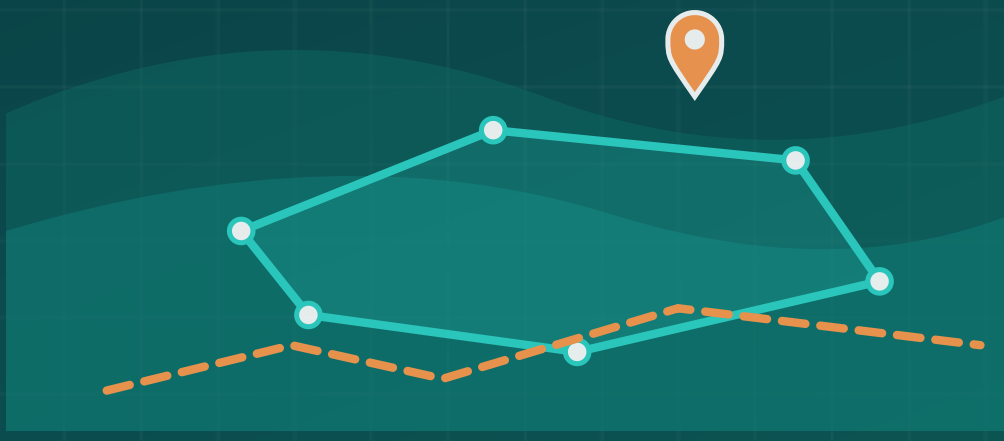
ATLAS

AERIAL TERRAIN & LINE APPLICATOR SYSTEM

User Manual

Put the lines on the picture and video. Everything you need to load, align, style and export with ATLAS.



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SECTION 1

Welcome to ATLAS

ATLAS places lines, routes, pins, 3D models and approximate boundaries onto your own drone photos and video, following the shape of the ground so they sit where they belong.

It is two programs in one window:

- **Photo Studio** — load a drone photo, lay your lines on it and export a finished JPEG.
- **Video Studio** — load an MP4 and its SRT file, and ATLAS draws on every frame as the drone moves. Export one frame or the whole video.

Common uses include real estate and land listings, timber and forestry, hunting and recreation, construction progress, utilities and infrastructure, flight paths, and search and rescue.

> **Boundaries are approximate — not a survey**
> Everything ATLAS draws is an estimate built from GPS, camera data, elevation data and the files you load. It does not establish property lines and must not be presented as a survey. Confirm boundaries with official records or a licensed surveyor.

What you need

Item	Requirement
Computer	Windows 10 or 11, 64-bit
Internet	To activate and to check your license now and then. ATLAS then works offline for up to 48 hours at a stretch. Terrain and nearby-place lookups need a connection when you use them.
Photos	JPEG or PNG with GPS and camera angles in the file (DJI drones write these automatically)
Video	MP4 plus the matching DJI **.SRT** file. A flight log CSV adds camera angles if your drone's SRT has none.
Boundaries	KML, KMZ or GeoJSON in latitude/longitude — or draw your own lines in ATLAS
License	A subscription license key (Monthly or Annual) from getatlasexe.com

SECTION 2

Install and activate

Install

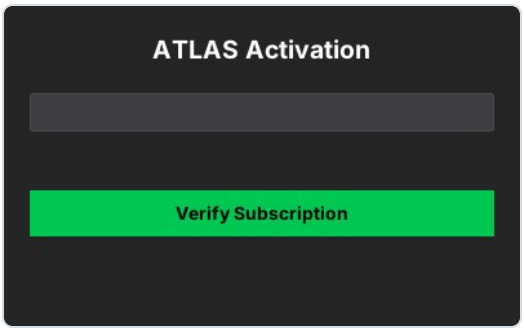
1. Download **ATLAS-1.8.9-setup.exe** from getatlasexe.com.
2. Double-click it. If Windows shows a blue *"Windows protected your PC"* box, click **More info**, then **Run anyway**. It appears for any new program that hasn't been downloaded many times yet.
3. Follow the installer. ATLAS appears in the Start menu.

> **Updating**
> Run the new installer over the top of the old one. Your settings, camera profiles and projects stay.

