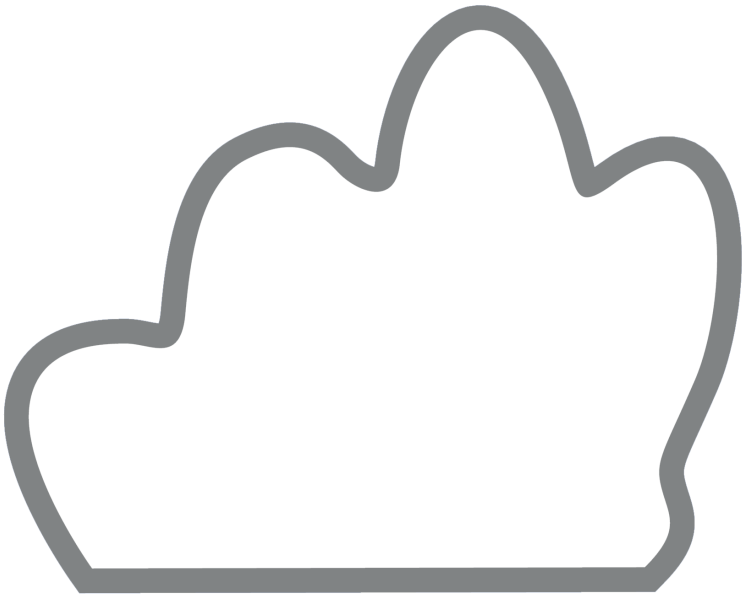

SeeYou Help for version 4.2

Updated 2/2/2012

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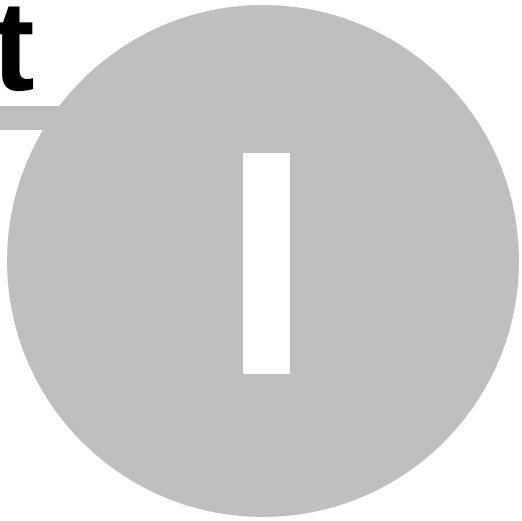
Part



1 Introduction

1.1 What is SeeYou

SeeYou is flight analysis and planning software.

It combines powerful features with intuitive interface. Comprehensive statistics, free vector maps, direct communication with flight recorders and numerous other functions which make SeeYou an essential tool for glider pilots and competition organizers.

1.2 System requirements

Basic requirements are simple:
. 486 computer @ 66Mhz
. Windows 95/98/Me, NT 4, 2000 or XP
. 8MB RAM
. 10MB free disk space

If you are going to run 3D, these are our recommendations:
. Pentium MMX @ 400MHz
. Windows 95/98/Me, NT 4, 2000 or XP
. 64MB RAM (128 for Win 2000 and XP)
. 3-D Hardware Accelerator with full OpenGL support and at least 8MB RAM
. 200 MB for vector maps

It will only take 5MB of Your disk space, if you are going to run vector maps from CD-ROM, or if You choose not to use vector maps at all. Using vector and raster maps will increase the need for your disk space. Vector maps for Europe require 120MB of disk space.

Performance of the 3D view largely depends on your graphic card performance, its drivers and processor capacity. You will need a Video Card that supports OpenGL functions. SeeYou has been tested on many, but not all of the major cards on the market today. Any feedback is appreciated.

1.3 Installing and uninstalling

After downloading from
http://www.naviter.com/

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- Run wcusetup.exe or pcusetup.exe
- Follow the on-screen instructions to complete the installation

From SeeYou CD ROM
- Insert CD-ROM in the CD drive
- Autorun will automatically launch the installation program.
- Select your language and
- Follow the on-screen instructions to complete the installation.

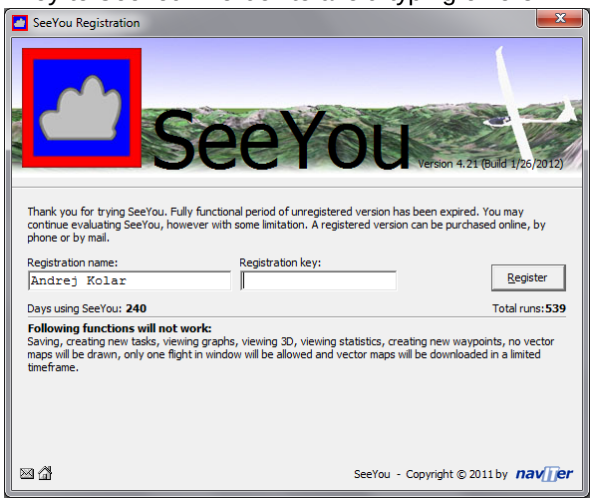
Uninstalling SeeYou
Uninstalling is done through the uninstall icon in the SeeYou program group. It removes the program, all associated files and registry entries.

1.4 Registering SeeYou

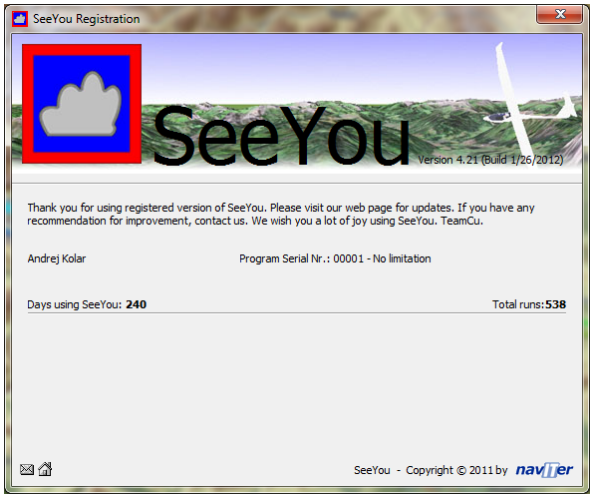
After you purchase SeeYou Registration Key from www.naviter.com or any of our resellers you will get something like this:
Serial:14123, Key:XXXX-YYYY-ZZZZZ, Registered to:Andrej Kolar, for SeeYou 4

You have to compile this information into the SeeYou Help > Registration window.

Please note that "Registration name" is your name exactly as it's written in the key. Registration Key is the part which is separated by dashes "XXXX-YYYY-ZZZZZ". Feel free to copy and paste the name and key to SeeYou in order to avoid typing errors:



Unregistered. Enter your name and key.



Registered. Shows name and S/N.

If you are still unable to register SeeYou, please contact our Support team at support@naviter.com

Order SeeYou on-line at
http://www.naviter.com/

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1.5 Starting SeeYou

After successful installation a program group is created, containing

- SeeYou icon for launching the program
- SeeYou help
- Uninstall icon for uninstalling SeeYou

If you have chosen the installation to create a Desktop icon and/or a Quick launch icon, you can use these shortcuts to run SeeYou.

1.6 How to contact Naviter

Before contacting Technical Support, you should first search Help for an answer. If that doesn't solve the problem, you can obtain product support in several ways:

SeeYou Support Forum
http://forum.naviter.com/

E-mail
support@naviter.com

SeeYou website
http://www.naviter.com

Check our website regularly for updates, news, tips and tricks and make sure you subscribe to our Support Forum and RSS feeds in order to always be up-to-date with the developments at Naviter.

Our address
You can reach us by snail mail at
Naviter d.o.o.
Gradnikova 89
4240 Radovljica
Slovenia
Europe

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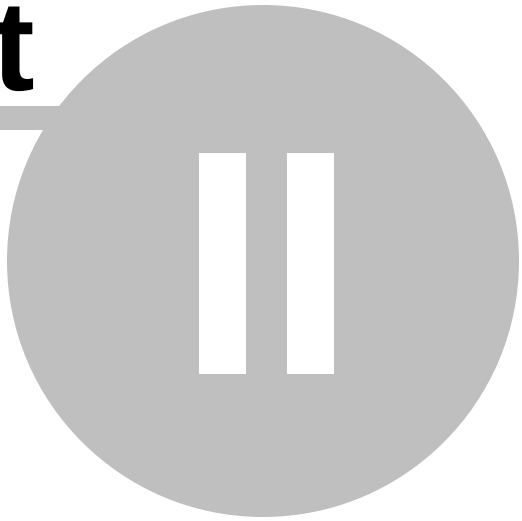
Part



2 Getting started

2.1 Setting up the Maps

Setting up the Maps is one of the key things you need to do before you can start using SeeYou effectively. By Maps we mean both Vector and Raster maps.

Vector maps

Vector maps are free with SeeYou and they cover the whole globe. There is no need to download them. They will stream to you as you browse the globe.

The advantage of the Vector maps is that they are clear at any Zoom level. Only the required level of detail will be displayed. They also carry altitude information for AGL computation and the 3D landscape 25 rendering.

Raster maps

They provide special detail, not covered in Vector maps. You may calibrate any picutre or scanned image as long as it is in Geographic projection. SeeYou features a proprietary CMR format which enables you to share your maps easily with others.

A selection of Satellite images and Topographic maps are available from our website:
http://www.naviter.com

Use Satellite images for stunning 3D view while Topo maps will be a great help in planning flights in remote and unknown areas.

Selecting layers

You won't always want to have both Vector and Raster maps displayed. A shortcut was placed in the bottom left corner of the SeeYou window to let you switch between the correct layers quickly.

W turns Waypoints on and off.
A turns Airspace on and off.
V turns Vector maps on and off.
R turns Raster maps on and off.

Note that layers selection is separate in 3D and 2D view because you will normally want to use Satellite images in 3D view while you will want to plan flights without them.

See also
Viewing a flight 8
Viewing multiple flights 9
Using desktops 9
Animating flights 11
Using the 3D view 12

2.2 Managing waypoints

Waypoints are probably as essential as Maps in SeeYou.

You will tipically want to use the same Waypoints in SeeYou and in the cockpit. This will help you get fammiliar with the waypoints you are using and will give you an overview of what you will see in cockpit. This is even more true when using SeeYou Mobile in the cockpit.

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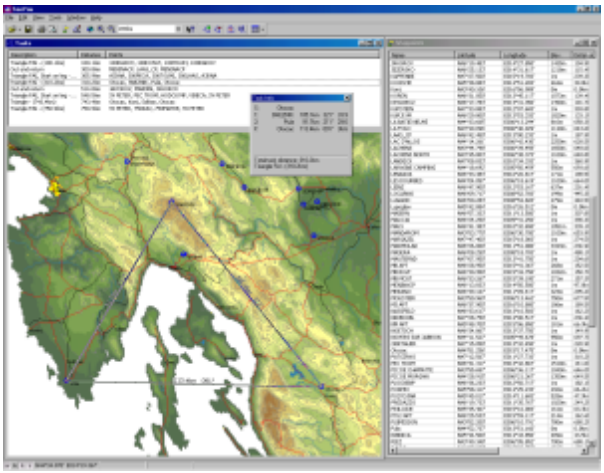
To Open Waypoints 46 all you need to do is File > Open and browse to find the waypoints you are used to using. They may be in virtually any format known to soaring. You may also Import Waypoints 64 from a database provided by Michael Lorenz Meier. It contains most if not all of the Airfields near you.

Once you have the Waypoints loaded you will of course want to change 62, add 63 and delete 63 them. You can do that in either Map or list view of the Waypoint window.



Managing multiple Waypoint databases

You may want to have a separate waypoint database for your home airfileld and places you will go soaring.

One thing you should know is that the waypoints that are opened by SeeYou when it starts are stored in the Points.CUP file located in the same folder where SeeYou is installed. Changes you make to the waypoints while running SeeYou are stored back to Points.CUP when you exit SeeYou.

The best way to manage multiple Waypoint databases is to store each one in a separate CUP (SeeYou Waypoint format) file.

1. After you have designed a database for a particular site (e.g. Lesce-Bled), save 48 it under LesceBled.cup
2. Create a new database for Gariep Dam for example. Save 48 these points under GariepDam.cup

When you want to manage the Waypoint from Lesce-Bled again, simply File->Open 46 the LesceBled.cup file and do not append waypoints to the database. This way, your old waypoints are deleted, only new ones remain in the software.

To find more information about Waypoint management, please read more about
Waypoints window 38
Adding Waypoints 63
Removing Waypoints 63
Editing Waypoints 62
Importing Waypoints 64

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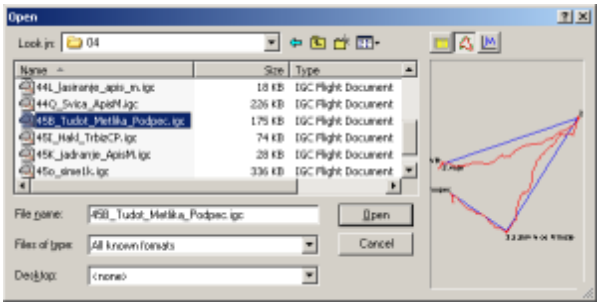
Home Waypoint 41
Open Waypoint databases 46
Save Waypoint databases 48
Import Waypoints from database 64

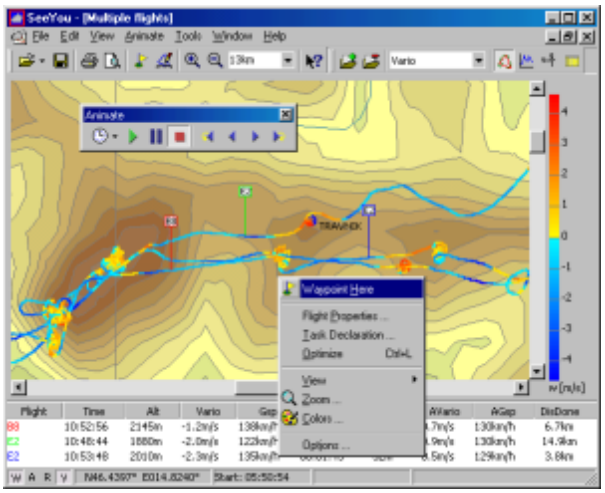
2.3 Viewing a flight

Viewing flights is one of the main reasons you will want to use SeeYou in the first place.

What you need is IGC flight files stored somewhere on the disk. Once you know where they are, you may go to File > Open 46, use the standard Windows graphics interface to select a flight file you would like to open.



Once the Flight file is read, it is automatically opened in 2D view. By using the View menu or icons in the toolbar, you may change the view to either Route 24, 3D 25, Graph 26 or Statistics 28. To enhance the experience, you may turn on Flight parameters 72 and the Legend 73. They will tell you more about the flight through a simple set of numbers and bars.



To move the glider along the track use the Arrow keys 116 and Animation buttons 112. They will allow you to position the glider symbol anywhere on the flight to examin flight parameters at any given time of the flight. To further enhance the viewing experience, use the Desktops 9.

Picture above shows an example of a flight window with multiple flights over vector maps, with flight parameters and legend, undocked Animation toolbar and mouse-right click menu.

See also

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Viewing multiple flights 9
Using destops 9
Animating flights 11
Using the 3D view 12

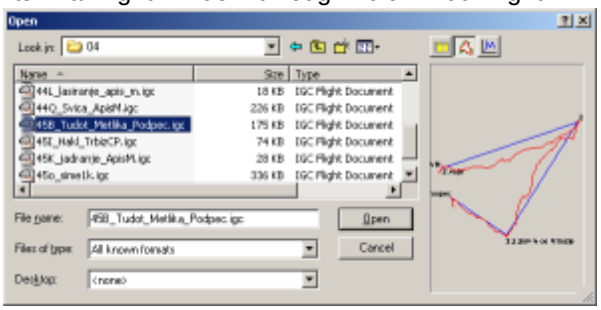
2.4 Viewing multiple flights

Viewing flights is by no means limited to viewing a single flight. Simultaneously you may load as many flights as you wish and then compare the routes different pilots took on a given day. More and more competition organizers are publishing tracks on their websites. There is no better way to learn than to compare your flights to the flights of the other competitors.

Once you have the flights you need, you may use one of the methods to open them simultaneously.
. Drag and drop several flight files from Windows Explorer to the SeeYou window

. Use the File > Open 46 dialog, select several flight files and click open

. Add flights to existing flights in a Flight window through Edit > Add Flight



Once you have them open you may assign the same task to everyone through Edit > Assign Task 60 dialog. You will need to have created a Task 15 everyone was flying beforehand. The one thing you will want to do with the open flights is to animate the flight tracks. By simply pressing the Play button you will get a real-time replay of what was going on in the air. There is however more to the story. You may also create a maggot race where everyone starts at the same time and do some other interesting comparisons this way. Please read more about Animating flights 11 in the Getting started chapter of this manual.

Consider using desktops 9 to have lots more information available at a single glance.

See also
Viewing a flight 8
Using destops 9
Animating flights 11
Using the 3D view 12

2.5 Using desktops

Using desktops will significantly improve the way you can view single or multiple flights. There are some built-in desktops while others are freely configurable. Give it some thought about what you want to see to really enjoy your setup.

1. Open 46 a flight or multiple flights.

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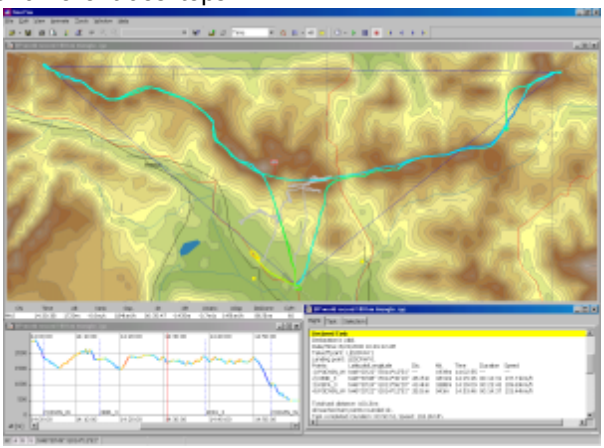
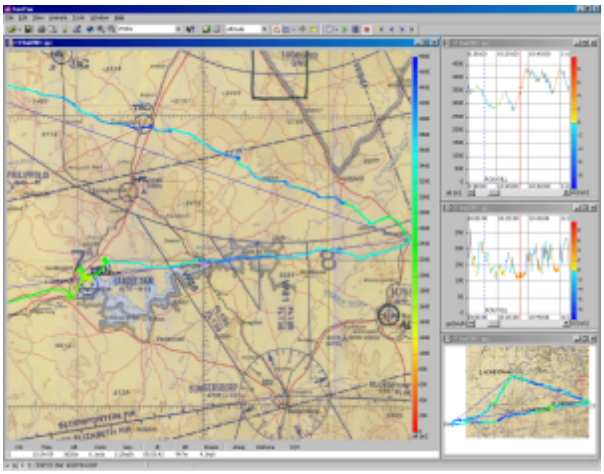
2. Select Window > New Window 107
3. Repeat this procedure, until you get the desired number of windows.
4. Resize the windows to fit your screen as you wish.
5. Choose content for each window (Route 70, 3D 25, Graph 71, Statistics 71).
6. Choose color scheme 73 for each window (Altitude, Vario, Gps status, Multiple flights...).
7. You can choose from Route, Barogram, Variogram and other graphs and Statistics. You can also have more windows showing the same thing, only differently - two Route windows, one with 300km, the other with 5km zoom, one with altitude and one with Vario color scheme, one with multiple and three with single flights...
8. Save this layout through Window > Desktops > Save desktop... command

Next time you start SeeYou:
1. Open any other flight(s)
2. Choose Window > Desktops > Your Desktop
3. You have other flights in the same window layout as before.

Here are some examples of different desktops:





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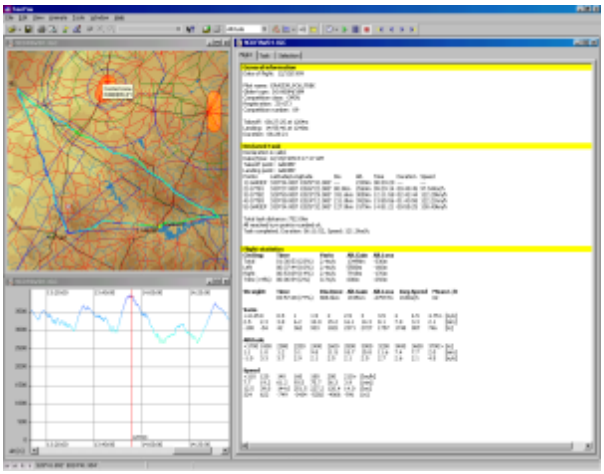

See also
Viewing a flight 8
Viewing multiple flights 9
Using destops 9
Animating flights 11
Using the 3D view 12

2.6 Animating flights

Animating multiple flights must be one of the most entertaining things you will be doing with SeeYou.

By default the Play button will start to animate flights in real time. That is, positions of the gliders will be the same as they were in real flights. You can see who was following whom and where the other competitors were when you had that stonking lift.

That is however not the only way to look at a day of flying. You may wish to organize a Maggot race where everyone starts at the same time. In an animation like that you can clearly see who was in the front at each moment of the race. Some preparation is neccessary:
1. You need to Create the task 15 everyone was flying
2. You need to select Animate > Synchronization > Start time 82. The list below the selection box should give you the start times of everyone you are animating.
3. Press the Play button and everyone will leave the start line at the same time.

See also
Viewing a flight 8
Viewing multiple flights 9
Using destops 9
Animating flights 11
Using the 3D view 12

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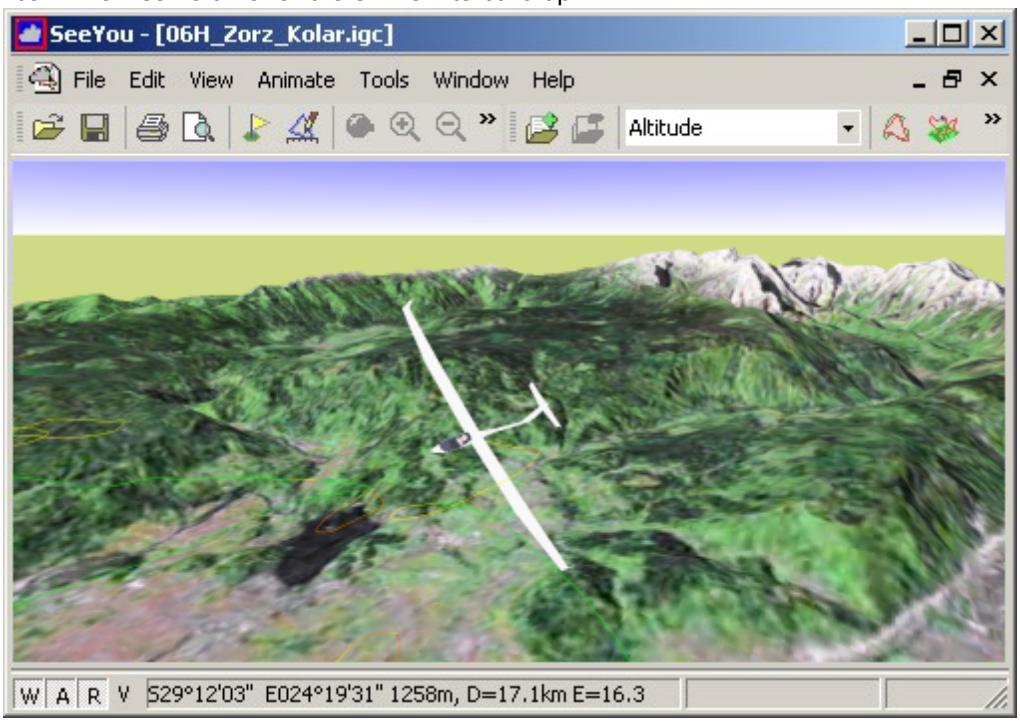
2.7 Using the 3D view

Viewing flights in 3D view is one of the most spectacular features in SeeYou. Make sure you have the Terrain and Satellite imagery 6 loaded for your area before you can understand why this is one of SeeYou's most spectacular features.

All you need to do is Open a flight 46 and change the view to 3D through Edit > 3D view or by pressing the icon. Allow some time for the 3D view to build up.



