

# SBMT

## Mapping Structures

# **This SBMT tutorial explains how to:**

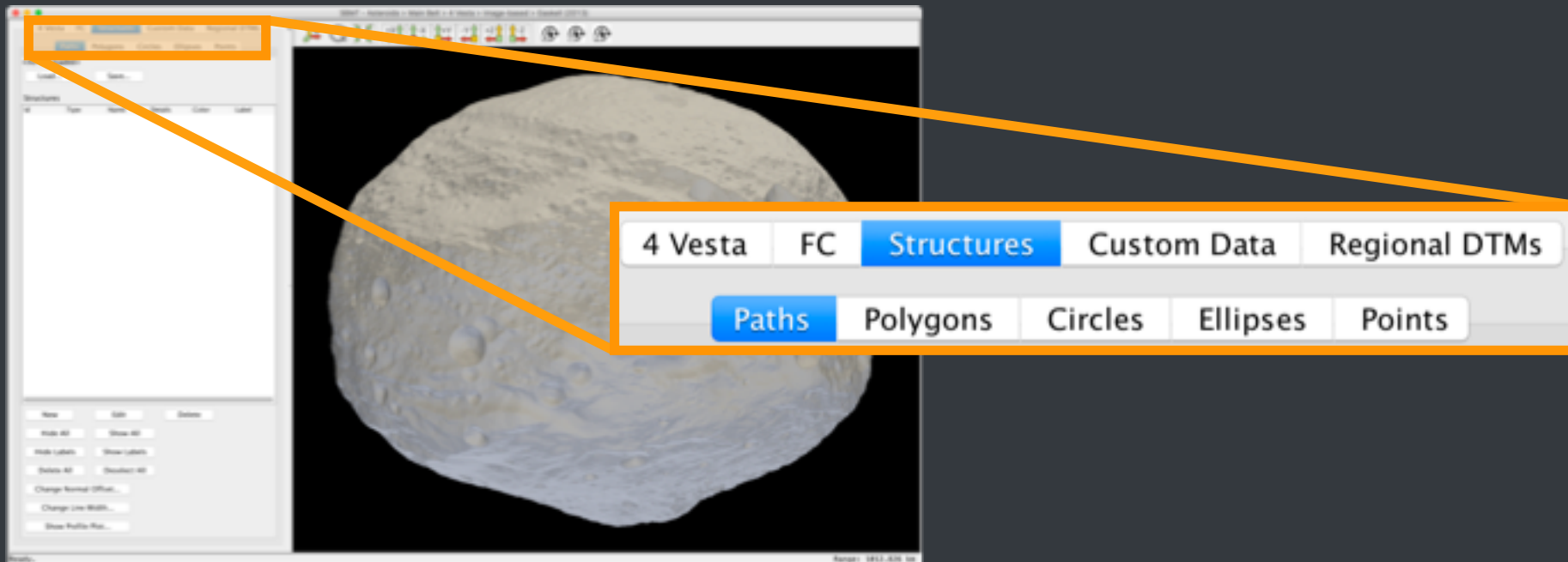
- Draw paths, polygons, circles, ellipses, and points on shape models
- Add names and labels to structures
- Save and load structures files
- Change display properties of structures

# **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

# 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.

4 Vesta FC Structures Custom Data Regional DTMs

Paths Polygons Circles Ellipses Points

Load...

Save...

Structures

&lt;no file loaded&gt;

Id	Type	Name	Details	Color	Label
1	path	default	832.714 km, 8 vertices		

Click "edit" to finish  
drawing the path.



New

Edit

Delete

Hide All

Show All

Hide Labels

Show Labels

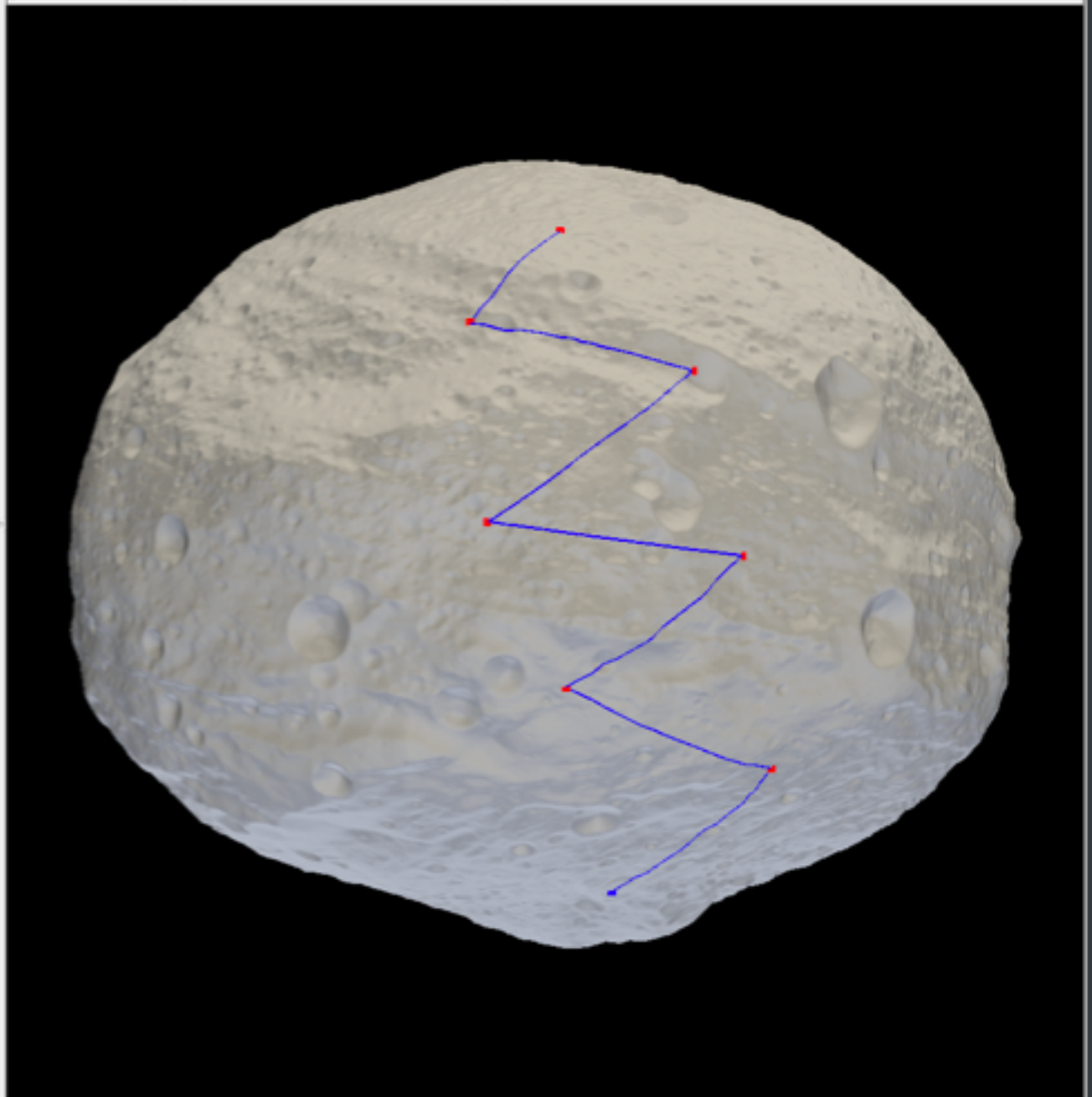
Delete All

Deselect All

Change Normal Offset...

Change Line Width...

Show Profile Plot...



Load...

Save...

Structures

&lt;no file loaded&gt;

Id	Type	Name	Details	Color	Label
1	path	default	832.714 km, 8 vertices		

To remove a path,  
select it and click  
“delete”.



Delete

New

Edit

Hide All

Show All

Hide Labels

Show Labels

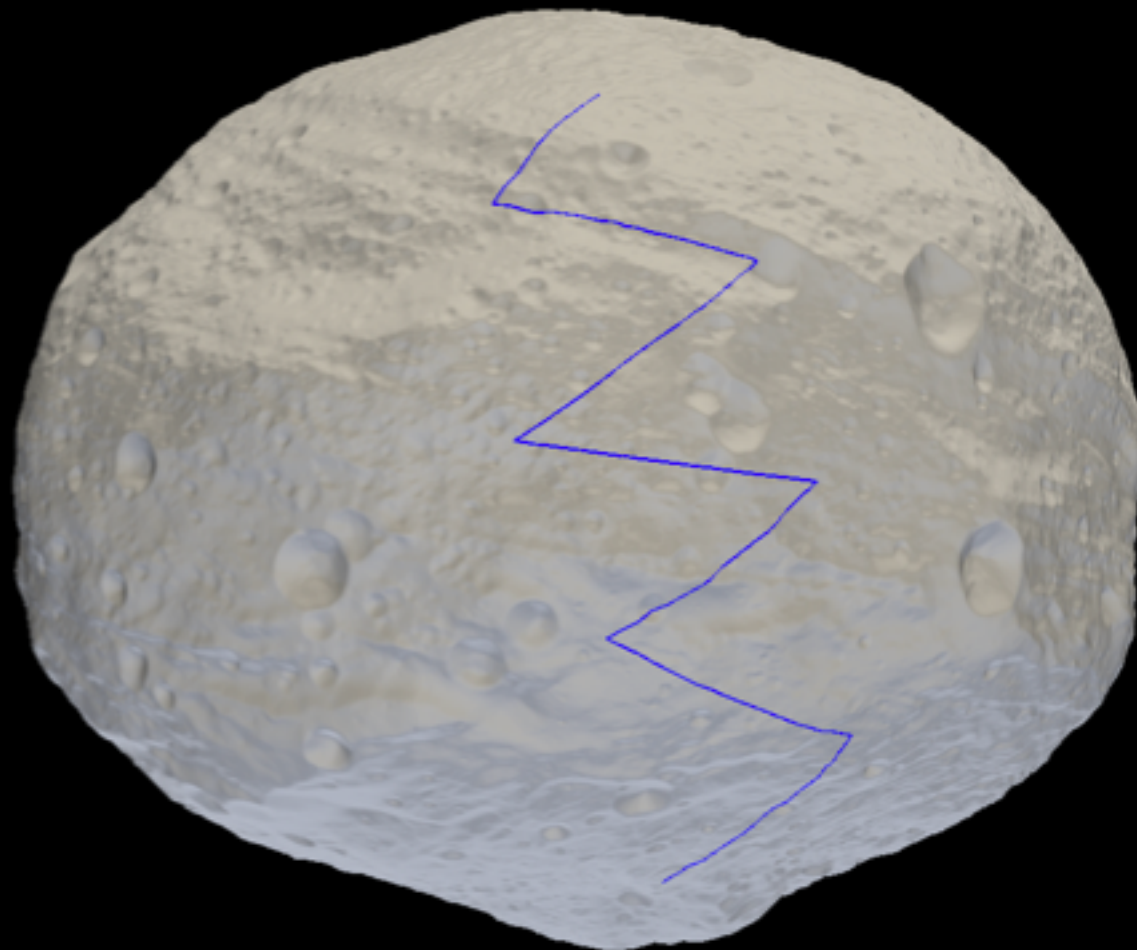
Delete All

Deselect All

Change Normal Offset...

Change Line Width...

Show Profile Plot...



4 Vesta FC Structures Custom Data Regional DTMs

Paths Polygons Circles Ellipses Points

Load...

Save...

Structures

&lt;no file loaded&gt;

Id	Type	Name	Details	Color	Label
1	path	default	1832.714 km, 8 vertices		

The “Details” column lists the total path length and number of vertices.

