RECAP TOUR

Quick start guide

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Inspect, edit and measure point clouds; create sections and CAD drawings; prepare terrain, 3D models and deliverables according to your edition. Use the Manual for command reference, How-To for task sequences and the User Guide for both together.

Instructions describe the available product functions. A valid license, the correct edition and suitable input data are required. A grey control may need a loaded cloud, a full-resolution section, a selection or an idle application.

Start with known units and coordinates. Keep the original data and review previews before applying or exporting results. The following workflows are a concise starting point; the User guide contains the complete parameters.

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Use Search before Info to find the full command topic. PRO tools require Professional. A.I. remains temporarily hidden.

01 Opening clouds and managing projects

FILES > PROJECT | STANDARD + PRO

Open a supported point cloud or restore a .rctour project. A project retains workspace state, sections and drawings; keep its original cloud and linked image files accessible. Saving a project is distinct from exporting an edited cloud.

1. Choose OPEN CLOUD and select one or more supported files. Later OPEN CLOUD calls add layers to the existing workspace; use NEW to start a different project.

2. Check point counts, extents, units and orientation; use FIT if needed.

3. Choose SAVE AS and save a .rctour project in the survey folder.

4. Use SAVE while working. Keep original clouds and linked images with your archive.

5. To resume use OPEN PROJECT. Use NEW for a blank workspace, or CLEAR CLOUD to remove only the cloud.

Check before continuing

Projects retain each layer, visibility, selection, display settings and clipping. Original unedited LAS files remain linked; keep them accessible. Temporary decoded sources and edited/generated layers are embedded. Missing linked files can be located when reopening. Older single-cloud projects remain readable.

Full reference: Opening clouds and managing projects / User guide

02 Point display: view density and appearance

3D model > Point display / 3D > View > Point display | STANDARD + PRO

View-only density and point appearance settings, saved per user and available before opening a cloud. The header icon and 3D View toolbar open the same panel. New-user defaults: 100% and a 300 million point frame cap. Existing saved values are preserved. This cap does not load additional source points or bypass renderer limits. Point display is the first panel in 3D model and replaces Cloud properties. View, X-ray and EDL retains Projection, X-Ray and EDL. Scalar color range retains the scalar palette limits. Source data retains metadata, source loading and All source points.

1. Set 0-100% and a maximum frame count. Both limits apply together. Percentage 0 hides points; maximum 0 removes only the count cap. Counts accept K/M suffixes. Press Enter or leave a numeric field to apply.

2. The frame budget is redistributed among visible spatial chunks. Zooming in increases the local displayed fraction, up to the renderer source available in that region. Quality/motion settings may further reduce the frame count.

3. Choose RGB, elevation, intensity or single color; select palette, pixel size, opacity and Circle/Square/Diamond/Sphere/Cube. Sphere and Cube retain their built-in 3D shading with Lighting off. Optional lighting replaces the fixed shading while enabled; switching it off restores the original appearance. Point outline offers Fixed color or Point color: its slider runs from lighter on the left, through original color at the centre, to darker on the right. Width is in pixels; opacity 0 is fully transparent.

4. Compare Loaded, renderer source and shown counts. Source loading and renderer-source settings remain separate; lowering a display limit never deletes or reduces export/processing data.

5. Expand Lighting and enable Shade Sphere / Cube if desired. Lighting is off by default. Select Follow camera or Fixed in project, then adjust azimuth (0-360°), elevation (−90-90°), intensity (0-200%), ambient (0-100%) and light color. Sliders update immediately; numeric/color fields apply on Enter or focus loss.

Check before continuing

The default adaptive renderer source is limited to 8 million loaded points. This is not out-of-core streaming of all LAS/LAZ points at arbitrary zoom. Increase source/renderer density when more detail is required.

Full reference: Point display: view density and appearance / User guide

03 Selecting and deleting points

2D / 3D > Select / Edit | STANDARD + PRO

Select and remove points in the active view. Use DELETE INSIDE to remove a region or DELETE OUTSIDE to keep it. Bounding and clipping extents are recalculated after cloud changes.