Once you have the window that resembles the image above, you may use the mouse or keyboard to change the perspective. With these mouse gestures you may be the ultimate cameramen for you and your friends:
. Press the left mouse button and move the mouse - this will change perspective
. Press the right mouse button and move the mouse up or down - this will zoom the viewing point in and out
. Press both mouse buttons simultaneously and move the mouse left or right to change the animation speed
. Ctrl + F7 will put you in and out of a view mode relative to the glider

If you prefer to use the keyboard over the mouse:
. Up and Down arrows will Zoom the viewpoint in and out
. Press Shift together with Left or Right arrow to rotate the view horizontally
. Press Shift together with Up or Down arrows to rotate the view vertically

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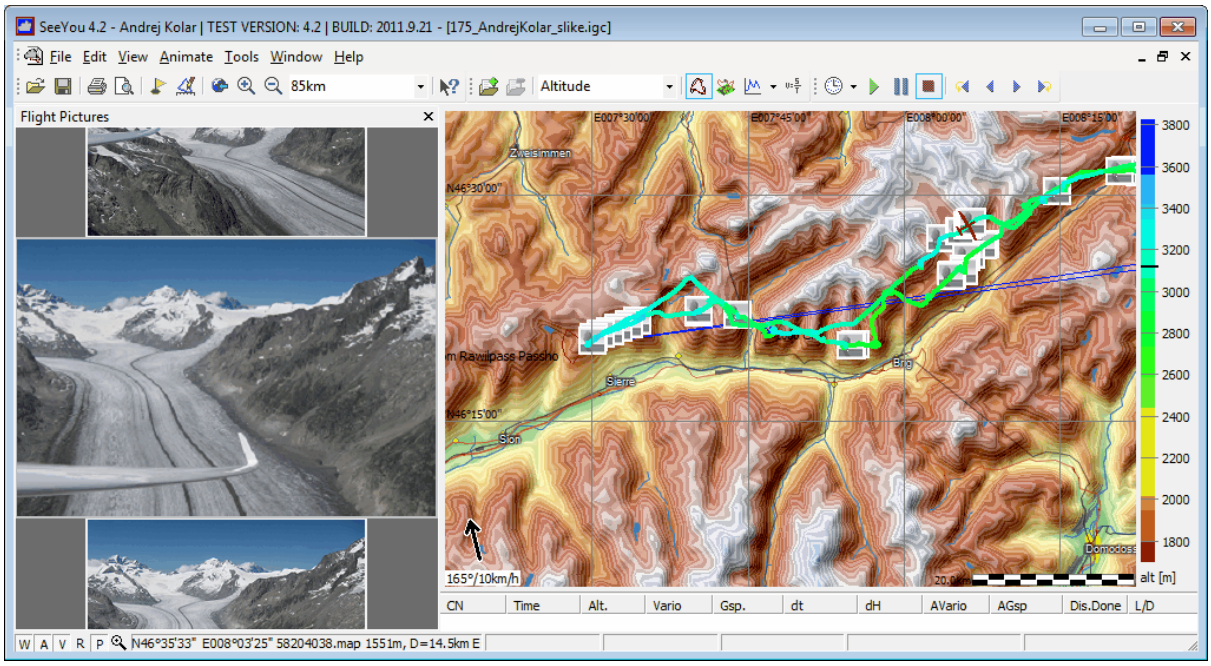
See also
Using desktops 9
Using Keyboard and Mouse 116
Options - 3D view 98

2.8 Picture Gallery in SeeYou

In version 4.2 a very nice feature was added in SeeYou - the ability to link photographs to your flight and create a stunning slideshow.



Adding pictures is a lot of fun even if you are not planning to show them to friends. Do you have lots of pictures from your flights and you have lots of IGC files? Try dropping the pictures on your flight opened in SeeYou. If the camera time and UTC offset in SeeYou are in sync your pictures will automatically be located where you took them (if they are not you can easily offset the pictures so that they will fit the flight).

How to attach photos from your flight to your IGC files

First the prerequisites for the automatics to work well:
1. Make sure that in SeeYou > Tools > Options > UTC offset matches the UTC offset of your flight
2. Hopefully your camera date and time and/or time zone was set correctly when you took the pictures (make sure this is true for all your future pictures)

If these conditions are met then you can add photos by
1. Opening your IGC file in SeeYou
2. Drag & Drop the pictures from Windows Explorer to the SeeYou flight window
or
2. Right click on the flight then Photos > Attach from File or Attach from Folder

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or

2. Edit > Flight properties > Photos > to add files or to add a all pictures from a folder

That's all really if the UTC offset and camera time were correct.

Manipulating the Photo panel

By clicking on a picture in the photo panel that picture becomes the active one and the glider position moves to the position where the picture has been taken.

Double clicking on the picture will open it in your default picture viewer in full size.

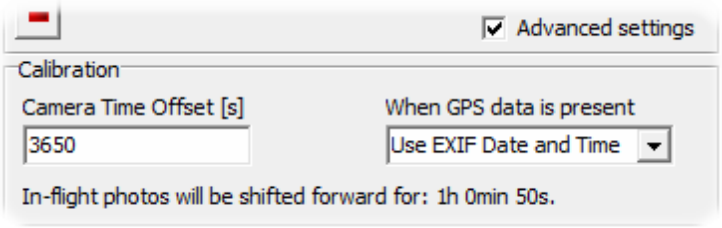
Rolling the mouse scroll wheel when hovered over the Photo panel will change the active photo (and consecutively will move the glider position).

During the animation of a flight (Animate > Play) only the location of the active picture is presented with a photo icon on the map. As animation passes the next photo the Photo panel moves and active photo icon changes.

You may resize and dock the Photo panel 35 just as any other panel. You may even move it to your second monitor if you wish.

Advanced options

As it happens the camera time or UTC offset in SeeYou will often be out of sync. This is not a problem but you do have to tell SeeYou when exactly the photos were taken in order for them to be displayed at the correct location. Go to Edit > Flight Properties > Photos > tick "Advanced settings". You can now set camera time offset in seconds (an hour has 3600 seconds, two hours 7200 etc). Caption below the offset time edit box will help you determine exactly how many hours minutes and seconds you have setup. You can even correct for days if the date on your camera was incorrect.



Please note: pictures taken before the takeoff will be attached to the first few fixes in the file. Pictures taken after landing will be attached to the last fixes of the IGC file. It makes a great impression to have a picture of the glider, airport or the people who have helped you get started as the first picture in your IGC file.

Conveniently share with friends or on your blog in IGCX format

Once you have added all the pictures that you wanted to attach to the IGC file you may save the IGC file with File > Save. Links to full resolution pictures on your hard drive will be added to the IGC file without loosing the IGC file integrity. This is great for viewing the files on your one and only computer.

But if you want to send your flight with pictures to a friend or even only open it on your other computer you whold have to send the pictures and preserve folder structure. Since that would be a pain and mostly

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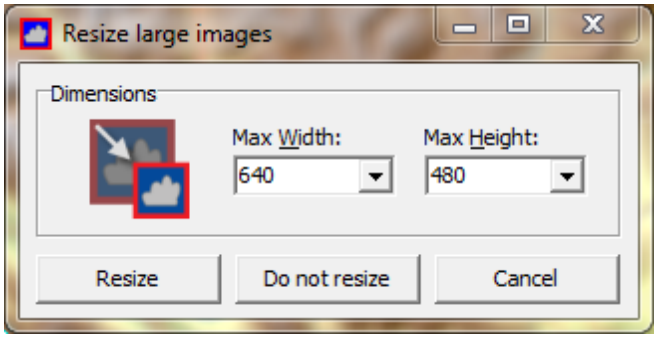
wouldn't work you can now save your flight in a proprietary IGCX format. You can save a file in IGCX format by going to File > Save As > Save as type > IGCX Format File. After you choose the location and file name you get to choose the size of the pictures. The size you choose depends on how you are going to share the IGCX file. If you are going to email it try to keep the complete file size less than 5 MB.



Have fun adding pictures to your old flights!

See also:
Photo panel 35

2.9 Planning a badge and record flight

Planning flights is important for everyone who is trying to maximize the weather conditions. SeeYou offers you a graphical tool to setup tasks.

Task with preset waypoints

1. To start planning flights, open the Tasks window
2. Select View > Map from the main menu or click on the icon to change view
3. To create a new task choose Edit > Add Task 65 or the icon
4. Click on the Start point, 1st Point, 2nd Point of your task in correct sequence.
5. Finish adding waypoints by pressing ESC button once.

That's all. You have created a new task.

Task without preset Waypoints

To create a task where its waypoints are not in the Waypoints database, press and hold the Shift key. Each click will create a new waypoint. New waypoints will have a name such as _Point_123. You can change the name and other properties of this point by clicking the mouse right button over it and selecting Edit Waypoint 62.

See also:
Tasks window 41
Task information window 77
FAI Triangle assistant 43

2.10 Planning FAI Triangles

FAI Triangles are considered Formula 1 in Cross Country soaring for many. You may be triangle specialist or novice. You will always need help with defining FAI triangle waypoints.

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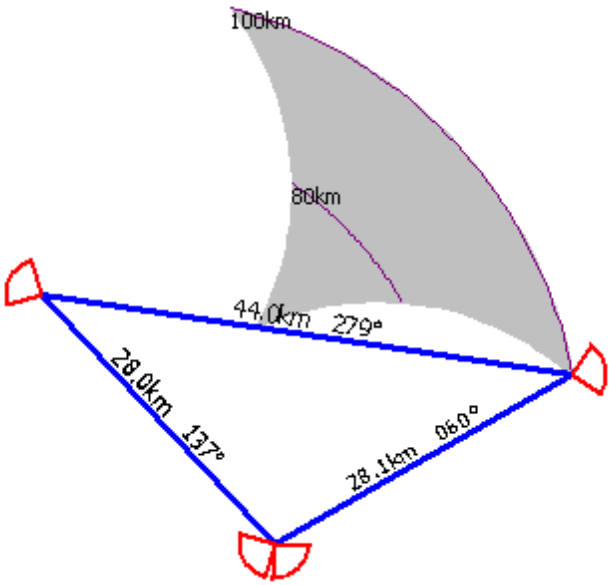
There is no easy way to plan an FAI Triangle. It takes time and preparation. Mountain ranges will have to be crossed and airspace avoided. Lots of terrain will be covered with many different types of weather. Thorough local and weather knowledge is required to plan for the largest of triangles. SeeYou tries to make flight planning as easy as possible.

First you need to create a task that roughly resembles what you are going to fly. Define your waypoints by clicking on them in Map view or entering them manually in List view (see Planning a badge and record flight 15 for more on this subject). Then switch to View > Map mode.

Turn the FAI Triangle Assistant on by selecting View > Show FAI Area (Ctrl + E). Press Ctrl+R (View > Rotate FAI Area) to Rotate the Area over Task legs. Press Ctrl+R several times to see what it is doing. Once you have it located over the turnpoint you are trying to optimize, stop pressing Ctrl+R. Click on the Waypoint and drag it into place. When it is inside the FAI Area, the Task has a shape of an FAI Triangle.



As noted above - there is no quick way to create an optimum FAI Triangle. You have the tools, now you need to use your imagination and experience to minimize the difficulty of rounding the Turnpoints.

See also
Tasks window 41
Managing Waypoints 6
Planning a badge and record flight 15

2.11 Planning Assigned Area tasks

Assigned Area tasks are growing increasingly popular with Competition organizers. They test imagination and forecasting ability of the competing pilots. They also offer safety in terms of being able to avoid a difficult to predict bad weather areas.

In Assigned Area tasks, pilots must pass pre-declared areas in a given order. The fixes that produce longest distance (one from each area) become actual waypoints used for distance and speed computations.

To design an Assigned Area Task, follow this procedure:

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1. Design a normal task 15,
2. Choose Edit->Task Properties 66,
3. Change Type to "Assigned Area Task",
4. Choose Observation Zones 67 tab,
5. Design each observation zone separately,

To Assign an assigned are task to a flight or competition day, select Edit > Assign Task while viewing the flight or competition day.

See also
Task window 41
Planning a badge and record flight 15
Task Properties > Observation Zones 67
Task Properties > Options 68

2.12 Downloading flights

SeeYou can communicate with an increasing number of flight recorders. The Connection Wizard dialog allows you to connect to several types of loggers through a uniform user interface. For the getting started tutorial it would probably be best if we tell you how to do it on a specific device.

Example of communication with a Colibri

Colibri is a famous FAI approved logger from LX Navigation. It is well known in gliding as well as paragliding and hanggliding. It will therefore feature as an example of how communication goes with SeeYou.

Download flight

1. Select "File->Connection Wizard" from the menu or press F9
2. Select Colibri as device type, choose Auto under Interface and 19200bps from parameters
3. Wait until Colibri starts beeping (if it doesn't, check COM SPEED on Colibri)
4. Check "Download flights from device" under from the Actions panel, press Next
5. Flight list is being downloaded. Wait until you see a list of flights.
6. Select the destination folder for the flights (last used maps are in the combo box)
7. Select the flights you want to download (newest flight is selected as default)
8. Check the box "Open flights after download" if you wish
9. Press Next, then wait for the transfer to complete

You are done.
Open the flights from the folder where you have stored them or they may already be open if you checked the box under 8.

Upload waypoints and tasks

Colibri uploads waypoints and tasks as one.

1. Select "File->Connection Wizard" from the menu or press F9
2. Select Colibri as device type, choose Auto under Interface and 19200bps from parameters
3. Wait until Colibri starts beeping (if it doesn't, check COM SPEED on Colibri)
4. Check "Upload waypoints and tasks to device" from the Actions panel, press Next
5. Select whether you want to upload from the database in SeeYou or a file that you already have on the disk
6. Press Next
7. Select which waypoints you want to upload (all are selected by default)
8. Press Next
9. Select which tasks you want to upload (all tasks are selected by default)
10. Press Next and wait until transfer is finished.

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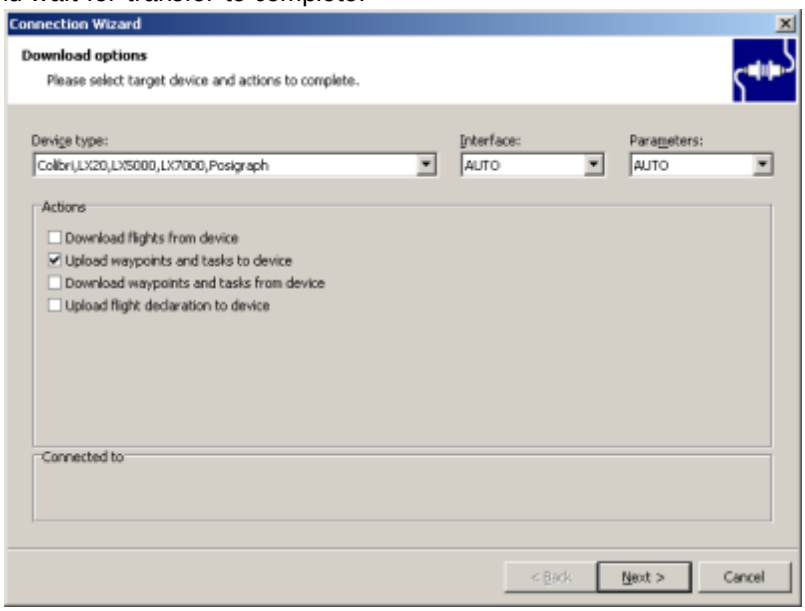
Download waypoints and tasks
Colibri downloads waypoints and tasks as one.

1. Select "File->Connection Wizard" from the menu or press F9
2. Select Colibri as device type, choose Auto under Interface and 19200bps from parameters
3. Wait until Colibri starts beeping (if it doesn't, check COM SPEED on Colibri)
4. Check "Download waypoints and tasks from device" from the Actions panel, press Next
5. Wait until waypoints and tasks are downloaded from the device
6. Select the waypoints you want to save, press Next
7. Select the tasks you want to save, press Next
8. Select whether you want to save them to program database or a file
9. Press Next and you are done.

Upload flight declaration

1. Select "File->Connection Wizard" from the menu or press F9
2. Select Colibri as device type, choose Auto under Interface and 19200bps from parameters
3. Wait until Colibri starts beeping (if it doesn't, check COM SPEED on Colibri)
4. Check "Upload flight declaration to device" from the Actions panel, press Next
5. Enter the fields you wish to transfer or press the Pilots icon to select from a list
6. Enter task in list view or press the task icon to select a task from program database
7. Press next and wait for transfer to complete.



2.13 Working with SeeYou Mobile

Mobile Wizard connects SeeYou with SeeYou mobile to send files to the Pocket PC. Mobile wizard never expires. That means you don't have to have a registered version of SeeYou to transfer all of the required data to the Pocket PC.

1. Connect your Pocket PC to PC through Active Sync
2. Run SeeYou
3. Go to File > Mobile Wizard

First page allows you to select the Items you wish to transfer to the device. You can choose from
. Terrain (isolines)

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. Terrain elevations (for AGL reading)
. Roads, Railroads, Rivers, Lakes and Towns
. Waypoints and tasks
. Airspace
. Settings (Vector map color scheme, units, triangle properties, default observation zones)

Second page gives you the possibility to select basename and destination for the data you have selected to upload on the first page.
. Files that are created on the Pocket PC (or disk) will have the same name as Basename and respective extensions CUB for airspace, CIT for vector maps and CUP for waypoints and tasks.
. Destination can be either Oudie, a folder in "My Computer" or a device connected through Active Sync. Choose what you need with the radio buttons.

Third page asks you to draw a rectangle for the area you want to transfer to the Pocket PC.
Use Ctrl+Up, Ctrl+Down to zoom out and zoom in. Click on the the borders of the map to move horizontally and vertically. This is the same procedure as in the othe r Map views in SeeYou.

Note that if the maps for this area have not been downloaded yet you will be prompted to download the maps before proceeding.

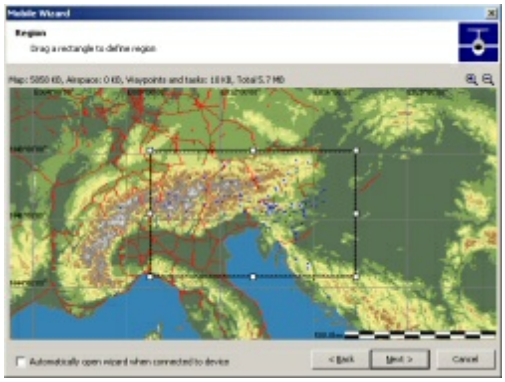
Fourth page shows progress in transferring or saving files.

Once the transfer has completed successfully, you may close Mobile wizard with the Finish button.

If you get a connection error, first check whether or not SeeYou Mobile was closed on the Pocket PC. It is important to understand the difference between the "X" button in Pocket PC and "X" button in desktop Windows. The "X" on Pocket PC works more like "minimize" in Windows. To really quit SeeYou Mobile you need to go to Menu > Next > "Exit".

You know SeeYou Mobile is not running when it is not listed under Start > Settings > System > Memory > Running programs. If it's there, stop it.

Then you will be able to communicate with SeeYou Mobile through Mobile Wizard.



2.14 Uploading competition to Soaring Spot

The core functionality of Soaring Spot (http://www.SoaringSpot.com/) allows you to manage gliding competitions online. If you are trying to organize a competition you need to stop worrying about how you are going to upload results to the internet or where you are going to publish news about your

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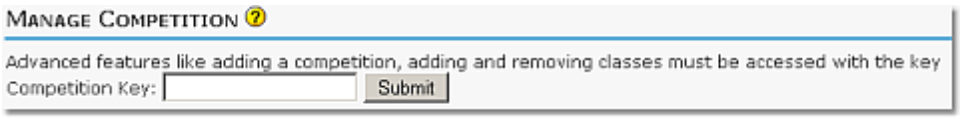
competition. Soaring Spot is the way to go and there is more than enough features there to cover basic and advanced needs you may have as competition manager.

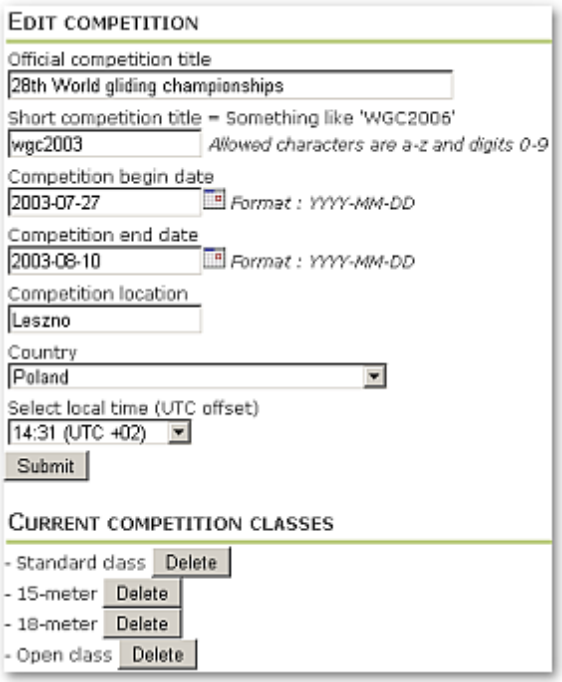
There are three simple steps that you need to go through to start the competition at Soaring Spot:

1. Acquiring a competition key
needs to be done through the email address info@soaringspot.com
Send a request for Soaring Spot key and we will get back to you with key and instructions how to proceed.

2. Registering a competition at Soaring Spot
First you need to sign in to Soaring Spot. Then enter the Competition key into the Competition Key form in the Manage Competition section of "MyAccount":



After that you must fill out all the required information including Official competition title, Short competition title, Competition begin and end date, Competition location, Country , UTC offset and Class (es) of the competition (most important). For more information on these essential elements of Soaring Spot please read the Add or Edit Competition through MyAccount chapter:



3. Setting up the CUC file in SeeYou Competition
you need to make sure of two operations:
1. Enter the competition key to Edit > Contest Properties > Options > Registration key

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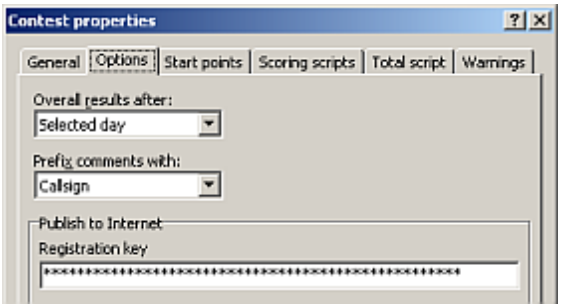
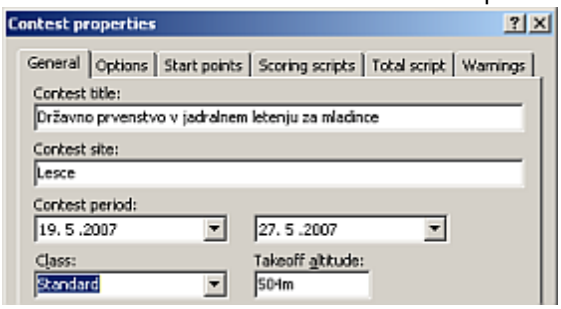


2. Make sure that you have selected correct class in Edit > Contest Properties > General > Class



If you have completed the Setup correctly, then all you need to do is choose Edit > Publish to Internet (or corresponding toolbar icon)
to send competition data to Soaring Spot each time there is some news.

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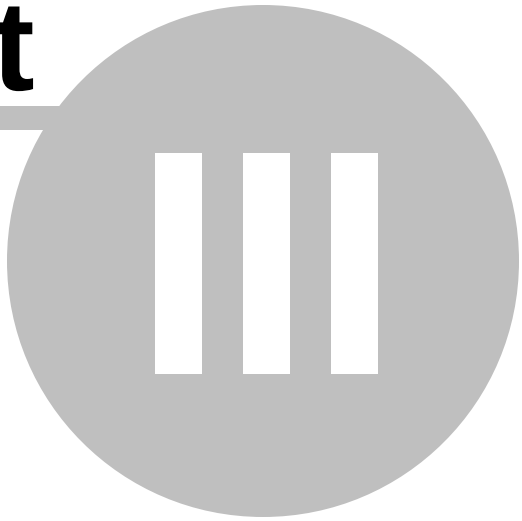
Part



3 Main SeeYou Windows

SeeYou has four main windows:

Flight window 23 where flights are displayed and analyzed.
Waypoints window 38 for managing databases of waypoints.
Tasks window 41 for designing tasks.
Competition window 44 for contest scoring.

3.1 Flight window

The Flight window is the main window in SeeYou.

All flights are viewed and analyzed over Vector maps in the Flight window. View flights in colors by selecting a color scheme 73. Choose the appropriate graph 71. Explore the Statistics 28 for the flight. View more flights 9 in the same window to see what other pilots have done or follow the flight in 3D 12 . Run an animation 11 to see the flight tactics of other pilots. Create desktops 9 to view flights in multiple windows.

The Flight window has four view options:
- Route window 24
- 3D window 25
- Graph window 26
- Statistics window 28

See also How to use desktops 9 to maximize the information viewed on screen.

Example of multiple flight windows opened, all showing one flight. The big one is 3D view, upper right is Route the third one is Graph window with barogram view:

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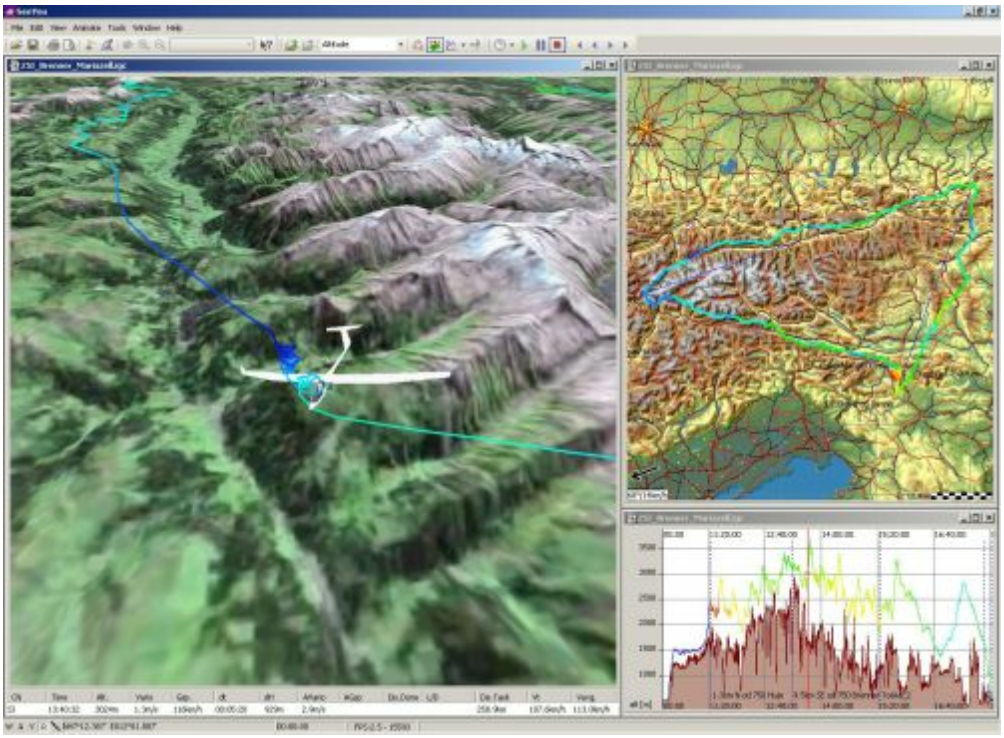

3.1.1 Route window

Route window shows flights over Vector[88] or Raster maps[82].

