CODING FOR SINGLE SHOTS

GRVL~!~ GRVL~!~ GRVL~!~ 1002 1001 1000 × GRAVEL × GRAVEL × GRAVEL

1. WHEN SHOOTING INDIVIDUAL SHOTS YOU MUST HAVE AN !~ AT THE END OF THE CODE (GRVL~!~)

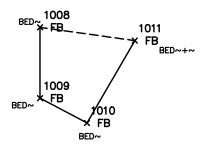
CODING FOR SINGLE SHOTS WITH ADDED TEXT

VB~!~ 4−91 1004 ◆ VB 4−91

- 1. WHEN SHOOTING INDIVIDUAL SHOTS YOU MUST HAVE AN ! \sim AT THE END OF THE CODE (GRVL \sim ! \sim)
- 2. TO ADD TEXT YOU MUST ADD A SPACE THEN TYPE THE TEXT (VB~!~ 4-91)
- 3. TEXT IS ALWAY THE LAST ITEM IN THE CODE (STMH~CB~ 9-32)

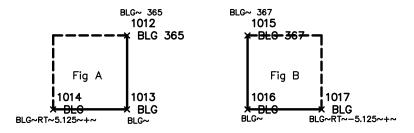
CODING FOR SHOOTING A LINE

CODING FOR CONNECTING LINEWORK BACK TO THE FIRST SHOT



 WHEN CONNECTING BACK TO THE FIRST SHOT SHOTS YOU MUST HAVE A +~ AT THE END OF THE CODE (BED~+~)

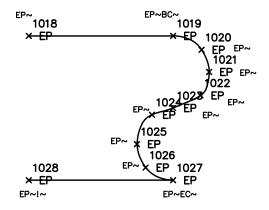
CODING TO CLOSE A SQUARE OR RECTANGLE



- 1. SHOOT FIRST POINT AND ADD THE ADDRESS (BLG~ 365)
- 2. SHOOT SECOND POINT (BLG~)
- 3. USE INVERSE ON DATA COLLÉCTOR TO GET LENGTH BETWEEN FIRST AND SECOND POINT (5.125m) OR DONE LATER IN AUTOCAD USING OSNAPZ WITH A VALUE OF (1)
- 4. SHOOT LAST POINT AND ADD THE DIMENSION FROM STEP 3
- INTO THE CODE AND CLOSE (BLG~RT~5.125~+~) Fig A

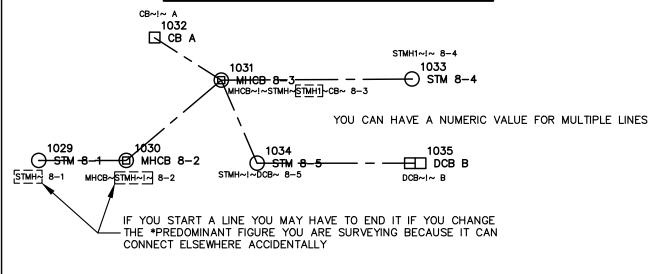
 IF YOUR CONNECTION CLOSES TO THE LEFT OF THE LAST
 SHOT THEN YOU MUST ADD A NEGATIVE TO THE DIMENSION
 IN THE CODE (BLG~RT~-5.125~+~) Fig B

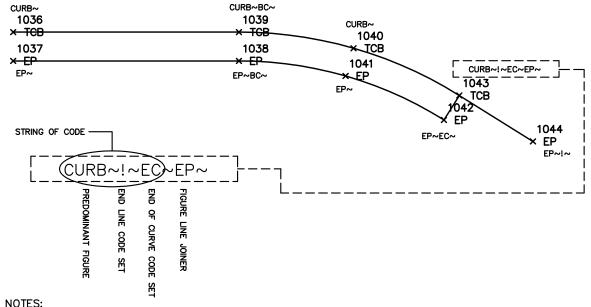
CODING FOR POINTS ON A CURVE



- 1. START CURVE BY ADDING BC TO YOUR CODE (EP~BC~)
- 2. END CURVE BY ADDING EC TO YOUR CODE (EP~EC~)

CODING FOR SHOOTING MULTIPLE LINES





*THE PREDOMINANT FIGURE IS THE ITEM YOU ARE SURVEYING WHICH CAN ALSO ACT AS A LINE JOINER AND THE FIGURE LINE JOINERS ARE THE OTHER FIGURES THAT ARE OPEN THAT CONNECT OR END AT THIS SAME SURVEY POINT

THE LAST CODE SET IN A STRING OF CODE FOR A FIGURE MUST BE THE END LINE CODE SET IF IT IS APPLICABLE

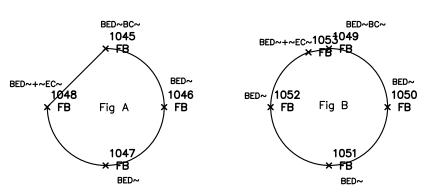
CODE SETS

- +~ JOINS THE LINE TO THE LAST OPEN FIGURE AND ENDS THE OPEN LINE
- BC~ BEGINS A CURVE
- EC~ ENDS A CURVE
- !~ ENDS OPEN LINES OR FOR SINGLE SHOTS

RT~+/-DIMENTION~ FOR CREATING A LINE AT A RIGHT ANGLE TO A POINT WITH A LENGTH ENTERED ON A DATA COLLECTOR

ALL CODING MUST BE IN UPPERCASE LETTERS

CODING FOR CIRCULAR OBJECTS



NOTE: CIVIL 3D WILL NOT PUT AN ARC ON THE LAST CODE AS PER Fig A. YOU WILL HAVE TO TAKE AN EXTRA SHOT CLOSE TO THE FIRST SHOT LIKE IN Fig B TO CREATE A CIRCULAR OBJECT.