New

Edit

Delete

Hide All

Show All

Hide Labels

Show Labels

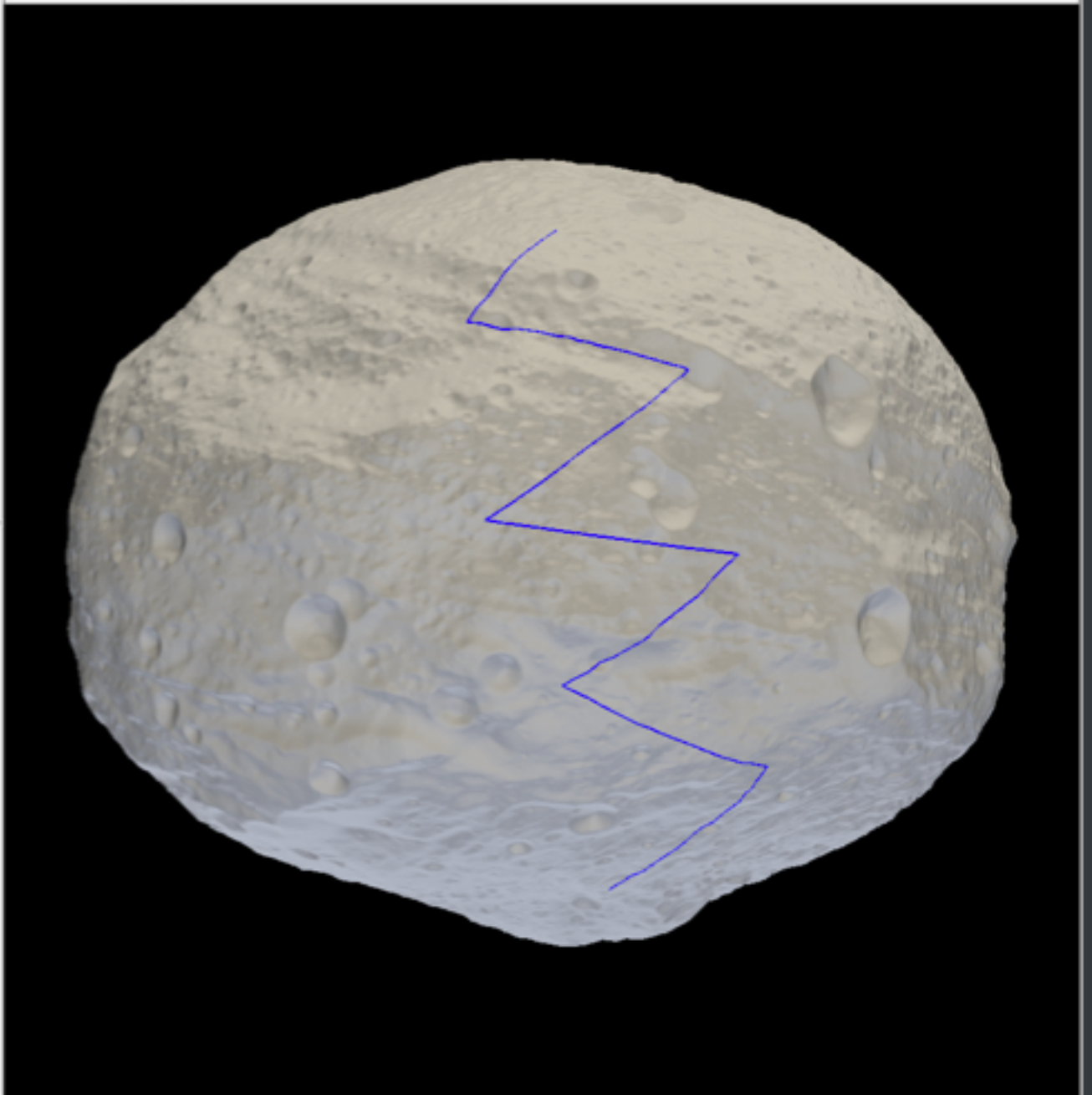
Delete All

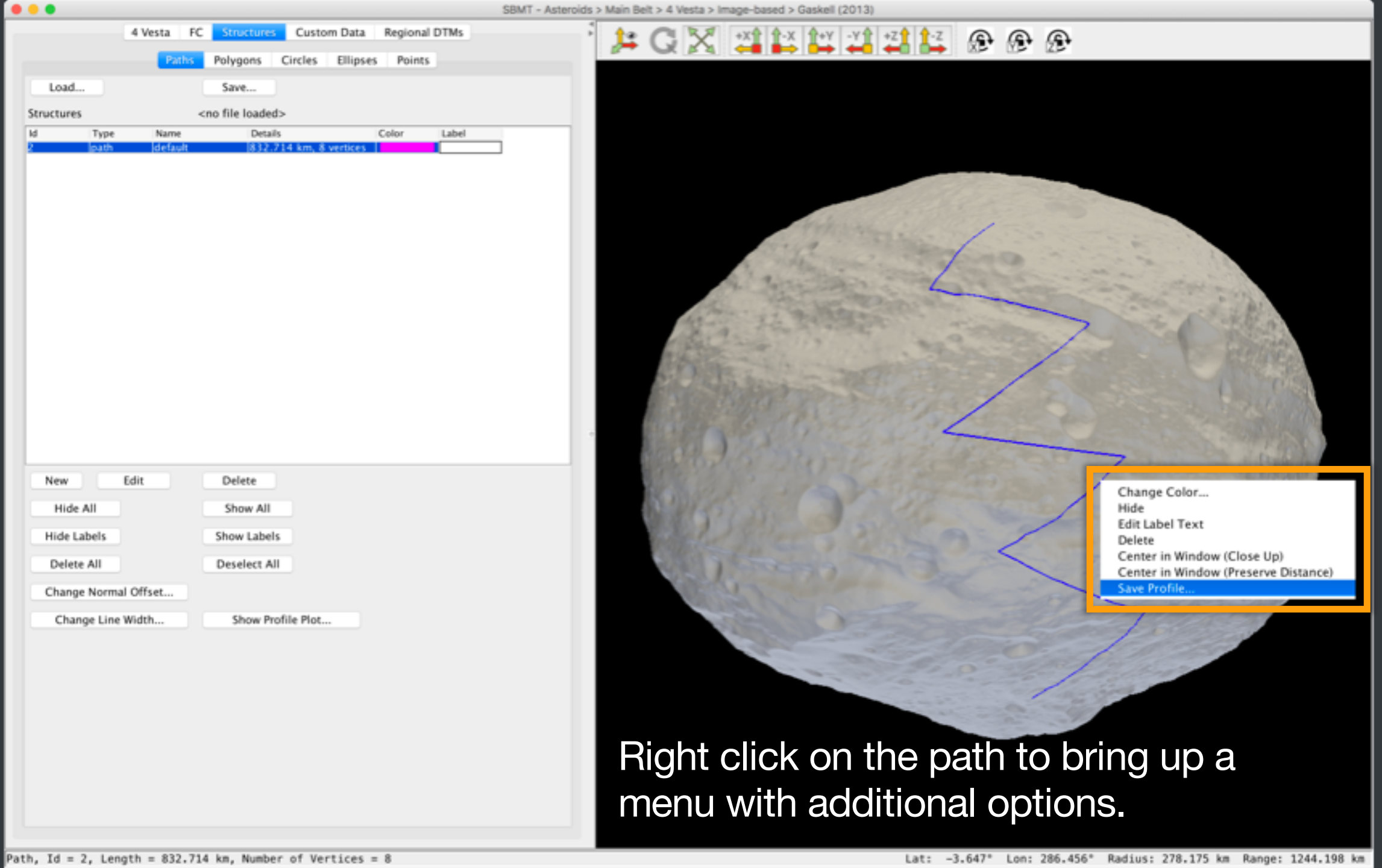
Deselect All

Change Normal Offset...

Change Line Width...

Show Profile Plot...





Right click on the path to bring up a menu with additional options.



# 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.

4 Vesta FC Structures Custom Data Regional DTMs

Paths Polygons Circles Ellipses Points

Load...

Save...

Structures

&lt;no file loaded&gt;

Id	Type	Name	Details	Color	Label
1	polygon	default	(Area: 0 km^2, Len...		

Click “edit” to  
finish drawing the  
polygon.



Edit

New

Delete

Hide All

Show All

Hide Labels

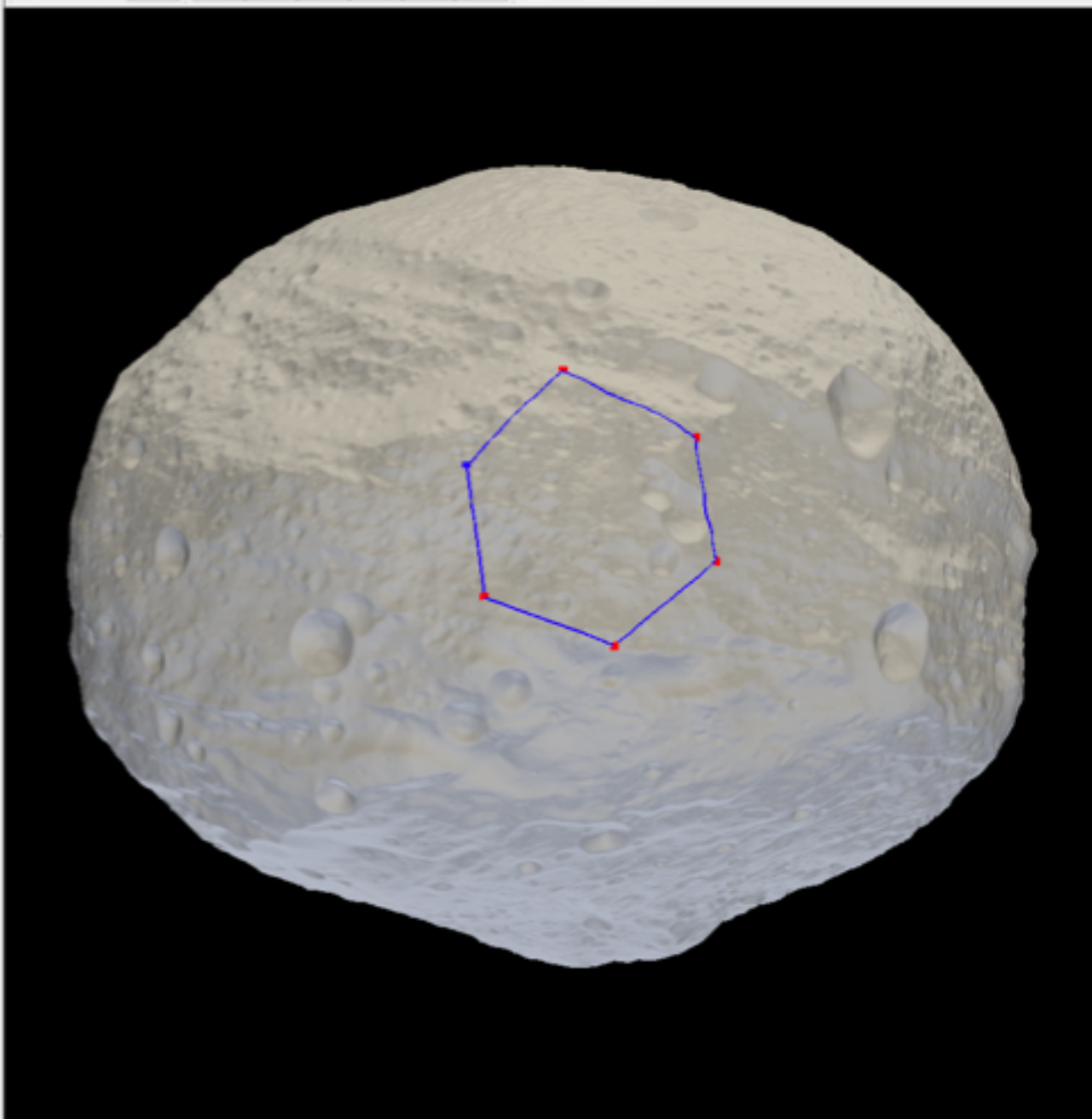
Show Labels

Delete All

Deselect All

Change Normal Offset...

Change Line Width...



Load...

Save...

Structures

&lt;no file loaded&gt;

Id	Type	Name	Details	Color	Label
1	polygon	default	(Area: 0 km^2, Len...		

To remove a polygon,  
select it and click  
“delete”.



New

Edit

Delete

Hide All

Show All

Hide Labels

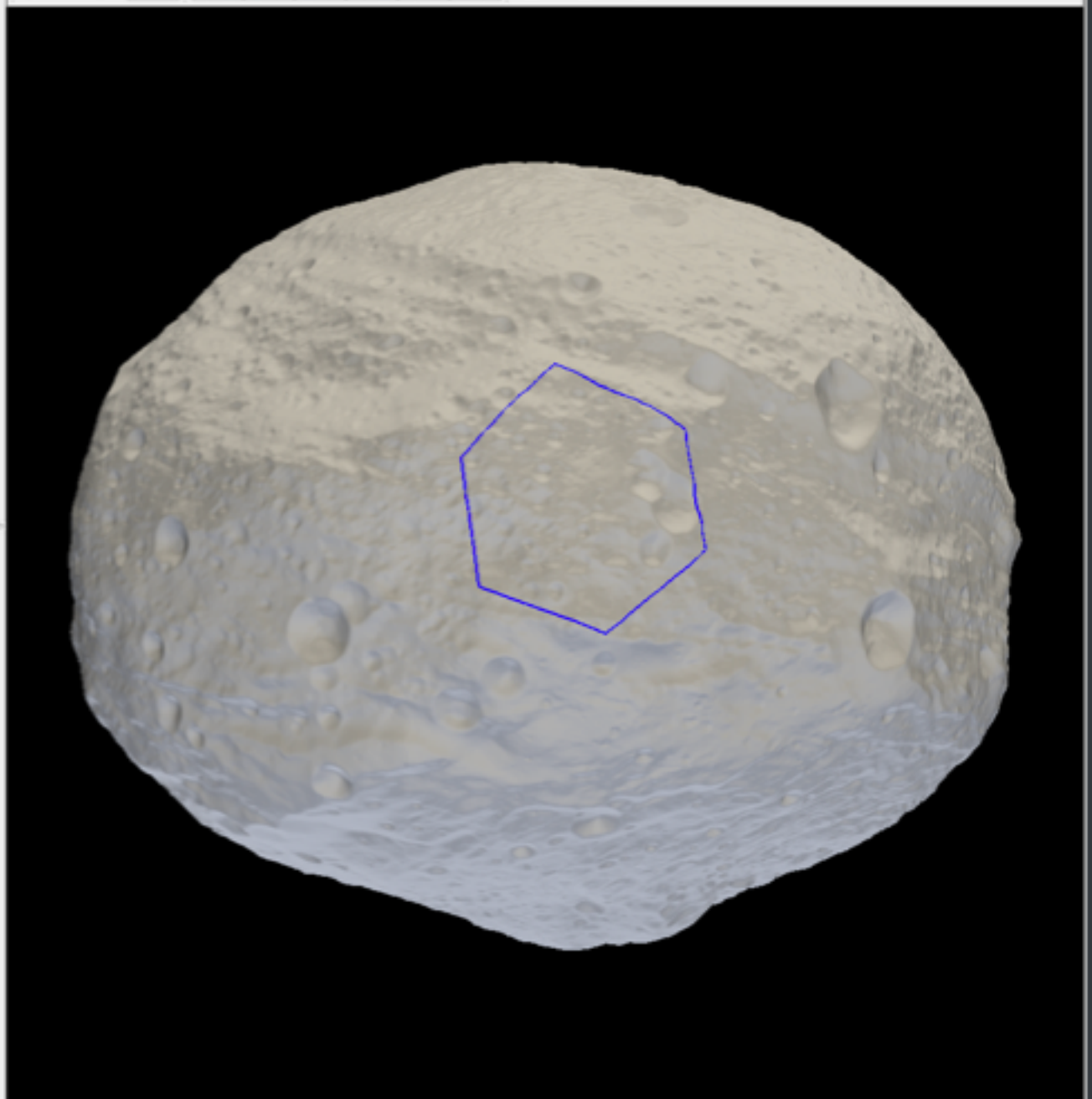
Show Labels

Delete All

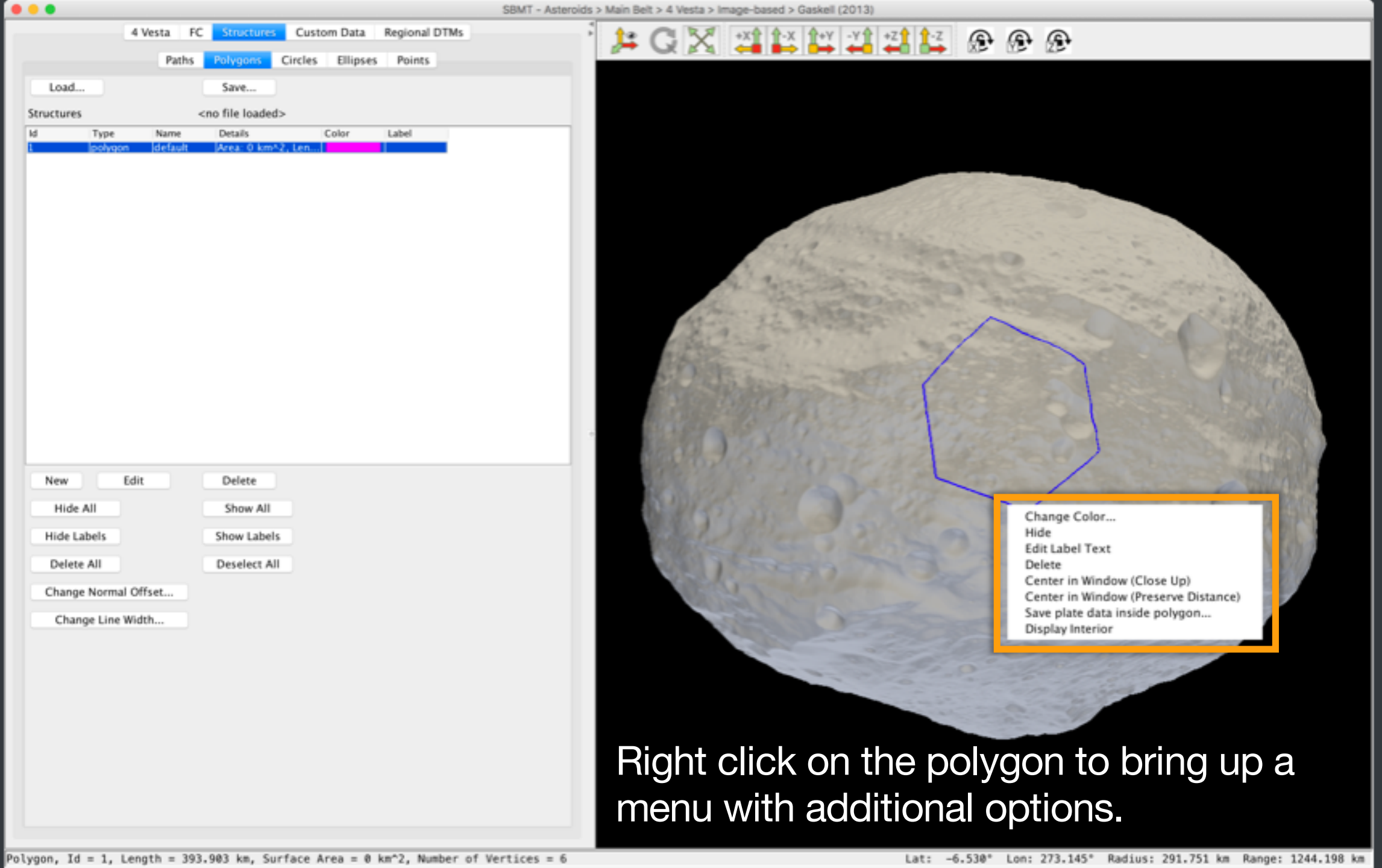
Deselect All

Change Normal Offset...

