





Loading a Boundary Map

The following steps will help you load a Boundary map that was previously created in the proper file format. (see Building maps for X30 power-point in the Service and Parts section of the Bourgault web site in the Monitor Training folder)

• A Boundary Map must be a shape file. As long as it is in the correct file format it can be preloaded into the X30 for use when the Field is loaded during seeding.





All of the maps require the folders in the following format

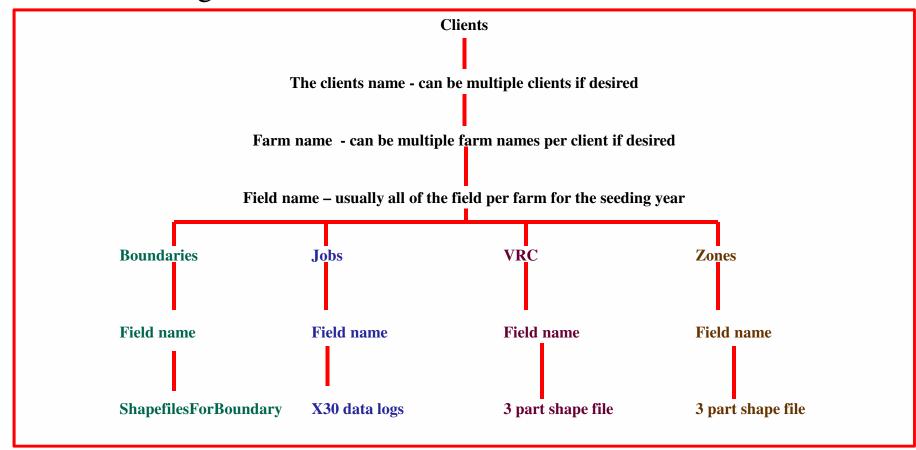
Create folders in the following format paying close attention to the lower case and capital letters.

- Clients this is the primary folder that contains all of the other folders
 - Client names You can create as many different clients as wish.
 - Farm names Within each Client name you can have as many farm names as you wish.
 - **Field names** Within Farm name you can have various field names.
 - Boundaries
 - .shp shape files
 - Jobs
 - VRC





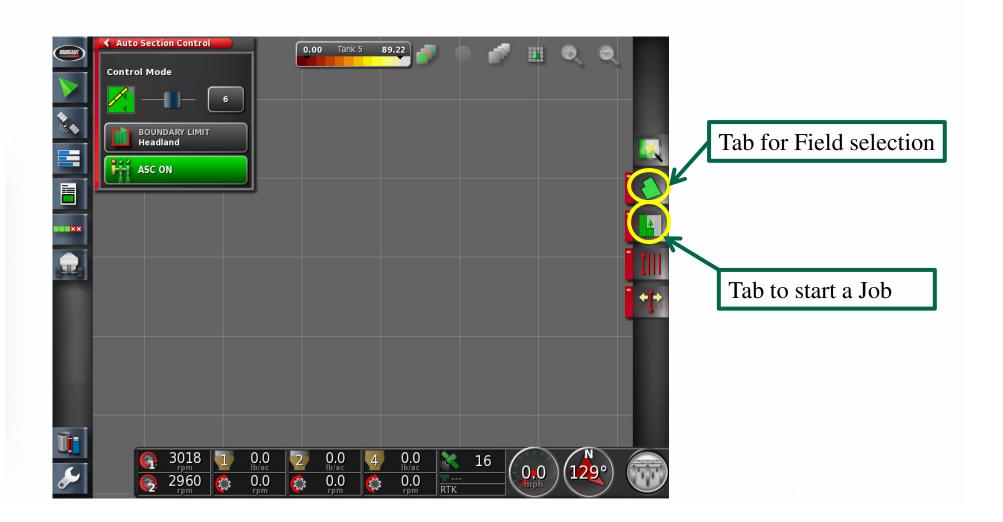
The following pages outline how to transfer files to the hard drive of the X30 as long as the files are in the correct format.







To load a Boundary map you must select a Field and start a Job









This tab lets you select a field from the X30 or thumb-drive.

This tab lets you create a new Field name.



Follow the prompts and select a Field from the X30, thumb-drive (as shown above) or select the closest Field













You can give a New Job a custom name if you wish, or use the name the X30 generates for you.