Select View > Route[70] from the main menu or use the icon to change view to Route window.

Route window shows
- Flight track of the open flight (or multiple flights)
- Flight tracks are painted in the active color scheme[73]
- Zoom value[75], which can be set through a combo box on the Standard Toolbar[110]
- Flight parameters[72] (if enabled)
- Legend[73] (if enabled)
- Standard[110], Flight[111] and Animate[112] Toolbars

For shortcuts to the most important features click the mouse right-button.

Buttons at the bottom left corner of the main window (W A R V) turn these graphics on and off:
- Waypoints - W
- Airspace - A
- Vector maps - V
- Raster maps - R
- Picutre icons - P
- distance measuring mode

You may right-click the R button in order to quickly turn a group of Raster maps on or off. See also About Raster Maps[82] for more on how to group raster maps.
You may also right click on the W button. A dialog will open that allows you to select which types of

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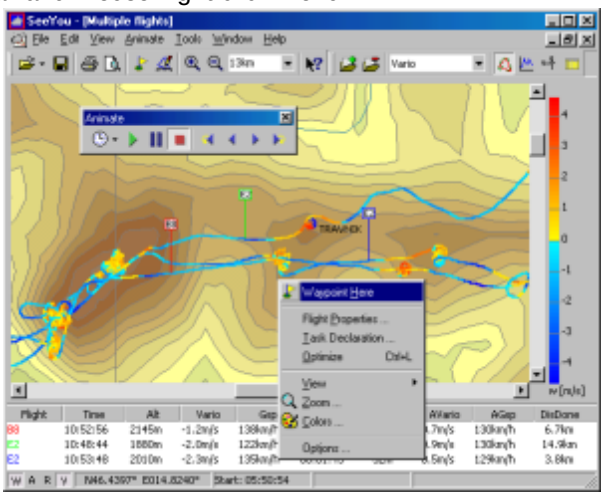
waypoints you would like to display on the screen.

The F2 key switches between three modes:
- Zoom mode. Clicking mouse left button and dragging it over the screen will zoom into the selected area
- Pan mode. Clicking mouse left button and dragging it over the screen will move the map
- Measure mode. Clicking mouse left button and dragging it over the screen will measure distance and bearing between two points

See also
Using desktops 107
Using Keyboard and Mouse 116
Task optimization 61
Options - Flight 95

Example of a flight window with multiple flights over vector maps, with flight parameters and legend, undocked Animation toolbar and mouse-right click menu:



3.1.2 3D window

In the 3D view you can analyze flights in the third dimension.

3D window shows
- Flight track of the open flight (or multiple flights)
- 3D Terrain (if enabled)
- Flight tracks are painted in the active color scheme 73
- Flight parameters 72 (if enabled)
- Legend 73 (if enabled)
- Airspace 91 in 3D (if loaded and enabled)
- Standard 110, Flight 111 and Animate 112 Toolbars

Create an animation of single or multiple flights, then use your mouse to do the camerawork. Like this:

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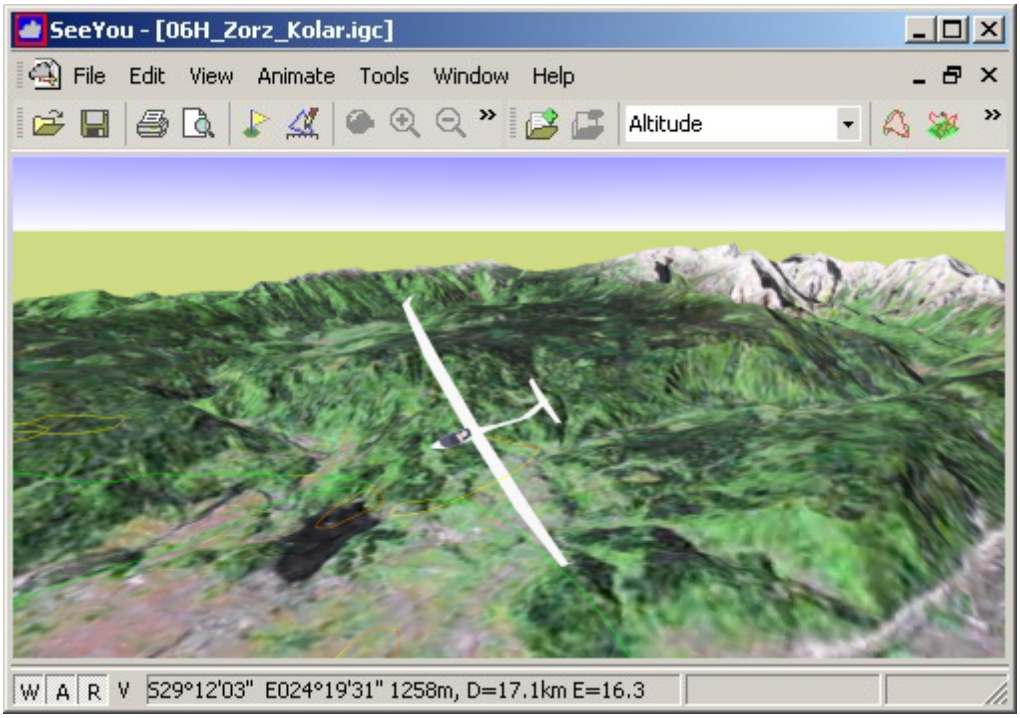
- Left button and move - change perspective
- Right button and up/down - zoom in/out
- Both buttons and left/right - animation speed

Use the keyboard to do the same like this:
- Up/Down arrows - Zoom in/Zoom out
- Shift + Left/Right - Rotate the view horizontally
- Shift + Up/Down - Rotate the view vertically

Ctrl + F7 will put you in and out of a view mode relative to the glider.
Ctrl + F12 will tell you all parameters about focus, camera position and orientation.

See also
Using desktops 107
Using Keyboard and Mouse 116
Task optimization 61
Options - 3D view 98



Flight dispayed over 3D maps combined with satellite images

3.1.3 Graph window

In the Graph window six graphs are possible. Choosing a color scheme 73 enables you to view additional data on one graph.

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Select View > Graph from the main menu or use the icon from the Flight toolbar 111 to change view to Graph window.

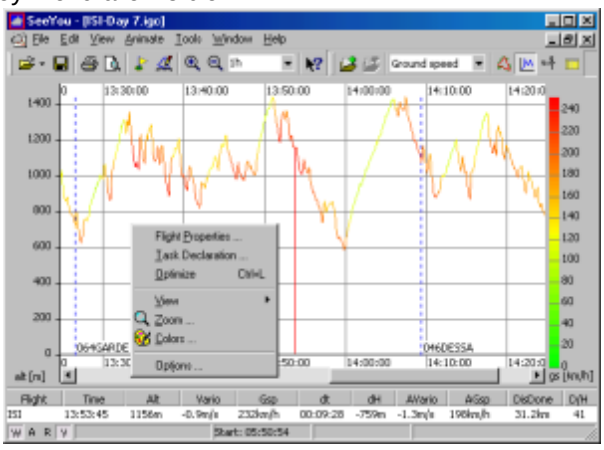
Switch between graphs by pressing the again.

Graphs featured in SeeYou:
- Altitude
- GPS Altitude
- Vertical speed
- Task speed
- Ground speed
- Fix accuracy
- Engine noise level

You can control the appearance and behavior of the graph by:
- setting the color scheme 73 for the graph
- setting the zoom 75
- enabling the Legend 73
- enabling Flight parameters 72
- using Mouse right click

See Also
Using Keyboard and Mouse 116
Using Desktops 107
Options - Graph page 97

Example of a Graph window in Baroram view and with Ground speed color scheme. Flight parameters, Legend and mouse right-key menu are visible:



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3.1.4 Statistics report

SeeYou features comprehensive statistics for the active flight.

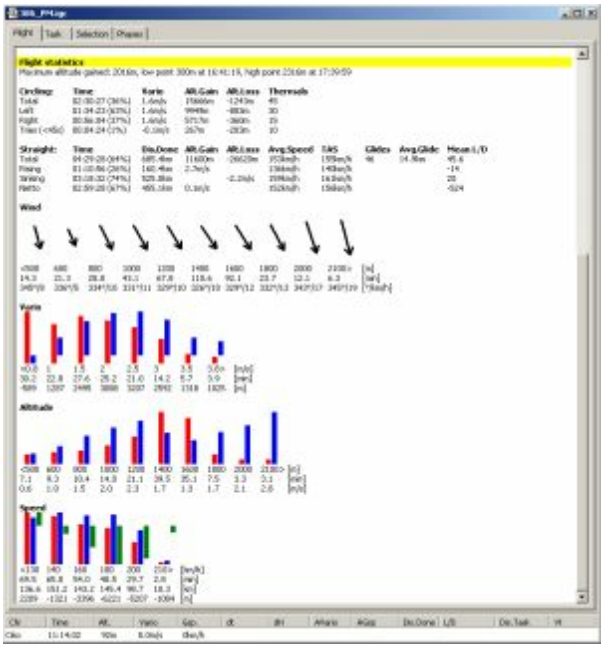
Select View > Statistics 71 from the main menu or use the icon from the Flight toolbar.

There are four pages for the statistics report:
- Flight - gives you the stats for the flight from take off to landing
- Task - gives you the stats for the declared task
- Selection - gives you the stats for the selection you have made. This page is empty if no selection is defined
- Phases - gives you a list of all phases of your flight which you can sort on any available value

Doubleclicking in various sections of the Statistics report opens different windows:
- Flight properties 58 in the General section and Flight statistics section
- Flight properties - Task 58 in the Declared task section and Task page
- Selection dialog 57 in the Selection page

See also:
General information 29
Declared task 29
Flight, Task and selection statistics 30
Flight phase statistics 34
Options - Statistics 98

Example of the statistics window with bars and wind vectors:



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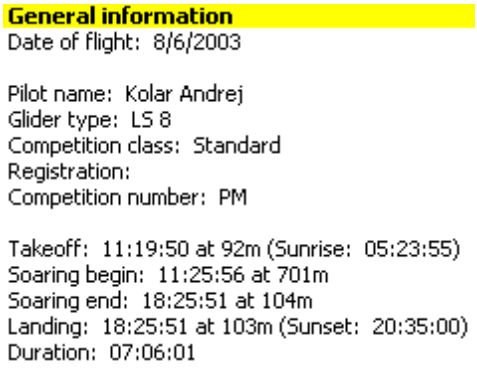
3.1.4.1 General information

This section gives you the info on
- the pilot
- the glider
- take off and landing times
- the duration of flight
- Surise and Sunset times for the take-off position and landing-position respectively


General information
Date of flight: 8/6/2003

Pilot name: Kolar Andrej
Glider type: LS 8
Competition class: Standard
Registration:
Competition number: PM

Takeoff: 11:19:50 at 92m (Sunrise: 05:23:55)
Soaring begin: 11:25:56 at 701m
Soaring end: 18:25:51 at 104m
Landing: 18:25:51 at 103m (Sunset: 20:35:00)
Duration: 07:06:01

See also:
Statistics 28
Declared task 29
Flight, Task and selection statistics 30
Flight phase statistics 34
Options - Statistics 98

3.1.4.2 Declared task

This section gives you this information about the task:
Valid or invalid declaration (in the example, the task was entered after the flight making the task declaration NOT VALID)
- Date and time of the creation of task declaration
- Take off and landing points
- General statistics for the flown task is entered in columns representing
  - name of the point,
  - Latitude/Longitudes,
  - leg distance,
  - altitude at the turning point,
  - time at the turning point,
  - leg time
  - achieved speed for the leg (start and finish times are interpolated to the nearest second)
  - average wind for the leg
  - average wind component on the leg

Below this section there is a section about the total result for the task:

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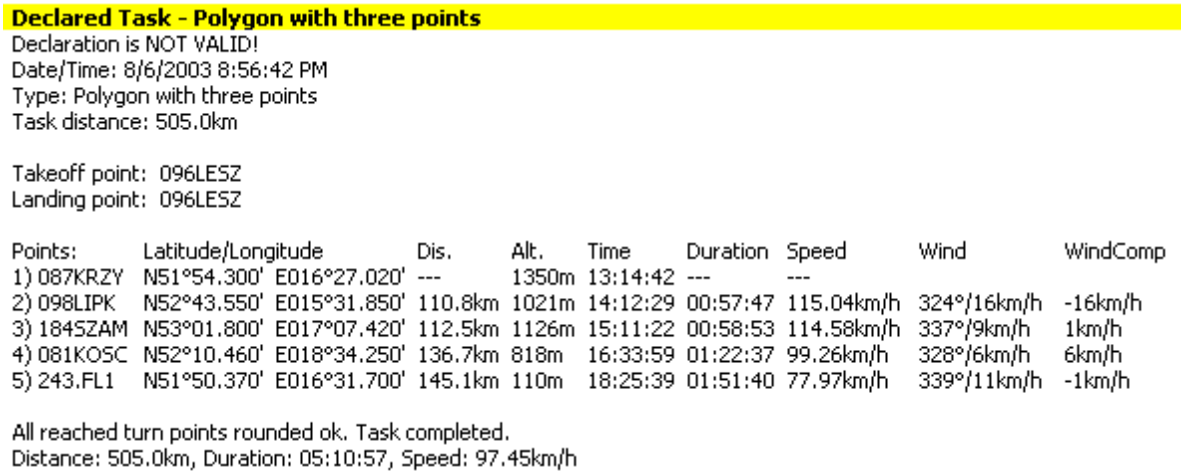
- The information on how turnpoints were reached. If a turnpoint was missed, but the distance to the point was less than Near enough distance, set in the Options window, then the point will be calculated as reached, but this line will have an error message telling you that sector was not reached at that turnpoint.
- distance of the task
- duration of the flight on task
- speed achieved on task
- if the task is a triangle, triangle speed is displayed last

Double click in this section will open Flight properties in the Task page 58.



Declared Task - Polygon with three points
Declaration is NOT VALID!
Date/Time: 8/6/2003 8:56:42 PM
Type: Polygon with three points
Task distance: 505.0km

Takeoff point: 096LESZ
Landing point: 096LESZ

Points:	Latitude/Longitude	Dis.	Alt.	Time	Duration	Speed	Wind	WindComp
1) 087KRZY	N51°54.300' E016°27.020'	---	1350m	13:14:42	---	---		
2) 098LIPK	N52°43.550' E015°31.850'	110.8km	1021m	14:12:29	00:57:47	115.04km/h	324°/16km/h	-16km/h
3) 184SZAM	N53°01.800' E017°07.420'	112.5km	1126m	15:11:22	00:58:53	114.58km/h	337°/9km/h	1km/h
4) 081KOSC	N52°10.460' E018°34.250'	136.7km	818m	16:33:59	01:22:37	99.26km/h	328°/6km/h	6km/h
5) 243.FL1	N51°50.370' E016°31.700'	145.1km	110m	18:25:39	01:51:40	77.97km/h	339°/11km/h	-1km/h

All reached turn points rounded ok. Task completed.
Distance: 505.0km, Duration: 05:10:57, Speed: 97.45km/h

See also:
Statistics 28
General information 29
Flight, Task and selection statistics 30
Flight phase statistics 34
Options - Statistics 98

3.1.4.3 Flight, task, leg or selection statistics

The Flight statistics section (in the Flight page of Statistics) contains the same structure of data as the Task and Selection pages.

The data is structured into the
- General section
- Circling table
- Straight flight table
- Bar graphs and Histograms

General section for the specified section (this is the only section not included in Flight statistics of the Flight page) contains information about:
- flown distance on the task or leg,
- start and finish time of the section,
- duration
- achieved speed for this section.

XC speed is the speed that would have been achieved if the pilot had climbed back to the start altitude

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with the average lift. If the finish altitude is lower than the start altitude, then XC speed is lower than plain speed because time to climb back to the start altitude needs to be added to the time spent on task. If finish altitude is higher than the start altitude, then the time spent to climb above the start altitude is subtracted, thus XC speed is higher than speed. Start and finish are always referred to the start and finish of the portion of the flight to which the statistics you are looking at at the moment is referring to.

087KRZY - 098LIPK - 184SZAM - 081KOSC - 243.FL1
Distance: 505.0km
Start: 13:14:42 at 1350m
Finish: 18:25:39 at 110m
Duration: 05:10:57
Speed: 97.45km/h, XC Speed: 93.90km/h

Maximum altitude gained

This row lists the altitude gained according to FAI badge and world record rules. Details on low and high point are listed as well.

Example for altitude gain line:

Flight statistics
Maximum altitude gained: 2016m, low point 300m at 16:41:19, high point 2316m at 17:39:59

Circling table

The data is divided into rows for

- Total circling
- Circling to the left
- Circling to the right
- Tries(<'min time' is entered in the Options dialog)

The columns represent

- Time spent in the specified form of circling (percents in the brackets)
- Average vertical speed achieved
- Altitude gained
- Altitude lost - this is all the meters lost while circling

Note that average Vario is calculated as (Altitude gained + altitude lost)/(Time spent)

Example for circling statistics:

Circling:	Time	Vario	Alt.Gain	Alt.Loss	Thermals
Total	02:30:27 (36%)	1.6m/s	15666m	-1243m	45
Left	01:34:23 (63%)	1.6m/s	9949m	-883m	30
Right	00:56:04 (37%)	1.6m/s	5717m	-360m	15
Tries (<45s)	00:04:24 (1%)	-0.1m/s	267m	-283m	10

Straight table with the values for

- Time spent flying straight
- Distance done is the distance covered including all turns and deviations (sum of the distances between fixes)
- Altitude gained while flying straight
- Altitude lost while flying straight
- Average GroundSpeed (Distance done divided by the time spent)
- Average indicated airspeed (IAS) to see how fast the pilot was pushing the glider
- Mean L/D is the average rate of descent or gained if negative (Distance done divided by the sum of altitude gained and lost)

Example of statistics for the straight part of the flight:

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Straight:	Time	Dis.Done	Alt.Gain	Alt.Loss	Avg.Gs	IAS	Glides	Avg.Glide	Mean L/D
Total	08:48:24 (83%)	1248.7km	25670m	-41327m	142km/h	128km/h	84	14.9km	79.8
Rising	03:04:52 (35%)	387.6km	2.3m/s		126km/h	115km/h			-15
Sinking	05:43:32 (65%)	861.0km		-2.0m/s	150km/h	135km/h			21
Netto	05:55:12 (67%)	821.7km	0.7m/s		139km/h	127km/h			-59

Bar graphs and Histograms represent the respective data divided into small portions ranges of values (adjustable through Options dialog). The value representing the middle value of the range

- Wind histogram presents the distribution of the wind in different altitude layers. The lines represent
  - Wind vectors. Longer arrow represents stronger wind
  - Altitude layer
  - Time spent in the altitude layer
  - Average wind in the altitude layer
- Vario histogram presents the distribution of thermal strength for the specified part of flight. The lines represent
  - Red bar represents time spent in the vario range
  - Blue bar represents the altitude gained (or lost)
  - Strength of thermal
  - Time spent in that strength of thermal
  - Altitude gained climbing with that climb rate
- Altitude histogram presents the distribution of the strength of thermal in dependence to the height above sea level. The lines represent
  - Red bar represents time spent in the altitude layer,
  - Blue bar represents the average thermal in the layer
  - Altitude layer (the number representing the mid value of the layer)
  - Time spent circling in this layer
  - Average Vario in this layer
- Speed histogram presents the distribution of the speeds used during flight. The lines represent the
  - Red bar represents time spent in a range of speeds
  - Blue bar represents the distance covered in a range of speeds
  - Green bar represents the altitude lost in a range of speeds
  - Mid value of the speed range
  - Time spent flying straight with the respective speeds
  - Distance covered flying with the speed inside that range
  - Altitude lost (or gained if positive) flying with the speeds of this range.

Example of the Bars and Histograms:

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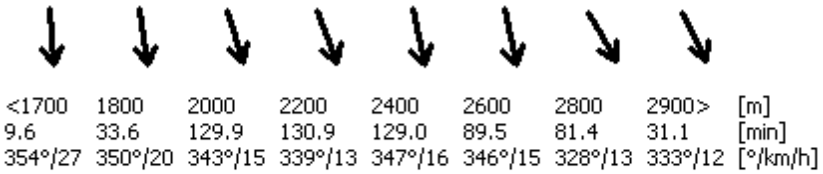
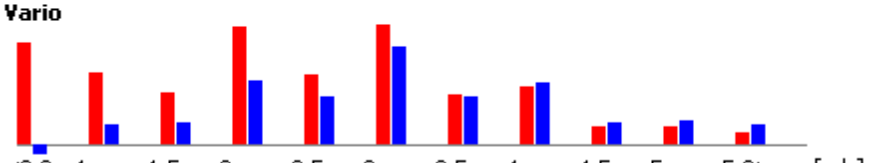
Wind



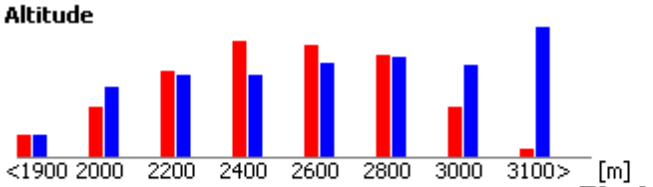
<1700	1800	2000	2200	2400	2600	2800	2900>	[m]
9.6	33.6	129.9	130.9	129.0	89.5	81.4	31.1	[min]
354°/27	350°/20	343°/15	339°/13	347°/16	346°/15	328°/13	333°/12	[°/km/h]

Vario



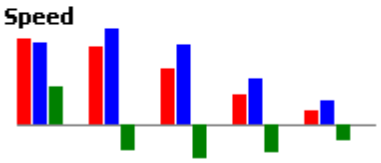
<0.8	1	1.5	2	2.5	3	3.5	4	4.5	5	5.3>	[m/s]
15.8	11.1	8.1	18.3	10.9	18.5	7.8	8.9	2.7	2.7	1.8	[min]
-351	657	748	2202	1657	3388	1667	2138	767	820	681	[m]

Altitude



<1900	2000	2200	2400	2600	2800	3000	3100>	[m]
4.3	9.6	16.8	22.8	22.1	20.0	9.6	1.5	[min]
0.5	1.7	2.0	2.0	2.3	2.4	2.3	3.2	[m/s]

Speed



<130	140	160	180	190>	[km/h
171.8	156.1	114.5	59.4	26.7	[min]
314.7	364.0	303.4	177.0	89.7	[km]
8513	-5985	-7939	-6371	-3875	[m]

See also:
Statistics 28
General information 29
Declared task 29
Flight phase statistics 34
Options - Statistics 98

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3.1.4.4 Flight Phase statistics

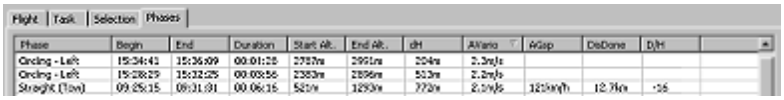
On this page you can explore flight parameter values for each flight phase by ordering them on any column.

Sorting flight phases
By clicking on header of any column the data is sorted on this column. If values in the primary sorting colum are repeated, then previous selection is used to determine how data is sorted within the repeated value.
Example 1:
1. Sort phases on 'Begin' column
2. Sort phases on 'Phase' column

Circling and Straight phases are separated. Phases within Circling and Straight are sorted on ascending time. This means that in AVario column you have a chronological list of thermals used.

Example 2:
1. Sort phases on 'End Alt.' column
2. Sort phases on 'Phase' column

Circling and Straight phases are again separated. Phases within Circling and Straight are sorted on descending End Alt value.



Right click on the column section allows you to select:
. ascending sort order
. desending sort order
. which colums are visible

Using Flight phases in desktop
A great way to analyze your flight is to open a desktop with Flight phase statistics and (at least) a route window.
Double click or 'Enter' on a specific flight phase will move the glider symbol to the middle of that phase.

Copying phase statistics for further evaluation
You may select any number of lines from phase statistics and copy them by Ctrl+C to clipboard. You may paste them to Excel for example by Ctrl+V and do any further analisys you can think of there.

See also
Statistics 28
General information 29
Declared task 29
Flight, Task and selection statistics 30
Options - Statistics 98

3.1.5 Panels

Panels are a powerful feature of SeeYou which enable you to see more details about a flight.