Activate

1. Subscribe on getatlasexe.com. Your license key arrives by email at the address on your PayPal account.
2. Open ATLAS. The **ATLAS Activation** window appears.
3. Paste your key and click **Verify Subscription**.

ATLAS remembers the key. Next time it opens straight into the studios.



The activation window.

One computer at a time

A license runs on one computer at a time. ATLAS identifies the computer by an ID that Windows sets when it is installed, so restarts, VPNs, docks and Wi-Fi changes don't affect it.

Moving to a new computer: on the old one, use **File › Log Out & Unlink Machine** (also at the bottom of each studio). Then activate on the new one.

Free trial and billing

- **Monthly** — $20 a month with a 3-day free trial.
- **Annual** — $150 a year with a 14-day free trial.
- Both plans include every feature and unlimited exports.
- Manage or cancel in PayPal under **Settings › Payments › Automatic payments**. After cancelling, ATLAS keeps working until the end of the time you paid for.

SECTION 3

A tour of the screen

Both studios share the same layout: controls on the left, the picture on the right, and the export buttons anchored at the bottom left.

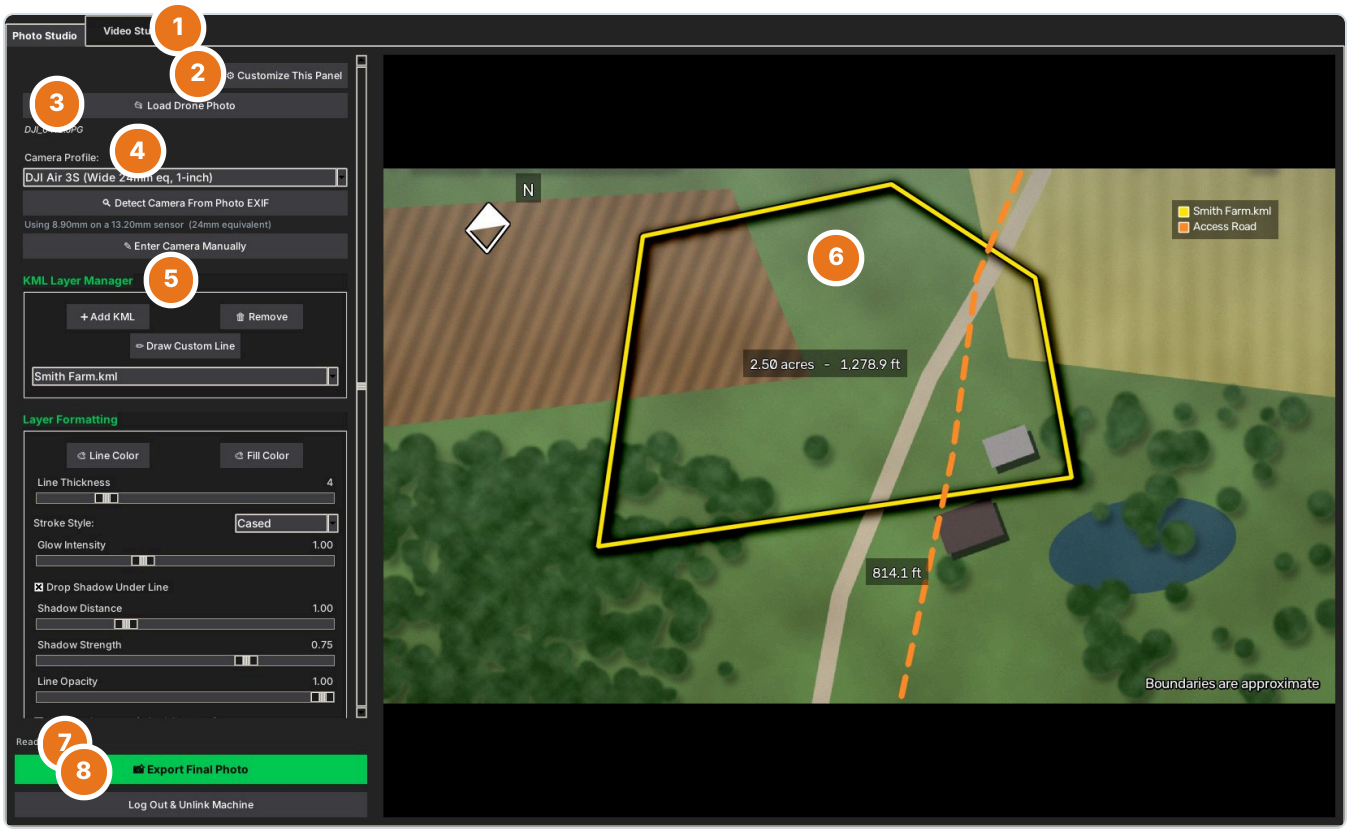


Photo Studio with an approximate boundary (yellow, Cased style with a drop shadow), a dashed route, the acreage label, a legend, a north arrow and the disclaimer.

1 **Studio tabs** — switch between Photo Studio and Video Studio.

2 **Customize This Panel** — reorder or hide control panels.

3 **Load** — open a drone photo (or video in Video Studio).

4 **Camera Profile** — detected from the photo, or chosen by hand.

