

The Therion Book

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Code contributions by *Olly Betts*, *Marco Corvi*, *Vladimir Georgiev*, *Georg Pacher* and *Dimitrios Zachariadis*.

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Переводы (%):

<i>Language</i>	<i>XTherion</i>	<i>Map header</i>	<i>Loch</i>	<i>Translated by</i>
bg	86	87	100	Alexander Yanev, Ivo Tachev, Vladimir Georgiev
cz	81	88	–	Ladislav Blažek
de	82	92	–	Roger Schuster, Georg Pacher, Benedikt Hallinger
el	85	87	–	Stelios Zacharias
en[_GB _US]	75	93	100	Stacho Mudrák, Olly Betts
es	75	83	–	Roman Muñoz
fr	–	87	–	Eric Madelaine, Gilbert Fernandes
it	86	92	–	Marco Corvi
mi	–	91	–	Kyle Davis, Bruce Mutton
pl	–	90	–	Krzysztof Dudziński
pt[_BR _PT]	–	83	–	Toni Cavaleiro, Rodrigo Severo
ru	81	86	–	Vasily V. Suhachev, Andrey Kozhenkov
sk	85	93	96	Stacho Mudrák
sq	85	87	–	Fatos Katallozi
zh	86	91	–	Zhang Yuan Hai, Duncan Collis

The cover picture shows survey sketch of *Hrozny kamenolom* Chamber in the Cave of Dead Bats in Slovakia and the map of it produced by Therion.

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LET NO ONE IGNORANT OF GEOMETRY ENTER HERE
ΑΓΕΩΜΕΤΡΗΤΟΣ ΜΗΔΕΙΣ ΕΙΣΙΤΩ

—alleged inscription over the entrance
of Plato's Academy, 4th century BC

Введение

Therion это программа для создания карт пещер. Ее цель состоит в том, чтобы помочь:

- архивировать данные съемки на компьютере в форме, максимально приближенной к оригинальным записям и зарисовкам, и обрабатывать их удобным и эффективным способом;
- рисовать красивые современные планы и разрезы;
- создавать реалистичные 3D-модели пещер.

Therion работает в операционных системах Unix, Linux, MacOS X и Win32. Исходный код и установщик для Windows доступны на веб-странице (<https://therion.speleo.sk>).

Therion распространяется под лицензией [GNU General Public License](#).

Почему Therion?

В 1990-е мы активно занимались спелеологией и созданием карт. Имелось несколько компьютерных программ, которые строили нитку хода после закрытия колец и разброса ошибки. Это было большим подспорьем в работе, особенно работая над крупными и сложными пещерными системами. Мы использовали вывод одного из них (TJIKPR) в качестве фонового слоя со станциями для ручного рисования карт. После окончания огромного 166-страничного Атласа пещер мертвых летучих мышей в начале 1997 года у нас вскоре возникла проблема: мы нашли новые ходы, соединения между известными ходами. После обработки данных в TJIKPR, новые кольца повлияли на положение старых станций, большинство станций уже имели иную позицию из-за разброса невязки колец. Таким образом мы могли бы перерисовывать весь Атлас снова, или принять, что местоположение некоторых новых мест на карте было изображено не точно (в случае колец с длиной около 1 км ошибки достигали 10 м) и пытаться подогнать новые ходы к старым съемкам.

Эти проблемы оставались, когда мы пытались рисовать карты с помощью некоторых программ CAD в 1998 и 1999 годах. Всегда было трудно добавить новые исследования без адаптации старых к новым рассчитанным позициям

станций во всей пещере. Мы не нашли ни одной программы, которая могла бы нарисовать современную сложную карту (т.е. не только нитку хода с LRUD), в которых старые части съемки изменялись в соответствии с новыми расчетными координатами станций.

В 1999 году мы начали думать о создании собственной программы для рисования карт. Мы знали о программах, которые идеально подходили для конкретных подзадач. Это был METAPOST — язык программирования высокого уровня для описания векторной графики, Survox — отличная программа для обработки нитки хода, и T_EX — для верстки результатов. Нужно было только сложить их вместе. В рождество 1999 года мы уже имели первую версию Therion'a. Она состояла примерно из 32 КБ Perl скриптов и METAPOST макросов, но программа показала, что наши идеи были осуществимы.

В период 2000–2001 годов мы искали оптимальный формат входных данных, язык программирования, концепцию интерактивного редактирования карт и внутренних алгоритмов с помощью Martin Sluka (Прага) и Martin Heller (Zurich). В 2002 году мы представили первую версию Therion'a, которая отвечала нашим требованиям.

Особенности

Therion — приложение для командной строки. Он обрабатывает входные файлы в текстовом формате, в том числе 2D-карты, и создает файлы с 2D-картами или 3D-моделью в качестве вывода.

Синтаксис входных файлов подробно описан в последующих главах. Вы можете создавать эти файлы в любом текстовом редакторе, например *ed* или *vi*. Файлы содержат инструкции для Therion, такие как:

`point 1303 1004 pillar`

где `point` — команда для символа точки, за которым следуют его координаты и специфический тип символа.

Ручное редактирование таких файлов не просто, особенно когда вы рисуете карты и вам нужно думать о пространственных (декартовых координатах). Поэтому существует специальный графический интерфейс для Therion, называемый XTherion. XTherion работает как расширенный текстовый редактор, редактор карт (где карты рисуются в полностью интерактивном режиме) и компилятор (который запускает Therion).

Это может выглядеть довольно сложно, но этот подход имеет много преимуществ:

- Строгое разделение данных и визуализации. В файлах данных указывается только то, что есть, а не то, на что это похоже. Визуальное

представление добавляется METAPOST на более поздних этапах обработки данных (это очень похоже на представление XML-данных).

Это позволяет изменять символы карты, используемые без изменения входных данных, или объединить большие карты, созданные разными людьми в разных стилях, в одну карту с едиными символами.

2D-карты адаптированы для конкретного масштаба (уровень абстракции, нелинейное масштабирование символов и текстов).

- Все данные привязываются к положениям пикетов съемки. Если координаты станций съемки изменяются в процессе закрытия колец, то все связанные данные перемещаются соответственно, поэтому карта всегда актуальна.
- Therion не зависит от конкретной операционной системы, кодировки символов или редактора входных файлов; входные файлы останутся читаемыми для человека.
- Можно добавить новые форматы вывода.
- 3D-модель создается из 2D-карт, чтобы получить реалистичную трехмерную модель не вводя слишком много данных.
- Хотя поддержка WYSIWYG ограничена, вы всегда можете получить то, что хотите.

Требования к ПО

“Программа должна делать одну задачу, и должна делать это хорошо” (Кен Томпсон). Поэтому мы используем несколько внешних программ, которые обрабатывают и визуализируют данные. Therion в связке с другими программами может выполнить свою задачу намного лучше.

Therion'у необходимо:

- \TeX дистрибутив. Необходимо только в том случае, если вы хотите создавать 2D-карты в формате PDF или SVG.
- Tcl/Tk с *BWidget* и опциональным расширением *tkImg*. Это требуется только для XTherion.
- LCDF Typetools, если вы хотите использовать легкую настройку для пользовательских шрифтов в PDF-картах.
- Утилиты *convert* и *identify* из дистрибутива ImageMagick, если вы хотите использовать деформирование эскизов.
- *ghostscript*, если вы хотите создавать калиброванные изображения с геопривязанными PDF-картами.

Установщик для Windows включает все необходимые пакеты, за исключением ghostscript. Прочтите *Приложение*, если вы хотите скомпилировать Therion самостоятельно.

Для отображения карт и моделей вы можете использовать любую из следующих программ:

- любой просмотрщик PDF или SVG для просмотра 2D-карт;
- любые GIS поддерживающие DXF или *shapefile* форматы для анализа карт;
- соответствующий 3D просмотрщик для моделей, экспортированных в формате отличном от стандартного;
- любой клиент базы данных SQL для обработки экспортированной базы данных.

Инсталляция

Установка из исходников (therion-5.*.tar.gz package):

Исходники — главный дистрибутив Therion. Его необходимо скомпилировать и установить в соответствии с инструкциями в *Приложении*.

Установка в Windows:

Запустите программу установки и следуйте инструкциям. Он устанавливает все необходимые материалы и создает ярлыки для XTherion и Therion Book.

Настройка среды

Therion считывает настройки из файла инициализации. Настройки по умолчанию должны работать отлично для пользователей использующих только латинские символы¹, стандартные T_EX и METAPOST.

Если вы хотите использовать собственные шрифты для латинских или нелатинских символов в PDF-картах, отредактируйте файл инициализации. Инструкции о том, как это сделать, приведены в *Приложении*.

Как это работает?

Итак, теперь ясно, что нужно Therion'у, давайте посмотрим как он взаимодействует со всеми этими программами:

¹ На PDF-картах Therion отображает большинство акцентированных символов как сочетание акцента и базового символа. Некоторые неявные акценты могут быть опущены. Предустановленные буквы с акцентом включены для словацкого и чешского языков.



НЕ ПАНИКУЙТЕ! Когда ваша система настроена правильно, большинство из файлов скрыто от пользователя, и все необходимые программы автоматически запускаются Therion'ом.

Для работы с Therion'ом достаточно знать, что вам нужно создавать входные данные (лучше всего делать это в XTherion), запускать Therion и отображать выходные файлы (3D-модель, карта, лог-файл) в соответствующей программе.

Для тех, кто хочет больше узнать об этом, кратко изложим приведенную выше блок-схему. Названия программ отображены прямым шрифтом, а файлы данных выделены курсивом. Стрелки показывают поток данных между программами. Временные файлы данных не показаны. Значение цветов:

- черный — программы и макросы Therion'a (XTherion написан на Tcl/Tk, поэтому для него требуется этот интерпретатор);
- красный — \TeX пакет;
- зеленый — входные файлы, созданные пользователем и выходные файлы, созданные Therion'ом.

Сам Therion выполняет главную задачу. Он считывает входные файлы, интерпретирует их, находит замкнутые кольца и раскидывает ошибки. Затем он преобразует все другие данные (например 2D-карты) в соответствии с позицией новых станций. Therion экспортирует данные для 2D-карт в формате METAPOST. METAPOST дает фактическую форму абстрактным символам карты в соответствии с определениями символов карты; он создает много файлов PostScript с небольшими фрагментами пещеры. Они считываются и преобразуются в PDF формат, который формирует входные данные для pdf \TeX . Pdf \TeX собирает все фрагменты и создает PDF-файл карты пещеры.

Therion также экспортирует трехмерную модель (полную или нитку хода) в различных форматах.

Нитка хода может быть экспортирована для дальнейшей обработки в любую базу данных SQL.

Первый запуск

После объяснения основных принципов работы Therion'a давайте попробуем его на примерах реальных данных.

- Скачайте примеры данных с сайта Therion'a и распакуйте их на жесткий диск.
- Запустите XTherion (под Unix и MacOS X введя в командной строке 'xtherion', под Windows ярлык в меню *Старт*). Откройте файл 'thconfig' из каталога примеров данных в окне 'therion компилятор'.
- Нажмите 'F9' или 'Компилировать' в меню для запуска Therion'a — вы получите несколько сообщений от Therion'a, METAPOST и T_EX. PDF-карты и 3D-модель создаются в каталоге с данными.

Кроме того, вы можете открыть файлы данных съемки (*.th) в окне 'therion текстовый редактор' и файлы абрисов карт (*.th2) в окне 'therion редактор карт'. Наличие различных форматов данных может выглядеть запутанным по началу, но все они будут разъяснены в следующих главах.

Only for you, children of doctrine and learning, have we written this work. Examine this book, ponder the meaning we have dispersed in various places and gathered again; what we have concealed in one place we have disclosed in another, that it may be understood by your wisdom.

Vos igitur doctrinę & sapientię filii, perquirite in hoc libro, colligendo nostram disperſam intentionē, quam in diuerſis locis propoſuimus, & quod occultatum eſt à nobis in uno loco, manuſcriptum fecimus illud in alio, ut ſapientibus uobis pateſcat, uobis enim ſolis ſcripſimus

—Henricus C. Agrippa ab Nettesheym, 1533

Создание файлов данных

ОСНОВЫ

Входные файлы для Therion'a имеют текстовый формат. Существует несколько правил о том, как должен выглядеть такой файл:

- Есть два типа команд. Однострочные команды и многострочные команды.
- Однострочная команда завершается символом конца строки. Их синтаксис

```
command arg1 ... argN [-option1 value1 -option2 value2 ...]
```

где *arg1 ... argN* являются обязательными аргументами, а пары *-option value* являются параметрами, которые вы можете свободно пропустить. Какие аргументы и опции доступны, зависит от конкретной команды. Примером может служить

```
point 643.5 505.0 gradient -orientation 144.7
```

с тремя обязательными аргументами и одной дополнительной парой опция/значение. Иногда параметров нет или может быть несколько значений.

- Многострочные команды начинаются аналогично однострочным, но продолжают на последующих строках до явного завершения команды. Эти строки могут содержать либо данные, либо параметры, которые применяются к последующим данным. Если строка данных начинается со слова, зарезервированного для опции, вам нужно вставить '!' перед ней. Синтаксис

```
command arg1 ... argN [-option1 value1 -option2 value2 ...]
```

```
...
```

```
optionX valueX
```

```
data
```

```
...
```

```
endcommand
```

Опять же, для лучшей иллюстрации приведем пример:

```

line wall -id walltobereferenced
    1174.0 744.5
    1194.0 756.5 1192.5 757.5 1176.0 791.0
smooth off
    1205.5 788.0 1195.5 832.5 1173.5 879.0
endline

```

Эта команда `line` имеет один обязательный аргумент, тип линии (коренная стена в данном случае), за которой следует одина опция. Следующие две строки содержат данные (координаты кривых Безье). Следующая строка ("`smooth off`") указывает параметр, который применяется к последующим данным (т.е. не для всей строки, в отличие от опции `-id` в первой строке), и последняя строка содержит еще несколько данных.

- Если значение параметра или аргумента содержит пробелы, вы должны заключить это значение в " " или []. Если вы хотите поместить двойную кавычку " в текст в " " вам нужно вставить его дважды. Кавычки используются для строк; скобки для числовых значений и ключевых слов.
- Каждая строка, заканчивающаяся обратным слэшем (\), считается продолженной на следующей строке, как будто не было ни разрыва строки, ни зазора.
- Все, что следует за # и до конца строки, даже внутри команды, считается комментарием и игнорируется.

5.4 • Многострочные комментарии внутри `comment ... endcomment` блока разрешены в файлах данных и конфигурационных файлах.

Типы данных

Therion использует следующие типы данных:

- *keyword* ▷ последовательность A-Z, a-z, 0-9 и _/- символов (не начинающиеся с '-').
- *ext_keyword* ▷ слово, которое также может содержать +*.,' символы, но не в первой позиции.
- *date* ▷ спецификация даты (или временного интервала) в формате `YYYY.MM.DD@HH:MM:SS.SS - YYYY.MM.DD@HH:MM:SS.SS` или '-' чтобы указать неопределенную дату.
- *person* ▷ имя и фамилия человека, разделенные пробельными символами. Используйте '/' чтобы отделить имя и фамилию, если есть несколько имен.
- 5.3 • *string* ▷ последовательность любых символов. Строки могут содержать специальный тег `<lang:XX>` для разделения переводов. В многоязычных строках только текст между `<lang:XX>` (где XX - это язык, выбранный в

файле инициализации или конфигурации) и следующим тегом `<lang:YY>` отображается на выходе. Если совпадение не найдено, все до появления тега `<lang:ZZ>` отображается.

- *units* ▷ поддерживаемые единицы длины: meter[s], centimeter[s], inch[es], feet[s], yard[s] (можно сокращать m, cm, in, ft, yd). Поддерживаемые угловые единицы: degree[s], minute[s] (можно сокращать deg, min), grad[s], mil[s], percent[age] (только для угла наклона). Значение градуса может быть введено в десятичной системе (*x.y*) или в специальной нотации для градусов, минут и секунд (*deg[:min[:sec]]*).

Системы координат

Therion поддерживает преобразования координат в геодезические системы координат. Вы можете указать опцию `cs` в объектах `centreline`, `surface`, `import` и `layout` и ввести XY в выбранной системе координат. Вы также можете указать вывод `cs` в конфигурационном файле.

Если вы не указали какой-либо `cs` в вашем наборе данных, то предполагается, что вы работаете в `local` системе координат, и никакие преобразования не выполняются. Если вы укажете `cs` в любом месте данных, то вы должны указать его для всех данных местоположения (`fix`, `origin` и `layout` и т. д.).

`cs` применяется ко всем последующим данным местоположения, пока другие `cs` не будут указаны или до конца текущего объекта, в зависимости от того, что наступит раньше.

Поддерживаются следующие системы координат:

- `UTM1` – `UTM60` ▷ Универсальная поперечная проекция Меркатора (Universal Transverse Mercator) в северном полушарии и заданной зоне, WGS84.
- `UTM1N` – `UTM60N` ▷ то же, что и `UTM1` – `UTM60`
- `UTM1S` – `UTM60S` ▷ UTM в южном полушарии, WGS84.
- `lat-long`, `long-lat` ▷ широта (N положительная, S отрицательная) и долгота (E положительная, W отрицательная) в заданном порядке в градусах (разрешено *deg[:min[:sec]]*), WGS84. По умолчанию не поддерживается на выходе.
- `EPSG:<number>` ▷ Большинство систем координат EPSG. Почти каждая система координат, используемая во всем мире, имеет собственный номер EPSG. Чтобы найти номер вашей системы, см. [extern/proj4/nad/epsg](#) файл в дистрибутиве исходников.
- `ESRI:<number>` ▷ Аналогично EPSG, но стандарт ESRI.
- `JTSK`, `iJTSK` ▷ Чехословацкая система S-JTSK, используемая с 1920-х годов с южной и западной осью (JTSK) и ее модифицированной версией с осью,

указывающей восток и север отрицательными числами (iJTSK). JTSK не поддерживается на выходе (как и iJTSK).