These panels are available through Edit > View menu when you are viewing a flight:

. Instruments panel
. Photo panel

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. Airspace violation panel
. Optimization panel

Note that all panels are resizable and dock-able. By dragging the lateral limits of the panel you can choose its size. The data in the panel will fit the the best it can. By dragging the caption you can undock and move the panel any place you like. Even to your second monitor if you wish (useful when presenting instruments and/or photos). By dragging the caption to any of the corners of the SeeYou screen the instruments become docked to that edge. Double click on the caption docks or undocks the panel. Try dragging it around to see how it works.

3.1.5.1 Instruments panel

Showing instruments is a very nice way to present the most important flight parameters to people you are presenting to. You should set the units through Tools > Options > General > Units. All instruments are available in metric and imperial units and then some.

Note that the Instruments panel is resizable and dock-able. By dragging the lateral limits of the panel you can choose the size of the instruments which suits the purpouse best. The instruments will fit the panel the best they can. By dragging the "Cockpit" caption you may undock and move the panel any place you like. Even to your second monitor if you wish. By dragging the "Cockpit" caption to any of the corners of the SeeYou screen the instruments become docked to that edge.

3.1.5.2 Pictures panel

Adding pictures to IGC files[13] is a lot of fun. The pictures are presented in a panel similar to the insturments panel. It is resizable and dockable. By dragging the lateral limits of the panel you can choose its size. The photos in the panel will fit the the best they can. By dragging the "Flight pictures" caption you can undock and move the panel any place you like. Even to your second monitor if you wish. By dragging the caption to any of the corners of the SeeYou screen the instruments become docked to that edge. Double click on the caption docks or un-docks the panel. Try dragging it around to see how it

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works.

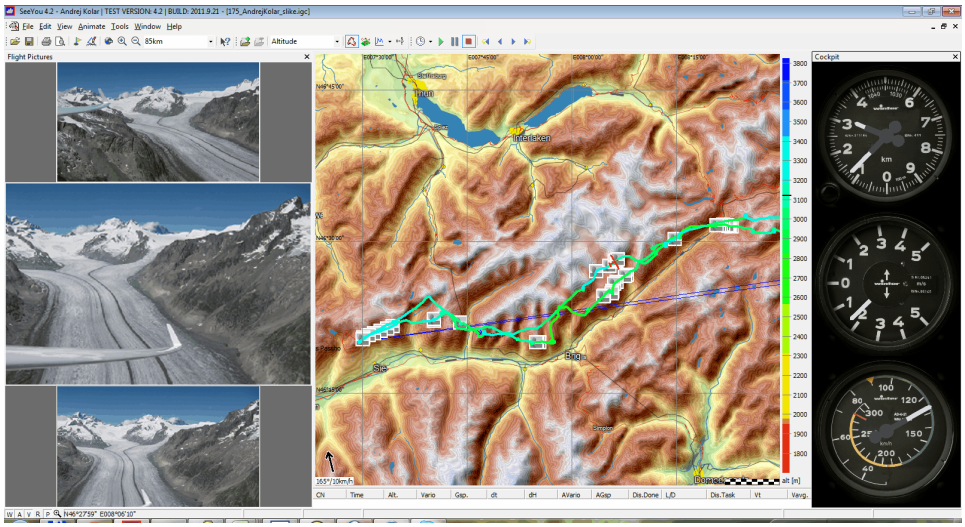

Photo panel on the left, instruments enabled

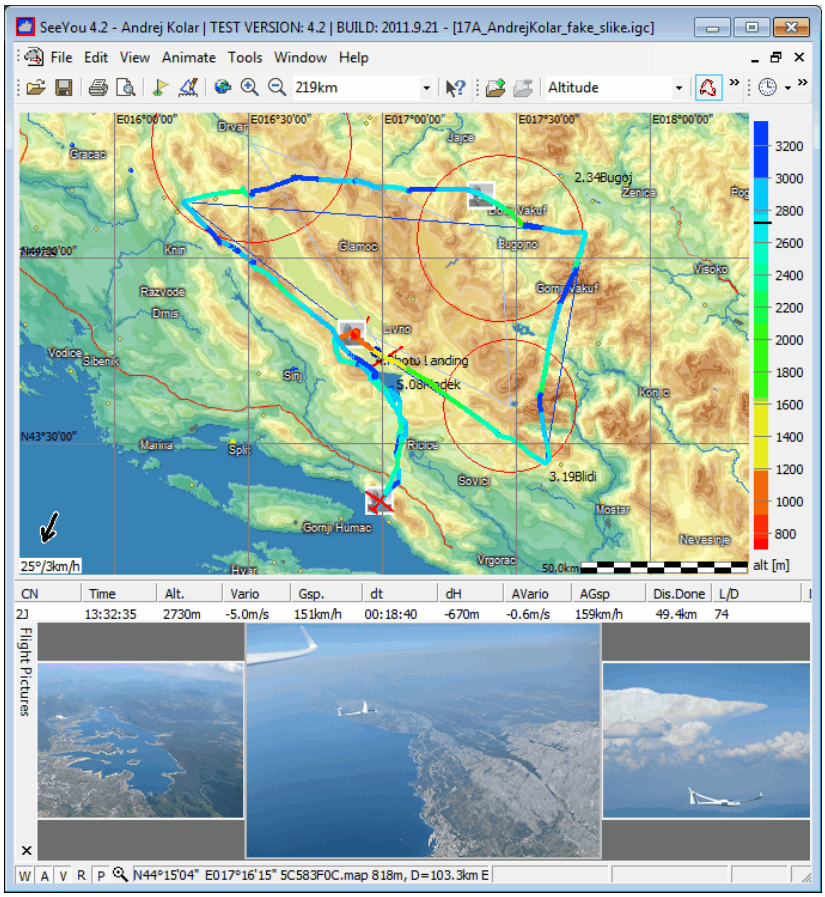

Photo panel below, instruments disabled

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3.1.5.3 Airspace violation panel

To see whether any airspace was crossed, you should open the panel View > Airspace Violation or press Ctrl+I

This will
- Open a small text window with a list of airspace violations
- Change the color scheme 73 to Airspace Violation

Note that only visible airspace is checked. Make sure you enable the types of airspace you are interested in and disable the ones that don't matter. Do this using the Tools > Airspace 91 command from the main menu.

See also:
Flight window 23

3.1.5.4 Optimization panel

This option will find the longest flown distance for the active flight for different types of rules for cross-country flights.

SeeYou will optimize the flight from begin of soaring to the end of soaring. If you think that the calculated values are incorrect, you may change the time period by making a selection 57.

Select Edit > Optimize from the main menu, Press Ctrl+L in the Flight window or click mouse right button in the flight window and select Optimize.

It finds these optimized tasks (if enabled in Options > Optimization 104):
FAI badge and record flights (goal flight, out and return, FAI Triangle and Three turnpoint flights)
OLC for gliders (start and finish + 4 points)
OLC for Hanggliders and Paragliders (FAI Triangle, Triangle and Free flight with 3 points, 20% distance allowed between start and finish)
DMSt (FAI Triangle, Triangle and Free flight with 3 points)
SIS-AT (Gummiband)

Click Copy if you would like to see Statistics 71 for the optimized task.
It is possible to save the flight 47 with the optimized task.

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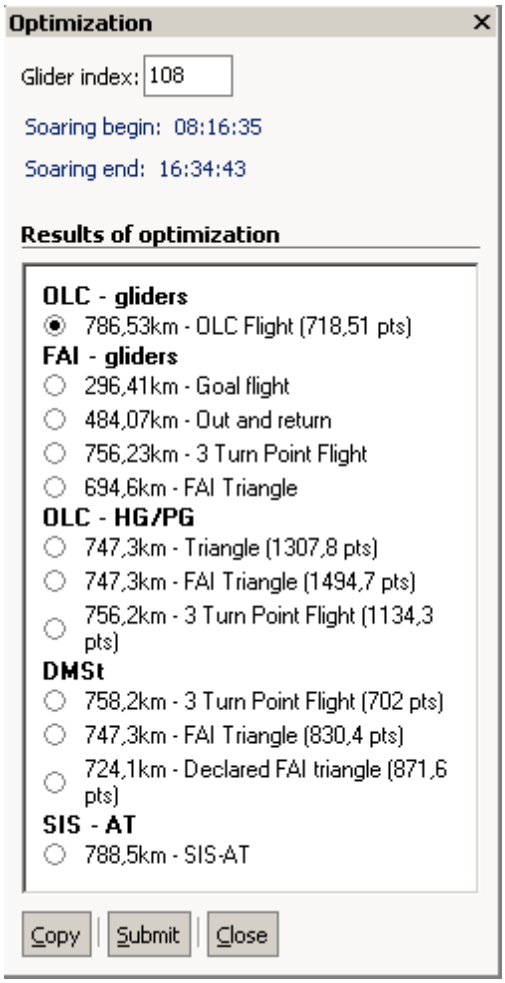

See also:
Options - Optimization 104

3.1.6 Using desktops

See Getting Started - Using desktops 9 for help on this feature.

3.2 Waypoints window

Use this window to manage your waypoints databases.

Edit > Add Waypoint will create a new waypoint.
Edit > Edit Waypoint will edit the selected waypoint

See also
Home Waypoint 41
Open Waypoint databases 46
Save Waypoint databases 48
Import Waypoints from database 64
Maintaining multiple Waypoint databases 6

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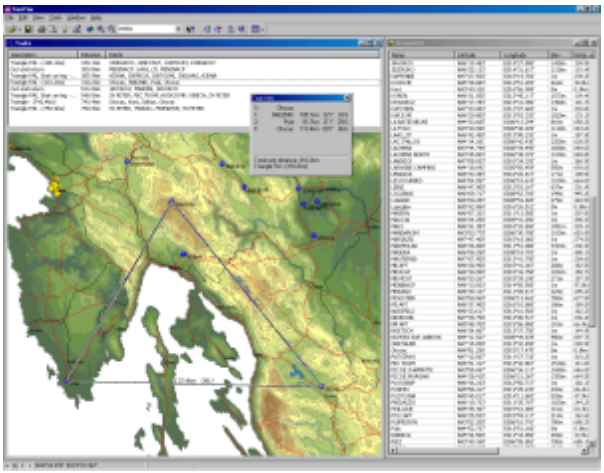
Example of a Waypoints window next to the Task window:



3.2.1 Large Icons view

The Large icons view enables you to quickly see the style of the waypoint.

Select View > Large icons 75 or use the icon from the Waypoints toolbar.

Press Ctrl+ Insert or mouse right click to add a waypoint.
Select a waypoint or more waypoints and Press Ctrl+Delete to remove them from Points.cup
Sort the waypoints on any field through the View > Sort Waypoints 76 menu
Select any waypoints and use Ctrl+C to copy their properties to clipboard. You can now paste them to programs such as Excel to make further use of these points.

Select any waypoints and use File > Save As... 48 to save them as a separate waypoints file.

See Also
Waypoints window 38
Using Keyboard and Mouse 116

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3.2.2 Details view

In this view each waypoint is presented in detail:

- Name
- Latitude
- Longitude
- Elevation
- Distance to Home waypoint
- Bearing to Home waypoint
- Style of the waypoint
- Code - short name for the waypoint
- Country of the waypoint's location
- Description

Select View > List or use the icon from the Waypoints toolbar.

Press Ctrl+Insert or mouse right click to add a waypoint.
Select a waypoint or more waypoints and Press Ctrl+Delete to remove them from Points.cup
Sort the waypoints on any field through the View > Sort Waypoints 76 menu
Select any waypoints and use Ctrl+C to copy their properties to clipboard. You can now paste them to programs such as Excel to make further use of these points.

Select any waypoints and use File > Save As... 48 to save them as a separate waypoints file.

See Also
Waypoints window 38
Using Keyboard and Mouse 116

3.2.3 List view

In this view, waypoints are listed with their names only.

Select View > List or use the icon from the Waypoints toolbar.

Press Ctrl+Insert or mouse right click to add a waypoint.
Select a waypoint or more waypoints and Press Ctrl+Delete to remove them from Points.cup
Sort the waypoints on any field through the View > Sort Waypoints 76 menu
Select any waypoints and use Ctrl+C to copy their properties to clipboard. You can now paste them to programs such as Excel to make further use of these points.

Select any waypoints and use File > Save As... 48 to save them as a separate waypoints file.

See Also
Waypoints window 38
Using Keyboard and Mouse 116

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3.2.4 Map view

In this view points are drawn over Vector and Raster maps (if applicable).

Select View > List or use the icon from the Waypoints toolbar.

Use mouse right-click to edit properties of a waypoint or to create a new waypoint.
Press Ctrl + Up to Zoom out
Press Ctrl + Down to Zoom in

See also
Waypoints window 38

3.2.5 Home waypoint

Home waypoint is the origin waypoint for the Waypoints and Tasks window.

- The distance and bearing to a waypoint is measured from the Home waypoint in the Detail view 40 of the Waypoints window
- Map view 41 opens with the Home waypoint in the middle
- Take off and Landing point of newly created task are the Home Waypoint.

To change the Home waypoint write a name into the Home Waypoint combo box in the Waypoints toolbar 112 or drag and drop a point from the list, large icons or details view into the Home Waypoints combo box.

In all views you can use the Edit > Home Waypoint 41 menu or mouse right-click and select Home waypoint.

See also
Waypoints window 38

3.3 Tasks window

The task window enables you to create and modify tasks. The task creation can be done over vector and raster maps 15 as well as in list view 43.

Select Edit > Tasks 69 from main menu or use the icon from Standard toolbar or press Ctrl + T

The task window is divided in two windows.

- Task list 42 window contains a list of all tasks saved in Points.cup.

The bottom window can be viewed in two ways:

- Use List view 43 to create task using waypoint names
- Use Map view 15 to create and modify a task graphically

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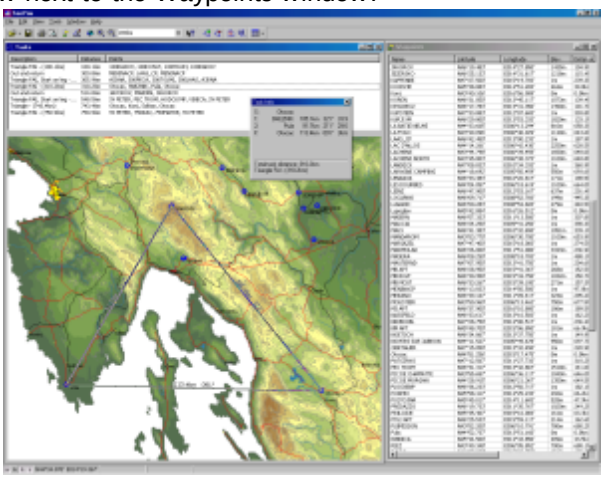
Example of a Tasks window next to the Waypoints window:



3.3.1 Task list

In this window all existing tasks are listed and are ordered by the takeoff point by default.

To create a new task, use Edit > Add Task 65 or use the icon. A new task will be created. The Home waypoint will be selected as take off and landing point.

To make an exact copy of an existing task select a task, then use Edit > Copy Task or use the icon.

After designing a task you can change task options where you can change to templates for AAT, PST or design your own type of task. Double click on the task or use Edit->Task properties 68 to access these functions. Choose Observation Zones 67 tab from Task properties window to setup sectors for each waypoint separately.

The tasks are ordered by Takeoff point by default. A click on the Description header will order the flights by Description, while a click on the Distance will order them by Distance. A second click will reverse the ordering (A->Z will be Z->A)

Drag and drop a task to the flight window. This will change the Declared task for all flights in the Flight window. This is useful when analyzing multiple flights in a competition for example. Many pilots don't declare tasks. This way you can declare the task for all flights with one mouse move.

See also
Tasks window 41
FAI Triangle assistant 43

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3.3.2 List view

This view is useful when planning tasks from already existing waypoints.

Select View > List to change the view or use the icon.

To create a new task choose Edit > Add Task or the icon. The focus changes to the List view and you can start typing the name of the waypoint. You can enter as many turnpoints as you wish.

To insert a waypoint you can select Edit > Insert waypoint to task or use the or press Ctrl + Insert
To delete a waypoint from the task select the waypoint you want to remove, then press Ctrl + Delete

Use Edit->Task Properties 68 to edit task type options and observation zones 67 for each waypoint.

See also
Tasks window 41

3.3.3 Map view

1. To start planning flights, open the Tasks window
2. Select View > Map from the main menu or click on the icon to change view
3. To create a new task choose Edit > Add Task 65 or the icon
4. Click on the Start point, 1st Point, 2nd Point of your task in correct sequence.
5. Finish adding waypoints by pressing ESC button once.

That's all. You have created a new task.

3.3.4 FAI Triangle assistant

FAI Triangle assistant is a very useful feature which helps you determine the very limits of an FAI area. This allows you to plan FAI Triangles as flat as they can be.

Use Ctrl+E to turn FAI Area on and off.
Use Ctrl+R to rotate FAI Area around task legs.

Tasks window 41

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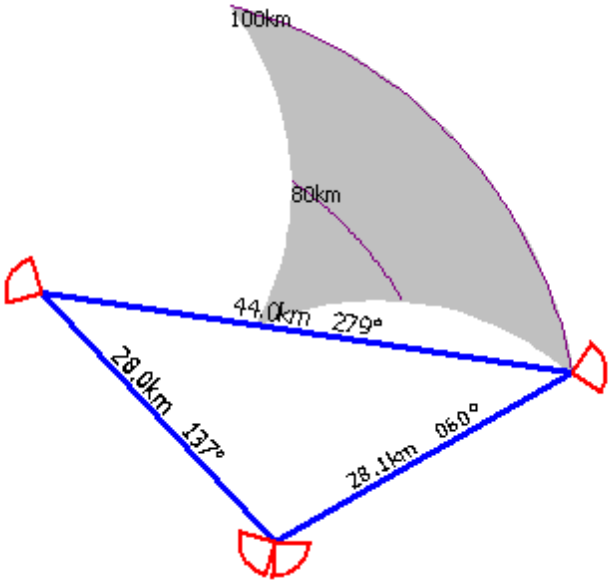

3.4 Competition window

SeeYou Competition is a stand-alone Contest managing software solution for gliding contests worldwide.

It features
- Task planning
- Downloading the flight recorders
- Automatic evaluation of the contest flights
- Printing of the results
- Publishing results on the web

All in one software package.

A separate Help file is available for SeeYou Competition. You can download it from the Naviter download pages.

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Part

4 Menu commands

4.1 File

4.1.1 Open

The Open dialog is the central way using files associated with SeeYou.

Through the File->Open dialog you can open
. Flights (IGC, CAI, LXN, FIL, SDI, LO4, LOG, TRK, CTC, MUL, IGCX)
. Waypoints (CUP, DA4, ATT, WPZ, DAT, DBT, NDB, CDB, WHT, GRW, GPX, KML, KMZ)
. Airspace (CAR, CUB, TXT, VER, AIR, SUA)
. Vector maps (CIT)
. Raster maps (CMR, MDS, QMP, BMP, JPG)
. Contest file (CUC)

After the Open button is pressed, correct dialog opens where you can further manipulate imported data.

Open flight

To open a flight

1. Select File > Open from main menu or use this icon:
2. Find the appropriate folder
3. Select a flight
4. Click the Open button or double-click the filename.

To open recently used flight:
1. Select File from main menu or click the right part of the open icon
2. Click on the flight filename you wish to reopen.

Open Waypoints

With this command you can open Waypoint databases from your disk and append them to your existing database.

1. Select File > Open from the main menu
2. Find the appropriate folder
3. Select the waypoint file (or more files)
4. Click on the Open button or double-click the filename
5. You will be prompted whether to Append these points to database or not
6. If you select Yes, the waypoints will be added to existing waypoints

Warning! If you select No, the existing waypoints will be deleted. Only new points will be in the waypoints database.

See also:
Flight window 23
Waypoints window 38
Raster Maps 82
Vector Maps 88
Airspace dialog 91

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4.1.2 Save As...

The Save dialog can be accessed through the main menu File > Save As... or by Clicking the combination Ctrl+S on the keyboard or through the Save icon in the toolbar

It acts differently, depending on which widow was active when we used the command.
- In Route, Graph, Statistics and Flight list windows it will save the Active flight 47.
- In Waypoints and Tasks window it will save the Waypoints and Tasks 48.

Saving pictures
By selecting BMP or JPG File type you can save a custom size and quality screen shot of the flight. This is paricularly useful for web representation (small pictures) and high quality printouts (large pictures)

4.1.2.1 Saving flights

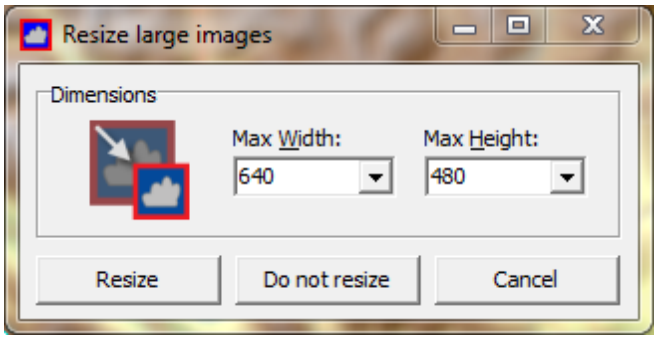
1. Open a flight
2. Make changes to the flight
3. Select File > Save from main menu or click the icon or Click Ctrl+S
4. Select new filename
5. Select the type
6. Click Save button

Note that saving a flight does not affect the security signature of the flight. It remains OK even if a flight was saved through SeeYou. This is true if you are using SeeYou 2.8 or later. It is not true for earlier versions.

Saving flight with pictures in IGCX format

Once you have added pictures to the IGC file you may save the IGC file with File > Save. Links to full resolution pictures on your hard drive will be added to the IGC file without loosing the IGC file integrity. This is great for viewing the files on your one and only computer.

But if you want to send your flight with pictures to a friend or even only open it on your other computer you whold have to send the pictures and preserve folder structure. Since that would be a pain and mostly wouldn't work you can now save your flight in a proprietary IGCX format. You can save a file in IGCX format by going to File > Save As > Save as type > IGCX Format File. After you choose the location and file name you get to choose the size of the pictures. The size you choose depends on how you are going to share the IGCX file. If you are going to email it try to keep the complete file size less than 5 MB.



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Saving multiple flights
You can save a MUL file with links to many flight files which can therefore be opened by a single click.

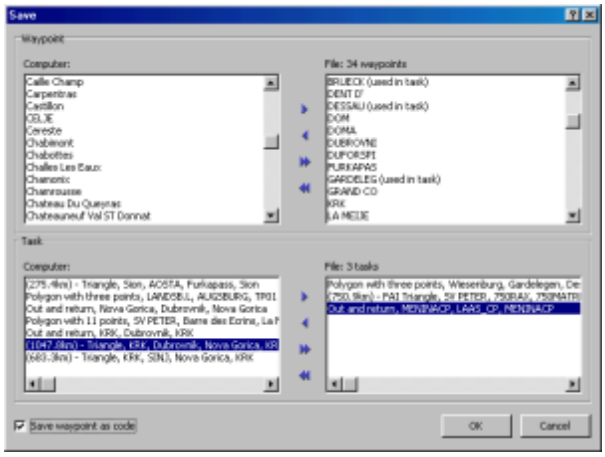
Saving pictures
By selecting BMP or JPG File type you can save a custom size and quality screen shot of the flight. This is paricularly useful for web representation (small pictures) and high quality printouts (large pictures)

See also:
Picture gallery in SeeYou 13

4.1.2.2 Saving waypoints

There are two ways for saving waypoint files:

1. Open the Waypoints 38 or Tasks window 41
2. Select File > Save As command from main menu or click the icon or Click Ctrl+S
3. Select file name and file type, then click Save
4. Move the waypoints and tasks (if applicable to file format) from left to right in the Selector window.



5. Select Save waypoint as code if you wish to use the short name of the waypoint to be saved. If a waypoint does not yet have a code, the waypoint name will be cut to 8 characters. You can specify the Code for each waypoint through the Edit waypoint dialog.
6. Click the OK button to save the file.

The other way to save Waypoint file is to:

1. Select desired waypoints or tasks in the Waypoint or Tasks window
2. Select File > Save As from main menu or click on the icon or Click Ctrl+S
3. Select file name and file type
4. In the Selector window (see above) the selected waypoints are already in the File section.
5. Select or unselect Save as code.
6. Click the Save button.

Saving Waypoints with pictures in CUPX format

If you have added pictures to the waypoints you should save the waypoints to CUPX format. This way the pictures are saved along with the waypoint details.

Several other formats are supported as well inclduing GPX and KML/KMZ for Google Maps/Google Earth

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4.1.3 Close

Select File > Close from the main menu. This will close the active window. The active window is the one with blue header part.

