

Instructions for installing the PFM Area Based Editor

There are two items to install: MinGW and PFM Area Based Editor

Choose the correct installation – either 32bit or 64bit depending on your Windows Operating system

After unzipping first install MinGW:

You MUST install MinGW to the C:\MinGW folder, the install defaults to that folder and will create it if it does not exist.

Then install PFM Area Based Editor.

For a 64bit system the editor will be located in the following folder:

C:\Program Files\PFM_ABEv6.3.1_Public_Windows_64

For a 32bit system:

C:\Program Files\PFM_ABEv6.3.1_Public_Windows_32

Using the editor in Triton Perspective

Start Perspective and click View>Settings Info...

Select the Area Editor tab and browse to the location of the PFM_ABE executable:

e.g.

C:\Program Files\PFM_ABEv6.3.1_Public_Windows-64\bin

When a bathy DTM is loaded, select it from the tree view then click the “3D” button.

Use the “Box cursor” to select the area of the DTM to be edited.