

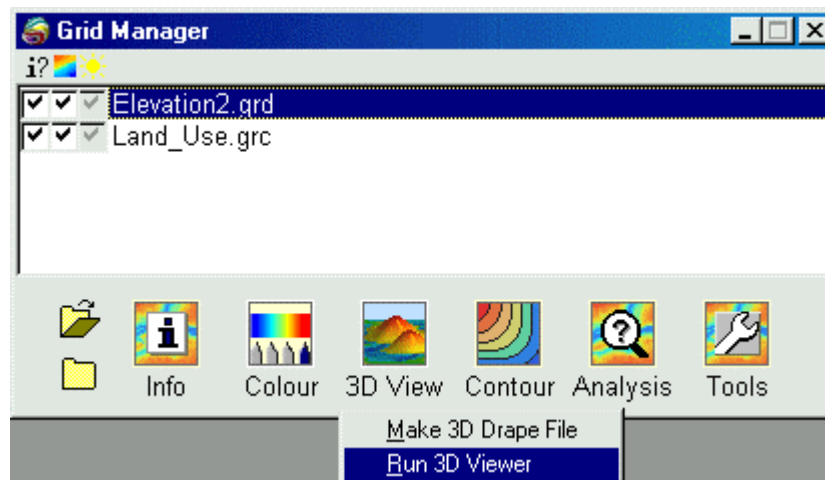
## Launching GridView

The *GridView* module can be accessed in three different ways. The most common way is through the *Grid Manager* by selecting the **Run 3D Viewer** option from the **3D View** button as described below. This method will always ensure that the highlighted grid in the *Grid Manager* will be the **Master Grid** in the resulting 3D scene.

- 1 The **Master Grid** is used to decide what other grids are loadable in the scene and is the grid from which all scene viewing parameters are based upon. The distance units used in many of the settings are also based upon the projection system of the **Master Grid**. For example, if the Master Grid is in a UTM projection then the viewing parameters will be in metres.

To open the *Grid Manager*, select the  button from the *Vertical Mapper* ButtonPad.

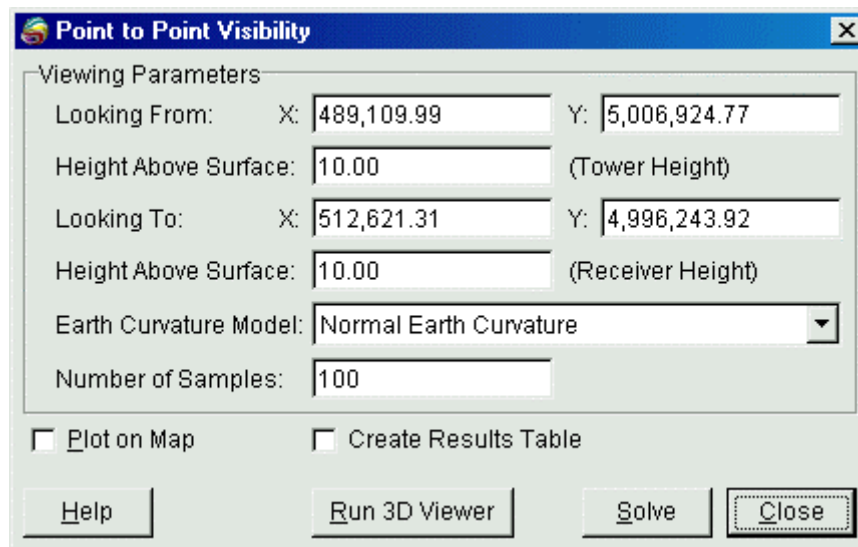
From the *Grid Manager* dialogue, select the  button to access the drop-down menu. Choose the **Run 3D Viewer** option.



Another way to access *GridView* is by selecting the **GridView** button found in the *Point-to-Point Visibility* dialogue. This dialogue is revealed when the *Point-to-Point Visibility* tool is used. The advantage of launching *GridView* by this method is that the user can choose the exact viewpoint locations used in the rendering of the 3D scene.

- Select the *Point-to-Point Visibility* tool  from the *Vertical Mapper* ButtonPad.

In the Map window move the cursor to the desired “Looking From” location, click and drag the cursor to the desired “Looking To” location, and release the mouse button. The **Point to Point Visibility** dialogue will appear as shown below.



The coordinates for the two viewing locations will appear in this dialogue. The only other relevant settings for launching *GridView* is the *Height Above Surface* settings for both the *Looking From* and *Looking To* locations. Select the **Run 3D Viewer** button to open *GridView* with these settings. In some cases the rendered scene will appear blank. This is due to how close the *Looking From Height Above Surface* setting is to the surface. This can be corrected by increasing the *Height Above Surface* setting. For information on the *Point-to-Point Visibility* tool see Chapter 10.

The third way to launch *GridView* is to run the *Gridview.exe* file located in the *MapInfo/VM2* subdirectory. With this method the user will have to open a grid from the *File* menu on the menu bar once the program has initialized.