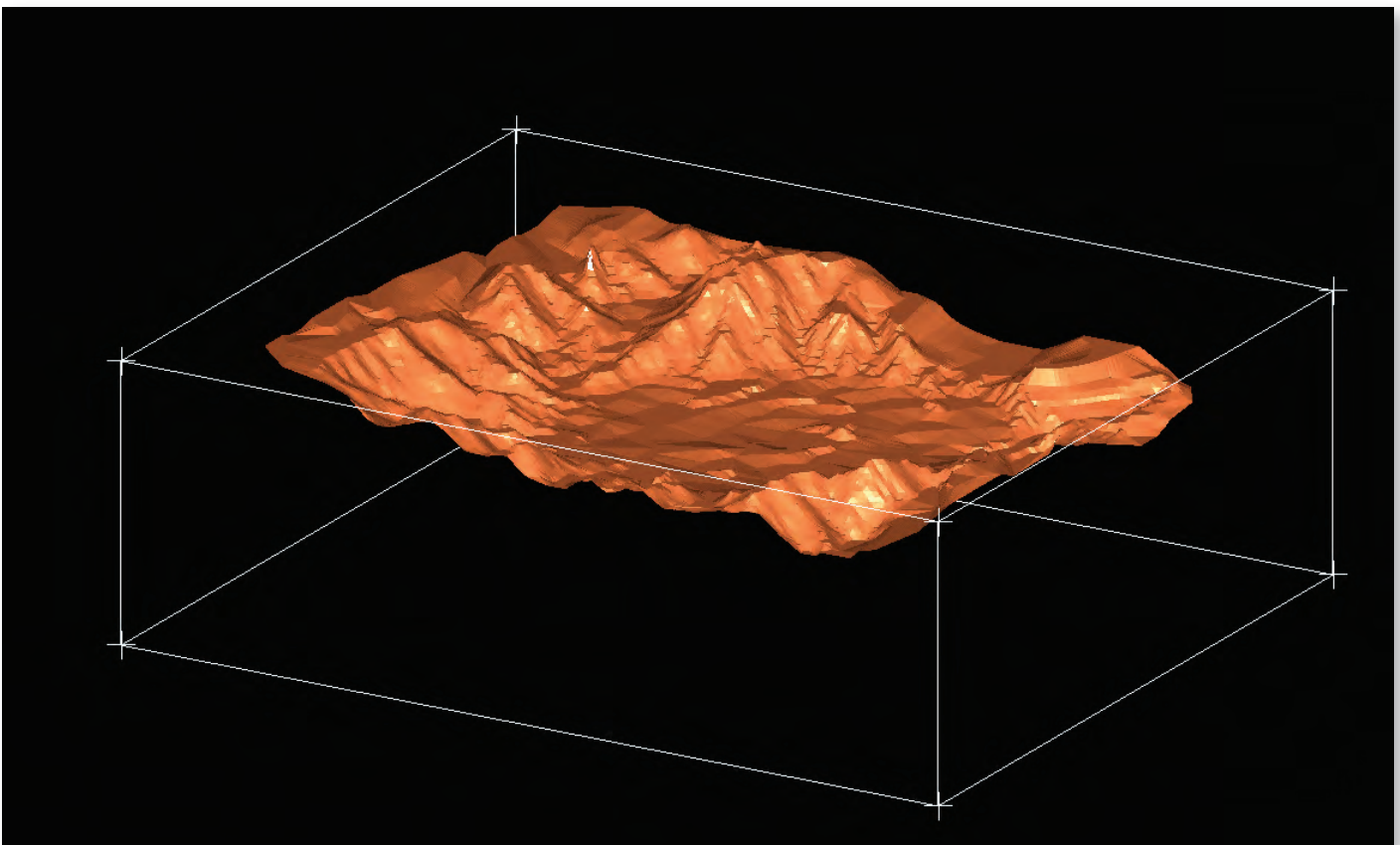


TIPS
from

Tech Support

How to Extend Topographic Surfaces to Cover the GSF!