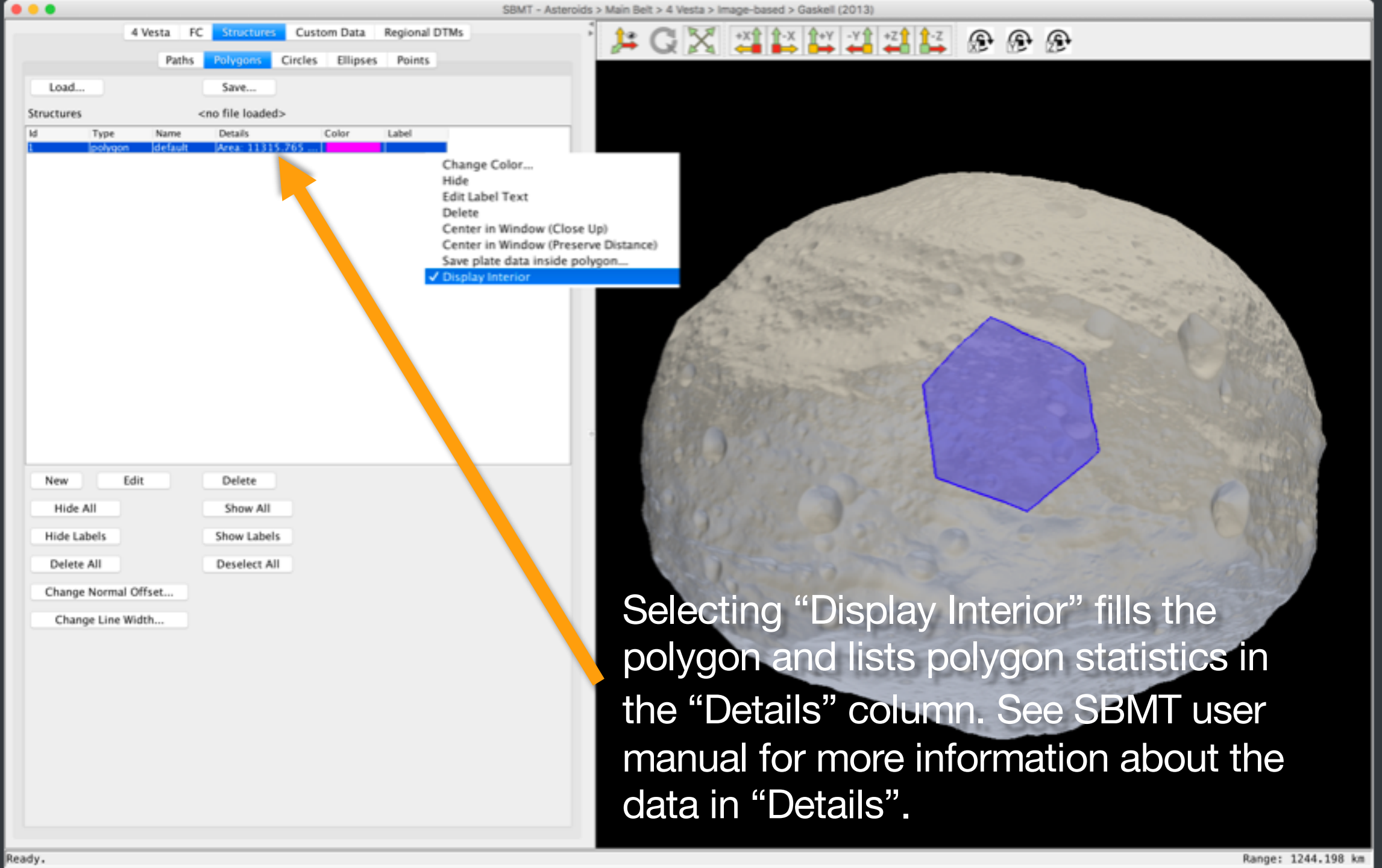
Change Line Width...



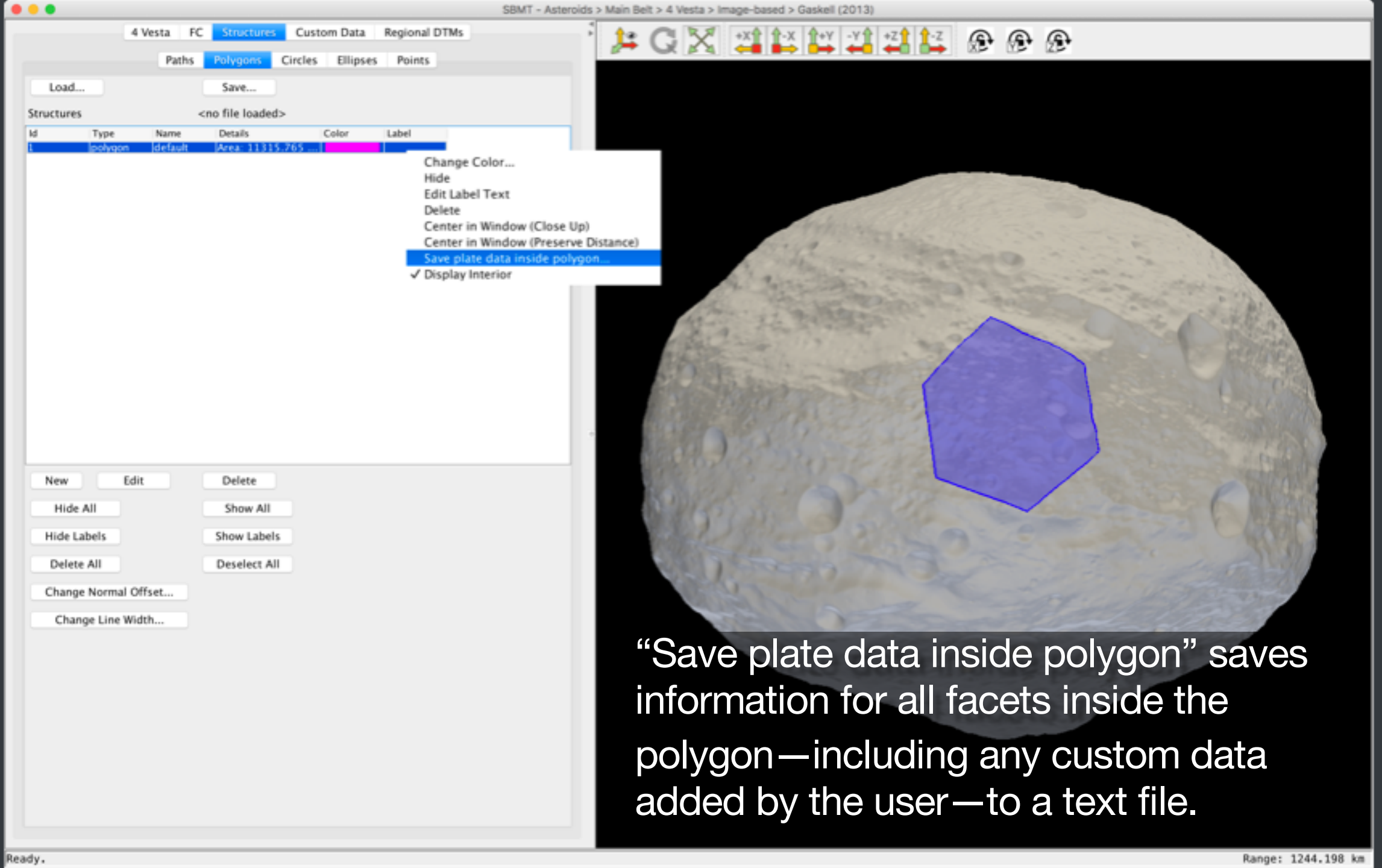




Right click on the polygon to bring up a menu with additional options.



Selecting “Display Interior” fills the polygon and lists polygon statistics in the “Details” column. See SBMT user manual for more information about the data in “Details”.



# 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.



Structures Custom Data Regional DTMs

Paths Polygons **Circles** Ellipses Points

<no file loaded>

Load... Save...

Structures

Id	Type	Name	Details	Color
1	circle	default	Diameter ...	
3	circle	default	Diameter ...	
4	circle	default	Diameter ...	
5	circle	default	Diameter ...	
6	circle	default	Diameter ...	
7	circle	default	Diameter ...	
8	circle	default	Diameter ...	
9	circle	default	Diameter ...	
10	circle	default	Diameter ...	
11	circle	default	Diameter ...	

Click "edit" to start drawing circles.

Edit Delete

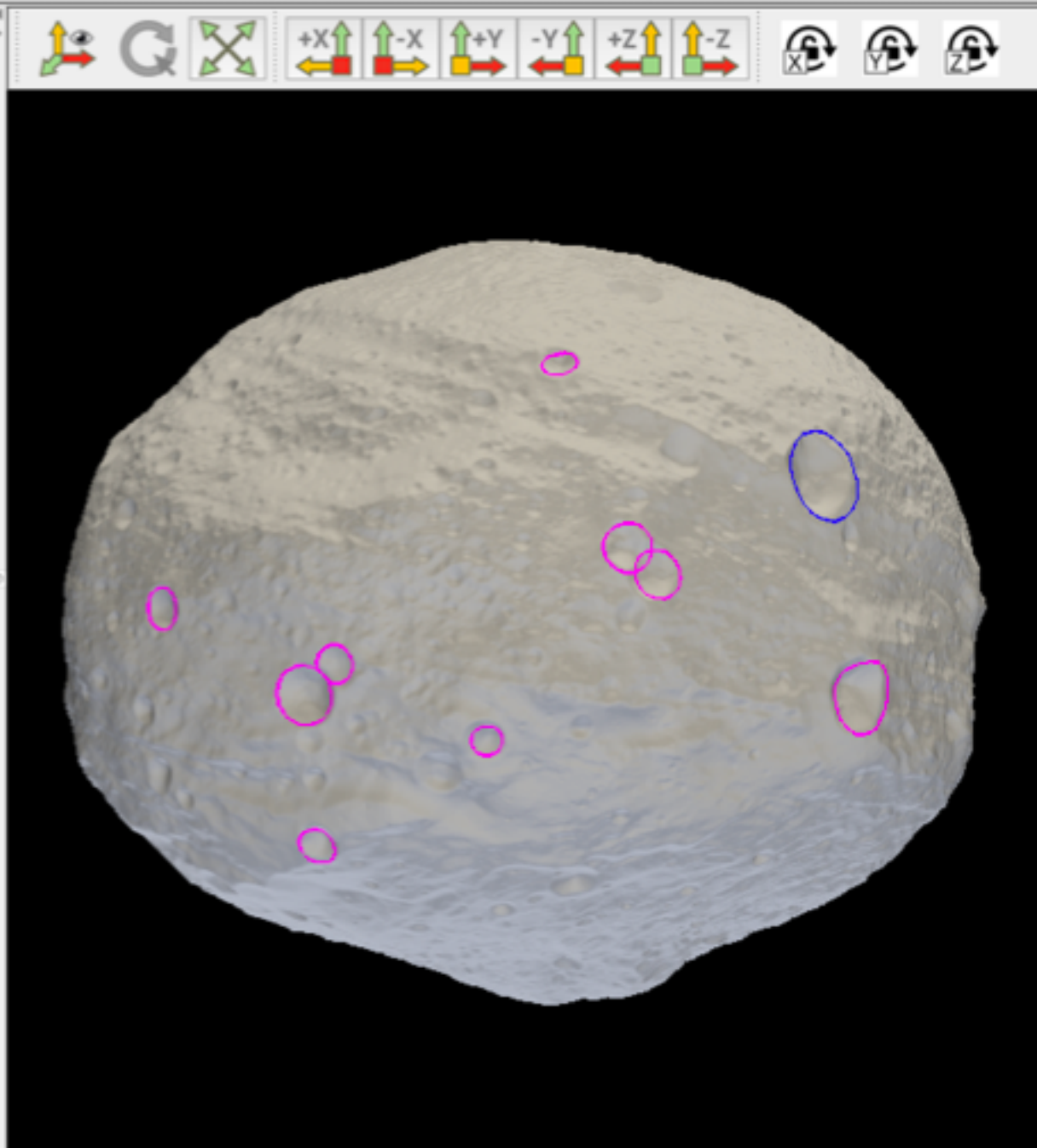
Hide All Show All

Hide Labels Show Labels

Delete All Deselect All

Change Normal Offset...

Change Line Width...



Structures Custom Data Regional DTMs

Paths Polygons **Circles** Ellipses Points

<no file loaded>

Load... Save...

Structures

Id	Type	Name	Details	Color
1	circle	default	Diameter ...	
3	circle	default	Diameter ...	
4	circle	default	Diameter ...	
5	circle	default	Diameter ...	
6	circle	default	Diameter ...	
7	circle	default	Diameter ...	
8	circle	default	Diameter ...	
9	circle	default	Diameter ...	
10	circle	default	Diameter ...	
11	circle	default	Diameter ...	

To remove circle, select it and click “delete”.

Edit **Delete**

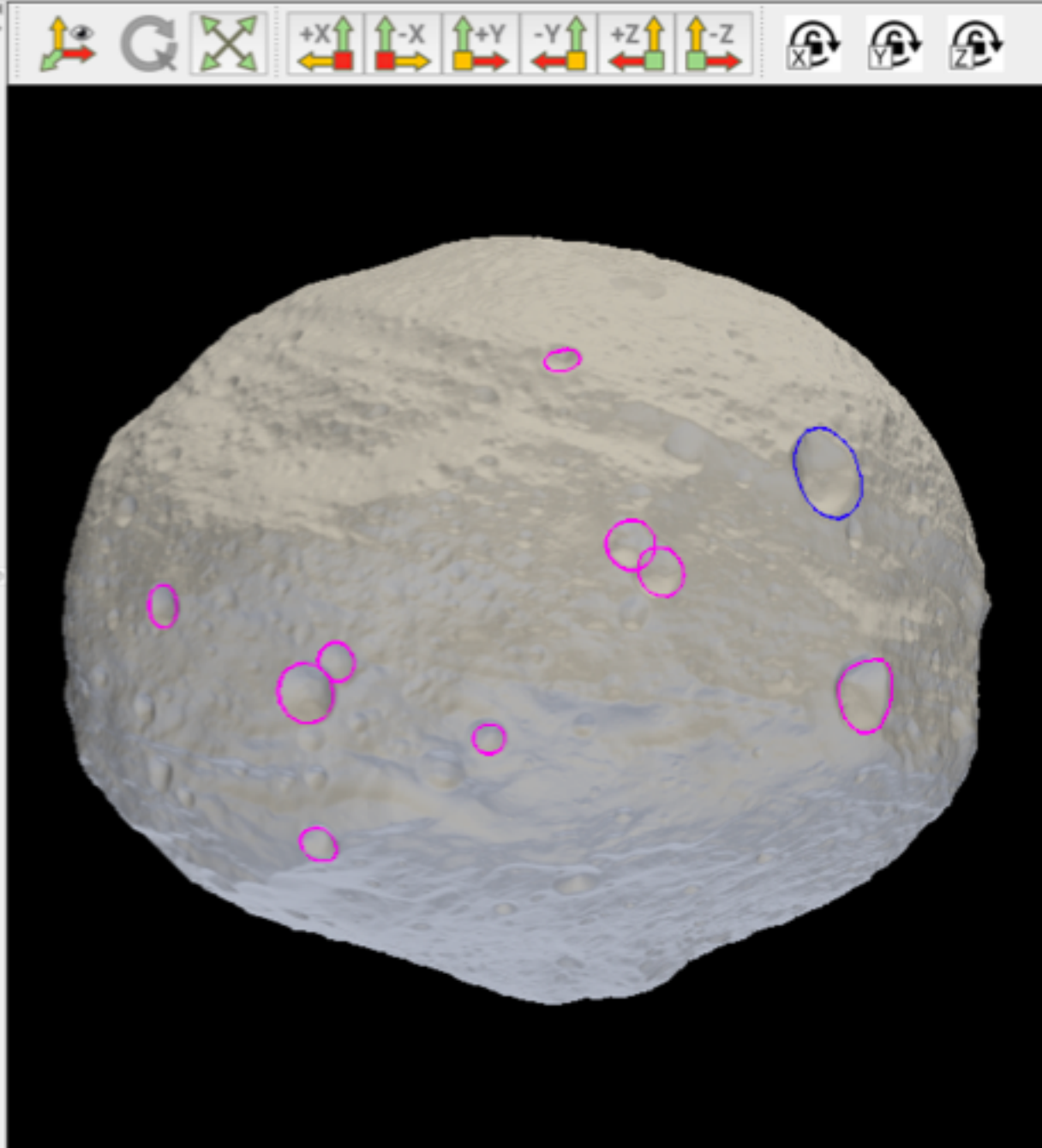
Hide All Show All

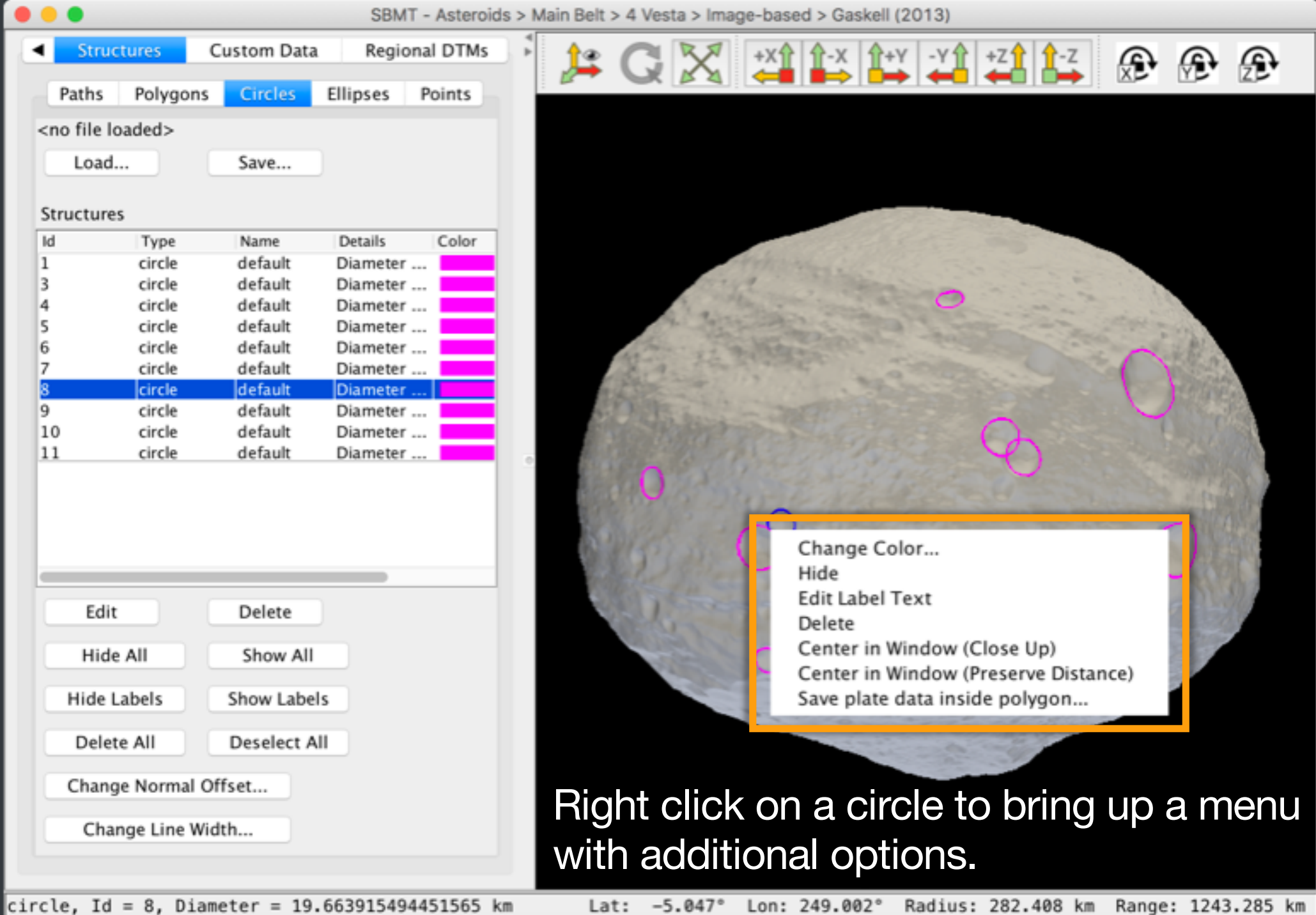
Hide Labels Show Labels

Delete All Deselect All

Change Normal Offset...

