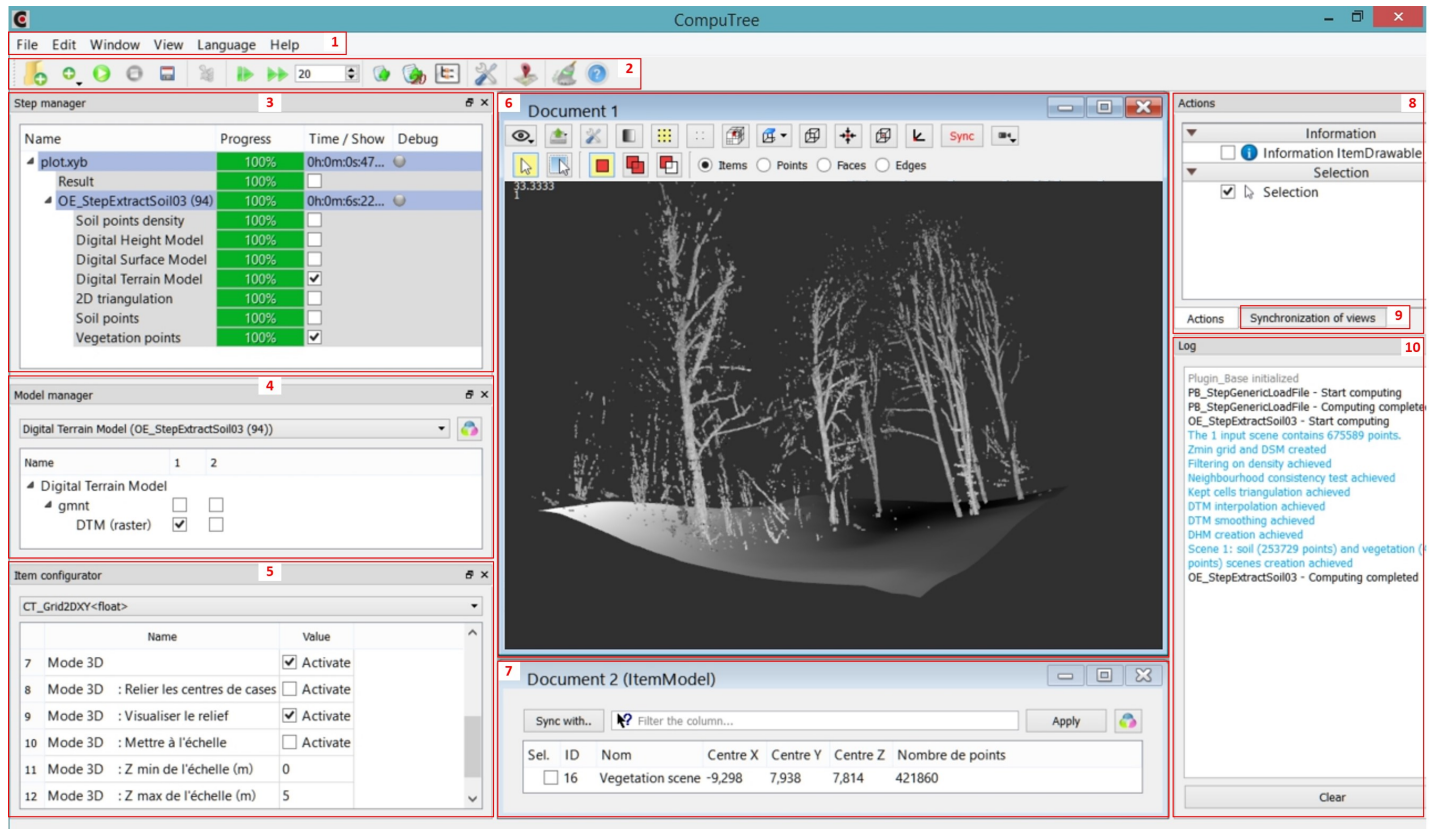


General Organization of the interface

fr_FR.png [...version française de cette page](#)

Composition of the interface

ComputreeGUI is the standard Computree interface. It allows management of steps and their results, but also to customize their display in 3D or tabular views.