- JTSK03, iJTSK03 ▷ новая реализация S-JTSK, введенная в Словакии в 2011 году.

5.4 • OSGB:<N, N, O, S или T><A-Z исключая I> ▷ Британская Национальная Сеть.

- S-MERC ▷ сферическая проекция Меркатора, используемая различными сайтами онлайн-сопоставления.

Магнитное склонение

5.4 Therion содержит встроенный IGRF² — модель геомагнитного поля Земли, действительная для периода 1900–2020 гг. Он автоматически используется, если пещера находится в пространстве с использованием любой из поддерживаемых геодезических систем координат, и никакое склонение не определяется пользователем. Вычисленное склонение указано в файле LOG для информации.

Формат данных

Синтаксис входных файлов объясняется в описании отдельных команд. Изучение примеров файлов, распространяемых вместе с Therion, поможет вам понять основы. Смотрите также примеры в *Приложении*.

В каждом из следующих разделов описывается одна команда Therion, использующая следующую структуру:

Описание: примечания относительно этой команды.

Синтаксис: описание синтаксиса.

Контекст: указывает контекст, в котором используется эта команда. Контекст *survey* означает, что команда должна быть заключена в пару *survey ... endsurvey*. Контекст *scrap* означает, что команда должна быть заключена в пару *scrap ... endscrap*. Контекст *all* означает, что команда может использоваться в любом месте.

Аргументы: список обязательных аргументов с пояснениями.

Опции: список доступных опций.

Опции командной строки: для многострочных команд, которые могут быть указаны среди строк данных.

² См. <https://www.ngdc.noaa.gov/IGAG/vmod/>

'encoding'

Описание:

устанавливает кодировку входного файла. Это позволяет использовать символы не ASCII во входных файлах.

Синтаксис:

`encoding <encoding-name>`

Контекст:

Это должна быть самая первая команда в файле.

Аргументы:

- `<encoding-name>` ▸ чтобы увидеть список всех поддерживаемых имен кодировок, запустите Therion с опцией `-print-encodings`. Кодировки 'UTF-8' (Unicode) и 'ASCII' (7 бит) всегда поддерживаются.

'input'

Описание:

вставляет содержимое файла на место команды. Расширение по умолчанию '.th' и его можно не указывать. Для максимальной портабельности используйте относительные пути, а для разделения каталогов используйте характерный для Unix '/', а не обратный слеш используемый в Windows '\\'.
Синтаксис:

Синтаксис:

`input <file-name>`

Контекст:

all

Аргументы:

- `<file-name>`

'survey'

Описание:

Survey – основная структура данных.

Survey могут быть вложенными – это позволяет построить иерархическую структуру. Обычный уровень иерархической структуры survey представлен

пещерами, более высокие уровни карстовыми областями, а более низкие уровни, например, ходами пещеры.

Каждый survey имеет собственное пространство имен, указанное его `<id>` аргументом. Объекты (например станции или скрапы, см. ниже), которые относятся к subsurvey текущего survey, записываются как

`<object-id>@<subsurvey-id>`,

или, если есть больше уровней вложения

`<object-id>@<subsubsurvey-id>.<subsurvey-id>`.³

Это означает, что идентификаторы объектов должны быть уникальными только в рамках одного survey. Например, имена станций съемки могут быть одинаковыми, если они находятся в разных survey. Это позволяет делать нумерацию станций с 0 в каждом survey или объединение двух пещер в одну пещерную систему без переименования станций съемки.

Синтаксис:

`survey <id> [OPTIONS]`

... другие объекты ...

`endsurvey [<id>]`

Контекст:

none, survey

Аргументы:

- `<id>` ▷ идентификатор

Опции:

- `namespace <on/off>` ▷ указывает, создавать ли survey пространство имен (on по умолчанию).
- `declination <specification>` ▷ устанавливает склонение по умолчанию для всех объектов данных в этом survey (которые могут быть переопределены новым склонением в subsurveys). The `<specification>` имеет три формы:
 1. [] пустую строку. Это приведет к сбросу склонения.
 2. [`<значение>` `<единицы>`] установит одно значение (также для undated survey).
 3. [`<дата1>` `<начение1>` [`<дата2>` `<значение2>` ...] `<единицы>`] установит склонение для нескольких дат. Тогда склонение каждого замера будет установлено в соответствии со спецификацией даты объекта данных. Если вы хотите явно указать склонение для данных без даты, используйте '-' вместо даты.

³ Примечание: невозможно связать любой объект с survey более высокого уровня.

Если не определено склонение и определена какая-либо геодезическая система координат, склонение автоматически вычисляется с использованием встроенной геомагнитной модели.

Обратите внимание: склонение положительно, когда магнитный север находится к востоку от истинного севера.

- `person-rename` <старое имя> <новое имя> ▷ переименовать человека, имя которого было изменено.
- `title` <строка> ▷ описание объекта.
- `entrance` <имя-станции> ▷ указывает главный вход в пещеру, представленный в этом survey. Если это не указано, и в этом survey есть только одна станция отмеченная входом, он считается также входом в пещеру. Эта информация используется для `cave-list` экспорта.

'centreline'

Описание:

Описание данных survey (нити хода). Синтаксис заимствован из Survox с небольшими изменениями; руководство Survox может быть полезно в качестве дополнительной справки для использования. Можно использовать синоним 'centerline'.

Синтаксис:

`centreline` [OPTIONS]

```
date <дата>
team <персона> [<роли>]
explo-date <дата>
explo-team <персона>
instrument <quantity list> <описание>
calibrate <quantity list> <zero error> [<scale>]
units <quantity list> [<factor>] <единицы>
sd <quantity list> <значение> <единицы>
grade <grade list>
declination <значение> <единицы>
grid-angle <значение> <единицы>
infer <what> <on/off>
mark <тип>
flags <shot flags>
station <станция> <комментарий> [<flags>]
cs <система координат>
fix <станция> [<x> <y> <z> [<std x> <std y> <std z>]]
equate <station list>
```

```

data <стиль> <readings order>
break
group
endgroup
walls <auto/on/off>
vthreshold <число> <единицы>
extend <список> [<станция> [<станция>]]
station-names <префикс> <суффикс>
...
[данные съемки]
...
endcentreline

```

Контекст:

none, survey

Опции:

- `id <ext_keyword>` ▷ id объекта
- `author <дата> <персона>` ▷ автор данных и дата их создания
- `copyright <дата> <строка>` ▷ дата и имя авторского права
- `title <строка>` ▷ описание объекта

Опции командной строки:

- `date <дата>` ▷ дата съемки. Если указано несколько дат, создается временной интервал.
- `explo-date <дата>` ▷ дата исследования. Если указано несколько дат, создается временной интервал.
- `team <персона> [<роли>]` ▷ член съемочного отделения. Первый аргумент – его имя, остальные описывают роли человека в команде (необязательно – в настоящее время не используется). Поддерживаются следующие значения: station, length, tape, [back]compass, [back]bearing, [back]clino, [back]gradient, counter, depth, station, position, notes, pictures, pics, instruments (insts), assistant (dog).
- `explo-team <персона>` ▷ член исследовательского отделения.
- `instrument <quantity list> <description>` ▷ описание инструмента, который использовался для определения количественных данных (те же значения, что и роль человека в команде)
- `infer <what> <on/off>` ▷ 'infer plumbs on' говорит программе интерпретировать угол наклона $\pm 90^\circ$ как UP/DOWN (это означает, что угол наклона не будет изменяться при раскидывании невязки). 'infer equates on' will case program to

interpret shots with 0 length as equate commands (which means that no tape corrections are applied)

- `declination <value> <units>` ▸ sets the declination for subsequent shots

$$\text{true bearing} = \text{measured bearing} + \text{declination}.$$

The declination is positive when the magnetic north is east of true north. If no declination is specified, or the declination is reset (-), then a valid declination specification is searched for in all surveys the data object is in. См. опцию `declination` команды `survey`.

- `grid-angle <value> <units>` ▸ specifies the magnetic grid angle (declination against grid north).
- `sd <quantity list> <значение> <единицы>` ▸ задает стандартное отклонение для данных измерений. Quantity list может содержать следующие значения: `length`, `tape`, `bearing`, `compass`, `gradient`, `clino`, `counter`, `depth`, `x`, `y`, `z`, `position`, `easting`, `dx`, `northing`, `dy`, `altitude`, `dz`.
- `grade <grade list>` ▸ sets standard deviations according to the survey grade specification (see `grade` command). All previously specified standard deviations or grades are lost. If you want to change an SD, use the `sd` option after this command. If multiple grades are specified, only the last one applies. You can specify grades only for position or only for surveys. If you want to combine them, you must use them in one grade line.
- `units <quantity list> [<factor>] <units>` ▸ set the units for given measurements (same quantities as for `sd`).
- `calibrate <quantity list> <zero error> [<scale>]` ▸ set the instrument calibration. The measured value is calculated using the following formula: $\text{measured value} = (\text{read value} - \text{zero error}) \times \text{scale}$. The supported quantities are the same as `sd`.
- `break` ▸ can be used with interleaved data to separate two traverses
- `mark [<station list>] <type>` ▸ set the type of named stations. `<type>` is one of: `fixed`, `painted` and `temporary` (default). If there is no station list, all subsequent stations are marked.
- `flags <shot flags>` ▸ set flags for following shots. The supported flags are: `surface` (for surface measurements), `duplicate` (for duplicated surveys), `splay` (for short side legs that are hidden in maps and models by default). These are excluded from length calculations.

All shots having one of the stations named either `'.'` or `'-'` are `splay` shots by default (see also `data` command).

If flag is set to `approx[imate]`, it is included to total length calculations, but also displayed separately in survey statistics. It should be used for shots, that were not surveyed properly and need to be resurveyed.

Also “not” is allowed before a flag.

- `station <station> <comment> [<flags>]` ▷ set the station comment and its flags. If "" is specified as a comment, it is ignored.

5.3 Supported flags: `entrance`, `continuation`, `air-draught[:winter/summer]`, `sink`, `spring`, `doline`, `dig`, `arch`, `overhang`. Also `not` is allowed before a flag, to remove previously added flag.

You can also specify custom attributes to the station using `attr` flag followed by attribute name and value. Example:

```
station 4 "pit to explore" continuation attr code "V"
```

If there is a passage, that was explored, but not surveyed yet, estimated explored length of this passage can be added to the station with `continuation` flag. Just add `explored <explored-length>` to the station flags. Explored lengths are a part of survey/cave statistics, displayed separately. Example:

```
station 40 "ugly crollway" continuation explored 100m
```

- `cs <coordinate system>` ▷ coordinate system for stations with fixed coordinates
- `fix <station> [<x> <y> <z> [<std x> <std y> <std z>]]` ▷ fix station coordinates (with specified errors—only the units transformation, not calibration, is applied to them).
- `equate <station list>` ▷ set points that are equivalent
- `data <style> <readings order>` ▷ set data style (normal, toprofil, diving, cartesian, cylpolar, dimensions, nosurvey) and readings order. Reading is one of the following keywords: `station`, `from`, `to`, `tape/length`, `[back]compass/[back]bearing`, `[back]clino/[back]gradient`, `depth`, `fromdepth`, `todepth`, `depthchange`, `counter`, `fromcount`, `tocount`, `northing`, `easting`, `altitude`, `up/ceiling`⁴, `down/floor`, `left`, `right`, `ignore`, `ignoreall`.

See Survex manual for details.

For interleaved data both newline and direction keywords are supported. If backward and forward compass or clino reading are given, the average of them is computed.

5.3 If one of the shot stations is named either `'.'` or `'-'`, the shot has `splay` attribute set. *Dot* should be used for shots ending on features inside passage, *dash* for shots ending on passage walls, floor or ceiling. Although Therion makes no distinction between them yet, it should be used to improve 3D modeling in the future.

- `group`

⁴ dimension may be specified as a pair `[<from> <to>]`, meaning the size at the beginning and end of the shot

- `endgroup` ▷ `group/endgroup` pair enables the user to make temporary changes in almost any setting (calibrate, units, sd, data, flags...)
- `walls <auto/on/off>` ▷ turn on/off passage shape generation from LRUD data for subsequent shots. If set `auto`, passage is generated only if there is no scrap referencing given centreline.
- `vthreshold <number> <units>` ▷ threshold for interpreting LRUD readings as left-right-front-back reading perpendicular to the shot.

If passages are horizontal (`inclination < vthreshold`), LR is perpendicular to the shot and UD is vertical.

If passages are more or less vertical (`inclination > vthreshold`), even UD becomes perpendicular to the shot – otherwise passages would not look very good. In the case of vertical shots, UD is interpreted as north-south dimension from the station to allow tube-like modelling of verticals.

- `extend <spec> [<station> [<station>]]` ▷ control how the centerline is extended. `<spec>` is one of the following

`normal/reverse` ▷ extend given and following stations to the same/reverse direction as previous station. If two stations are given—direction is applied only to given shot.

`left/right` ▷ same as above, but direction is specified explicitly.

`vertical` ▷ do not move station (shot) in *X* direction, use only *Z* component of the shot

`start` ▷ specify starting station (shot)

`ignore` ▷ ignore specified station (shot), continue extended elevation with other station (shot) if possible

`hide` ▷ do not show specified station (shot) in extended elevation

If no stations are specified, `<spec>` is valid for following shots specified.

- `station-names <prefix> <suffix>` ▷ adds given prefix/suffix to all survey stations in the current centreline. Saves some typing.

'scrap'

Описание:

Scrap is a piece of 2D map, which doesn't contain overlapping passages (i.e. all the passages may be drawn on the paper without overlapping). For small and simple caves, the whole cave may belong to one scrap. In complicated systems, a scrap is usually one chamber or one passage. Ideally, a scrap contains about

100 m of the cave.⁵ Each scrap is processed separately by METAPOST; scraps which are too large may exceed METAPOST's memory and cause errors.

Scrap consists of point, line and area map symbols. See chapter *How the map is put together* for explanation how and in which order are they displayed.

Scrap border consists of lines with the `-outline out` or `-outline in` options (passage walls have `-outline out` by default). These lines shouldn't intersect—otherwise Therion (METAPOST) can't determine the interior of the scrap and METAPOST issues a warning message "`scrap outline intersects itself`".

Each scrap has its own local cartesian coordinate system, which usually corresponds with the millimeter paper (if you measure the coordinates of map symbols by hand) or pixels of the scanned image (if you use XTherion). Therion does the transformation from this local coordinate system to the real coordinates using the positions of survey stations, which are specified both in the scrap as point map symbols and in centreline data. If the scrap doesn't contain at least two survey stations with the `-name` reference, you have to use the `-scale` option for calibrating the scrap. (Это обычно используется для сечений.)

The transformation consists of the following steps:

- Linear transformation (shifting, scaling and rotation) which 'best' fits stations drawn in the scrap to real ones. 'Best' means that the sum of squared distances between corresponding stations before and after transformation is minimal. The result is displayed red if `debug` option of the `layout` command is set `on`.
- Non-linear transformation of the scrap which (1) moves survey stations to their correct position, (2) is continuous. Displayed blue in the `debug` mode.
- Non-linear transformation of the scrap which (1) moves joined points together, (2) doesn't move survey stations, (3) is continuous. Finally the position of curves' control points is adjusted to preserve smoothness. The result is final map.

Синтаксис: `scrap <id> [OPTIONS] ... point, line and area commands ... endscrap [<id>]`

Контекст:

none, survey

Аргументы:

- `<id>` ▸ scrap identifier

⁵ If necessary, scraps may be much smaller—just to display a few meters of the cave. *When deciding about scrap size please take into account the following:* Using small scraps may take more time for cartographer to optimize scrap joins. On the other hand smaller scraps will probably be less distorted by map warping algorithms than larger scraps. Using too large scraps may exhaust METAPOST's memory if passage fills are frequently used and the map editor in XTherion is much less responsive when editing huge scraps.

Onquuu:

- **projection** *<specification>* ▷ specifies the drawing projection. Each projection is identified by a type and optionally by an index in the form *type[:index]*. The index can be any keyword. The following projection types are supported:
 1. **none** ▷ no projection, used for cross sections or maps that are independent of survey data (e.g. digitization of old maps where no centreline data are available). No index is allowed for this projection.
 2. **plan** ▷ basic plan projection (default).
 3. **elevation** ▷ orthogonal projection (a.k.a. projected profile) which optionally takes a view direction as an argument (e.g. *[elevation 10]* or *[elevation 10 deg]*).
 4. **extended** ▷ extended elevation (a.k.a. extended profile).
- **scale** *<specification>* ▷ is used to pre-scale (convert coordinates from pixels to meters) the scrap data. If scrap projection is none, this is the only transformation that is done with coordinates. The *<specification>* has four forms:
 1. *<number>* ▷ *<number>* meters per drawing unit.
 2. *[<number> <length units>]* ▷ *<number> <length units>* per drawing unit.
 3. *[<num1> <num2> <length units>]* ▷ *<num1>* drawing units corresponds to *<num2> <length units>* in reality.
 4. *[<num1> ... <num8> [<length units>]]* ▷ this is the most general format, where you specify, in order, the *x* and *y* coordinates of two points in the scrap and two points in reality. Optionally, you can also specify units for the coordinates of the 'points in reality'. This form allows you to apply both scaling and rotation to the scrap.
- **cs** *<coordinate system>* ▷ assumes that (calibrated) local scrap coordinates are given in specified coordinate system. It is useful for absolute placing of imported sketches where no survey stations are specified.⁶
- **stations** *<list of station names>* ▷ stations you want to plot to the scrap, but which are not used for scrap transformation. You don't have to specify (draw) them with the **point station** command.
- **sketch** *<filename> <x> <y>* ▷ underlying sketch bitmap specification (lower left corner coordinates).
- **walls** *<on/off/auto>* ▷ specify if the scrap should be used in 3D model reconstruction
- **flip** *(none)/horizontal/vertical* ▷ flips the scrap after scale transformation

⁶ If there are some survey stations in the scrap, the **cs** specification is ignored.