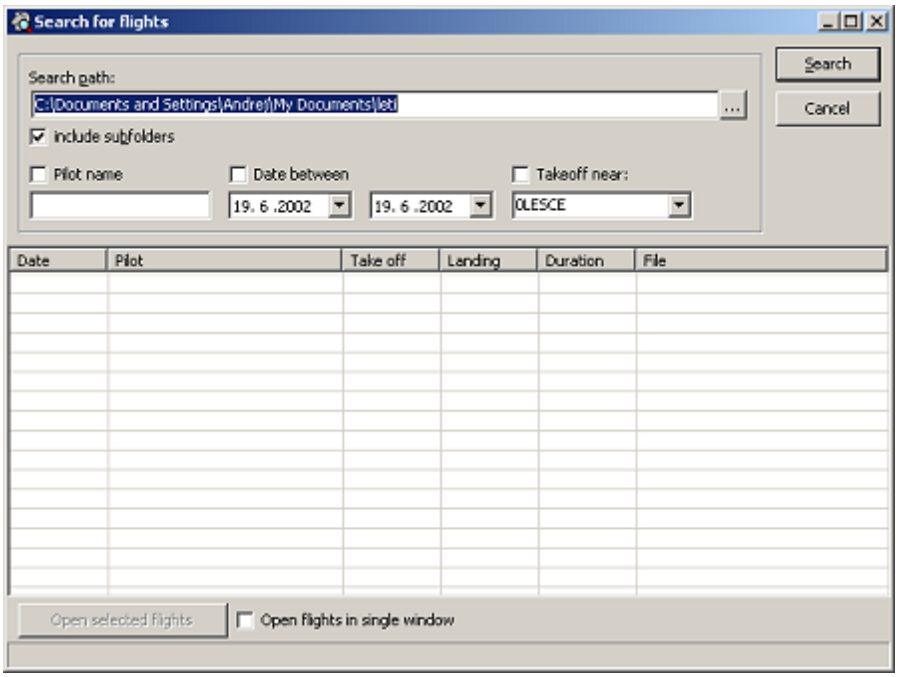
4.1.4 Close All

Select File > Close All from the main menu. This will close the all open windows within the SeeYou main window.

4.1.5 Search...

Through Search dialog you can look for a specific flight or flights in many folders at once.

You can limit the search to specific keywords:
- Pilot's name
- Date between two values
- Takeoff location



4.1.6 Mobile Wizard

Mobile Wizard connects SeeYou with SeeYou mobile to send files to the Pocket PC. Mobile wizard never expires. That means you don't have to have a registered version of SeeYou to transfer all of the required data to the Pocket PC.

1. Connect your Pocket PC to PC through Active Sync
2. Run SeeYou
3. Go to File > Mobile Wizard

See the Getting started 18 chapter about how to work with SeeYou Mobile.

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4.1.7 Connection wizard

Connection wizard allows you to download flights from flight recorders.

The wizard is just user interface. Correct Dinamic link libraries (.dll) are requred for communication. If a library is found the corresponding device is listed in the Device type combo box. There are many different behaviors of the devices, so please refer to the users manual of your device for help on how to connect the device to PC.

There are some basic tasks you will want to do with the recorder:
- download fights from the device
- upload or download waypoints
- upload or download tasks
- upload or download flight declaration

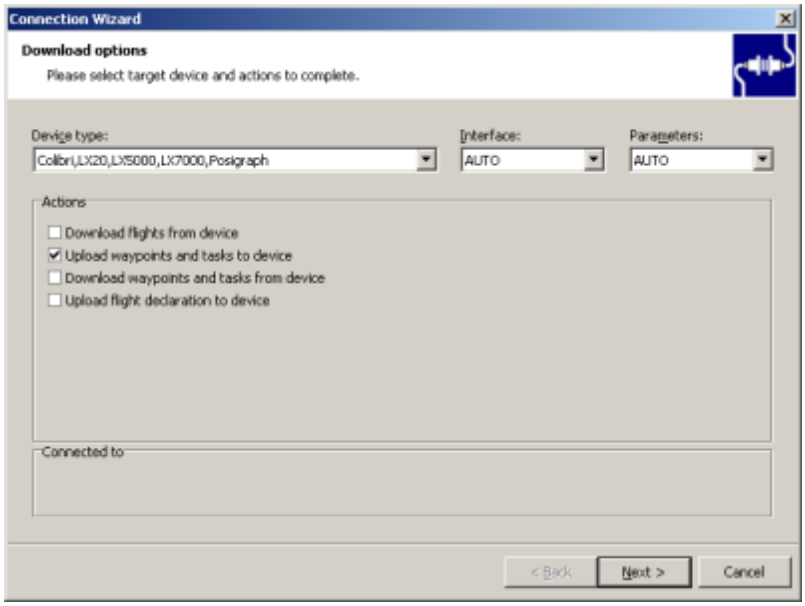
Not all of them are available for each device.

This is how the wizard works:
- select actions you want to complete, then press Next
- select flights or waypoints or enter flight declaration data, then press Next
- Communication begins and is finished with a message on display

The wizard stores some last successful values for you to use next time.

G-record for non-approved flight recorders

Since version 2.4 SeeYou will create a G-record at the end of each file downloaded through SeeYou's Connection wizard from non-approved flight recorders like Garmin, MLR and similar (if supported). A separate validation file is available from the website to validate such flights.



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4.1.8 Page Setup

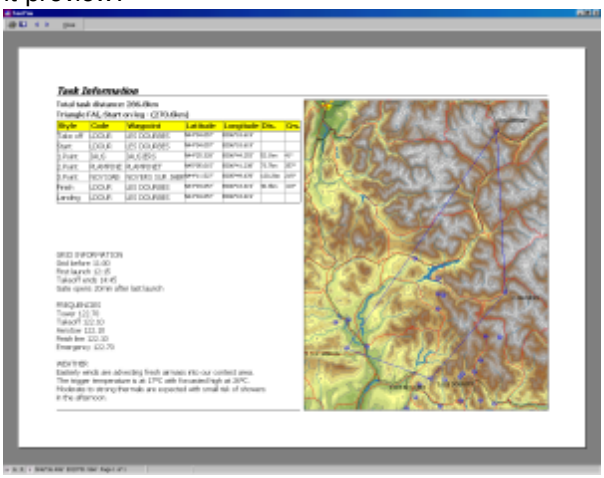
SeeYou offers you a comprehensive printing and print-previewing functions.
It is possible to print

- Flights, Graphs and Statistics 52
- Task sheets 53
- Waypoints 53

General preferences are set up through a common Page dialog 51

See also:
Print preview 54

Example of Task sheet print preview:



4.1.8.1 Page tab

Page tab is common to printing Flights, Tasks and Waypoints

- Select which data to print from Print what section (not applicable everywhere).
- Set up margins for the paper from Margins section
- Select whether or not to print header and footer from Header & Footer section
- Select paper orientation from Orientation section
- A quick print preview will show you the changes you made. Click on the picture for next page.
- Click on the OK button to save changes, Cancel not to save changes
- Click on the Print button to send data to printer
- Click on the Print preview button to show pages on the screen

See also:
Page setup 51
Prining Flights, Graphs and Statistics 52
Printing Tasks 53
Printing Waypoints 53
Print preview 54

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4.1.8.2 for Flights

When setting up page for printing the flight you can set up preferences separately for:

- Page - see above
- Route
- Graphs
- Statistics

Route tab

- Select what part of the route to print from Print what section
  - Print Whole flight (All)
  - Print what is selected with markers (Selection)
- Select how route should be printed
  - To fit the page
  - In custom scale (1:500.000 or 1:20.000 as an example)
- Select the amount of page overlapping. This option is used when custom scale is selected from Printed route size and the size of the route exceeds one page.
- A quick print preview will show you the changes you made. Click on the picture for next page.
- Click on the OK button to save changes, Cancel not to save changes
- Click on the Print button to send data to printer
- Click on the Print preview button to show pages on the screen

Graphs tab

- Select what part of the route to print from Print what section
  - Print Whole flight (All)
  - Print what is selected with markers (Selection)
- Select the number of rows to brake the graph to from Options section.
- A quick print preview will show you the changes you made. Click on the picture for next page.
- Click on the OK button to save changes, Cancel not to save changes
- Click on the Print button to send data to printer
- Click on the Print preview button to show pages on the screen

Statistics tab

- Select which statistics to print from Print what section
  - Flight and task information
  - Statistics for the task flown
  - Statistics for all leg
  - Statistics for flight phases
- A quick print preview will show you the changes you made. Click on the picture for next page.
- Click on the OK button to save changes, Cancel not to save changes
- Click on the Print button to send data to printer
- Click on the Print preview button to show pages on the screen

See also:
Page setup 51
Printing Tasks 53
Printing Waypoints 53
Print preview 54

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4.1.8.3 for Waypoints

When setting up page for printing waypoints you can choose from two tabs
- Page 51
- Waypoint

Waypoints tab
- Select which from a waypoint to print from Print what section
- Type what is to be printed in the header of the page in Header section
- Type what is to be printed in the footer of the page in Footer section
- A quick print preview will show you the changes you made. Click on the picture for next page.
- Click on the OK button to save changes, Cancel not to save changes
- Click on the Print button to send data to printer
- Click on the Print preview button to show pages on the screen

See also:
Page setup 51
Prining Flights, Graphs and Statistics 52
Printing Tasks 53
Print preview 54

4.1.8.4 for Tasks

When setting up page for printing a task you can choose from two tabs
- Page 51
- Task

Task
- Type the text, that should be printed in the header of the page in Header section
- Type the text, that should be printed in the footer of the page in Footer section (left and right part of the footer respectively)

Task Note
- Type the text that should appear in the body of the page in Task Note section

A quick print preview will show you the changes you made. Click on the picture for next page.
Click on the Print button to send data to printer
Click on the Print preview button to show pages on the screen
Click on the OK button to save changes, Cancel not to save changes

See also:
Page setup 51
Prining Flights, Graphs and Statistics 52
Printing Waypoints 53
Print preview 54

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4.1.9 Print preview

Select File > Print preview or click on the icon
There are three different print previews depending on where you accessed Print preview from

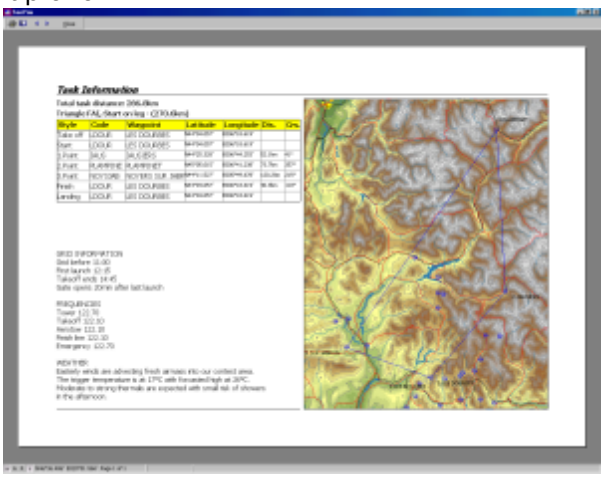
- Print preview for a flight
- Print preview for waypoints
- Print preview for a task

A click on the page will show you the next page.

The content of the pages has been set up in Page Setup dialog, which can be accessed through the icon.

See also:
Page setup 51
Prining Flights, Graphs and Statistics 52
Printing Tasks 53
Printing Waypoints 53

Example of Task sheet print preview:



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4.1.10 Print

Select File > Print or click on the icon or Click Ctrl+P
Through the Printer dialog select

- Which printer to use (if more printers are available) through Printer section
- Which pages to print through Print range section
- How many copies of the printout you need through Copies section
- Click the OK button to start printing or Cancel not to print anything

All other options are accessible through Properties button and are dependent on your printer. See your printer documentation on how to use them.

See also:
Page setup 51
Prining Flights, Graphs and Statistics 52
Printing Tasks 53
Printing Waypoints 53
Print preview 54

4.1.11 Exit

This command will close SeeYou.
When SeeYou is closed, these settings are saved:

- Points.cup file is saved
- Window layout - maximized/normal/minimized
- View settings are saved - Window (Route, Graph, Statistics, Flight list), Flight parameters, Graph type

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4.2 Edit

4.2.1 for Flight window

4.2.1.1 Go To Location

When you want to quickly move the map to a known location, you can use the Go To Location dialog. Press Ctrl+G, then select either:

- a waypoint from task,
- a waypoint from database,
- type the Latitude/Longitude coordinates of the desired point.

Use the preview panel to see where you are jumping to.
This dialog is available in the
Flight window 23
Waypoints window 38 and
Tasks window 41

4.2.1.2 Select Active Flight

When multiple flights are loaded into the Flight window, you can only see Statistics, Flight Properties and Task Declaration for the active flight. Arrow keys for navigation only work on the Active flight. To change the active flight, do the following:

1. Select Edit > Select Active flight from the main menu or use mouse right-click in the Flight window and select Select Active Flight
2. Choose a flight you want to be the Active flight from the list. The color of the date field is the color of the flight track in the multiple flights color scheme 73.
3. Click OK

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4.2.1.3 Selection

Set Selection when you would like to see the Statistics report for a custom selection in time.
Set Selection for flight optimization. For example when you don't want your tow to be a part of Optimized task.

Setting the Selection manually:

1. Select Edit > Selection from the main menu or double-click the selection page in the Statistics window.
2. Type the times of the 1st and the 2nd marker into the text boxes. The red line is a visual check for your selection.
3. Click OK

Setting the selection with the keyboard

1. In the Flight window navigate with arrow keys to the place, where you want your 1st marker.
2. Press and hold Shift
3. Hold Shift and navigate with arrows and Home/End keys to the desired position of the 2nd marker. You will see two circles representing first and second marker respectively (red and blue)

After setting the selection you have immediate access to full Statistics of this section.
Ctrl+L or Edit > Optimize 61 will give you the longest task between markers.

Changing markers manually is the same as setting them.
Changing markers in the Flight window (Route or Graph view):

1. Use arrow keys to navigate close to one of the markers.
2. Press and hold Shift
3. Holding Shift use the arrow keys to move the marker.

See also:
Statistics 28

4.2.1.4 Add flight

Add flight will add a flight to the active Flight window.

Select Edit > Add Flight or use the icon on the toolbar or use mouse right-click in the Flight window to access this option.
This will open the Open dialog. The procedure was described in the File > Open 46 command section.

4.2.1.5 Remove flight

Remove flight will remove flights from the active Flight window.

1. Select Edit > Remove flight or use the icon on the toolbar.
2. Choose a flight or more flights to remove
3. Click Remove button to remove selected flights or Cancel not to remove any flights

See also
Add flight 57

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4.2.1.6 Flight properties

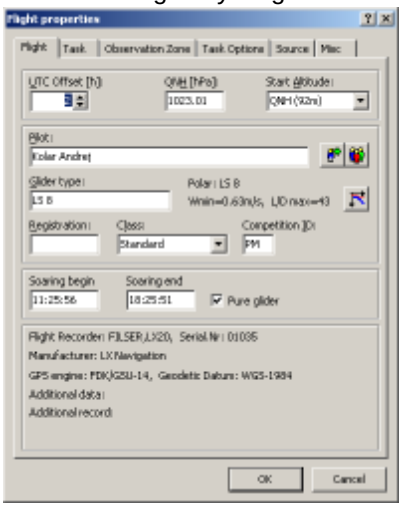
4.2.1.6.1 Flight page

From Flight page of the Flight properties dialog you can set up:

1. Time Offset in hours - the difference between UTC and local time
2. QNH in hectopascal - GNSS loggers record QNE value (1013.25hPa). You can set the your own QNH setting for the flight.
3. Start altitude is the more accurate and intuitive way to set the appropriate QNH setting. Add m for altitude in meters or ft for altitude in feet. If nothing is added, the default setting is taken. You may also choose QNH of QFE setting according to the 3D maps elevation at take off.
4. Pilot's name
5. Glider type
6. Glider's registration
7. Competition Class
8. Competition ID - Call sign
9. Soaring begin and soaring end times (influences optimization and statistics)
10. Whether or not it is a glider without an engine (disregards ENL if stored in the IGC file)
11. Below this there is information about the logger.

Clicking on the Pilots 92 button allows you to comfortably select the pilot's data from a list.
Clicking on the Add Pilot button allows you to comfortably add a pilot to the Pilots 92 list.
Clicking on the Polar 93 dialog allows you to select the polar for the glider.

Click OK to use changes, click Cancel not to change anything.



4.2.1.6.2 Task page

Through the Task page you can change the Task declaration for the active flight in Flight window.

1. Change the task just like in the Tasks window's List view or
2. Change the task on the Map by clicking on the Map Edit button. Additionally to what you are used to in Tasks window you have to click on the close button in the Toolbar or press Escape.

By clicking on the Name column you will notice the lock to change its state. Changing it to unlocked is useful for assigning names to waypoints of the optimized task.

Use Ctrl+Ins to insert a waypoint to task.
Use Ctrl+Del to delete a waypoint from task.

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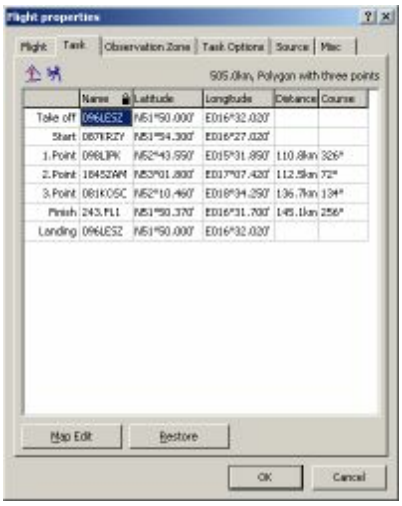


4.2.1.6.3 Observation Zones

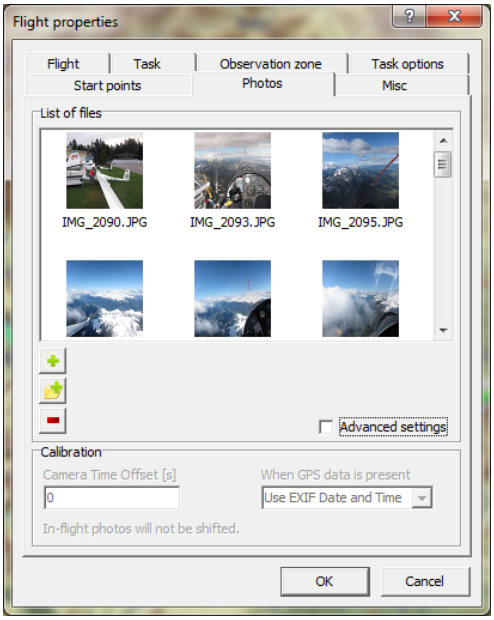
See Task Properties->Observation Zone 67

4.2.1.6.4 Task options

See Task Properties->Options 68

4.2.1.6.5 Photos

If you have added pictures to your flight 13 you may add, remove and offset the pictures through this dialog.



4.2.1.6.6 Start points

Some contests use multiple start points from which a pilot can choose. SeeYou can find the right start point automatically. You need to enter a list of allowed start points in this dialog, the rest will be calculated automatically.

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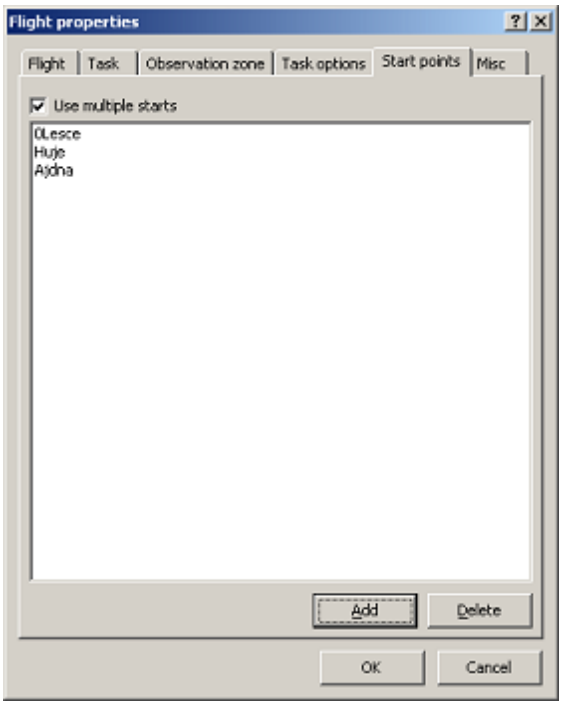

4.2.1.6.7 Source page

In this page you can view the .IGC source of the active flight in the Flight window.

For advanced users:
Click into the list box and press Ctrl+F9. The page goes into Editing mode. You can now manually edit any part of the .IGC file.
This will make the flight's task declaration invalid (integrity check BAD). Changes will be written to file only after saving the flight.

4.2.1.6.8 Misc

This page allows you to setup

- COM port on which the NMEA stream from the selected flight is output
- Glider icon for the 3D view

4.2.1.7 Task declaration

See Task page of the Flight Properties 58 dialog for help on this function

4.2.1.8 Assign Task

For this option to be available you must have at least one Task in your Tasks window.
It is particularly useful for competition organization.

By selecting this option you can quickly assign a Task from your database to open flight or flights.
A dialog with all existing tasks will open. You can sort these tasks on any given column.

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4.2.1.9 Optimize

See Optimization panel 37

4.2.1.10 Waypoints

Select Edit > Waypoints, press Ctrl+W or use the icon from toolbar.
The command Opens the Waypoints window.

See Waypoints window 38 for more help

4.2.1.11 Tasks

Select Edit > Tasks, press Ctrl+T or use the icon from toolbar.
The command Opens the Tasks window.

See Tasks window 41 for more help

4.2.2 for Waypoints window

4.2.2.1 Go to location

See Edit->for Flight window->Go to location 56 for help with this feature.

4.2.2.2 Home waypoint

This command selects the referencing waypoint for the Waypoints and Tasks window.

Select Edit > Home Waypoint, use mouse right-click and select Home Waypoint in the Waypoints and Tasks windows or type the name of the Home waypoint into the Home Waypoint combo box on the Waypoints Toolbar.

See Waypoints window - home Waypoint 41 for more help.

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4.2.2.3 Edit waypoint

Use this command to edit the properties of a waypoint.

First select a waypoint, then select Edit > Edit Waypoint or use the icon from toolbar.
In Map view click mouse right button over the waypoint and select Edit > Edit Waypoint.

The Edit Waypoint dialog opens with 11 properties

1. Name: The name of the waypoint (all alphanumeric signs are accepted)
2. Style: Choose from 17 different styles for a waypoint

3. Elevation: the altitude of the waypoint (accepts numbers and altitude units)
4. Latitude of the waypoint (must be entered through a mask corresponding to selected Lat/Lon format)
5. Longitude of the waypoint (must be entered through a mask corresponding to selected Lat/Lon format)
6. Code: The name that is used for this waypoint in your logger (Limited to 8 aphanumeric characters)
7. Country of the waypoint location (select from drop-down list)
8. Direction of the runway (accepts numbers 0-360 in degrees)
9. Length of the runway (accepts numbers with a distance unit)
10. Frequency of the airport (checking for aviation frequencies not enabled, but user expects values in MHz)
11. Description (free text)

Fields 8, 9 and 10 are only applicable to landable waypoint styles (Airport with grass runway, Glider site, Airport with solid runway and Outlanding place)

Editing multiple waypoints at once

Sometimes you will want to change a single parameter in many waypoints. Simply select all waypoints in question and change any of these fields:

- Country
- Style
- Elevation
- Description

Adding pictures to waypoints

Use the button to add a picture which describes the waypoint you are editing. You may add any number of pictures to each waypoint. Make sure you save the changes in CUPX format 48 to be able to use them in SeeYou Mobile and elsewhere.

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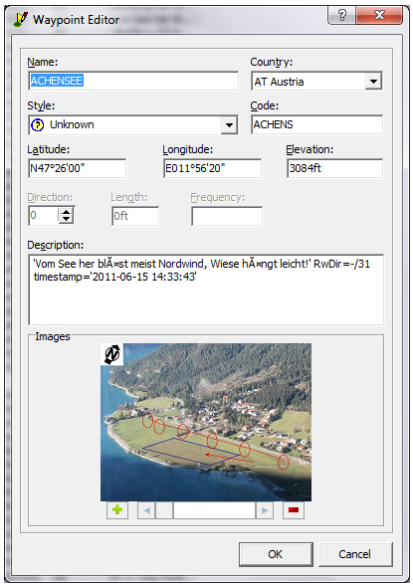

See also:
Waypoints window 38

4.2.2.4 Add waypoint

This command adds a waypoint to your Points.cup file.

Select Edit > Add Waypoint from main menu or through the icon
In Map view this function is called if mouse right-click is pressed and is selected. A blank Waypoint Editor dialog is opened.

See Edit waypoint 62 for details how to edit the waypoint.

See also:
Waypoints window 38
Import Waypoints 64

4.2.2.5 Remove waypoint

This command will remove a waypoint from your Points.cup waypoint file.
Select a waypoint or more waypoints from the list view and select Edit > Remove Waypoint from the main menu or press the icon on the toolbar.

See also:
Waypoints window 38

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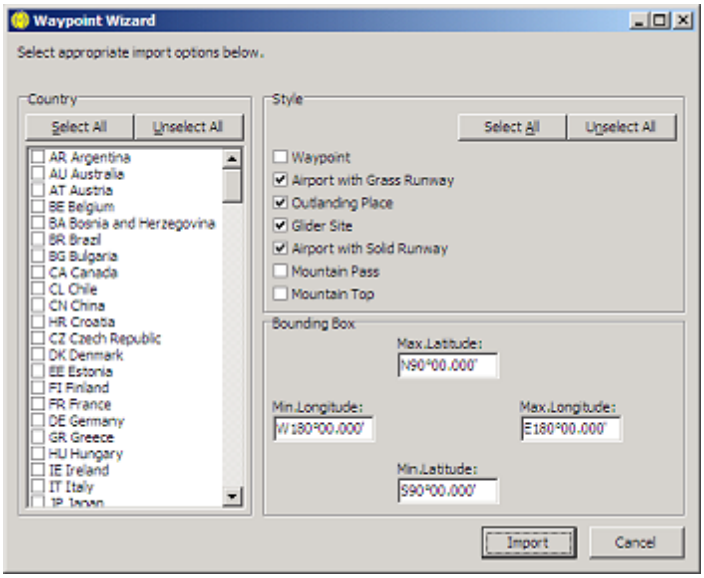
4.2.2.6 Import Waypoints

This feature is only available if you have installed Waypoint and Airfield database for SeeYou.
If you see this option in the Edit menu for Waypoints, you have. If not, you can download points.exe from Naviter and run it on your computer. This will install seeyou.cup in your SeeYou directory.