It includes the following elements:

1. A **menu bar**
2. A **main toolbar**
3. A **Step Manager**
4. A **Model Manager**
5. An **Item configurator**
6. A **3D view**
7. A **tabular view**
8. An **Action Manager** (Actions)
9. A **Views synchronization manager** (Synchronizing views)
10. A **Log window**

The **main toolbar** #1 and #2 offer icons most of the features present in the **main toolbar** #1 and #2. These features will be described in different parts of this documentation.

The **Step Manager** #3 and #4 is central because it allows you to create and manage the **Steps tree**. It, and also the **Log windows** #8 and #10, will be described in detail in [Managing processing](#).

The **Model Manager** (4) and the **Item configurator** (5) would be described in [Displaying items](#).

The **3D** (6) and **tabular** (7) **views**, and the **Views synchronization manager** (9) will be described in [Views functioning](#).

The **Action Manager** (8) will be presented in [Using actions](#).

Organization of the interface

Components 3 to 5 and 8 to 10 are **dockable components**, which can be moved, stacked # 00 00 0000 000 or used as floating window. You just have to left-click on the title bar and move it, holding the click, to their desired destination. The Window menu provides two default options for organization of these components :

- **Components in column:** All components are separated and occupy the left and the right of the screen. This configuration is loaded at first launch ComputreeGUI.
- **Components in column (Log at bottom):** gives an alternative with the Log at bottom.
- **Components in tabs:** stack in tabs components 4, 8 and 10 together and components 8 and 10 together. This configuration gives more space to the views, but requires navigating between components by the tabs.

You can customize the organization of composants, by moving them.

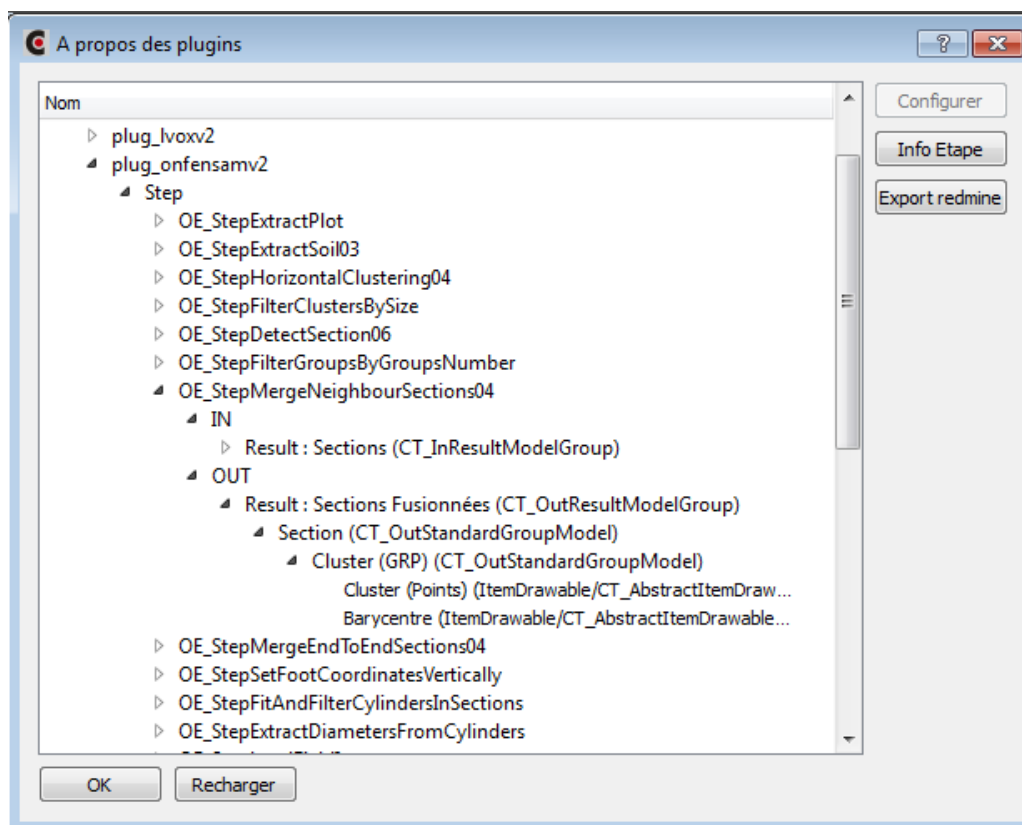
The arrangement of components is stored in the config.ini file when closing Computree, and is would be loaded for the next session of Computree.

