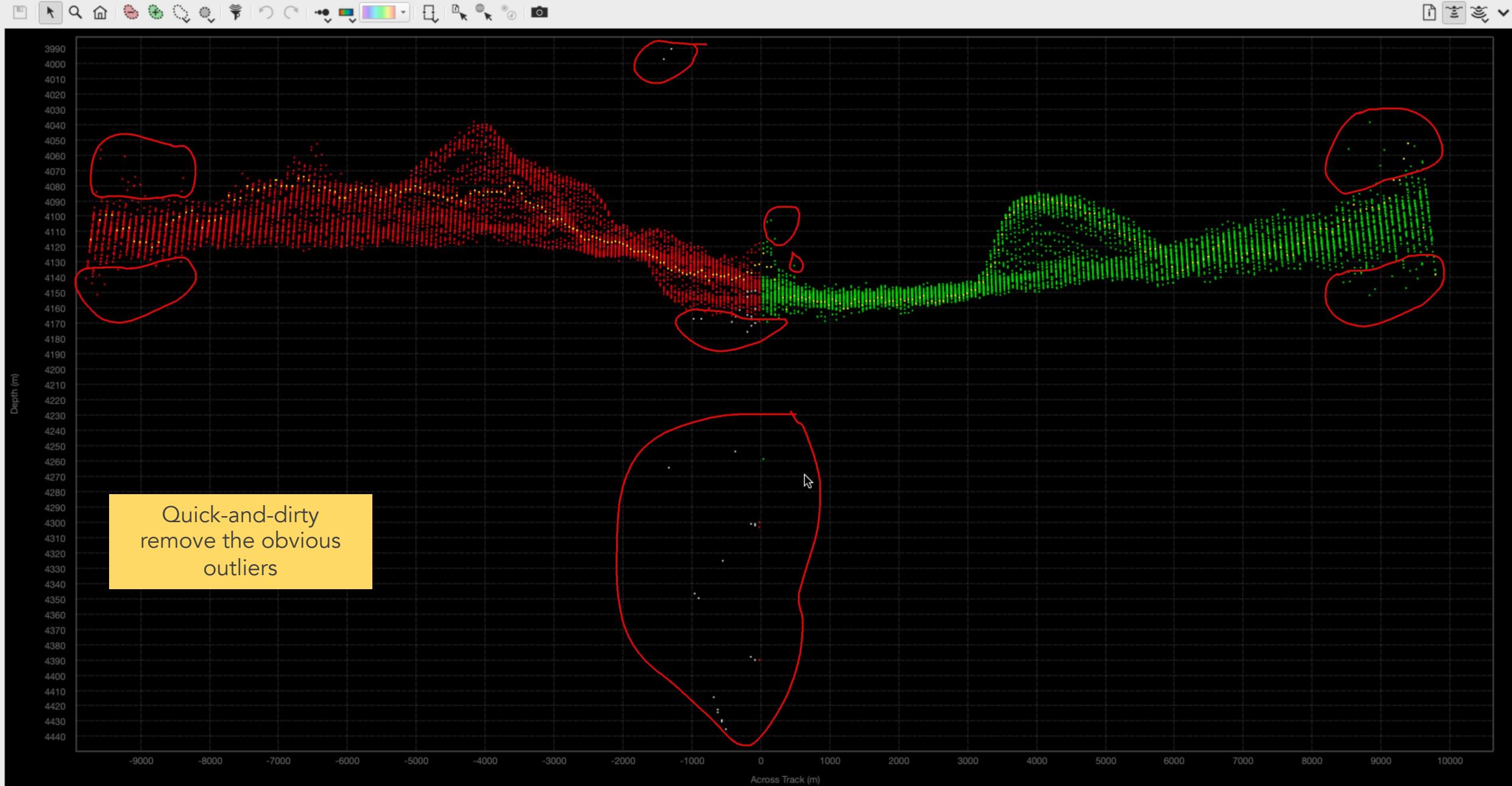