By default this dialog will pop-up on start if your Waypoint database is empty. This will not happen if you have disabled this function in Options - Miscellaneous 106

Use the various options to create a filter for 36.000+ waypoints in this database. Some options are selected by default.

See also:
Waypoints window 38



4.2.2.7 Waypoints

Select Edit > Waypoints, press Ctrl+W or use the icon from toolbar.
The command Opens the Waypoints window.

See Waypoints window 38 for more help

4.2.2.8 Tasks

Select Edit > Tasks, press Ctrl+T or use the icon from toolbar.
The command Opens the Tasks window.

See Tasks window 41 for more help

4.2.3 for Tasks window

4.2.3.1 Go to location

See Edit->for Flight window->Go to location 56 for help with this feature.

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4.2.3.2 Insert waypoint to task

This command will add a waypoint into the active task.

1. Select a task
2. Select a waypoint from the task. It is not possible to insert a waypoint before Take off, Start and Landing points.
3. Select Edit > Insert waypoint to task or click on the icon on the toolbar
4. Select the waypoint by typing a name into the Name column.

See also:
Tasks window 41

4.2.3.3 Delete waypoint from task

This command will delete the selected waypoint from the active task

1. Select a Task
2. Select a Waypoint
3. Select Edit > Delete a waypoint from Task or click on the icon on the toolbar or click mouse right-button and select Delete Waypoint from task.

See also:
Tasks window 41

4.2.3.4 Home Waypoint

This command selects the referencing waypoint for the Waypoints and Tasks window.

Select Edit > Home Waypoint, use mouse right-click and select Home Waypoint in the Waypoints and Tasks windows or type the name of the Home waypoint into the Home Waypoint combo box on the Waypoints Toolbar.

See Waypoints window - home Waypoint 41 for more help.

4.2.3.5 Add Task

This command will add a new task to the list of tasks in Points.cup file.

1. Open the Tasks Window
2. Select Edit > Add Task from main menu or click on the icon from the toolbar or click mouse right button and select Add Task.
3. A new Task opens with a blank list of Points, only Home Waypoint is selected as the Take off and Landing Point

See also:
Tasks window 41

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4.2.3.6 Remove Task

This command will delete an existing task from the list of tasks in Points.cup file.

1. Open the Tasks Window
2. Select a task from Task list window.
3. Choose Edit->Remove Task or press to delete this task from Points.cup

See also:
Tasks window 41

4.2.3.7 Copy Task

This command will make an exact copy of an existing task in the list of tasks in Points.cup file.

1. Open the Tasks Window
2. Select an existing task from Task List 42.

2. Select Edit > Copy Task from main menu or click on the icon from the toolbar or click mouse right button and select Add Task.
3. A new Task opens with a blank list of Points, only Home Waypoint is selected as the Take off and Landing Point

See also:
Tasks window 41

4.2.3.8 Task Properties

The Task Properties dialog is used to define Observation Zones and Task options for a given task. It has two Tabs:
. Observation Zones 67
. Options 68

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4.2.3.8.1 Observation Zones

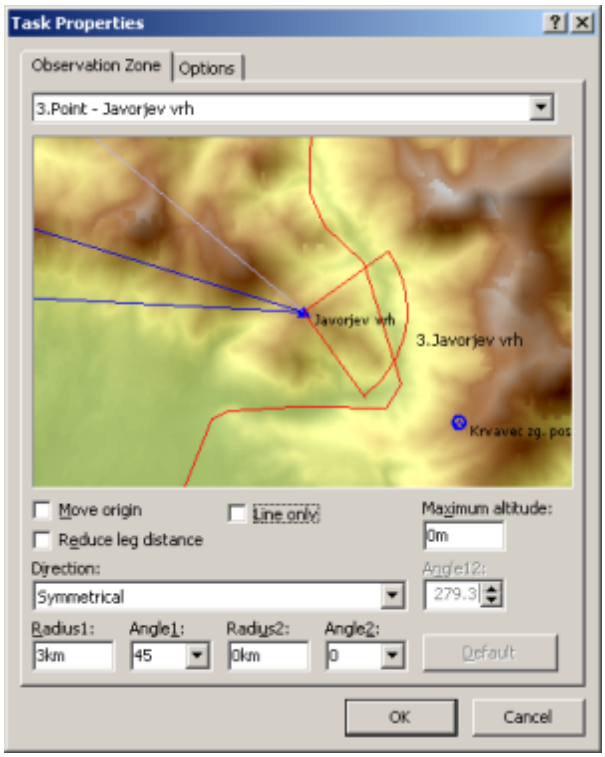
Use this dialog when planning Assigned Area tasks. It enables you to create a custom observation zone for each waypoint. An observation zone can be determined by setting parameters of two arbitrary arcs.

You can access this dialog by choosing Edit->Task Properties->Observation Zones tab or by using mouse right-click over an observation zone in map view. The picture will let you see what you are doing.

To change an observation zone do the following:

1. Select a waypoint you wish to edit
2. Choose the Direction from which angles are calculated. You can choose from:
   - Fixed value
   - Symmetrical
   - To Next Point
   - To Previous Point
   - To Start Point
3. If you have chosen Fixed value you can enter the desired main direction in Angle12 field. This value represents the bearing of the bisector of the observation zone.
4. Set Radius1, Angle1, Radius2, Angle2 to set the two arbitrary arcs. Look at changes in the picture for what's hapenning.

See also:
Tasks window 41
Task Options 68



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4.2.3.8.2 Options

Use this dialog to determine how results and statistics is calculated.
Select Edit->Task Properties from the main menu to open this dialog.

Description:
This will replace the automatically assigned description for the Task in the Tasks window.

Type:
You can choose from three predefined Task Types:
. Assigned Speed Task (AST) is a classical Task with waypoints that need to be flown in designated order.
. Distance Task with Assigned Areas (TDT/AA and DST/AA) is a task where competitors have to enter each Assigned Area in predefined order. One fix in each observation zone is used for calculating maximum flown distance.
. Distance Task with Turn Points (TDT/TP and DST/TP) is a so called Cat's Craddle task, where pilot chooses which point he is going to turn next in the air.

No start before:
This is the opening time of the start gate in competition.

Task time:
Format of this field is HH:MM:SS (hours:minutes:seconds). If this value is not set to zero , then the calculation assumes that a minimum task time has been set for this task. If task time is shorter than this minimum task time then the speed is calculated by dividing task distance with task time rather than time actually spent on task.

Task distance calculation
. use waypoints: if this option is checked, then distance between reached waypoints will be used to determine the length of the task flown.
. use flight fixes: if this option is checked, then one fix in each observation zone will be used to calculate distance flown so, that the result will be maximum distance flown.

Random order of waypoints
This option is used for Cat's Craddle tasks (TDT/TP, DST/TP). This option can only be used with "use waypoints" type of distance calculation.

. Maximum number of waypoints that pilot can use. This value includes start and finish waypoints.
. Fixed number of waypoints at beginning 1 - start only, 2 - first waypoint after start is mandatory.
. Fixed number of waypoints at end 1 - finish only, 2 - last waypoint is mandatory before finishing.
Note: If mandatory waypoints can be used in flight as well, they have to be declared twice.
. Bonus for finish value is self explanatory

Uncompleted leg
With this option you can choose how distance from last waypoint is calculated for outlanded pilots.
. calculate minimum distance to next observation zone from point of landing or virtual outlanding (used for TDT/AA and DST/AA tasks)
. calculate maximum distance from last observation zone (used for TDT/TP and DST/TP tasks)

Allow missed zones
SeeYou has a "missed zone buffer" horizontally and vertically. If the flight passes misses an area for less than the values entered in these boxes, a warning is issued. If both values are 0, missed zones are not allowed.

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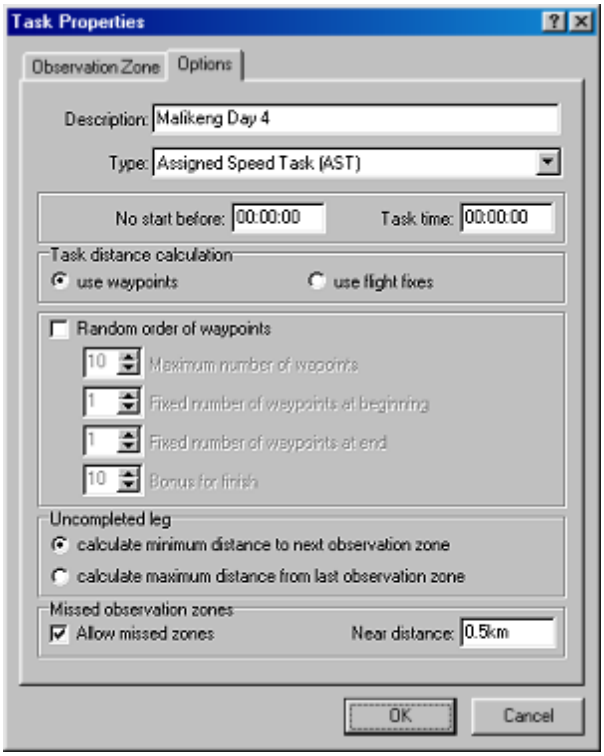
See also:
Tasks window 41
Observation Zones 67



4.2.3.9 Waypoints

Select Edit > Waypoints, press Ctrl+W or use the icon from toolbar.
The command Opens the Waypoints window.

See Waypoints window 38 for more help

4.2.3.10 Tasks

Select Edit > Tasks, press Ctrl+T or use the icon from toolbar.
The command Opens the Tasks window.

See Tasks window 41 for more help

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4.3 View

4.3.1 for Flight window

4.3.1.1 Route

This command will open the flight window in Route view mode. The flight will be shown over vector or raster maps, depending on which are available or enabled.

Select View > Route or click the icon on the toolbar.

See also
Flight window 23
Flight Window - Route view 24
Creating Desktops 107

4.3.1.2 3D view

This command opens the flight in 3-dimensional view.

Select View > 3D view or use the icon.

See also:
Flight window->3D window 25
Options->3D view 98

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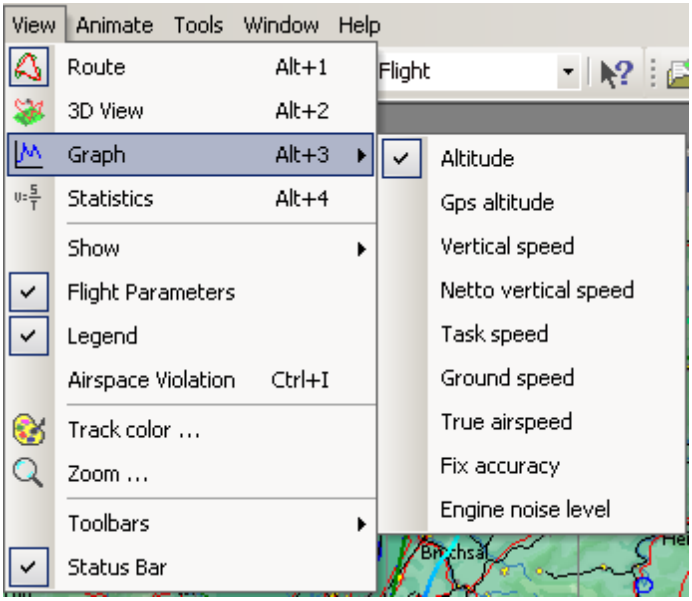
4.3.1.3 Graph

This command will show the flights in active flight window in one of the graphs. The x-axis always represents time, the y-axis represents one of the following:

1. Altitude
2. GPS Altitude
3. Vertical speed
4. Netto vertical speed
5. Task speed
6. Ground speed
7. True airspeed
8. Fix accuracy
9. Engine noise level
10. Means of propulsion



See also
Flight window 23
Creating Desktops 107

4.3.1.4 Statistics

This command will show you the statistics report for the active flight, the declared task of this flight and the custom selection in the flight, if any.

Select View > Statistics in the Flight Window or click the icon from the toolbar.

See also
Flight window 23
Statistics 28
Creating Desktops 107

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4.3.1.5 Show

You can choose which map layers to show in the map:
. Waypoints (Ctrl + 1)
. Airspace (Ctrl + 2)
. Vector maps (Ctrl + 3)
. Raster maps (Ctrl + 4)
. Photo icons (Ctrl + 5)

4.3.1.6 Instruments

See Instruments panel 35

4.3.1.7 Flight parameters

This command shows or hides the Flight Parameter window at the bottom of the Flight Window. Select View > Flight Parameters from the main menu or click mouse right-button and select View > Flight parameters from the pop-up window.

Flight parameters present different data in circling

Flight	Time	Alt	Vario	Gsp	dt	dH	AVario	AGsp	DisDone	D/H
ISI	12:54:37	803m	3.4m/s	124km/h	00:02:52	502m	2.9m/s			

and in straight flight

Flight	Time	Alt	Vario	Gsp	dt	dH	AVario	AGsp	DisDone	D/H
ISI	13:46:29	983m	-1.1m/s	232km/h	00:16:16	-273m	-0.3m/s	187km/h	50.8km	186

Featured parameters:
- CN - Contest number of the glider
- Time - Current time (Stored time+Time Offset)
- Alt - Current altitude
- Vario - Current variometer reading
- Gsp - Current groundspeed
- dt - time of the featured section (either climbing or straight flight)
- dH - difference in altitude between the start and end of featured section
- AVario - average vario for the section
- AGsp - average groundspeed for the section
- DisDone - Sum of distances between fixes for the section
- L/D - Glide ration for the section

(The last three items are only represented for straight flight sections)
- Dis.Task - Distance since crossing the start line
- Vt - Travel speed - average speed for last 30 minutes (by default)
- Vavg. - Task speed - average speed since crossing the start line
- L/D Finish - glide ratio to the fix in the IGC file where the finish or outlanding was calculated
- Wind - current wind, it is the same information as the wind arrow in the route view
- AGL - altitude Above Ground Level
- IAS - current Indicated AirSpeed
- TAS - current True AirSpeed
- Trk - current track, the direction of flight
- GPS Alt. - current GPS Altitude
- Netto - current raising or sinking of the air (very much affected by the selected Polar 93)
- Comp. - current wind component

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Columns can also be mixed up. Use drag a column into its new position or use mouse right button to open a dialog.

After a mouse has rested over a certain line of flight parameters, additional data is shown as hint. Such hint will show pilot's name, glider type, date of flight etc.

See also:
Flight window 23

4.3.1.8 Photos

Enter topic text here.

4.3.1.9 Legend

This command shows or hides the Legend on the right part of the Flight Window.

The colors presented in the Legend refer to the chosen color scheme 73 for the active flight.

Note that a any Graph 71 can be colored in any color scheme 73.

For those color schemes where it makes sense, the current value is displayed in the legend as a marker.

See also:
Flight window 23

4.3.1.10 Airspace violation

See Airspace violation panel 37

4.3.1.11 Colors

Select View > Colors or use the combo box in the Flight Toolbar or use mouse right-click in the Flight Window and select Colors.

This command enables you to set the color scheme for the active Flight window. You can choose from these Color schemes:

1. Fixed : the same color for all flights. You can select this color through the button next to this choice
2. Multiple flights : each flight in another color
3. Altitude : red=low, blue=high
4. GPS Altitude : red=low, blue=high
5. Vario : green=down, red=up
6. Ground speed : green=slow, red=fast
7. Task speed : blue=slow, red=fast
8. GPS status : green=straight, orange=circling right, yellow=circling left, violett=on tow or with engine
9. Fix accuracy : stored in the IGC file
10. Engine noise level (ENL) : green=quiet, red=loud
11. Time : flight track changes from blue to red and vice versa every X minutes (30min in example below)
12. Airspace verification : flight track color changes inside of airspaces
13. Task : Each leg is colored in its own color, flight before start and after finish is gray

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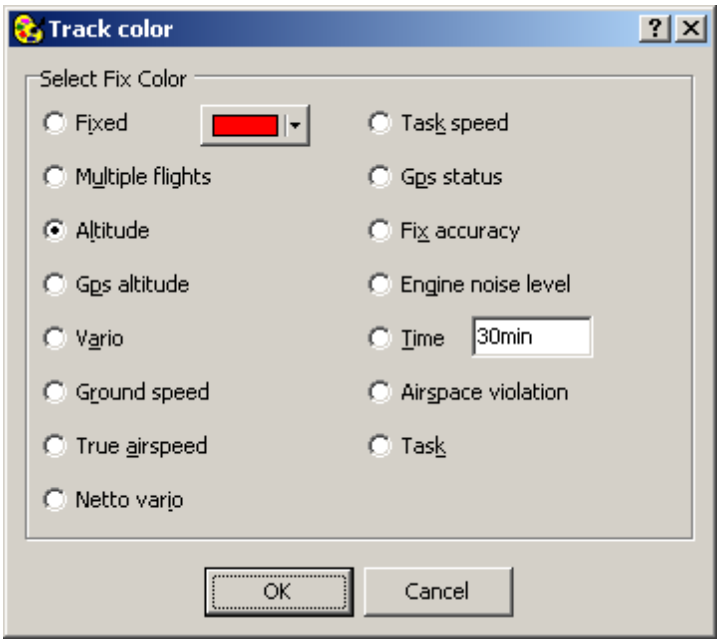
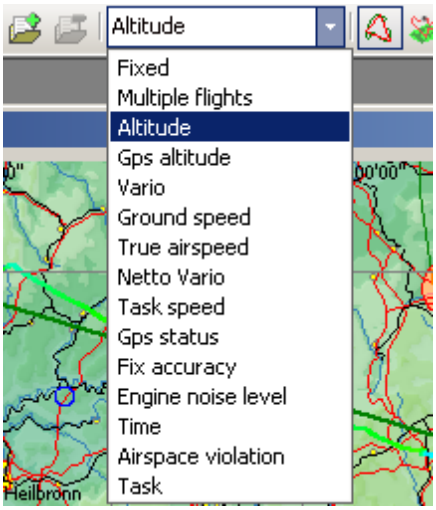


These values can also be set through the combo box in the Flight Toolbar



See also:
Flight window 23

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4.3.1.12 Zoom

This command enables you to set the Zoom value for the Flight Window.
Select View > Zoom or use the combo box in the Standard Toolbar or use mouse right-click in the Flight window and select Zoom.

Choose a value for the horizontal axis. You can enter either:
- Percents (see below for exact explanation)
- Distance in kilometers (add km), nautical miles (nm) or statute miles (ml)
- Scale in one to 'any value', for example 1:50000

See also:
Flight window 23

4.3.1.13 Toolbars

With this command you can control which toolbars are visible.

Select View > Toolbars from the main menu or mouse right-click the toolbar part of any the SeeYou main window. In Flight window you can only select or unselect these toolbars:

1. Standard 110
2. Flight 111
3. Animate 112

Customize option enables you to manually select which toolbars to use.

4.3.1.14 Status bar

Shows or hides the lowest line - Status bar - of the SeeYou window.

4.3.2 for Waypoints window

4.3.2.1 Large icons

Use this option to see the Waypoints with their respective icons for the Style.

Select View > Large Icons from the main menu or use the icon in the Waypoints toolbar or use mouse right-click and select View > Large Icons.

See also
Waypoints window 39

4.3.2.2 List

Use this command to see the list of all the names of the Waypoints in your Points.cup file.

Select View > List from the main menu or use the icon in the Waypoints toolbar or use mouse right-click and select View > List.

See also
Waypoints window 39

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4.3.2.3 Details

Use this command to see the list of all the waypoints and their attributes from your Points.cup file. Note that you can click on the header to sort waypoint on the values in the respective column.

Select View > Details from the main menu or use the icon in the Waypoints toolbar or use mouse right-click and select View > List.

See also
Waypoints window 39

4.3.2.4 Map

Use this command to see the Waypoints on the map.

Select View > Details from the main menu or use the icon in the Waypoints toolbar or use mouse right-click and select View > List.

See also
Waypoints window 39

4.3.2.5 Sort Waypoints

Waypoints can be sorted in Large icons 75, list 75 and details view 76. They can be sorted by

- Name
- Latitude
- Longitude
- Elevation
- Style
- Distance to Home Waypoint
- Bearing to Home Waypoint
- Code (short name for the logger)
- Country

See also
Waypoints window 39

4.3.2.6 Zoom

This command enables you to set the Zoom value for the Flight Window.
Select View > Zoom or use the combo box in the Standard Toolbar or use mouse right-click in the Flight window and select Zoom.

Choose a value for the horizontal axis. You can enter either:
- Percents (see below for exact explanation)
- Distance in kilometers (add km), nautical miles (nm) or statute miles (ml)
- Scale in one to 'any value', for example 1:50000

See also
Waypoints window 39

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4.3.2.7 Toolbars

With this command you can control which toolbars are visible.

Select View > Toolbars from the main menu or mouse right-click the toolbar part of any the SeeYou main window. In Waypoints window you can only select or unselect these toolbars:

1. Standard 110
2. Waypoint 112

See also
Waypoints window 39

4.3.2.8 Status bar

Shows or hides the lowest line - Status bar - of the SeeYou window.

4.3.3 for Tasks window

4.3.3.1 List

Use this command to present the selected task in tabular view.

Select View > List from the main menu or use the icon from the Tasks toolbar or use the mouse right-click and select View > List.

See also
Tasks window 41

4.3.3.2 Map

Use this command to present the selected task over the maps (if available).

Select View > Map from the main menu or use the icon from the Tasks toolbar or use the mouse right-click and select View > Map.

See also
Tasks window 41

4.3.3.3 Task information

Task information window is only active in Map view.

It shows
- Waypoint name
- Leg distance
- Leg bearing
- Leg percentage
- Total task distance
- Task type and triangle distance if applicable

See also
Tasks window 41

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4.3.3.4 Show FAI Area

This feature enables you to show or hide the FAI Area assistant.

Select View > Show FAI Area, use the icon or press Ctrl+E.

FAI Area is shown for one of the already designed legs of a Task. If you put the third waypoint inside this area, the designed task will be in the shape of an FAI Triangle.

See also:
Tasks window 41
FAI Triangle assistant 43
Options->Task planning 103

4.3.3.5 Rotate FAI Area

This feature enables you to move the FAI Area assistant around the legs.

Select View > Show FAI Area, use the icon or press Ctrl+R repeatedly.

FAI Area is shown for one of the already designed legs of a Task. If you put the third waypoint inside this area, the designed task will be in the shape of an FAI Triangle.

See also:
Tasks window 41
FAI Triangle assistant 43
Options->Task planning 103

4.3.3.6 Zoom

This command enables you to set the Zoom value for the Flight Window.
Select View > Zoom or use the combo box in the Standard Toolbar or use mouse right-click in the Flight window and select Zoom.

Choose a value for the horizontal axis. You can enter either:
- Percents (see below for exact explanation)
- Distance in kilometers (add km), nautical miles (nm) or statute miles (ml)
- Scale in one to 'any value', for example 1:50000

See also
Tasks window 41

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4.3.3.7 Toolbars

With this command you can control which toolbars are visible.

Select View > Toolbars from the main menu or mouse right-click the toolbar part of any the SeeYou main window. In Flight window you can only select or unselect these toolbars:

1. Standard 110
2. Task 113

Customize option enables you to manually select which toolbars to use.

See also
Tasks window 41

4.3.3.8 Status bar

Shows or hides the lowest line - Status bar - of the SeeYou window.

4.4 Animate

4.4.1 Play

Use this command to start or continue the animation of the flight or multiple flights in the active Flight Window

Select Animate > Play form the main menu in the Flight Window or use the icon from the Animate toolbar 112.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

4.4.2 Pause

Use this command to temporarily stop the animation. The positions of gliders and their synchronization information is not changed. Using the next and previous icons from the Animation toolbar or using the arrow keys will move all gliders.

Select Animate > Pause from the main menu in the Flight Window or use the icon from the Animation toolbar 112.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

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4.4.3 Stop

Use this command to terminate the animation. The synchronization and glider positions are reset.

Select Animate > Stop from the main menu in the Flight Window or use the icon from the Animation toolbar 112.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

4.4.4 Previous thermal

Use this command to jump from the current position to the position of the start of the previous circling.
If this command is used when the Pause button is pressed, then all flights in the active window will move back for the same amount of time.

Select Animate > Previous Thermal from the main menu in the Flight Window or use the icon from the Animate toolbar 112 or press Ctrl+Left arrow key.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

4.4.5 Previous position

Use this command to move the glider from the current position to the previous position.
If this command is used when the Pause button is pressed, then all flights in the active window will move back for the same amount of time.

Select Animate > Previous Position from the main menu in the Flight Window or use the icon from the Animate toolbar 112 or press Left arrow key.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

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4.4.6 Next position

Use this command to move the glider from the current position to the next position.
If this command is used when the Pause button is pressed, then all flights in the active window will move forward for the same amount of time.

Select Animate > Next Position from the main menu in the Flight Window or use the icon from the Animate toolbar 112 or press Right arrow key.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

4.4.7 Next thermal

Use this command to jump from the current position to the position of the start of the next circling.
If this command is used when the Pause button is pressed, then all flights in the active window will move back for the same amount of time.