- `station-names <prefix> <suffix>` ▸ adds given prefix/suffix to all survey stations in the current scrap. Saves some typing.
- `author <date> <person>` ▸ author of the data and its creation date
- `copyright <date> <string>` ▸ copyright date and name
- `title <string>` ▸ description of the object

'point'

Описание:

Point is a command for drawing a point map symbol.

Синтаксис:

`point <x> <y> <type> [OPTIONS]`

Контекст:

scrap

Аргументы:

- `<x>` and `<y>` are the drawing coordinates of an object.
- `<type>` determines the type of an object. The following types are supported:

special objects: `station`⁷, `section`⁸, `dimensions`⁹;

labels: `label`, `remark`, `altitude`¹⁰, `height`¹¹, `passage-height`¹², `station-name`¹³, `date`;

*symbolic passage fills:*¹⁴ `bedrock`, `sand`, `raft`, `clay`, `pebbles`, `debris`, `blocks`, `water`, `ice`, `guano`, `snow`;

speleothems: `flowstone`, `moonmilk`, `stalactite`, `stalagmite`, `pillar`, `curtain`, `helictite`, `soda-straw`, `crystal`, `wall-calcite`, `popcorn`, `disk`, `gypsum`, `gypsum-flower`, `aragonite`, `cave-pearl`, `rimstone-pool`, `rimstone-dam`, `anastomosis`, `karren`, `scallop`, `flute`, `raft-cone`, `clay-tree`;

5.4

⁷ Survey station. For each scrap (with the exception of scraps in 'none' projection) at least one station with station reference (`-name` option) has to be specified.

⁸ `section` is an anchor for placing the cross-section at this point. This symbol has no visual representation. The cross section must be in the separate scrap with 'none' projection specified. You can specify it through the `-scrap` option.

⁹ Use `-value` option to specify passage dimensions above/below centerline plane used while creating 3D model.

¹⁰ General altitude label. All altitudes are exported as a difference against grid *Z* origin (which is 0 by default). To display altitude on the passage wall, use `altitude` option for any line point of the passage wall

¹¹ Height of formations inside of the passage (like pit etc.); see below for details.

¹² Height of the passage; see below for details.

¹³ If no text is specified, the name of the nearest station is used.

¹⁴ Unlike other point symbols, these are clipped by the scrap border. See the chapter *How the map is put together*.

equipment: anchor, rope, fixed-ladder, rope-ladder, steps, bridge, traverse, camp, no-equipment;

passage ends: continuation, narrow-end, low-end, flowstone-choke, breakdown-choke, clay-choke, entrance; 5.4

others: dig, archeo-material, paleo-material, vegetable-debris, root, water-flow, spring¹⁵, sink, ice-stalactite, ice-stalagmite, ice-pillar, gradient, air-draught¹⁶, map-connection¹⁷, extra¹⁸, u¹⁹. 5.4

Onquu:

- **subtype** <keyword> ▷ determines the object's subtype. The following subtypes for given types are supported:

*station:*²⁰ temporary (default), painted, natural, fixed;

air-draught: winter, summer, undefined (default);

water-flow: permanent (default), intermittent, paleo.

The subtype may be specified also directly in <type> specification using ':' as a separator.²¹

Any subtype specification can be used with user defined type (u). In this case you need also to define corresponding metapost symbol (see the chapter *New map symbols*).

- **orientation/orient** <number> ▷ defines the orientation of the symbol. If not specified, it's oriented to north. $0 \leq \text{number} < 360$.
- **align** ▷ alignment of the symbol or text. The following values are accepted: center, c, top, t, bottom, b, left, l, right, r, top-left, tl, top-right, tr, bottom-left, bl, bottom-right, br.
- **scale** ▷ symbol scale, can be: tiny (xs), small (s), normal (m), large (l), huge (xl) or a numeric value. Normal is default. Named sizes scale by $\sqrt{2}$, so that $xs \equiv 0.5$, $s \equiv 0.707$, $m \equiv 1.0$, $l \equiv 1.414$ and $xl \equiv 2.0$.
- **place** <bottom/default/top> ▷ changes displaying order in the map.
- **clip** <on/off> ▷ specify whether a symbol is clipped by the scrap border. You cannot specify this option for the following symbols: station, station-name, label, remark, date, altitude, height, passage-height.

¹⁵ Always use **spring** and **sink** symbols with a **water-flow** arrow.

¹⁶ Number of ticks is set according to **-scale** option

¹⁷ Virtual point, used to indicate connection between shifted maps (extended elevation, map offset).

¹⁸ Additional morphing point.

¹⁹ For user defined point symbols.

²⁰ if station subtype is not specified, Therion reads it from centreline, if it's specified there

²¹ E.g. **station:fixed**

- `dist <distance>` ▷ valid for extra points, specifies the distance to the nearest station (or station specified using `-from` option. If not specified, appropriate value from LRUD data is used.
- `from <station>` ▷ valid for extra points, specifies reference station.
- `visibility <on/off>` ▷ displays/hides the symbol.
- `context <point/line/area> <symbol-type>` ▷ (to be used with `symbol-hide` and `symbol-show` layout options) symbol will be hidden/shown according to rules for specified `<symbol-type>`.²²
- `id <ext_keyword>` ▷ ID of the symbol.

Type-specific options:

- `name <reference>` ▷ if the point type is station, this option gives the reference to the real survey station.
- `extend [prev[ious] <station>]` ▷ if the point type is station and scrap projection is extended elevation, you can adjust the extension of the centreline using this option.
- `scrap <reference>` ▷ if the point type is section, this is a reference to a cross-section scrap.
- `explored <length>` ▷ if the point type is continuation, you can specify length of passages explored but not surveyed yet. This value is afterwards displayed in survey/cave statistics.
- `text` ▷ text of the label, remark or continuation. It may contain following formatting keywords:²³

`
` ▷ line break

`<center>/<centre>`, `<left>`, `<right>` ▷ line alignment for multi-line labels. Ignored if there is no `
` tag.

`<thsp>` ▷ thin space

`<rm>`, `<it>`, `<bf>`, `<ss>`, `<si>` ▷ font switches

5.3 `<rtl>` and `</rtl>` ▷ marks beginning and end of a right-to-left written text

5.3 `<lang:XX>` ▷ creates multilingual label (see `string` type for detailed description)

- `value` ▷ value of height, passage-height or altitude label or point dimensions
height: according to the sign of the value (positive, negative or unsigned), this type of symbol represents chimney height, pit depth or step height in general.

²² Example: if you specify `-context point air-draught` to a label which displays the observation date, the `symbol-hide point air-draught` command would hide both air-draught arrow and the corresponding label.

²³ For SVG output, only `
`, `<thsp>`, `<it>`, `<bf>`, `<rm>` and `<lang:XX>` keywords are taken into account; all others are silently ignored.

The numeric value can be optionally followed by '?', if the value is presumed and units can be added (e.g. `-value [40? ft]`).

passage-height: the following four forms of value are supported: `+<number>` (the height of the ceiling), `-<number>` (the depth of the floor or water depth), `<number>` (the distance between floor and ceiling) and `[+<number> -<number>]` (the distance to ceiling and distance to floor).

altitude: the value specified is the altitude difference from the nearest station. If the altitude value is prefixed by "fix" (e.g. `-value [fix 1300]`), this value is used as an absolute altitude. The value can optionally be followed by length units.

dimensions: `-value [<above> <below> [<units>]]` specifies passage dimensions above/below centerline plane used in 3D model.

'line'

Описание:

Line is a command for drawing a line symbol on the map. Each line symbol is oriented and its visualization may depend on its orientation (e.g. pitch edge ticks). The general rule is that the free space is on the left, rock on the right. Examples: the lower side of a pitch, higher side of a chimney and interior of a passage are on the left side of pitch, chimney or wall symbols, respectively.

Синтаксис:

`line <type> [OPTIONS] [OPTIONS] ... [LINE DATA] ... [OPTIONS] ... [LINE DATA] ... endl`

Контекст:

scrap

Аргументы:

- `<type>` is a keyword that determines the type of line. The following types are supported:

passages: `wall`, `contour`, `slope`²⁴, `floor-step`, `pit`, `ceiling-step`, `chimney`, `overhang`, `ceiling-meander`, `floor-meander`;

passage fills: `flowstone`, `moonmilk`, `rock-border`²⁵, `rock-edge`²⁶, `water-flow`;

labels: `label`;

²⁴ Slope line marks upper border of the sloping area. It's necessary to specify `l-size` in at least one point. Gradient lines length and orientation is an average of specified `l-sizes` and `orientations` in the nearest points. If there is no orientation specification, gradient marks are perpendicular to the slope line.

²⁵ Outer outline of large boulders. If the line is closed, it is filled with the background colour.

²⁶ Inner edges of large boulders.

special: `border`, `arrow`, `section`²⁷, `survey`²⁸, `map-connection`²⁹, `u`³⁰.

Опции командной строки:

- `subtype <keyword>` ▷ determines line subtype. The following subtypes are supported for given types:

5.4 *wall:* `invisible`, `bedrock` (default), `sand`, `clay`, `pebbles`, `debris`, `blocks`, `ice`, `underlying`, `overlying`, `unsurveyed`, `presumed`, `pit`³¹, `flowstone`, `moonmilk`;

border: `visible` (default), `invisible`, `temporary`, `presumed`;

water-flow: `permanent` (default), `conjectural`, `intermittent`;

survey: `cave` (default), `surface` (default if centreline has surface flag).

The subtype may be specified also directly in `<type>` specification using `'.'` as a separator.³²

Any subtype specification can be used with user defined type (`u`). In this case you need also to define corresponding metapost symbol (see the chapter *New map symbols*).

- `[LINE DATA]` specify either the coordinates of a line segment `<x> <y>`, or coordinates of a Bezier curve arc `<c1x> <c1y> <c2x> <c2y> <x> <y>`, where `c` indicates the control point.
- `close <on/off/auto>` ▷ determines whether a line is closed or not
- `mark <keyword>` ▷ is used to mark the point on the line (see `join` command).
- `orientation/orient <number>` ▷ orientation of the symbols on the line. If not specified, it's perpendicular to the line on its left side. $0 \leq \text{number} < 360$.
- `outline <in/out/none>` ▷ determines whether the line serves as a border line for a scrap. Default value is `'out'` for walls, `'none'` for all other lines. Use `-outline in` for large pillars etc.
- `reverse <on/off>` ▷ whether points are given in reverse order.
- `size <number>` ▷ line width (left and right sizes are set to one half of this value)
- `r-size <number>` ▷ size of the line to the right

²⁷ Line showing cross-section position. If both control points (red dots) of a Bezier curve (grey line) are given then the section line (blue) is drawn up to the perpendicular projection (dotted) of the first control point and from the projection (dotted) of the section control point. No section curve is displayed.



²⁸ Survey line is automatically drawn by Therion.

²⁹ Used to indicate connection between maps (in offset, or the same points in extended elevation).

³⁰ For user defined line symbols.

³¹ Usually open to surface.

³² E.g. `border:invisible`

- `l-size <number>` ▷ same to the left. Required for `slope` type.
- `smooth <on/off/auto>` ▷ whether the line is smooth at the given point. Auto is default.
- `adjust <horizontal/vertical>` ▷ shifts the line point to be aligned horizontally/vertically with the previous point (or next point if there is no previous point). The result is horizontal/vertical line segment). If all line points have this option, they are aligned to the average y or x coordinate, respectively. This option is not allowed in the `plan` projection.
- `place <bottom/default/top>` ▷ changes displaying order in the map.
- `clip <on/off>` ▷ specify whether a symbol is clipped by the scrap border.
- `visibility <on/off>` ▷ displays/hides the symbol.
- `context <point/line/area> <symbol-type>` ▷ (to be used with `symbol-hide` and `symbol-show` layout options) symbol will be hidden/shown according to rules for specified `<symbol-type>`.

Type-specific options:

- `altitude <value>` ▷ can be specified only with the wall type. This option creates an altitude label on the wall. All altitudes are exported as a difference against grid Z origin (which is 0 by default). If the value is specified, it gives the altitude difference of the point on the wall relative to the nearest station. The value can be prefixed by a keyword "`fix`", then no nearest station is taken into consideration; the absolute given value is used instead. Units can follow the value. Examples: `+4`, `[+4 m]`, `[fix 1510 m]`.
- `border <on/off>` ▷ this option can be specified only with the 'slope' symbol type. It switches on/off the border line of the slope.
- `direction <begin/end/both/none/point>` ▷ can be used only with the section type. It indicates where to put a direction arrow on the section line. None is default.
- `gradient <none/center/point>` ▷ can be used only with the contour type and indicates where to put a gradient mark on the contour line. If there is no gradient specification, behaviour is symbol-set dependent (e.g. no tick in UIS, tick in the middle in SKBB).
- `head <begin/end/both/none>` ▷ can be used only with the arrow type and indicates where to put an arrow head. End is default.
- `text <string>` ▷ valid only for label lines.
- `height <value>` ▷ height of pit or wall:pit; available in METAPOST as a numeric variable `ATTR__height`.

Onquu:

- `id <ext_keyword>` ▷ ID of the symbol.

'area'

Описание:

Area is specified by surrounding border lines. They may be of any type, but must be listed in order and each pair of consecutive lines must intersect. In order to be sure that lines intersect even after scrap transformation you may e.g. continue a lake border 1 cm behind a passage wall—these overlaps will be automatically clipped by scrap border. You may use invisible border to achieve this inside of the passage.

Синтаксис:

```
area <type> place <bottom/default/top> clip <on/off> visibility <on/off> ... border line refer-  
ences ... endarea
```

Контекст:

scrap

Аргументы:

- **<type>** is one of following: `water`, `sump`, `sand`, `debris`, `blocks`, `flowstone`, `moonmilk`, `snow`, `ice`, `clay`, `pebbles`, `bedrock`³³, `u`³⁴.

Опции командной строки:

- the data lines consist of border line references (IDs)
- `place <bottom/default/top>` ▸ changes displaying order in the map.
- `clip <on/off>` ▸ specify whether a symbol is clipped by the scrap border.
- `visibility <on/off>` ▸ displays/hides the symbol.
- `context <point/line/area> <symbol-type>` ▸ (to be used with `symbol-hide` and `symbol-show` layout options) symbol will be hidden/shown according to rules for specified `<symbol-type>`.

Опции:

- `id <ext_keyword>` ▸ ID of the symbol.

'join'

Описание:

Join works in two modes: it joins either two scraps or two or more points or lines in a map together.

³³ An empty area which can be used to clean the background.

³⁴ For user defined area symbols, may be followed by arbitrary subtype.

When joining more than two points or lines, use one join command for all of them, not a sequence of join commands for pairs.³⁵

When joining scraps, only passage walls are joined. It's a good idea to place a scrap join in the passage which is as simple as possible, otherwise you have to specify join for each pair of objects which should be joined.³⁶

Синтаксис:

`join <point1> <point2> ... <pointN> [OPTIONS]`

Контекст:

none, scrap, survey

Аргументы:

- `<pointX>` can be an ID of a point or line symbol, optionally followed by a line point mark `<id>:<mark>` (e.g. `podangl_l31@podangl:mark1`). `<mark>` can be also 'end' (end of the line) or line point index (where 0 is the first point).

A special case is when `<point1>` and `<point2>` are scrap IDs—than the closest scrap ends are joined together.

Опции:

- `smooth <on/off>` indicates whether two lines are to be connected smoothly.
- `count <N>` (when used with scraps) ▸ Therion will try to join scraps which connect in `N` locations/passages.

'equate'

Описание:

Устанавливает эквивалентность станций съёмки.

Синтаксис:

`equate <список станций>`

Контекст:

none, survey

³⁵ E.g. use `join a b c`, not `join a b` followed by `join b c`.

³⁶ If you want some object which is clipped by a scrap boundary to continue to a neighbouring scrap, use `-clip off` option for that object.

'map'

Описание:

A map is a collection of either scraps or other maps of the same projection type. It's possible to include survey in the map—this will display centreline in the map. Map object simplifies the data management when selecting data for output. See the chapter *How the map is put together* for more thorough explanation.

Синтаксис:

```
map <id> [OPTIONS] ... scrap, survey or other map references ... break ... next level scrap, survey  
or other map references ... preview <above/below> <other map id> endmap
```

Контекст:

none, survey

Аргументы:

- <id> ▷ scrap identifier

Опции командной строки:

- the data lines consist of scrap or map references. Note that you can not mix them together.
- if you refer to map, you can specify offset at which this sub-map will be displayed together with preview type of its original position. Syntax is following:
<map reference> [<offset X> <offset Y> <units>] <above/below/none>
- scraps following the `break` will be placed on another level
- `preview <above/below> <other map id>` will put the outline of the other map in the specified preview position relative to the current map.

Preview is displayed only if the map is in the `map-level` level as specified by the `select` command.

Use the `revise` command if you want to add maps from higher levels to the preview.

- `colo[u]r <color>` ▷ set the map colour; this option overrides the automatic choice when the layout specifies `colour map-fg [map]`.

Опции:

- `projection/proj <plan/elevation/extended/none>` ▷ required if the map contains survey.
- `title <string>` ▷ description of the object
- `survey <id>` ▷ associate a survey with map (e.g. all surveying statistics from this survey will be used when this map is selected for output).

