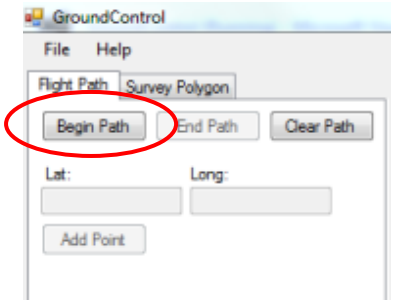
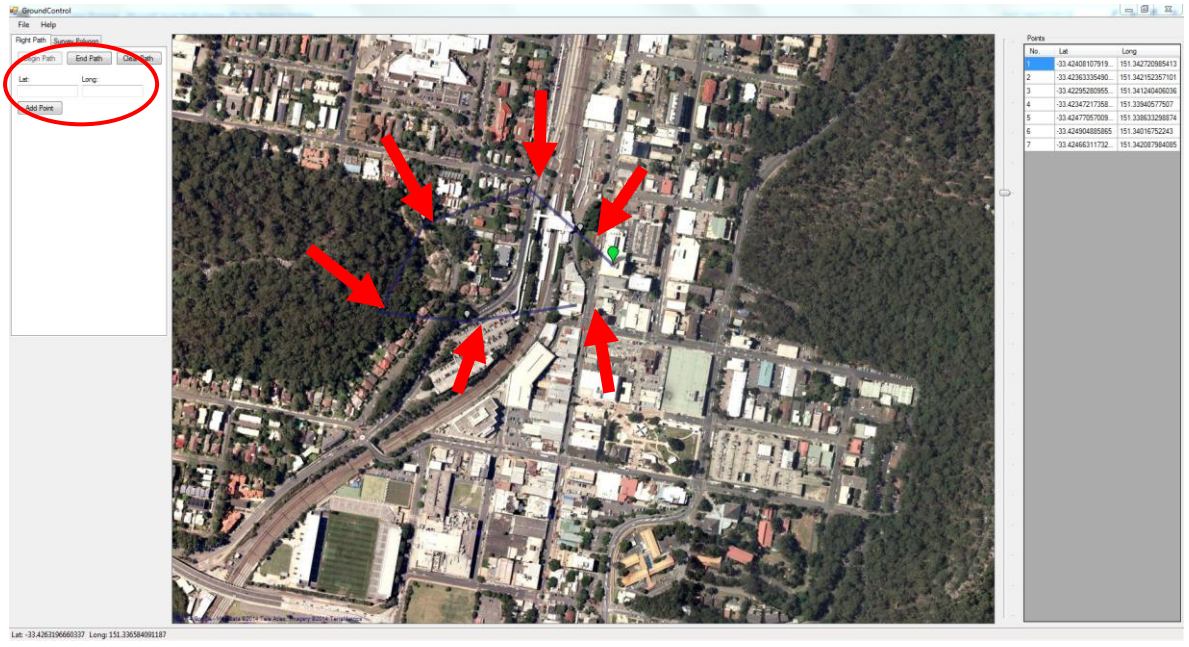
FLIGHT PATHS

