

Moving and Rotating Sources and Objects in BEEST

Overview

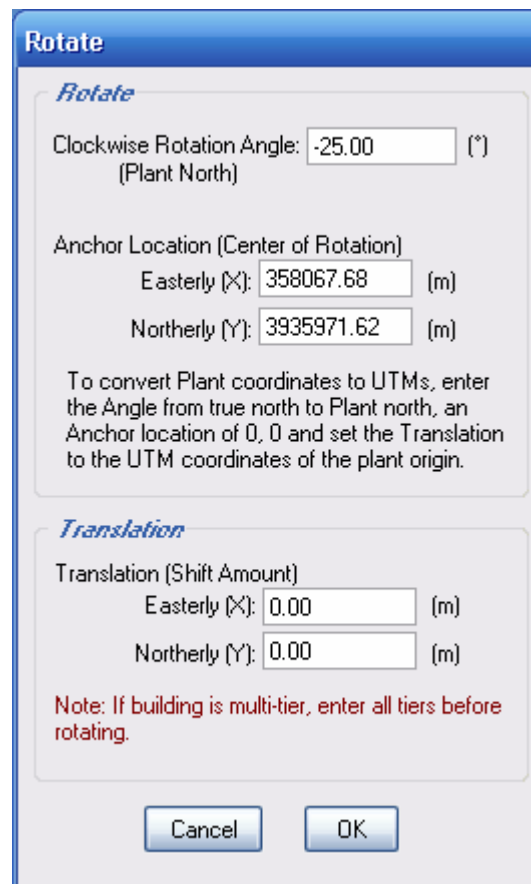
This tutorial demonstrates rotating and moving objects in BEEST, including sources, fence lines, buildings, tanks and others. Individual objects on the screen can be rotated and moved, and all objects can be rotated at the same time.

Enable Rotation

The buttons for rotating objects are not enabled by default in BEEST. To enable rotation, click File → Preferences in the menu bar at the top of the screen. The Preferences window will open. Click the radio button next to “Allow Rotation” on the “General Setup” tab and click OK to change the setting.

Rotate Building

To rotate and/or move a building, go to the Edit Building form. One way to do this is to right-click on a building handle when viewing data graphically and select “Edit Building”. The “Edit Building Tiers and Corners” window will appear, and the Rotate button will be enabled on the form. Click the Rotate button. You should see the form below.



The image shows a dialog box titled "Rotate" with a blue header. It is divided into two sections: "Rotate" and "Translation".

Rotate Section:

- Label: *Rotate*
- Field: Clockwise Rotation Angle: (°)
(Plant North)
- Section: Anchor Location (Center of Rotation)
- Field: Easterly (X): (m)
- Field: Northerly (Y): (m)
- Text: To convert Plant coordinates to UTM's, enter the Angle from true north to Plant north, an Anchor location of 0, 0 and set the Translation to the UTM coordinates of the plant origin.

Translation Section:

- Section: *Translation*
- Section: Translation (Shift Amount)
- Field: Easterly (X): (m)
- Field: Northerly (Y): (m)

Note: If building is multi-tier, enter all tiers before rotating.

Buttons: Cancel, OK

To move the building, leave the angle at zero degrees and enter values in the “Translation” section of the form. To rotate the building, enter the desired rotation angle and the Anchor Location (pivot point) and enter zeros for the Translation (Shift Amount). To rotate the building clockwise, enter a positive angle; to rotate it counterclockwise, enter a negative angle.

Rotate All

To rotate all sources, buildings, etc., click the “Options” button on the main graphics screen and go to the “Rotate” tab. The rotation part is the same as above, but on this screen the user can select to rotate and/or move all sources, buildings, etc.

Show Options

Scale | **Rotate** | Terrain Limits | GEP-BPIP | Misc

Rotate

The Rotate feature allows the user to convert from a plant coordinate system to the UTM coordinate system. To convert Plant coordinates to UTM's, enter the Angle from true north to Plant north, an Anchor location of 0, 0 and set the Translation to the UTM coordinates of the plant origin. We suggest that you save your current data before trying this feature.

Objects To Rotate

Select Objects To Rotate

- Sources
- Fencelines
- Buildings
- Tanks
- Others

Clockwise Rotation Angle: (Plant North)

Anchor Location (Center of Rotation)

Easterly (X): (m)

Northerly (Y): (m)

Translation (Shift Amount)

Easterly (X): (m)

Northerly (Y): (m)

Cancel OK