



# ***SEDRIS 201***

## ***Using SEDRIS Software and Tools***

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***[www.sedris.org](http://www.sedris.org)***

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# SEDRIS 201 - Using SEDRIS Software and Tools

The tutorial will show how the SEDRIS SDK is used to create applications and libraries that can read and write SEDRIS transmittals. The presentation will demonstrate the process of obtaining and setting up the appropriate SEDRIS component SDKs, depending on the needs of the application.

The tutorial will also show how the SEDRIS tools are used to convert and integrate databases to/from such data formats as Shapefile, GeoTIFF, CTDB, and others. The presentation will cover aspects of verifying the SEDRIS transmittals for conformance to the syntax and rules of the SEDRIS data representation model (DRM), and steps for creating and integrating databases using the Focus tool.

**Prerequisites:** General knowledge of SEDRIS concepts and components, familiarity with software development and its use in environmental data generation and consumption.



# Tutorial Organization

- Overview of the SEDRIS SDKs
- Using the SEDRIS SDK
  - Contents of the release package
  - Compiling the SDK with Visual Studio 2010
  - Creating and compiling user applications
  - Sample Data, Documentation, Getting Help
- Working with SEDRIS Tools
  - Tools Overview
  - Using Converters
  - Using Focus to View/Edit STF files
  - SEE-IT, EDCS Query Tool
- Demos



# Overview of the SEDRIS SDKs

- Five technology components:
  - Data Representation Model (DRM)
  - Environmental Data Coding Specification (EDCS)
  - Spatial Reference Model (SRM)

Used to express the semantics and representational schema of environmental data
- Application Program Interfaces (API)
- SEDRIS Transmittal Format (STF)

Used to exchange environmental data
- SDKs: EDCS, SRM, SEDRIS (integration of the 5 components for interchanging environmental data sets)
- All technology components are defined in 8 ISO/IEC standards
  - 3 of the standards are extensible through online registries



# Overview of SEDRIS SDKs (cont.)

- Latest SDKs available from [www.sedris.org/sdk](http://www.sedris.org/sdk)
  - EDCS SDK: 4.4.0
  - SRM SDK: 4.1.4, 4.4 (with advanced features)
  - SEDRIS SDK: 4.1.4
- Zip and tgz files, in source and binary releases
- Support for Windows, Linux, Solaris, SGI IRIX
- Visual Studio support
- Makefiles for Unix systems
- Static and dynamic libraries



# Overview of SEDRIS SDKs (cont.)

- EDCS SDK:
  - Implementation of the International Standard ISO/IEC 18025, Environmental Data Coding Specification (EDCS)
  - Provides a mechanism to specify the environmental "things" that a particular data model construct is intended to represent
  - C API release
  - EDCS Registry at [edcsreg.sedris.org](http://edcsreg.sedris.org)
  - More info on the EDCS at [www.sedris.org/edcs](http://www.sedris.org/edcs)
- SRM SDK:
  - Implementation of the International Standard ISO/IEC 18026, Spatial Reference Model (SRM)
  - Spatial reference frames, coordinate conversions
  - C, C++, and Java API releases
  - SRM Registry at [srmreg.sedris.org](http://srmreg.sedris.org)
  - More info on the SRM at [www.sedris.org/srm](http://www.sedris.org/srm)



# Overview of SEDRIS SDKs (cont.)

- SEDRIS SDK:
  - Implementation of the International Standard ISO/IEC 18023, SEDRIS – Part 1: Functional specification
  - Read/Write/Edit SEDRIS STF transmittals
  - Includes the EDCS and SRM SDKs
  - Documentation, example applications, and sample data
  - C and C++ API releases
  - SEDRIS Registry at [sedrisreg.sedris.org](http://sedrisreg.sedris.org)
  - More info on the DRM at [www.sedris.org/drm](http://www.sedris.org/drm)
  - More info on the SEDRIS API at [www.sedris.org/api\\_desc.htm](http://www.sedris.org/api_desc.htm)



# Using the SEDRIS SDKs

The screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the `BaseSRF_3D.cpp` file, which contains C++ code for creating a lococentric Euclidean 3DSRF. The code includes various exception handling blocks for invalid source coordinates and directions. It also initializes parameters like `ltp_vec`, `SRM_LCE_3D_Parameters`, and `SRM_Long_Float` arrays, and performs calculations involving vectors and directions.

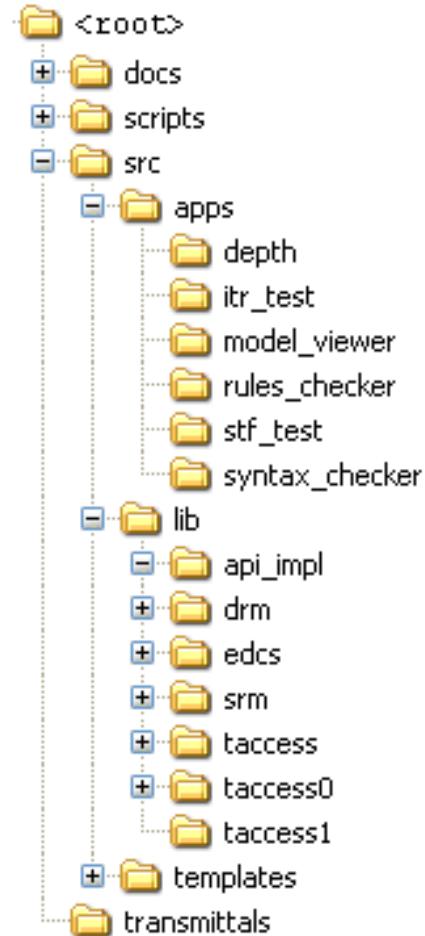
The Solution Explorer on the right shows the project structure for 'vcpp\_cpp\_static' (3 projects), including subfolders for 'External Dependencies', 'Header Files', and 'Source Files' containing numerous SEDRIS-related files like `BaseSRF.cpp`, `BaseSRF_2D.cpp`, etc.

The Properties window is open for the `createLococentricEuclidean3DSRF` function, showing details such as Name, Access (public), File (c:\temp\srn\_cpp\_sdk\BaseSRF\_3D\createLococentricEuclidean3DSRF.cpp), and Description (Sets/returns the name of the object).



# Contents of the SDK release package

- Makefiles and Visual Studio Solution files
- Documentation
- Migration scripts
- Source for libraries
- Source for core and example applications
- Sample transmittals





# Compiling the SDKs with Visual Studio 2010

- Extract the source package release (e.g. SEDRIS C++ SDK)
- Run the “win32\_headers.bat” file (creates “include” directory with combined header files)
- If compiling the Model Viewer app, see next slide
- Open the solution file (e.g. “vcpp\_static.sln”) with Visual Studio
  - Solutions files are 2003 versions, let VS 2010 perform the conversion
- Select Debug or Release mode
- Right-click the “all\_sdk” project and choose “Build” (compilation takes a few minutes)
- Application binaries are in the “bin” directory, libraries in “lib”