5.4

'surface'

Описание:

Surface (terrain) specification. It is possible to display it in two ways: as a scanned topographical map (both in 2D map and 3D model³⁷) or surface grid – digital elevation model (in 3D model only).

Синтаксис:

```
surface [<name>] cs <coordinate system> bitmap <filename> <calibration> grid-units <units>  
grid <origin x> <origin y> <x spacing> <y spacing> <x count> <y count> grid-flip (none)/vertical/horizontal  
[grid data] endsurface
```

Контекст:

none, survey

Опции командной строки:

- `cs <coordinate system>` ▷ coordinate system for bitmap calibration and grid origin specification
- `bitmap <filename> <calibration>` ▷ scanned topographical map.

`calibration` may have two forms:

1. `[X1 Y1 x1 y1 X2 Y2 x2 y2 [units]]`, where upper case X/Y variables are picture coordinates (pixels; lower-left corner is 0 0), lower-case x/y variables are real coordinates. Optional units apply to real coordinates (metres by default).
2. `[X1 Y1 station1 X2 Y2 station2]`, where upper case X/Y variables are picture coordinates and `station1` and `station2` are survey stations names.

- `grid-units <units>` ▷ units in which grid is specified. Metres by default.
- `grid <origin x> <origin y> <x spacing> <y spacing> <x count> <y count>`
`<origin x> <origin y>` ▷ specify coordinates of the lower-left (S-W) corner of the grid
`<x spacing> <y spacing>` ▷ distance between grid nodes in W-E and S-N directions
`<x count> <y count>` ▷ number of nodes in the row and number of rows which form the grid (see below).
- `[grid data]` ▷ a stream of numbers giving the altitude a.s.l. in grid nodes. It starts in the grid-origin and fills the grid in rows (in the row from W to E; rows from S to N).
- `grid-flip (none)/vertical/horizontal` ▷ useful if your grid (exported from other program) needs to be flipped

³⁷ You need to enter elevation data in order to display the topographical map in 3D model. Currently only JPEG maps are supported in 3D.

'import'

Описание:

Reads survey data in different formats (currently processed centreline in *.3d, *.plt, *.xyz formats). Survey stations may be referenced in scraps etc. When importing SurveX' 3D file, stations are inserted in survey hierarchy, if there exists identical hierarchy to that in 3D file.

Синтаксис:

```
import <file-name> [OPTIONS]
```

Контекст:

survey / all³⁸

Опции:

- `filter <prefix>` ▷ if specified, only stations with given prefix and shots between them will be imported. Prefix will be removed from station names.
- `surveys (create)/use/ignore` ▷ specifies how to import survey structure (works only with .3d files).
 - `create` ▷ split stations into subsurveys, if subsurveys do not exist, create them
 - `use` ▷ split stations into existing subsurveys
 - `ignore` ▷ do not split stations into sub-surveys
- `cs <coordinate system>` ▷ coordinate system for stations with fixed coordinates
- `calibrate [<x> <y> <z> <X> <Y> <Z>]` ▷ coordinates in the imported file are shifted from lower-case coordinates to upper-case coordinates.

'grade'

Описание:

This command is used to store predefined precisions of centreline data. See `sd` option description for `centreline` command.

Синтаксис: : `grade <id> ... [<quantity list> <value> <units>] ... endgrade`

Контекст:

all

³⁸ only with .3d files, where survey structure is specified

'revise'

Описание:

This command is used to set or change properties of an already existing object.

Синтаксис:

The syntax of this command for object created with "single line" command is

```
revise id [-option1 value1 -option2 value2 ...]
```

For objects created with "multi line" commands is syntax following

```
revise id [-option1 value1 -option2 value2 ...] ... optionX valueX data ... endrevise
```

Контекст:

all

Аргументы:

The id stands for object identifier (the id of an object you want to revise must always be specified).

Custom attributes

Objects *survey*, *centreline*, *scrap*, *point*, *line*, *area*, *map* and *surface* can contain user-defined attributes in a form `-attr <name> <value>`. `<name>` may contain alphanumeric characters, `<value>` is a string.

The custom attributes are used in map export depending on output format:

- in *shapefile* export they are written directly to the associated dbf file,
- in maps generated using METAPOST (PDF, SVG) the attributes are written in the METAPOST source file as strings (named like `ATTR_<name>`) and can be evaluated and used by user in symbols definition macros.

You can test presence of such a variable using `if known ATTR_<name>: ... fi`.

XTherion

XTherion – графический пользовательский интерфейс для Therion. Он помогает в создании файлов входных данных. В настоящее время он работает в трех основных режимах: текстовый редактор, редактор карт и компилятор.³⁹

³⁹ Здесь мы обсуждаем созданием данных, поэтому в этом разделе описаны только два первых режима. Функции компилятора смотрите в главе Обработка данных.

Его не обязательно использовать для Therion – вы можете редактировать входные файлы в своем любимом текстовом редакторе и запускать Therion из командной строки. XTherion также не является единственным графическим интерфейсом, который можно использовать с Therion. Можно написать лучшую, более удобную для пользователя, более WYSIWYG, быструю, более надежную и удобную в использовании. Есть желающие?

В этом руководстве не описываются такие знакомые вещи, как 'если вы хотите сохранить файл, перейдите в меню Файл и выберите Сохранить или нажмите Ctrl-s'. Просмотрите верхнее меню, чтобы почувствовать XTherion.

Для каждого режима работы есть дополнительное меню справа или слева. Подменю могут быть свернуты; вы можете развернуть их, нажав кнопку меню. Для большинства меню и кнопок в строке состояния есть короткое описание, поэтому нетрудно догадаться о значении каждого из них. Показ подменю сбоку может быть настроен пользователем. Right-click on the menu button and select in the menu which of the other menus it should be swapped with.

XTherion – текстовый редактор

Текстовый редактор XTherion предлагает некоторые интересные функции, которые могут помочь в создании текстовых входных файлов: поддержка кодировки Unicode и возможность открытия нескольких файлов.⁴⁰

Чтобы упростить ввод данных, он поддерживает форматирование таблички хода. Для ввода данных существует меню *Таблица данных*. Она может быть настроена на ввод данных пользователя, нажав кнопку *Определить формат данных*, когда курсор находится под спецификацией данных (опция 'дата' в команде 'centreline').

XTherion – редактор карт

Редактор карт позволяет вам рисовать и редактировать карту полностью в интерактивном режиме. Но не ожидайте слишком многого. XTherion не является редактором WYSIWYG. Он отображает только позицию, а не фактическую форму, нарисованных точек или линий. Визуально нет никакой разницы между геликтитом и текстовой меткой – оба они отображаются как простые точки. Тип и другие атрибуты любого объекта указываются только в меню *Точка* и *Линия*.

⁴⁰ Кодировка файла указана в первой строке файла. Эта строка скрыта XTherion'ом и может быть доступна только косвенно, используя правое меню.

Упражнение: Найдите две существенные причины, почему карта, нарисованная в XTherion, не может быть идентична выходу Therion. (Если вы ответите на это, вы узнаете, почему XTherion никогда не будет истинным редактором WYSIWYG. Лень авторов – не правильный ответ.)

Начнем с описания типичного использования редактора карт. Во-первых, вам нужно решить, какую часть пещеры (какой скрап) вы рисуете.⁴¹



После создания нового файла в редакторе карт вы можете загрузить одно или несколько **изображений** – сканированные эскизы съемки пещеры⁴² – в качестве подложки для рисования. Нажмите кнопку *Вставка* в меню *Фоновые изображения*. К сожалению, из-за ограничений языка Tcl/Tk, поддерживаются только изображения в форматах GIF, PNM и PPM (плюс PNG и JPEG, если вы установили расширение tkImg). Кроме того, XTherion поддерживает XVI (XTherion vector image), в котором отображается нитка хода и LRUD, и данные PocketToro экспортируются в формат Therion'a (см. ниже). Все добавленные изображения помещаются в верхний левый угол рабочей области. Переместите их можно двойным щелчком правой кнопкой мыши на изображении и перетаскиванием или через меню. Для повышения производительности на более медленных компьютерах можно временно выгрузить неиспользуемое изображение из памяти, сняв флажок *показать*. Можно открыть существующий файл без загрузки фоновых изображений с помощью меню *Открыть (без картинок)*.⁴³

Размер и масштабирование **области рисования** настраивается в соответствующем меню. *Авто* вычисляет оптимальный размер рабочей области в соответствии с размерами и позициями загруженных фоновых изображений.

После этих этапов подготовки вы готовы к рисованию или, точнее, для **создания файла данных карты**. Важно помнить, что вы на самом деле создаете текстовый файл, который должен соответствовать синтаксису, описанному в главе *Формат данных*. На самом деле в редакторе карт используются только несколько команд Therion'a: многострочная команда `scrap ... end-scrap` может содержать команды `point`, `line` и `area`. (См. главу *Формат данных*). Это соответствует этапу ручного рисования карты, которая строится из точек, линий и заполненных областей.

Итак, первым шагом является определение **скрапа** с помощью `scrap ... end-scrap` многострочной команды. В меню *Команды в файле* выберите подменю

⁴¹ В одном файле можно нарисовать несколько скрапов, в этом случае все неактивные скрапы отображаются желтым.

⁴² XTherion не может масштабировать и поворачивать отдельные изображения, поэтому используйте ту же ориентацию, масштаб и DPI для всех изображений, используемых в одном и том же скрапе.

⁴³ Примечание: Therion никак не использует фоновые изображения, если вы не назначили их для определенного скрапа с помощью опции `-sketch`.

Действие и выберите *Вставить скрап*. Это изменит кнопку *Действие* на *Вставить скрап*, если у нее было другое значение. После нажатия этой кнопки в начало файла будет вставлен новый скрап. Вы должны видеть строки

```
scrap - scrap1  
endscrap  
end of file
```

в окне предварительного просмотра над кнопкой *Вставить скрап*. Это окно представляет собой упрощенный вывод текстового файла, который будет сохранен XTherion'ом. Показываются только команды (*scrap*, *point*, *line*, *text* – почему так, смотрите ниже) и их типы (для *point* и *line*) или ID (для *scrap*).

Полное содержимое любой команды отображается в меню *Просмотр команды*.

Для изменения ранее созданных команд есть дополнительные меню – например *Скрап* для команды *scrap*. Здесь вы можете изменить ID (очень важно!) и другие опции. Подробнее смотрите главу *Формат данных*.

Теперь можно вставить некоторые **точечные символы**. Как и в случае вставки скрапа, перейдите в меню *Команды в файле*, нажмите подменю *Действие* и выберите *Вставить точку*; затем нажать кнопку с изменившимся названием на *Вставить точку*. Сочетание клавиш для этого – Ctrl-p. Затем нажмите на нужное место в рабочей области, и вы увидите синюю точку, представляющую символ точки. Ее атрибуты можно настроить в меню *Точка*. Вы останетесь в режиме 'вставки' – каждый щелчок по рабочей области добавляет новый символ точки. Старайтесь не нажимать дважды в одном месте – тогда вы вставите два точечных символа в одном и том же месте! Чтобы выйти из режима 'вставить', нажмите клавишу *Esc* на клавиатуре или кнопку *Выбрать* в меню *Команды в файле*.

Каков порядок команд в выходном файле? Точно такой же, как в меню *Команды в файле*. Вновь созданные точечные, линейные и текстовые объекты добавляются перед текущей выделенной строкой. Можно изменить порядок, выбрав строку и нажав кнопки *Вниз*, *Вверх* или *Переместить* в меню *Команды в файле*. Таким образом вы также можете перемещать объекты между скрапами.

Рисование линий аналогично рисованию в других программах редактирования векторной графики, которые работают с кривыми Безье. (Угадайте, как войти в режим вставки линии кроме использования сочетания Ctrl-l.) Нажмите, где должна быть первая точка, затем перетащите мышь с нажатой левой кнопкой и отпустите ее в том месте, где должна быть первая контрольная точка. Затем нажмите где-нибудь еще (эта точка будет второй точкой кривой) и перетащите мышь (отрегулируйте вторую контрольную

точку предыдущей дуги и первую контрольную точку следующего дуги, одновременно). Если это объяснение кажется слишком неясным, вы можете поработать в некоторых стандартных векторных редакторах. Линия будет завершена после выхода из режима вставки. Начало и ориентация линии отмечены небольшой оранжевой галочкой в первой точке.

Для символов линии существуют два управляющих меню: *Линия* и *Точка линии*. Сначала устанавливаются атрибуты для всей кривой, такие как тип или имя. Важным является чек-бокс *обратная*: Therion требует ориентированных кривых, и нет ничего необычного в том, что вы начинаете рисовать с неправильного конца. Меню *Точка линии* позволяет вам отрегулировать атрибуты любой выбранной точки на линии, например, сглаживание кривой в этой точке (которая включена по умолчанию) или наличие соседних контрольных точек ('«' и '»').

Области определяются окружающими их линиями. Нажмите *Вставить область*, а затем щелкните строки окружающие нужную область. Они автоматически вставляются в *Область* и называются (если они еще не названы). Альтернативный способ вставить их как `text`⁴⁴, содержимое которого (введенное в меню *Редактор* в редакторе карты) обычно многострочная команда `area ... endarea` (см. раздел *Формат данных*.)

Если вы нарисуете несколько скрапов с `none` проекцией, необходимо **откалибровать** область рисования. Масштаб можно определить только одним способом в XTherion – используя координаты двух точек (заданных как в системе координат изображения, так и в 'реальной' системе координат).

После выбора скрапа (щелкните по его заголовку в меню *Команды в файле*) появятся два небольших красных квадрата, соединенных красной стрелкой (по умолчанию они будут в нижних углах области рисования). Вы должны перетащить их в точки с известными координатами – обычно пересечения линий сетки на миллиметровой на отсканированном чертеже. Если вы не видите их, вы можете:

- нажать кнопку *Масштаб* в меню *Скрап* и щелкнуть два разных места на изображении, где должны быть конечные точки калибровочной стрелки, или
- переместить указатель мыши в нужную позицию, прочесть координаты указателя и ввести эти координаты в *масштабирующие точки для картинки* в меню *Скрап*. После заполнения пар координат X1, Y1 и X2, Y2 стрелка калибровки будет перемещаться соответственно.

⁴⁴ ВНИМАНИЕ! Команда `text` – это не команда Therion'a! Это всего лишь псевдоним для блока произвольного текста в XTherion. В файле, сохраненном XTherion'ом, будет только то, что вы введете в Редакторе или смотрите в Просмотре команд. Это может быть определение области или что угодно, например комментарий, начинающийся с символа '#'.

Затем вам нужно ввести реальные координаты этих точек (X1, Y1, X2, Y2).

В **режиме выбора** вы можете выбрать существующие линейные или точечные объекты и установить их атрибуты в соответствующих меню, переместить их или удалить их (Ctrl-d или *Кнопка действия* в меню *Команды в файле* после установки *Действие* на *Удалить*).

Существует меню *Поиск и выделение*, которое позволяет легко переключаться между объектами и показывать элементы, которые вы не видите при взгляде на изображение. Например, если вы введете слово 'station' и нажмете *Показать все*, все станции на экране станут красными.

XTherion не выполняет проверку синтаксиса; он только записывает объекты с атрибутами в текстовый файл. Любые ошибки обнаруживаются только при обработке этих файлов с помощью Therion.

СОВЕТ. Ввод символов одного и того же типа одновременно экономит вам много времени, потому что вам не нужно менять тип символа и параметры заполнения для каждого нового символа. Поле *Опции* сохраняет старое значение, и достаточно изменить всего несколько символов.⁴⁵ Рекомендуется начать с рисования всех станций съемки (не забудьте дать им имена (номера) в соответствии с настоящими именами в команде centreline), далее все хода, за которыми следуют все остальные точечные символы, линии и области. В конце рисуем поперечные сечения.

Дополнительные инструменты

- 5.3 **Help/Calibrate bitmap** produces OziExplorer-compatible MAP file based on georeferencing data included in a PDF map⁴⁶.

If the map in PDF format has been converted to raster using external program, convertor uses raster image *and* pdf map with the same base name located in the same directory to calculate the calibration data.

If the PDF file is used directly, you have to set DPI and output format before automatic conversion⁴⁷ to a raster format.

- 5.3 **PocketTopo data** exported in Therion format⁴⁸ from PocketTopo application can be imported in text editor as well as in map editor (*File* → *Import* → *PocketTopo*

⁴⁵ В случае станций съемки XTherion автоматически увеличивает номер станции для следующего вставленного символа.

⁴⁶ Calibration information for nine distinct points is present if centreline contains station(s) fixed using geodetic coordinate system(s)

⁴⁷ `ghostscript` and `convert` should be installed on your system. Note, that Windows installation does not include `ghostscript`

⁴⁸ This is a special text format which needs to be imported using XTherion and can not be processed by Therion directly.

therion export and *Background Images* → *Insert* → *PocketTopo therion export*). The same file is used for both imports. Importing sketch does not create scrap data directly. The drawing is just displayed on the background like scanned bitmaps and should be digitized manually.

