

Leica Geosystems

What's New in

Leica Photogrammetry Suite 9.1

General

- Introduction of a new terrain engine: the Leica Terrain Format (LTF). LTF is a hierarchical terrain data format that supports fast update and querying of large quantities of point and line data. This new terrain format enables smoother production workflows for users working with large amounts of terrain data.

LPS Core

- DTM Split and Merge Tool: these new tools enables effective merging and division of terrain datasets. The IMAGINE 3D surface tool continues to be available, but the new tool offers advantages such as point thinning and filtering, reprojecting output files, splitting by Map Sheet, and more.
- Improvement in point auto-correlation quality in the Stereo Point Measurement tool.
- Import options for Intergraph and INPHO photogrammetric projects.

LPS Automatic Terrain Extraction

- User entered values for RegionZ entries in area polygons are taken into consideration during terrain correlation processing.

LPS Terrain Editor

- Support for the new LTF (TIN) format.
- Quick loading, display, and update of large LTF files.
- New user option (new default) adding support for “pyramid” layer for LTF files allowing for faster display of terrain data.
- A new option allowing user to define the point threshold at which pyramiding is implemented in the viewer. NOTE: a new icon (a red pyramid) is displayed at the bottom of the application when pyramids are displayed.
- Support for a new “Smooth Contours” terrain display option.
- The ability to export contours as a 3D shapefile. Contours can then be displayed and edited in applications such as Stereo Analyst for IMAGINE or other 3rd party applications.
- The ability to import and export breakline data.
- The “Apply” editing operation is now a device-mappable button event.
- A major improvement in the quality of the “snap-to-ground” operation.
- New editing preference specifying the Undo/Redo limit.
- Support for the GeoTIFF 1.5 terrain format.

Leica MosaicPro

- Support for reference seam polygons.
- Support for LTF as a terrain source.
- Numerous stability improvements and bug fixes.