Step 1: In the Flight Path tab press the begin path button

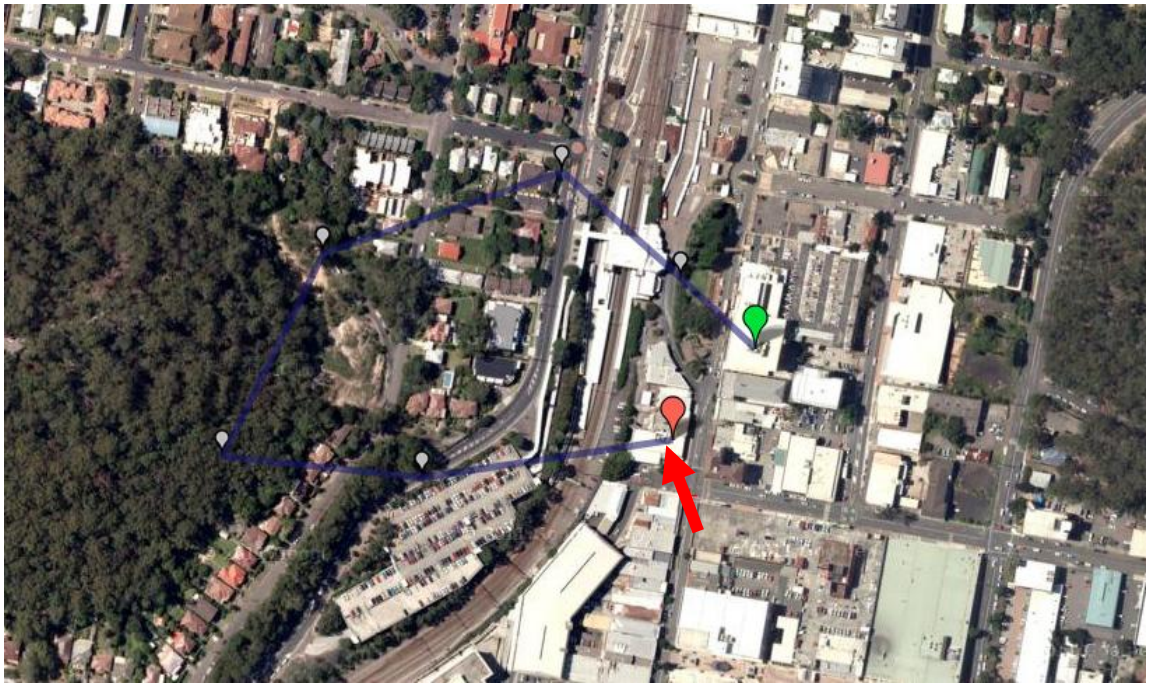


Step 2: Click on the map to choose the beginning point of the path

Step 3: Click the map at each point you want to add, or enter their coordinates in the lat long boxes



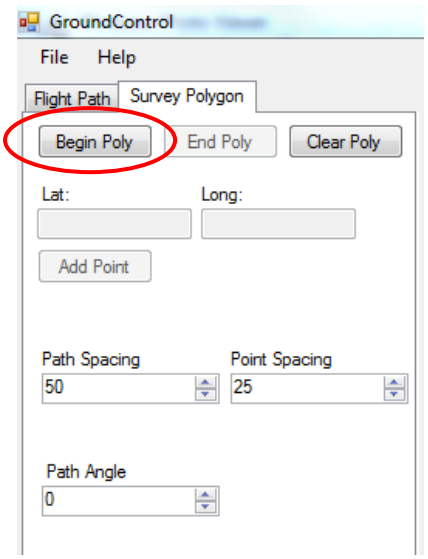
Step 4: Press the end path button, this will end the path and place a red marker on the last point.



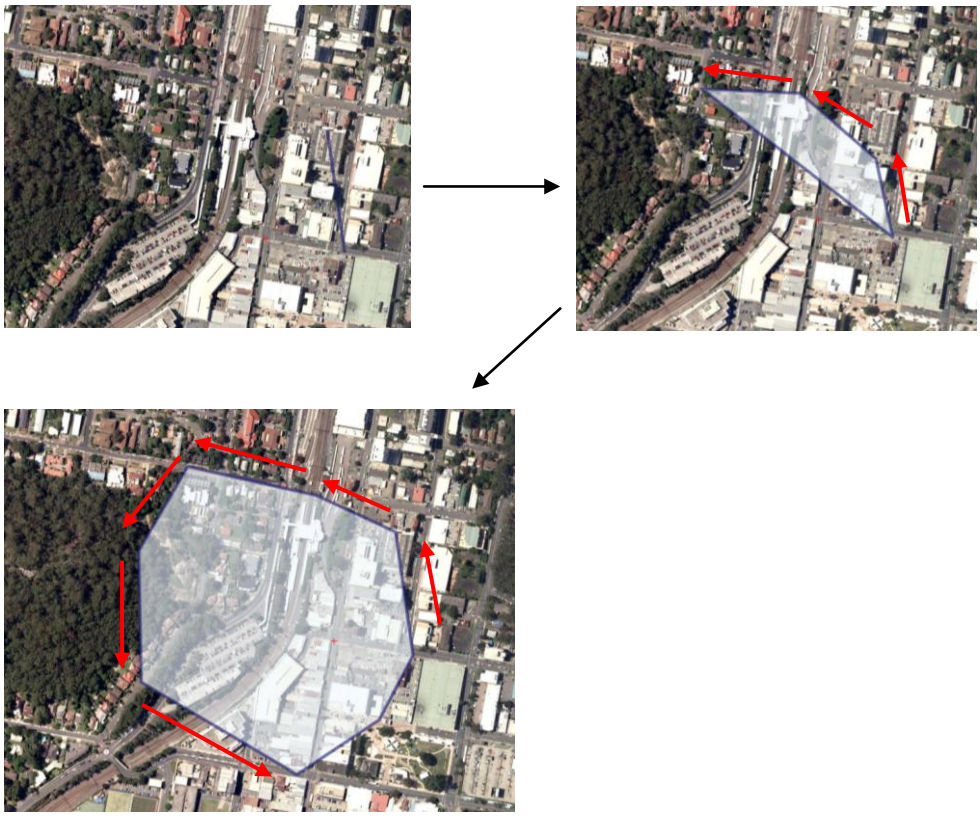
Step 5: The flight path is now complete and will be displayed in the table on the right