5 **Control panels** — KML Layer Manager, Layer Formatting and the rest. Scroll with the mouse wheel.

6 **Preview** — drag, scroll and click here to align and edit.

7 **Status line** — tells you what ATLAS is doing and what it expects next.

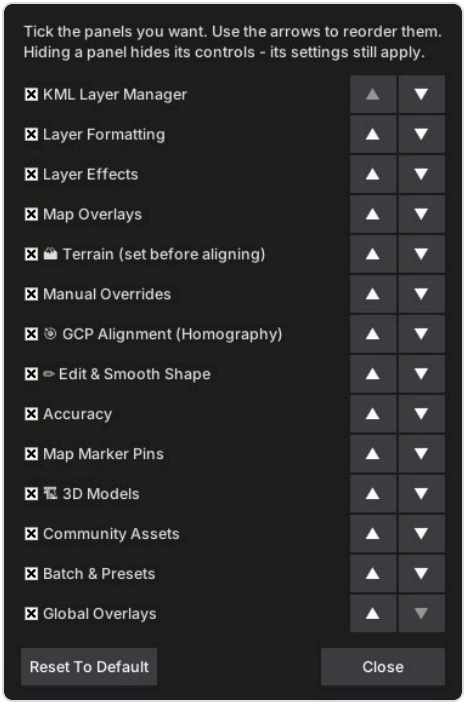
8 **Export** — save the finished photo (or frame / video).

Customize the control panel

Click ⚙ **Customize This Panel** at the top of either studio.

- Untick a panel to hide it. Hidden panels keep their settings — they still apply to your export.
- Use the arrows to move panels up or down.
- **Reset To Default** restores the original order with everything shown.

Each studio keeps its own layout, and ATLAS remembers it between sessions.



Customize Panel for Photo Studio.

The control panels

Panel	What it's for
KML Layer Manager	Add, remove and pick boundary/route layers; draw your own lines
Layer Formatting	Line and fill color, thickness, stroke style, glow, shadow, opacity, hide-in-export
Layer Effects	Blur, greyscale or color tint inside or outside the shape
Map Overlays	Acreage and perimeter labels, legend, north arrow, scale bar
Terrain	Make lines follow hills and hollows
Manual Overrides	Exact sliders for position, twist, tilt, scale and height
GCP Alignment	Pin the overlay to four points you can see on the ground
Edit & Smooth Shape	Drag corners, open/close a shape, smooth a stretch of line
Accuracy	Measure, check against a known distance, calibrate
Map Marker Pins	Drop pins by click, KML or typed coordinates; custom pin artwork
3D Models	Place OBJ, STL or GLB models on the ground
Community Assets	Label nearby schools, parks, stores and more from OpenStreetMap

