure file.
- Click "Open". The structures will appear on the body.

# Loading a structures file (cont.)

- If a user edits an exported structures file in Excel (e.g., to select a subset of the data), the SBMT may give an error that says "There was an error reading the file" when the file is re-imported because of invisible characters added by Microsoft.
- The file should load once these invisible characters are removed.



Ready.

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# **Changing display properties**

Users can change the following for structures:

✤ Color

- Line width (for paths, polygons, circles, and ellipses)
- Point diameter (for points only)

#### **Changing structure color**

- Right click on the structure whose color you wish to change.
- Click "change color" from the pop-up menu.
- Choose a color from the Color Choose Dialog.
- Click "OK".
- Individual structures can be given their own colors.

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Range: 1500.380 km

# Changing line width

- Click "Change Line Width".
- Enter the desired line width.
- Click "OK".
- The line widths of the displayed structures should update. The change affects only one type of structure (e.g., circles if you click "Change Line Width" from the circles tab).

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circle, Id = 8, Diameter = 27.73407301708463 km

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# Changing point diameter





# SBMT

# For more information, visit sbmt.jhuapl.edu.

