

# MicroSurvey FieldGenius

## How To Cheat Sheet: Getting Started

### 1 Point Localization

Learn how to perform a 1-point localization to transform and adjust your coordinates using a rover receiver.

Based on: *MicroSurvey FieldGenius How To: 1 Point Localizations*

**For Access to All of Our Cheat Sheets**



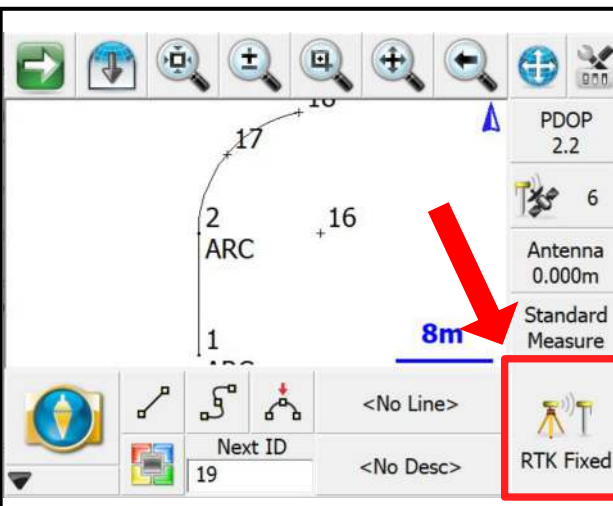


# Rover Localization

## Before Starting

Before you begin, you will need a rover receiver with a **Fixed** solution. It does not matter if you are receiving corrections from a network, or a UHF base. You will also need a known point with coordinates associated to it.

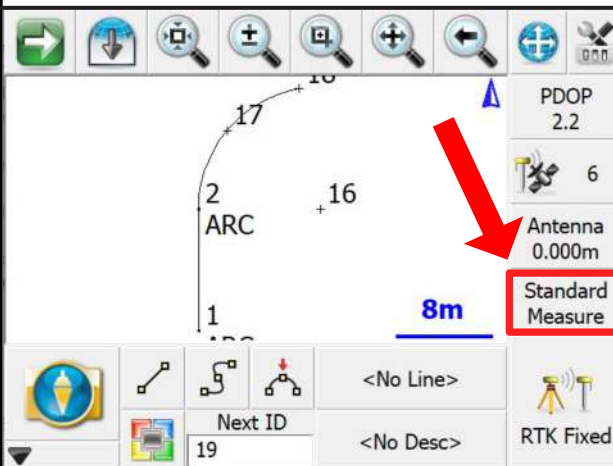
*To learn how to properly set a base and rover or network rover, please refer to the respective cheat sheets.*



## 1. Measure Mode

By default, FieldGenius will have the standard measure mode selected. In order to perform the localization this measure mode will need to be changed.

**Select Standard Measure**

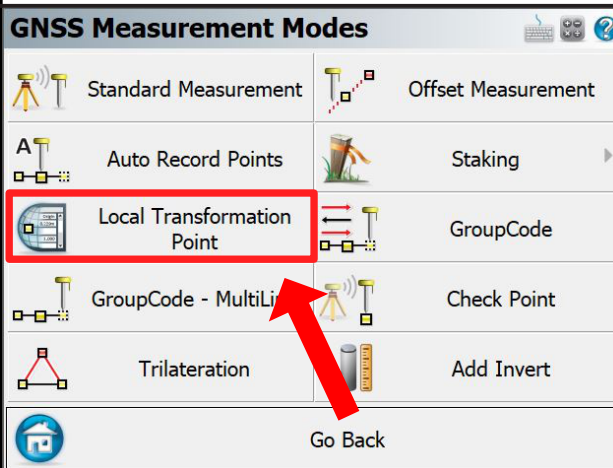


## 2. GNSS Measurement Modes

From the **Measurement Modes** menu, you can select a variety of different options. To perform a **Localization**, select **Local Transformation Point**.

*To learn what other **Measurement Modes** can do for you, please refer to the other cheat sheets and videos.*

**Select Local Transformation Point**



# Rover Localization

## 1. Storage the Point

Now you will learn to storage the point in the map.

Storage the point in the map is done by using the `Storage` class. The `Storage` class is used to store the point in the map.

The `Storage` class is used to store the point in the map. The `Storage` class is used to store the point in the map.



## 2. Record Your Position

Now you will learn to record your position in the map.

The `Record` class is used to record your position in the map. The `Record` class is used to record your position in the map. The `Record` class is used to record your position in the map.

**Record Your Position**



## 3. Continue On

Now you will learn to continue on the map. The `Continue` class is used to continue on the map. The `Continue` class is used to continue on the map.

**Continue On**



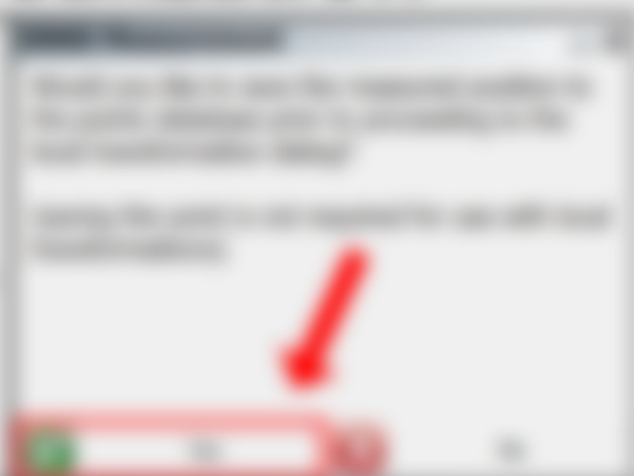
# Rover Localization

## 1. Setting the Position

When you start the rover, you will see the position of the rover in the top left corner of the screen. This is the initial position of the rover.

Please do not click on the position of the rover in the top left corner of the screen.

**Set Position**



## 2. Set the Point

When the rover is in the top left corner of the screen, you can click on the 'Set Position' button to set the position of the rover.

**Set Position**



## 3. Control the Rover

When you click on the 'Set Position' button, the position of the rover will be updated. You can then click on the 'Control the Rover' button to control the movement of the rover. The rover will move in the direction of the arrow in the top left corner of the screen.

Please do not click on the position of the rover in the top left corner of the screen.



# Rover Localization

## 8. Local Control

Now you will need to select your control point from the **Place Database** or manually enter the coordinates.

Press the **Local Control** button on the map. The map window will display the **Local Control** window.

**Choose Selecting Control**



## 9. Choose the Control Point

Now you will need to choose your control point. You can either select the point from the **Place Database** or manually enter the coordinates by clicking on the **Place Database**.

The map window will display the **Local Control** window. Press the **Local Control** button on the map.

**Choose Select**



## 10. Global Control

Now you will need to choose your control point. You can either select the point from the **Place Database** or manually enter the coordinates by clicking on the **Place Database**.

**Global Control**



