



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**.

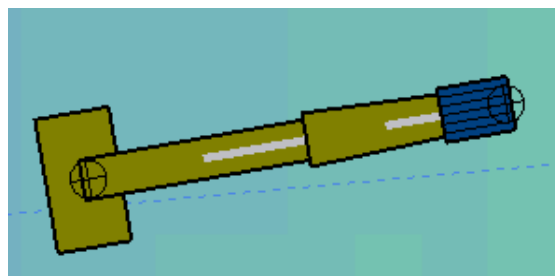


FIGURE 1. Sample DREDGEPACK® Displays—Profile Window (left) and Map Window (right)

SETUP

General Settings | Bucket Geometry | Profile / Shapes | Quick Attachment | Opti

Excavator Type: Simulator

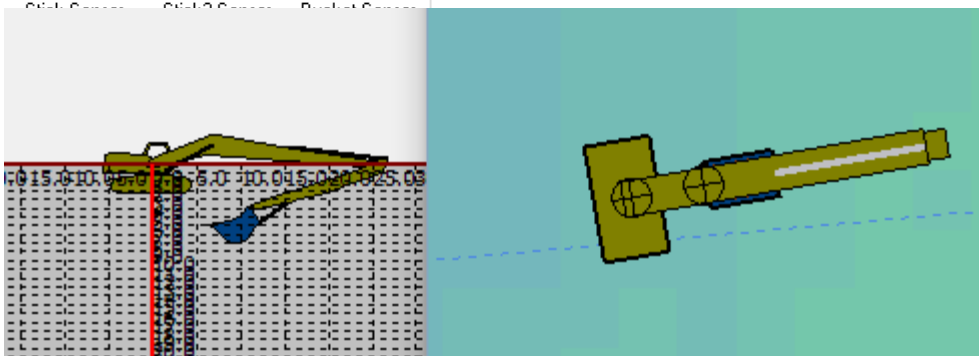
☐ Use SEI Interface

Measurements

Boom Length	Stick Length	Stick 2	Bucket Length
25	15	0	5
Body Length **	10		Bucket Width
			5

Sensor ID Assignment

Boom Sensor	Stick Sensor	Stick 2 Sensor	Bucket Sensor
1	2	3	4



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 the Map Window (left) and Sample Display Without the Boom and Stick (right)