# Compiling the SDKs with Visual Studio

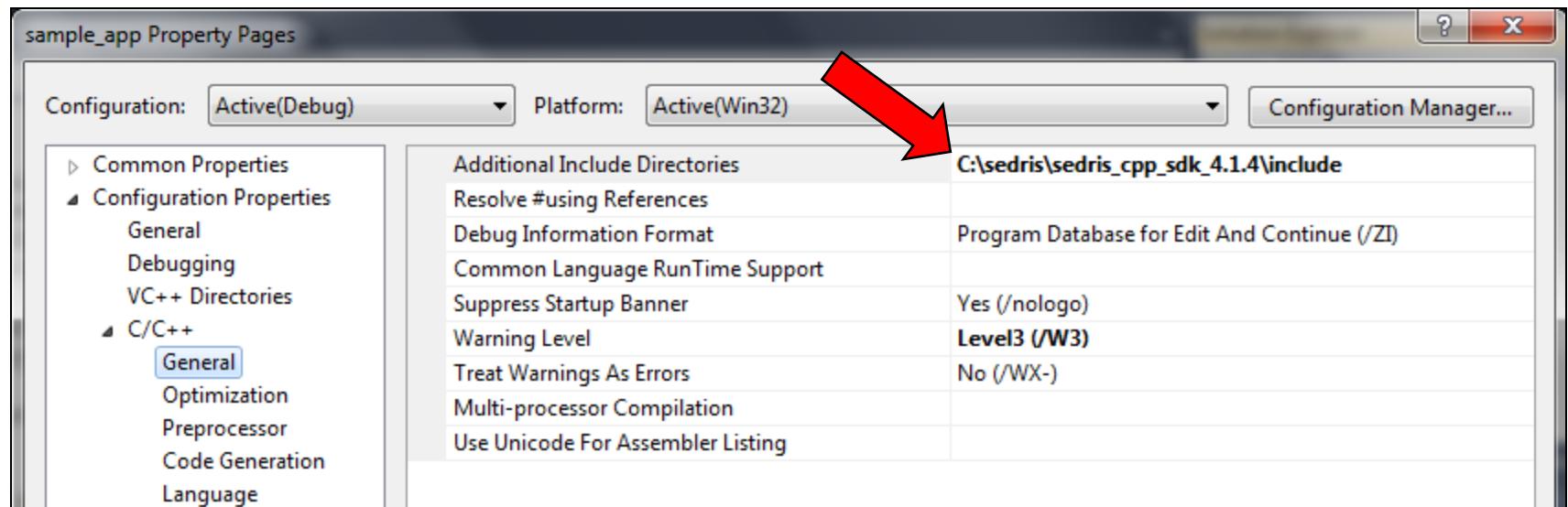
## 2010 - GLUT

- The Model Viewer sample application uses OpenGL and GLUT for 3D viewing
- Currently uses GLUT 3.7.6, available from [www.idfun.de/glut64/](http://www.idfun.de/glut64/) (for 32 and 64 bit Windows)
- To install GLUT, extract the GLUT package and place:
  - “glut.h” in “C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\GL” (create folder)
  - “glut32.lib” and “glut64.lib” in “C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\lib”
  - “glut32.dll” and “glut64.dll” in “C:\Windows\SysWOW64” (for Windows 7 64-bit)



# Creating and compiling user applications

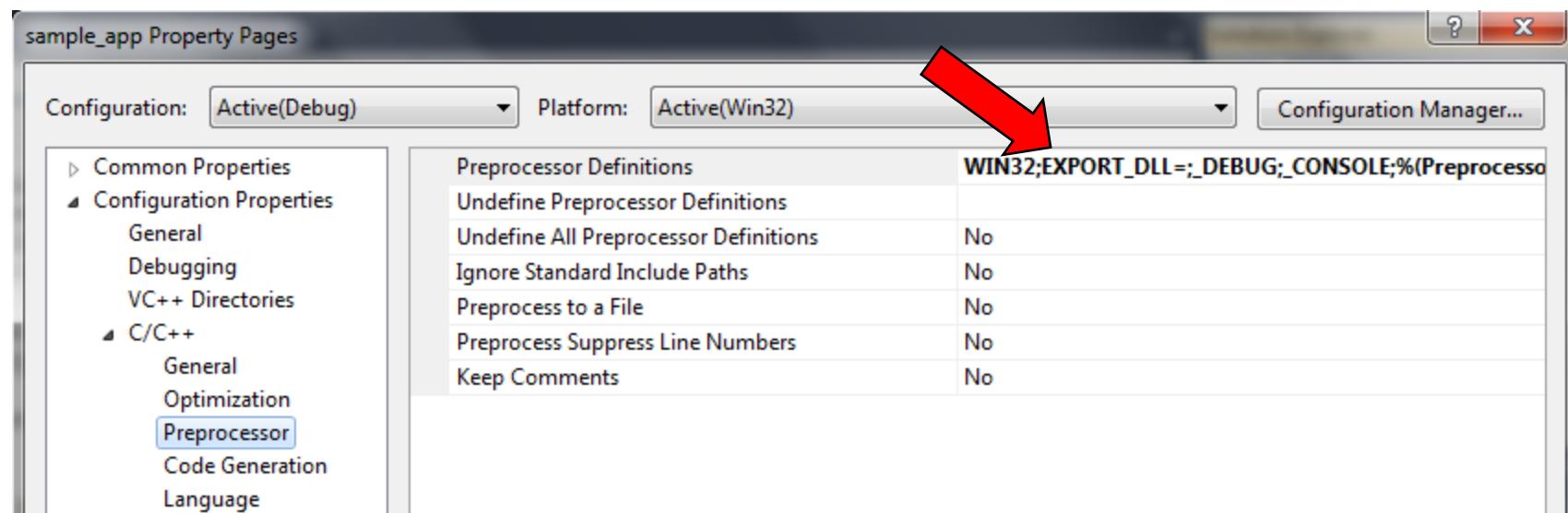
- Add a new project to the solution, or create a new separate project (e.g. “Win32 Console Application”)
- In the “C/C++” properties setting, add a reference to the SEDRIS “include” directory





# Creating and compiling user applications (cont.)

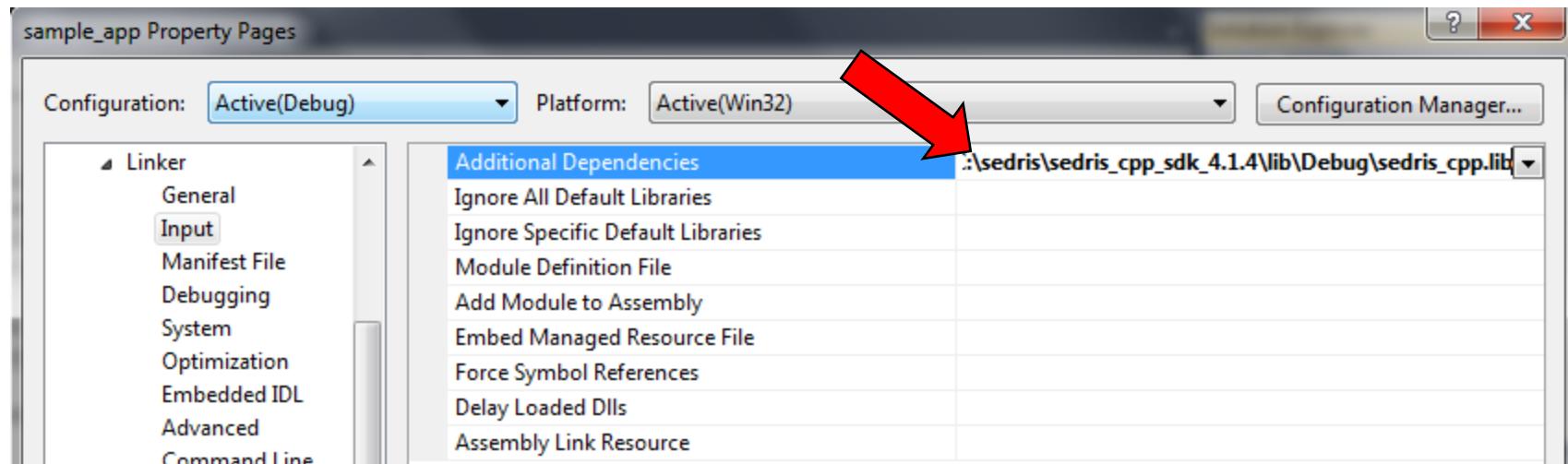
- If using a Static build, add the macro “EXPORT\_DLL=“ to the “Preprocessor” definitions in the “C/C++” settings





# Creating and compiling user applications (cont.)

- In the “Linker” properties setting, add a reference to the SEDRIS “lib\[Configuration]\sedris\_cpp.lib” file



- Build and test



# Sample Code – Open Transmittal

- Include header files:

```
#include "seWorkspace.h"  
#include "seTransmittal.h"
```

- Declare the SEDRIS namespace:

```
using namespace sedris;
```

- Use an seWorkspace to open the transmittal:

```
seWorkspace wksp;  
seTransmittal xmtal;  
  
wksp.openTransmittalByFile(argv[1], xmtal);
```



