

WinFrog v3.10 New Features

The following Change History details all modifications, refinements, and corrections for WinFrog v3.10.

Change History for v3.10

v3.10.0 September 17, 2014

- **Devices**

- SPEED LOG RDI Workhorse

- ◆ A new driver was added that decodes the PD0, PD3, PD4, and PD5 formats.

- GYRO Simulated Gyro

- ◆ The heading can be optionally configured to be fixed to a user entered value on the device's configuration dialog. This overrides the simulator controls on the toolbar.

- USBL – Simrad 400

- ◆ If the sensor is sending SNS telegrams with no acoustic data WinFrog can still apply the heading, pitch, and roll to the vehicle. Requires enabling on the device's configuration dialog.

- **Utilities**

- Datum transformation

- ◆ The user is no longer restricted to the working and WGS 84 datums. The user can select a datum from the list (or manually enter the parameters) for either or both coordinates.

- Average Position

- ◆ Standard and 95% confidence errors displayed and printed.

- Export Events

- ◆ A utility has been added that will export *.LOG and/or *.DAT files to an Excel spread sheet. The user can select which data is to be included and it places headers at the top of each column. Multiple files can be selected; each will be placed on a separate sheet within the same Excel file.

- **Vehicle**

- Shape

- ◆ A shape can be imported from an AutoCAD *.DXF file. The shape within the DXF file can be either defined as a BLOCK or as the drawing itself. Multiple vehicle shapes can be defined in the DXF file as BLOCKS. Only one vehicle can be defined in the main drawing. A maximum of 800 points can be used to describe the vehicle shape. The measurement units found in the *.DXF file are used to determine if the dimensions in the file are feet or metres. So the drawing needs to be in the correct units. No coordinate can be greater than 5000; any point with an X or Y value greater than 5000 will not be loaded.

- **Waypoints**

- Editing

- ◆ When a waypoint is edited the user can optionally (enabled by default) have each vehicle that is tracking this waypoint update itself. This uses the name so if the user changes the name it will not be updated, only the coordinates, symbol, color etc.

- Drawing

- ◆ Option to individually draw or not draw the waypoint on the graphics window.

- **Lines**

- Creating

- ◆ From the line dialog the user can select a waypoint as the coordinate for any survey line node.

- Drawing

- ◆ Option to individually draw or not draw the line on the graphics window.

- Graphical line creation

- ◆ When creating a line using this feature the range and azimuth from the last point to the current mouse location is displayed.

- **Graphics**

- Single step BMM display

- ◆ From the graphics configuration the user can select any of the supported Blue Marble formats (e.g. DXF, DWG, BMP) for display in the graphics window. WinFrog will create the BMM files on the fly and display map. Only one layer is allowed (i.e. only one drawing).

- Panning

- ◆ The middle mouse button can be used for panning without having to select this mode from the toolbar.

- Centering and Panning

- ◆ If center on vehicle has been selected, and then the user pans, after the mouse button is released the graphics mode reverts back to centering on the vehicle previously configured.

- Vehicle

- ◆ When the mouse cursor (while in Display Position mode) is hovered over a vehicle's CRP the cursor will change. When this happens the user can double left click to display some vehicle information including name, selected reference offset and the offset values and some other settings.