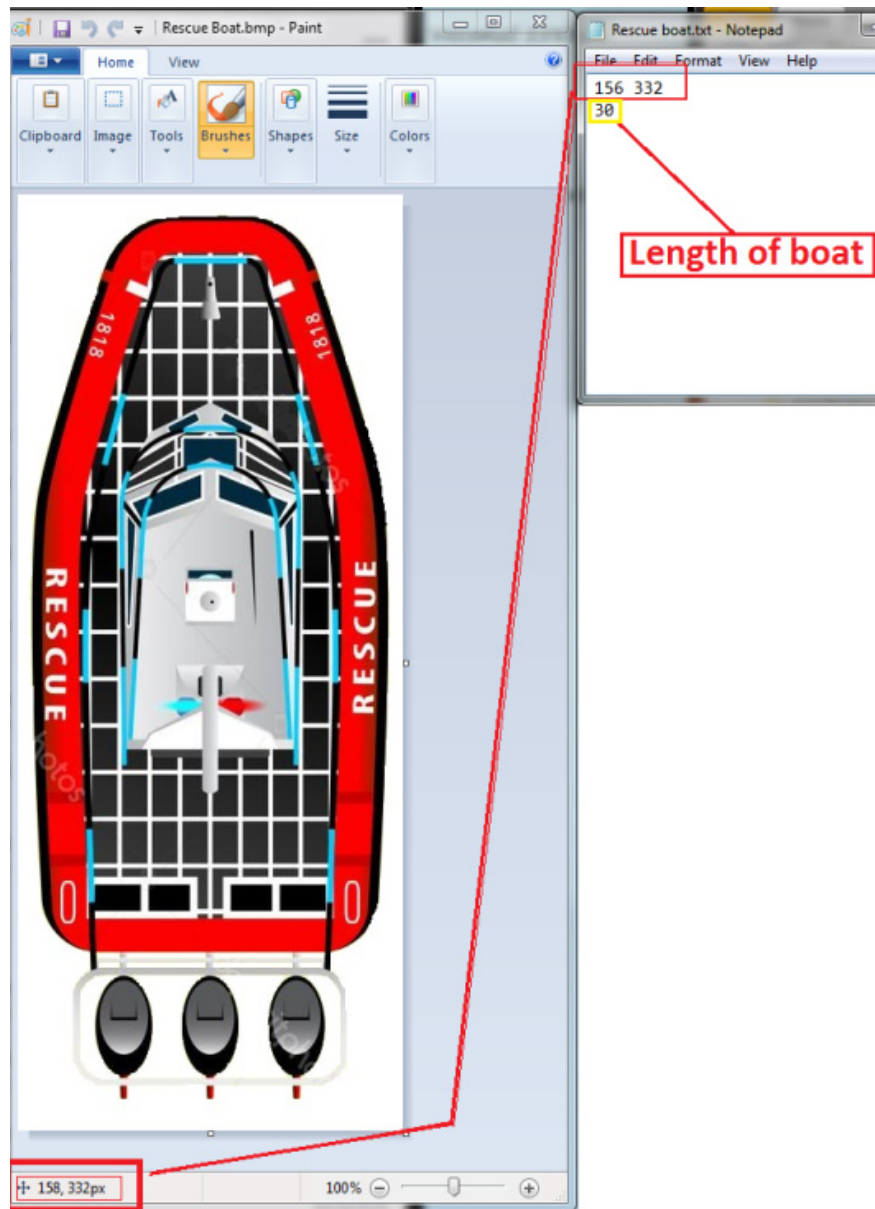# HYPACK BMP as a Boat Shape in SURVEY

by Christian Shaw

It is possible to use, not only DXF and HYPACK® Boat Shape (*.SHP) files, but also a custom BMP image to display as your boat shape in HYPACK® SURVEY.

There are a few things that need to be in place for this to work properly:

- A BMP image file in your Boat Shapes Folder. In my case, I have the following: C:\HYPACK 2018\Boat Shapes\Rescue Boat.bmp
- A Text file that has same name as BMP image (C:\HYPACK 2018\Boat Shapes\Rescue Boat.Txt) that sets the location of the boat reference point and boat length: Open the BMP in Microsoft Paint, put your cursor at the reference point and note the pixel X and Y coordinate.