Keyboard and mouse shortcuts in the Map editor

General

- Ctrl+Z ▷ undo
- Ctrl+Y ▷ redo
- F9 ▷ compile current project
- to select object in the listbox using keyboard: switch using 'Tab' into desired listbox; move with underlined cursor to desired object; press 'Space'
- PageUp/PageDown ▷ scroll up/down in the side panel
- Shift+PageUp/PageDown ▷ scroll up/down in file commands window

Drawing area and background images

- RightClick ▷ scroll drawing area
- Double RightClick on the image ▷ move the image

Inserting scrap

- Ctrl+R ▷ insert scrap

Inserting line

- Ctrl+L ▷ insert new line and enter an 'insert line point' mode
- LeftClick ▷ insert line point (without control points)
- Ctrl+LeftClick ▷ insert line point very close to existing point (normally it's inserted right above closest existing point)
- LeftClick + drag ▷ insert line point (with control points)
- hold Ctrl while dragging ▷ fix the distance of previous control point
- LeftClick + drag on the control point ▷ move its position
- RightClick on one of the previous points ▷ selects the previous point while in insert mode (useful if you want to change also the direction of previous control point)
- Esc or LeftClick on the last point ▷ end the line insertion
- LeftClick on the first line point ▷ close the line and end line insertion

Editing line

- LeftClick + drag ▷ move line point
- Ctrl+LeftClick + drag ▷ move line point close to the existing point (normally it is moved right above closest existing point)
- LeftClick on control point + drag ▷ move control point

Adding line point

- select the point before which you want to insert points; insert required points; press Esc or left-click on the point you selected at the beginning

Deleting line point

- select the point you want to delete; press *Edit line* → *Delete point* in the *Line control* panel

Splitting line

- select the point at which you want to split the line; press *Edit line* → *Split line* in the *Line control* panel

Inserting point

- Ctrl+P ▷ switch to 'insert point' mode
- LeftClick ▷ insert point at given position
- Ctrl+LeftClick ▷ insert point very close to existing point (normally it will be inserted right above the closest point)
- Esc ▷ escape from the 'inset point' mode

Editing point

- LeftClick + drag ▷ move point
- Ctrl+LeftClick + drag ▷ move point close to the existing point (normally it is moved right above closest existing point)
- LeftClick + drag on point arrows ▷ change point orientation or sizes (according to given switches in Point control panel)

Inserting area

- press Ctrl+A or *File commands* → *Insert* → *area* to switch to the 'insert area border' mode
- RightClick on the lines, that surround desired area
- Esc to finish area border lines insertion

Editing area

- select area you want to edit
- pres 'Insert' in the *Area control* to insert other border lines at current cursor position
- pres 'Insert ID' to insert border with given ID at current cursor position
- pres 'Delete' to remove selected area border line

Selecting an existing object

- LeftClick ▷ select object on the top
- RightClick ▷ select object right below the top object (useful when several points lie above each other)

Thinking in Therion

Although everything (well, almost everything) about Therion input files has been explained, this chapter offers some additional tips and hints.

How to enter centreline?

The basic building block is the [centreline](#) command. If the cave is larger than a few meters it's a good idea to split data in more files and separate centreline data from map data.

We usually use one [*.th](#) file containing centreline per survey trip. It's handy to start with an empty template file as shown below, where dots will be replaced with appropriate texts.

```
encoding ISO8859-1 survey ... -title "..." centreline team "..." team "..." date ... units clino compass  
grad data normal from to compass clino length ... .. endcentreline endsurvey
```

To create a unique namespace the [centreline](#) command is enclosed in [survey ... endsurvey](#) command. It's useful when the survey has the same name as the file which contains it.⁴⁹ The points will then be referenced using [@](#) character—see the [survey](#) command description.

For really large caves it's possible to build a hierarchical structure of directories. In such a case we create one special file called [INDEX.th](#) which includes all other [*.th](#) files from given directory and contains [equate](#) commands to define connections between surveys.

⁴⁹ E.g. [survey entrance](#) in the file [entrance.th](#).

How to draw maps?

The most important thing is to devise division of the cave into scraps. Scrap is the basic building block of the map. It's almost always a *bad* idea to try to fit each scrap to corresponding *.th file with centreline from one survey trip. The reason is that connections between scraps should be as simple as possible. Scraps in general are independent on centreline hierarchy so try to forget the survey hierarchy when drawing maps and choose best scrap joins.

We usually insert maps in the last-but-one level in survey hierarchy.⁵⁰ Each scrap may then contain arbitrary part of any survey in the last level of hierarchy. For example, there is a survey `main` which contains surveys `a`, `b`, `c` and `d`. Surveys `a` – `d` contain centreline data from four survey trips and each of them is in a separate file. There is a map `main_map` which contains scraps `s1` and `s2`. If the `main_map` is located in the `main` survey, scrap `s1` may cover part of the centreline from survey `a`, complete survey `b` and part of `c`; `s2` will cover part of the `a` and `c` surveys and a complete `d` survey. The survey stations names will be referenced using @ symbol (e.g. `1@a`) in the scraps.⁵¹

Scraps are usually stored in *.th2 files. Each file may contain more scraps. To keep data well organized, we have some naming conventions: in the file `foo.th2` all scraps are named `foo_si`, where `i` is `1`, `2` and so on. Cross-sections are named `foo_ci`, lines `foo_li` etc. This helps a lot with large cave systems: if some scrap is referenced, you immediately know in which file it had been defined.

Similar to *.th files, there may be one file `INDEX.th2` per directory which includes all *.th2 files, defines scrap joins and maps.

When drawing scraps you should check if the outline is properly defined: all lines creating the outer border should have `-outline out` option; all lines surrounding inner pillars `-outline in` option. Scrap outlines can't intersect themselves—otherwise the inner side of the scrap can't be determined. There are two simple tests that scrap outline is correct:

- there is no METAPOST warning "`scrap outline intersects itself`"
- when you set passage fill to any color (`color map-fg <number>` option in `layout`), you may see what Therion considers to be inside of the scrap.

⁵⁰ Remember that surveys create namespaces, so you may reference only objects in the given survey and all subsurveys.

⁵¹ If you include maps in the top-level survey, you may reference any survey station in any scrap, which is very flexible. On the other side you have then use longer names in stations references, like `3@jno.katakombi.jmn.dumbier`

How to create models?

The model is created from scrap outlines. The height and depth of the passage are computed from [passage-height](#) and [dimensions](#) point map symbols.

Therion in depth

How the map is put together

This chapter explains how [-clip](#), [-place](#), [-visibility](#) and [-context](#) options of [point](#), [line](#) and [area](#) commands exactly work. It gives also explanation of [color](#), [transparency](#), [symbol-hide](#) and [symbol-show](#) options of the [layout](#) command.

While exporting the map, Therion has to determine three attributes for each point, line or area symbol: visibility, clipping and ordering.

(1) Symbol is visible if all of the following is true:

- it has [-visibility](#) option set [on](#) (all symbols by default),
- it hasn't been hidden by the [-symbol-hide](#) option in layout,
- if its [-context](#) option is set, the corresponding symbol hasn't been hidden by the [-symbol-hide](#) option in layout.

Only visible symbols are exported.

(2) Some symbols are clipped by the scrap outline. These are by default all the following:

- *point symbols*: symbolic passage fills (bedrock... guano),
- *line symbols*: all line symbols which don't have [-outline](#) option set with the exception of [section](#), [arrow](#), [label](#), [gradient](#) and [water-flow](#)
- *area symbols*: all.

The default setting may be changed using the [-clip option](#), if this is allowed for particular symbol. All other symbols are not clipped by the scrap boundary.

(3) Ordering: Each symbol belongs to one of the following groups which are drawn consecutively:

- bottom ▷ all symbols with [-place bottom](#) option set
- default-bottom ▷ all [area](#) symbols by default
- default ▷ symbols which don't belong to any other group
- default-top ▷ [ceiling-step](#) and [chimney](#) by default
- top ▷ all symbols with [-place top](#) option set

Ordering of symbols inside of each group follows the order of commands in the input file⁵²: symbols which come first are drawn last (i.e. they are displayed at the top of each group).

Now we are ready to describe how the map (or atlas chapter) is constructed:

- map area is filled with `color map-bg`
- surface bitmaps are displayed if `surface` is set `bottom`
- FOR each scrap: outline is filled white
- grid is displayed if `grid` is set `bottom`
- preview below⁵³ is filled with `color preview-below`
- FOR each level⁵⁴: BEGIN of transparency FOR each scrap: outline is filled with `color map-fg` FOR each scrap: `area` symbols are filled and clipped to scrap boundary END of transparency BEGIN of clipping by text labels (for all labels in this and upper levels) FOR each scrap: draw all symbols to be clipped (with the exception of `line survey`) ordered from bottom to top draw `line survey` symbols clip to scrap boundary FOR each scrap: draw all symbols not to be clipped (with the exception of `point station` and all labels) ordered from bottom to top draw `point station` symbols END of clipping by text labels FOR each scrap: draw all (point and line) labels (including `wall-altitude`)
- preview above is drawn with `color preview-above`
- surface bitmaps are displayed if `surface` is set `top`
- grid is displayed if `grid` is set `top`

⁵² Or *File commands* menu in XTherion

⁵³ As specified using the `preview` option in the `map` command

⁵⁴ Level is a collection of scraps not separated by a `break` in the `map` command

We both step and do not step in the same rivers.
Ποταμοῖς τοῖς αὐτοῖς ἐμβαίνομέν τε καὶ οὐκ ἐμβαίνομεν.
—Heraclitus of Ephesus, 6th/5th century BC

Processing data

Besides data files, which contain survey data, Therion uses a configuration file, which contains instructions on how the data should be presented.

Configuration file

The configuration filename can be given as an argument to therion. By default Therion searches for file named `thconfig` in the current working directory. It is read like any other therion file (i.e. one command per line; empty lines or lines starting with '#' are ignored; lines ended with a backslash continue on the next line.) A list of currently supported commands follow.

'system'

Allows to execute system commands during therion compilation.⁵⁵ Normally Therion waits until the subprocess is finished. If you want to continue compilation without break, use `<command> &` syntax on Linux and `start <command>` syntax on Windows.

'encoding'

Works like the `encoding` command in data files—specifies character sets.

'language'

Синтаксис:

- `language <xx_[YY]>`

Sets the output language for translatable texts.

5.3

'cs'

Синтаксис:

- `cs <coordinate system>`

⁵⁵ E.g. to open or refresh external PDF viewer.

Outside of `layout` command specifies the coordinate system for output. It is not possible to specify more coordinate systems for different outputs (the last occurrence of `cs` is used for all output files). 5.3

If no `cs` is defined in the configuration file, the first `cs` therion encounters in the data files is used as an output `cs`.

Inside the `layout` specifies coordinate system for subsequent location data (`origin`, `grid-origin`).

'sketch-warp'

Синтаксис:

- `sketch-warp <algorithm>`

Specifies which scrap warping (morphing) algorithm to use. Possible algorithms are `line`—the default; `plaquette`—invented by Marco Corvi.

'input'

Works like `input` command in data files—includes other files.

'source'

Описание:

Specifies which source (data) files Therion should read. You can specify several files here; one per line. You can also specify them using the `-s` command line option (see below).

It is also possible to type (some small snippets of) code directly in configuration file using the multi-line syntax.

Синтаксис:

```
source <file-name>
```

```
or
```

```
source
```

```
...therion commands...
```

```
endsource
```

Аргументы:

- `<file-name>`

'select'

Описание:

selects objects (surveys and maps) for export. By default, all survey objects are selected. If there is no map selected, all scraps belonging to selected surveys are selected by default for map export.

If there are no scraps or maps in the data, centreline from all surveys is exported in the map.

When exporting maps in different projections, you need to select them for each projection separately.

Синтаксис:

`select <object> [OPTIONS]`

Аргументы:

- `<object>` ▷ any survey or map, identified by its ID.

Опции:

- `recursive <on/off>` ▷ valid only when a survey is selected. If set on (by default) all subsurveys of the given survey are recursively selected/unselected.
- `map-level <number>` ▷ valid only when a map is selected. Determines the level at which map expansion for atlas export is stopped. By default 0 is used; if 'basic' is specified, expansion is done up to the basic maps. *Note:* Map previews are displayed only as specified in maps in the current `map-level`.
- `chapter-level <number>` ▷ valid only when a map is selected. Determines the level at which chapter expansion for atlas export is stopped. By default 0 is used, if '-' or '.' is specified, no chapter is exported for this map. If `title-pages` option in `layout` is on, each chapter starts with a title page.

'unselect'

Описание:

Unselects objects from export.

Синтаксис:

`unselect <object> [OPTIONS]`

Аргументы:

The same as the `select` command.

Опции:

The same as the `select` command.

'text'

Описание:

Specifies translation of any default therion text in output.

Синтаксис:

text <language ID> <therion text> <my text>

Аргументы:

- <language ID> ▸ standard ISO language identifier (e.g. `en` or `en_GB`)
- <therion text> ▸ therion text to translate. For list of therion texts and available translations, see `thlang/texts.txt` file.

'layout'

Описание:

Specifies layout for 2D maps. Settings which apply to atlas mode are marked 'A'; map mode 'M'.

Синтаксис:

layout <id> [OPTIONS] copy <source layout id> cs <coordinate system> north <true/grid> scale <picture length> <real length> base-scale <picture length> <real length> units <metric/imperial> rotate <number> symbol-set <symbol-set> symbol-assign <point/line/area/group/special> <symbol-type> \ <symbol-set> symbol-hide <point/line/area/group/special> <symbol-type> symbol-show <point/line/area/group/special> <symbol-type> symbol-colour <point/line/area/group/special> <symbol-type> <colour> min-symbol-scale <scale> fonts-setup <tiny> <small> <normal> <large> <huge> size <width> <height> <units> overlap <value> <units> page-setup <dimensions> <units> page-numbers <on/off> exclude-pages <on/off> <list> title-pages <on/off> nav-factor <factor> nav-size <x-size> <y-size> transparency <on/off> opacity <value> surface <top/bottom/off> surface-opacity <value> sketches <on/off> layers <on/off> grid <off/top/bottom> grid-origin <x> <y> <x> <units> grid-size <x> <y> <z> <units> grid-coords <off/border/all> origin <x> <y> <z> <units> origin-label <x-label> <y-label> own-pages <number> page-grid <on/off> legend <on/off/all> legend-columns <number> legend-width <n> <units> map-comment <string> map-header <x> <y> <off/n/s/e/w/ne/nw/se/sw/center> map-header-bg <on/off> map-image <x> <y> <n/s/e/w/ne/nw/se/sw/center> <filename> statistics <explo/topo/carto/copyright> all/off/number> <explo/topo-length on/off> scale-bar <length> <units> survey-level <N/all> language <xx_YY> colour/color <item> <colour> debug <on/all/first/second/scraper-names/station-names/off> doc-author <string> doc-keywords <string> doc-subject <string> doc-title <string> code <metapost/tex-map/tex-atlas> encode endlayout

Аргументы:

`<id>` ▷ layout identifier (to be used in the `export` command)

Опции командной строки:

- `copy <source layout id>` ▷ set properties here that are not modified based on the given source layout.

map presentation-related:

- `scale <picture length> <real length>` ▷ set scale of output map or map atlas (M, A; default: 1 200)
- `base-scale <picture length> <real length>` ▷ if set, Therion will optically scale the map by a (`scale/base-scale`) factor. This has the same effect as if the map printed in `base-scale` would be photo-reduced to the `scale`. (M, A)
- `rotate <value>` ▷ rotates the map (M, A; default: 0)
- `units <metric/imperial>` ▷ set output units (M, A; default: `metric`)
- `symbol-set <symbol-set>` ▷ use `symbol-set` for all map symbols, if available. Be aware, that symbol set name is case sensitive. (M, A)

Therion uses following predefined symbol sets:

UIS (International Union of Speleology)

ASF (Australian Speleological Federation)

AUT (Austrian Speleological Association)

CCNP (Carlsbad Caverns National Park)

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NZSS (New Zealand Symbol Set)

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SKBB (Speleoklub Banska Bystrica)

- `symbol-assign <point/line/area/group/special> <symbol-type> <symbol-set>` ▷ display a particular symbol in the given symbol-set. This option overrides `symbol-set` option.

If the symbol has a subtype, `<symbol-type>` argument may have one of the following forms: `type:subtype` or simply `type`, which assigns new symbol set to all subtypes of a given symbol.

Following symbols may not be used with this option: point *section* (which isn't rendered at all) and all point and line labels (*label*, *remark*, *altitude*, *height*, *passage-height*, *station-name*, *date*). See the chapter *Changing layout/Customizing text labels* for details how to change labels' appearance. (M, A)

Group may be one of the following: all, centerline, sections, water, speleothems, passage-fills, ice, sediments, equipment.

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There are two special symbols: north-arrow, scale-bar.

- `symbol-hide` `<point/line/area/group/special>` `<symbol-type>` ▷ don't display particular symbol or group of symbols.

You may use `group cave-centerline`, `group surface-centerline`, `point cave-station`, `point surface-station` and `group text` in `symbol-hide` and `symbol-show` commands.

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Use `flag:<entrance/continuation/sink/spring/doline/dig>` as a `<symbol-type>` to hide stations with particular flags (e.g. `symbol-hide point flag:entrance`).

May be combined with `symbol-show`. (M, A)

- `symbol-show` `<point/line/area/group/special>` `<symbol-type>` ▷ display particular symbol or group of symbols. May be combined with `symbol-hide`. (M, A)

- 5.3 • `symbol-colo[u]r` `<point/line/area/group/special>` `<symbol-type>` `<colour>` ▷ change colour of particular symbol or group of symbols.⁵⁶ (M, A)

- 5.4.1 • `min-symbol-scale` `<scale>` ▷ define minimal `<scale>`, from which points and lines are displayed on the map. E.g. for `min-symbol-scale M`, no points or lines scaled `S` and `XS` will be shown on the map. `<scale>` has the same format, as `scale` option for points and lines.

- 5.4.1 • `fonts-setup` `<tinysize>` `<smallsize>` `<normalsize>` `<largesize>` `<hugesize>` ▷ specify size of the text in points. `<normalsize>` applies to point label, `<smallsize>` applies to remark and all other point labels. Each of them may apply to line label according to its `-size` option.