1. Set TARGET to 3D cloud or the intended 2D section.

2. Draw a LASSO or POLYGON around the unwanted region; inspect the highlighted selection from a suitable view.

3. Use DELETE INSIDE to remove it, or DELETE OUTSIDE to keep only the region. UNDO reverses the last supported edit; save before major cleanup.

Check before continuing

The point picker searches near the cursor first and expands only when needed. Visible points on dense sloping surfaces remain selectable. Edge and Corner still require local geometric support; check the highlighted candidate before accepting.

Full reference: Selecting and deleting points / User guide

04 Survey points and 3D picking

3D > Points > Pick 3D Point | STANDARD + PRO

POINTS stores named Easting, Northing and Elevation positions. Sphere, Checkerboard and Cross are display symbols centred on those coordinates, not measured physical solids.

1. Open TOPOGRAPHY > PICK POINTS or use the POINTS toolbar.

2. Choose a name prefix and Cloud, Edge or Corner picking. Set the target appearance.

3. Enable Pick 3D Point, inspect the candidate and click. Repeat, then press Esc.

4. Alternatively choose Import, map columns and verify the preview before importing.

5. Review Points DB and compare an independent control coordinate before exporting.

Check before continuing

Choose Cloud for the nearest visible measured point to the cursor. Choose Edge or Corner explicitly to fit supported surface intersections. A held edge follows the current cursor ray along the fitted line. New clouds need an initial preparation; changing the view reuses that preparation. The visibility check uses the point cloud, not a reconstructed opaque mesh: inspect the marker on sparse or ambiguous surfaces.

Full reference: Survey points and 3D picking / User guide

05 Points database, averaging and coordinate exports

3D > Points / 2D > Tools > Points Database | STANDARD + PRO

Points DB contains survey points picked in 2D/3D or imported. Exported coordinates describe the survey positions, independently of the target symbols.

1. Use IMPORT POINTS... to open the TXT/CSV/XYZ importer. Map names and Easting/Northing/Elevation, review the preview and import.

2. Select rows with Ctrl/Shift. Edit the name or appearance fields and apply them to the selected records. Show/hide changes visibility without deleting points.

3. For averaging, select at least two points and choose Average Selected (XY), (XYZ) or (Z). Each operation creates one new point; it does not move the participants.

4. In XY mode choose the reference point whose elevation will be retained. In Z mode choose the reference point whose Easting/Northing will be retained. XYZ averages all three coordinates.

5. Review the proposed name, resulting coordinates and the differences from every participating point. Changing the reference updates the preview. Confirm creation, then choose whether to keep or delete the participants; keeping them is the default. Cancel changes nothing.

Check before continuing

Imported coordinates must already use the cloud reference frame. Changing the elevation datum updates displayed/exported H while preserving survey X/Y.

Full reference: Points database, averaging and coordinate exports / User guide

06 Extracting a full-resolution section

3D > Section; SECTION > SECTION / SLICE | STANDARD + PRO

Position a plane and define the thickness of the retained band. Live section preview supports navigation; EXTRACT FULL-RES SECTION creates the editable 2D working section. Batch export repeats extraction over a position range.

1. Select TOP, FRONT or SIDE, or define the desired section angles.

2. Drag the plane grip, position slider, thickness grip or thickness slider. Hold the up/down arrow for repeated movement using STEP.

3. For final drafting use EXTRACT FULL-RES SECTION. A live preview is a bounded sample of available loaded points.

4. BATCH SECTIONS DXF uses a different truecolor per section layer. Lines and optional points are ByLayer, so editing the layer color in CAD recolors them. Enable Add batch sections to SECTION LIST to retain the extracted points and detected drawing in the project after successful export; leave it off for DXF only.

Check before continuing

Section DXF coordinates: horizontal plans retain survey X/Y and the current datum H. Facades, vertical and inclined sections export flat in CAD XY with Z=0. X follows the section horizontal direction. In a vertical facade Y is datum height; in an inclined section Y is true in-plane distance plus the section origin datum height, not vertical height. They open face-on as a section drawing. Camera pan/zoom/Sync rotation does not redefine these coordinates. Explicit 3D DXF remains spatial. Re-export older files to use this convention.

Full reference: Extracting a full-resolution section / User guide

07 Manual 2D drawing and modification

2D > Draw / Edit / Modify / Snap / Tools | STANDARD + PRO

Create and edit precise 2D geometry on an extracted section. Manual endpoints and active snaps define the drawing; fitting is a separate operation.

