

6.6. Working with User Polygons (Contours)

- User polygons can be drawn in the GUI using a [Profile](#) or a [Cross-Section](#);
- User polygons can be [imported from a file](#);
- The area inside a polygon can be visualized with the help of [User Maps](#) and [User Cuts](#);
- Parameters can be visualized and/or calculated inside a polygon's area.

6.6.1. Import User Polygons

You can import any created polygon for a 2D visualization. To do that, follow the steps:

1. Go to the [2D](#) view, select **Sum**, for example.
2. Right-click and select **Loaded Contours** in the pop-up menu.
3. In the pop-up **User Contours** dialog select **Load New Contour from File**.
4. Select a file in the format shown in figure [67](#). The file contains the XYZ coordinates of blocks (no headers are required). Each blocks will be connected with a line.
5. Select the contour line color, thickness, and type in the dialog.

A user polygon file may contain only X,Y columns data; data in the Z column can be set to 0.

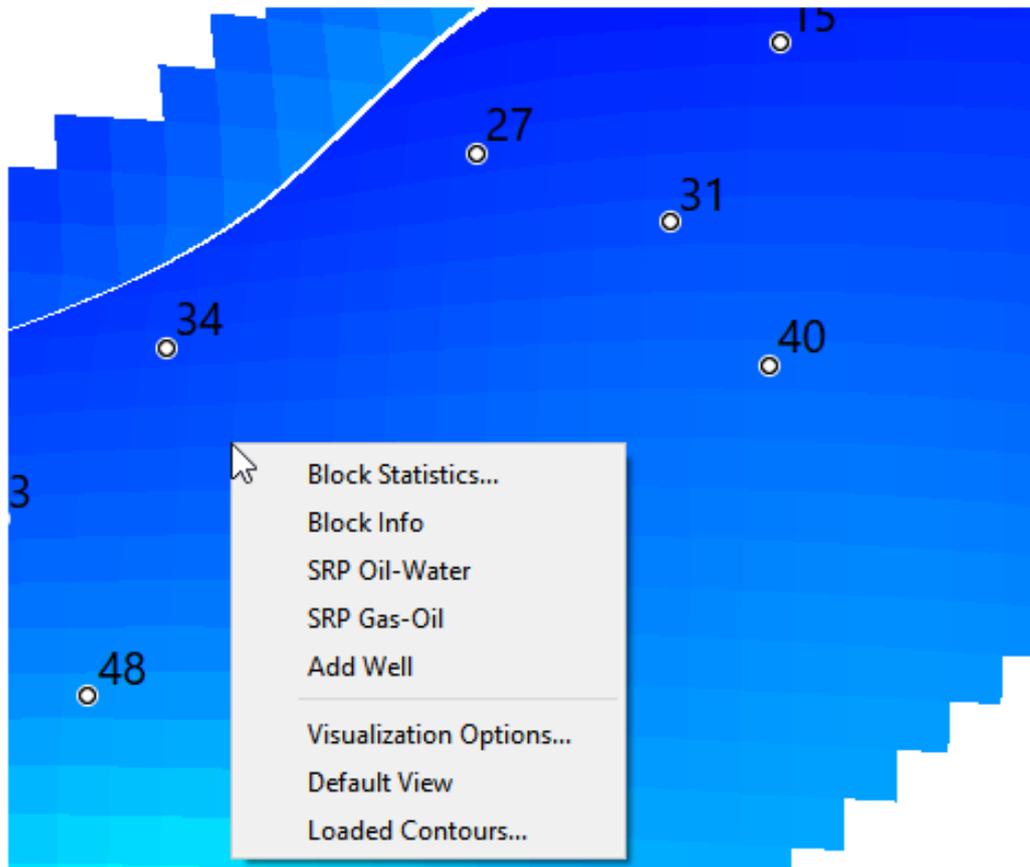


Figure 66. Loading polygons into a model.

