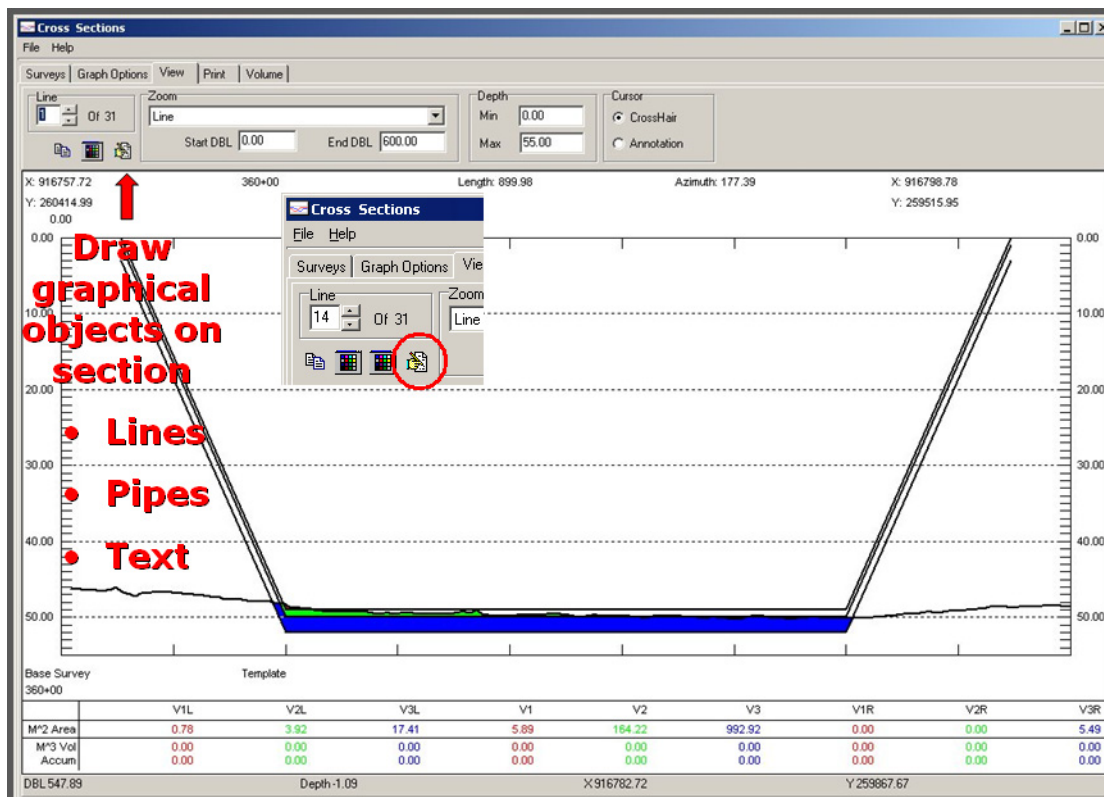# Object Editor in CROSS SECTIONS AND VOLUMES

by Monicque Lee

The Object Editor in the CROSS SECTIONS AND VOLUMES (CS&V) program is a great tool that allows you to describe and label details within your cross sections.
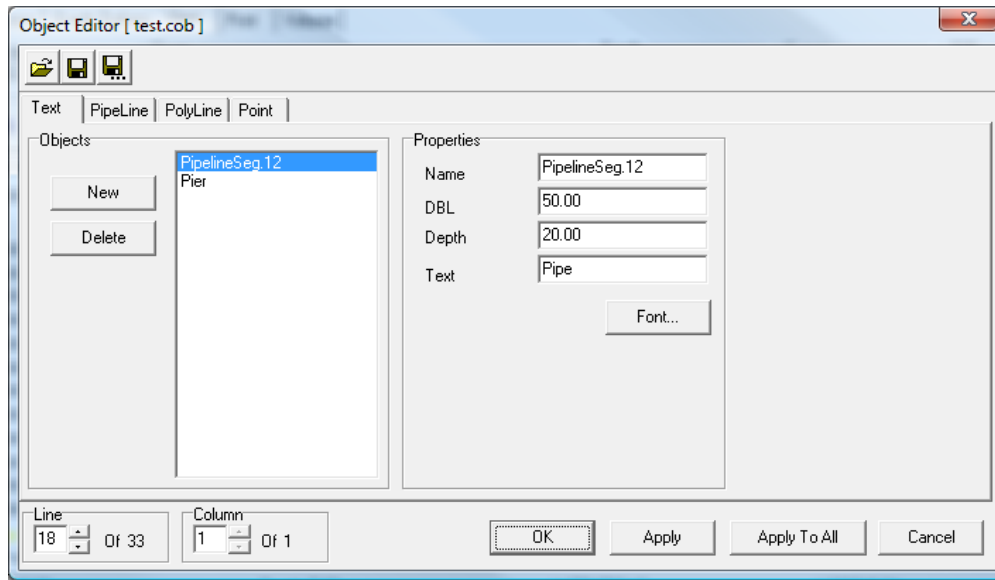
*FIGURE 1.*



The Object Editor is located on the View Tab inside the CROSS SECTIONS AND VOLUMES program and creates a corresponding *.COB file that you can load into the main CS&V Object column as desired. The Object Editor can be used to add text, pipelines, polylines, or specific points of interest. These can then be displayed accordingly on your Cross Section View for reference.

1. **Open the Object Editor** by clicking on the icon on the View tab.

FIGURE 2.  *Object Editor in CROSS SECTIONS AND VOLUMES*



2.  **Select the tab corresponding to the type of object** that you want to create.
3.  **Define the position and appearance of your object**.
4.  **Save your object file** by clicking the Save icon on the tool bar. The files are saved into your project folder.

You can create as many objects as you need per project.

**To display your object in your profiles**, enter one or more *.COB files in the Object column of the spreadsheet on the Surveys tab.

FIGURE 3.  *Entering Objects in your Cross Section Profile*



| Lines | OVDepth | Objects | Objects | Template | Base Survey | |
|---|---|---|---|---|---|---|
| 1 | 2 | test.cob | | | 10P00.EDT | |
| 2 | 2 | | | | 10P00A.EDT | |
| 3 | 2 | | | | 10P00B.EDT | |
| 4 | 2 | | | | 10P00C.EDT | |
| 5 | 2 | | | | 10P00D.EDT | |
| 6 | 2 | | | | 10P00E.EDT | |
| 7 | 2 | | | | 10P00F.EDT | |
| 8 | 2 | | | | 10P00G.EDT | |
| 9 | 2 | | | | 06P50.EDT | |
| 10 | 2 | | | | 07P00.EDT | |
| 11 | 2 | | | | 07P50.EDT | |
| 12 | 2 | | | | 08P00.EDT | |