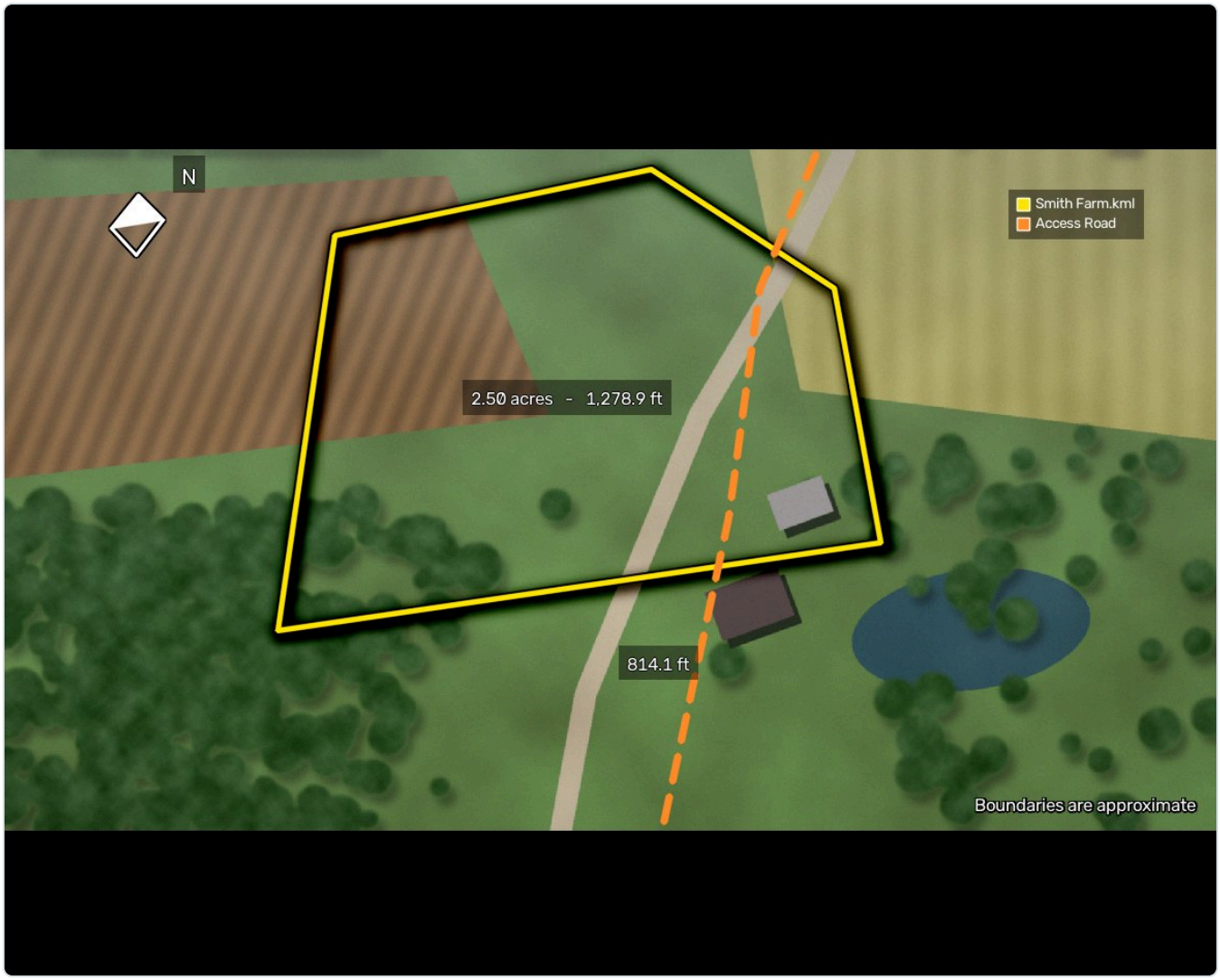
Panel	What it's for
Batch & Presets	Reuse a look; apply one photo's correction to a whole flight; before/after (Photo Studio)
Global Overlays	Disclaimer and watermark text on every export
Keyframes / Draw-On	Video Studio only — corrections over time, and an animated boundary

SECTION 4

Photo Studio quick start

From a drone photo to a finished, labelled image in a few minutes.