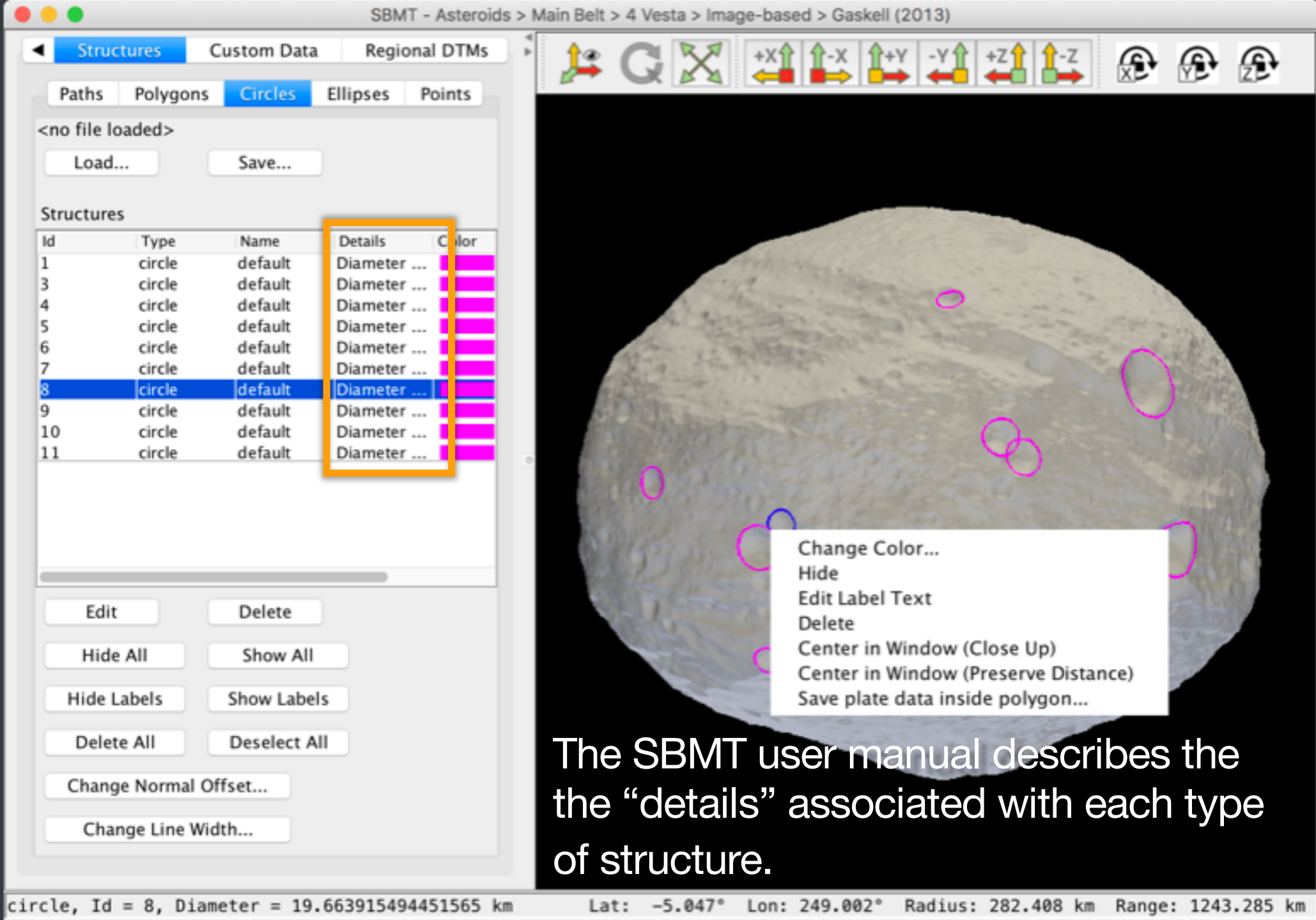
Change Line Width...





Right click on a circle to bring up a menu with additional options.





The SBMT user manual describes the the “details” associated with each type of structure.



# Change size and position of circles

---

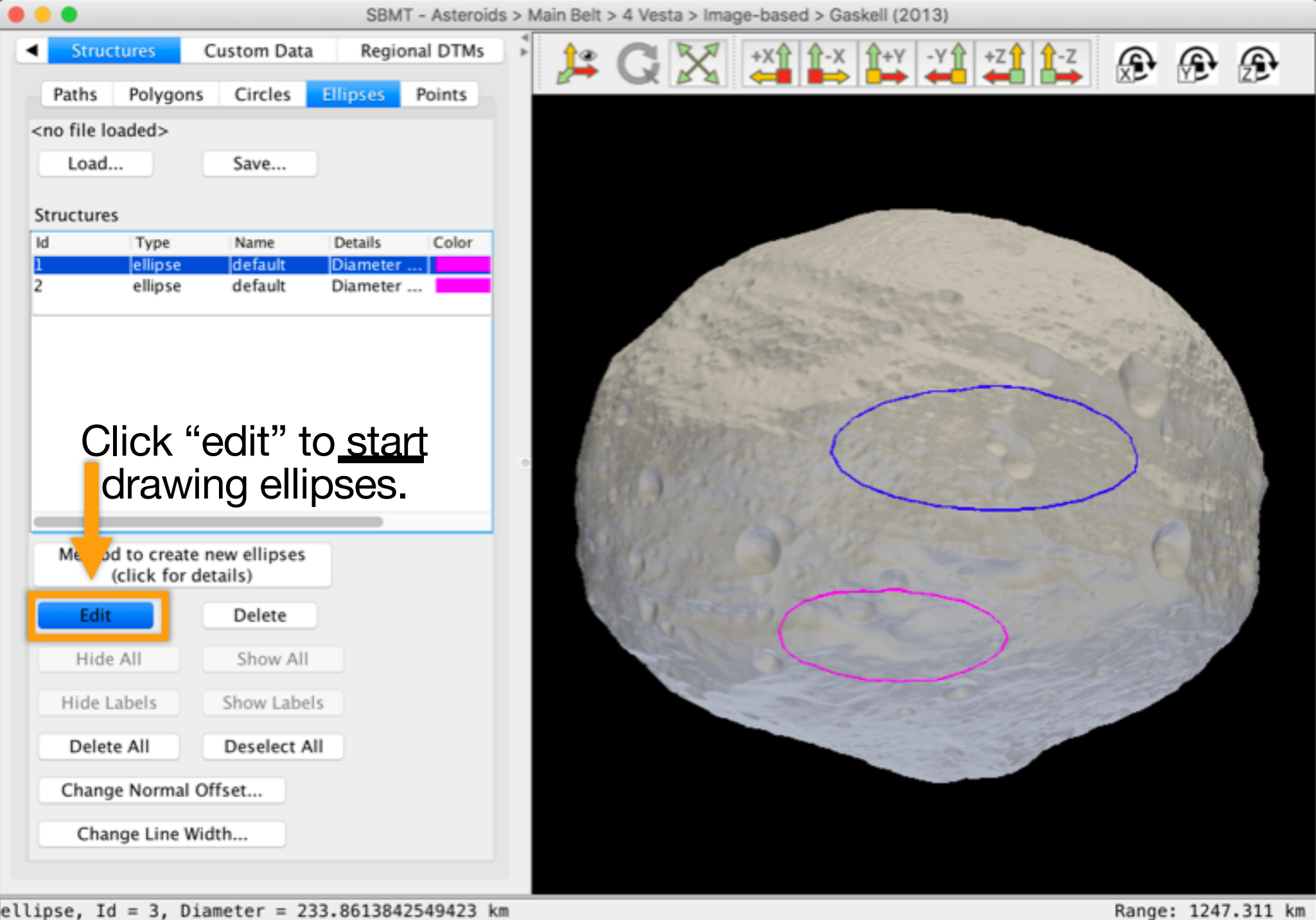
- Click “Edit” to enter editing mode.
- Position the cursor over a circle. The cursor will change to a hand shape.
- To move a circle: left-click on the circle and drag the circle to the desired location.
- To change a circle’s size: left-click on the circle, hold down the shift or control key, and drag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

# Drawing ellipses

---

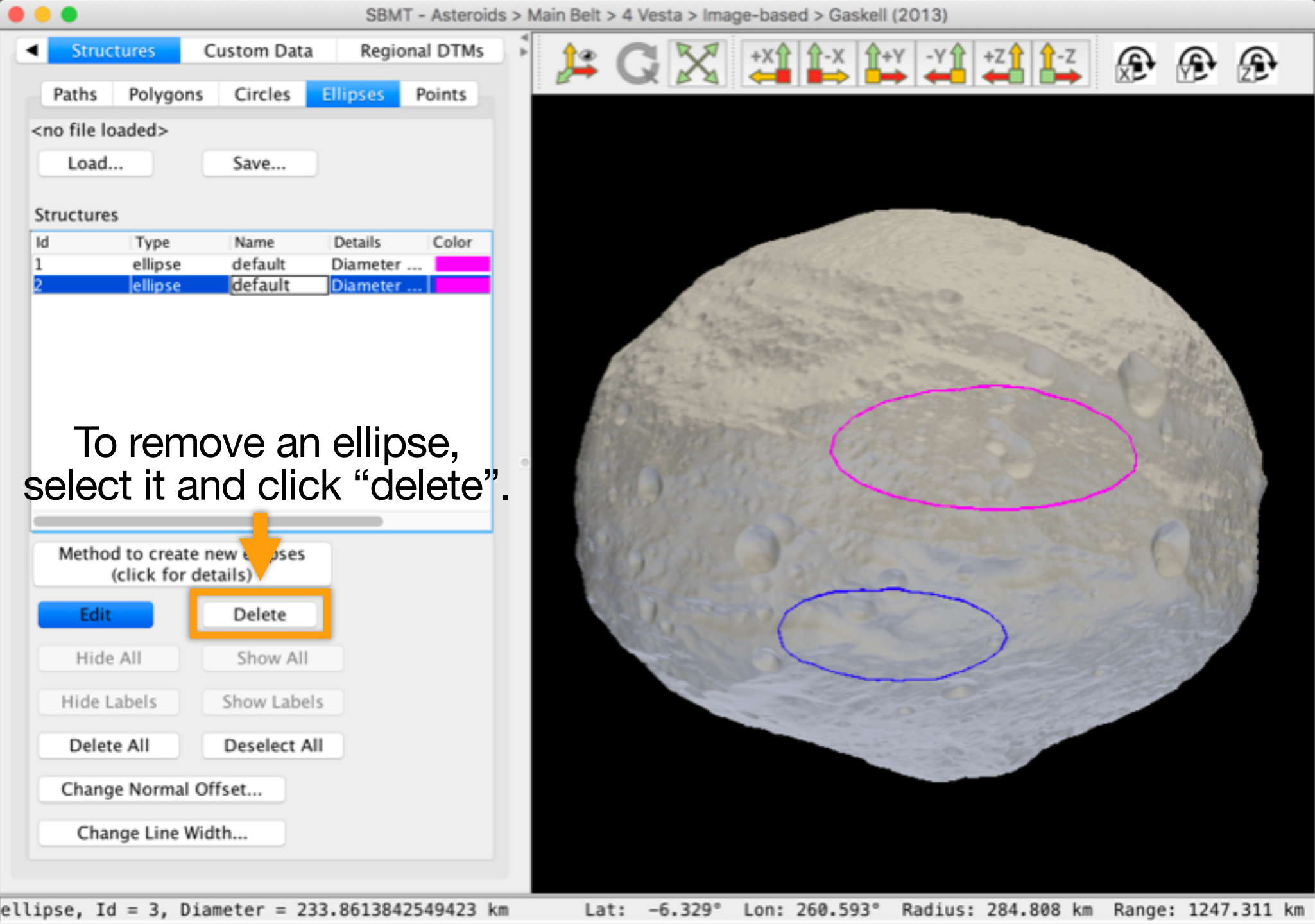
Note: The shape model is frozen when in "edit" mode. Rotate, zoom, and pan functions do not work. Once "edit" is unselected, the SBMT returns to normal navigation.

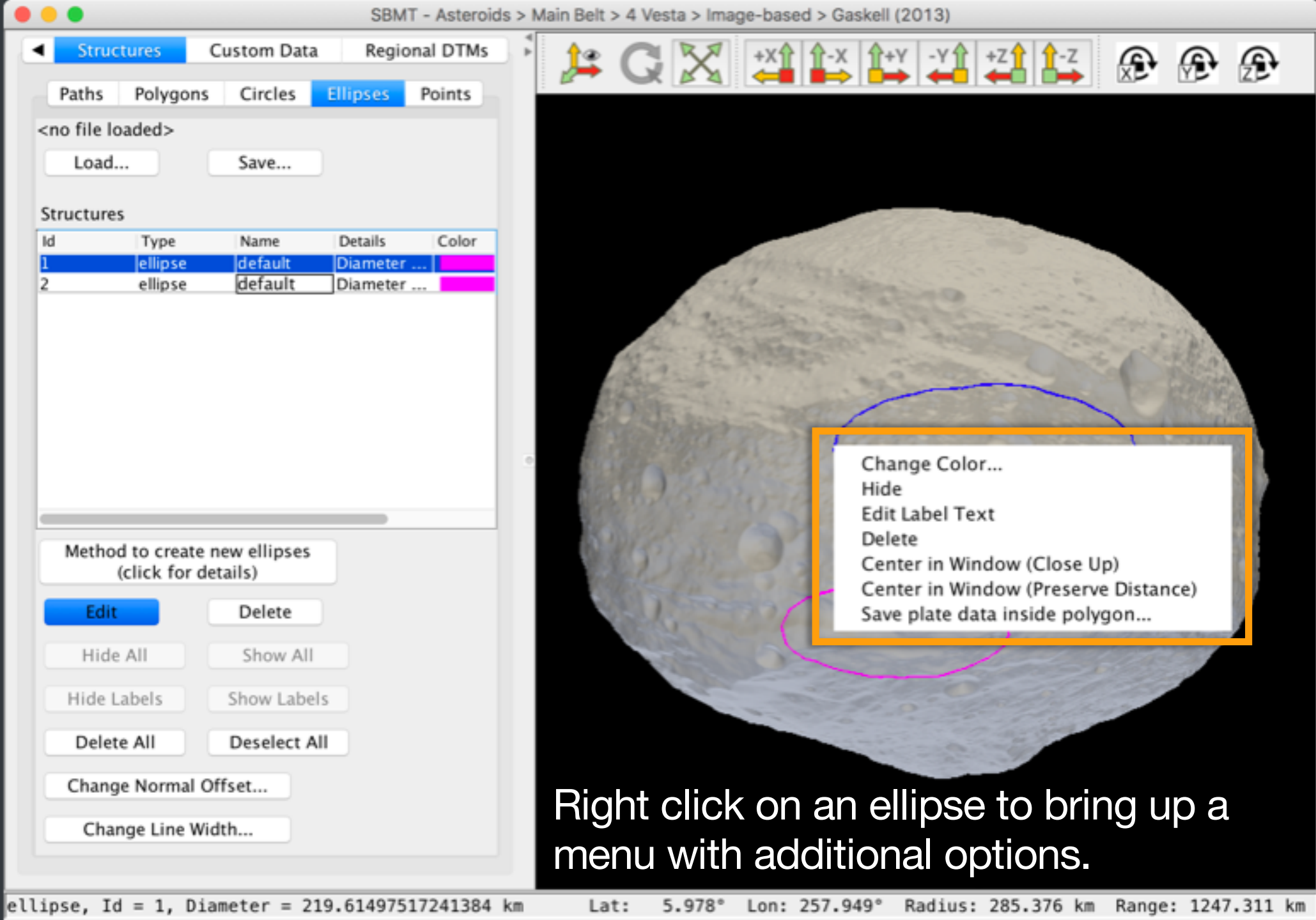
- Switch to Structures tab and click on "Ellipses".
- Press "Edit" to begin drawing a circle.
- Click 3 times: two points along the semi-major axis and a third to set the semi-minor axis.
- Click another 3 points to draw a second ellipse, etc.
- Press "Edit" again when finished drawing ellipses.