SURVEY POLYGONS

Step 1:In the Survey Polygon tab press the Begin Poly button

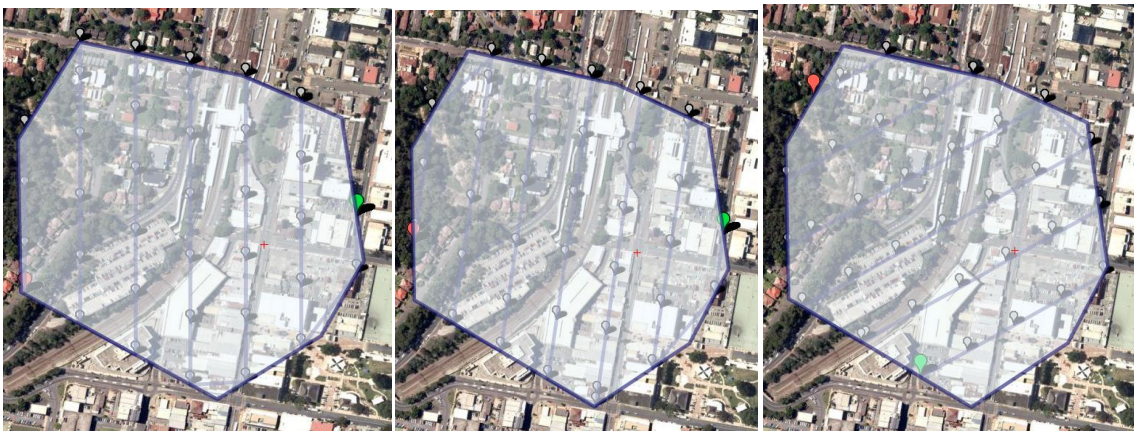


Step 2: Click at each of the vertices of the polygon you want to draw, in clockwise or anticlockwise direction. (you can also enter the vertices manually with the Lat Long text boxes)



Step 3: Press the End Poly Button. This will automatically finish the polygon and generate the survey flight path with the parameters in the numerical selectors on the left.

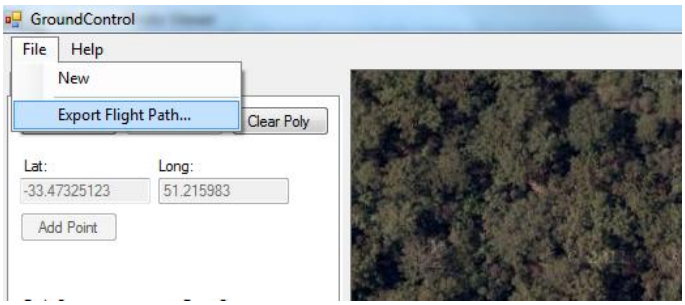
Step 4: Adjust the parameters (path spacing, point spacing, path angle) until you have the desired flight path and you are done.



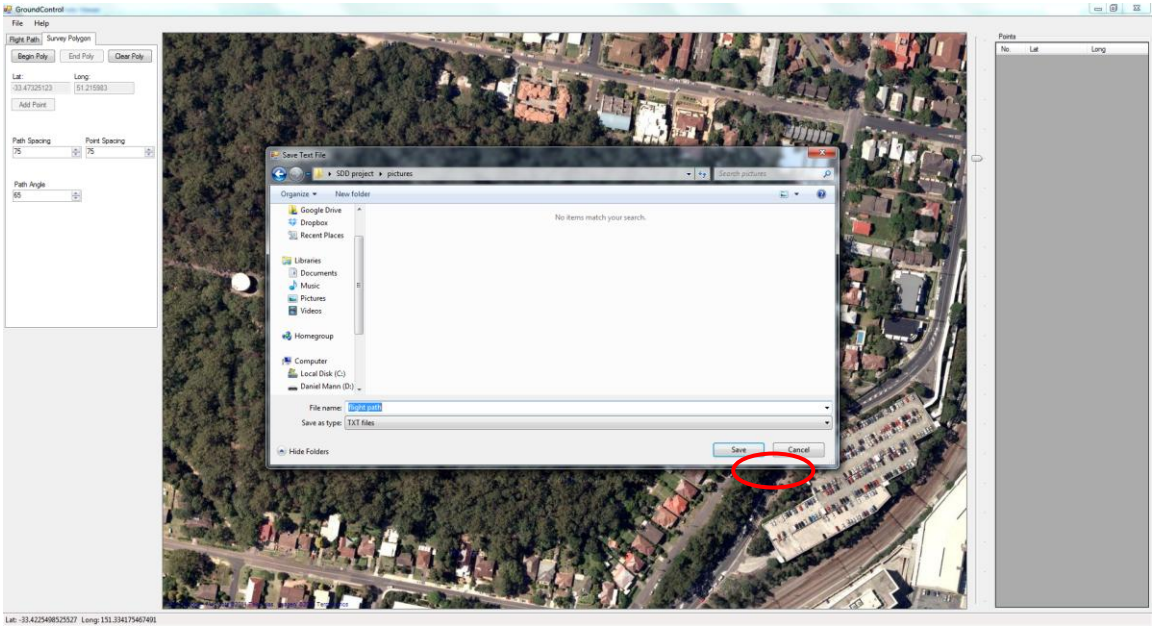
|Path and point spacing increase |angle at 10 degrees |angle at 65 degrees |

EXPORTING TO TEXT FILE

Step 1: Open the File menu (top left) and click "Export Flight Path..."



Step 2: A window will open that will ask you were you want to save the file, select a location and press save.



Step 3: The text file will now be in the specified location, and is ready for use in the program that controls your Unmanned Vehicle. (It will look like the file below)