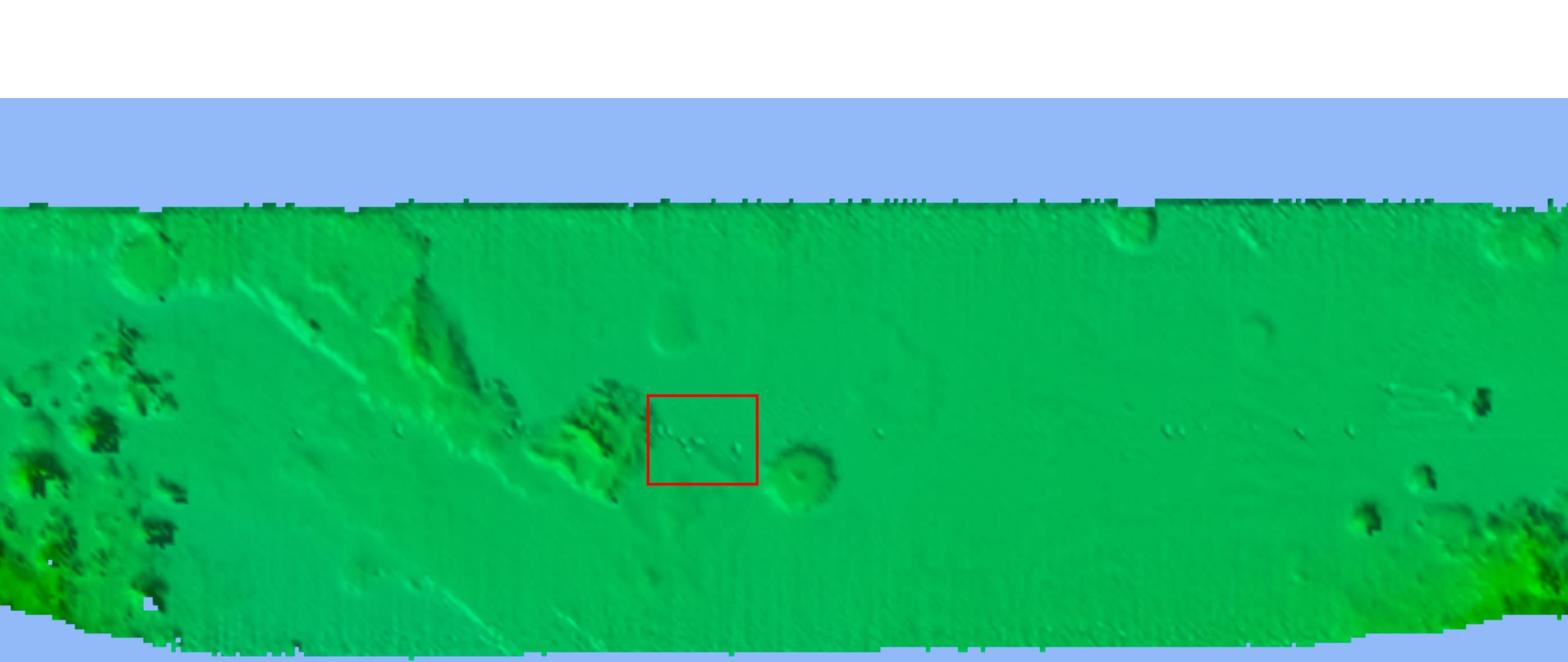