Click “edit” to start  
drawing ellipses.







Right click on an ellipse to bring up a menu with additional options.



The screenshot shows the SBMT software interface. The top panel has tabs for 'Structures', 'Custom Data', and 'Regional DTMs'. Under 'Structures', there are sub-tabs for 'Paths', 'Polygons', 'Circles', 'Ellipses', and 'Points'. The 'Ellipses' tab is selected, and it shows '<no file loaded>' with 'Load...' and 'Save...' buttons. Below this is a table of structures:

Id	Type	Name	Details	Color
1	ellipse	default	Diameter ...	
2	ellipse	default	Diameter ...	

Below the table are buttons for 'Edit', 'Delete', 'Hide All', 'Show All', 'Hide Labels', 'Show Labels', 'Delete All', 'Deselect All', 'Change Normal Offset...', and 'Change Line Width...'. A button labeled 'Method to create new ellipses (click for details)' is highlighted with an orange box. An orange arrow points from this button to a dialog box titled 'How to Create a New Ellipse'. The dialog box contains the following text:

To create a new ellipse, click on 3 points on the shape model in the following manner:  
The first 2 points should lie on the endpoints of the major axis of the desired ellipse.  
The third point should lie on one of the endpoints of the minor axis of the desired ellipse.  
After clicking the third point, an ellipse is drawn that passes through the points.

An 'OK' button is at the bottom right of the dialog box. In the background, a 3D model of asteroid 4 Vesta is shown with a pink ellipse drawn on its surface. The status bar at the bottom displays 'ellipse, Id = 1, Diameter = 219.61497517241384 km' and 'Range: 1247.311 km'.

Click here for more directions about how to draw ellipses.

# 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 semi-major 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.

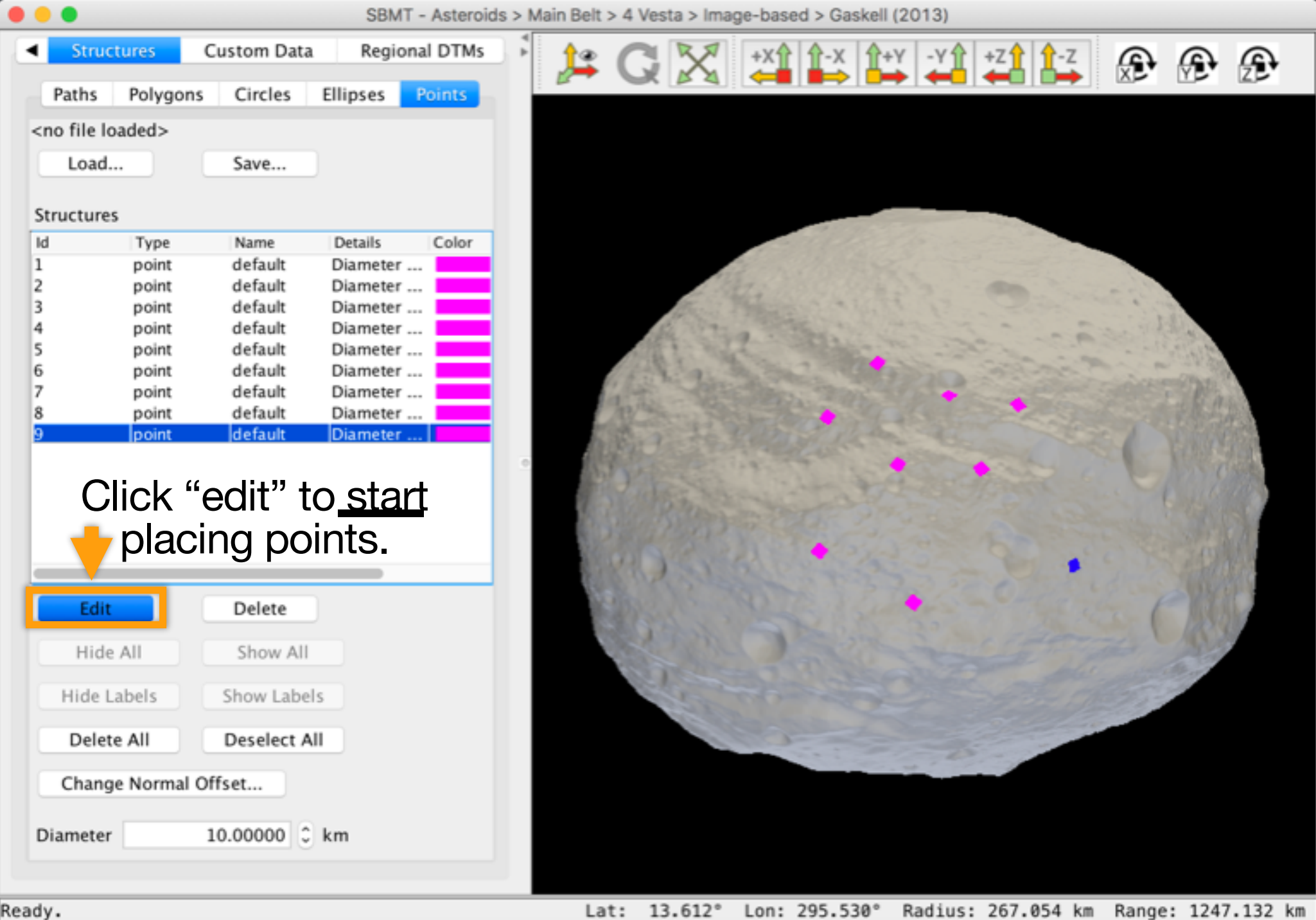


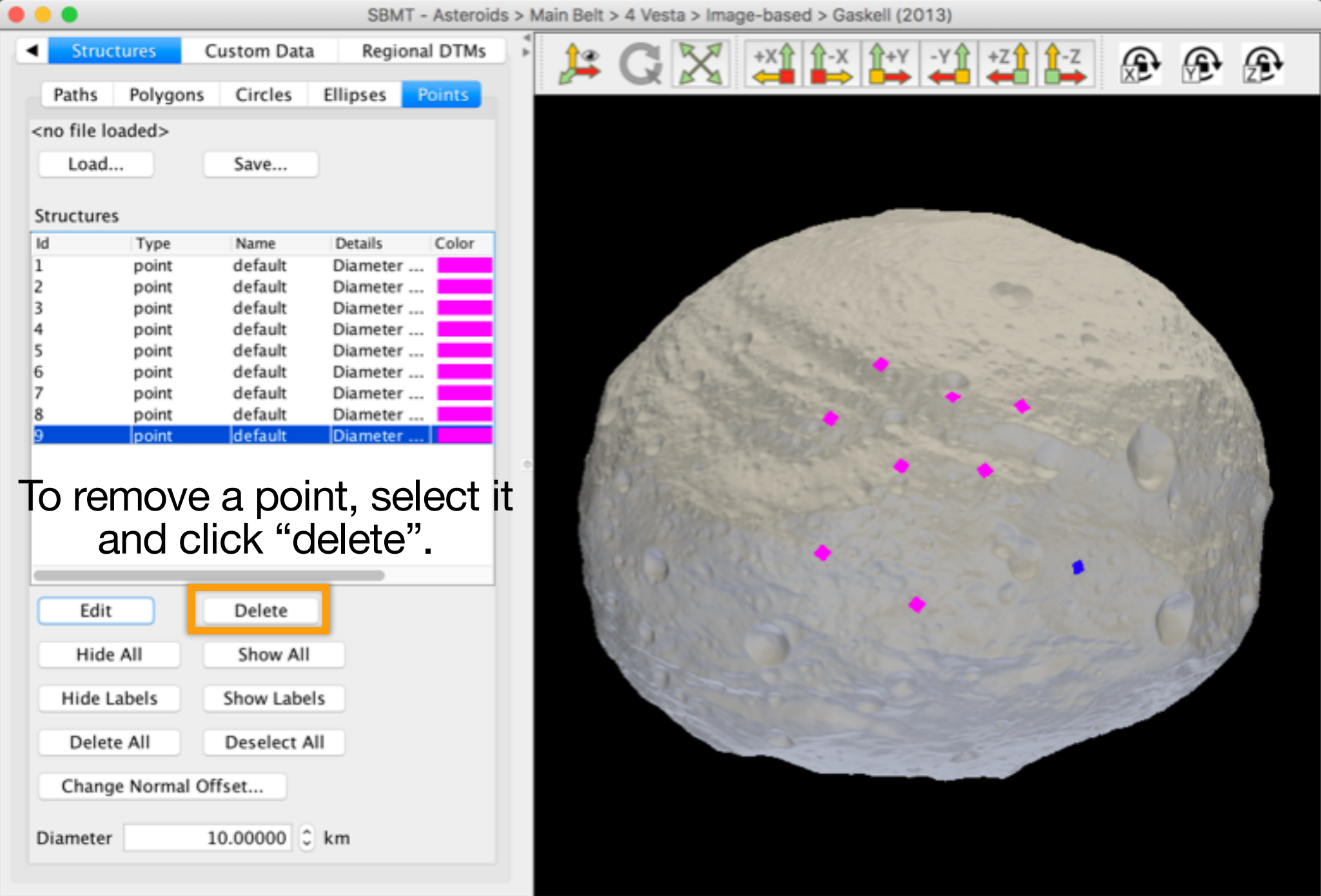
# Drawing points

---

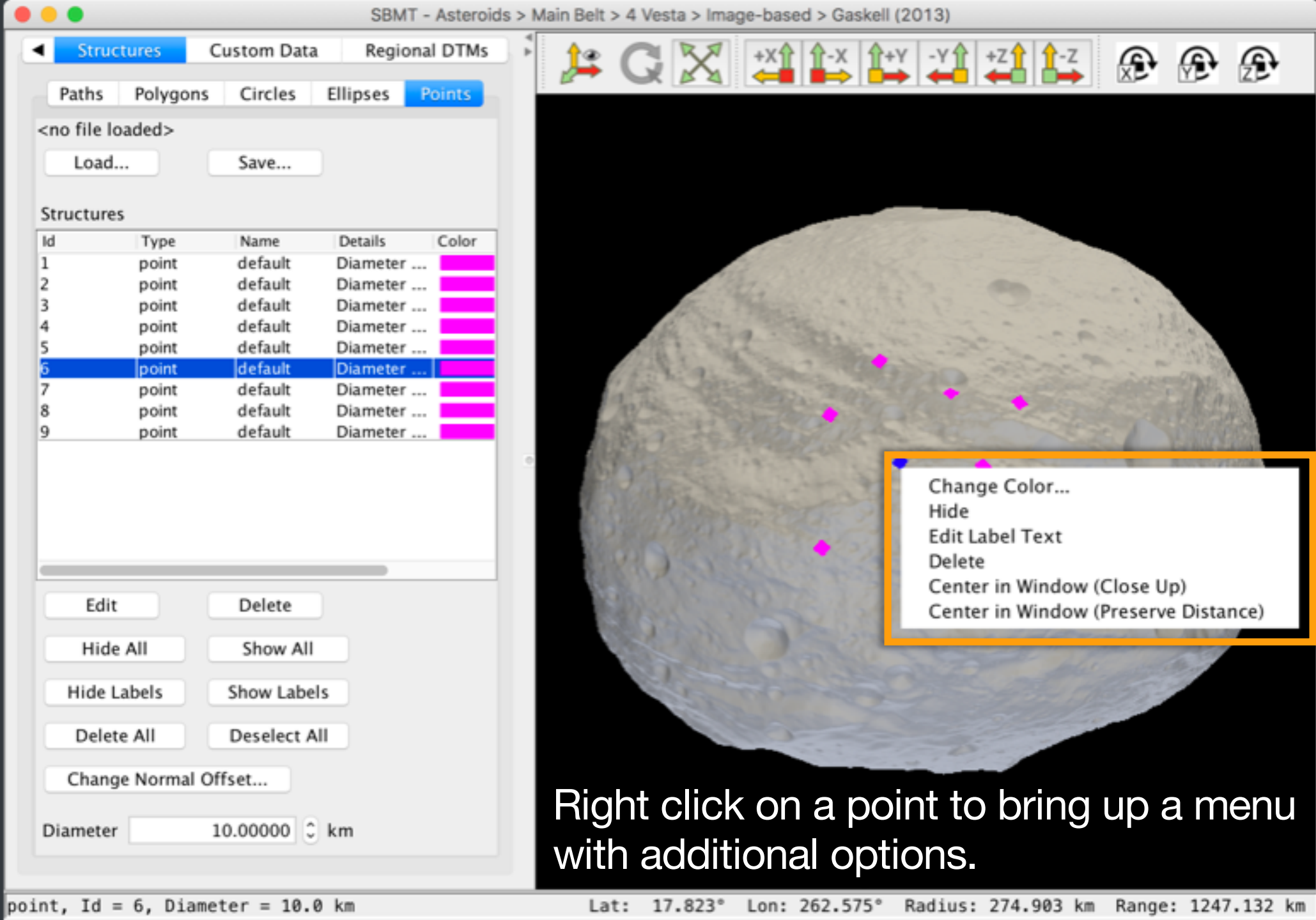
Note: The shape model is frozen when in "edit" mode. Rotate, zoom, and pan functions do not work. Once "edit" is unselected, the SBMT returns to normal navigation.

- 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.





To remove a point, select it and click “delete”.



Right click on a point to bring up a menu with additional options.

# **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.

4 Vesta FC Structures Custom Data Regional DTMs

Paths Polygons Circles Ellipses Points

Load...

Save...

Structures

/Users/dalryt1/Dropbox (APL-SPC)/Vesta-Tutorials-Circle-Craters

Id	Type	Name	Details	Color	Label
30	circle	Crater 1	iameter ...		
31	circle	Crater 2	iameter ...		
32	circle	Crater 3	iameter ...		
33	circle	default	iameter ...		
34	circle	default	iameter ...		
35	circle	default	iameter ...		
36	circle	default	iameter ...		
37	circle	default	iameter ...		
38	circle	default	iameter ...		
39	circle	default	iameter ...		
40	circle	default	iameter ...		
41	circle	default	iameter ...		
42	circle	default	iameter ...		
43	circle	default	iameter ...		
44	circle	default	iameter ...		
45	circle	default	iameter ...		
46	circle	default	iameter ...		
47	circle	default	iameter ...		
48	circle	default	iameter ...		
49	circle	default	iameter ...		
50	circle	default	iameter ...		
51	circle	default	iameter ...		
52	circle	default	iameter ...		
53	circle	default	iameter ...		