Once you have the TXT file and BMP in the Boat Shape folder, open SURVEY and load this shape in the Vessel Setup dialog. (Click the "Vessels" menu.) You must change the file of type from *.shp to *.bmp.
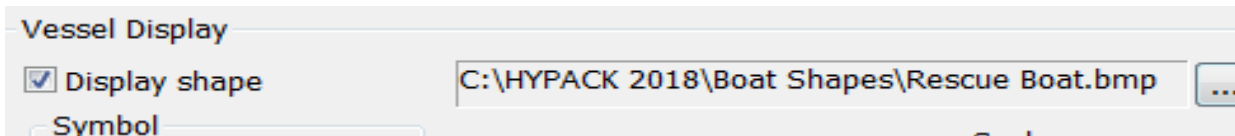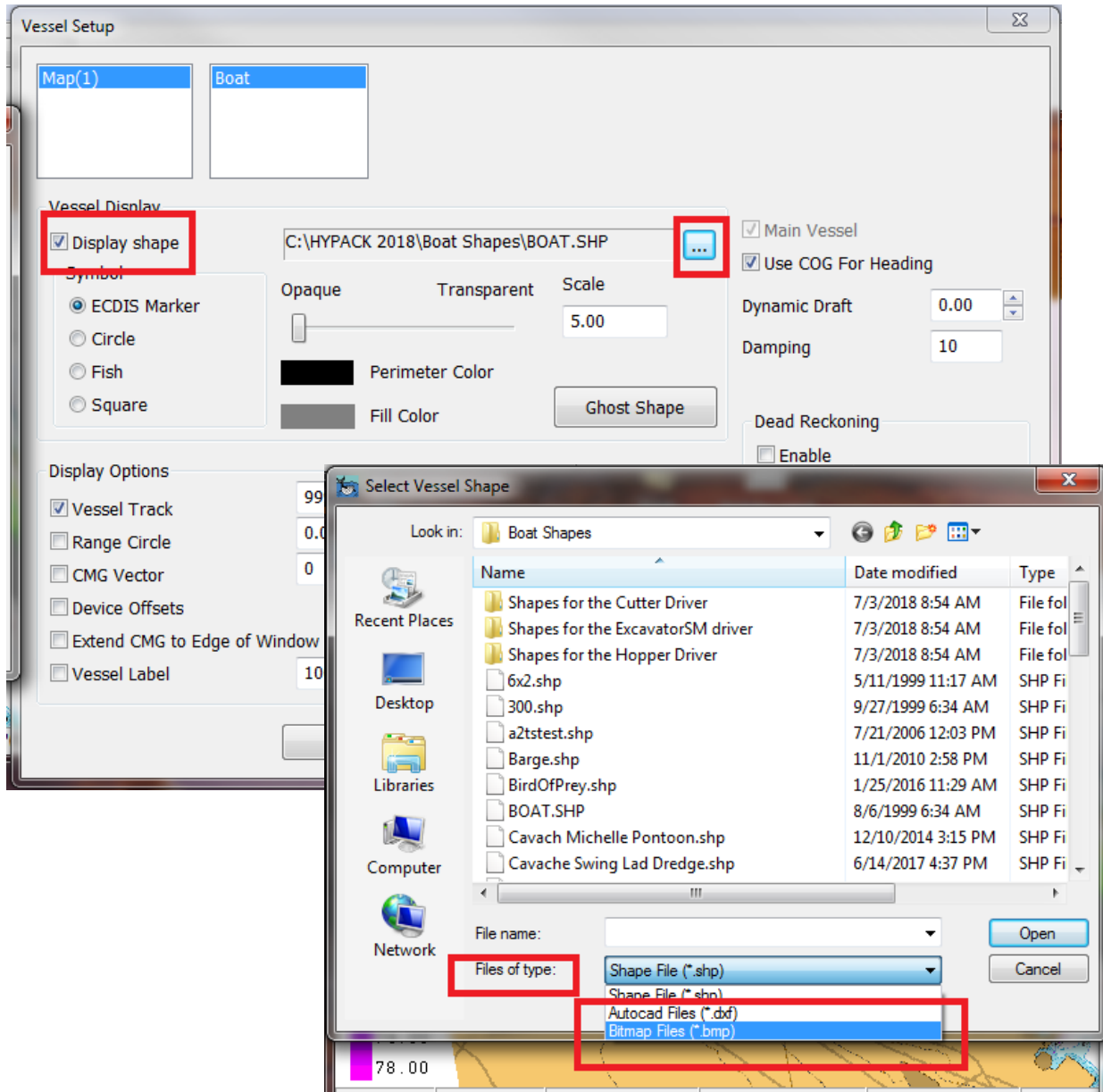

FIGURE 1. *Loading the BMP Boat Shape in SURVEY*

FIGURE 2. *The BMP Boat Shape in the SURVEY Map Window*