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Compute Points

• Allows the user to compute coordinates of new points
• Can be stored in the job
• Can then be used in the stakeout menu
• Will be visible on the map
• Very useful for computing offsets or search coordinates
• WARNING – Coordinate system should not be changed after computing points
  • Many of the computation methods will not allow the coordinate to update when the coordinate system is changed
Compute Points

- Can be computed using Radial or Sequential measurement methods
- Most commonly used method

- 1 – Start Point
- 2 – Azimuth
- 3 – Horizontal Distance
- 4 – Intersection Point
**Turned Angle and Distance**

- Allows the user to compute points based on the direction of a line
- You can then “turn” off of that line to create the point
- Easy way to compute offsets

- 1 – Start Point
- 2 – Azimuth
- 3 – Horizontal Distance
- 4 – Intersection Point

**Bearing and Distance Intersect**

- Allows the user to compute points based on a direction from one point and a distance from another

- 1 – Point 1
- 2 – Azimuth
- 3 – Point 2
- 4 – Horizontal Distance
- 5 – Solution 1
- 6 – Solution 2
Bearing and Bearing Intersect

- Allows the user to compute points based on the intersection of an azimuth from 2 different points
  - 1 – Point 1
  - 2 – Azimuth from Point 1
  - 3 – Point 2
  - 4 – Azimuth from Point 2
  - 5 – Intersection Point

Distance and Distance Intersect

- Allows the user to compute points based on the intersection of a distance from 2 points
  - 1 – Point 1
  - 2 – Distance from Point 1
  - 3 – Point 2
  - 4 – Distance from Point 2
  - 5 – Intersection Point 1
  - 6 – Intersection Point 2
Four Point Intersection

- Allows the user to compute points based on the intersection of 2 lines created by different points
- Lines do not need to intersect, but converge
- 1 – Start point of line 1
- 2 – End point of line 1
- 3 – Start point of line 2
- 4 – End point of line 2
- 5 – Intersection point

From a Baseline

- Allows the user to compute points based on a line, the distance along a line, and compute offsets from the line
- 1 – Start point of line
- 2 – End point of line
- 3 and 4 – Offset distance and direction
- 5, 6, 7, 8 – Distance along line and direction
- 9 – Calculated Point
From a Baseline

- 3 – Offset Direction Right
- 4 – Offset Direction Left
- 5 – In from Start
- 6 – Out from Start
- 7 – In from End
- 8 – Out from End

Project Point to Line

- Allows the user to project a point to a line
- It projects the point to the line at a 90 degree angle from the line

- 1 – Point to project
- 2 – Line name (or 2 point line)
- 3 – Coordinates of point
- 4 – Horizontal distance along line
- 5 – Delta North
- 6 – Delta East
Project Point to Arc

- Allows the user to project a point to an arc
- It projects the point to the arc at a 90 degree angle from the arc

1 – Point to project
2 – Arc Name (or key in an arc)
3 – Horizontal distance along arc
4 – Horizontal distance from arc
5 – Coordinates of new point

Summary

- Compute Points within Trimble Access
- Many different ways
- Compute points in the field
- Easy to use
- Reference the slideshow for the graphics