

Poor as-applied coverage.

Symptoms:

The as-applied map looks blotchy, streaky, incomplete, or otherwise incorrect.

Cause:

- **The as-applied map will only be correct for a single machine working in a field. If part of the field is done by another machine this information will not be relayed to the current machine.**
- **Blade shift is altering the implementation of the design.**
- **Pixel size on screen is too large.**

Solutions:

1. **Ensure the machine and implement settings are correct to allow as-applied to work correctly.**
2. **Ensure your pixel size is no more than half the implement width you are using.**
 - a. **Pixel size can be adjusted in the “Projects” tab of settings.**
 - b. **It is recommended to select the option closest to $\frac{1}{3}$ of your implements width and no more than $\frac{1}{2}$ of its width.**

3. **Check your zero range setting. Some very low zero range settings can give undesirable results.**
 4. **Ensure your blade shift is set to zero, the blade nudge will apply above or below the design updating the as-applied to show the work is not complete.**
 - a. **If blade shift is on in the T3RRA software it will be seen in the lower left of the screen.**
 - b. **If the shift value here is not zero press the up and down arrows until it is zero.**
 - c. **Do not use the blade shift function for shifts that are meant to be permanent. Alter the vertical offset value for this purpose (ie., re-zero)**
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