User polygon.txt		
File	Edit	Format View Help
2479.153083	-1561.338185	139.190491
2914.575656	-1814.994216	139.190491
3445.729433	-2109.562511	139.190491
3893.504420	-1872.271385	139.190491
3578.517878	-1487.696112	139.190491
3241.914612	-1041.752444	139.190491
2797.227729	-1090.847159	139.190491

Figure 67. A user polygon file.

Two loaded contours are shown in figure 68. A profile can be created using a loaded contour. To create a profile, click **Create Profile from Contour** in the **User Contours** dialog, then enter the profile's name. Go to **Maps. Profile** to see the created profile.

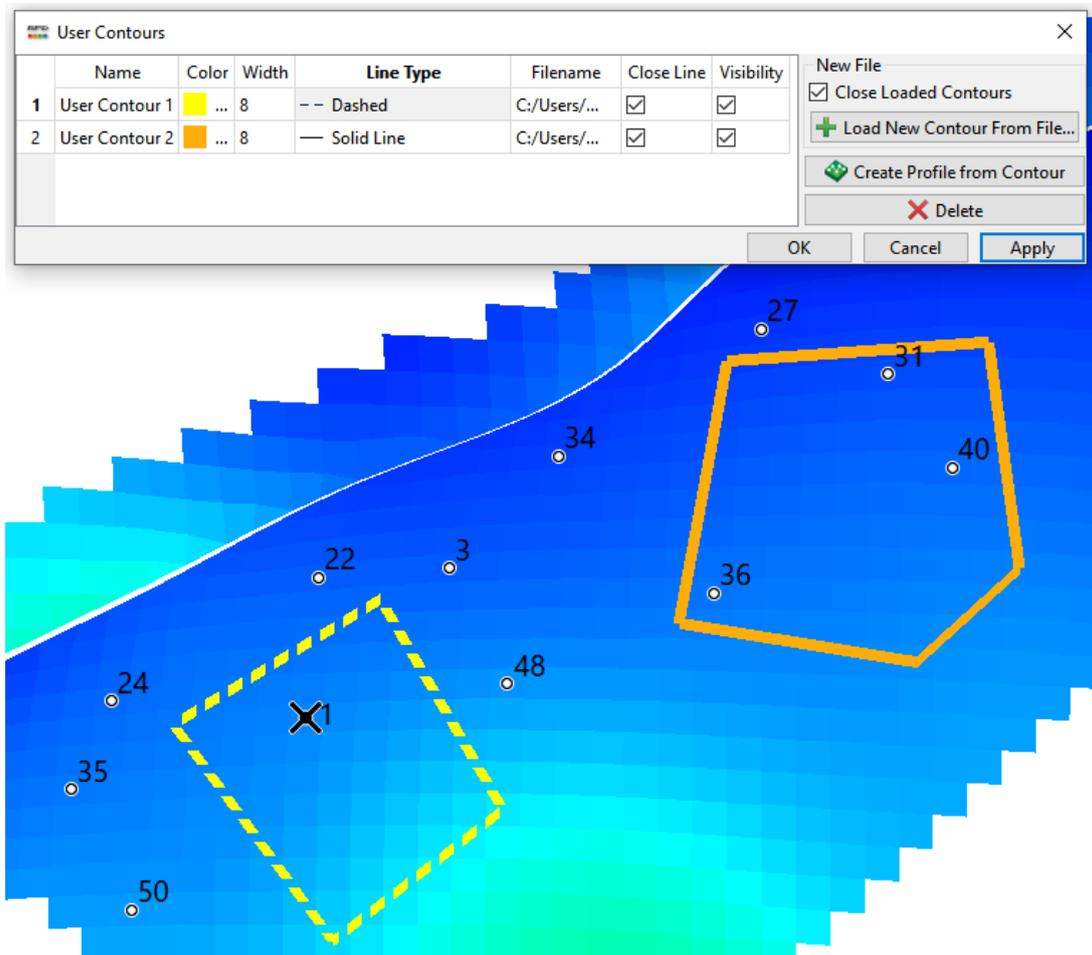


Figure 68. Loaded polygons.