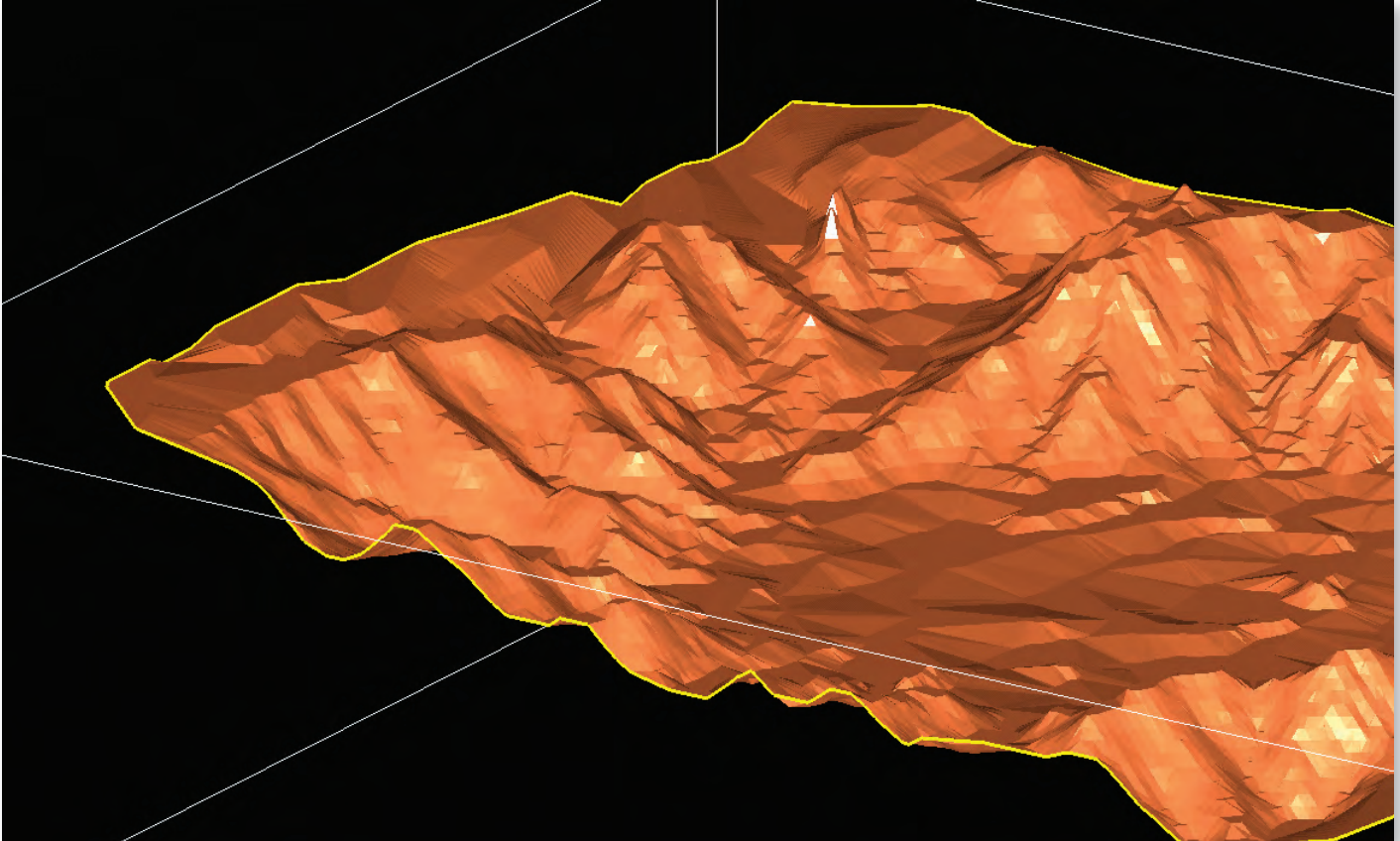
What do you do if Topographic Surfaces don't cover the extents of the Gridded Surface File (GSF)? Covering the entire model limits when updating **TOPOG** in the GSF is imperative, and stretching it out by hand can be messy and unpredictable. The lack of topographic information when assigning **TOPOG** values can cause strange peaks in surfaces, including Pit Surfaces when running Pit Optimization procedures.


The following steps will ensure that all **TOPOG** values are covered; completely and neatly while keeping your original topographic surface intact. This method works for any gaps in topographic information around the edges of the model extents.