1. Draw contains Line, Parallel Line, Polyline, Spline, Circle, Arc; Rectangle, Polygon; Text; Add Missing / Teach, with separators between these groups. Point-based detection and Best Fit tools are in the adjacent Fit tab.

2. Start from an extracted section or a correctly registered reference image/DXF.

3. Choose a shape in 2D > Draw. Polygon and Text (Annotation) are included; enter annotation text in the command bar.

4. Enable the required SNAP modes and ORTHO LOCK. Finish or cancel according to the command prompt, then review the entities before DXF export.

Check before continuing

Use a fully extracted SECTION to edit CAD. Choose COPY, MULTIPLE, MOVE, ROTATE or OFFSET in 2D MODIFY. Select Lasso, Polygon, Click, All or Existing selection in the command bar. For Click/Polygon, Enter completes the selection; releasing the mouse completes a lasso.

Full reference: Manual 2D drawing and modification / User guide

08 Visual digitizing and recognition on a drawing plane

3D View > Visual / Visual Edit (DRAW > VISUAL DIGITIZING) | PRO

Use the Visual tab beside 3D Draw to trace density, RGB or raw-intensity features in Top view. Selecting a Visual drawing tool automatically switches to Top view and enables X-RAY, prepares the current view when needed, then starts drawing. Every new Visual vertex has actual elevation Z = 0. Properties is a fixed-size settings form; the drawing workspace and recognition review remain in the left sidebar.

1. Open Visual > Properties to choose Density, RGB contrast, Raw intensity contrast or X-ray appearance · colour / brightness, analysis resolution, Sensitivity and minimum recognized line length. The compact fixed-size form uses Save and Cancel. The drawing plane remains Top at Z = 0. X-ray appearance approximates displayed colour and brightness; it is not an exact framebuffer capture or measured scanner intensity. Save retains settings without starting preparation.

2. Choose Line, Polyline, Spline, Arc, Circle, Rectangle or Polygon. The tool switches to Top view, enables X-RAY and prepares the whole current 3D view if the existing features are missing or stale, then starts drawing. A valid prepared view is reused; no region-selection step is needed. Canceling preparation does not start drawing. Prepare, the first toolbar icon, explicitly switches to Top/X-RAY and refreshes the whole view.

3. Pick the required points in Top view. Circles and arcs use three points. Rectangle uses an edge start, edge end and a third point for its width. Polygon and Polyline finish with Enter; Endpoint can close them at their first vertex. All new manual and accepted recognized geometry is created at Z = 0.

4. Set image Snap to Edges + corners, Corners only or No image snapping. Endpoint independently snaps to drawing vertices, including the first pending point. Alt temporarily bypasses both image and endpoint snaps.

Check before continuing

Visual Spline uses interpolated fit points and the same drawing workflow as 3D Spline, always in Top/X-ray at Z=0. Recognition combines smoothly continuing supported fragments into polylines and consolidates overlapping paths. Separate edges, unsupported gaps and ambiguous crossings remain separate. Review the proposed paths before accepting.

Full reference: Visual digitizing and recognition on a drawing plane / User guide

09 Export all project vectors to DXF

FILES > DXF EXPORT | STANDARD + PRO

Create one layered 2D or 3D DXF containing vector geometry across the current project, including hidden objects and inactive saved sections. Original cloud and drawing data stay unchanged.

1. Open FILES > DXF EXPORT and press Export all to DXF.

2. Choose 3D or one of the three 2D projections. Review the coordinate explanation.

3. Keep all available categories checked, or exclude categories you do not need. Numbers indicate source groups, not individual DXF entities.

4. Choose Export and a DXF filename. Esc cancels background writing. The status bar reports entity and layer counts.

Check before continuing

Layers identify category and source, for example Drawings_Auto_tracing, Sections_Front_Window and Terrain_Contours. Duplicate names receive suffixes. Auto-trace projections are not exported twice: each saved trace is collected by its shared entity ID.

Full reference: Export all project vectors to DXF / User guide

10 Print layout and PDF sheets

EXPORT > PRINT LAYOUT | PRO

An independent sheet-composition window imports snapshots of the current section drawing, measurements, annotations, projected 3D/Visual drawing and visible raster layers. Sheet edits never modify CAD geometry.