Edit

Delete

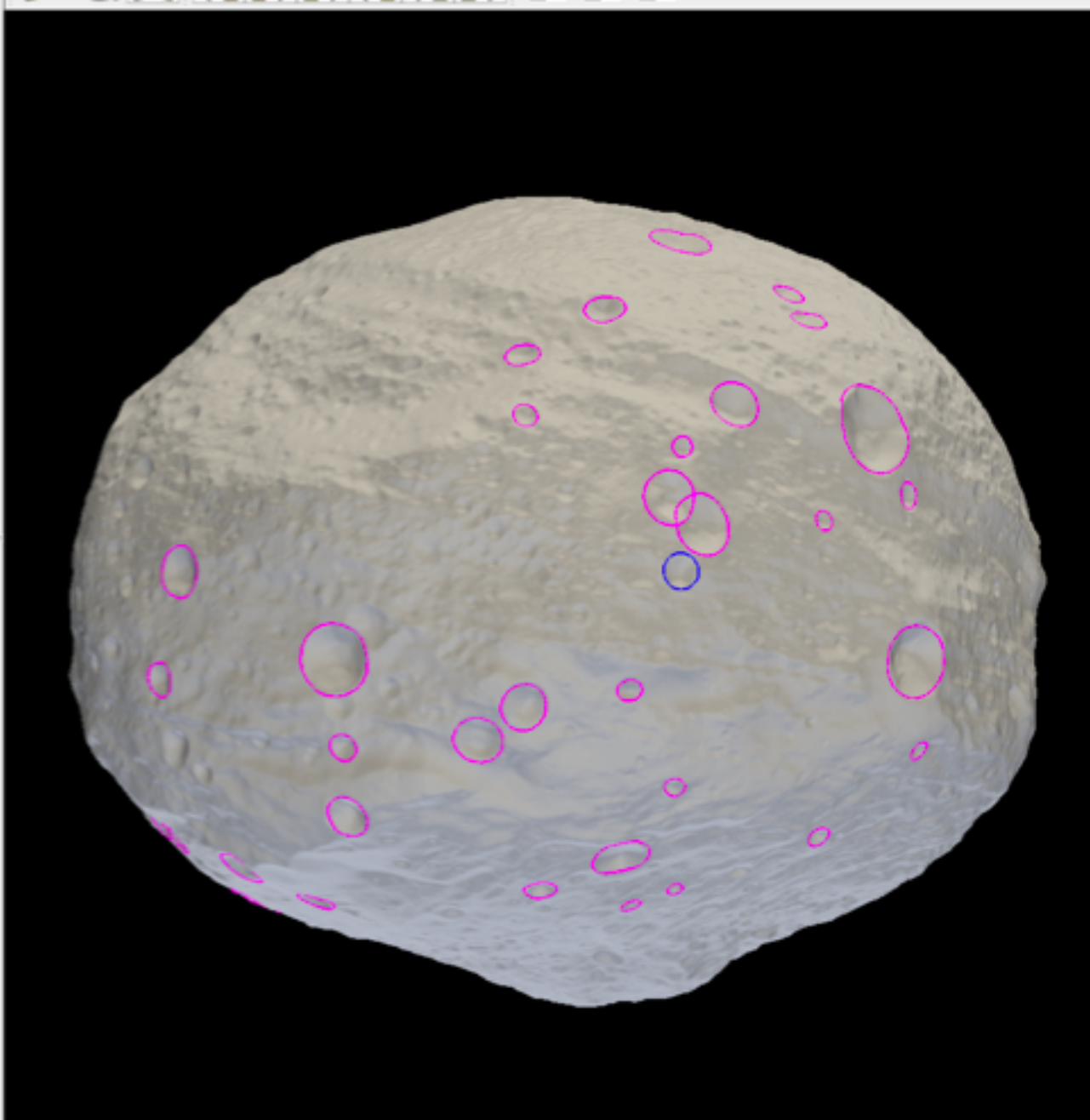
Hide All

Show All

Add/edit names here.

Change Normal Offset...

Change Line Width...



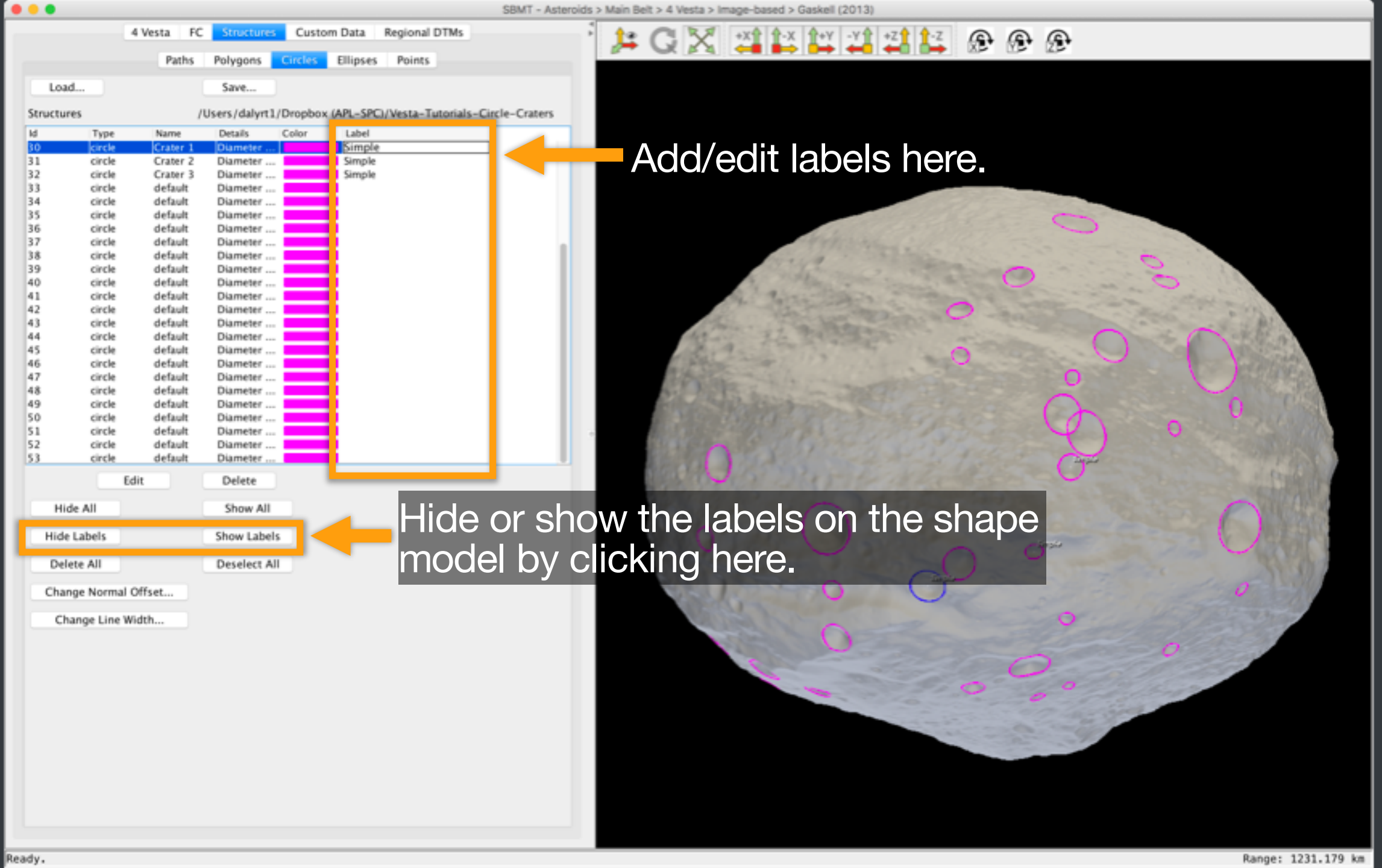
Range: 1231.085 km



# 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.



# **This SBMT tutorial explains how to:**

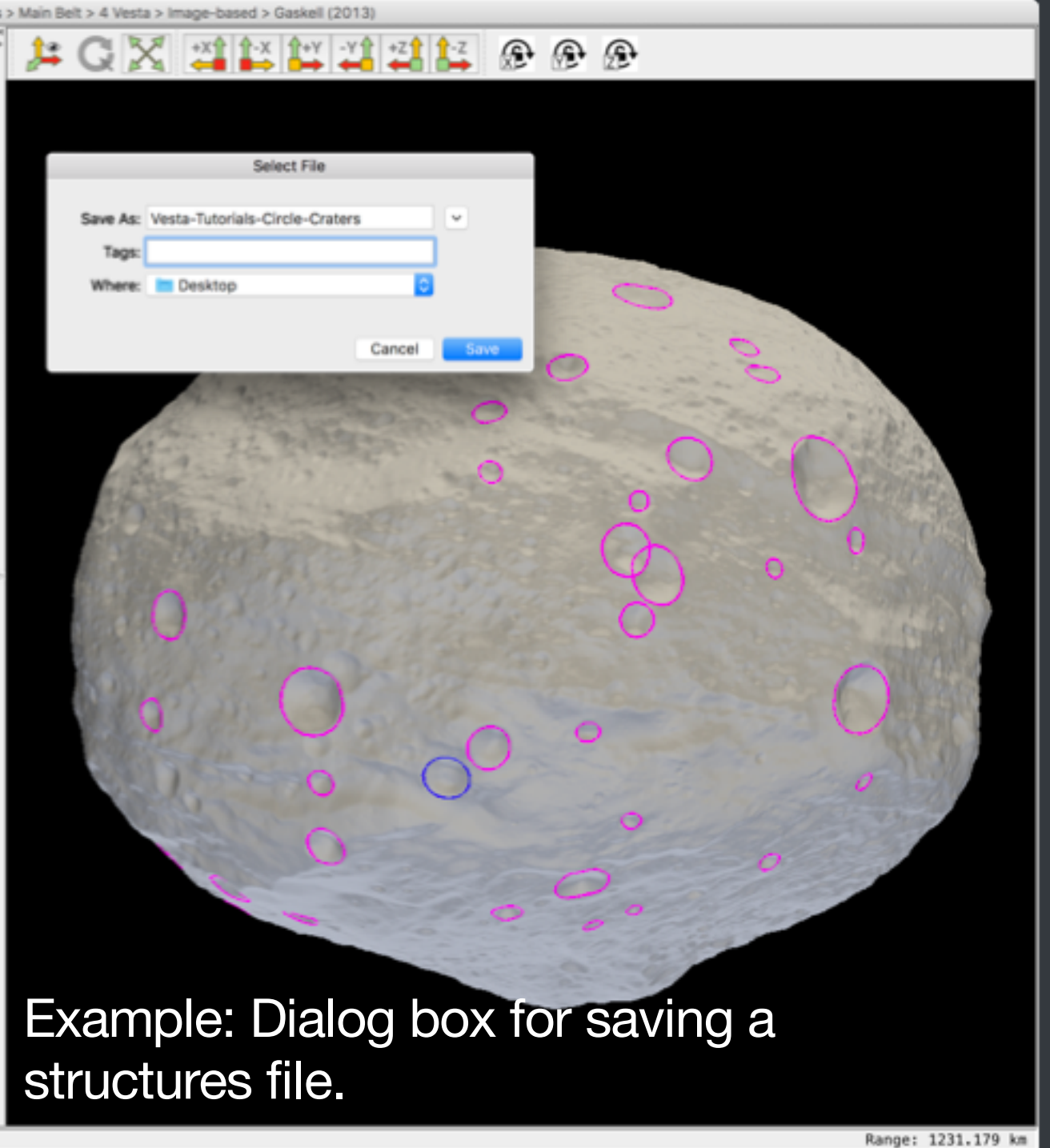
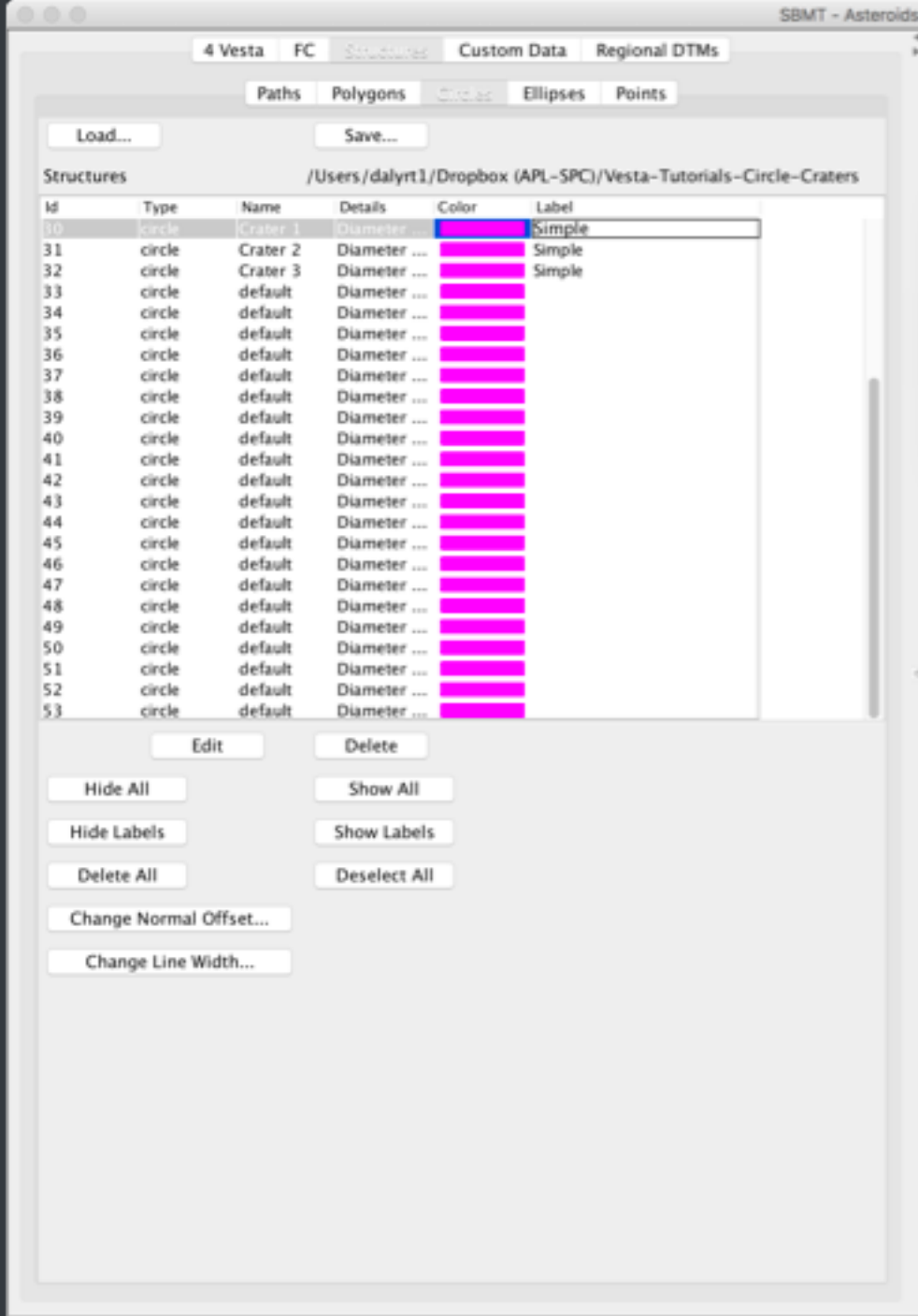
- Draw paths, polygons, circles, ellipses, and points on shape models
- Add names and labels to structures
- **Save and load structures files**
- Change display properties of structures

# 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.



Example: Dialog box for saving a structures file.