The defaults are 8 10 12 16 24 for scales upto 1:100; 7 8 10 14 20 for scales upto 1:200; 6 7 8 10 14 for scales upto 1:500 and 5 6 7 8 10 for scales smaller than 1:500.

page layout related:

- `size` `<width>` `<height>` `<units>` ▷ set map size in the atlas mode. If not specified, it will be calculated from `page-setup` and `overlap`. In map mode applies iff `page-grid` is `on` (M, A; default: 18 22.2 cm)
- `overlap` `<value>` `<units>` ▷ set overlap size in paper units in the atlas mode or map margin in the map mode (M, A; default: 1 cm)
- `page-setup` `<dimensions>` `<units>` ▷ set page dimensions in this order: paper-width, paper-height, page-width, page-height, left-margin and top-margin. If not specified, it will be computed from `size` and `overlap` (A; default: 21 29.7 20 28.7 0.5 0.5 cm)
- `page-numbers` `<on/off>` ▷ turn on/off page numbering (A; default: `true`)
- `exclude-pages` `<on/off>` `<list>` ▷ exclude specified pages from cave atlas. The list may contain page numbers separated by a comma or dash (for intervals) e.g. `2,4-7,9,23` means, that pages 2, 4, 5, 6, 7, 9 and 23 should be omitted. Only the map

⁵⁶ Note: colour change currently applies to pattern fills only if (1) output format is PDF and (2) METAPOST version is at least 1.000

pages should be counted. (Set `own-pages 0` and `title-pages off` to get the correct page numbers to be excluded.) Changes of `own-pages` or `title-pages` options don't affect page excluding. (A)

- `title-pages <on/off>` ▷ turn on/off title pages before each atlas chapter (A; default: `off`)
- `nav-factor <factor>` ▷ set atlas navigator zoom factor (A; default: `30`)
- `nav-size <x-size> <y-size>` ▷ set number of atlas pages in both directions of navigator (A; default: `2 2`)
- `transparency <on/off>` ▷ set transparency for the passages (underlying passages are also visible) (M, A; default: `on`)
- `opacity <value>` ▷ set opacity value (used if `transparency` is `on`). Value range is 0–100. (M, A; default: `70`)
- `surface-opacity <value>` ▷ set the surface bitmap opacity (used if `transparency` is `on`). Value range is 0–100. (M, A; default: `70`)
- `surface <top/bottom/off>` ▷ set the position of the surface bitmap above/below the map. (M, A; default: `off`)
- `sketches <on/off>` ▷ turn on/off displaying of morphed sketch bitmaps. (M, A; default: `off`)
- `layers <on/off>` ▷ enable/disable PDF 1.5 layers (M, A; default: `on`)
- `grid <off/bottom/top>` ▷ enable/disable grid (optionally coordinates' values may be also displayed) (M, A; default: `off`)
- `cs <coordinate system>` ▷ coordinate system for `origin` and `grid-origin`
- `north <true/grid>` ▷ specify default orientation of the map. By default, true (astronomical) north is used. It is ignored when used with local coordinate system.
- `grid-origin <x> <y> <x> <units>` ▷ set coordinates of grid origin (M, A)
- `grid-size <x> <y> <z> <units>` ▷ set grid size in real units (M, A; default is equal to scalebar size)
- `grid-coords <off/border/all>` ▷ specify where to label grid with coordinates. (M, A; default: `off`)
- `origin <x> <y> <z> <units>` ▷ set origin of atlas pages (M, A)
- `origin-label <x-label> <y-label>` ▷ set label for atlas page which has the lower left corner at the given origin coordinates. May be either a number or a character. (M, A; default: `0 0`)
- `own-pages <number>` ▷ set number of own pages added before the first page of automatically generated pages in atlas mode (currently required for correct page numbering) (A; default: `0`)

- `page-grid <on/off>` ▷ show pages key plan (M; default: `off`)

map legend related:

- `map-header <x> <y> <off/n/s/e/w/ne/nw/se/sw/center>` ▷ print map header at location specified by `<x>` `<y>`. Predefined map header contains some basic information about cave: name, scale, north arrow, list of surveyors etc. It is fully customizable (see the chapter *Changing layout* for details). `<x>` is easting (left-right on page). `<y>` is northing (up/down page). Ranges for `<x>` and `<y>` are -100–200. Lower-left corner of the map is `0 0`, upper-right corner is `100 100`. The header is aligned with the specified corner or side to this anchor point. (M; default: `0 100 nw`)
- `map-header-bg <on/off>` ▷ when on, background of map header is filled with background color (e.g. to hide map grid). (M; default: `off`)
- `map-image <x> <y> <n/s/e/w/ne/nw/se/sw/center> <filename>` ▷ include image specified by `<filename>` into map at location specified by `<x>` `<y>`. For coordinates and alignment details, see `map-header` specification.
- `legend-width <n> <units>` ▷ legend width (M, A; default: `14 cm`)
- `legend <on/off/all>` ▷ display list of used map symbols in the map header. If set to `all`, all symbols from the current symbol set are displayed. (M, A; default: `off`)
- `colo[u]r-legend <on/off>` ▷ turn on/off legend of map-fg colours when map-fg is set to altitude, scrap or map (M, A)
- `legend-columns <number>` ▷ adjusts the number of legend columns (M, A; default: `2`)
- `map-comment <string>` ▷ optional comment displayed at the map header (M)
- `statistics <explo/topo/carto/copyright all/off/number>` or
- `statistics <explo/topo-length on/hide/off>` ▷ display some basic statistics; if set to `off`, team members are sorted alphabetically; otherwise according to their contribution to exploration and surveying (M, A; default: `off`)
- `scale-bar <length> <units>` ▷ set the length of the scale-bar (M, A)
- `language <xx[_YY]>` ▷ set output language. Available languages are listed on the copyright page. See the *Appendix* if you want to add or customize translations. (M, A)
- `colo[u]r <item> <colour>` ▷ customize colour for special map items (map-fg, map-bg, preview-above, preview-below, label). Colour range is 0–100 for grayscale, `[0–100 0–100 0–100]` triplet for RGB colours.

For `map-fg`, you can use `altitude`, `scrap` or `map` as colours. In this case the map is coloured according to altitude, scraps or maps.

For `map-bg`, you can use `transparent` to omit page background completely.

For labels, you can switch colour `on/off`. If `on`, labels are coloured using the colour of associated scrap.

- `debug <on/all/first/second/scrap-names/station-names/off>` ▷ draw scrap in different stages of transformation in different colours to see how Therion distorts map data. See the description of `scrap` command for details. The points with distance changed most during transformation are displayed orange. If `scrap-names` is specified, scrap names are shown for each scrap, `station-names` displays name of each survey station.
- `survey-level <N/all>` ▷ `N` is the number of survey levels displayed next to the station name (M, A; default: 0).

PDF related:

- `doc-author <string>` ▷ set document author (M, A)
- `doc-keywords <string>` ▷ set document keywords (M, A)
- `doc-subject <string>` ▷ set document subject (M, A)
- `doc-title <string>` ▷ set document title (M, A)

customization:

- `code <metapost/tex-map/tex-atlas>` ▷ Add/redefine \TeX and \METAPOST macros here. This allows user to configure various things (like user defined symbols, map and atlas layout at one place &c.) See the chapter *Changing layout* for details.
- `endcode` ▷ should end the \TeX and \METAPOST sections

'setup3d'

Синтаксис:

- `setup3d <value>`

Temporary hack to set sampling distance in meters when generating piecewise linear 3d model from passage walls made of Bezier curves. 5.3

'sketch-colors'

Синтаксис:

- `sketch-colors <number-of-colors>`

This option can be used to reduce size of sketch bitmap images in maps. 5.4



'export'

Описание:

Exports selected surveys or maps.

Синтаксис:

- export <type> [OPTIONS]

Аргументы:

- <type> ▷ The following export types are supported:

`model` ▷ 3D model of the cave
`map` ▷ one page 2D map
`atlas` ▷ 2D atlas in more pages
`cave-list` ▷ summary table of caves
`survey-list` ▷ summary table of surveys
`continuation-list` ▷ list of possible continuations
`database` ▷ SQL database with centreline

Onquu:

common:

- `encoding/enc <encoding>` ▷ set output encoding
- `output/o <file>` ▷ set output file name. If no file name is given the prefix "`cave.`" is used with an extension corresponding to output format.

If the output filename is given and no output format is specified, the format is determined from the filename extension.

model:

- `format/fmt <format>` ▷ set model output format. Currently the following output formats are supported: `loch` (native format; default), `compass` (plt file), `survex` (3d file), `dxg`, `esri` (3d shapefiles), `vrml`, `3dmf` and `kml` (Google Earth).
- `enable <walls/[cave/surface]-centerline/splay-shots/surface/all>` and
- `disable <walls/[cave/surface]-centerline/splay-shots/surface/all>` ▷ selects which features to export, if the format supports it. Surface is currently exported in `therion` format only.
- `wall-source <maps/centerline/all>` ▷ set source data for passage wall modeling.

map/atlas:

- `format/fmt <format>` ▷ set map format. Currently `pdf`, `svg`, `xhtml`⁵⁷, `survex`, `dxg`, `esri`⁵⁸, `kml` (Google Earth), `xvi`⁵⁹ and `bbox`⁶⁰ for map; `pdf` for atlas are supported.
- `projection <id>` ▷ unique identifier that specifies the map projection type. (See the `scrap` command for details.)

If there is no map defined, all scraps in the given projection are exported.

⁵⁷ SVG embedded in XHTML file which contains also legend

⁵⁸ ESRI shapefiles. Multiple files are written to a directory with the specified filename.

⁵⁹ Xtherion vector image. XVI images may be used in xtherion to draw in-scale maps. Scale (100 DPI image resolution is assumed) and grid-size from layout are used in export.

⁶⁰ Text file containing geographic coordinates of lower-left and upper-right corners of the map area.

If there are no scraps with the specified projection then Therion will display centreline from selected surveys.

- `layout <id>` ▷ use predefined map or atlas layout.
- `layout-xxx` ▷ where `xxx` stands for other layout options. Using this you can change some layout properties directly within the export command.
- `encoding/enc <encoding>` ▷ set output encoding

common for lists:

- `format/fmt <format>` ▷ set continuation output format. Currently the following output formats are supported: `html` (default), `txt`, `kml`⁶¹ and `dbf`.

continuation-list:

- `attributes <(on)/off>` ▷ set whether to export user defined attributes in continuation list table.
- `filter <(on)/off>` ▷ set whether continuations without comment/text should be filtered out.

cave-list:

- `location <(on)/(off)>` ▷ set whether to export coordinates of cave entrances in the table.
- `surveys (on)/off` ▷ exports raw list of caves when set `off`. Otherwise survey structure with aggregated statistics is also displayed.

database:

- `format/fmt <format>` ▷ currently `sql` and `csv`
- `encoding/enc <encoding>` ▷ set output encoding

File formats summary:

	<i>export type</i>	<i>available formats</i>
	model	loch, dxf, esri, compass, survex, vrml, 3dmf, kml
5.3	map	pdf, svg, xhtml, dxf, esri, survex, xvi, kml, bbox
	atlas	pdf
5.4	database	sql, csv
	lists	html, txt, kml, dbf

Running Therion

Now, after mastering data and configuration files, we're ready to run Therion. Usually this is done from the command line in the data directory by typing

⁶¹ For cave-list and continuation-list.

therion

The full syntax is

therion [-q] [-L] [-l <log-file>] [-s <source-file>] [-p <search-path>] [-b/-bezier] [-d] [-x] [-use-extern-libs] [<cfg-file>]

or

therion [-h/-help] [-v/-version] [-print-encodings] [-print-environment] [-print-init-file] [-print-library-src] [-print-symbols] [-print-tex-encodings] [-print-xtherion-src]

Аргументы:

<cfg-file> Therion takes only one optional argument: the name of a configuration file. If no name is specified `thconfig` in the current directory is used. If there is no `thconfig` file (e.g. current directory is not a data directory), Therion exits with an error message.

Опции:

- `-d` ▸ Turn on debugging mode. The current implementation creates a temporary directory named `thTMPDIR` (in your system temporary directory) and does not delete any temporary files.
- `-h`, `-help` ▸ Display short help.
- `-L` ▸ Do not create a log-file. Normally therion writes all the messages into a `therion.log` file in the current directory.
- `-l <log-file>` ▸ Change the name of the log file.
- `-p <search-path>` ▸ This option is used to set the search path (or list of colon-separated paths) which therion uses to find its source files (if it doesn't find them in the working directory).
- `-q` ▸ Run therion in quiet mode. It will print only warning and error messages to STDERR.
- `-print-encodings` ▸ Print a list of all supported input encodings.
- `-print-tex-encodings` ▸ Print a list of all supported encodings for PDF output.
- `-print-init-file` ▸ Print a default initialization file. For more details see the *Initialization* section in the *Appendix*.
- `-print-environment` ▸ Print environment settings for therion.
- `-print-symbols` ▸ Print a list of all therion supported map symbols in `symbols.xhtml` file.
- `-s <source-file>` ▸ Set the name of the source file.
- `-use-extern-libs` ▸ Don't copy \TeX and METAPOST macros to working directory. \TeX and METAPOST should search for them on their own. Use with caution.
- `-v`, `-version` ▸ Display version information.
- `-x` ▸ Generate file '`.xtherion.dat`' with additional information for XTherion.

XTherion—compiler

XTherion makes it easier to run Therion especially on systems without a command line prompt. Compiler window is the default window of XTherion. To run Therion it's enough to open a configuration file and press 'F9' or 'Compile' button.

XTherion displays messages from Therion in the lower part of the screen. Each error message is highlighted and is hyperlinked to the source file where the error occurred.

After a first run there are activated additional menus *Survey structure* and *Map structure*. User may comfortably select a survey or map for export by double clicking on some of the items in the tree. Simple click in the *Survey structure* tree displays some basic information about the survey in the *Survey info* menu.

What we get?

Information files

Log file

Besides the messages from Therion and other programs used, the log file contains information about computed values of magnetic declination and meridian convergence, loop errors and scrap distortions.

Absolute loop error is $\sqrt{'x^2 + 'y^2 + 'z^2}$, where $'x$ is the difference between the identical start and end points of the loop before the error distribution measured along the x coordinate axis; similarly for y and z . Percentual loop error is calculated as *absolute error / loop length*. Average error is simple arithmetic average of all loop errors.

Scrap distortion is calculated using the distortion measure defined for all pairs of points (point symbols, points and control points of line symbols) in the scrap. The measure is calculated as $\frac{|d_a - d_b|}{d_b}$, where d_b is the distance of points before warping and d_a is the distance of points after warping. The maximal and average scrap distortions are calculated as a maximum or average of such measures applied to all pairs of points.

XTherion

Therion provides some basic facts about each survey (length, vertical range, N–S range, E–W range, number of shots and stations) if `-x` option is given. This information is displayed in XTherion, *Compiler* window, *Survey info* menu, when some survey from the *Survey structure* menu is selected.

SQL export

SQL export makes it easy to get very detailed and subtle information about centreline. It is a text file starting with tables declaration (where '?' stands in the following listing for a maximal value required by the column data)

```
create table SURVEY (ID integer, PARENT_ID integer, NAME varchar(?), FULL_NAME varchar(?), TITLE varchar(?)); create table CENTRELINE (ID integer, SURVEY_ID integer, TITLE varchar(?), TOPO_DATE date, EXPLO_DATE date, LENGTH real, SURFACE_LENGTH real, DUPLICATE_LENGTH real); create table PERSON (ID integer, NAME varchar(?), SURNAME varchar(?)); create table EXPLO (PERSON_ID integer, CENTRELINE_ID integer); create table TOPO (PERSON_ID integer, CENTRELINE_ID integer); create table STATION (ID integer, NAME varchar(?), SURVEY_ID integer, X real, Y real, Z real); create table STATION_FLAG (STATION_ID integer, FLAG char(3)); create table SHOT (ID integer, FROM_ID integer, TO_ID integer, CENTRELINE_ID integer, LENGTH real, BEARING real, GRADIENT real, ADJ_LENGTH real, ADJ_BEARING real, ADJ_GRADIENT real, ERR_LENGTH real, ERR_BEARING real, ERR_GRADIENT real); create table SHOT_FLAG (SHOT_ID integer, FLAG char(3));
```

which is followed by a mass of SQL insert commands. This file may be loaded into any SQL database (after some database-dependent initialization, which may include running a SQL server and connecting to it, creating a database and connecting to it. A good idea is to start a transaction before loading this file, if database doesn't start a transaction automatically.) It's important to set-up database encoding to match the one specified in Therion [export database](#) command.



Table and column names are self-explaining; for undefined or non-existing values **NULL** is used. **FLAG** in **SHOT_FLAG** table is **dpl** or **srf** for duplicated or surface shots; in **STATION_FLAG** table **ent**, **con**, **fix**, **spr**, **sin**, **dol**, **dig**, **air**, **ove**, **arc** for stations with entrance, continuation, fixed, spring, sink, doline, dig, air-draught, overhang or arch attributes, respectively.

Examples of simple queries follow:

List of survey team members with an information how much has each of them surveyed:

```
select sum(LENGTH), sum(SURFACE_LENGTH), NAME, SURNAME from CENTRELINE, TOPO,
PERSON where CENTRELINE.ID = TOPO.CENTRELINE_ID and PERSON.ID = PERSON_ID
group by NAME, SURNAME order by 1 desc, 4 asc;
```

Which parts of the cave were surveyed in the year 1998?

```
select TITLE from SURVEY where ID in (select SURVEY_ID from CENTRELINE where TOPO_DATE
between '1998-01-01' and '1998-12-31');
```

How long are passages lying between 1500 and 1550 m a.s.l.?

```
select sum(LENGTH) from SHOT, STATION S1, STATION S2 where (S1.Z+S2.Z)/2 between 1500
and 1550 and SHOT.FROM_ID = S1.ID and SHOT.TO_ID = S2.ID;
```

Lists—caves, surveys, continuations

Using [export continuation-list](#) you get an overview of all points in the centreline and scraps marked⁶² as a possible continuation.

