

T3RRA



Common tools found in the Wizard

October 2026

Contents

Zoom Control

- Tablet gestures and mouse
- Optional zoom buttons
- Zoom to full

Image Overlays

- Image overlay controls

Choose Mode - 2D or 3D

- Mode

View

- Surface
- Layers

Markers

- Set marker
- Edit Marker

Screenshot

Battery Level

Google Earth

Zoom Control



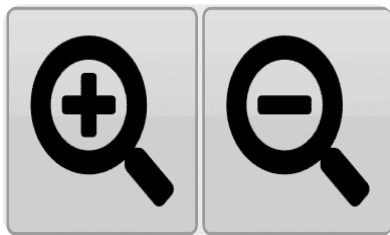
You can zoom the map using several methods.

Tablet gestures and mouse

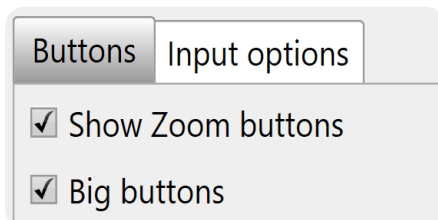
On a tablet, use a two-finger pinch: bring your fingers together on the screen to zoom out, or move them apart to zoom in. You can also zoom with the scroll button on your mouse.

Optional zoom buttons

As an alternative, add zoom in and zoom out buttons to the bar at the top right.



These buttons are not shown by default. To enable them, open **Settings > Application** and check **Show zoom buttons**.



Zoom to full

The **Zoom to full** button is independent of the other zoom controls and does **not** need to be enabled. Press it to zoom the map in or out to the maximum size that shows the entire surface grid.

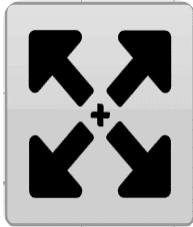


Image Overlays



Image overlays import geo-referenced image data into a field.

Press the **View** button at the top of the screen to access image overlays. The overlay panel is shown below.

Image overlay controls

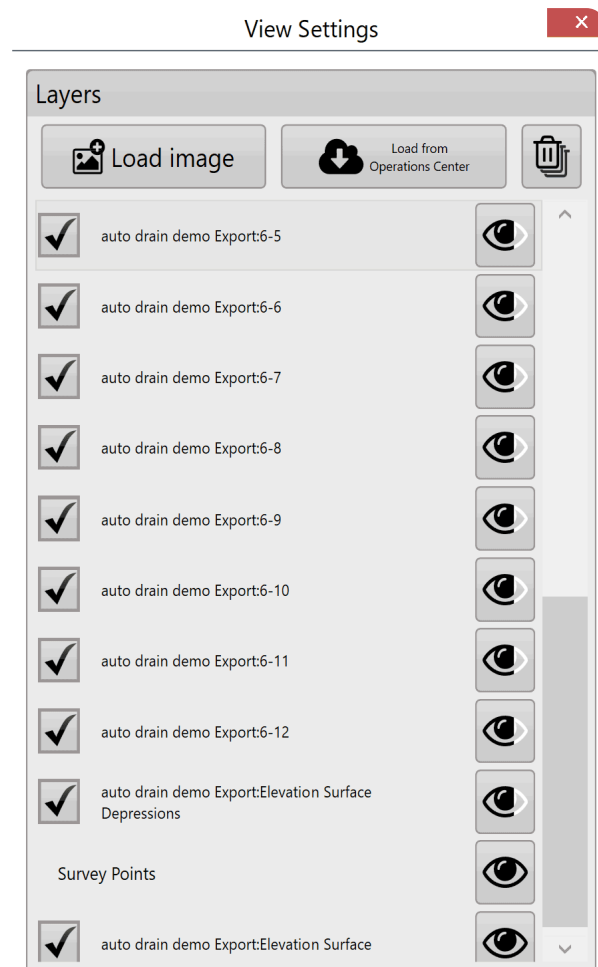
Load image is the primary way to add overlay images to a field. Press the button to open a file window, then select the desired file. Supported overlay file types are **.KML** and **.TIFF**.