# Loading a structures file

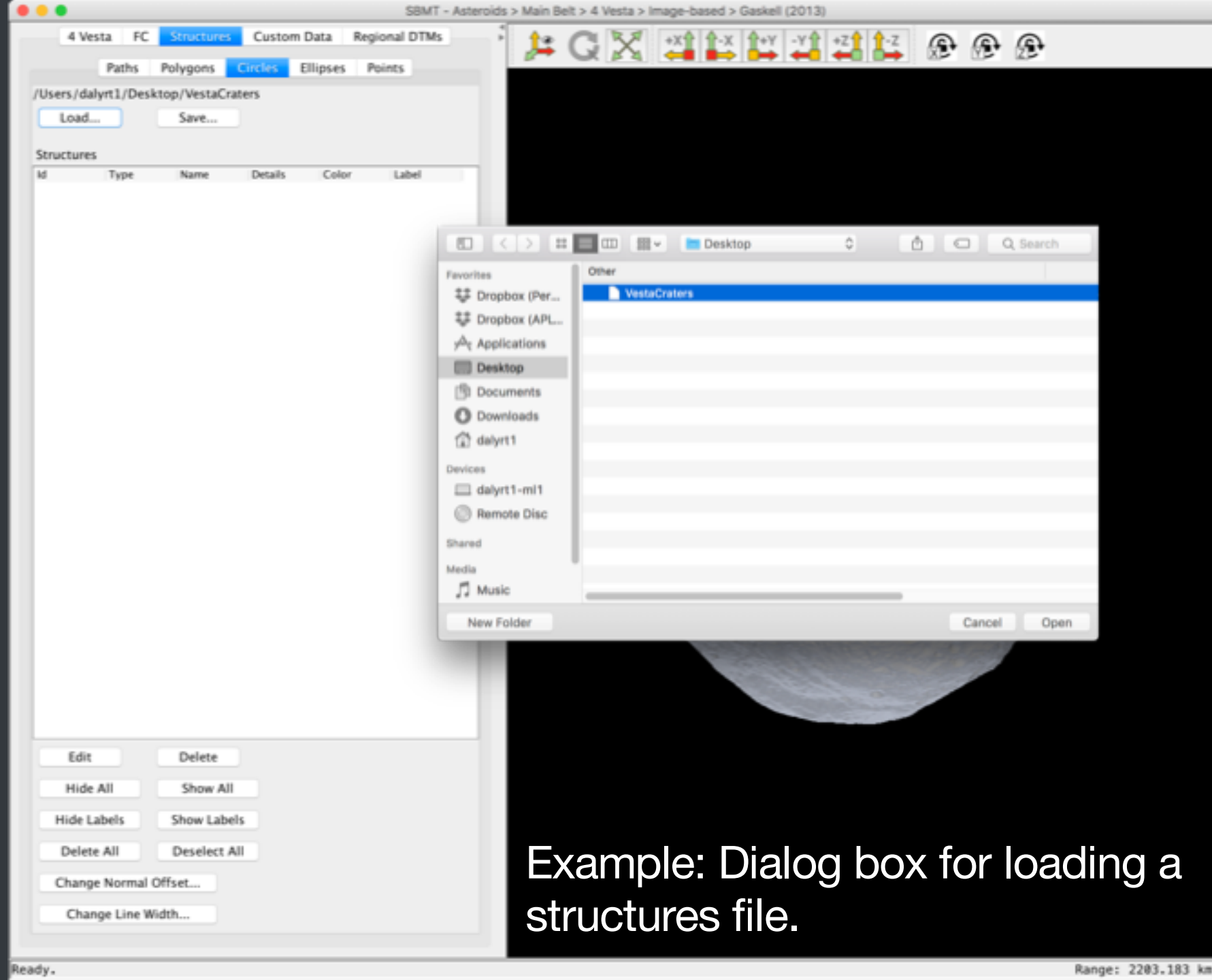
---

- 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.



Example: Dialog box for loading a structures file.

# **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**

# Changing display properties

---

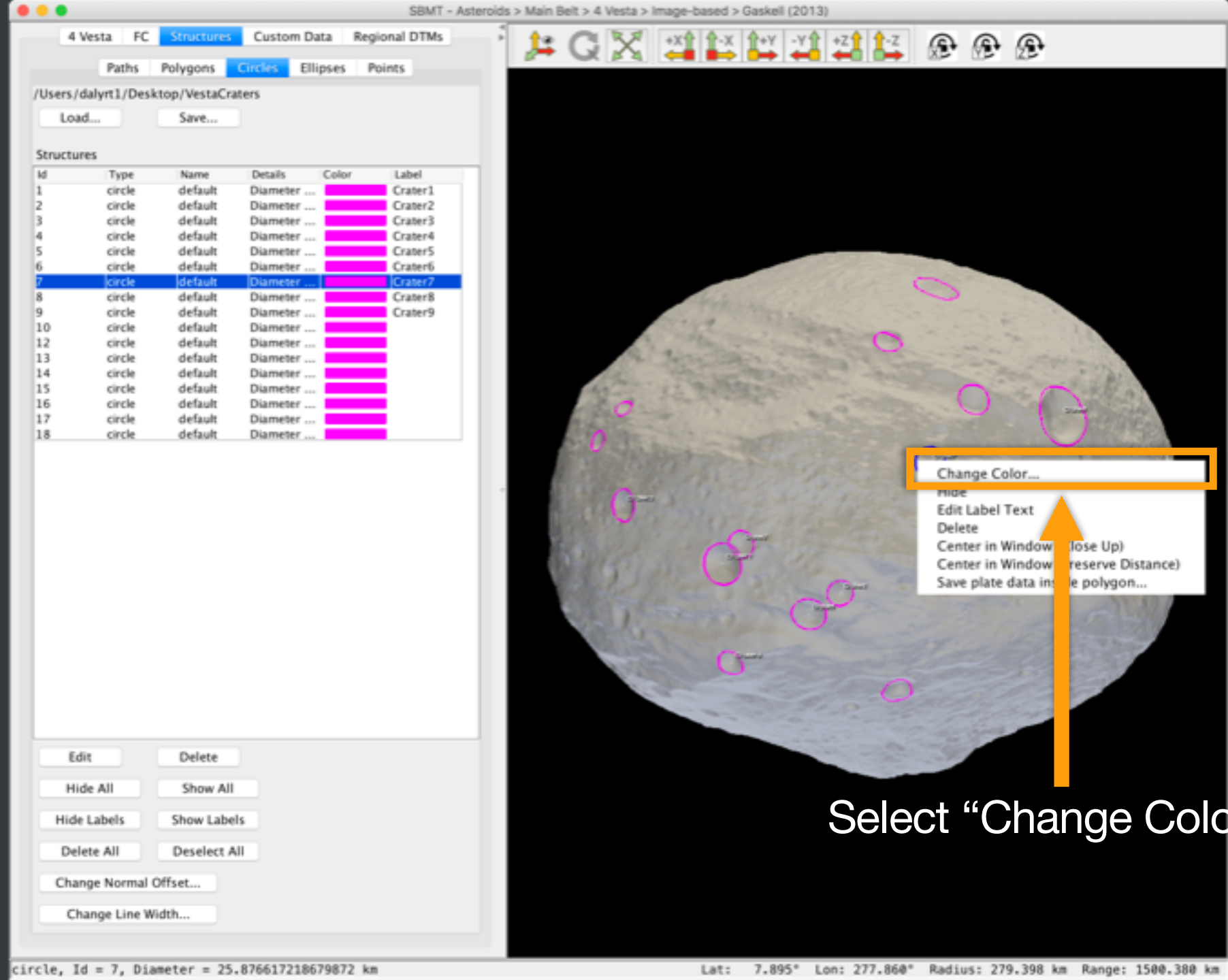
- Users can change the following for structures:
  - ❖ Color
  - ❖ Line width (for paths, polygons, circles, and ellipses)
  - ❖ Point diameter (for points only)

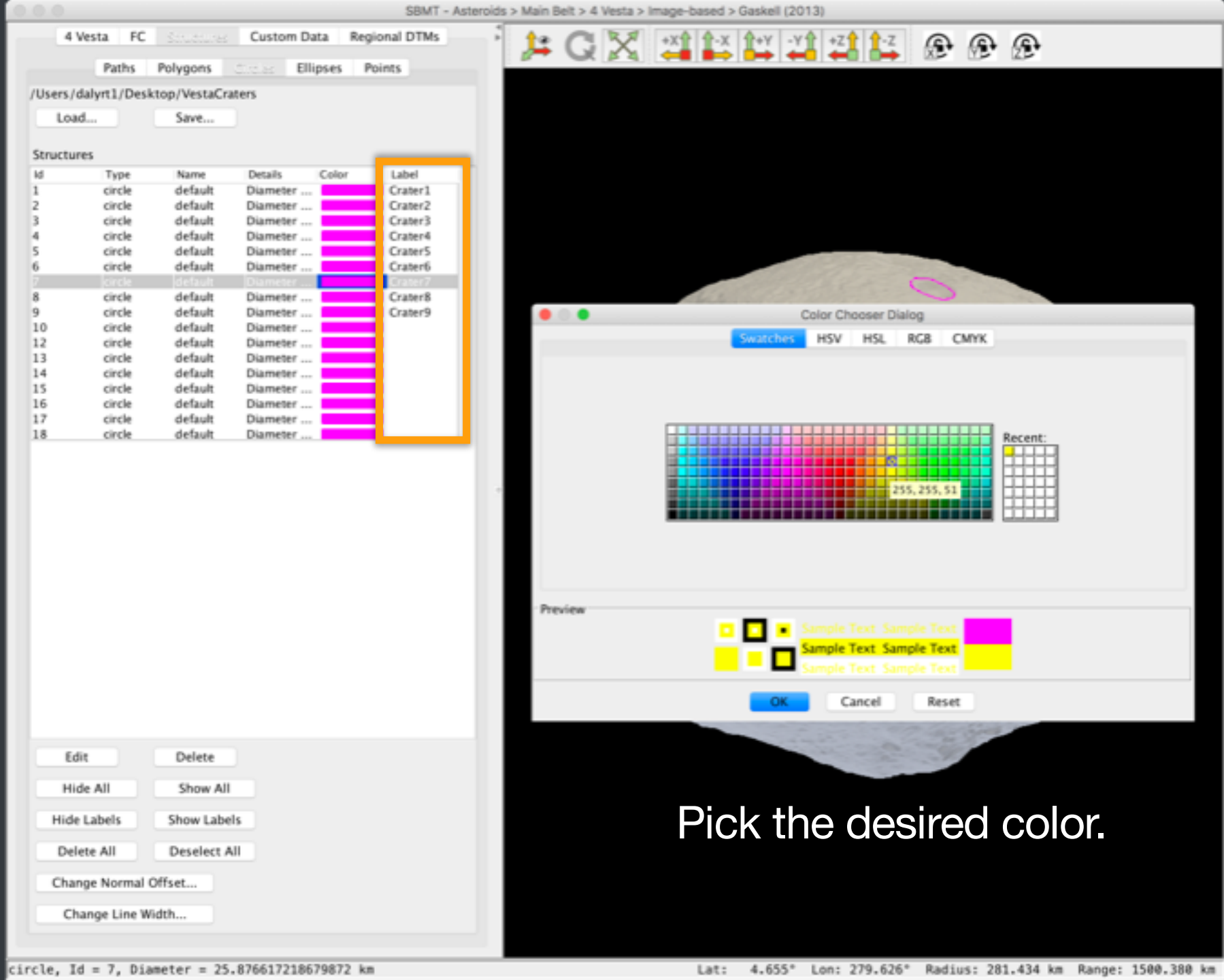


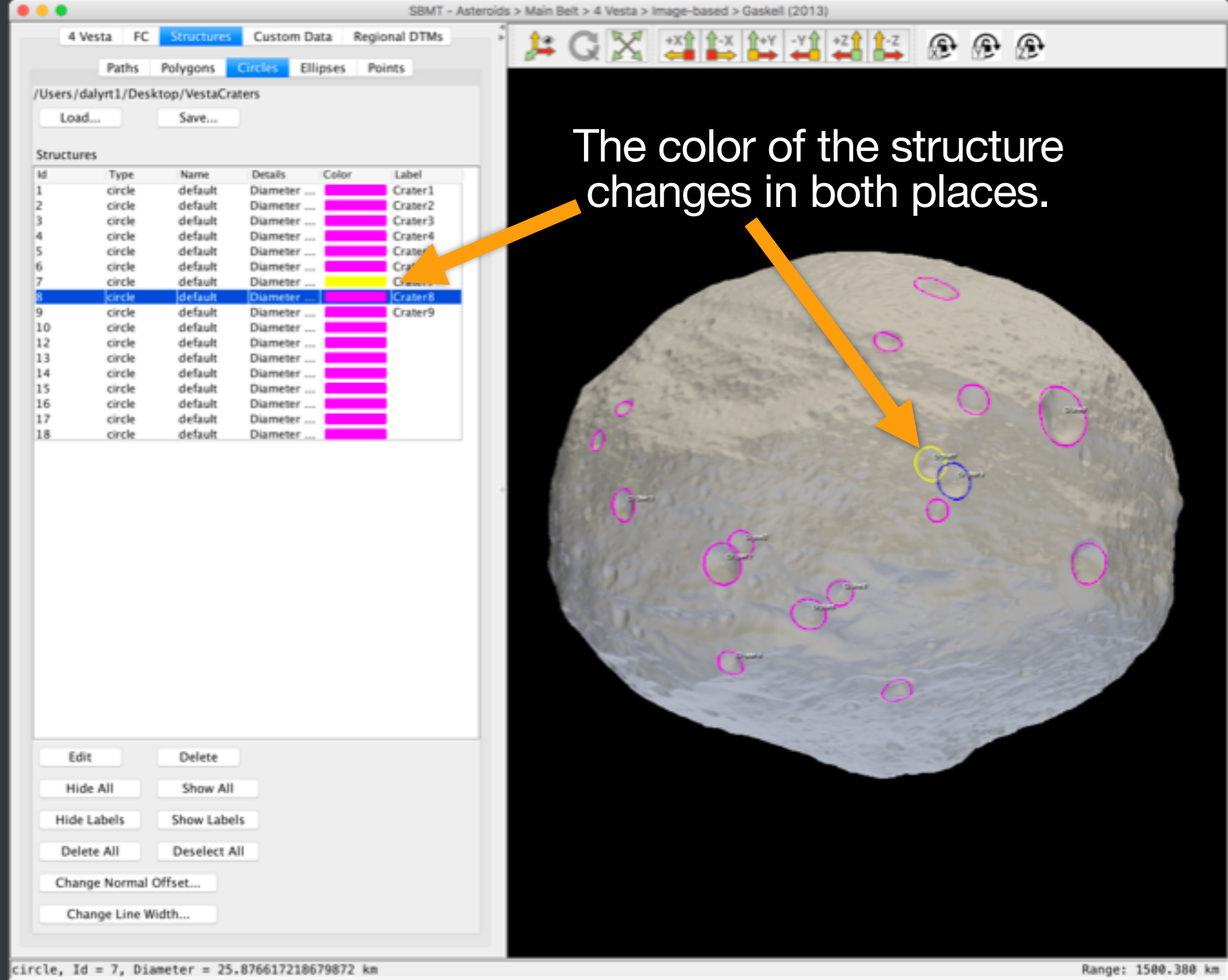
# Changing structure color

---

- 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.