Swath Editor

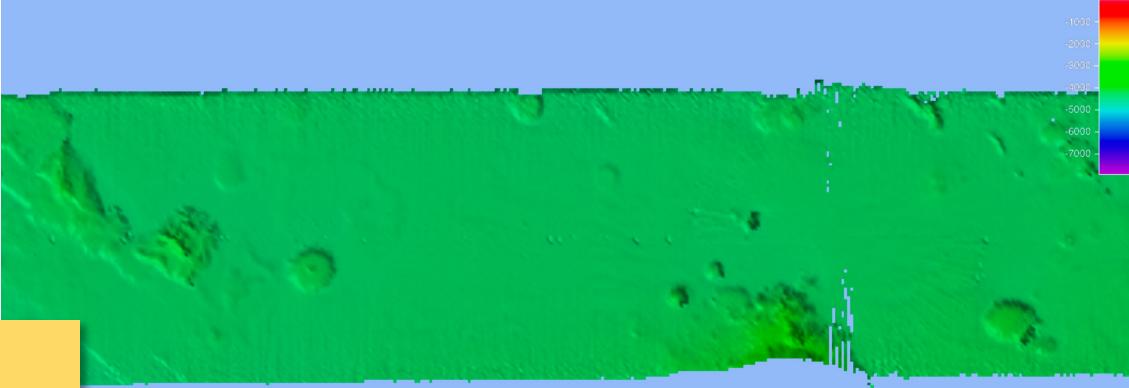




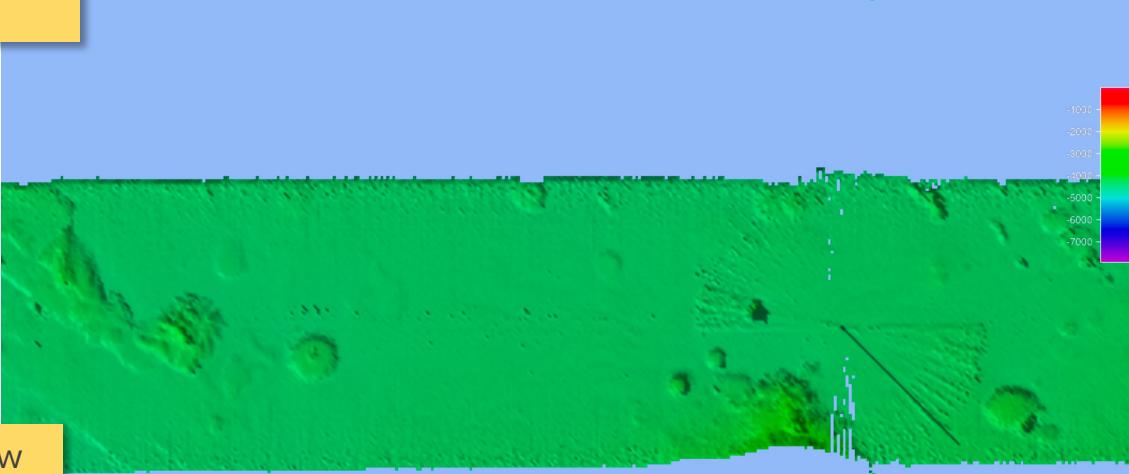
Go Surface browsing (use
deep/shallow mode!) to hunt
remaining outliers

Check out the differences
between
average/deep/shallow mode

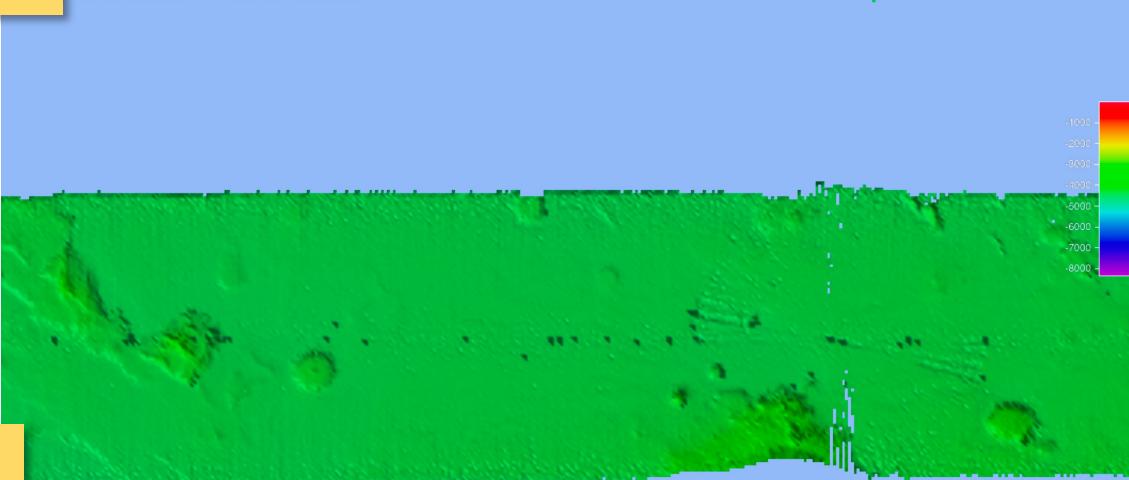
Average
(default)