# Sample Code – List Model Names

```
seDRMTransmittalRoot root_obj;
seDRMModelLibrary model_lib_obj;

xmtal.getRootObject(root_obj);

if (root_obj.getComponent(model_lib_obj))
{
    seIterator iter;
    seDRMModel model_obj;

    model_lib_obj.getComponentIterator(iter, SE_CLS_DRM_MODEL);

    while ( iter.getNext(model_obj) )
    {
        if ( model_obj.getName().characters )
            cout << "Model = " <<
                model_obj.getName().characters << endl;
        else
            cout << "Model = NO NAME" << endl;
    }
}
```



# Sample Data, Documentation, Getting Help

- Sample Data in STF is available from [data.sedris.org](http://data.sedris.org)
  - Sample models
  - DEMs
  - Large city areas (Town Square, Anywhere)
  - Weather data samples
- Documentation and help files:
  - Guide to the Build Kit (sample app)
  - Windows Help File (chm) with SEDRIS C++ SDK docs
  - “docs” directory in SDKs
- SEDRIS Help Line at [help@sedris.org](mailto:help@sedris.org)



# Working with SEDRIS Tools

The screenshot displays the SEDRIS software interface, which includes a 3D visualization window, a navigation bar, a search bar, and several data tables.

**3D Model:** The main window shows a 3D scene with various geometric models and a grid overlay. A context menu is open, showing options like "Edge and Fill", "Edges Only", "Fill Only", "Shaded (no edges)", and "Shaded with Edges".

**Search Bar:** The top right contains a search bar with the text "For: building". Below it is a message: "Search engine understands boolean expressions using and, or, not, and parenthesized grouping."

**Classification Results:** A window titled "EDCS Classification : AIRFIELD" is open, showing the following details:

- Label:** AIRFIELD
- Code:** 44
- Symbolic Constant:** ECC\_AIRFIELD

**Total Search Results:** 325

**Data Tables:** The bottom half of the screen shows two data tables. The first table is titled "Main Summary" and lists properties such as URN, Object ID, Class, spatial\_axes\_count, location\_index, and a list of srf\_context\_info parameters. The second table is titled "View/Edit Data Table data" and also lists srf\_context\_info parameters.



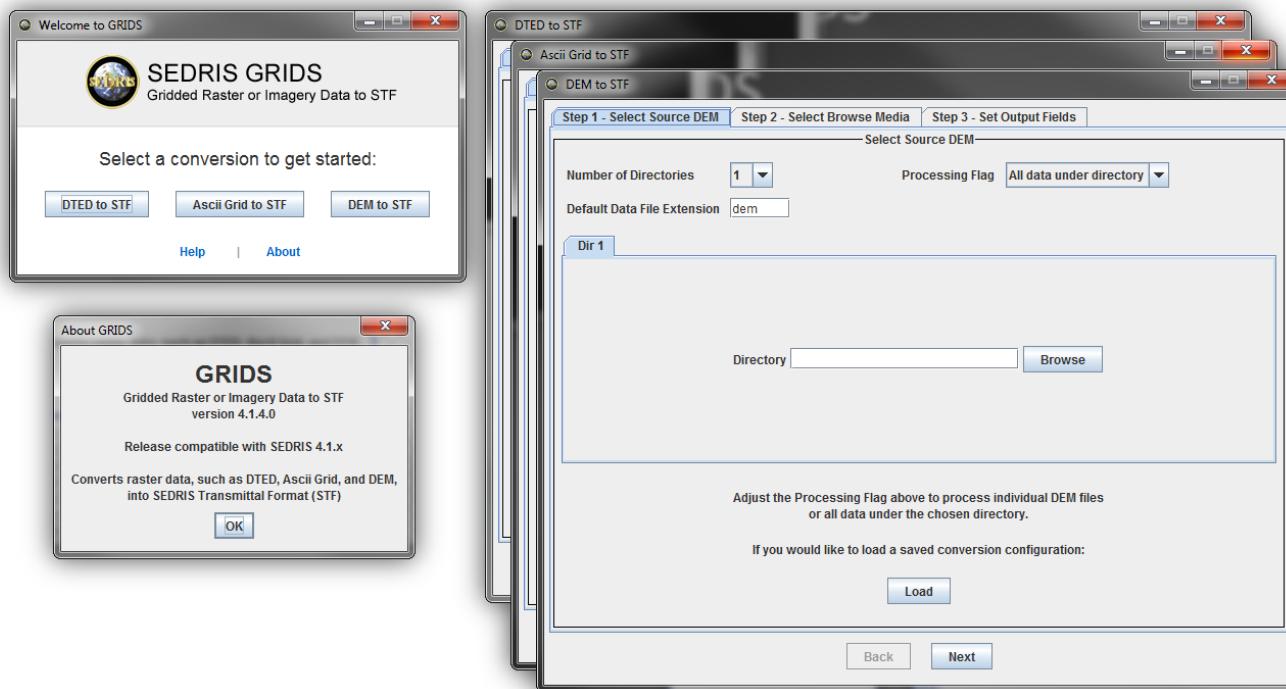
# Tools Overview

- Download from [tools.sedris.org](http://tools.sedris.org)
- **Converters:**
  - Move data to/from STF files, such as Shapefile, DTED, ASCII Grid, CTDB, GeoTIFF
  - Convert from older STF versions
- **Editors:**
  - View, create, edit STF transmittals (Focus)
- **Visualization:**
  - 2D and 3D visualization (SEE-IT, Model Viewer, Side-by-Side Viewer)
- **Verification:**
  - View an ASCII listing of transmittal content (Depth)
  - Verify DRM compliance (Syntax Checker and Rules Checker)
  - Verify data consistency and issues (SEE-IT)
  - Verify transmittal content meets specific criteria (XTCRS Checker)
- **Other:**
  - SRM coordinate converter integrated with Google Maps (iPhone/iPad)
  - EDCS Query Tool (search for EDCS terms)



# GRIDS

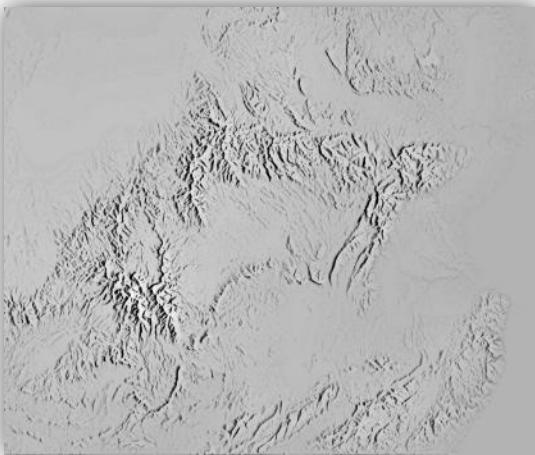
- Converts gridded raster data to STF:
  - NGA DTED
  - USGS DEM
  - ArcInfo ASCII Grid