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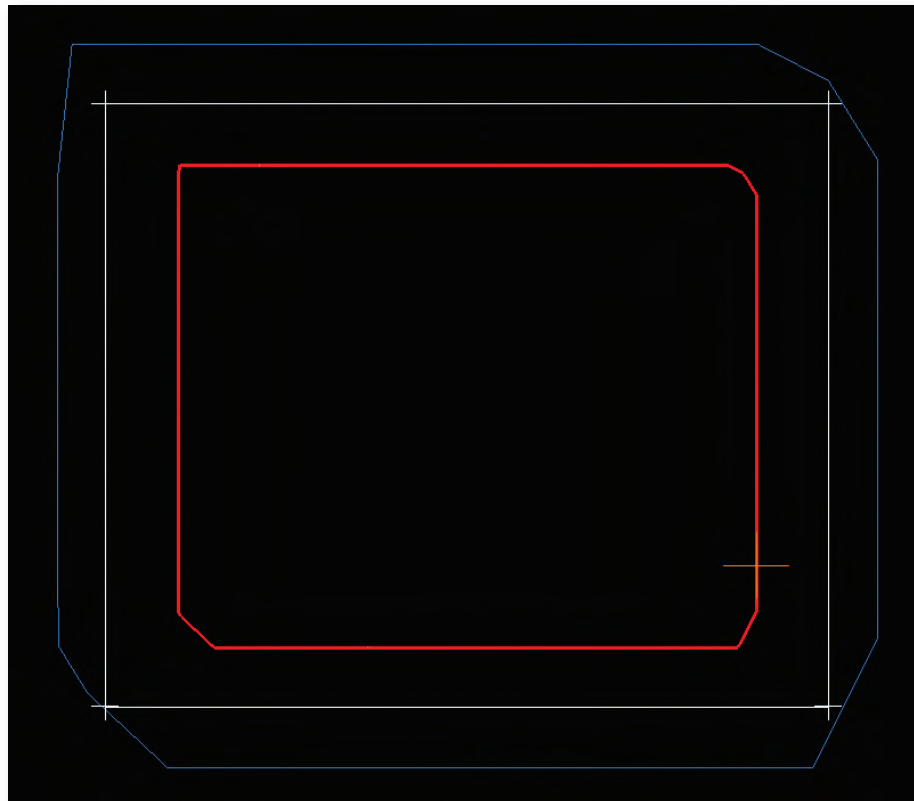
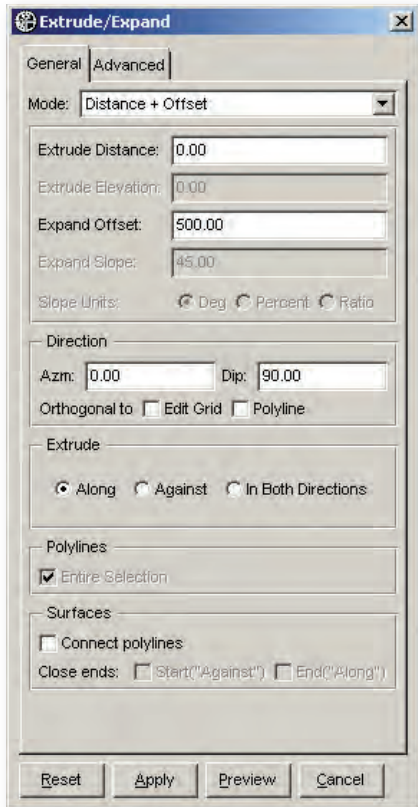
1. Open the topography surface object and the **Bounding Box** option, found in **File | Project Settings | Properties | Show Bounding Box**.
2. Create a new geometry object (i.e. called **Extend**) and put it in edit mode.





