

# **RIFT TD VERSION 1.2.3.0**

**RELEASE NOTES** 

**JULY 2009** 





#### **ENHANCEMENTS**

The following enhancements have been incorporated into Rift TD Release 1.2.3.0:

- Licence Management
  - Automatic release of licences
  - Upgrading licences
  - Automatic update checking
- Additional Features
  - Data formatting
  - Swap element diagonal
  - Extend string to Surface
  - Specify the node spacing along the crest when generating embankments using the Embankment Wizard
  - Set Deposition Result Graphic Parameters
  - Load Model Results
  - Cancel an Automatic Run (additional functionality)
  - Set pond colours
- Additional menu items have been added to the DTM and 3D Graphic pop up menus
  - Copy to Clipboard
  - Save Image
  - Print
- Additional String tool-buttons have been added
  - Drape String to Surface
  - Extend String to Surface
  - Set surface slope
- An additional Tool-bar has been added to the **Deposition** Tab
  - Generate Deposition Vectors
  - Generate Changed Vectors
- Save DTM and 3D Graphic images during a run (Generate a VIDEO of the deposition)

In addition various bug fixes and performance enhancements have been implemented.









#### **AUTOMATIC RELEASE OF LICENCES**

By default Licences are automatically released on exiting **Rift TD**. This ensures that the licence is available for other Users on the same Company Account. This functionality can be changed in the Environment Options dialog:



#### Click Edit → Environment Options

You would typically not want the licence released if you will be working from a remote location from which you cannot access the internet e.g. working at a client's office, working in the field etc.

## **UPGRADING AN EVALUATION LICENCE**

On installing Rift TD it generates a two week evaluation licence, and attempts to automatically upgrade to a full licence following the evaluation period, either

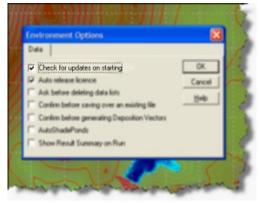
- By purchasing a licence; or
- Obtaining a valid released licence linked to the same company account.

You may wish to upgrade sooner than this; this can be accomplished by clicking

#### Tools → Licence → Upgrade.

If a valid released licence is available it will be activated; if not you will be provided with payment information to activate your licence.

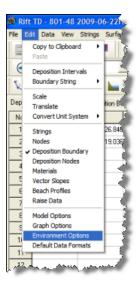
#### **AUTOMATIC UPDATE CHECKING**



It is also possible to manually check for updates; click

Help → Check for Updates.

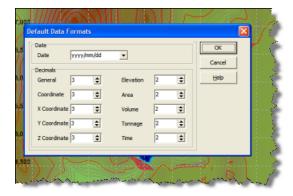


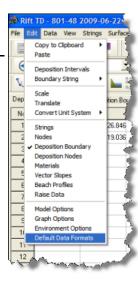




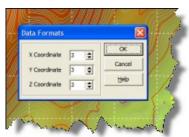
# **DATA FORMATTING**

To set the Default Data Formats click
 Edit → Default Data Formats.





- Set the required formats and click Ok when done. These data formats will be implemented for new projects.
- To edit data formats for the active project right click on the Data Grid and select Data Formats; a dialog displaying formats relevant to the active Data Type is displayed.

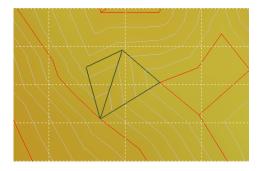


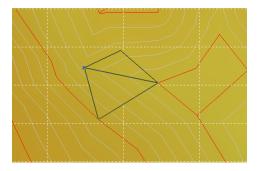


 Modify the desired fields and click Ok. These formats will be saved when the file is saved and restored on reopening the file.

# **SWAP ELEMENT DIAGONALS**

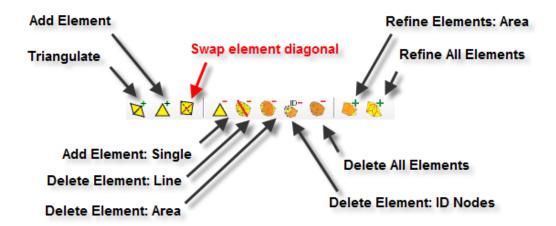
At times it may be necessary to swap the element diagonals following triangulation, or following a model merge, to ensure that the model accurately reflects the surface.







