

Cave Map Roundtripping

- with Adobe Illustrator and Compass

Map Preparation in Illustrator

- Convert layers with pattern brushes to simple lines (e.g. ledges, ceiling ledges, flowstone, ...). Make each layer a unique line weight (this makes it easier to select and manipulate these objects later).
 - Walls - 1 pt
 - Walls - Lower Level - 0.95 pt
 - Ledges - 0.9 pt
 - Ceiling Ledges - 0.8 pt
 - Flowstone - 0.45 pt
 - Rocks - Outline - 0.5 pt
 - Rocks - Detail - 0.25 pt
 - Slopes - 0.4 pt
 - Pattern/swatch filled layers can remain unchanged (e.g. pools, floor detail)
 - Symbols can remain unchanged (e.g. formations, ceiling heights, elevations).
 - Ensure drawing objects are in proper layer (Title, Legend, Symbol (sym), Shape (shp), ...).
 - Delete non-standard layers (e.g. Sketches).
 - Save a copy as SVG file (SVG 1.1).
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Data Preparation in Compass

- In Project Manager, with latest data entered, under Process Options, Process and View Cave with close and compile options selected as "always". This closes loops and saves a .PLT file.
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Roundtripping in SVG Exporter

- Run process on a Windows computer with no other applications running. Several attempts may be needed to complete a successful roundtrip. The process can take 30 minutes.
 - Open closed and compiled .PLT file in SVG Exporter (File - Open PLT File)
 - Choose desired settings in Pos/Scale (e.g. 50 ft/inch, rotation, "stay centered"), and Paper (page dimensions).
 - Select "Load SVG Target" and choose Illustrator SVG file.
 - Click boxes to "Add Illustrator Tags", "Remove Inkscape Tags", "Remove Illustrator Binary Data"
 - Once SVG Exporter fixes layers, select "Merge/Morph/Save" and wait for processing.
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Post-Roundtripping Adjustments in Illustrator

- Open merged SVG file and save as .AI file with current date.
- Re-apply line pattern brushes to appropriate layers directly or with Graphic Styles.
- Clean up corrupted areas of map such as orphaned line segments and badly morphed areas.
- Continue drafting new sketches.