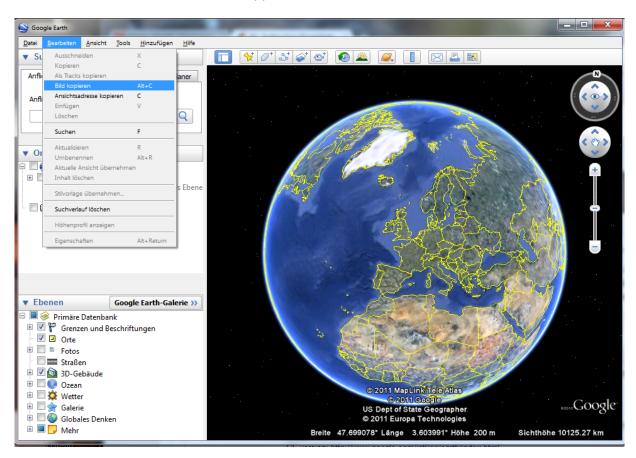
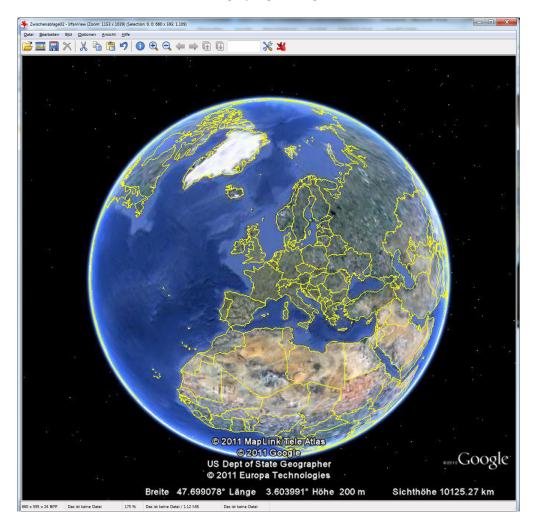
## How to use 3D - Surface from GoogleEarth

- 1. Download and install/ set to Matlab path:
  - a. GoogleEath: http://www.google.com/intl/en/earth/index.html
  - b. Pos2Dist: <a href="http://www.mathworks.com/matlabcentral/fileexchange/5256-pos2dist">http://www.mathworks.com/matlabcentral/fileexchange/5256-pos2dist</a>
  - c. JmouseEmu: <a href="http://www.mathworks.com/matlabcentral/fileexchange/28357-jmouseemu-mouse-emulator-v2-2">http://www.mathworks.com/matlabcentral/fileexchange/28357-jmouseemu-mouse-emulator-v2-2</a>
  - d. inputEmu: <a href="http://www.mathworks.com/matlabcentral/fileexchange/28603">http://www.mathworks.com/matlabcentral/fileexchange/28603</a>
  - e. ClipboardImage: <a href="http://www.mathworks.com/matlabcentral/fileexchange/14584-clipboardimage">http://www.mathworks.com/matlabcentral/fileexchange/14584-clipboardimage</a>
- 2. Check if in GoogleEarth the "Alt-C" key-combination is available an if it works: You will find it under Menu: Edit, Copy Picture



Press "Alt-C" and insert it in an image-program (eg. Irfanview)



If it works, you can go on.

3. Run the Matlab file ge\_test1 without a matlab-breakpoint and without playing around with mouse or keyboard. If the surface appears everything is fine. If image data will not appear, you maybe need to change the jmouseemu-parameters (line 72) for monitor position or the pause-time (line 74).

```
61 -
62 -
                Z(i,j) = pot.Altitude;
            end;
63 -
64
65
        % calculate distance an heigt
66 -
       X_{dist} = (X + 1).*0.5.*dist_u;
                                          % distance in km
67 -
68 -
        Y_dist = (Y + 1).*0.5.*dist_o;
                                          % distance in km
       Z dist = Z:
                                           % heigt in meter
69
70
71
72 -
73 -
74 -
75 -
76
78 -
        [X2, map2] = rgb2ind(imdata, 256); % not more than 256 because of uint8 is necessary
79
```

Guess the monitor position of the GoogleEarthPicture in pixel (after Matlab calls it) and take one pixelposition within the picture for the jmousemu-command.

Take more time (4 seconds, ...) if the pause is too short, while copying the picture to clipboard.