This is accomplished using the **Swap Element Diagonal Tool-button** on the **Element Toolbar**.



To swap element diagonals:

- Activate the DTM Graphic
- Click Swap Element Diagonal Tool-button
- Click on the DTM Graphic close to the diagonal you wish to swap

# **EXTEND STRING TO SURFACE**

Use the Extend String to Surface command to extend an existing string to the DTM active surface.

- Click Strings → Extend to Surface or
- Extend to Surface Tool-button



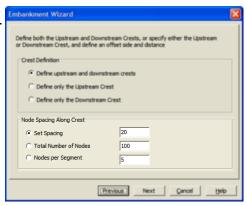
If neither the start or end String points is on the surface you will be prompted to indicate a String side to extend; if one of the String points is already at the surface elevation the other end string point will be automatically extended to the surface.

#### EMBANKMENT WIZARD—NODE SPACING

The User can now specify the number of nodes to be generated along the embankment crest when generating embankments. Three modes are possible:

- Set Spacing
- Total number of Nodes
- Nodes per Segment

This will allow the User greater flexibility when generating embankments.

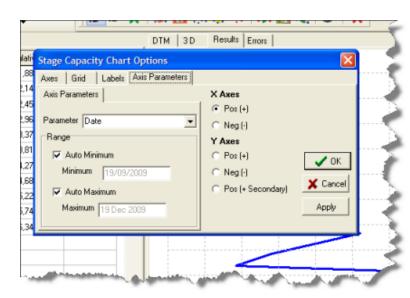


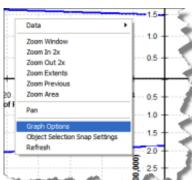


#### **DEPOSITION RESULT GRAPHIC AXIS PARAMETERS**

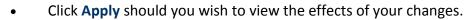
It is now possible to specify **Axis Parameters** on the **Result Graphic**.

- Right click the Result Graphic
- Select Graph Options





- Select the Axis Parameters Tab
- Set the Axis that you wish to manipulate
- Set the Parameter to be used on the Axis from the Drop down list
- Enter the desired range or allow Rift TD to Auto Select these values



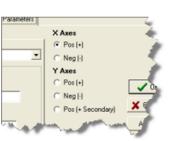


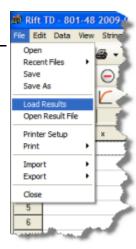
# **LOAD MODEL RESULTS**

Previous versions of **Rift TD** automatically deleted model results following a run. This made it difficult to change deposition vectors/nodes and continue developing the surface. We have identified this as a need and incorporated functionality into **Rift TD** to address this. From Version 1.2.3.0 Users will be given ability to load existing run results and retain these; deposition will use these results and continue developing the model using existing topography.

To load existing results:

Click File → Load Results







Select a file

Click Ok

The results are loaded into memory and fill times/dates recalculated based on existing deposition data.

Prior to a run you will be prompted whether to retain existing results.

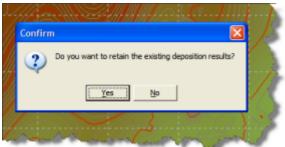
Results for the new run will be appended to the existing results. Following the run surfaces can be generated for the new results; the surface numbers will correspond to the results. Surfaces from

the loaded results cannot be generated; to generate these it will be necessary to load the original result file

This functionality makes it possible to string a number of models together, forming a complex deposition sequence.

#### Note:

To save the final deposition surface for a new run simply load the lift results and save the file as a new Rift file.





# **CANCEL RUN AUTOMATIC RUN**

Functionality associated with cancelling a run has been improved. Previously it was necessary to press the **Cancel Run button**; the **Esc** key can now also be pressed. In addition a new cancel mode has been implemented; **Cancel Vector Raise**. Previously it was necessary to wait for the entire lift to finalise. From Version 1.2.3.0 it is also possible to cancel the current vector, which will stop the run more quickly.