Select Animate > Next Thermal from the main menu in the Flight Window or use the icon from the Animate toolbar 112 or press Ctrl+Left arrow key.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

4.4.8 Animation rate

Use this command to control the speed of the animation.

Select Animate > Animation rate from the main menu in the Flight Window or use the icon from the Animate toolbar 112.

See also
Flight window 23
Synchronization 82
Using Keyboard and Mouse 116

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4.4.9 Synchronization

Use this command to set the synchronization method for multiple flights in the active Flight Window.

Select Animate > Synchronization from the main menu in the Flight Window to use this command.

There are three automatic synchronization methods and a custom method:
1. Real Time synchronization will show glider positions without time offset.

2. Take off time synchronization sets a time offset to each flight in the active Flight Window so, that all flights take off at the same time. The number next to each flight represents take off time.

3. Start Time synchronization sets a time offset to each flight in the active Flight Window so, that all flights leave start sector at the same time. The number next to each flight represents the start time. Note that multiple flights are synchronized to each own's task. To synchronize them to a given task (in competition for example) you should assign them one task by dragging it from the Task list or checking the 'Show message Copy Task' in the Options - Misc 106
4. Finish Time synchronizes all flights to their finish time.
5. Landing Time sychronizes all flights to their landing time
6. Custom Synchronization is possible if you move the glider to desired positions, then select Animate > Synchronization > Synchronize > Selected time

See also
Flight window 23

4.5 Tools

4.5.1 Raster Maps

4.5.1.1 About Raster Maps

Use this command to add Raster Maps or to change the preferences of already loaded Raster Maps.

Select Tools > Raster Maps.

To control how to use Raster Maps, use these controls:
- Edit properties of a raster map 87
- Add a raster map 83
- Remove raster map 85

CMR SeeYou Raster Maps
CMR maps are the easiest way to use and share raster maps. CMR format stores calibration information, so all you need to do is File > Open 46 the CMR raster map and the process is finished. The same goes for sharing them. Send a CMR map (or a CD with CMR maps) to a friend. All he has to do is File > Open them with SeeYou. Satellite images for many parts of the World in CMR format can be downloaded from our web pages.

Raster maps come in many shapes and scales. In order to get the best out of viewing them, you may select groups for loaded maps. Select several maps from the Raster Maps dialog, then change the Map group value for all of them. If you want to quickly turn one group on or off, simply right click the "R" button in the lower left corner of the SeeYou window and select/deselect the ones that apply.

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Map Description File

Map Description file (.MDS) is a simple text file. A comma separated value file contains the properties of the raster maps in the following order:

1. file name
2. Upper left corner Longitude
3. Upper left corner Latitude
4. Bottom right corner Longitude
5. Bottom right corner Latitude
6. Priority

Each raster map is presented with one line in Map description file.

In the List view, you can select which of the loaded maps to present in the Flight Window. Make sure checkbox next to the map is checked if you wish to see this map in the Flight window.

In the Details view, you can view the properties of each loaded raster map as well as select which ones to show. Make sure checkbox next to the map is checked if you wish to see this map in the Flight window.

See also

Flight window 23

4.5.1.2 Add Raster Maps

CMR SeeYou Raster Maps

CMR maps are the easiest way to use and share raster maps. CMR format stores calibration information, so all you need to do is File > Open 46 the CMR raster map and the process is finished. The same goes for sharing them. Send a CMR map (or a CD with CMR maps) to a friend. All he has to do is File > Open them with SeeYou.

Calibrating JPG and BMP raster maps

As a prerequisite you must have a picture of a map in a bmp or jpg format. The map on the picture must have North facing up. It is our reccomendation to cut it into tiles of maximally 1x1 degree latitude and longitude.

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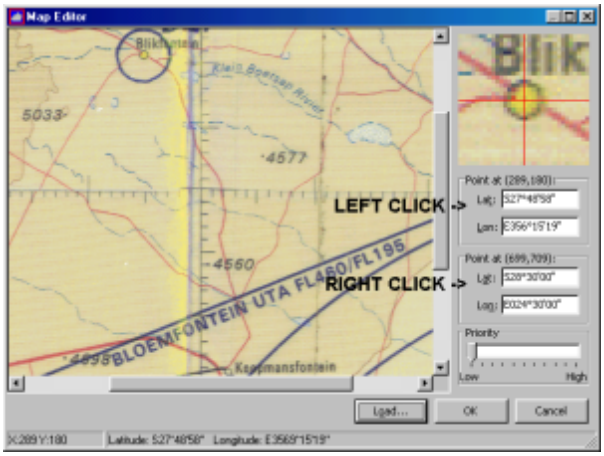
To use this command

1. Click the Add button at the bottom of Raster Maps Window.
2. Map editor is now empty. Click Load
3. Locate the picture file for your Raster Map on your hard disk
4. Click Open. This window opens: (read on below)



5. When opened, the values at the two Point boxes are for the upper left and bottom right corners. These values are 0 for undefined (new) maps.
6. Find a spot on the map of which you know the exact position, preferably close to one of the corners. Such spot may be grid intersection or a well defined point on the map.
7. Click Left mouse button, if this point is closer to the left map edge, or click right mouse button if the point is closer to the right edge of the map.
8. If mouse left button was pressed, the values for the top Point box have changed. Example (see picture above) Left mouse button was pressed at the position 289,180 - that is in the middle of the circle representing Blikfontain town.
9. Type the coordinates for this well defined point in the upper Point box (because Left mouse button was pressed)
10. Repeat the procedures 4 and 5 for the right mouse click and the bottom Point box.
11. Set the Priority value for this raster map.
12. Click OK

Note The best way to preserve these settings once the calibration is perfect is to convert it to a CMR Raster map.
To view Raster map make sure that the check box next to the map filename is checked in the Raster Maps dialog 82.

See also
Flight window 23
About Raster maps 82

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4.5.1.3 Remove Raster Maps

If you no longer need a raster map, use this command to remove them from the Raster Map list. They will not be deleted from your hard disk, though.

To use this command select Tools > Raster Maps from the main Menu.

Select a Raster map or more Raster maps and click the Remove button. You will be prompted if you really want to remove this map. Click OK, if you are sure, click Cancel if this action was a mistake.

Note that if you only wish to disable a map for a short time you don't need to remove it, you can disable it by unchecking the checkbox next to it.

See also
Flight window 23
About Raster maps 82

4.5.1.4 Convert to CMR

Once you have calibrated your raster maps you will want to make changes permanent. The best way to do it is to convert the maps to CMR format.

In Tools > Raster maps dialog select BMP or JPG maps and press Convert button.

Open the details tab if you want to have full control over converstion. You can setup
. file name for the CMR map
. caption
. height and width of the smallest tile
. maximum number of layers
. format (JPG/BMP)
. compression rate (only available with JPG)

Press Start and wait until the process finishes.

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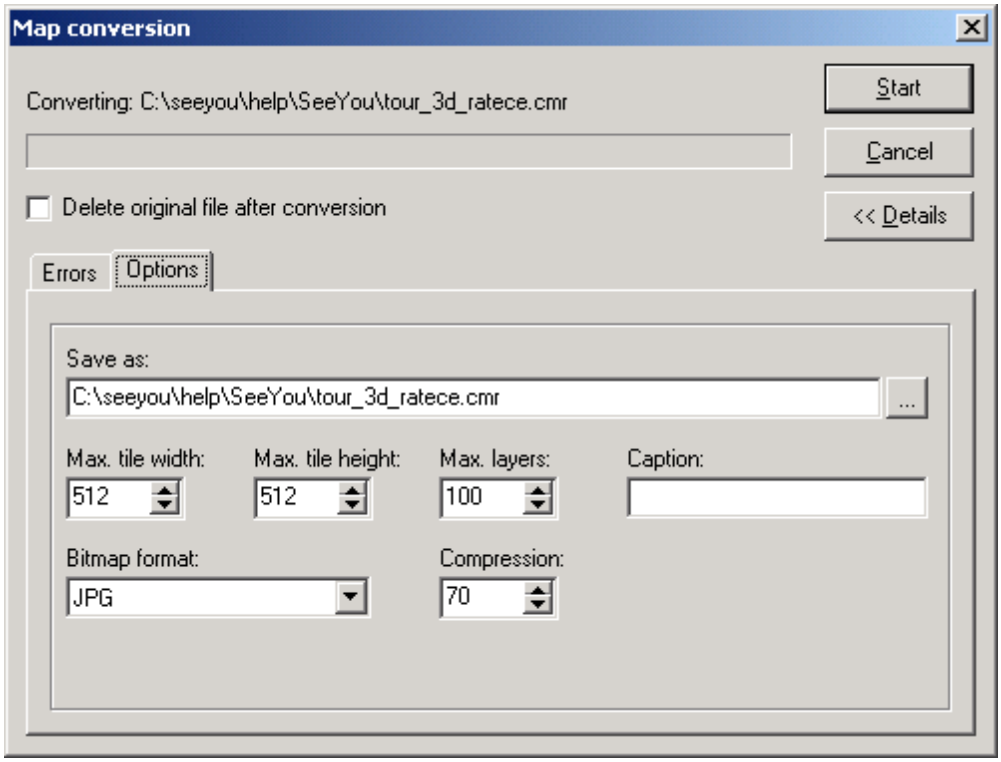
See also
Flight window 23
About Raster maps 82



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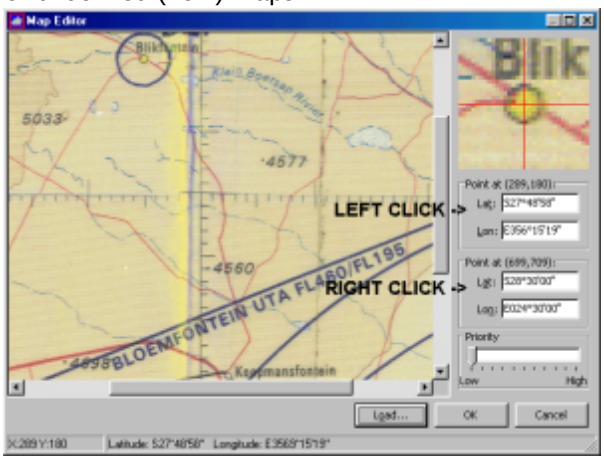
4.5.1.5 Edit properties of Raster Maps

Use this command if you want to change the properties of the selected raster map. This command is not available for CMR maps.

To use this command click the Edit button at the bottom of Raster Maps Window.

1. When opened, the values at the two Point boxes are for the upper left and bottom right corners. These values are 0 for undefined (new) maps.



2. Find a spot on the map of which you know the exact position, preferably close to one of the corners. Such spot may be grid intersection or a well defined point on the map.
3. Click Left mouse button, if this point is closer to the left map edge, or click right mouse button if the point is closer to the right edge of the map.
4. If mouse left button was pressed, the values for the top Point box have changed. Example (see picture above) Left mouse button was pressed at the position 289,180 - that is in the middle of the circle representing Blinkfontain town.
5. Type the coordinates for this well defined point in the upper Point box (because Left mouse button was pressed)
6. Repeat the procedures 4 and 5 for the right mouse click and the bottom Point box.
7. Set the Priority value for this raster map.
8. Click OK

Note if you want to save these settings, you need to create a new Map Description file with the Export command.
To view the raster map make sure that the check box next to the map filename is checked.

See also
Flight window 23
About Raster maps 82

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4.5.2 Vector Maps

4.5.2.1 About Vector Maps

Free Vector maps are an important part of SeeYou. Use this dialog to add 88, remove 89 and control the appearance 89 of Vector maps .

To use this command select Tools > Vector Maps from the main menu.

The dialog is divided into Options, Legend and Loaded Maps sections. They are described separately 89.

Note that this is not required for the HGT maps that are downloaded automatically from the NASA or SeeYou servers. All you need to do with the HGT maps is to have an open connection to the Internet. The rest is done automatically.

See also
Flight window 23
Edit properties for Vector maps 89

4.5.2.2 Add Vector Maps

Use this command to add Vector maps to SeeYou.

To use it select Tools > Vector maps from main menu., then click the Add button.
Locate the SeeYou Vector map (.CIT) on your hard disk or CD ROM, select it and click Open.

You should see the added vector map(s) listed in the Loaded Maps list box at the bottom of the Vector Maps dialog.

Note that this is not required for the HGT maps that are downloaded automatically from the NASA or SeeYou servers. All you need to do with the HGT maps is to have an open connection to the Internet. The rest is done automatically.

See also
Flight window 23
About Vector maps 88
Edit properties for Vector maps 89

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4.5.2.3 Remove Vector Maps

Use this command to remove a Vector map from Loaded Maps list box. This will not erase the map from your hard disk, but it will stop this Vector map from showing.

Select Tools > Vector Maps from the main menu.

1. Select the Vector Map you want to remove
2. Click on the Remove button

The map should disappear from your Loaded Maps list box.

See also
Flight window 23
About Vector maps 88
Edit properties for Vector maps 89

4.5.2.4 Edit properties for Vector Maps

Colors
It is possible to store color schemes you created in a color scheme for later use. Some color schemes are preselected:
. Mountain landscape
. Low land landscape
. Optimized for PDA

By selecting a height layer from the Legend and clicking on the Shift up button you can move the color scheme up. If you wish to do more advanced changes, see the "Creating your own height color scheme" lower in this chapter.

Options
There are four different possibilities for presenting the Vector maps:

1. None - do not show Vector Maps at all
2. Lines only - show lines connecting the same altitude only.
3. Filled Contours - The areas between the lines are filled, lines are not shown
4. Filled Contours and Grey Lines is a combination of 2. and 3.

You may choose to change the default values also for the Topographical features of the map (like rivers, lakes, towns etc.). Select the desired feature from the Selected Layer drop down list and change the default color, change the visibility slider and width of the feature.

Shade terrain feature puts shades on one side of the slopes and light on the other thus making the 2D view much more plastic.
Shadow direction defines the direction from which the sun is shining on the maps thus creating shadows on the other side of the mountain.

For help about using the Loaded maps section, see Add 88 or Remove 89 Vector maps sections.

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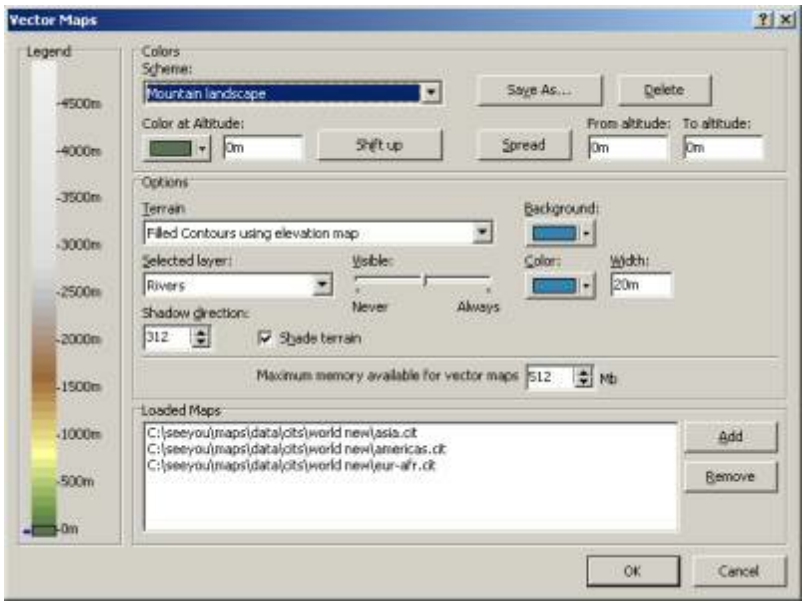
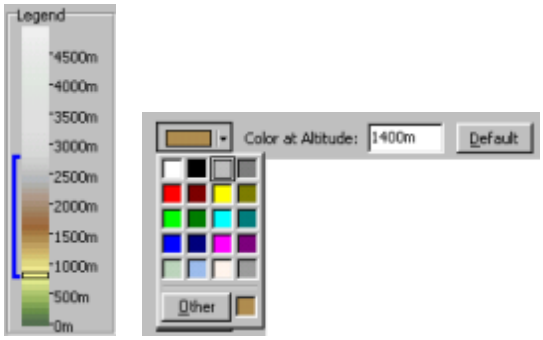


Creating your own Height color scheme

You can set your own colors for each 100m altitude layer. Here's how:

1. Select the altitude layer by clicking on the Legend or entering height into the Color At Altitude field.
2. Select a color for this altitude from the button left of the Color at Altitude caption.
3. Select a color for another height, repeating 1. and 2.
4. Move mouse cursor to the Legend
5. Select the first layer: Press Shift and click on the layer.
6. Hold shift and move cursor to the other layer. Release Shift
7. Click on the Spread button
8. Repeat this as many times as you wish.

When you are finished, you may choose to save your scheme by using the Save As... button.



See also

Flight window 23
About Vector maps 88

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4.5.3 Airspace

Through this dialog you can Add, Remove and set visible objects of the Airspace.

Select Tools > Airspace to access this command through the main menu.

Add
Click the Add button in the Loaded data box. Locate the Airspace (.CAR) files, select them and click Open. The selected Airspace data should appear in the Loaded data list box.

Supported airspace formats:
.CAR - SeeYou airspace format
.VER - Filser airspace format
.TXT - OpenAir
.AIR - Tim Newport-Peace format

Remove
This command will remove the selected Airspace file from SeeYou. It will not erase it from your hard disk, but you will not be able to view the data on the map in SeeYou anymore.
Select the airspace you would like to remove and click the Remove button.

Select visible airspace
Use the checkboxes to select which airspace should be visible in map view. Note that this also influences which airspace will be checked with Airspace checker 73. By right clicking on this list you can check/ uncheck the selection or all files.

Airspace files which are printed blue are the ones which are updated automatically. These airspace files can not be removed, they can only be disabled. Note that updating the airspace files works even if it is marked as disabled (it is disabled for viewing only). Airspace files which you have added manually are printed black.

Change the appearance of the airspace
By changing the Item, Style, Color and Line width properties for any given airspace you can control how Airspace is presented. There is a graphical representation of what you have setup to the right of the settings.

If "use colors as defined in file" option is checked, then colors defined in OpenAir files will be used to paint the airspace. Each airspace item can be colored in a separate color this way.

Automatic updating of the airspace files

You may choose how to update the airspace files:
. Install updated airspace automatically
. Prompt to install updated airspace (Highly Recommended)
. Don't check for updates (Strongly discouraged)

You may check for updates at any time by clicking the Check for updates button.

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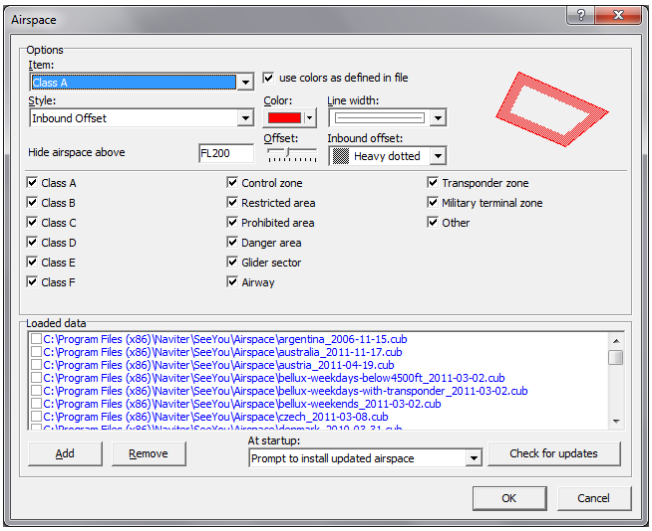

See also:
Flight window 23

4.5.4 Pilots

Pilot list is useful in many ways like submitting flights to OLC, uploading flight declaration, SeeYou Competition to loggers etc.

Through Tools->Pilots->Add you can add a pilot to the list manually. You many enter any of the fields:

- Given name
- Name (family name)
- Coutry/Club
- Birth date
- Glider type
- Glider registration
- Competition ID
- Competition class
- Index (handicap) of a glider
- Checkbox if a glider has engine or not
- Unique identifier of a flight recorder

Pilots are also added automatically after submitting flights to OLC or uploading to flight declaration to loggers.

The essential thing about setting up pilots in competition is linking Pilot's name to IGC flight file. The linking bit is the four letter code following the date letters in the IGC file name.
Standard IGC file name consist of three parts:
. First three letters are the date 27a for 10th of July 2002, 2ab for 11th of October 2002
. Next four are a unique for each data logger, they represent the logger's serial number
. The last one is consecutive number of a flight on the particular date.

The unique code can be anything, it is not limited to 4 letters or anything. Do it differently if your downloading software allows you. SeeYou will look for this string in the filename. If it can find it, that's your flight.

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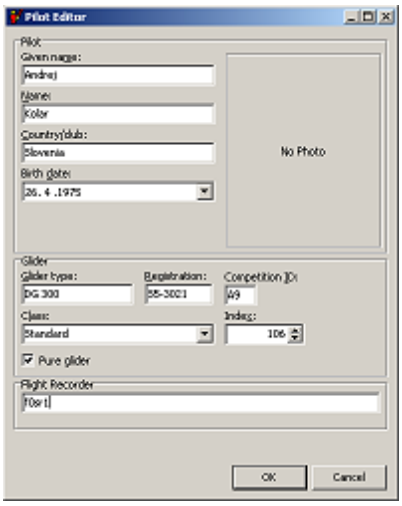
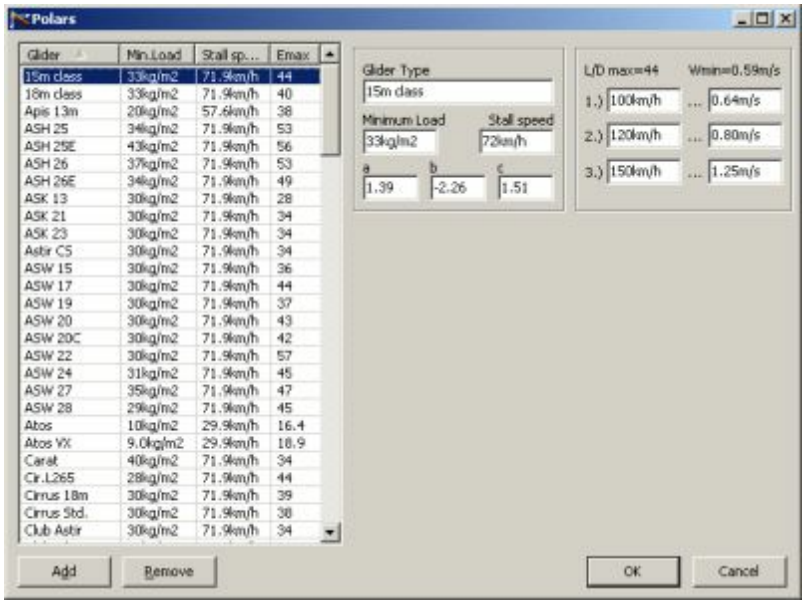


4.5.5 Polars

Choosing the polar is all important for any good indication about how the air was moving around the glider. Netto vario is the value that describes the movement of the air around the glider by adding the sink of the glider at a given airspeed to the current sink rate. If the polar data is wrong, the netto vario will be too.

Select a polar from the list or calculate your own polar by entering three sink rate at three different indicated airspeeds into the form at the right hand side of the dialog.



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4.5.6 Options

4.5.6.1 General

On this page you can set up the default Language, Units and Folders

Language
Choose your language from the combo box at the top of the dialog.

Help
Help files which are in your SeeYou directory are listed here

Toolbar & Menu style
Choose between different color schemes for toolbars and the menu.

Units
- Distance: km, nm, ml
- Altitude: m, ft
- Speed: km/h, kts, mph, m/s
- Vertical speed: m/s, kts, ft/min
- Wind: km/h, kts, mph, m/s

Latitude/Longitude
Choose between these types of Lat/Lon presentation
- Decimal degrees (DD.dddd)
- Degrees, decimal minutes (DD°MM.mmm')
- Degrees, minutes, seconds (DD°MM'SS" - default)

UTC Offset [h]
The default difference between UTC time and Local time of your country. This difference is applied to any opened IGC file which doesn't carry a UTC Offset setting in the header of the IGC file.

Distance calculation
You can choose to measure distance on WGS-84 Ellipsoid or FAI Sphere. The FAI Sphere is the Earth approximated with a fixed radius prescribed by IGC until October 2002. It is still used to measure distance by CIVL.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103

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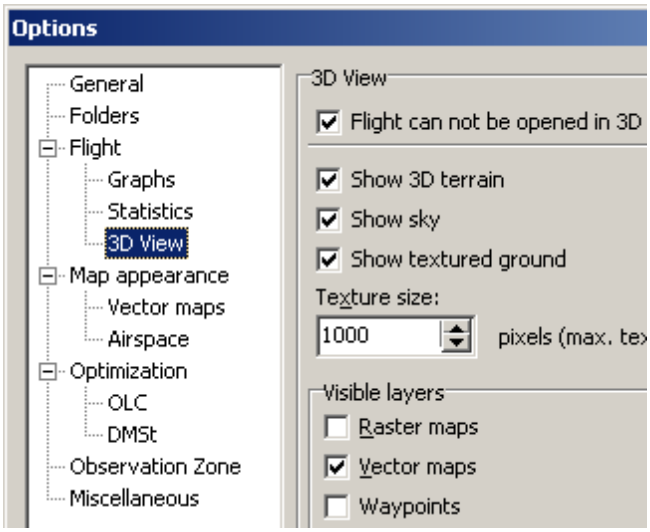
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106



4.5.6.2 Folders

Click on the ... button to locate the directory containing
- Flights
- Maps
- Waypoints

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

4.5.6.3 Flight

You can setup the way flight is displayed on the screen here.