1. Click EXPORT > Print layout to open the sheet editor directly. Clicking again activates the existing layout window and keeps its contents.

2. Open Print layout. Choose A4-A0, portrait/landscape or custom paper dimensions and margins in millimetres.

3. Select a section viewport. Set its paper position/size, view centre, scale denominator, rotation, text size and optional coordinate grid. Fit view computes a scale; entering a scale preserves its exact value.

4. Toggle geometry, measurements, annotations, section points and rasters separately. Refresh section replaces the selected viewport with the current active section snapshot. Add additional section viewports after changing the active section in the main application.

5. Add notes, legend or title block. Double-click text for the visual editor: fonts, sizes in points, bold/italic/underline, colours, headings, alignment and tables. Table cells support fill colour and border width/colour. Apply stores the formatted result on the sheet.

Check before continuing

A .rtlayout is one sheet and may contain several section viewports. Save separate layouts for additional sheets.

Full reference: Print layout and PDF sheets / User guide

11 Image / PDF conversion and section comparison

DRAW > DIGITIZE > Raster to vector / PDF to DXF / Compare section | STANDARD + PRO (existing image-panel restrictions apply)

DIGITIZE provides local raster centre-line tracing, native PDF path extraction and a fixed-reference comparison with a snapshot of the current surveyed section. These are geometric tools, not an online AI service.

1. Open DIGITIZE. Choose Raster to vector or PDF to DXF, then open an image or one PDF page. TIFF uses the first image frame. Select the intended image in the source list.

2. Use Calibrate distance: pick two points and enter their real distance in metres. For target coordinates, rotation or common-point fitting, open Georeference / rotate and use the existing image registration controls. Register before converting; later image transformations do not move already accepted CAD.

3. For a scanned page, choose Trace raster. Set the brightness threshold, light/dark lines, maximum analysis side (2048 / 4096 / 8192), simplification and minimum fragment length in analysis pixels. The dialog reports the effective resolution; decoded images are limited to 8192 pixels on their longest side.

Check before continuing

Scanned drawings and PDFs may have lost original CAD precision. Registration error, scan uncertainty and pixel resolution must inform tolerance choices. Polynomial / affine image warps can alter dimensions; prefer uniform similarity for dimensional verification.

Full reference: Image / PDF conversion and section comparison / User guide

12 Automatic tunnel axis and alignment editor

TUNNEL > ALIGNMENT > Axis from scan / Alignment editor | PRO

Build a reviewed as-surveyed axis from transverse scan strips, or define an analytical plan and height alignment. The scan remains fixed.

1. Use editable processing layers, current clipping and optionally an open 3D guide through bends. Without a guide, the principal direction initializes the axis. Automatic axis sampling uses at most 200,000 loaded points and 3-2,000 supported strips.

2. Choose the horizontal centre and either Floor or Height centre. Floor means tunnel pavement, not scanner height. Positive delta S shifts right looking forward; positive delta H shifts upward. Both sides and crown need support; Floor also needs broad central bottom support. Missing internal strips stop the proposal.

3. Fit all supported centres globally. Review the observed centres, plan/profile plots and plan/height RMS, P95 and maximum residuals. Tangents, circles and clothoids share continuous curvature in plan; the height fit uses tangents and parabolic transitions. P95 above tolerance requires explicit acceptance.

4. Open Alignment editor to edit horizontal PI coordinates, radii and entry/exit spiral lengths, or the actual curvature elements of a fitted axis. The vertical editor supports tangents, circular arcs and parabolas. Manual changes clear previous fit statistics.

5. Accept the reviewed axis and create the theoretical profile. Analytical position and tangent define the perpendicular section planes; the display polyline does not set their orientation. Save setup preserves alignment geometry and observations in version 3; older setup versions remain readable.

Check before continuing

Import LandXML supports the implemented LandXML 1.1 / 1.2 alignment geometry and vertical profiles with validated units/direction. Unsupported station equations, spiral types and incomplete geometry are rejected explicitly. Validation with a real file from your design software remains necessary; not every exporter dialect is supported. Accepted geometry is visible in the main 3D view.