Pressing the Cancel Run Button or Esc key during a run will toggle between three modes:

- Cancel Lift—the model will run until completion of deposition all deposition points for the current lift
- Cancel Vector—the model will run until completion of deposition at the current deposition point
- Normal Running of the model

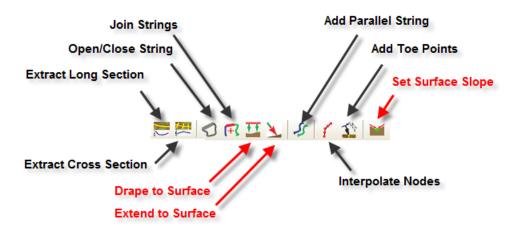
The current status is provided in the Status Bar.

The User will be prompted prior to cancelling a run.





#### STRING TOOL-BUTTONS



Additional buttons have been added to the String Toolbar:

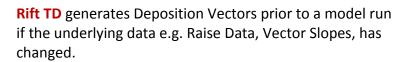
- Drape to Surface
- Extend to Surface
- Set Surface Slope

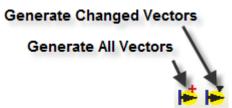
The Drape to Surface and Set Surface Slope functionality was available in previous versions of Rift under the Strings Menu.

The Extend to Surface feature is new; as described previously in this document.

#### **DEPOSITION TOOLBAR**

The deposition Tool-bar has been added to facilitate tasks associated with Deposition Vector Generation.





It is also possible manually generate deposition vectors as you adjust these parameters. Previously this functionality was available as a menu items:

#### Run → Generate Deposition Vectors

Two Vector Generation Options are available:

- Generate All Vectors—All Vectors will be regenerated
- **Generate Changed Vectors**—only Vectors affected by changes to the underlying data e.g. Raise Data, Vector Slope, will be regenerated.



### **DTM AND 3D GRAPHIC POP-UP MENUS**

Additional menu items have been added to the DTM and 3D Graphic Pop-up Menus:

- Copy to Clipboard—Copies the Graphic to the Clipboard.
- Save Image—Saves the Image to a file.
- Print—Opens the Print Dialog allowing the active Graphic ot be Printed.



ZoomIn (2x) Zoom Out (2x) Zoom Previous ZoomExtents

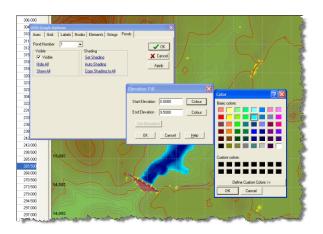
Copy to Clipboard

# **SET POND COLOURS**

It is now possible to adjust Pond shading colours. This may be useful should you wish to distinguish between ponds for presentation or on the screen.

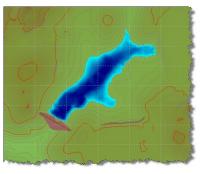
To set Pond colours:

- Right click on the **DTM Graphic**
- Select Graph Options
- Select the Pond Tab-Sheet
- Click Set Shading to set custom pond colours





- Set the required parameters.
- Click Auto Shading to set Rift TD default Pond shading
- Use the Copy Shading to All button to copy the active Pond shading to all Ponds



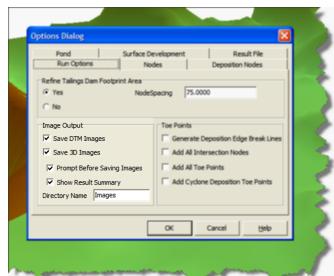


# SAVE DTM AND 3D GRAPHIC IMAGES DURING A RUN (CREATE A RUN VIDEO)

Run images can be generated for both the **DTM** and **3D Graphics** for each stage of the deposition process. These can then be used to generate a video of the deposition as it progresses using a video production program such as Microsoft® Movie Maker, which is distributed with most Microsoft® Windows versions.

To save run images click:

- Edit → Model Options
- Select the Run Options Sheet
- Select whether DTM and/or
  Three D images are to be saved.
- Select whether you wish to be prompted prior to images being saved; the prompt message will appear immediately prior to model runs.
- Select whether you wish to have the Results Summary appear in the screen capture.



- Indicate the directory in which the images will be saved; a directory with this name will be generated in the Data File path.
- Additional sub-folders will be created for the DTM and 3D Images.

Further sub-folders having the system date/time will be created for each run with run images saved in these folders.

The typical directory structure is indicated below:

