

## 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	th Stick Length 15 1** 10 signment	0	Bucket Length 5 Bucket Width 5	
Boom Sens				

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 i	n the	Мар	Window	(left)	and	Sample	Display	Without th	ìе
	Boom and	Stick (	(right)										

_	Excavator	<b>~</b> –	8.10 8.10			
Uptions Display	Calibrate Reset Sensors Cut Fill Bar	Screen Displays Penable CUT/FILL BAR Enable REACH BAR Enable Volume Bar	10.20 12.30 14.40 16.50 18.60 20.70 22.80			
Design Profiles Uptions		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 O Mark 1 Depth	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				