# GRIDS (cont.)

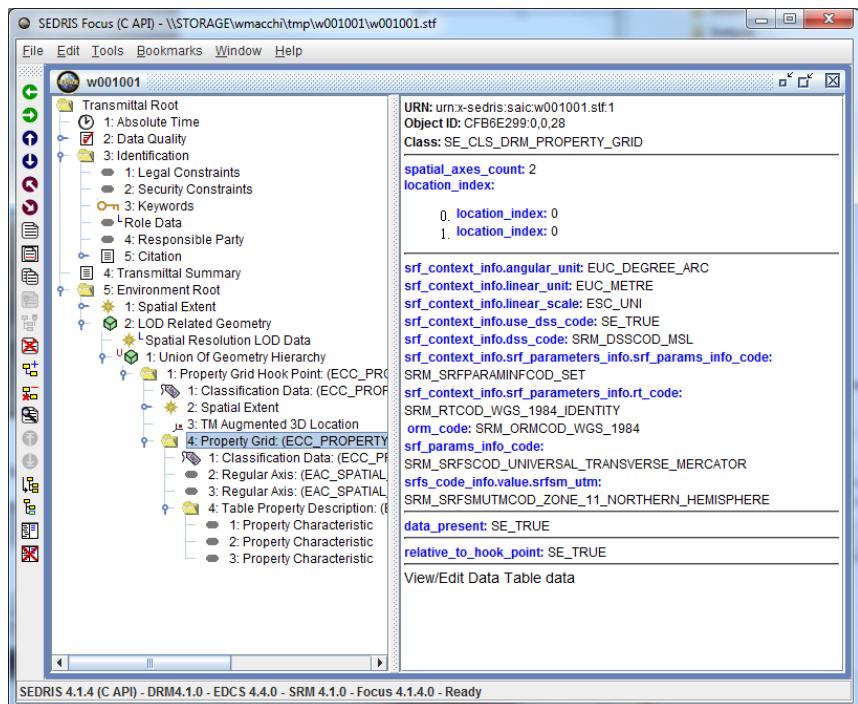
w001001.asc



# GRIDS



w001001.stf  
w001001\_00000.stf





# GRIDS (cont.)

- Example conversion
  - Step 1: Select Source DTED data
    - Choose a directory containing source DTED data
    - Choose the appropriate DTED Level
  - Step 2: Select Browse Media (Optional)
    - If appropriate, select desired browse media
  - Step 3: Set Output Options
    - Choose a name and desired location for the new Transmittal
    - Enter any desired “metadata” to be included (source, edition, series, etc.)
    - Click the “Start Conversion” button to perform the conversion

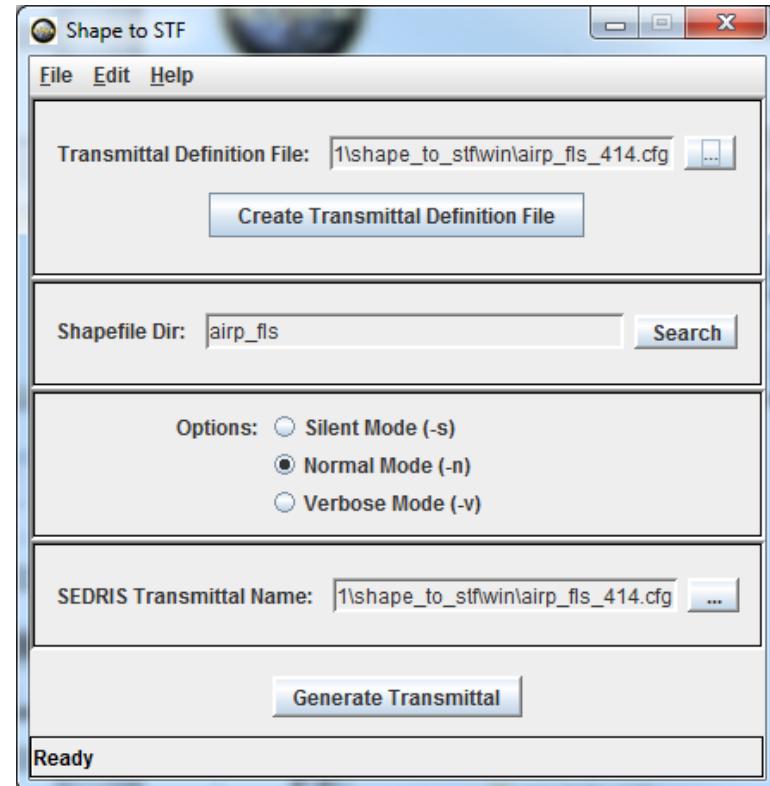
The image displays three windows of a software application titled "DTED to STF".

- Step 1 - Select Source DTED:** This window shows a dropdown for "Number of Directories" set to 1, a "Processing Flag" dropdown set to "All data under directory", and a "Dir 1" section with a "Directory" field containing "C:\SEDRIS\data\test\_dted", a "Browse" button, and a "DTED Level" dropdown set to 0. A note at the bottom says: "Adjust the Processing Flag above to process individual DTED files, a specific latitude and longitude range, or process all data under the chosen directory." Below it, there's a link to load a saved configuration. Navigation buttons "Back" and "Next" are at the bottom.
- Step 2 - Select Browse Media:** This window shows a dropdown for "Number of Browse Media" set to 0. A note at the bottom says: "Adjust the Number of Browse Media above to include them in the DTED to STF conversion." Navigation buttons "Back" and "Next" are at the bottom.
- Step 3 - Set Output Fields:** This window contains fields for "New Transmittal Name" (set to "C:\SEDRIS\data\output\newSTF.stf"), "Date MM/DD/YYYY" (set to "09/19/2011"), "Series Name" (set to "Test Series"), "Edition" (set to "Test Edition"), and "NSN/PCN Number" (set to "0123456789"). A note states: "This is a STF created using the GRIDS DTED to STF converter." Below the fields, a message says: "Complete the fields above with the required information and when ready, click the Start Conversion button to initiate the DTED conversion." There are "Save" and "Save As" buttons at the bottom right. Navigation buttons "Back" and "Next" are at the bottom.



# Shape to STF

- Converts ESRI Shapefiles to SEDRIS transmittals
- Uses DIGEST FACC 2.1 to EDCS 4.x Mapping library to create Classification Related Features
- First column of Shapefile's DBF file should be named FCODE, F\_CODE, FEATURE\_AT, FEATURE, or FEATURE\_NA
- Can read the associated projection ("prj") file to determine coordinate reference system
- Other feature attributes are converted to Property Values (as text values).
- An Area of Interest can be specified (features at least partially within the bounds are processed)





# SEE-IT

- Checks for conditions that may be inaccurate descriptions of the physical environment, and it finds conditions that can lead to anomalous behaviors by entities operating in the simulated world



Road - River Intersection Without Bridge

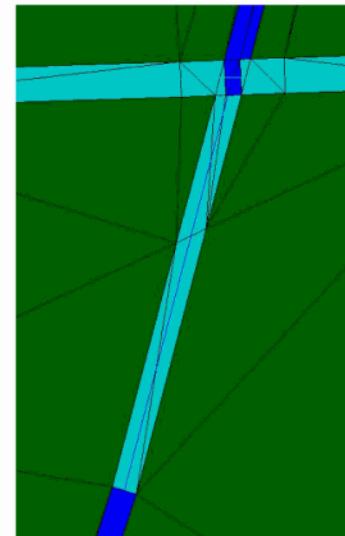
**Left:** SEE-IT locates an anomalous river/road crossing.

**Right:** The same anomaly viewed using an out-the-window-viewer



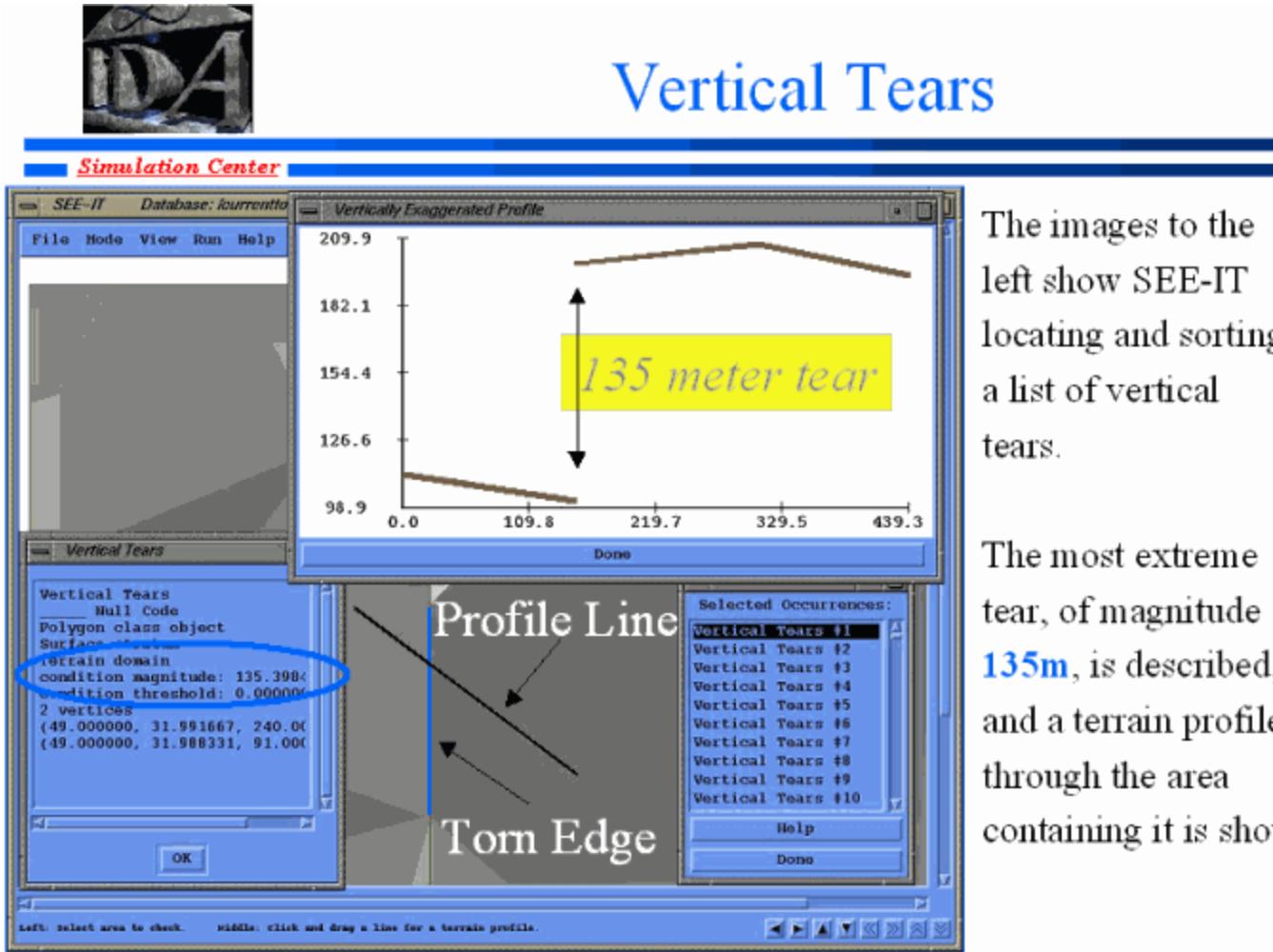
Simulation Center

Unusual River (Or is it a Road?)





# SEE-IT (cont.)



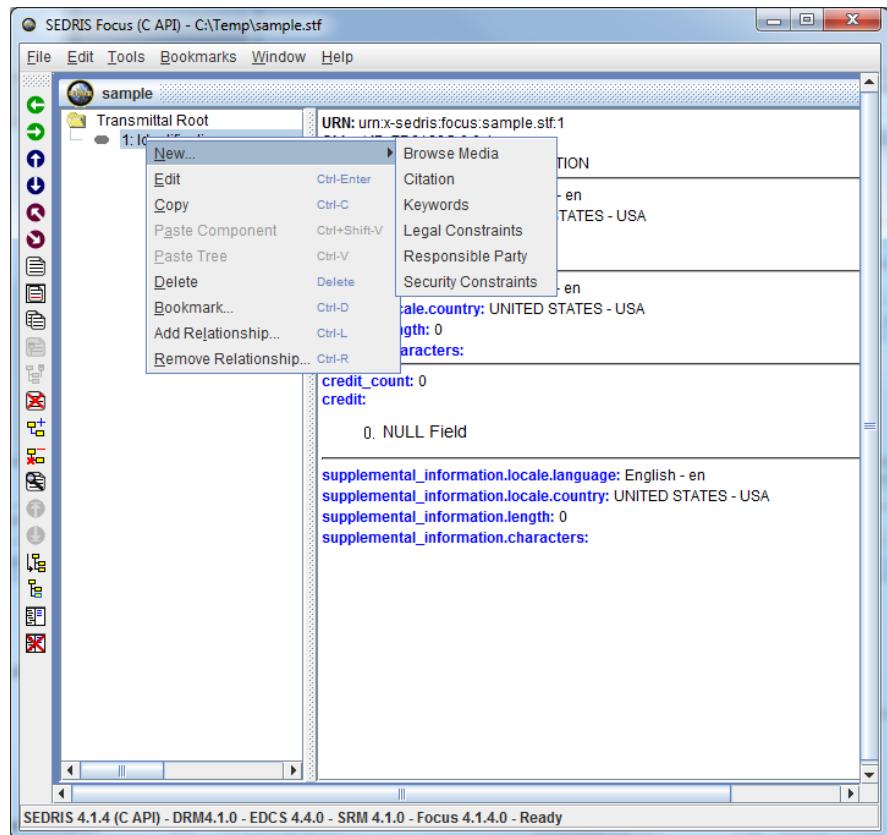
The images to the left show SEE-IT locating and sorting a list of vertical tears.

The most extreme tear, of magnitude **135m**, is described, and a terrain profile through the area containing it is shown.



# FOCUS

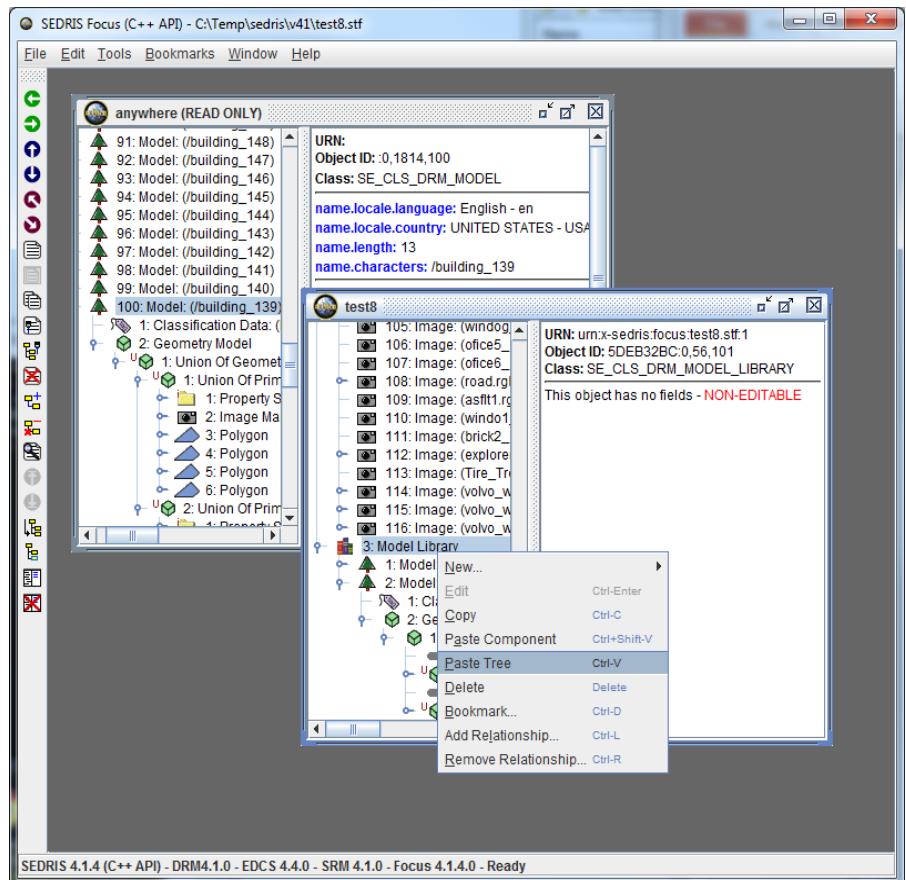
- Examine, create, and edit SEDRIS transmittals
- Edit SEDRIS transmittals:
  - Create/delete DRM objects
  - Edit DRM fields
  - Copy objects and object trees (including from other transmittals)
  - Add/remove object relationships
  - View/edit Data Table Data
- Find objects by DRM class or Object ID
- Bookmark hierarchy locations for easier browsing





