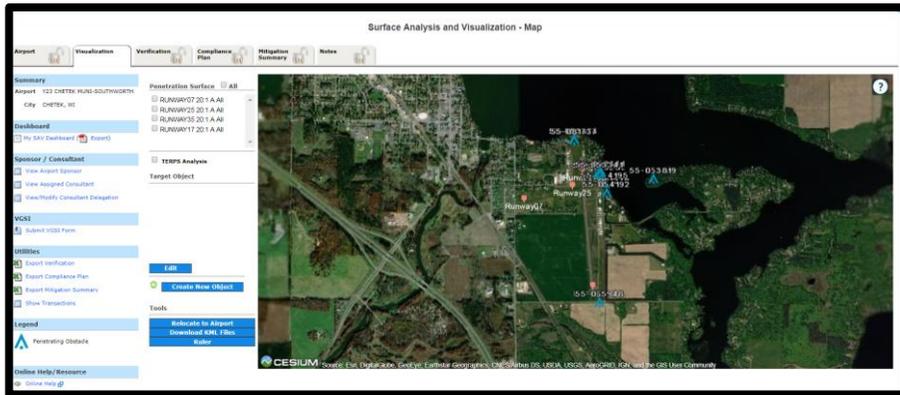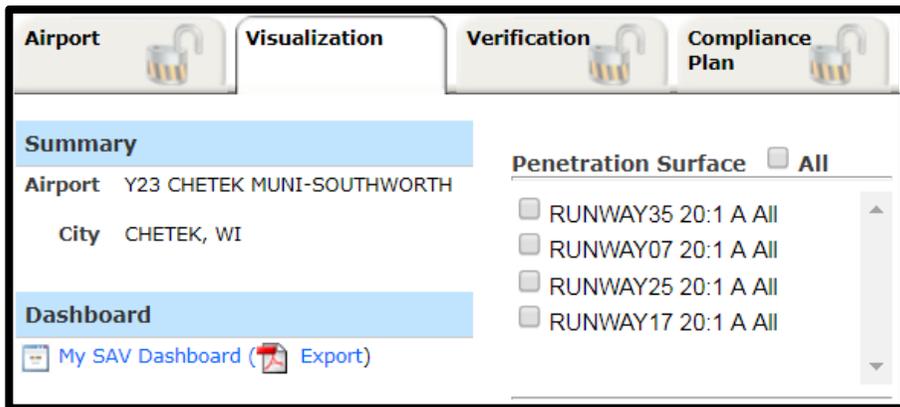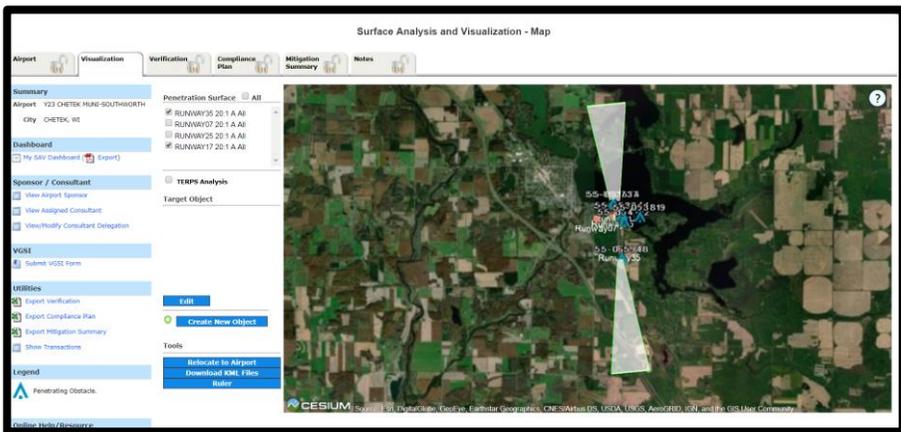# Viewing Surface Penetrations

1. After runways are submitted for surface analysis and processing is completed, click on the Visualization tab.

2. To view the penetration surface on the map, click All or select any specific runway ends.
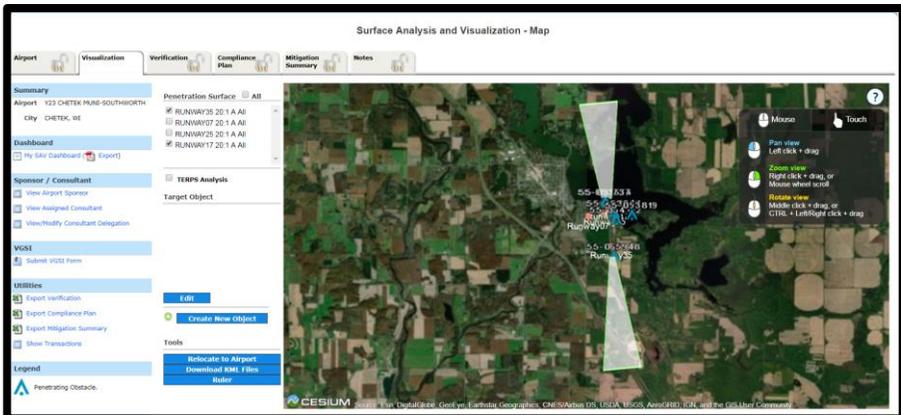

System draws the surfaces you selected on the map.

Navigating the map

Click on '?' symbol on the top right corner to view the options available to navigate the map.

You can drag, tilt, zoom in, zoom out, and rotate the map by pressing and manipulating the mouse wheel and mouse buttons.