Full reference: Automatic tunnel axis and alignment editor / User guide

13 Tunnel profiles and deviation checks

TUNNEL > Alignment / Typical section / Compare / Results | PRO

Compare surveyed tunnel sections with theoretical profiles on a fixed accepted axis. Import an axis, design one in the alignment editor, or review a fitted proposal from the scan. Section analysis never moves the cloud or the accepted axis.

1. In Alignment choose Choose axis, then select an existing open 3D line/polyline, import XYZ/CSV/TXT/DXF, or draw one. Use Import LandXML for supported analytical alignment data. Coordinates must match the source survey frame in metres, before the output datum offset. Vertex order defines forward direction.

2. In Typical section, import DXF to see the complete cross-section as reference geometry. Choose the comparison layer or an individual outline from the lists or by clicking it. Pick the DXF point to place on the alignment (endpoint / intersection snapping), or enter its X/Y coordinates. Confirm metres per DXF unit. Apply the profile to the whole alignment or from a specified chainage until the next template. Only the chosen outline participates in comparison; the other layers remain reference geometry.

3. Create profile / Profile editor provides closed circle, rectangle and circular-crown profiles. Closed profiles must be radially visible from an interior comparison pole, which is found without moving the accepted axis. DXF outlines may remain open: no floor is invented. Open outlines use the selected alignment reference for rays; absent or multiple design intersections are excluded, and area/volume quantities are unavailable. Templates support U/V offsets, roll and Hold; Linear radial requires closed profiles. Set station range, step and slab thickness; exact template breakpoints are included, with a minimum step of 0.01 m and at most 5,000 stations per run.

4. Choose Radial or Shortest contour distance and set separate overbreak/underbreak limits for crown, walls and invert. Radial association still identifies the measured surface. Shortest contour distance is a signed distance to the 2D theoretical contour, not a full 3D mesh-normal distance.

5. In Results select a station for its section and position in 3D. Inspect shows sector support. Underbreak is graded blue; overbreak is graded red. Within tolerance is green; ambiguous is violet and unknown gray. Design geometry has its own outline.

Check before continuing

Use the Profile editor for graphical/numeric line and arc editing and validation of closed sections. Supported LandXML cross-section surfaces and local XY import require closed profiles. Use the DXF preview to select layers, reference points and open or closed outlines. Accepted outlines follow the alignment in 3D. Display outline spacing and heatmap density are separate from analysis: smaller display cells do not create measurements. Set blue/red ranges and color bands for underbreak/overbreak.

Full reference: Tunnel profiles and deviation checks / User guide

14 Corridor checks: axis, crossfall and curbs

CHECKS > CORRIDOR CHECKS | PRO

Check left/right crossfall and possible curb steps in perpendicular cloud slabs along a fixed open 3D axis. The axis and cloud are never moved by the comparison. This is a sampled road check, not a complete design-corridor or earthworks comparison.

1. Choose axis opens a list of suitable 3D Draw lines/polylines and the current Tunnel axis, if available. Select a row and Use axis. One suitable preselected drawing is used directly. Import axis accepts TXT/CSV/XYZ or one open DXF polyline; Draw axis starts a 3D polyline, then return to Choose axis. Closed outlines are not axes. Selecting a list row highlights that axis in 3D with start/end markers. Highlight axis in 3D controls the accepted-axis overlay.

2. The axis is copied without moving it. Start/end initially become 0 and its total horizontal length. Vertex order defines increasing chainage, left and right. A Tunnel choice uses its sampled polyline. Confirm coordinate frame, direction and full extent. Full axis range restores the complete range. Display rounding to three decimals is accepted at the endpoints; genuine out-of-range values are rejected before region selection.

3. Set station spacing, slab thickness and half width. Defaults are 5 m, 0.3 m and 5 m respectively. Set the intended left/right outward slopes and their permitted difference. A negative outward slope falls away from the axis; default design is -2% on each side, tolerance 0.5 percentage points.

4. Optionally set expected curb offsets and their position tolerance (default 0.10 m). Run Check corridor. Each station produces left/right crossfall and curb rows, with support and reasons for unavailable results. Choose the input region in the command bar. Unavailable results explain missing lateral bins, coverage or excessive fitting residual, with the relevant threshold.