Use **Load image from JDOC** to download images from the John Deere Operations Center into the image overlay. This lets you compare previous data, such as yields, with current survey data.

To delete an overlay image, **uncheck** the box next to it, then press **Delete images**. This removes the layer from the available list.

To make an overlay transparent so that layers below it can be seen, **check** the box to the left of the layer, then press the **Transparency** button on the right.

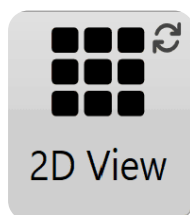
Press a layer to display it above the other layers. Drag layers to adjust their position in the image stack.



Choose Mode - 2D or 3D

Mode

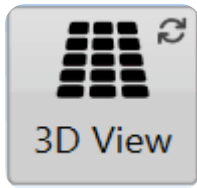
2D View is the default map mode, showing a 2D aerial view.



Switch to **3D View** to see the terrain as small hills and valleys.

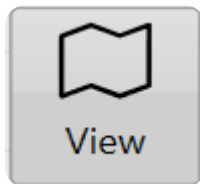
In 3D View, press the **vertical scale magnifier**, shown below, to increase the exaggeration of the hills and valleys and make them easier to identify.

To change the focal point in 3D View, quickly double-tap a position.



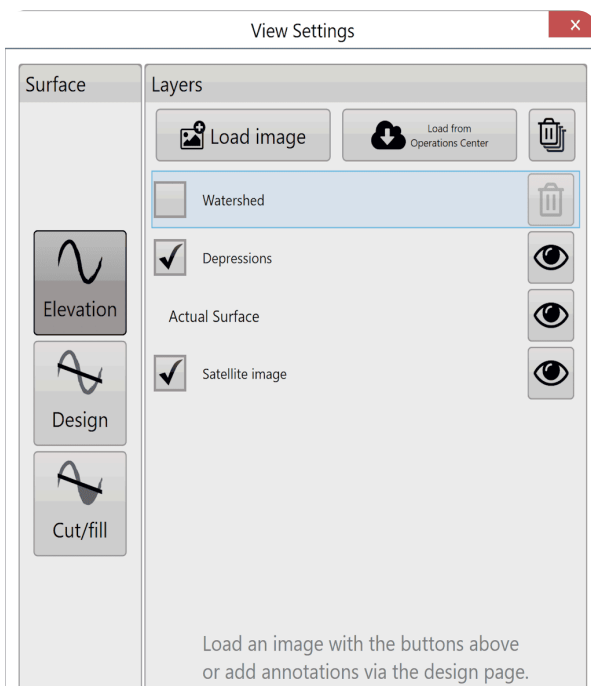
View

A map can be displayed using a variety of viewing options.



Surface

Surface selects the source for the map's 3D topography and coloring. There are 6 options:



Elevation shows the original surface before any dirt is moved. The map uses a Red to Blue gradient: Red indicates low areas and Blue indicates high areas.

Design shows the applied design—the surface you are trying to reach at the end of the dirt-moving process. It uses the same color scheme as Elevation.



Both the Elevation and Design surfaces determine the legend range.

Cut/Fill shows where the design will take dirt from and where it will put dirt. The layer's coloring depends on the current Cut/Fill color scheme in Settings > Application.



The Cut/Fill legend shows a histogram.

Satellite image toggles the satellite image background on and off. The eye changes the visibility of the image to link to google earth.

Layers

Turn defined layers on or off here, including the current surface (see above), depressions, drains, linework and loaded overlays such as KML. Use the buttons at the top to load and clear layers. Click the transparency toggle button beside a layer to change its transparency.



