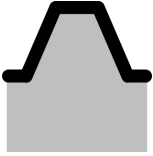






Structures



In this section (Generic data – Structures) you can define and name structures of different types that can be used in all tools.

The structures can be loaded from a file (*.csv) or drawn on the map.

In order to load a structure, click the  button. Make sure the coastline is in the WGS84 EPSG:4326 format.

When drawing on the map by clicking on the  button, use the LeftMouseButton (LMB) to click structure coordinates and double click the LMB when you're done. Now, the structures can be deleted by clicking  or flipped (in order to make sure the offshore direction, which is indicated by the grey dot, is correctly pointing in the offshore direction) by clicking .

Several structure types are currently supported:

- Breakwater - This coastal structure is used in the Coastline evolution tool to locally block sediment transport, in the Breakwater design tool to design the breakwater geometry and in the wave penetration tool to confine the harbor basin.
- Channel axis - This type of coastal infrastructure is used in the Sedimentation Access Channel tool.
- Channel basin - This type of coastal infrastructure is used in the Harbour Siltation tool.