# Focus (cont.)

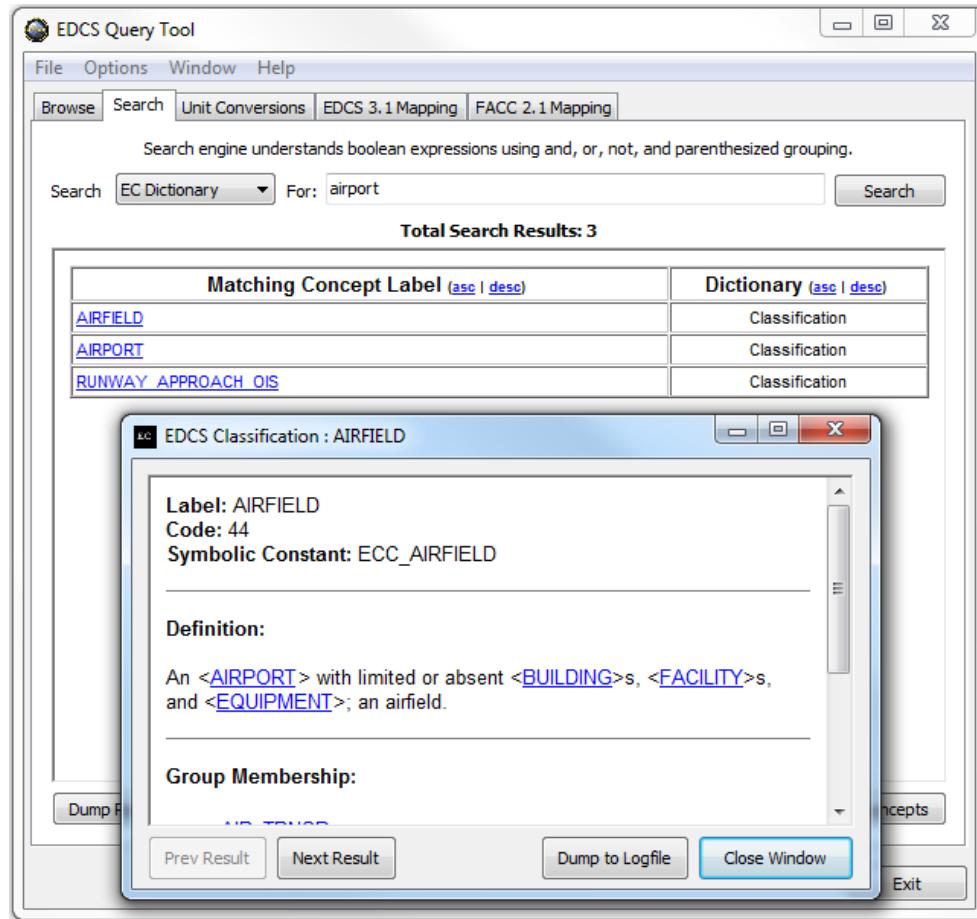
- Run SEDRIS utilities from within Focus:
  - Depth:** Text output for a section of the transmittal
  - Rules Checker:** Verifies the structural semantics of a given SEDRIS transmittal against the DRM constraints
  - Syntax Checker:** Verifies the syntactic correctness of a given DRM hierarchy
  - Model Viewer:** Displays 3D models and images





# EDCS Query Tool

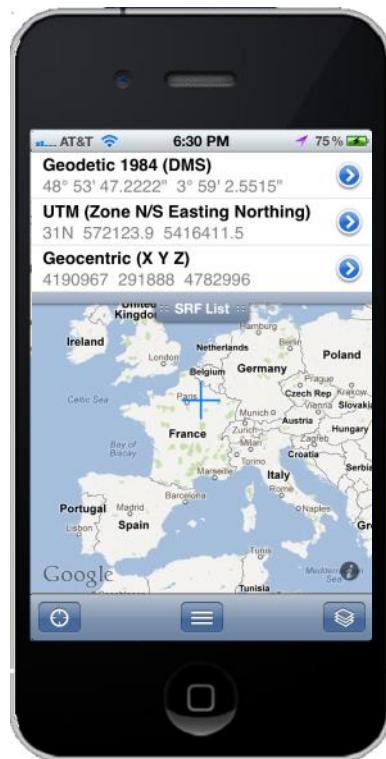
- Browse and query the EDCS
- Perform Unit Conversions within EDCS Units
- Map FACC 2.1 concepts to EDCS





# SRM-based iPhone/iPad App

- Created using Xcode



The image displays three iPhone screens illustrating the app's functionality:

- Top Screen:** Shows "Geodetic WGS1984 (DMS)" coordinates: 37° 57' 37.3973" N, -99° 50' 14.9458" W. It includes a "SRF List" button and a map of the United States with a blue crosshair.
- Middle Screen:** Shows a list of Object Reference Models (ORMs) under the heading "ORM". The list includes: VITI\_LEVO\_1916, VOIROL\_1874, VOIROL\_1874\_PM\_PARIS, VOIROL\_1960, VOIROL\_1960\_PM\_PARIS, WAKE\_1952, WAKE\_ENIWETOK\_1960, WGS\_1972, WGS\_1984 (which is selected, indicated by a checkmark), and YACARE\_1987.
- Bottom Screen:** A detailed view of the "Geodetic" settings. It shows:
  - Name: Geodetic 1984 (DMS)
  - Precision: 4 Digits
  - ORM: WGS\_1984
  - RT: IDENTITY
  - Show as DMS: ON (button)A descriptive text block explains the difference between ORM and RT.



# SEDRIS Tools

## Demos



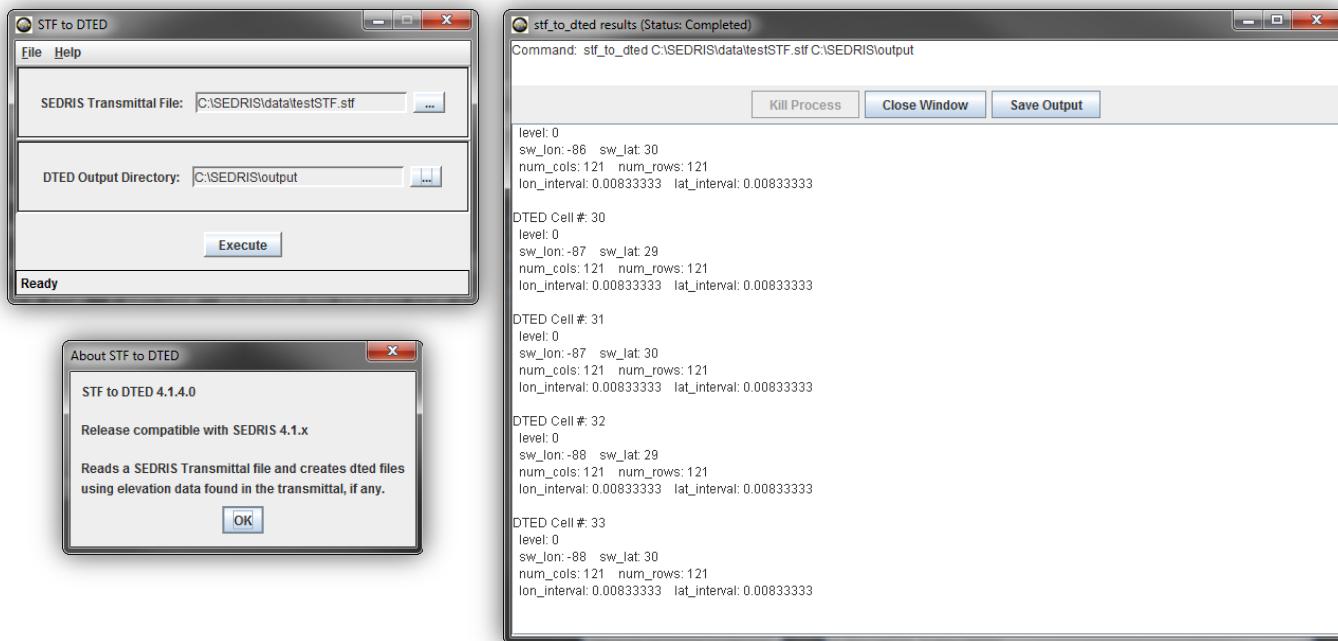
## Backup Slides

## Additional Converter Tools



# STF to DTED

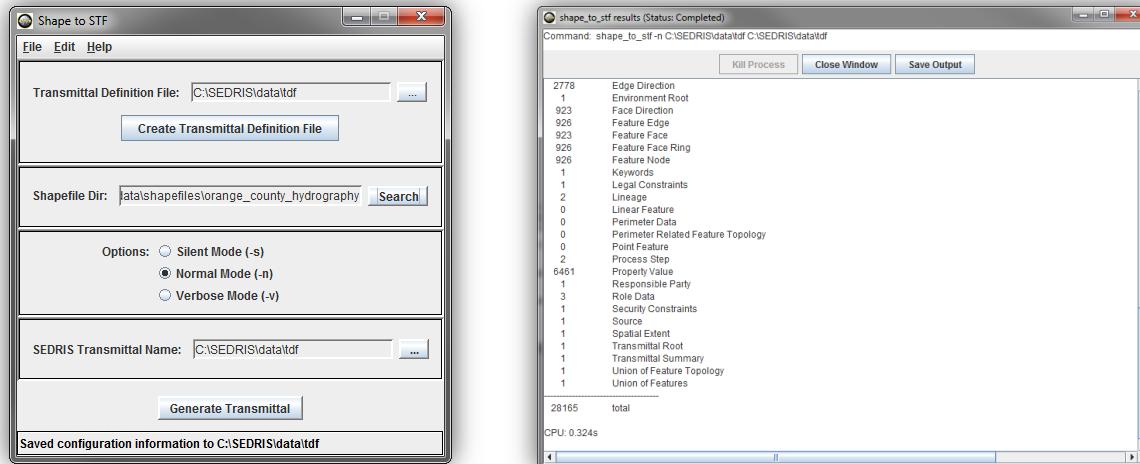
- Extracts gridded terrain elevation data from a SEDRIS Transmittal and produces NGA DTED data files
- Example conversion
  - Step 1: Choose the source Transmittal
  - Step 2: Choose the desired directory for the converted DTED data
  - Step 3: Click the “Execute” button to perform the conversion





# Shape to STF

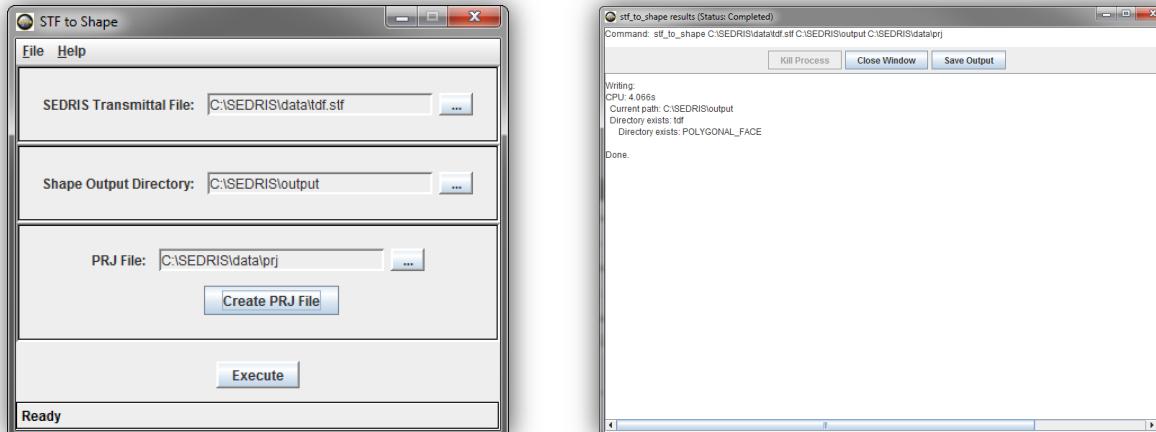
- Converts objects from ESRI Shape files into a SEDRIS Transmittal
- Example conversion:
  - Step 1: Create a Transmittal definition file to specify the appropriate spatial reference frame, mandatory STF meta data, and area of interest
  - Step 2: Choose the directory containing the source Shape file data
  - Step 3: Choose a name and desired location for the new Transmittal
  - Step 4: Click the “Generate Transmittal” button to perform the conversion





# STF to Shape

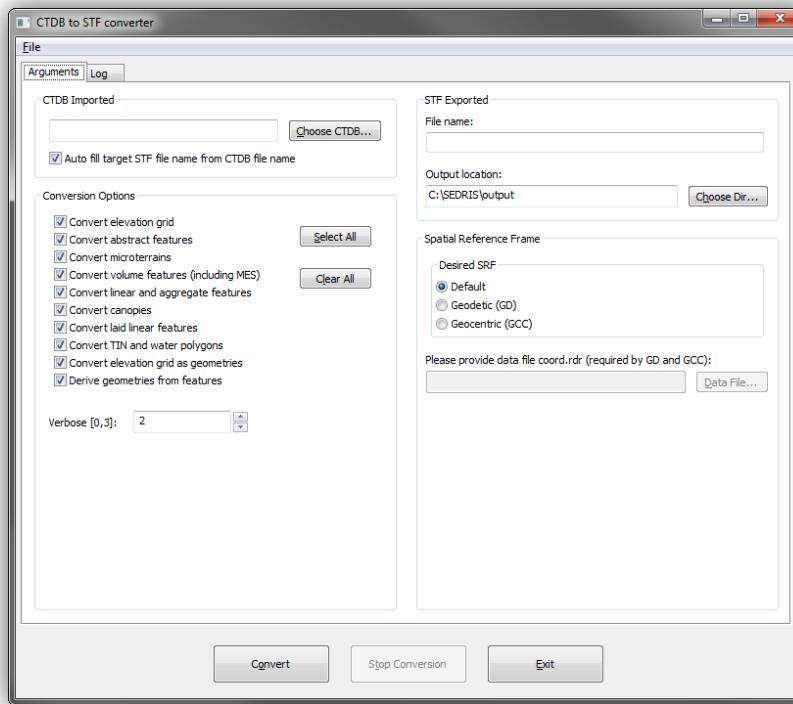
- Extracts features from a SEDRIS Transmittal and creates ESRI Shape files
- Example conversion
  - Step 1: Choose the source Transmittal
  - Step 2: Choose the desired directory to place the converted Shape files
  - Step 3: Create a Projection File, providing projections for the new Shape files
  - Step 4: Click the “Execute” button to perform the conversion





# CTDB to STF

- Converts from the Compact Terrain Database format to a SEDRIS Transmittal





# CTDB to STF

- Example conversion
  - Step 1: Choose the source CTDB to convert
  - Step 2: Choose any desired conversion options
  - Step 3: Choose a name and desired location for the new Transmittal
  - Step 4: Choose relevant Spatial Reference Frame
  - Step 5: Click “Convert” to perform the conversion



# STF to CTDB

- Converts data from a SEDRIS Transmittal to the Compact Terrain Database format

The image displays three windows of the 'STF to CTDB converter' application:

- Left Window (Input/Output):** Shows a list of SEDRIS transmittal files to be converted (C:\SEDRIS\data\testSTF.stf, C:\SEDRIS\data\testSTF.stf). It includes fields for Output path (C:\SEDRIS\output), Base name, Version, and Temp path (C:\SEDRIS\tmp). There are checkboxes for Preserve temporary files (keep\_temp\_files) and Specify name of the file containing NMRA geoid data if any. Buttons for Convert, Stop Conversion, and Exit are at the bottom.
- Middle Window (Input/Output):** Requests UTM zone, GCS cell id/GTRS geotile id for CTDB. It also defines the Area of interest (No area of interest, UTM extends, or GD extends) and specifies coordinates (Minimum easting, Maximum easting, Minimum northing, Maximum northing, Minimum latitude, Maximum latitude, Minimum longitude, Maximum longitude). Buttons for Convert, Stop Conversion, and Exit are at the bottom.
- Right Window (Configuration Files):** Lists available CTDB attributes: ABSOLUTE\_ELEVATION\_ACCURACY, ABSOLUTE\_HORIZONTAL\_ACCURACY, ABSOLUTE\_LATITUDE\_ACCURACY, ABSOLUTE\_LONGITUDE\_ACCURACY, ABSOLUTE\_VERTICAL\_ACCURACY, ACCESS\_DIRECTION\_TYPE, ACCESSIBILITY\_STATUS, ACUM\_PRECIP\_24\_HOUR, ACUM\_PRECIP\_24\_HOUR\_DENSITY, ACUM\_PRECIP\_3\_HOUR, ACUM\_PRECIP\_3\_HOUR\_DENSITY, ACUM\_PRECIP\_6\_HOUR, ACUM\_PRECIP\_DENSITY, ACUM\_PRECIP\_MONTH, ACUMULATION\_PERIODIC\_CATEGORY, ACOUSTIC\_BOUNDARY\_LOSS, ACOUSTIC\_COHERENCE\_BAND, ACOUSTIC\_HALOPHANEL\_OBSERVATION\_PRINCIPLE, ACOUSTIC\_NOISE\_MARGINALIZATION\_ZONE\_MULTIPLIER, ACOUSTIC\_PIV\_L1\_BAND, ACOUSTIC\_PIV\_L1\_SPECTRUM, ACOUSTIC\_PIV\_L1\_SPECTRUM\_CORRECTION, ACOUSTIC\_REFLECTION\_TYPE, ACOUSTIC\_SCATTERING\_STRENGTH, ACOUSTIC\_TARGET\_STRENGTH, ACOUSTIC\_VOLUME\_LAYER\_COHERENCE\_LOSS, ACOUSTIC\_VOLUME\_LAYER\_SCATTERING\_STRENGTH\_FREQUENCY, ACTIVE\_ACOUSTIC, AERIAL\_CLOUD. A note states: 'Please select an FACC attribute and click "Add" button to add to PAT.' A list of columns to be added to PAT is shown, along with 'Add->' and '<Remove' buttons. A note at the bottom says: '(Note: the converter accepts one to one mapping only and the mapped FACC attribute must be of enum type)'.



# STF to CTDB

- Example conversion
  - Step 1: Choose the source Transmittal
  - Step 2: Choose a name and desired location for the CTDB file
  - Step 3: Choose the configuration files for the converter to use
  - Step 4: Choose relevant Spatial Reference Frame options
  - Step 5: Choose any general program options and controls
  - Step 6: Create the desired Custom PAT Columns using the EDCS Attribute list
  - Step 7: Click “Convert” to perform the conversion



# GeoTIFF to STF

- Converts GeoTIFF digital elevation models to a SEDRIS Transmittal
- Example conversion (using a sample included with the tool)
  - Step 1: Create or modify a template mapping file with desired settings
  - Step 2: From a command prompt or Unix shell, run the command:  
`geotiff_to_stf test/dem_10m_w108470_n35430.tif newTransmittal.stf test/tdm2sedris`

A screenshot of a Windows command prompt window titled "C:\Windows\system32\cmd.exe". The window displays the following text:

```
GeoTIFF to STF Converter v4.1.4.0
  <compatible with SEDRIS SDK 4.1.x>

Usage: geotiff_to_stf <path/geotiff.tif> <path/transmittal.stf>
      <path/tdm2sedris> [tolerance]

[ERROR] Please specify GeoTIFF data, STF, and parameter file names
[ERROR]       as arguments.

An optional fourth argument <read as a floating point number> will
be used to pack the data tables. This number is the tolerance to
which the packing is done.
```



# GRIB to STF

- Creates SEDRIS Transmittals from
  - World Meteorological Organization GRIB (Gridded Binary)
  - NATO METGM (meteorological grid format)

A screenshot of a Windows command prompt window titled "cmd C:\Windows\system32\cmd.exe". The window displays the usage information for the "grib\_to\_stf.exe" converter. The text is as follows:

```
GRIB to STF Converter v4.1.4.0
  (compatible with SEDRIS SDK 4.1.x)

Usage: grib_to_stf.exe <transmittal_name> <path> <metadata_file> <model_id>
      <format> [debug_flag]

Where:

  path = path to directory containing data
  metadata_file = path & name of metadata file
  model_id = model identifier
  format = {GRIB : METGM}
  debug_flag = 1   write to stderr
                (optional)  0   no debugging output (default)
                           -1  write to /tmp/<transmittal_name>_dump
```



# GRIB to STF

- Example GRIB to STF conversion (using sample data included with the tool)

- From a command prompt or Unix shell, run the command:

```
grib_to_stf example_1.stf Data/GRIB1 Data/GRIB1/coamps.meta COAMPS GRIB
```

- General Syntax:

```
grib_to_stf <stf_name> <data_path> <metadata_path> <model> <format>
```

- *<stf\_name>* = the name of the STF to be created
    - *<data\_path>* = path to location of the data files
    - *<metadata\_path>* = path, with file name, to location of the metadata file
    - *<model>* = name of the model used to create the data in the data files
    - *<format>* = format of data files (*GRIB* or *METGM*)



# VPF to STF

- Converts NGA feature data in Vector Product Format (VPF) to a SEDRIS Transmittal

The screenshot shows two windows related to the VPF to STF conversion process.

**Left Window: VPF to STF Converter**

- Transmittal Definition File:** C:\SEDRIS\data\tdf
- VPF Database:** C:\SEDRIS\data\vpfvmaplv0
- VPF Library:** noamer
- VPF Coverage:** bnd
- Options:**  Normal Mode - Update Rate (-u) 100 Objects
- SEDRIS Transmittal Name:** C:\SEDRIS\data\tdf
- Buttons:** Generate Transmittal, Save Configuration

**Right Window: vpf\_stf results (Status: Completed)**

```
Command: vpf_stf -u 100 C:\SEDRIS\data\tdf C:\SEDRIS\data\tdf
Kill Process Close Window Save Output
Generating stf transmittal from VPF library noamer
coverage bnd
tiles (36):
tile AIL
In aoi: North lat: 90 South lat: 60 West lon: -180 East lon: -150
loading primitives
edges (459)...
connected nodes (415)...
faces (172).
entity nodes (98)
connecting primitives
edges (459)...
connected nodes (415)...
faces (172).
In aoi: North lat: 90 tile CIL
South lat: 60 West lon: -150 East lon: -120
entity nodes (98)
loading primitives
edges (560)...
connected nodes (512)....
faces (324)...
entity nodes (403)...
connecting primitives
edges (560)...
connected nodes (512)....
faces (324)...
entity nodes (403)...
In aoi: North lat: 90 South lat: 60 West lon: -120 East lon: -90
tile EIL
loading primitives
```



# VPF to STF

- Example VPF to STF conversion
  - Step 1: Create a Transmittal definition file to provide the area of interest and required “metadata” for the Transmittal
  - Step 2: Choose the source VPF data to convert, and the VPF Library and Coverage to use for the conversion
  - Step 3: Choose a name and desired location for the new Transmittal
  - Step 4: Click the “Generate Transmittal” button to perform the conversion



# STF to STF Converter

- Creates a new SEDRIS Transmittal (using the current SEDRIS SDK) from an existing Transmittal created with a previous version of the SEDRIS SDK
- Example STF conversion
  - From a Command Prompt or Unix shell, run the command:

```
stf_convert [options] <source_transmittal> <target_transmittal>
```

A screenshot of a Windows Command Prompt window titled "C:\Windows\system32\cmd.exe". The window displays the usage and options for the "stf\_convert" command. The text is as follows:

```
STF Converter 4.0.x to 4.1.x v4.1.4.0
<compatible with SEDRIS SDK 4.1.x>

Usage: stf_convert [options] <source_transmittal> <target_transmittal>

Options:
  -progress <nn>          : show conversion progress every <nn> objects,
                                <default is 1000, 0 to turn off>
  -verbose                 : show detailed progress and warnings/errors
  -h                       : show help
  -v                       : show version

Error - missing arguments
```