1. **Load the photo.** Click **Load Drone Photo** and pick a JPEG or PNG. ATLAS reads the GPS position, height and camera angles from the file and picks a **Camera Profile**.
2. **Turn on terrain first.** In **Terrain (set before aligning)**, tick **Enable 3D API Terrain** so lines follow the ground. Do this before you fine-tune the alignment.
3. **Add your boundary.** In **KML Layer Manager**, click **+ Add KML** and choose a KML, KMZ or GeoJSON file — or click **Draw Custom Line** to draw one (see Section 6).
4. **Line it up.** GPS and compass are rarely perfect. Drag the overlay into place and use the mouse wheel controls in Section 5 until the line sits on landmarks you can see — fence lines, road edges, corners.
5. **Style it.** Set color, thickness and stroke style in **Layer Formatting**. Add labels, a legend or a north arrow in **Map Overlays**.
6. **Check it (optional).** Use **Accuracy › Measure** against something of known length.
7. **Export.** Click **Export Final Photo** and choose where to save.



The preview: what you see here is what the export contains, at full resolution.

Wrong camera?

If the overlay looks too big or too small no matter how you adjust it, check the **Camera Profile**. Click **Detect Camera From Photo EXIF**, pick your drone from the list, or click **Enter Camera Manually** (see Section 5).

SECTION 5

Lining up the overlay

ATLAS works out where your boundary falls from the drone's GPS, height and camera angles. Small errors in any of those move the line, so ATLAS gives you several ways to correct it.

Mouse controls

These act on the selected layer while the pointer is over the picture.

Action	What it does
Left-drag	Slide the overlay across the ground
Right-drag	Twist the overlay (yaw)
Mouse wheel	Scale the overlay
`Shift` + wheel	Raise or lower the camera height (altitude)
`Ctrl` + wheel	Twist (yaw) in small steps
`Ctrl` + `Shift` + wheel	Tilt (pitch) of the line
Wheel over the left panel	Scroll the control panels

> **Ctrl + Shift + wheel does nothing?**
> Some mouse utilities (Logitech Options and similar) capture that combination before it reaches ATLAS. Use the **Pitch (Tilt)** slider instead, or turn the shortcut off in the mouse software.

Each drag or slider sweep is one step in **Undo** (`Ctrl`+`Z`).

Manual Overrides

Sliders for exact values: **Scale (Size)**, **Pitch (Tilt)**, **Altitude Offset (Height)**, **East/West Shift**, **North/South Shift** and **Yaw (Twist)**. Shifts follow your Imperial/Metric setting.

Terrain

Tick **Enable 3D API Terrain** to drape lines over hills and hollows using downloaded elevation data. **Terrain Z-Scale** exaggerates or flattens the effect. Turn terrain on *before* fine-tuning, because it changes where the line falls.

> **Terrain unavailable?**
> Elevation data needs an internet connection. If it can't be fetched, ATLAS says so in the status line and draws on flat ground.

GCP alignment (four ground points)

When you can see four points on the ground that are also corners of your boundary, ATLAS can pin the overlay to them exactly.

1. Click **Calibrate GCP**.
2. Click the four **boundary corners** as ATLAS currently draws them.
3. Click the four matching **real locations** in the photo, in the same order.

ATLAS bends the overlay to fit. **Clear Warp** removes it.

Accuracy: measure, check, calibrate

1. Click **Measure**, then click both ends of something whose length you know — a road width, a building side, a fence panel. ATLAS shows the distance it reads.
2. Type the true length in **Real distance**.
3. **Check** reports how far off ATLAS is and grades the fit, without changing anything.
4. **Calibrate** corrects the height so the measurement reads true.

Camera profiles

ATLAS needs the lens focal length and sensor width to turn GPS into pixels. It reads the camera from the photo where it can.

- **Detect Camera From Photo EXIF** re-reads the photo.
- Pick from the list of DJI drones, or click **Enter Camera Manually** and enter the **35mm equivalent** focal length (on every spec sheet), a **sensor format** such as “1-inch”, or the sensor width in mm.
- What you enter is saved under the camera's name and reused automatically.

SECTION 6

Boundaries, lines and styling

Layers

Each KML or drawn shape is a **layer**. Pick the layer to work on from the drop-down in **KML Layer Manager**. Formatting, effects and alignment apply to the selected layer only, so two shapes can look different.

- **+ Add KML** — load KML, KMZ or GeoJSON. A file with several shapes comes in as one layer per shape; open lines are marked "(path)".
- **Remove** — delete the selected layer.

> **A KML that won't load**
> ATLAS checks that a file really holds latitude and longitude. Survey and CAD programs sometimes export grid coordinates with a .kml name, which would draw your boundary in the wrong place. ATLAS refuses those and asks you to re-export in degrees.