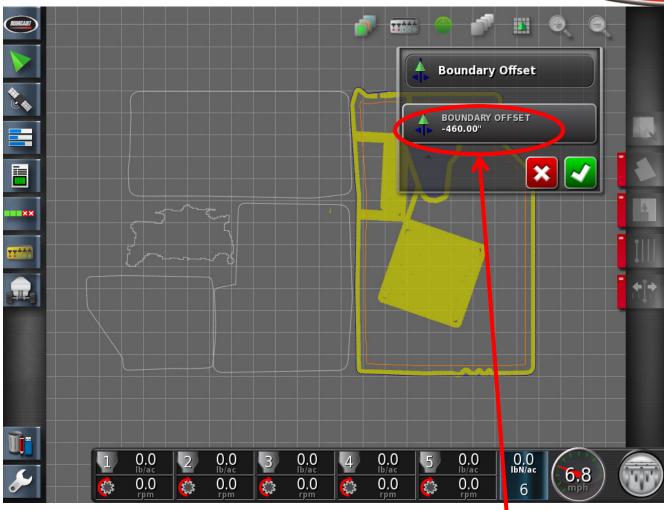




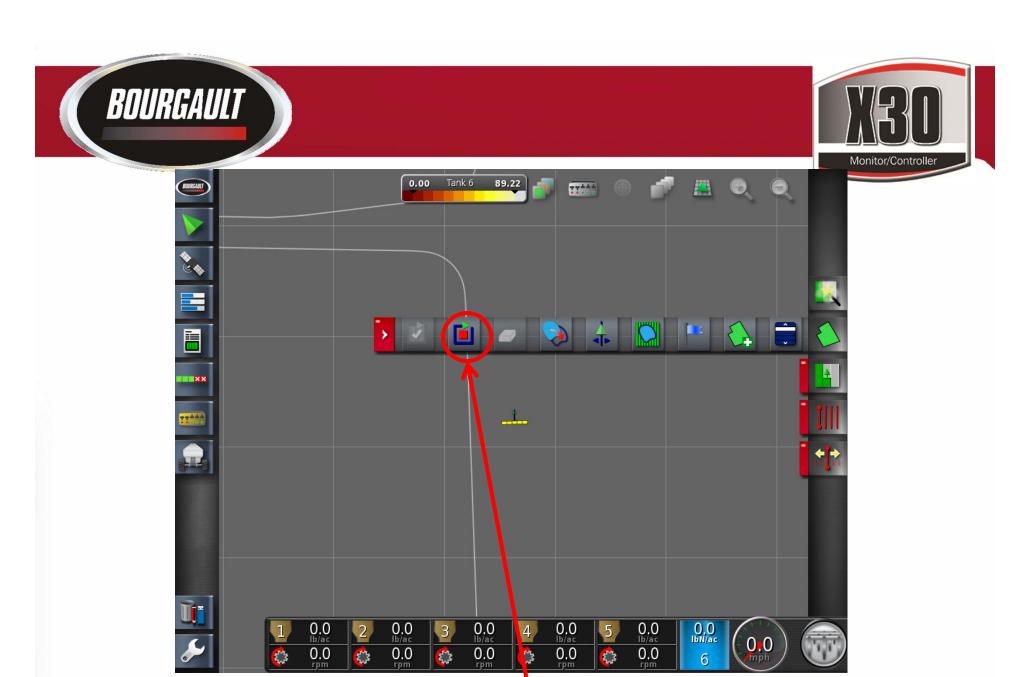
Select Boundary Offset Tab







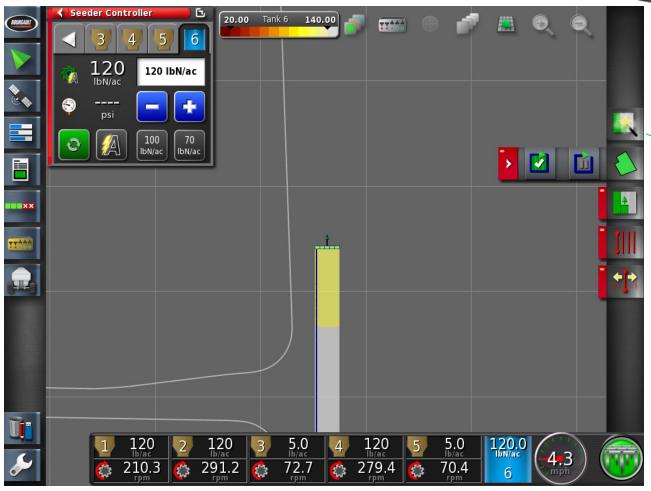
Set the offset to ½ the implement width, negative if travelling with boundary to the left.



