

Demonstration Video

Surfer – Part 1

Introduction

PART 1

1. Introduction
 2. Plot Window
 3. Object Manager
 4. Worksheet Window
 5. Grid Node Editor Window
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1. Surfer is a grid based Graphics program used for Mapping XYZ data into grids. These grids can be used to create many map types including Contour maps, Vector Maps, Wire frame maps, and surface maps.
2. The Plot Window is where maps are displayed and created. Maps can be edited by double clicking on the map to open the properties dialog box.
 - a. Maps can be rotated by selecting the trackball tool and clicking on the map and dragging it in the direction you wish to rotate it.
3. The object manager window displays a list of all the objects located in the Plot Window. Objects in the Object Manager window can be modified by double clicking on the name of the object, or by right clicking on the name and selecting properties.
 - a. Double-clicking on the "grip bar" at the top of the Object Manager window converts the window to a floating window, which can be moved.
 - b. Dragging the Object Manager window to the edge of the Surfer window docks the window.
 - c. The size of the object manager can be changed by clicking on the gray line between the object manager and the plot window and dragging it to the new size.
4. The toolbars at the top show links to many commonly used menu commands such as New, Open, Save and print. When the mouse is moved over these buttons a yellow hint box opens showing the name of that tool.
 - a. These toolbars can be docked on a side or can be floating tool bars. This can be changed by clicking on the toolbar and dragging it to the place you want it.
5. The Worksheet Window is where data can be viewed and edited and transformed. The worksheet window contains one billion rows and columns that can hold data. Data can be edited in the worksheet window just as any other spreadsheet.
 - a. Math Functions can be applied to the data by selecting the data and going to Data | Transform.
 - b. The transform dialog box will open, type the function into the transform equation box or use the built in functions by clicking on function, selecting the function and clicking insert.
 - c. Click ok when finished to complete the math function.

6. The Grid Node Editor Window shows z values for a selected grid and allows you to make changes to these values. To open the grid node editor go to grid | Grid Node Editor
 - a. To change a node click on the node and enter the new Z value you wish to use.
7. This concludes Part one of the surfer demonstration video. Part 2 will demonstrate Opening data, creating grid files, creating contour maps, changing contour properties, and saving a file.