Map Tools

Following map tools are available in Visualization tab.

Tools

Relocate to Airport

Download KML Files

Ruler

- **Relocate to Airport**

    Click on Relocate to Airport to reset the display back to the original aerial view of the airport.

- **Download KML Files**

    Click on Download KML Files to download the surface data to your computer downloads directory as compressed file with airport code ex: Y23.zip.
    Each surface is contained in a separate KML file identified by runway end.

- **Ruler**

    Click on Ruler. Select start and end point to measure the distance.
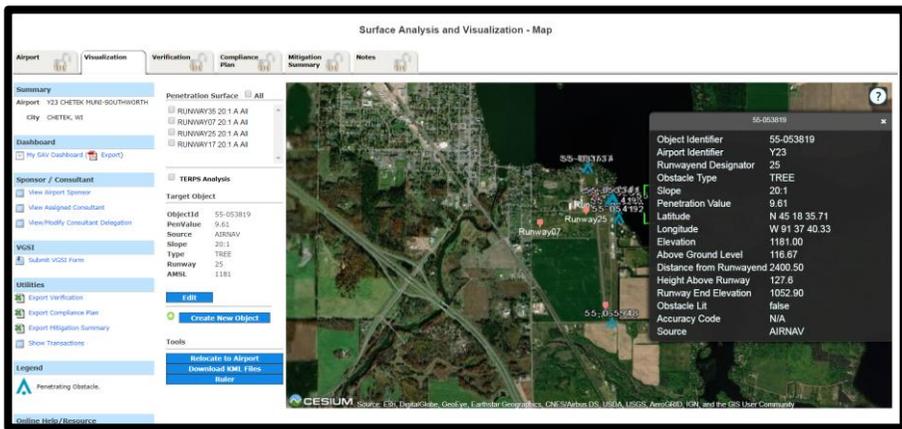   Click Rest to clear them on the map.
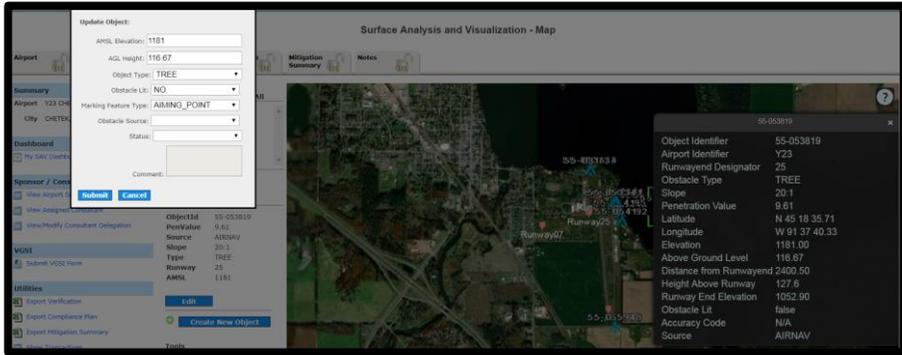
Select and Edit Penetrating Objects

You can edit data for each penetrating object. Although the system refreshes the maps and data tables to reflect your change, your change is limited to what you see on the screen and is not submitted to FAA. The system saves your edits and lists them by their object identifier in tables on the Verification, Compliance Plan, and Mitigation Summary tabs.

1. To view data for any object indicated on the map, click the object on the map and object information is displayed in the table.

To close the information table, click anywhere on the map.

2. To edit the object details, click Edit after details are displayed in Target Object.

3. Edit the data in Update Object and click Submit.

    System updates the data for this object and redraws the map.

Update Object:

AMSL Elevation: 1181

AGL Height: 116.67

Object Type: TREE ▼

Obstacle Lit: NO ▼

Marking Feature Type: AIMING_POINT ▼

Obstacle Source: ▼

Status: ▼

Comment:

Submit   **Cancel**
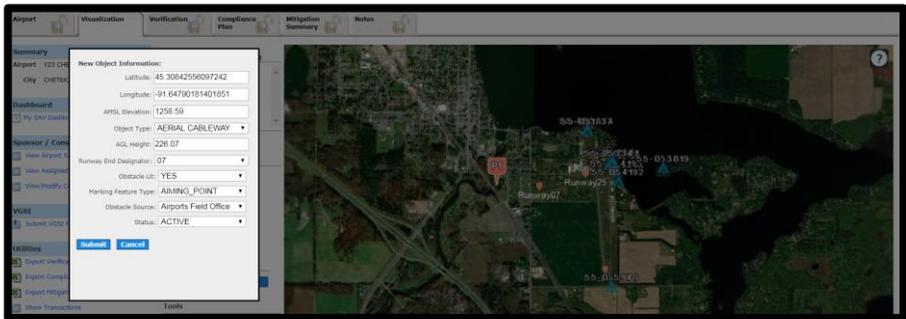
Create New Object

When you create a new penetrating object, the system applies a unique number – the object identifier – to the object and updates the displayed maps and data tables to reflect your change. It also adds this object to tables in the Verification, Compliance Plan, and Mitigation Summary tabs. Your change is limited to what you see on the screen and is not submitted to the FAA.

1. Click Create New Object. The button toggles to Creating Object.
2. Double click the location on the map. The system places a pin on the map and New Object Information popup is displayed.

3. Update the object information and click Submit. If the object is penetrating it is displayed on the map and also other tabs like verification, compliance plan and Mitigation summary.