Shallow



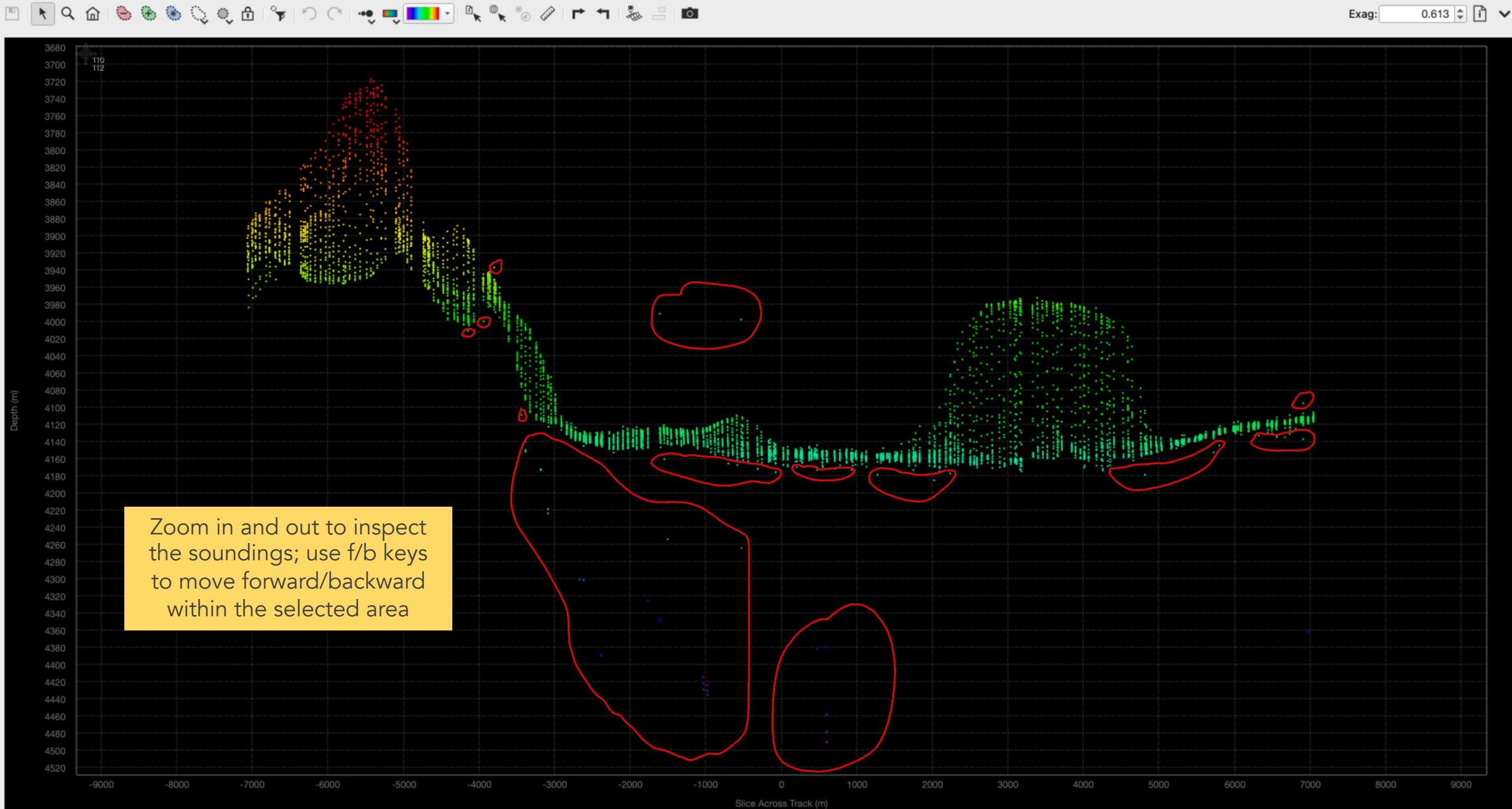
Deep





With Free Slice Select (or or fixed or rectangle), draw a box around the region containing outliers and open in 2D or 3D editor

Slice Editor



0 selected

record=265
subrecord=142

file=... /EM122/SO289/SO289/0060_20220226_105853_SO286_EM122.all (0)

