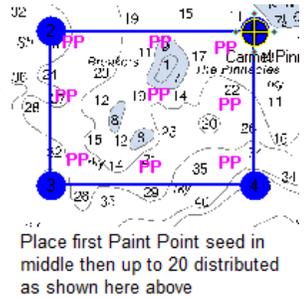
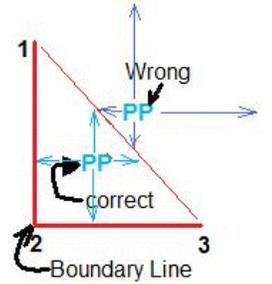




Version 7.17 Improvements

Color Fill In for Boundaries

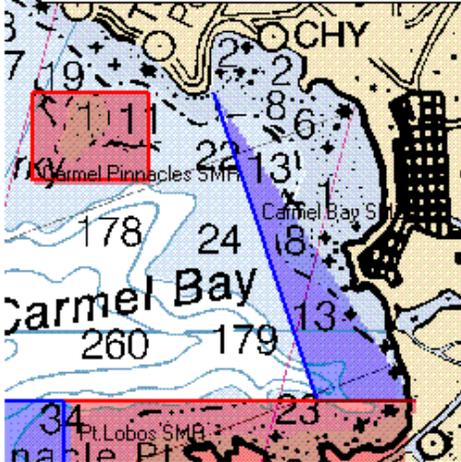
You can now add color shading to your fishing boundary zones. The color of the shading will be the same color as the boundary line. You can change just how deep a color the shading is as well. It requires color Paint Point seeds to be placed within the boundary. Color bleeds out from these points until it reaches the boundary lines where it stops coloring. So you must make sure the seeds are placed with the boundary lines. When one is placed outside the lines, the entire plotter screen will fill with color. Since the seed must not be on the boundary line either, you should make sure the first point is as close to the center of the boundary as you can. The first point will be the only point that is used when you zoom out past 50 miles. Placing the first point close to a boundary line will cause the point to be on the boundary line when zoomed out and thus either not color in or even cause the entire screen to paint again. Make sure to put enough paint seeds in, especially if your working on small ranges, you can place as many as 20. If you find the boundary is not filling in when zoomed down then go back and add more paint seeds because the boundary won't color if there are not any paints seeds withing the plotter screen view area. It is not required to join the last two points to close in a boundary when filling a boundary with color as the program will do this for you (it does it only when it does the coloring and then it removes this last line before it is displayed on the plotter screen).



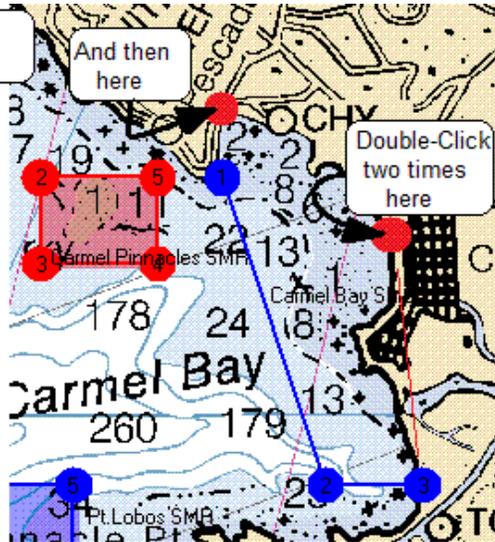
To shade a boundary

- 1) you must first create the boundary using the boundary builder if it isn't already made.
 - 2) If you want to view your points as you make them then click the Jump to point button >>>
 - 3) Then just click on the "Fill" column in the Boundary Builder window.
 - 4) Click "Yes" that you want to add paint point seeds.
 - 5) Click "Ok" to the information box.
 - 6) The Boundry Builder window will disappear with the cursor in the vicinity of the selected boundary. Move the cursor to the first paint seed and double-click the mouse to set the Paint Point seed. You should see a PP where you double-clicked.
- Double-Click on top of a Paint Point seed and select "Yes" to delete it or "No" to add a new node. Just make sure the place where

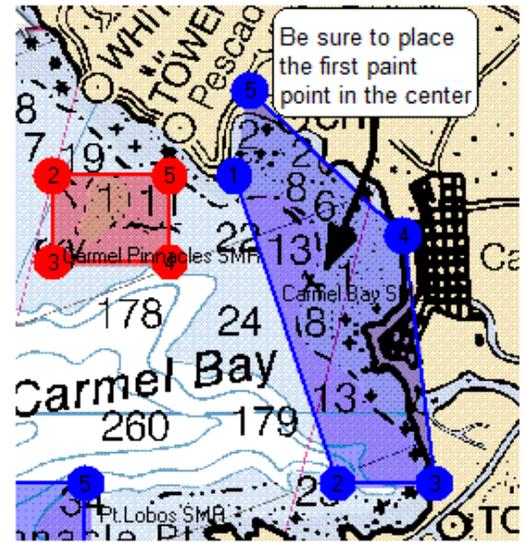
Editing the Fill Area



With only three points given by the officials, you will need to add more points to make the area fill in.