 **NOTE:** The depressions layer is not shown if the project has only drains and no elevation surface.

For a YouTube video tutorial on modes and layers, visit Markers <https://youtu.be/x5FrylWjpfk>.

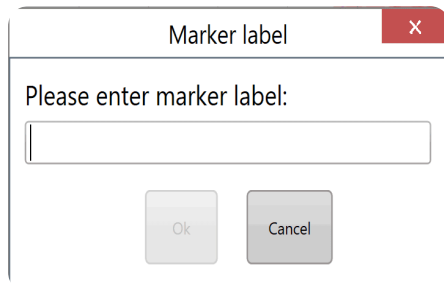
Markers

Markers identify points of interest at user-selected locations on a design. A marker can also serve as a benchmark “control point”. To use a marker as a Benchmark location, refer to **Set Zero using a marker** in this manual's Implementation section.

Set marker



Use **Set marker** to place a marker on the map. Markers are always placed at the current location.



A dialog box titled "Marker label" with a red close button (X) in the top right corner. The main area contains the text "Please enter marker label:" followed by a text input field. At the bottom, there are two buttons: "Ok" and "Cancel".

Creating a new marker opens a window where you can enter its name.

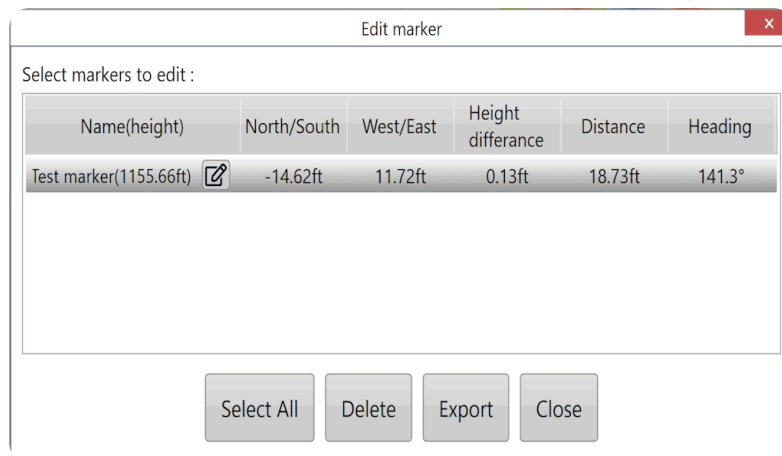
For a YouTube video tutorial on setting markers, visit <https://youtu.be/sk7BdYk62K8>.

Edit Marker

Edit Marker opens a window where you can select and edit any marker on the map.



The **Edit Marker** button opens the window shown below. It displays each placed marker's heading, distance and height relative to your current position.



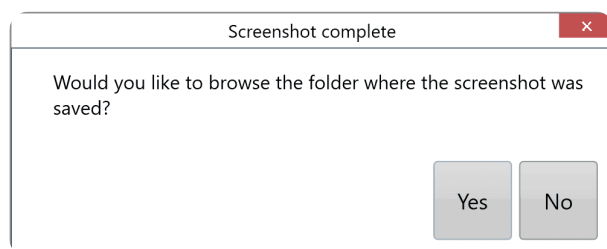
Press the button next to a marker's name to change that name.

The buttons at the bottom of the window let you select all markers, delete the currently selected markers, export the currently selected markers and close the window.

Screenshot

The small camera button is at the top right of any mapping window. Press it to capture a screenshot of the current screen.

After the screenshot is taken, the pop-up shown below appears. Press **Yes** to open the folder where the screenshot is saved. For more information, see the [Screenshots tutorial on YouTube](#).



Battery Level



The Battery level indicator is at the top right of the screen, next to the screenshot button.

It shows the tablet or computer's battery level and whether it is plugged into power.

Google Earth



Google Earth captures the current display area and overlays it on a satellite image of the field location. For more information, watch the [Google Earth YouTube video](#).



You must have Google Earth Pro installed on your computer for this to work.