[export cave-list](#) gives you a tabular information about surveyed caves (you need to specify [entrance](#) flags in your data) including length, depth and entrance(s) location.

Detailed information about each sub-survey gives [export survey-list](#) command. The length includes shots with [approximate](#) flags, but not [explored](#), [duplicate](#) or [surface](#).

2D maps

Maps for printing

Maps are produced in PDF and SVG formats, which may be viewed or printed in a wide variety of viewers. Be sure to uncheck *Fit page to paper* or similar option if you want to print in the exact scale.

In atlas mode some additional information is put on each page: page number, map name, and page label.

Especially useful are the numbers of neighbouring pages in N, S, E and W directions, as well as in upper and lower levels. There are also hyperlinks at the border of the map if the cave continues on the next page and on the appropriate cells of the Navigator.

PDF files are highly optimized—scraps are stored in XObject forms only once in the document and then referenced on appropriate pages. Therion uses most advanced PDF features like transparency and layers.

⁶² using [station](#) attribute for centreline point and [point continuation](#) in scraps

Created PDF files may be optionally post-processed in applications like pdfTeX or Adobe Acrobat—it's possible to extract or change some pages, add comments or encryption, etc.

- 5.3 If the map was produced using georeferenced data then it also contains georeferencing information. This can be extracted by XTherion to produce georeferenced raster images (see *XTherion/Additional tools* for details).

Maps for GIS

Maps produced in DXF, ESRI or KML formats may be further processed in appropriate software. These maps do not contain visualized map symbols

Special-purpose maps

Map in XVI format contains centreline with LRUD (and optionally morphed sketches) and can be imported in XTherion to serve as a background for digitization.

Map in Survex format is intended for a quick preview in Aven.

3D models

Therion may export 3D model in various formats besides its native format. These may be loaded in appropriate viewing, editing or raytracing programs to be printed or further processed. If the format doesn't support arbitrary passage shape definition, only the centreline is included.

Loch

Loch is a 3D model viewer included in the Therion distribution. It supports e.g. high-resolution rendering to file and stereo view using 3D-glasses.



Changing layout of PDF maps

This chapter is extremely useful if you're not satisfied with the predefined layout of map symbols and maps provided, and want to adapt them to your needs. However, you need to know how to write plain T_EX and METAPOST macros to do this.

Page layout in the atlas mode

The `layout` command allows basic page setup in the atlas mode. This is done through its options such as `page-setup` or `overlap`. But there are no options which would specify the position of map, navigator and other elements inside the area defined by `page-width` and `page-height` dimensions; e.g., why is the navigator below the map and not on its right or left side?

There are many possible arrangements for a page. Rather than offer even more options for the `layout` command, Therion uses the T_EX language to describe other page layouts.

This approach has the advantage that the user has direct access to the advanced typesetting engine without making the language of Therion overcomplex.

Therion uses pdfT_EX with the *plain* format for typesetting. So you should be familiar with the plain T_EX if you wish to define new layouts.

The ultimate reference for plain T_EX is

Knuth, D. E.: *The T_EXbook*, Reading, Massachusetts, Addison-Wesley ¹1984

For pdfT_EX's extensions there is a short manual

Thanh, H. T.—Rahtz, S.—Hagen, H.: *The pdfT_EX user manual*, available at <http://www.pdfTeX.org>

The \TeX macros are used inside of `code tex-atlas` part of the `layout` command (see the chapter *Processing data* for details). The basic one predefined by Therion is the

`\dopage`

macro. The idea is simple: for each page Therion defines \TeX variables (count, token, and box registers) which contain the page elements (map, navigator, page name etc.). At the end of each page macro `\dopage` is invoked. This defines the position of each element on the page. By redefining this macro you'll get desired page layout. Without this redefinition you'll get the standard layout.

Here is the list of variables defined for each page:

Boxes:

- `\mapbox` ▷ The box containing the map. Its width (height) is set according to the `size` and `overlap` options of the `layout` command to

`size_width + 2*overlap` or

`size_height + 2*overlap`, respectively

- `\navbox` ▷ The box containing the navigator, with dimensions

`size_width * (2*nav_size_x+1) / nav_factor` or

`size_height * (2*nav_size_y+1) / nav_factor`, respectively

Both `\mapbox` and `\navbox` also contain hyperlinks.

Count registers:

- `\pointerE`, `\pointerW`, `\pointerN`, `\pointerS` contain the page number of the neighbouring pages in the E, W, N and S directions. If there is no such a page its page number is set to 0.
- `\pagenum` current page number

Token registers:

- `\pointerU`, `\pointerD` contain information about pages above and below the current page. It consists of one or more concatenated records. Each record has a special format

`page-name|page-number|destination|`

If there are no such pages, the value is set to `notdef`.

See the description of the `\processpointeritem` macro below for how to extract and use this information.

- `\pagename` ▷ name of the current map according to options of the `map` command.
- `\pagelabel` ▷ the page label as specified by `origin` and `origin-label` options of the `layout` command.

The following variables are set at the beginning of the document:

- `\hsize`, `\vsize` ▷ T_EX page dimensions, set according to `page-width` and `page-height` parameters of the `page-setup` option of the `layout` command. They determine our playground when defining page layout using the `\dopage` macro.
- `\ifpagenumbering` ▷ This conditional is set true or false according to the `page-numbers` option of the `layout` command.

There are also some predefined macros which help with the processing of `\pointer`* variables:

- `\showpointer` with one of the `\pointerE`, `\pointerW`, `\pointerN` or `\pointerS` as an argument displays the value of the argument. If the value is 0 it doesn't display anything. This is useful because the zero value (no neighbouring page) shouldn't be displayed.
- `\showpointerlist` with one of the `\pointerU` or `\pointerD` as an argument presents the content of this argument. (Which contains `\pointerU` or `\pointerD`, see above.) For each record it calls the macro `\processpointeritem`, which is responsible for data formatting.

Macro `\showpointerlist` should be used without redefinition in the place where you want to display the content of its argument; for custom data formatting redefine `\processpointeritem` macro.

- `\processpointeritem` has three arguments (page-name, page-number, destination) and visualizes these data. The arguments are delimited as follows

```
\def\processpointeritem#1|#2|#3\endarg{...}
```

An example definition may be

```
\def\processpointeritem#1|#2|#3\endarg{ \hbox{\pdfstartlink attr {/Border [0 0 0]} goto name{#3} #2 (#1)\pdfendlink} }
```

(note how to use the *destination* argument), or much simpler (if we don't need hyperlink features):

```
\def\processpointeritem#1|#2|#3\endarg{ \hbox{#2 (#1)} }
```

For font management there are macros

- `\size[#1]` for size changes,
- `\color[#1 #2 #3]` for colour changes (RGB values in the range 0–100), and
- `\rm`, `\it`, `\bf`, `?`, `\si` for type face switching.

See below for a list of predefined texts which may be used in the atlas.

There is also a `\framed` macro which takes a box as an argument and displays the box framed. The frame style can be customized by redefining the `\linestyle` macro which defaults to `1 J 1 j 1.5 w`.

Now we're ready to define the `\dopage` macro. You may choose which of the predefined elements to use. A very simple example would be

```
layout my_layout scale 1 200 page-setup 29.7 21 27.7 19 1 1 cm size 26.7 18 cm overlap 0.5 cm
code tex-atlas \def\dopage{\box\mapbox} \insertmaps endlayout
```

which defines the landscape A4 layout without the navigator nor any texts. There is only a map on the page.

Note the `\insertmaps` macro. Map pages are inserted at its position. This is not done automatically because you may wish to insert some other pages before the first map page.

More advanced is the default definition of the `\dopage` macro:

```
\def\dopage{ \vbox{\centerline{\framed{\mapbox}} \bigskip

%
\line{ \vbox to \ht\navbox{ \hbox{\size[20]\the\pagelabel \ifpagenumbering\space(\the\pagenum)\fi
\space\size[16]\the\pagename} \ifpagenumbering

%
\medskip

\hbox{\qqquad\qqquad \vtop{ \hbox to 0pt{\hss\showpointer\pointerN\hss} \hbox to 0pt{\llap{\showpointer\poi
\raise1pt\hbox to 0pt{\hss$\updownarrow$\hss} \raise1pt\hbox to 0pt{\hss$\leftrightharpoonup$\hss}
\rlap{\hskip0.7em\showpointer\pointerE}} \hbox to 0pt{\hss\showpointer\pointerS\hss} } \qqquad\qqquad
\vtop{ \def\arr{${\uparrow}$} \showpointerlist\pointerU \def\arr{${\downarrow}$} \showpointerlist\pointerD
} } \fi

%%%%
\vss

\scalebar

}\hss \box\navbox } } }
```

Using other plain T_EX macros or T_EX primitives it's possible to add other features, e.g. a different layout for odd and even pages; headers and footers; or adding a logo to each page.

In addition to map pages contains atlas additional items: title page, basic facts about the cave, legend with used map symbols etc.

Therion automatically generates list of used map symbols and lists of persons who have discovered, surveyed and drawn selected part of the cave. Following token registers may be used (according to user's requirements before or after the `\insertmaps` macro):

- `\explotitle`, `\topotitle`, `\cartotitle` ▷ translated titles

- `\exploteam`, `\topoteam`, `\cartoteam` ▷ participating members (according to `team`, `explo-team` options for `centreline` and `author` option of `scraps`)
- `\explodate`, `\topodate`, `\cartodate` ▷ corresponding dates
- `\comment` ▷ is set according to `map-comment` option of the `layout` command
- `\copyrights` ▷ is set according to copyright options for surveys and other objects
- `\cavename` ▷ name of the exported map; set according to `-title` option of exported map
- `\cavelength`, `\cavedepth` ▷ approximate length and depth of displayed map
- `\cavelengthtitle`, `\cavedepthtitle` ▷ translated labels
- `\cavemaxz`, `\caveminz` ▷ altitude max/min value 5.4
- `\thversion` ▷ current therion version 5.4
- `\currentdate` ▷ current date 5.4
- `\outcscode`, `\outcsname` ▷ output coordinat system code and name 5.4
- `\northdir` ▷ 'true' or 'grid' 5.4
- `\magdecl` ▷ magnetic declination in degrees 5.4
- `\gridconv` ▷ grid meridian convergence in degrees 5.4

There is a macro `\atlastitlepages` which combines most of the token registers mentioned above to get simple preformatted atlas introductory pages.

For legend displaying there are

- `\iflegend` ▷ conditional; true iff `legend` option of the `layout` command was set to `on` or `all` values
- `\legendtitle` ▷ token register containing translated legend title
- `\insertlegend` ▷ macro for inserting legend symbols pictures with translated descriptions in the specified number of columns (according to `legend-columns` layout option)
- `\formattedlegend` ▷ combines all three above commands to get preformatted legend with header and symbols typeset in two⁶³ columns if `legend` option is set `on`

North arrow and scale bar may be displayed using

- `\ifnortharrow` ▷ conditional; true if map projection is plan and symbol north-arrow is not hidden in `layout`
- `\ifscalebar` ▷ conditional; true if scalebar is not hidden
- `\northarrow` ▷ PDF form with the north arrow
- `\scalebar` ▷ PDF form with the scale bar

⁶³ Default; adjust the `legend-columns` layout option to get them more or less

There is a general-purpose macro for typesetting in multiple columns⁶⁴:

- `\begmulti <i>`, `\endmulti >` text between these macros is typeset in `<i>` columns

Example how to create atlas with lists of surveyors etc. followed by map pages and with legend at the end:

```
code tex-atlas \atlastitlepages
```

```
\insertmaps
```

```
\formattedlegend
```

Page layout in the map mode

In the map mode it's possible to use a lot of predefined variables which are described in the previous chapter:

```
\cavename, \comment, \copyrights, \explotitle, \topotitle, \cartotitle, \exploteam, \topoteam,
\cartoteam, \explodate, \topodate, \cartodate, \cavelength, \cavedepth, \cavelengthtitle,
\cavedepthtitle, \cavemaxz, \caveminz, \thversion, \currentdate, \outscscode, \outscsname,
\northdir, \magdecl, \gridconv, \ifnortharrow, \ifscalebar, \northarrow, \scalebar, \iflegend,
\legendtitle, \insertlegend, \begmulti <i>, \endmulti, \formattedlegend, \legendcolumns.
```

In order to place them somewhere on the map page, you have to define `\maplayout` macro in the `code tex-map` section of the `layout` command. It should contain one or more `\legendbox` invocations. The `\legendbox` macro has four parameters: coordinates ranging 0–100, alignment specification (N, E, S, W, NE, SE, SW, NW or C) and the content to be displayed.

A simple example is

```
\def\maplayout{ \legendbox{0}{100}{NW}{\northarrow} }
```

which displays north arrow in the upper-left corner of the map sheet.

For user's convenience, there is `\legendcontent` token register. It contains preformatted cave name, north arrow, scale bar, explo/topo/carto teams, comment, copyrights and legend. (The `\legendcontent` is also used in the default map layout definition: `\def\maplayout{\legendbox{0}{100}{NW}{\the\legendcontent}}`).

Width of the above text may be adjusted by `\legendwidth` dimen register (its default value is set by `legend-width` layout option). The color and size of texts in the preformatted legend can be easily changed using `\legendtextcolor`, `\legendtextsize`, `\legendtextsectionsize` and `\legendtextheadersize` token registers, e.g. for large blue text:

⁶⁴Not to be used with map legend, where multiple columns are to be adjusted by `legend-columns` layout option

```
code tex-map \legendwidth=20cm \legendtextcolor={\color[0 0 100]} \legendtextsize={\size[20]}■
\legendtextheadersize={\size[60]}
```

It is possible to display the whole map framed by setting the `\framethickness` dimension register to positive value, e.g. `0.5mm`.

Customizing text labels

Starting with the release 5.4.1 you can use `fonts-setup` layout option instead of the METAPOST macro `fonts_setup()`.

New map symbols

Therion's layout command makes it easy to switch among various predefined map symbol sets. If there is no such symbol or symbol set you want, it's possible to design new map symbols.

However, this requires knowledge of the METAPOST language, which is used for map visualization. It's described in

Hobby, J. D.: *A User's Manual for MetaPost*, available at
<http://cm.bell-labs.com/cm/cs/ctr/162.ps.gz>

User may also benefit from comprehensive reference to the METAFONT language, which is quite similar to METAPOST:

Knuth, D. E.: *The METAFONTbook*, Reading, Massachusetts, Addison-Wesley
1986

New symbols may be defined in the `code metapost` section of the `layout` command. This makes it easy to add new symbols at the run-time. It is also possible to add symbols permanently by compiling them into Therion executable (see the *Appendix* for instructions how to do this).

Each symbol has to have a unique name, which consists of following items:

- one of the letters 'p', 'l', 'a', 's' for point, line, area or special symbols, respectively;
- underscore character;
- symbol type as listed in the chapter *Data format* with all dashes removed;
- if the symbol has a subtype, add underscore character and subtype;
- underscore character;
- symbol set identifier in uppercase

Example: standard name for a point 'water-flow' symbol with a 'permanent' sub-type in the 'MY' set is `p_waterflow_permanent_MY`. Standard name for user-defined symbol types should not include symbol set identifier, e.g. `p_u_bat`.

Each new symbol has to be registered by a macro call

```
initsymbol("<standard-name>");
```

unless it's compiled into Therion executable.

There are four predefined pens *PenA* (thickest) ... *PenD* (thinnest), which should be used for all drawings. For drawing and filling use `thdraw` and `thfill` commands instead of METAPOST's `draw` and `fill`.

5.4 The following variables are also available:

- boolean `ATTR__shotflag_splay`, `ATTR__shotflag_duplicate`, `ATTR__shotflag_approx` ▷ set for line survey
- boolean `ATTR__stationflag_splay` ▷ set true for endstations of splay shots
- boolean `ATTR__scrap_centerline` ▷ set true for scraps created from centreline
- boolean `ATTR__elevation` ▷ true for (extended) elevation, false for plan projection
- numeric `ATTR__height` ▷ height of a pit or wall:pit
- string `ATTR__id` ▷ contains current object ID
- string `ATTR__survey` ▷ contains current survey name
- string `ATTR__scrap` ▷ contains current scrap name
- picture `ATTR__text` ▷ contains typeset text e.g. for point continuation
- string `NorthDir` ▷ 'true' or 'grid'
- numeric `MagDecl` ▷ magnetic declination in degrees
- numeric `GridConv` ▷ grid meridian convergence in degrees

Point symbols

Point symbols are defined as macros using `def ... enddef` commands. Majority of point symbol definitions has four arguments: position (pair), rotation (numeric), scale (numeric) and alignment (pair). Exceptions are *section* which has no visual representation; all *labels*, which require special treatment as described in the previous chapter, and *station* which takes only one argument: position (pair).

All point symbols are drawn in local coordinates with the length unit u . Recommended ranges are $\langle -0.5u, 0.5u \rangle$ in both axes. The symbol should be centered at the coordinates' origin. For the final map, all drawings are transformed as specified in the T transformation variable, so it's necessary to set this variable before drawing.

This is usually done in two steps (assume that four arguments are P, R, S, A):

- set the U pair variable to $\left(\frac{width}{2}, \frac{height}{2}\right)$ of the symbol for correct alignment. The alignment argument A is a pair representing ratios $\left(\frac{shift_x}{U_x}\right)$ and $\left(\frac{shift_y}{U_y}\right)$.

(Hence `aligned A` means `shifted (xpart A * xpart U, ypart A * ypart U)`.)

- set the T transformation variable

`T:=identity aligned A rotated R scaled S shifted P;`

For drawing and filling use `thdraw` and `thfill` commands instead of METAPOST's `draw` and `fill`. These take automatically care of T transformation.