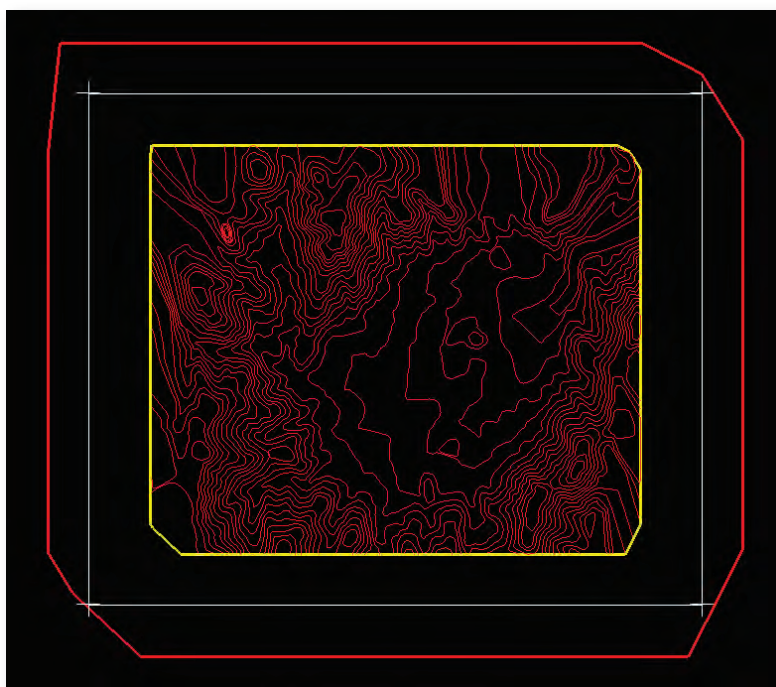
3. Perform an openings check on the topographic surface. Go to **Surfaces | Openings | Check**. Click on the surface and click right twice to end the selection process and exit the check surface openings function. A yellow outline will appear around the rim of the topography.
4. Save the outline **Extend** by going to **Tools | Utility Markers | Copy to Edit Object**. Clear all markers and close your topography.
5. Put the display in plan view . Select the new polyline and go to **Tools | Extrude/Expand**. Fill out the dialog window with a **Distance + Offset** mode, extrude distance of 0.0 and you can try various **Expand Offsets** and preview until you have one that covers all model extents. You can preview different values for **Expand Offset** until the surface goes beyond the extents everywhere. This depends on what part of the surface is not covering the extents and by how much.

(continued on page 9)

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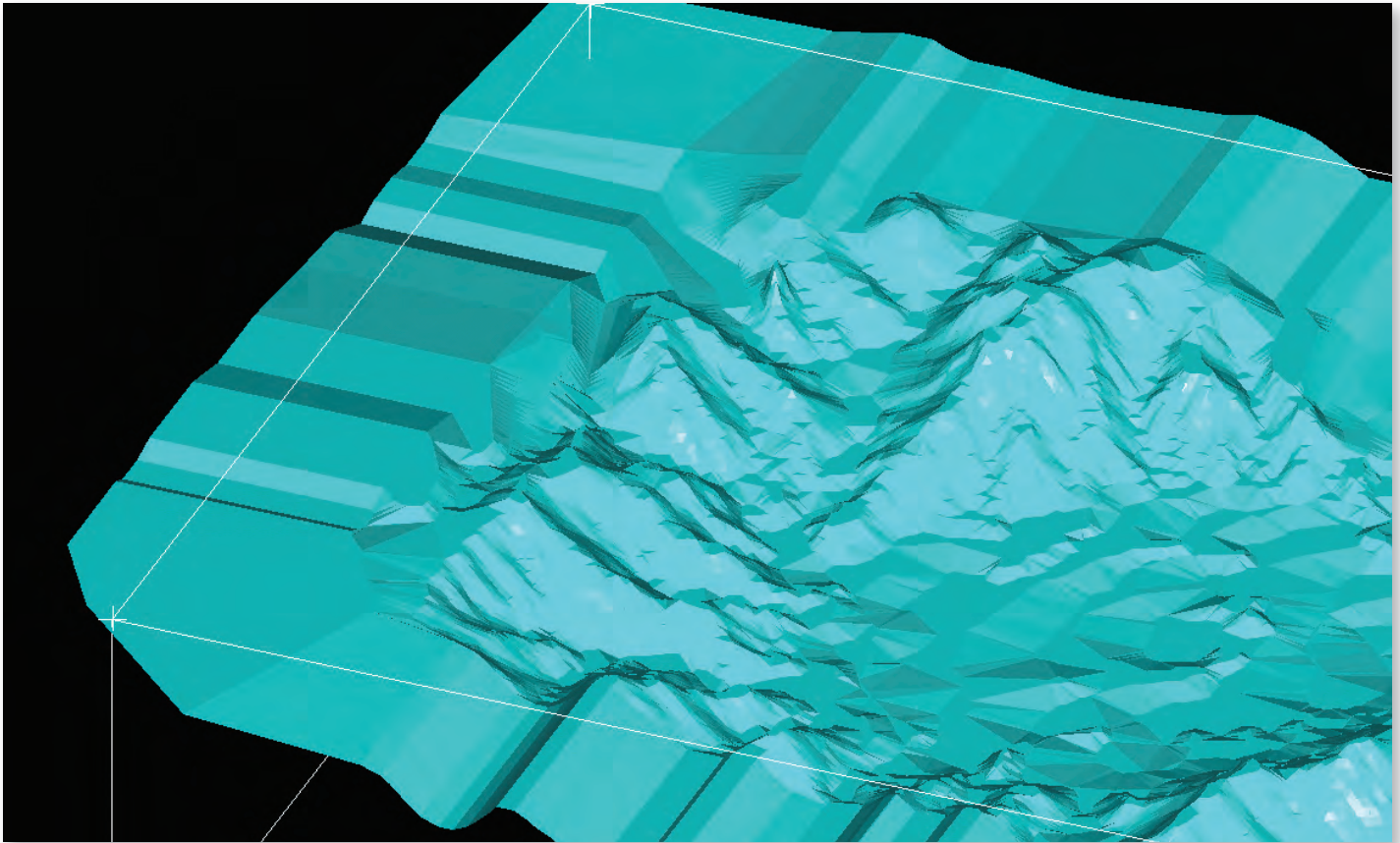


