



Artificial Horizon Manager

Regions

+ - [] [Save]

- Region 1
- Region 2

Points

+ - [x] [Check] [Add]

Az	Alt
01° 23' 29"	26° 47' 32"
06° 31' 33"	26° 30' 47"
11° 56' 03"	26° 30' 11"
14° 54' 33"	25° 45' 07"
26° 58' 56"	27° 40' 50"
50° 02' 41"	26° 38' 05"

Artificial horizon is used to define **Regions** on the SkyMap that are *blocked* from view from your vantage point (e.g. by tall trees or buildings). Regions can be areas above or below line segments that you enter.

- To draw a **Region**, enter a list of **Points** (*minimum 2*) that outlines the top of a blocked area (the **blockage is below** the lines).
- Setting *ceiling/window mode* for a list of points instead sets the **blockage above** the lines.
- Add the points manually, or preferably by selecting them from the Sky Map after clicking *Select Points* button.
- Enable a region by *checking its box*.
- Selecting a region displays its points on the SkyMap.
- When done click *Apply*.
- Defining regions is easier when used in conjunction with the Terrain background feature.

[Apply] [Close]