Draw your own line

1. Click **Draw Custom Line**. The button changes to **Finish Shape**.
2. Left-click to drop points along the line.
3. To close the shape, click the first point again or right-click.
4. Click **Finish Shape**. The new line becomes its own layer.

Edit & Smooth Shape

- **Show Vertex Numbers** — shows each corner's number; click and drag a corner to move it.
- **Closed shape** — joins the last point to the first. Turn it off for a path, fence line or road.
- **Smooth Segment** — enter a **Start Vert** and **End Vert** to round off that stretch, for curving roads and creeks.

Layer Formatting

Control	Effect
Line Color / Fill Color	Pick any color
Line Thickness	Width of the line
Stroke Style	**Solid**, **Neon Glow**, **Cased** (dark outline around the line) or **Dashed**
Glow Intensity	Strength of the Neon Glow

Control	Effect
Drop Shadow Under Line	A soft shadow; set **Shadow Distance** and **Shadow Strength**. Works with any style.
Line Opacity	Fade the line (also fades its shadow)
Hide line in export	Keep the line visible while you work but leave it out of the export — useful when the shape only drives blur or shading

Layer Effects

Choose **Apply effects to**: **Outside** (plays down the surroundings), **Inside** (obscures the shape, e.g. for privacy) or **None**. Then tick any of:

- **Greyscale** and **Color Tint**
- **Blur** with **Blur Strength**
- **Edge Feather** softens the edge between the two areas

Map Overlays

- **Show acreage on the shape** (and **...and perimeter**) — in acres and feet, or hectares and meters.
- **Legend (2+ layers)** — a key of layer names and colors in the corner you choose.
- **North arrow (on the ground)** — drawn flat on the ground so it matches the view. **Lean Toward Viewer** tilts it up for readability.
- **Scale bar (on the ground)** — a distance bar laid on the ground.
- **Label Plate Opacity** — how solid the dark backing behind labels is.

Global Overlays: disclaimer and watermark

Tick **Disclaimer** and/or **Watermark**, type the text and choose a corner. They appear on every export. In **Settings**, the watermark style can adapt to the ground behind it (**High contrast**) or stay **Always white** / **Always black**.

SECTION 7

Pins, labels and 3D models

Map Marker Pins

- **Drop Pins** — click on the picture to place a pin. Click **Finish Pins** when done. **Clear Pins** removes them.
- **Typed coordinates** — enter **Lat, Lon** and click **Add Pin Here**. Decimal degrees, degrees-minutes and DMS are all accepted. **Move Last** moves the most recent pin; **Read Last** shows its position.
- Point placemarks in a KML become pins automatically.
- **Load Custom Pin Image** — use your own artwork. PNG with transparency works best.

Setting	Options
Style	**3D Upright (Cinematic)** stands up out of the ground; **2D Flat (Survey)** lies on it
Size	**Fixed on screen** (a share of the frame) or **Scales with distance** (a real height in feet/meters)
Edge / Depth	**Flat**, **Straight edge** or **Rounded edge** thickness, so the pin looks solid
Spin	Turning speed in degrees per second (video)
Ground shadow	A contact shadow and anchor dot with adjustable strength
Pin Opacity	Fade the pin

Community Assets

Show buyers what's nearby. ATLAS searches OpenStreetMap for schools, parks, stores, hospitals and the like around the property.

1. Set the **Search Radius** and whether to **Measure from** the boundary centre or the drone.
2. Click **Find Assets**. ATLAS lists what it found with distance and direction.
3. Tick only what is actually visible in the shot, then add them.
4. Style the labels with **Label** text (fields `{name} {kind} {distance} {bearing}`), **Text Colour**, **Label Size** and **Label Plate**.

> **Credit required**
> Keep **Show OpenStreetMap credit** ticked when you use these labels — OpenStreetMap's license requires it.

3D models

Place a building, structure or marker model on the ground — for example a planned house on a lot.