6. Click on Apply, close the Extrude/Expand window and save the selection edits .
7. Create a new geometry object "Bigtopo" and put it in edit mode. Open your original topographic contours and your **Extend** object. Select the outside outline in the **Extend** object from the viewer and the topographic contours by right clicking on the contour object in the **Data Manager** and **Select | All Elements**. Triangulate using **Surface | Triangulate Surface | with selection in plan** and send results to open edit object and save the selection edits . "Bigtopo" can now be used to update TOPOG in the GSF.



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(Using Multiple Viewers in Plots continued from page 7)

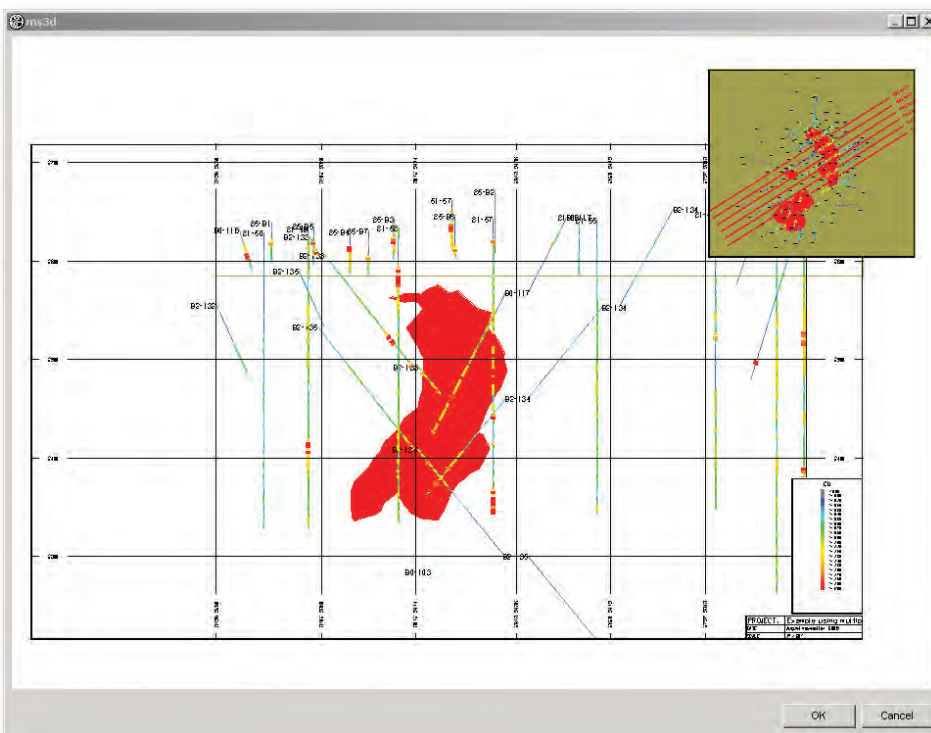


Fig. 2 Viewer1 ("Main" plot area) and Viewer2 as displayed in a plot.