If a component has been closed, it can be recalled using the **window menu**.

Help menu

- The **Help menu** provides two elements:
- **About Computree**, which gives the copyright information
- **About plugins**, which allows to see the loaded plugins and information about their available content.

About plugins windows list loaded plugins. For each plugin it gives available steps. For each step it gives IN and OUT models of results.



In the case of steps making a copy of an input result (filtering steps), the OUT result corresponding model cannot be displayed (it will be fixed in the future).

The **Reload** button is used to restart the loading of plugins, and in particular for changing the path to plugin directory, if it is not at the default location.

If you click on a step and then on the **Step Info** button, it opens a window with the following information:

- Name of step
- Plugin membership
- Address of the wiki page containing this information
- Short description of step (displayed as tool-tip in the application)
- Detailed Description of step
- Models IN step
- Models OUT step (unless for copy results)

Classification Sol/Végétation, Création MNT, MNS et MNH

Cette étape permet de séparer les points Sol et Végétation, et de générer :

- Le Modèle Numérique de Terrain (MNT)
- Le Modèle Numérique de Surface (MNS)
- Le Modèle Numérique de Hauteur (MNH)

Etapes de l'extraction du sol et de la création du MNT :

- Une grille Zmin est créée à la **résolution** spécifiée
- La densité de points situés entre Zmin et (Zmin + **épaisseur du sol**) est calculée pour chaque case
- La valeur NA est affectée à toute case dont la densité est inférieure à la **densité minimum**
- Un test de cohérence des Zmin restants est réalisé pour chaque case sur le **voisinage** spécifié (nombre de cases). La valeur NA est affectée aux cases incohérentes
- Si l' **interpolation** est activée, les valeurs NA sont remplacées par une moyenne des voisins naturels dans la grille (triangulation de Delaunay en 2D, fournie en sortie)
- Si le **lissage** est activé, chaque cellule est transformée en la moyenne du k-voisinage, avec k = **voisinage de lissage**

Le MNT est la grille résultante (interpolée et/ou lissée selon les options cochées).
Le MNS est simplement une grille Zmax de la même **résolution**.
Le MNH est la soustraction MNS-MNT.
Les points Sol sont tous les points dont $Z < (\text{hauteur MNT} + \text{épaisseur du sol})$.
Les points Végétation sont tous les points non classés sol.

IN Models :

- Result : Scène(s) (CT_InResultModelGroup)
 - + (Au moins un groupe)
 - Scène (CT_Scène)

OUT Models :

- Result : Scène végétation (CT_OutResultModelGroup)
 - Groupe (CT_OutStandardGroupModel)
 - Points végétation (CT_Scène)
- Result : Scène sol (CT_OutResultModelGroup)
 - Groupe (CT_OutStandardGroupModel)
 - Points sol (CT_Scène)
- Result : Triangulation 2D (CT_OutResultModelGroup)
 - Groupe (CT_OutStandardGroupModel)
 - Triangulation 2D (CT_Triangulation2D)
- Result : Modèle Numérique de terrain (CT_OutResultModelGroup)
 - Groupe (CT_OutStandardGroupModel)

OK

[Back to GUI summary](#)

[Next Page \(Managing processing\)](#)

Files

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info_etape.png	62.3 KB	05/07/2014	Piboule Alexandre
computree_overview_en.jpg	537 KB	10/26/2014	Piboule Alexandre