

# Surface Data Load

## Purpose

The Surface Data Load tool lets you load surface data from a surface file from the GoPXL workspace or a local surface file. At present, it supports 3 different file types( .srf, .sur and .pcd). The .srf file type is the VE internal custom file format, you can not import this type of file in other software or libraries. The .sur file type is from the software named MountainsMap, and you could import the file saved by this software. The .pcd file type is from PCL(Point Cloud Library). You could read or write this type of file using it.

## Inputs



Name	Description
Stream Input	The input stream.

## Parameters

▼ Load File

File

Operation

Format

Load Mode

Normal

srf

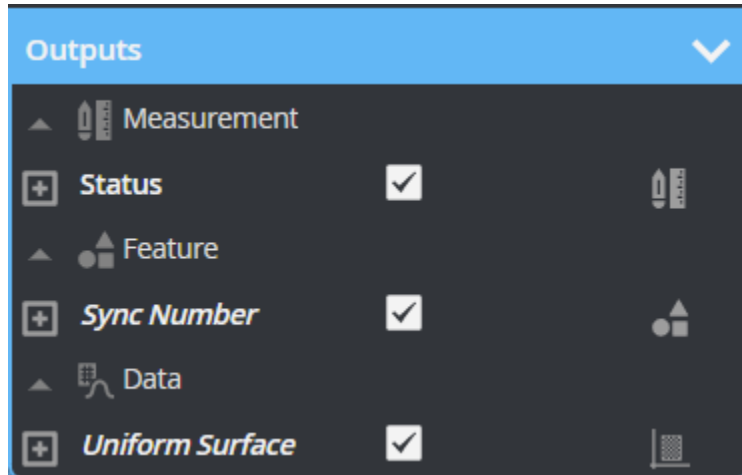
By Name

Local

☐

Name	Description
File	The file that the user selects.
Operation	The operations the tool supports: <ul style="list-style-type: none"> <li>• Normal - Do nothing</li> <li>• Load - Load the file in File once</li> <li>• Delete - Delete the file in File</li> <li>• Refresh - Refresh the file list in File</li> </ul>
Format	The file extension loaded by this tool. It supports .srf, .sur, and .pcd
Loading Mode	The loading mode used by this tool. There are two options like the following. <ul style="list-style-type: none"> <li>• By Name - Operate the selected file in File</li> <li>• Continuously - Operate the file according to file index order</li> </ul>
Local	When checked, this tool will operate local surface files in the default path "C:\GoTools\SurfaceData". Otherwise, it will operate the surface file from the GoPxL workspace

## Outputs



Type	Name	Description
Measurement	Status	The value which describes the operation status. If it is equal to 1.0, it implies that the operation is successful. Otherwise, the operation fails.
Data	Uniform Surface	The surface data loaded by this tool.

## Major Revisions

- For the .srf file type, it corresponds to the .srf.user file type in Classic, and this tool will load the intensity information if the intensity information exists in the input file. In the Classic, it doesn't load the intensity information for the .srf.user file type.