An example definition may be

```
def p_entrance_UIS (expr P,R,S,A)= U:=(.2u,.5u); T:=identity aligned A rotated R scaled S shifted
P; thfill (-.2u,-.5u)-(0,.5u)-(.2u,-.5u)-cycle; enddef; initsymbol("p_entrance_UIS");
```

Line symbols

Line symbols differ from point symbols in respect that there is no local coordinate system. Each line symbol gets the *path* in absolute coordinates as the first argument. Therefore it's necessary to set T variable to `identity` before drawing.

Following symbols take additional arguments:

- `arrow` ▷ numeric: 0 is no arrows, 1 arrow at the end, 2 begin, 3 both ends
- `contour` ▷ text: list of points which get the tick or one of -1 , -2 or -3 to mark undefined tick, tick in the middle or no tick, respectively
- `section` ▷ text: list of points which get the orientation arrow or -1 to indicate no arrows
- `slope` ▷ numeric: 0 no border, 1 border; text: list of (point,direction,length) triplets

Usage example:

```
def l_wall_bedrock_UIS (expr P) = T:=identity; pickup PenA; thdraw P; enddef; initsymbol("l_wall_bedrock_UIS");
```

Area symbols

Areas are similar to lines: they take only one argument – *path* in absolute coordinates.

You may fill them in three ways:

- fill an uniform or randomised grid in a temporary picture (having dimensions `bbox path`) with some point symbols; clip it according to `path` and add to the `currentpicture`

- fill `path` with a solid colour
- fill `path` with a predefined pattern using a `withpattern` keyword.

Patterns are defined using the same user interface (without the `patterncolor` macro) as described in the article

Bolek, P.: "METAPOST and patterns," *TUGboat*, 3, XIX (1998), pp. 276–283, available online at <https://www.tug.org/TUGboat/Articles/tb19-3/tb60bolek.pdf>

You may use standard METAPOST `draw` and similar macros without setting of T variable in pattern definitions.

Example on how to define and use patterns:

```
beginpattern(pattern_water_UIS); draw origin-10up withpen pensquare scaled (0.02u); patternxstep(.18u);
patterntransform(identity rotated 45); endpattern;
```

```
def a_water_UIS (expr p) = T:=identity; thclean p; thfill p withpattern pattern_water_UIS; enddef;
initsymbol("a_water_UIS");
```

Special symbols

There are currently two special symbols: scale bar and north arrow. Both are experimental and subject to change.

1. *When a distinguished but elderly scientist states that something is possible, he is almost certainly right. When he states that something is impossible, he is very probably wrong.*
2. *The only way of discovering the limits of the possible is to venture a little way past them into the impossible.*
3. *Any sufficiently advanced technology is indistinguishable from magic.*

—Arthur C. Clarke, 1973

Appendix

Compilation

If you want to compile Therion from source code and run it, you need (first three are required only during compilation):

- GNU C/C++ compiler
- GNU make
- Perl
- Python 2.7 or 3
- Tcl/Tk 8.4.3 and newer (<https://www.tcl.tk>) with *BWidget* widget set (<https://sourceforge.net/projects/tcllib/>) and optionally *tkImg* extension (<https://sourceforge.net/projects/tkimg/>).
- T_EX distribution with at least T_EX with Plain format, recent pdfT_EX, and META-POST (<https://www.tug.org>).
- LCDF Typetools package (<https://www.lcdf.org/type/>)
- ImageMagick distribution with *convert* and *identify* utilities, if you want to use warping of survey sketches.
- *ghostscript* if you want to create calibrated images from georeferenced PDF maps.

To compile Loch, you need

- freetype 2 and newer; freetype-config must work
- wxWidgets 2.6 and newer; wx-config must work
- VTK 5.0 and newer
- libjpeg, libpng, zlib

All programs (with the exception of BWidget and tkImg package) are usually included in Linux, Unix or MacOS X distributions. For Windows consider using MinGW and MSYS (<http://www.mingw.org>). It's a distribution of GNU utilities with GNU make and GCC. (BTW, why not to use precompiled Windows version?)

Quick start

- unpack the source distribution [therion-5.*.tar.gz](#)
- `cd therion`
- `make config-macosx` or `make config-win32`, if you use MacOS X or Windows, respectively
- `make`
- `sudo make install`

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Make parameters

Therion's *makefile* may take some optional parameters.

- `config-linux`, `config-macosx`, `config-win32` ▷ configure Therion for a specific platform. Linux is a default.
- `config-release`, `config-oxygen`, `config-ozone` ▷ set optimization level for C++ compiler (none, `-O2` and `-O3`)
- `config-debug` ▷ useful before debugging the program
- `install` ▷ install Therion
- `clean` ▷ delete all temporary files

5.4 *Cross-compilation for Windows*

Therion supports compilation of Win32 executables in Linux using MXE cross compiler (<http://mxe.cc>).

- install the following static/win32 packages (i686-w64-mingw32.static-*) to the directory `/usr/lib/mxe/`: binutils, bzip2, expat, freetype-bootstrap, gcc, gettext, glib, harfbuzz, jpeg, libiconv, libpng, tiff, vtk, wxwidgets, xz, zlib.
- modify PATH: `export PATH=/usr/lib/mxe/usr/bin:$PATH`
- `cd therion`
- `make config-win32cross`
- `make`

Adding new translations

Therion supports translation of map labels. Suppose you want to add a new language `xx`.

- run `'perl process.pl export xx'` in the `'thlang'` Therion source subdirectory. This creates a file `texts_xx.txt`. This file is UTF-8 encoded.
- edit the `texts_xx.txt` file. Add your translations at lines beginning with `'xx:'`.
- run `make update`
- compile Therion

Adding new encodings

Although UTF-8 Unicode encoding covers all characters which Therion is able to process, it may be inconvenient to use it. In that case it's possible to add support for any 8-bit encoding for text input files. Copy a translation file to the `thchencdata` directory; add its name to `'ifiles'` hash in the beginning of the Perl script `generate.pl`; run it and recompile Therion.

The translation file should contain two hexadecimal values of a character (first one in the 8-bit encoding, second one in Unicode) in each line. Possible comments follow the `'#'` character.

Adding new T_EX encodings

It's easy to add new encodings for 2D map output.⁶⁵ Copy an appropriate encoding mapping file with an `*.enc` extension to the `texenc/encodings`, run the Perl script `mktextenc.pl` located in the `texenc` directory and compile Therion.

Therion uses the same encoding files as `afm2tfm` program from the T_EX distribution, which has the same format as an encoding vector in a PostScript font. You may find more details in the chapter 6.3.1.5 *Encoding file format* in the documentation to Dvips program.

Generating new T_EX and METAPOST headers

Therion uses T_EX and METAPOST for 2D map visualization and typesetting. Pre-defined macros are compiled into the Therion executable and are copied to the working directory just before running METAPOST and T_EX (unless the `-use-externlibs` option is used). Layout command makes it possible to modify some macros in the configuration file at the run-time.

However, it's possible to make permanent changes to the macro files. After modifying the files in the `mpost` and `tex` directories it's necessary to run Perl scripts `genmpost.pl` and `gentex.pl`, which generate C++ header files, and compile Therion executable again.

⁶⁵ This section applies to old-style font selection using `tex-fonts` command in the initialization file and is obsolete when using `pdf-fonts` command. 5.3

Environment variables

Therion reads following environment variables:

- **THERION** ▷ [not required] search path for (x)therion.ini file(s)
- **HOME** (**HOMEDRIVE** + **HOMEPATH** on WinXP) ▷ [not required, but usually present on your system] search path for (x)therion.ini file(s)
- **TEMP**, **TMP** ▷ system temporary directory, where Therion stores temporary files (in a directory named **th\$PID\$**, where **\$PID\$** is a process ID), unless **tmp-path** is specified in the initialization file.

Consult the documentation of your OS how to set them.

Initialization files

Therion's and XTherion's system dependent settings are specified in the file **therion.ini** or **xtherion.ini**, respectively. They are searched for in the following directories:

- on UNIX: **.**, **\$THERION**, **\$HOME/.therion**, **/etc**, **/usr/etc**, **/usr/local/etc**
- on Windows: **.**, **\$THERION**, **\$HOME\therion**, **<Therion-installation-directory>**, **C:\WINDOWS**, **C:\WINNT**, **C:\Program Files\Therion**

Therion

If no file is found Therion uses its default settings. If you want to list them, use **-print-init-file** option. The initialization file is read like any other therion file. (Empty lines or lines starting with **#** are ignored; lines ending with a backslash continue on next line.) Currently supported initialization commands follow.

- **loop-closure <therion/sur vex>**

By default, **sur vex** is used if present, otherwise **therion**.

- **encoding-default <encoding-name>**

Set the default output encoding (currently unused).

- **encoding-sql <encoding-name>**

Set the default output encoding for SQL export.

- **language <xx[_YY]>**

Default output language. See the copyright page for the list of available languages.

- `units <metric/imperial>`

Set default units.

- `mpost-path <file-path>`

Set the full path to a METAPOST executable if Therion can't find it ("`mpost`" is the default).

- `mpost-options <string>`

Set METAPOST options.

- `pdftex-path <file-path>`

Set the full path to a pdf \TeX executable if Therion can't find it ("`pdfetex`" is the default).

- `identify-path <file-path>`

Set the full path to ImageMagick's identify executable if Therion can't find it ("`identify`" is the default).

- `convert-path <file-path>`

Set the full path to ImageMagick's convert executable if Therion can't find it ("`convert`" is the default).

- `source-path <directory>`

Path to data and configuration files. Used mostly for system-wide grades and layout definitions.

- `tmp-path <directory>`

Path where temporary directory should be created.

- `tmp-remove <OS command>`

System command to delete files from the temporary directory.

- `tex-env <on/off>`

[Works on Windows only.] When set to `off` (default), Therion temporarily clears all environment variables related to \TeX . Useful if there is other \TeX distribution installed on your system which had set-up any environment variables, which could confuse \TeX and METAPOST programs supplied in Therion for Windows distribution.

Set to `on` if you use other \TeX distribution for maps processing.

- `text <language ID> <therion text> <my text>`

Using this option you can change any default therion text translation in output. For list of therion texts and available translations, see `thlang/texts.txt` file.

- `cs-def <id> <proj4def>`

Define a new coordinate system `<id>` using Proj4 syntax.

- `pdf-fonts <rm> <it> <bf> <ss> <si>`

5.3

Set-up fonts to be used in PDF maps. The command has to be followed by paths specifying where regular, italic, bold, sans-serif and sans-serif oblique fonts are located in your system. TrueType and OpenType fonts are supported.

Therion requires LCDF Typetools to be installed on your system to use this command. Example:

```
pdf-fonts "/usr/share/fonts/Serif.ttf" \"/usr/share/fonts/Serif-Italic.ttf" \"/usr/share/fonts/Serif-Bold.ttf" \"/usr/share/fonts/Sans.ttf" \"/usr/share/fonts/Sans-Oblique.ttf"
```

- 5.3
- `otf2pfb <on/off>`

When set to `on` (default), OpenType fonts used in `pdf-fonts` are converted to PFB fonts, if they are PostScript-based. Some information is lost in the PFB format, but there is advantage that pdfTeX can embed subset of PFB fonts (in contrast with OpenType fonts which must be fully embedded).

- `tex-fonts <encoding> <rm> <it> <bf> <ss> <si>`

Original and more complicated way to set-up fonts for PDF maps. You need to explicitly specify encoding (maximum 256 characters from the font that will be used). The list of currently supported encodings gives the `-print-tex-encodings` command line option. The same encoding must be used while generating TeX metrics (`*.tfm` files) for those fonts (e.g. with the `afm2tfm` program) and this encoding must be explicitly given also in the pdfTeX's map file. The only exception is the base set of Computer Modern fonts, which use 'raw' encoding. This encoding doesn't need to be specified in the pdfTeX's map file.

Encoding has to be followed by five font specifications for regular, italic, bold, sans-serif and sans-serif oblique styles. Default setting is `tex-fonts raw cmr10 cmti10 cmbx10 cmss10 cmssi10`

Example how to use other fonts (e.g. TrueType Palatino in `xl2` (an encoding derived from ISO8859-2) encoding). Run:

```
ttf2afm -e xl2.enc -o palatino.afm palatino.ttf
afm2tfm palatino.afm -u -v vpalatino -T xl2.enc
vptovf vpalatino.vpl vpalatino.vf vpalatino.tfm
```

You get files `vpalatino.vf`, `vpalatino.tfm` and `palatino.tfm`. Add the line

```
palatino <xl2.enc> <palatino.ttf>
```

to the pdfTeX's map file. The same should be done for the italic and bold faces and corresponding sans-serif and sans-serif-oblique fonts. If you're lazy try

`tex-fonts xl2 palatino palatino palatino palatino palatino`

(We should use actually virtual font `vpalatino` instead of `palatino`, which contains no kerning or ligatures, but pdfT_EX doesn't support `\pdfincludechars` command on virtual fonts. To be improved.)

If you want to add some unsupported encodings, read the chapter *Compilation / Hacker's guide*.

- `tex-fonts-optional <encoding> <rm> <it> <bf> <ss> <si>`

Similar to `tex-fonts`, but tests if the T_EX fonts are installed in the system. It does nothing if any of the specified fonts is not present.

This setting is used by default for Czech/Slovak and cyrillic fonts to avoid METAPOST errors on systems without these fonts present.

As the test takes some time (pdfT_EX instance is run), you might disable the default behaviour completely by setting `tex-fonts` in the INI file.

XTherion

Initialization file for XTherion is actually a Tcl script evaluated when XTherion starts. The file is commented; see the comments for details.

Limitations

- scrap size $\triangleright \approx 2.8 \times 2.8$ m in the output scale (METAPOST limit)
- page size \triangleright
PDF map or atlas: $\approx 5 \times 5$ m (pdfT_EX limit)
SVG map: unlimited
- scraps count \triangleright approx. 500–6000, depending on frequency of cross-sections
current METAPOST limit: $4(\text{scraps} + \text{sections}) < 4096$ (may be arbitrarily increased)
pdfT_EX limit: $2 \times \text{pages} + \text{images} + \text{patterns} + 6(\text{scraps} + \text{sections}) < 32500$

Example data

Following simple example illustrates basic usage of Therion commands:

```
encoding utf-8
```

```
survey main -title "Test cave"
```

```
survey first centreline units compass grad data normal from to compass clino length 1 2 100 -5 10  
endcentreline endsurvey
```

```
survey second -declination [3 deg] centreline calibrate length 0 0.96 data normal from to compass  
length clino 1 2 0 10 +10 endcentreline endsurvey
```

```
centreline equate 2@first 1@second endcentreline
```

```
# scraps are usually in separate *.th2 files scrap s1 -author 2004 "Therion team"
```

```
point 763 746 station -name 2@second point 702 430 station -name 2@first point 352 469 station  
-name 1@first point 675 585 air-draught -orientation 240 -scale large
```

```
line wall -close on 287 475 281 354 687 331 755 367 981 486 846 879 683 739 476 561 293 611 287  
475 endline
```

```
endscrap
```

```
map m1 -title "Test map" s1 endmap
```

```
endsurvey
```

Corresponding configuration file could be:

```
encoding utf-8 source test
```

```
layout l1 scale 1 100 layers off endlayout
```

```
select m1@main
```

```
export model -fmt survex export map -layout l1
```

If you save data file as 'test.th' and configuration file as 'thconfig' you may process them with Therion.

History

- 1999

Oct: first concrete ideas

Nov: start of programming (Perl scripts and METAPOST macros)

Dec 27: Therion compiles simple map in PostScript format for the first time (32 kB of Perl and 7 kB of METAPOST and T_EX source code). The map warping model was substantially different from the current one (positions of features were relative to a particular survey shot, not to positions of all stations in a scrap). This version already included some interesting features such as *transformation functions* which allowed user specification of the input format for survey data, or splitting large maps to multiple sheets.

Dec 30: the first web page (with data examples but without source code)

- **2000**

Jan: xthedit (Tcl/Tk), a graphical front-end for Therion

Feb 18: start of reprogramming (Perl)

Apr 1: the first hyperlinked PDF cave map / atlas

Aug: experiments with PDF, pdfT_EX and METAPOST

- **2001**

Nov: start of reimplementation from scratch: Therion (C++ with some Perl scripts inherited from the previous version); notion of a scrap; interactive 2D map editor ThEdit as a replacement of xthedit (Delphi)

Dec: ThEdit exports simple map for the first time

- **2002**

Mar: Therion 0.1 — Therion is able to process survey data (centreline) of the Cave of Dead Bats. XTherion, text editor designed for Therion (Tcl/Tk).

Jul 27: Therion 0.2 — Therion compiles simple map (consisting of two scraps) for the first time (800 kB of source code)

Aug: XTherion extended to 2D map editor (as a replacement of ThEdit)

Sep: Therion compiles first real and complex map of a cave. XTherion extended to compiler.

- **2003**

Mar: the first version of The Therion Book finished

Apr: Therion included in Debian GNU/Linux

Jun: all Perl scripts rewritten in C++, Therion is one executable program now (although using Survex and T_EX)

- **2004**

Mar: Therion 0.3 — Therion exports 3D model created from 2D maps. Loop closure algorithm included into Therion.

- **2006**

Oct: Therion 0.4 — New 3D viewer (Loch).

- **2007**

Feb: Therion 0.5 — Support for bitmap sketches morphing.

Future

Although Therion is already used for map production, there are a lot of new features to be implemented:

General

- loop closure information in SQL

2D maps

- complete the predefined symbol sets
- generate registers for atlas
- use MPlib instead of METAPOST

3D models

- improve passage walls modeling

XTherion

- improve 2D editing capabilities

Loch

- colour schemes
- survey tree for selecting sub-surveys to display
- spatial filtering (e.g. clipping by planes)
- support for multiple surfaces

Labyrinth

- completely new GUI in the far future (see <https://labyrinth.speleo.sk>)