

Our Software

Both Mark Twain and Will Rogers shared a wise sentiment: “Buy land, they’re not making it anymore”. We can’t help you buy land, and we definitely can’t help you make more of it. What we can do is help you make your current land *better*.

This manual describes the operation of the software solutions we offer specifically for in-cab design and implementation of landforms to improve field terrain. There are many reasons to change the surface contours of a field. Most relate to facilitating efficient irrigation, or improving drainage. Further benefits relating to trafficability and enhanced management opportunities nearly always accrue.

In order to address diverse market requirements we offer several different software packages. Our most fully featured product is T3RRA Cutta. This application includes all the functionality we offer for full field landforming, ditch creation, and levee delineation. T3RRA Ditch offers all the ditch and levee creation capabilities of T3RRA Cutta but is not appropriate for users who intend to do full field earthworks. T3RRA Plane is for Best-fit full field design projects. T3RRA Apply is used to survey and apply dirt moving projects without the design step. T3RRA Survey is used solely for gathering elevation data.

Note that we also offer a related desktop design product - T3RRA Design. This product is a more traditional “keyboard and mouse” application for use in an office environment. The advanced nature of T3RRA Design requires a wholly separate manual and users should refer to it for more information.

It's important to understand that T3RRA Cutta, T3RRA Ditch, T3RRA Plane, T3RRA Apply, and T3RRA Survey are all built using the same basic building blocks. They share many of the same user interface screens and functionalities. In this manual we will use the generic term "T3RRA software" when the topic or concept we are referring to is common to all five applications. When the information is specific to one or two of the applications this will be noted and the software will be referred to by its actual name.