Select the Record Boundary tab



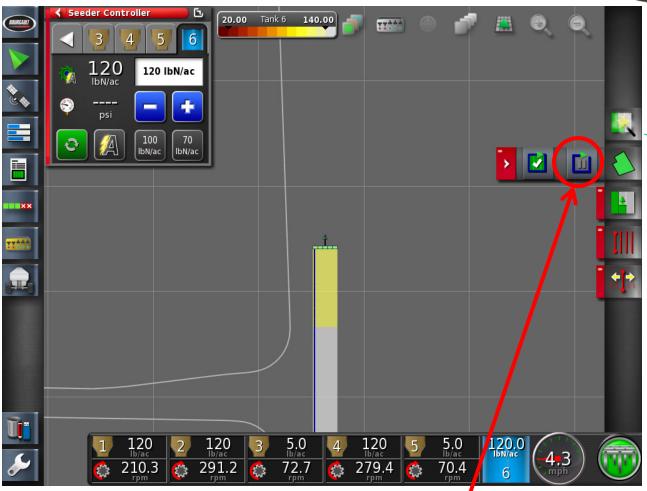




Drive the Boundary of the Field







You can Pause the Record Boundary here.



Once you have gone around an obstacle and wish to start recording press here.







Press here to resume recording your boundary.



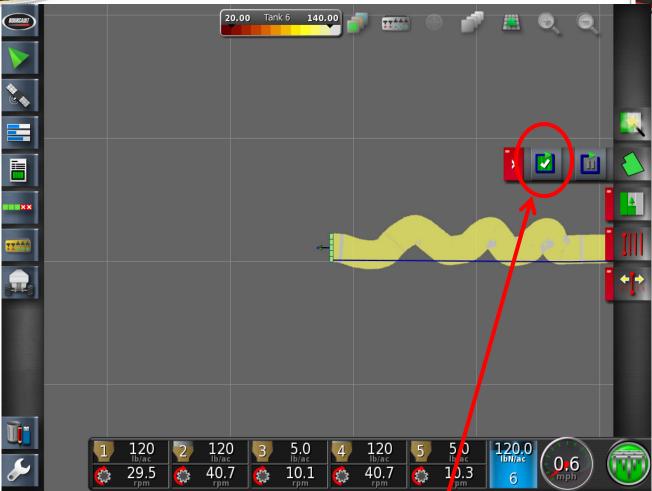


Monitor/Controller

You can use the Pause Recording Boundary to pause while going around multiple objects then resume recording once you are going straight again.



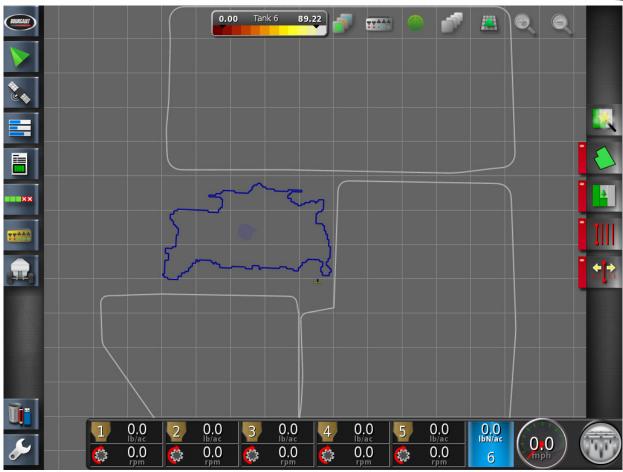




Once you are lined up with your starting position press the green check to complete the boundary.







Active Boundaries show up as Blue Boundaries and the other previously recorded inactive Boundaries will be Grey Boundaries.