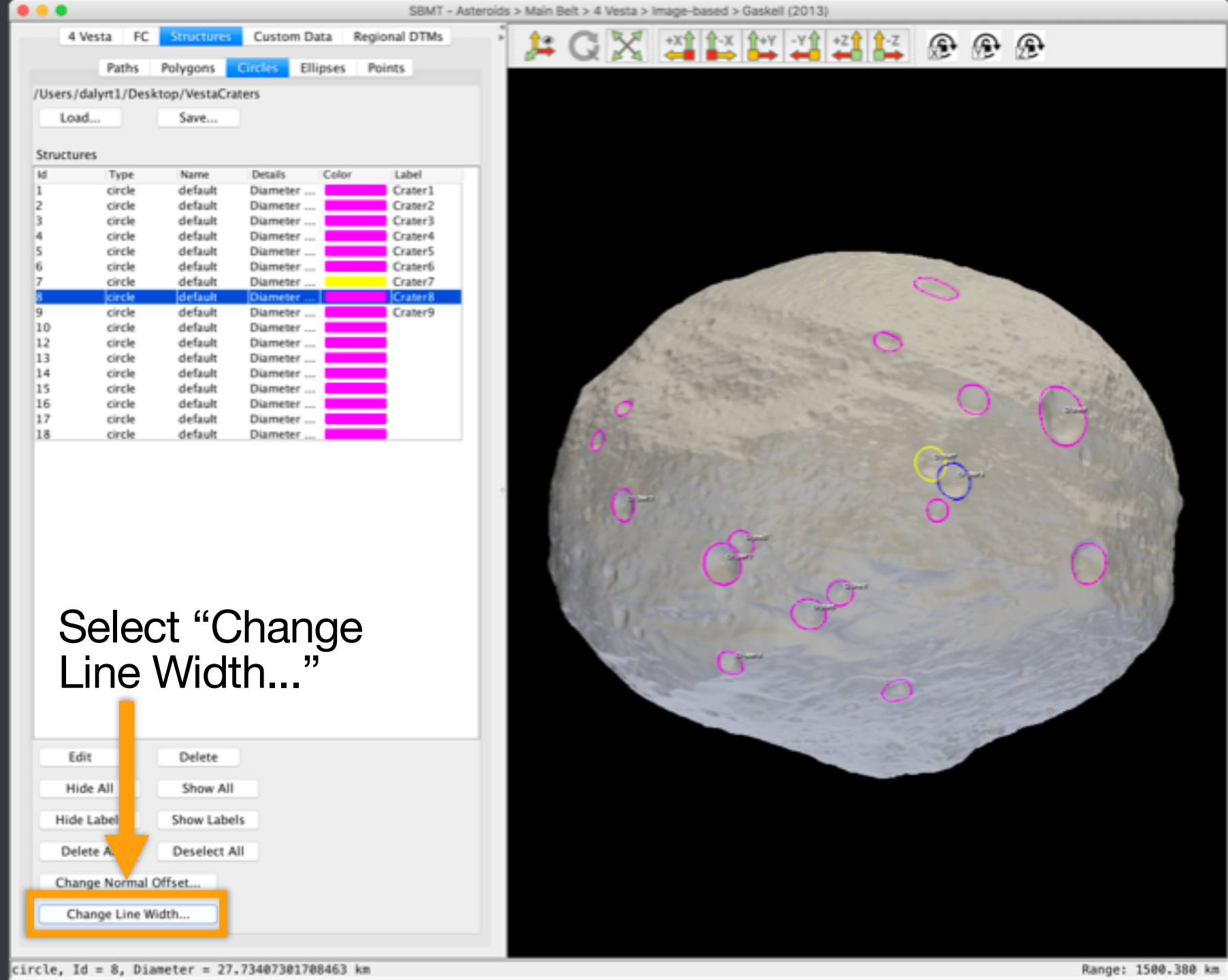


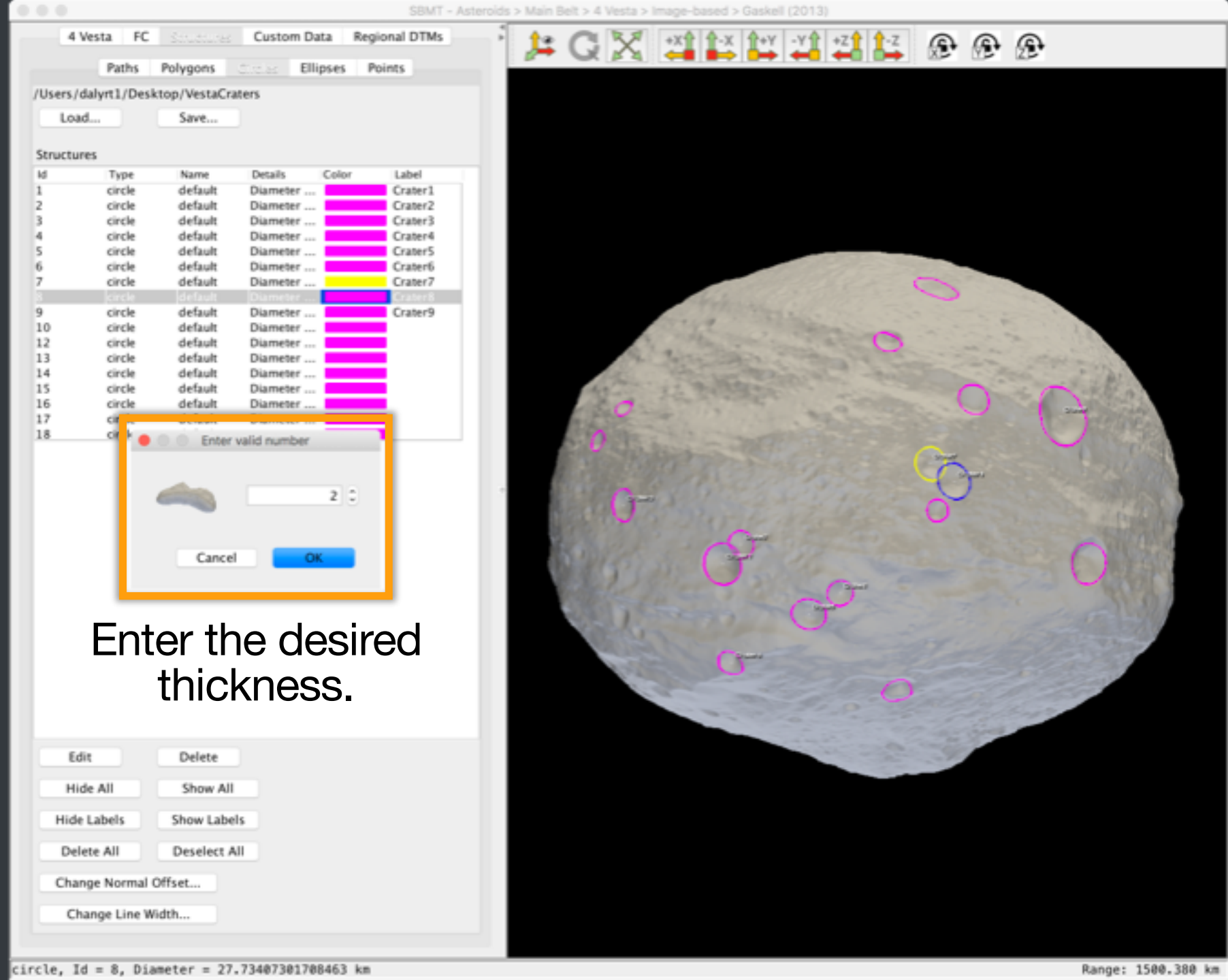
# Changing line width

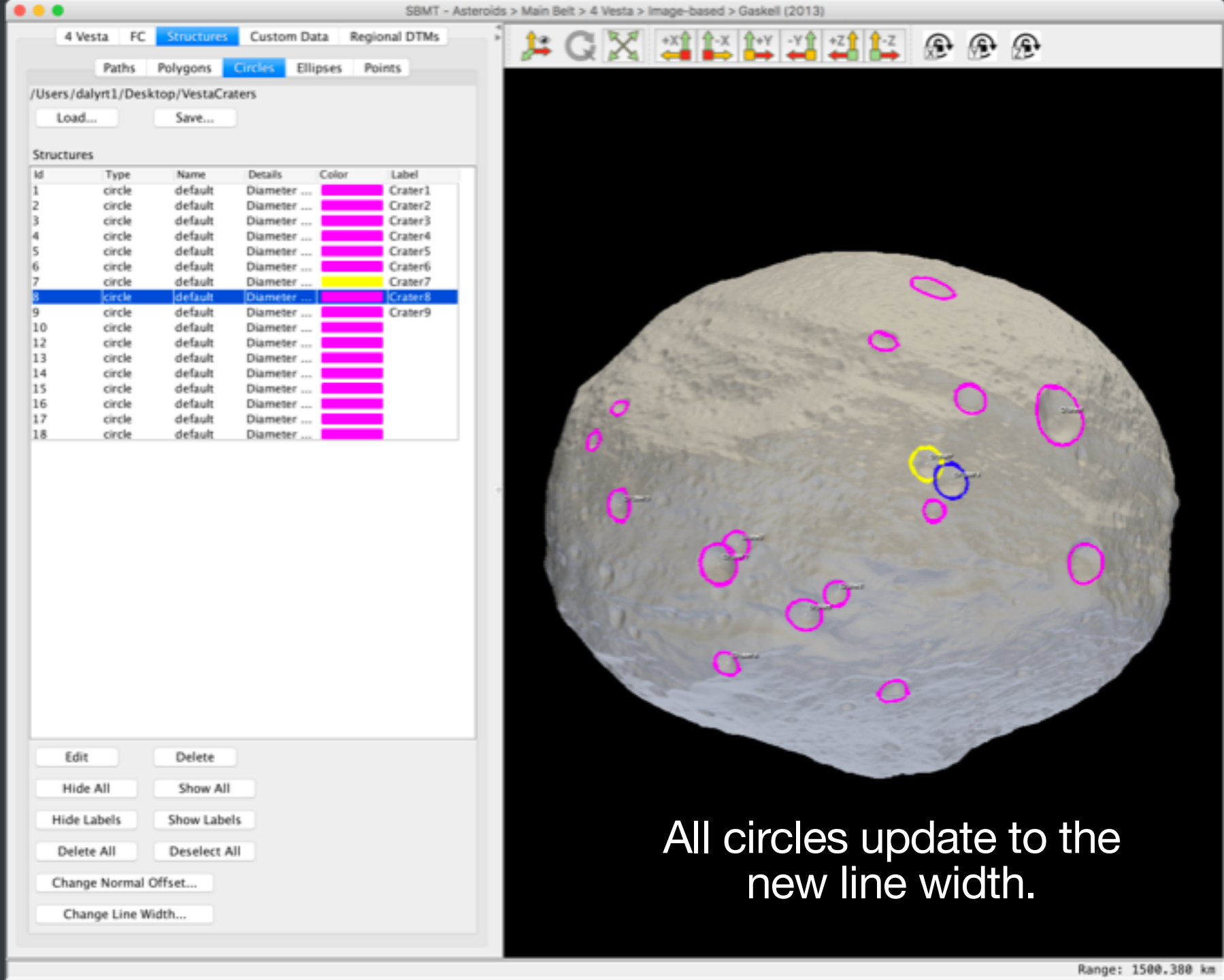
---

- 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).

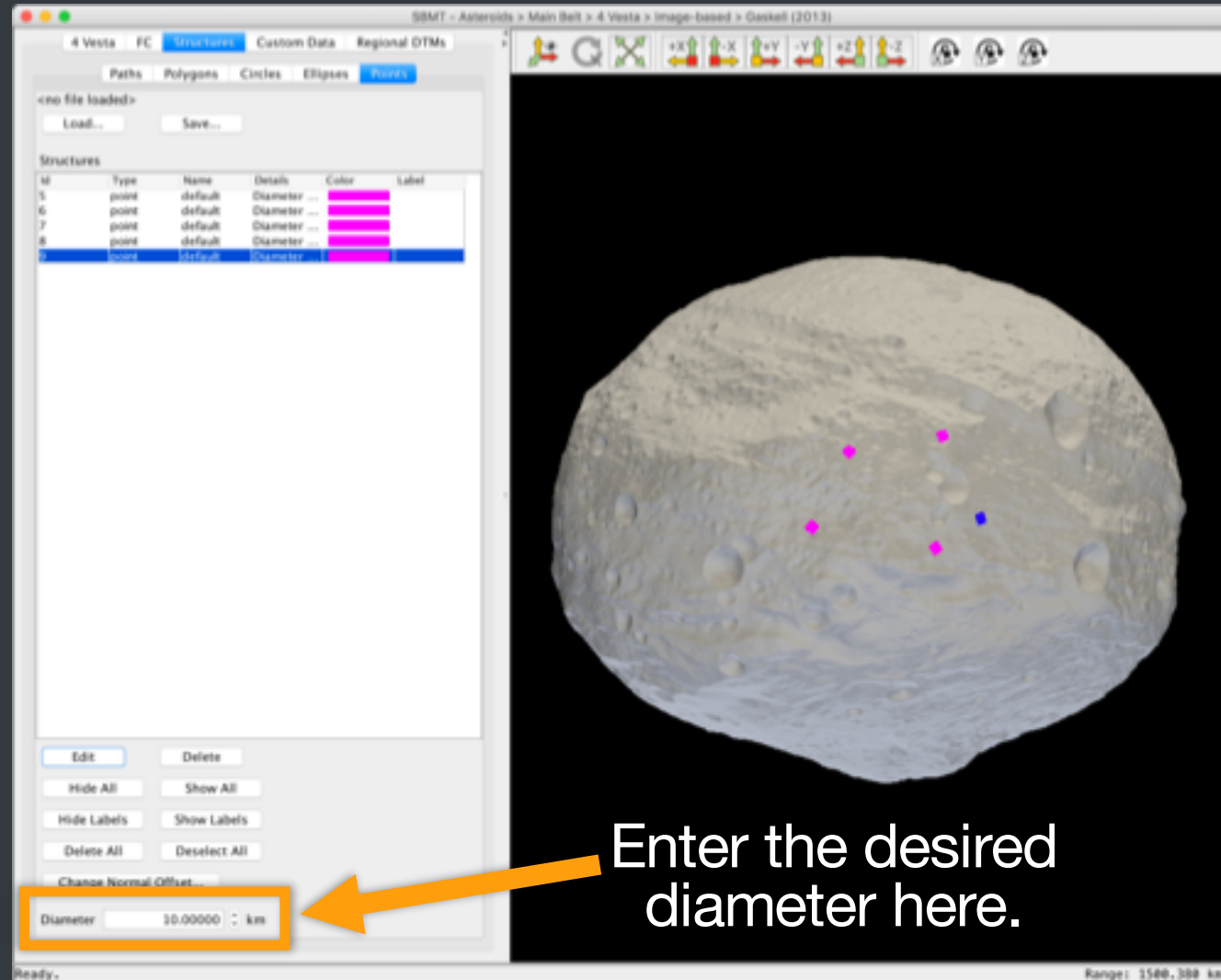


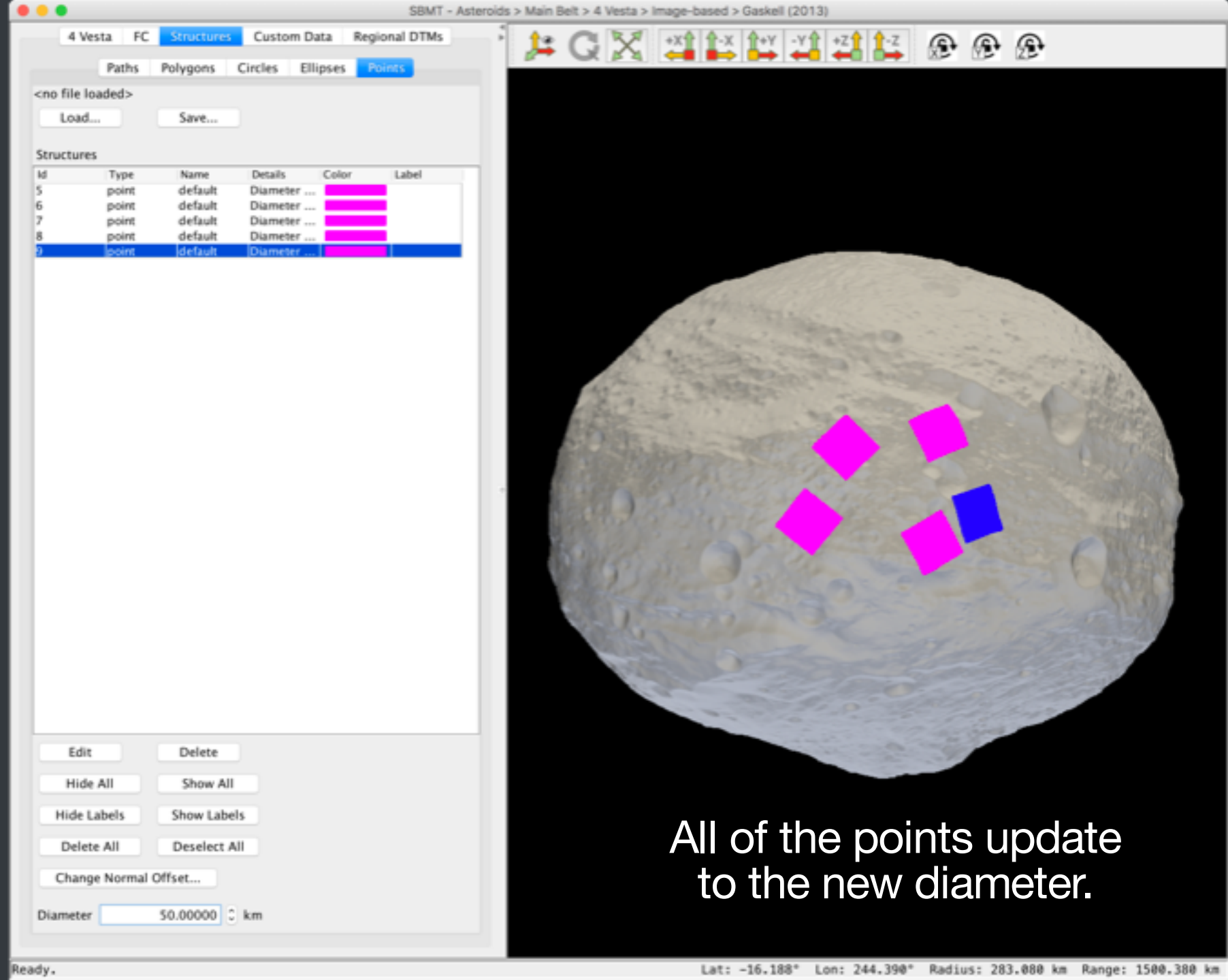






# Changing point diameter







# SBMT

For more information, visit  
[sbmt.jhuapl.edu](http://sbmt.jhuapl.edu).