

Excavator Map Display During DREDGEPACK®

By Ken Aiken

In development, I've been working on changing how the excavator driver shows up in the Map window of DREDGEPACK®.

Previously, you had your two mobile symbols for the excavator and its bucket with a black line connecting the two.

Now you can draw an excavator in the Map window: as the boom, stick, and bucket move they will move and rotate in relation to each other. (The inside of the bucket is brown.)

In the HARDWARE Setup, ensure the



measurements are correct. The size of everything in the window will depend on these measurements.

Note there is a new parameter in the General tab of the Setup dialog for the display: **Bucket Width**.

FIGURE 1. Sample DREDGEPACK® Displays—Profile Window (left) and Map Window (right)

SETUP				
General Settings	Bucket Geometry	Profile / Shapes	Quick Attachment	Opti
Excavator Typ	e Simulator	rface	~	
Measuremen Boom Leng 25 Body Length Sensor ID As	ts th Stick Length 15 1*** 10 signment	Stick 2	Bucket Length 5 Bucket Width 5	
Boom Sens	or 015,010, 00	6.0 i0.0		

If you don't want them showing up in the window you can disable the Bucket or the Boom/ Stick assembly in the Options tab of the Excavator device window.

FIGURE 2.	Options to	Draw	Excavator	Shapes in	n the	Мар	Window	(left)	and	Sample	Display	Without th	he
	Boom and	Stick ((right)										

	Excavator	~ –	8.10 8.10			
Uptions Display	Calibrate Reset Sensors Cut Fill Bar	Screen Displays P Enable CUT/FILL BAR Enable Volume Bar	10.20 12.30 14.40 16.50 18.60 20.70 22.80			
Design Profiles		Options Track Bucket Display Bucket Depth/FE Draw Bucket on Map Draw Boom / Stick on Map	24.90 27.00 29.10			
_	Cut Tolerance 0.1 Fill Tolerance 0.25 Source © Channel Depth Mark 1 Denth	Grid Minimal Depth 0 Profile Width 200 Maximal Depth 75 Boat Position 30 Mark 1 0				
	Design Profile 1 Design Profile 2 Design Profile 3	Volume Bucket Volume 0 Alarm Percent 80				