(-8246026.724, -3806250.840, -4100.236)
(74°04'31.15"W, 32°30'02.28"S, -4100.236)

Control Bar

Camera:



Editing Mode

- Sounding Editing
 CUBE Editing

Cursor Mode:



Display:

- Soundings Rejected
 Surface Hypotheses

Soundings:

Colour By: Depth

Highlight: None

Exag: 10.75x

Size:

Slices:

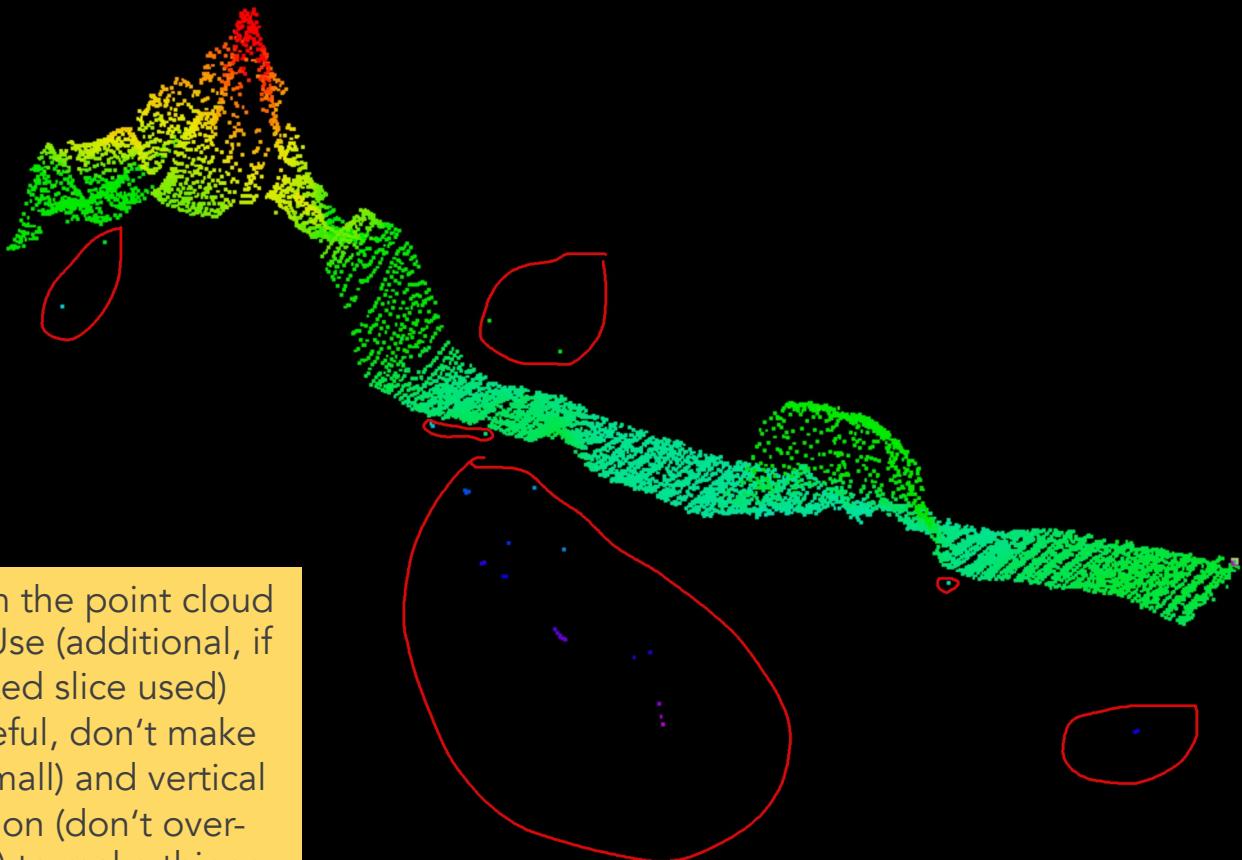
Slice Size: 5 Start

Selection:

Clear Invert Select By

Edit:

Reject Unreject



Rotate/zoom the point cloud to inspect. Use (additional, if free or fixed slice used) slicing (careful, don't make slices too small) and vertical exaggeration (don't over-exaggerate) to make things clearer