5. Open CHECKS > Engineering results. Filter rows, inspect the numeric details and markers, then export CSV, PDF or layered 2D/3D DXF. Save .rqa to retain the report snapshot.

Check before continuing

Crossfall is fitted across the selected half-width, without separate lane, pavement or verge zones. Choose the region carefully: curbs and sidewalks can affect the fit. These are geometric checks, not automatic road-design certification.

Full reference: Corridor checks: axis, crossfall and curbs / User guide

15 Repeat surveys: compare two clouds

CHECKS > REPEAT SURVEYS | PRO

Compare two dated surveys of the same area in one established reference frame. The comparison measures signed local surface-normal displacement; neither cloud is registered or moved automatically.

1. Choose Baseline cloud and Repeat cloud from the loaded layers, or use their Load cloud buttons. Set the acquisition dates. The same layer cannot be used for both surveys.

2. Set registration uncertainty and the required change limit. These are survey assumptions, not values estimated by aligning the clouds.

3. Choose Compare surveys and then All, Lasso or Polygon in the command bar. The same captured spatial region is applied to both clouds, intersected with active clip box/polygon and their applicable layer clipping. All respects clipping.

4. The comparison runs after region selection. Review eligible and analyzed point counts. The cap is applied after region selection, so use a smaller region or load full source density when more detail is needed.

5. Review the report in Engineering results. Inspect signed changes and support, then save .rqa or export CSV, PDF or DXF. Neither cloud is changed.

Check before continuing

Use a common stable reference frame before comparing; a registration error can look like movement. Missing coverage is not zero movement. Re-run after changing layers, geometry, coordinates or clipping.

Full reference: Repeat surveys: compare two clouds / User guide

16 Custom keyboard shortcuts

SETTINGS > SHORTCUTS | STANDARD + PRO

Browse commands by category or search and assign a key with any practical Ctrl, Shift and Alt combination.

1. Select a command, click the recording field and press the keys together: Ctrl+Q, Ctrl+Shift+O, Alt+4, Ctrl+Alt+S or D. Assign saves immediately.

2. If the keys belong to another command, Replace assignment moves them explicitly. Clear removes an assignment. Reset command restores its factory key; Reset all defaults removes custom assignments.

3. Settings are stored for the Windows user in %LOCALAPPDATA%/RECAP Tour/shortcuts.json outside installation folders, so updates retain them. Back up this file to transfer preferences.

Check before continuing

The catalogue includes main workspace panels, viewport tools and authored sidebar actions, including controls in inactive tabs. Equivalent buttons share one command without duplicate rows; context-specific operations remain separate. Search by command name or category. A saved shortcut still obeys the command’s edition, selection and data requirements. Temporary Accept/Cancel choices remain in COMMAND.

Full reference: Custom keyboard shortcuts / User guide

17 Graphics compatibility and diagnostics

SETTINGS > 3D engine > Graphics compatibility | STANDARD + PRO

Automatic checks render synthetic test points for each active 2D/3D graphics context. Supported OpenGL compatibility contexts explicitly enable point sprites. The same renderer protection applies to the separate Viewer. Processing, original coordinates, source density and exports are unchanged.

1. Choose Automatic for normal use. It uses standard rendering when the round-point test passes; otherwise it uses basic points if that test succeeds.

2. Choose Compatibility to force basic square points. Sphere/Cube shading, point outlines, EDL and FXAA are bypassed while this mode is active. Choose Standard to force the normal renderer. The choice is saved per user.

3. Test graphics repeats the checks in active views. Save graphics report writes GPU/context information and synthetic pixel results to JSON without cloud data. A passing test verifies offscreen rendering, not what appears on the monitor.

4. Official drivers opens the manufacturer support page for the GPU reported by OpenGL. When the active GPU is unknown, choose the manufacturer. Review the correct card and operating system before installing. No driver is downloaded or installed automatically.

5. In the separate Viewer, use the Graphics mode list, Graphics report and Graphics drivers. Merger and Resampler processing do not depend on this point renderer.

Check before continuing

OpenGL 3.3 is still required. Compatibility is a simpler GPU point renderer, not a software-rendering fallback for unsupported cards.

Full reference: Graphics compatibility and diagnostics / User guide