Click the Fill Column in the B.Builder & start the ADD PAINT POINTS mode for the boundary. Then Double-Click two times on the same point to create a new Node.



Then you will see the boundary fill in better after you are finished adding the paint point seeds

you want to add a new node is close to the last node made (they are numbered on screen). Click the "Stop Changes" button in the upper-left of the plotter screen when your finished.

Changing the "Transparency" level of the fill color: You can change just how transparent (deepness) of the fill color by entering a value between 0 (solid) to 250 (very little color) by entering the value in the "Fill Transparency" box of the Boundary Builder window.

Print Boundary Name on the Plotter Screen

Check "Print Names" check box to have the boundary names printed on screen (paint point seeds must be set for this to work)

Multi-Fishing Areas

An "Advanced" button has been added to the P-Sea WindPlot Copyright/startup window that appears when first starting the program. The purpose for this is for the fishermen that work vast fishing areas. For example you can make the new areas you work as "W_FLORIDA and TEXAS for example. You can create up to 8 fishing areas

Click the "Advanced" button to expand the bottom part of this window to reveal the new Multi-Area selection option. The "Default" is PC-PLOTT and you can rename it by clicking the "RENAME" button next to the word "DEFAULT". It must be less than 15 letters and can not consist of anything but letters, numbers and spaces (no punctuation!). The spaces will be replaced with an underscore line.

Create a new area simply by clicking on the "Click here for new area" line. This will ask you to name the new area then proceed to create a totally new installation of P-Sea WindPlot using the name you gave it as it's folder name. During the creation of the new program you will be asked if you want certain data transferred to it. Once that is done it takes a couple of minutes to copy all of the needed files so give it time. The next time you start P-Sea WindPlot you will see the new area listed in the "Advanced" part of the start up box. Just click on it and press enter to use.

Click the "Use Last Setup" check box to have the program always select the same area as the one when you last shut down WindPlot. It will also automatically launch any of the program Options if you were using them (radar, fish finder or 3D). Then if you use any of the dual-monitor spanning options then they will be remembered too and automatically launch them for you. The name of the area will be added in the programs title bar where the version of the program is always displayed.

If you lose the fishing areas and it comes up with only the defaults or you are upgrading to this new version and want to use the multiple icons you had setup previously then click the "RB" button. This will automatically search and find all existing P-Sea WindPlot installations and add them as it updates the program if needed.

Auto-Halt

Usually when your heading to the fishing grounds your traveling faster than as when your fishing. You normally won't want to keep any track data while your traveling so we added a feature in the "Depth" setting of the "Track Type" menu that allows you to set a "Max Speed to record at" and a check box that will cause the tracking to "Halt track when over spd" when your speed exceeds this value. If you do not have depth connected to WindPlot and you still want to use this feature then you need to temporarily fool WindPlot into thinking that you do by selecting Dead Reckoning (press Shift and F4 at the same time). Then you can choose these features but be sure to go back to Dead Reckoning and click "Turn off" so that you can resume your normal GPS tracking.

Range specific guard zones

The P-Sea Radar has had a "Custom Guard Zone" available that will take a 480x480 bitmap procedure as outlined in the WindPlot manual. The only trouble with it was that it appeared the same for every range but now it can be made specific to any radar range. This is done by changing the name of the bitmap file. The name of the file used to be (and still is if you want it to appear on every range) "ALARMZONE.BMP". To make it range specific we add the range value time 100 after the ALARMZONE. For example the name of the file for the 3 mile range would be "ALARMZONE300.BMP" and for 1/2 mile it would be "ALARMZONE050.BMP". Place these files in the main P-Sea WindPlot program folder and they will appear automatically in the specific range and only that range.

Toolbar can be resized

P-Sea WindPlot II's right-hand tool bar is once again re-sizable. Just click the minus "-" in the upper-left of the tool bar and select "Set Size". Then enter a number from 0 to 9 to set the size.

Plot last # of tracks made

You will see a new check box "Plot Last ## of tracks only" in the Track Search & Edit window that will cause the program to display only the last few tracks on the list. When checking this box you will be asked how many you want to limit the program to display. This is speed up the drawing of the tracks for those that have so many tracks it is causing a long delay in changing ranges.

Track Clean Up will reorder tracks from oldest to newest

Track clean up will now alter the order of the tracks according to the date they were made. This was added to support the "Plot Last # of tracks Made" features

Added track data to Track Text Export

Per request of some users the "Export as Text" now has "Export as Text with Header & Data" that includes the 3 track data types.

Red shade added to day/night light bulb icon

The chart second button toolbar that appears in the lower-left of the WindPlot screen is a light bulb that alters the chart colors for day/night view. The use to depend on the chart being viewed but now a third click of this button offers one that dims any chart with a red tint. You still have the choice of the other day/night modes as well.