Select on of the items from the Style combo box
- Route
- Declared task

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- Observation zone
- Photo landing marker
- Before task start

For each of them you can select Color and line width.

For the Selected fix you can choose
- Color
- Size
- Glider symbol

You can also select
- to colorize only the task part of the flight
- show wind arrow
- show tick every X minutes
- soaring begin equals takeoff and soaring end equals landing (useful for paragliders and hanggliders starting off the hill)
- Automatically adjust altitude to QNH, QFE or QNE when a flight is opened
- Automatically validate IGC flight if you want each flight to be validated when it is opened.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

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4.5.6.4 Graphs

You can control how Graphs are drawn through this page.

Style
In the Style box you can control the way these items are presented:
- Graph
- Value Grid
- Time Grid and
- Selected fix

1. Select the Item you want to change
2. Choose Color for selected item
3. Select Line width for selected item

Note that setting the color for the Graph Item will set the color for Fixed color scheme. Other color schemes are preset.

Grid
Control how gridlines are displayed.
1. Choose the graph you want to change.
2. Choose the increment value for selected graph. You can enter any number and units in this window. If you skip the unit, default units will be used
3. You can set the Minimum and Maximum values for the graph by turning Auto Range off and entering custom numbers in the Minimum and Maximum fields.

You may check or uncheck whether or not you want to show terrain profile in barogram view.
You may also check or uncheck whether or not you want to show airspace in barogram view.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

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4.5.6.5 Statistics

Statistics report is divided into Calculated information (Distance, Speed, Average climb etc.) and Histograms (Vertical speed, Ground Speed, Altitude).

Calculated information
is controlled through the filters below Histogram box. You can set values for

- Ground speed filter in seconds - ground speed is averaged over x seconds
- Vertical speed filter in seconds - vertical speed is averaged over x seconds
- Task speed filter in minutes - Task speed is averaged over x minutes
- Minimum circling time - circling less than this time is considered to be Tries
- Minimum distance - of straight flight to be considered not circling.
- Header color is the color of the separator between fields in the Statistics.

Histograms
are the tables, which present the flight data. You can control the Width, minimum and maximum values for the histograms for:

- Vertical speed
- Ground speed
- Altitude

Read more about the meaning of each histogram in the Flight window, statistics chapter.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

4.5.6.6 3D view

Use this page to change appearance of your 3D window.

Flight can not be opened in 3D window
It may take some time for the 3D window to appear. If you prefer not to open flights in 3D, check this option.

Show 3D terrain
When checked, SeeYou will draw mountains in the 3D view provided there is a CIT map loaded in Vectormap dialog 88.

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Show Sky
When this option is selected you will see gradient blue sky above horizon.
Disable this option if you are experiencing problems with 3D view.

Show textured ground
When this option is selected you will see textured ground in 3D view.
To change detail level see Texture size option.
Disable this option if you are experiencing problems with 3D view.

Show viewing direction
When selected, it will display a compass value of the direction where the camera is pointed.

Show glider shadow
When selected, it will shows a gray track on the ground vertically below the glider.

Show windsock
will show a windsock in 3D view when selected.

Texture size
This value represents maximum width or height of the ground texture. Larger number means more detailed ground texture and more work for your graphic card. 1024 is a good setting for 16MB cards but feel free to experiment.

Terrain quality
This feature controls how much terrain is drawn at once. The higher the terrain quality the better the graphic card must be in order to still give smooth 3D experience. Experiment with this setting to find the limits of your hardware.

Height exaggeration
This value multiplies the flight track and mountains height. Larger value makes them steeper.

Track width
Influences the route width in pixels, meters or feet.

Visible layers
You can setup visible layers independently from the Route view. This makes it possible to use Raster maps (sattelite images for example) in 3D view while you would use Vector maps in overhead view.

Glider
These options allow you to manipulate the way glider symbol and its shadow looks like in 3D view. If you select "Custom" from the style drop down box, you may import your own 3DS models of gliders.

Camera
You can setup the default position of the camera in 3D view here.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100

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Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

4.5.6.7 Animation

Show only selected part of the flight in animation mode
If selected, the animation will not show the whole track all the time. Glider track will be represented with a custom length tail. You can adjust the tail's length through the edit boxes that follow.

Synchronize to:
Sets the default synchronization method and default animation rate.

NMEA Output
This function sends out NMEA clauses while animating the flight. It was intended for testing various flight equipment. For security reasons, the time of the output fixes is changed.

Replay animation after finish
If selected, the animation will start over after it has reached the end of the animated flight(s).

Follow selected fix in animation
If selected, the animation will keep the glider symbol on the map. If not, the view will not change after the glider leaves the visible area.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

4.5.6.8 Map appearance

Setup the way maps and related features are diplayed in the Route view 24.

Visible layers
They are setup separately than in 3D view.

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Gridlines
Control how gridlines are displayed. You can choose from gridlines that represent

- Latitude / Longitude
- distance units (Automatic by default, read below for more)

Entering a number with distance unit 10nm for example will make gridlines show each 10nm. Note that all units can be entered, not only the default unit. The default unit will be used, if unit is not added to the number.

Hints
select which hints to show and for how long they are displayed.

Waypoints
You can select up until which zoom level Label (the name of the waypoint) and symbol (e.g. airport icon) are dispayed in the maps.
You may also check to display the code instead of the name

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

4.5.6.9 Vector maps

The maps will come to you when you need them

Since SeeYou 4 vector maps are downloaded automatically when your computer is connected to the internet. If you would like to download a particular area before you go offline please go to File > Mobile Wizard > choose vector maps and all its features > select your area (size is limited) > Next > you will be warned that not all data has been downloaded yet. Choose "Yes" - download the data now.

Choosing a color scheme

Selecting a color scheme that works for you mostly depends on what you are trying to analyze. These are the main options:
. Mountain landscape - this is the default SeeYou color scheme
. Open Street Maps - useful for flat areas because it adds more ground features such as woods and fields. Data is unfortunately not available worldwide. Europe and North America are covered much better than the rest of the world. The good news is that the data is public and people at OpenStreetMaps.org will be delighted if you could participate by adding data about your area.
. Zebra - adds more contrast to the altitude colors. Make sure you use it in combination with HGT maps
. Appalachians - a greenish color scheme which nicely depicts the relief in the Appalachians.

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Advance options

You may choose many details by ticking the Advanced options. Make sure you save a new color scheme if you like the changes you have made.

Terrain
Here you can select how the maps are colorized.

Background
This color selector defines the color used to fill places where Vector maps don't exist. It is blue by default to paint the sea blue.

Selected layer
Choose one and select its color, width and zoom level until which it is visible.
You can choose from:
- Rivers
- Lakes
- Roads
- Highways
- Railroads
- Towns
- Labels (town names)
- 100m Isolines
- 50m Isolines

Share terrain feature puts shades on one side of the slopes and light on the other thus making the 2D view much more plastic.
Anti Aliasing makes the lines smoother (and redraw of the maps slower)
Automatically download maps enables you to choose whether or not to download the maps from the internet automatically. It is recommended to leave this option enabled because if we update a map tile it will automatically update at your end if you have this option enabled.

Set Cache folder and size for your maps.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

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4.5.6.10 Airspace

Select how Airspace is displayed here.

Item
lets you choose the airspace type for which you would like to change settings.

Style
select how the airspace is displayed. It can be either
- Outlined only
- Solid fill
- Transparent fill
- You can also change color and line width here.

If "use colors as defined in file" option is checked, then colors defined in OpenAir files will be used to paint the airspace. Each airspace item can be colored in a separate color this way.

You can hide any airspace above a preset Flight level by entering a Flight level into the edit box.

Select visible airspace
Use the checkboxes to select which airspace should be visible in map view. Note that this also influences which airspace will be checked with Airspace checker 73.

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
Options - Map appearance - Vector maps 101
Options - Map appearance - Airspace 103
Options - Task planning 103
Options - Optimization 104
Options - Observation Zone 105
Options - Miscellaneous 106

4.5.6.11 Task planning

Show points for
Select how points for the task are calculated at design time 77 and in statistics 71.

Triangle properties
This controls the parameters which define an FAI triangle.
- Triangle rule changing distance - this tells the program when the 25/45% rule is considered instead of the 28% rule (default 500km. Note that for FAI records and badges this rule is valid for triangles larger than 750km)
- Rules for smaller triangles than what was set in previous paragraph (default 28%)
- Rules for larger triangles than above (default 25% and 45%)

FAI wizard

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Design the Color and Fill style for the FAI Area[43] and determine whether or not the distances should be in kilometer regardless of the way units are setup.

See also:
Options - General[94]
Options - Folders[95]
Options - Flight[95]
Options - Flight - Graphs[97]
Options - Flight - Statistics[98]
Options - Flight - 3D view[98]
Options - Flight - Animation[100]
Options - Map appearance[100]
Options - Map appearance - Vector maps[101]
Options - Map appearance - Airspace[103]
Options - Task planning[103]
Options - Optimization[104]
Options - Observation Zone[105]
Options - Miscellaneous[106]

4.5.6.12 Optimization

Basic preferences for Flight optimization can be set up through this dialog.

Start optimization when flight is opened
Check whether or not you want the optimization thread to run immediately after you open a flight.

Optimize for
Select which optimizations you want in the Optimize window[61]. Use the Up and Down arrows to determine which one is displayed first.

Use closest waypoint name for optimized points
If enabled, the closest waypoint from program database to each of the optimized waypoints is found. The optimized waypoint is named after it.

See also:
Options - General[94]
Options - Folders[95]
Options - Flight[95]
Options - Flight - Graphs[97]
Options - Flight - Statistics[98]
Options - Flight - 3D view[98]
Options - Flight - Animation[100]
Options - Map appearance[100]
Options - Map appearance - Vector maps[101]
Options - Map appearance - Airspace[103]
Options - Task planning[103]
Options - Optimization[104]
Options - Observation Zone[105]
Options - Miscellaneous[106]

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4.5.6.13 Observation Zone

It is possible to set custom shapes for Observation Zones by setting two arbitrary arcs.

1. Select a Observation Zone scheme from the Scheme combo box.
2. Click on the zone you wish to edit. Note that there is a Start, a Finish and two Turnpoints zones. You can also select which zone to edit with the Type combo box.
3. Set the orientation for the selected observation zone. See the picture for better explanation. It can be either:
    - Fixed value
    - Symmetrical (turnpoints only)
    - To next point (turnpoints or start point only)
    - To previous point (turnpoints or finish point only)
    - To start point (turnpoints only)
4. Set Radius1, Angle1, Radius2 and Angle2. Play around and see what happens on the picture to become familiar with the changes. Note that Radius1 must be greater than Radius2.
5. Set Angle12 value, if Fixed value was chosen
6. If you wish, use Line only, Move origin and Reduce leg distance options. It's function should be self explanatory from the picture in this dialog if you tick/untick each of these options.
7. Save the Observation Zone with Save As button.

See also:
Options - General 94
Options - Folders 95
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4.5.6.14 Proxy

If you are behind a proxy you will need to enter your proxy settings through this dialog in order to be able to download the maps and get airspace and version update notifications.

Most users will not need to enter anything here. As a rule of thumb - if you don't know what to enter in these settings leave them blank.

By choosing Automatically detect Proxy Settings the settings will be copied from Internet Explorer's settings.

By selecting Use Custom proxy settings you will be able to enter all of it manually.

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4.5.6.15 Miscellaneous

Set up the what you have not already set in the previous pages.
· Show message 'Copy Task' when a flight is added to the Flight window.
· Show message 'Copy Task to all flights' when a task is dropped into the Flight window.
· Refresh all windows when settings change.
· Show message 'Delete all waypoints' when a new Waypoint file is loaded and 'do not append to database' option is selected
· Show 'Waypoints Wizard' on startup when waypoints database is empty
· Program should check whether or not it is the default viewer for IGC flight documents
· Program is default viewer, when checked.
· Always show selector when saving waypoints and tasks. If checked then a window with available points on the left and selected points on the right will be shown when using Save command in the Waypoints and Tasks window.
· Use mask edit for Latitude and Longitude entries. You won't need to enter the characters for degrees, minutes and seconds if this option is checked.
· Follow selected fix in animation will move the map together with the movement of the active flight if this option is checked.
· When checked, SeeYou will look for CHM help files. If you can't use CHM, uncheck and download HLP files.
. Checking the Confirm program exit option brings up a dialog when exiting which asks you if you really want to exit SeeYou
. Download detailed elevation data from internet option connects SeeYou to the internet automatically when checked to download any required maps

See also:
Options - General 94
Options - Folders 95
Options - Flight 95
Options - Flight - Graphs 97
Options - Flight - Statistics 98
Options - Flight - 3D view 98
Options - Flight - Animation 100
Options - Map appearance 100
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4.6 Window

4.6.1 New window

This command will open a new Flight window with the same content as the active Flight window

Select Window > New Window from the main menu to use this command.

See also
Flight window 23
Creating Desktops 107

4.6.2 Tile Horizontally

This command will align all open windows horizontally

See also
Flight window 23
Creating Desktops 107

4.6.3 Tile Vertically

This command will align all open windows vertically

See also
Flight window 23
Creating Desktops 107

4.6.4 Desktops

See the Getting Started - Using desktops section 9.

4.6.5 Open windows

Below Desktops selection all open windows are listed.

4.7 Help

4.7.1 SeeYou Help

Opens this file.

4.7.2 What's this?

This is context sensitive help. Select this or press Shift + F1 to see how mouse pointer changes to , then click on the item you need help with.

4.7.3 SeeYou on the Web

Check for free Updates!

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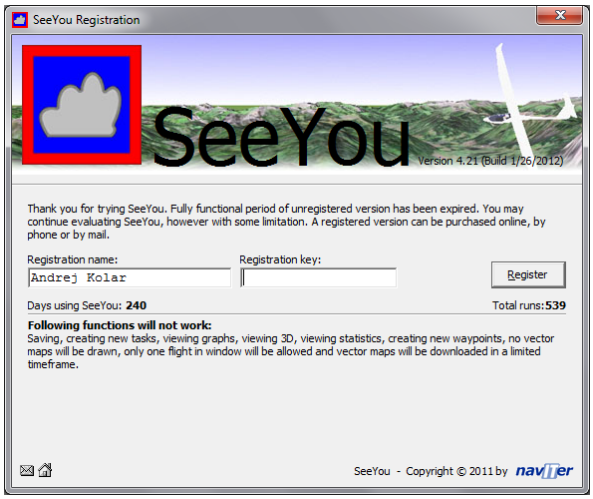
4.7.4 Registration

This dialog has different content in evaluation than in registered version

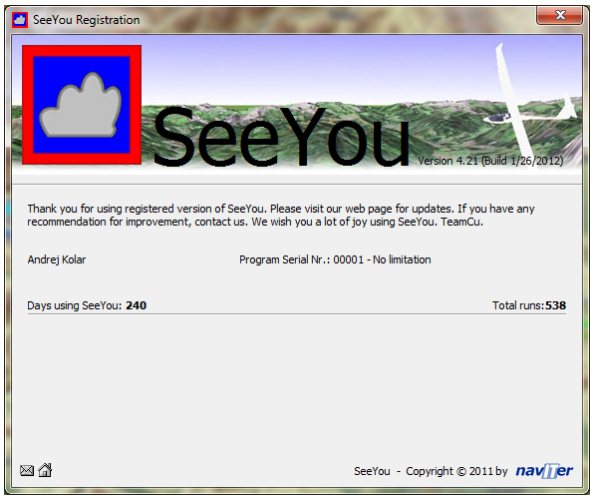
Evaluation version
This dialog contains a box where you can write your Registration Key. It also lists any limitation imposed after the free trial version expires.

Registration Key can be ordered on-line from
http://www.naviter.com/

Registered version
Shows you the serial number of your SeeYou.



Unregistered. Enter your name and key.



Registered. Shows name and S/N.

4.7.5 Check for updates

This feature will check if a new version exists. Please note that it is highly recommended that feature Tools > Options > Miscellaneous > Check for updates is turned on. That way you will be notified about important updates automatically when SeeYou is started.

4.7.6 About

About window contains a

Thank you

to all who have contributed to making SeeYou such an enjoyable project.

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Part V

5 Toolbars

5.1 Standard

= Open 46 = File > Open = Ctrl+O. Note that if you click on the arrow last 10 flights are listed.

= Save As 47 = File > Save As = Ctrl+S. Note that clicking the save icon results in different actions in the Flight as in the Waypoints and Tasks windows.

= Print 55 = File > Print = Ctrl+P. Print command prints different pages in the Flight, Waypoints and Tasks window.

= Print Preview 54 = File > Print Preview. Shows the contents of the page you can print with

= Waypoints 38 = Ctrl+W. Opens the Waypoints window.

= Tasks 41 = Ctrl+T. Opens the Tasks window.

= Go To = Ctrl+G. Opens the Go To Location window.

= Zoom In 75 = Ctrl+Down. Makes the Vector or Raster map look closer. Zooming is also possible with clicking and holding the mouse left button and moving the mouse.

= Zoom Out 75 = Ctrl+Up. Makes the Vector or Raster map smaller.

= Custom Zoom 75. Enter a value with units in this combo box. Append any applicable unit to the graph. If no unit is selected, the default unit is assumed. Over Vector and Raster maps distance units are allowed, but also percents and scale (1:20.000 for example)

= What's This 107 = Shift+F1. Click on any item you need help with.

See also
Flight toolbar 111
Animate toolbar 112
Waypoints toolbar 112
Task toolbar 113
Edit Task toolbar 113
Print Preview toolbar 114

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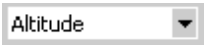
5.2 Flight

= Add Flight 46 = Edit > Add Flight. Adds a flight to the active Flight window.

= Remove Flight 57 = Edit > Remove Flight. Removes the flight from the active Flight window.



= Color scheme 73 = View > Colors. Changes the color scheme for active flight window.

= Route 24 = View > Route. Changes the view of the Flight window to Route.

= 3D view = View > 3D view. Changes the view of the flight to 3D

= Graph 26 = View > Graph. Changes the view of the Flight window to Graph. Note that clicking on the icon again changes the graph from Altitude to Vertical speed etc.

= Statistics 28 = View > Statistics. Changes the view of the Flight window to Statistics.

See also
Standard toolbar 110
Animate toolbar 112
Waypoints toolbar 112
Task toolbar 113
Edit Task toolbar 113
Print Preview toolbar 114

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5.3 Animate

= Animation rate 81 = Animate > Animation rate. Changes the speed of animation.

= Play = Animate > Play = Ctrl+A. Starts or continues the animation.

= Pause = Animate > Pause. Stops the animation. Moving with arrow keys will move all flights

= Stop = Animate > Stop. Stops the animation. Moving with arrow keys will move active flight only.

= Previous thermal = Animate > Previous thermal = Ctrl+Left.

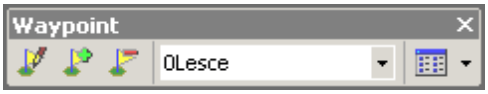
= Previous position = Animate > Previous position = Left arrow key.

= Next position = Animate > Next position = Right arrow key.

= Next Thermal = Animate > Next thermal = Ctrl+Right.

See also
Standard toolbar 110
Flight toolbar 111
Waypoints toolbar 112
Task toolbar 113
Edit Task toolbar 113
Print Preview toolbar 114

5.4 Waypoint



= Edit waypoint 62 = Edit > Edit waypoint.

= Add waypoint 63 = Edit > Add waypoint.

= Remove waypoint 63 = Edit > Remove waypoint. The waypoint or waypoints must be selected, the view must not be Map

CLautart = Home waypoint 41 = Edit > Home waypoint. Enter new home waypoint.

= Change View. Click on the icon or select from the drop-down menu after clicking on the right part of the icon

See also
Standard toolbar 110
Flight toolbar 111
Animate toolbar 112
Task toolbar 113
Edit Task toolbar 113
Print Preview toolbar 114

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5.5 Task

= Add Task 65 = Edit > Add Task

= Remove Task = Edit > Remove task

= Copy Task = Edit > Copy task

= Insert waypoint to task 65 = Edit > Insert waypoint to task = Double click on the leg

= Delete waypoint from task 65 = Edit > Delete waypoint from task

= Show or Hide FAI Area = Ctrl+E = View > Show FAI Area

= Rotate FAI Area = Ctrl+R = View > Rotate FAI Area

= Change View. Click on the icon or select from the drop-down menu after clicking on the right part of the icon

See also
Standard toolbar 110
Flight toolbar 111
Animate toolbar 112
Waypoints toolbar 112
Edit Task toolbar 113
Print Preview toolbar 114

5.6 Edit Task

This toolbar only appears when Map edit button from Flight parameters > Task page or Task Declaration is pressed.

= Insert waypoint to task 65 = Edit > Insert waypoint to task = Double click on the leg.

= Delete waypoint from task 65 = Edit > Delete waypoint from task.

= Show or Hide FAI Area = View > Show FAI Area

= Rotate FAI Area = View > Rotate FAI Area

= Close Map edit mode = Esc.

See also
Standard toolbar 110
Flight toolbar 111
Animate toolbar 112
Waypoints toolbar 112
Task toolbar 113
Print Preview toolbar 114

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5.7 Preview

This toolbar appears after you have pressed the Print preview icon or have selected File > Print Preview from the main menu.

= Print 55 = File > Print = Ctrl+P. Print command prints different pages in the Flight, Waypoints and Tasks window.

= Page setup 51 = File > Page setup = Setup the way your flight, task or waypoints print

= Page magnifier = Zooms in or out in the Print preview 54 mode

Page Width = Zoom level for the Print Preview 54 mode

= Previous page

= Next page

Close = Close the Print Preview 54 mode

See also
Standard toolbar 110
Flight toolbar 111
Animate toolbar 112
Waypoints toolbar 112
Task toolbar 113
Edit Task toolbar 113

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Part

6 Using Keyboard and Mouse

6.1 Use SeeYou effectively

SeeYou main window - whole Application
Ctrl + O = Open
Ctrl + S = Save (this command works differently for Flight, Waypoints and Tasks window)
Ctrl + A = Animation

Ctrl + W = Waypoints window
Ctrl + T = Tasks window
Alt + 1 = Route view
Alt + 2 = 3D view (if enabled)
Alt + 3 = Graph view
Alt + 4 = Statistics
Ctrl + 1 = Show/Hide Waypoints
Ctrl + 2 = Show/Hide Airpsace
Ctrl + 3 = Show/Hide Vector maps
Ctrl + 4 = Show/Hide Raster maps

Route window
-> one fix forward
<- one fix back
Ctrl + -> next circling
Ctrl + <- previous circling
Ctrl + Up Zoom in
Ctrl + Down Zoom out
Ctrl + B Zoom Back
Alt + -> next Waypoint
Alt + <- previous Waypoint

left-click + drag the mouse = What this action does depends on which mode the Route view is in. It can be either

- Zoom mode. Clicking mouse left button and dragging it over the screen will zoom into the selected area
- Pan mode. Clicking mouse left button and dragging it over the screen will move the map
- Measure mode. Clicking mouse left button and dragging it over the screen will measure distance and bearing between two points

F2 key switches between these three modes.

Alt + left-click (hold the Alt key and drag mouse) = Ruler, measuring distance

Shift + ->
Shift + <-
Shift + Home
Shift + End :
- Where Shift is pressed, first marker is set.
- Navigate with arrows and/or Home and End buttons to set the second marker.
- After setting markers, you can view statistics for the selection you made or you can
- optimize the flight for the selection only.

Ctrl + L Optimize task

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Ctrl + I Airspace check

3D view
To change camera position do this:
. Left button and move - change perspective
. Right button and up/down - zoom in/out
. Both buttons and left/right - animation speed

Up arrow = Zoom in
Down arrow = Zoom out
Shift + Left/Right = Rotate horizontal
Shift + Up/Down = Rotate vertical

Ctrl + F7 will lock or unlock the view relative to the glider
Ctrl + F8 will tell you all parameters about focus, camera position and orientation.
Ctrl + F11 will decrease focal length
Ctrl + F12 will increase focal length

Tasks window
If the task list is active, using this combination will add or remove a task.
If task waypoints are active, using this combination will add or remove a waypoint from the task.
Ctrl + Ins to insert a waypoint or create a task
Ctrl + Delete to delete a waypoint or task
In map view use mouse right-click and mouse double-click

Shift in map view = Hold shift and click to create a new waypoint

Ctrl + Up = Zoom out
Ctrl + Down = Zoom in

In vicinity of a waypoint used in task, the mouse pointer changes to WPT. Click mouse left button once and move the point somewhere else.
In vicinity of a leg the mouse pointer changes to LEG. Double click mouse left button and you have inserted a waypoint to the leg.

Waypoints window
In Map view use
Mouse click to select a single waypoint
Shift + Mouse click to select multiple waypoints
Shift + click + drag mouse to select waypoints from a rectangle

In List view use
Ctrl + Ins to create a waypoint
Ctrl + Delete to remove a waypoint
In map view use mouse right-click and mouse double-click

Ctrl + Up = Zoom out
Ctrl + Down = Zoom in

Ctrl+C = Copy to clipboard when Waypoints are selected
(Ctrl+V = Paste in Excel)

See also

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Flight window 23
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