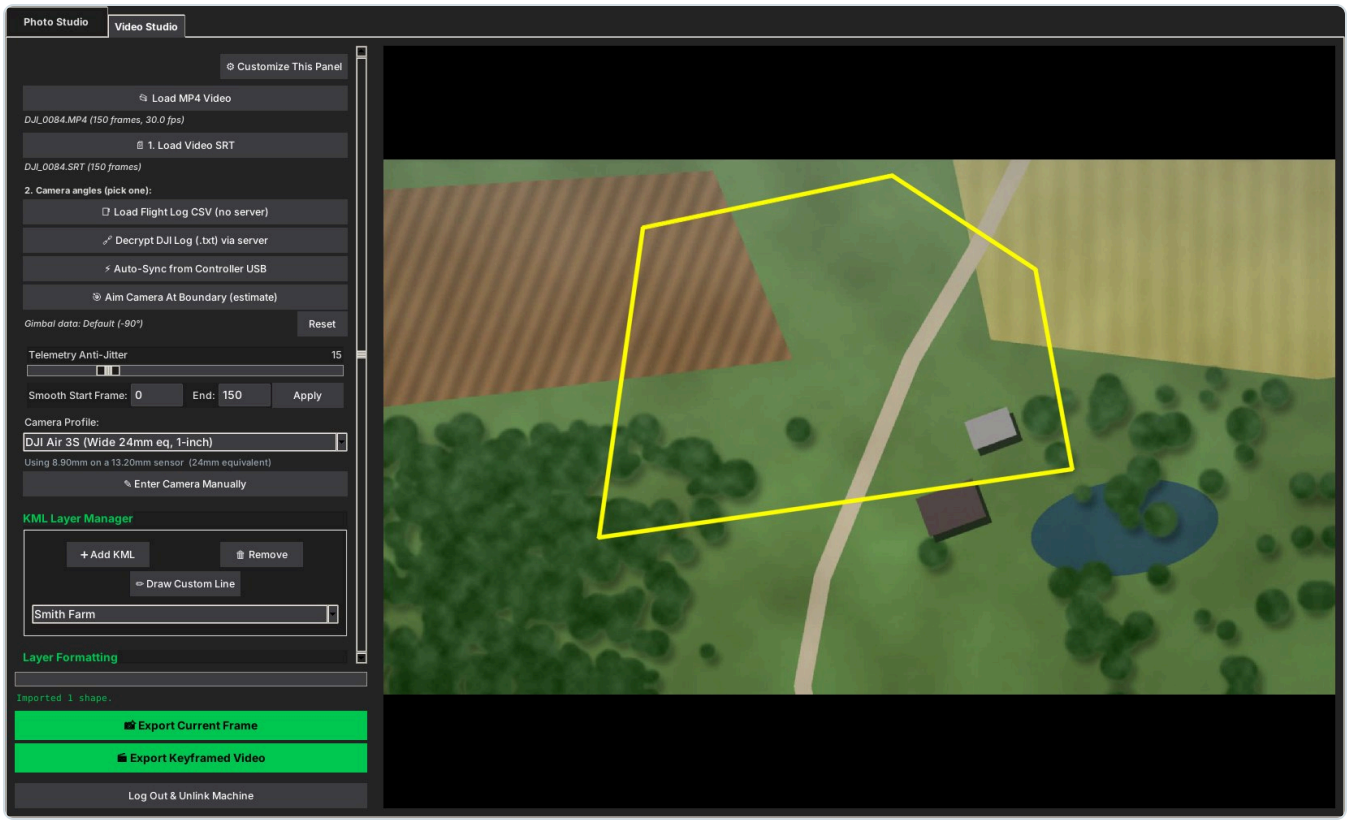
1. Click **Load** and choose an **OBJ**, **STL** or **GLB** file (up to 60,000 triangles).
2. Set **Up axis**: **Y up** for most OBJ and GLB files, **Z up** for STL and CAD exports.
3. Click **Place**, then click where the model should stand. Click **Finish Placing**.
4. Set **Size** (as its Width, Length or Height in real units), **Heading**, **Tilt X**/**Tilt Y** and **Model Opacity**.
5. Click **Lock Position** so dragging the boundary doesn't move the model.

> **Model files**
> Textures and materials are drawn in a single shade in this version. GLB files compressed with Draco or Meshopt need to be exported uncompressed first. Blender reads every common format and can export OBJ, STL or GLB.

SECTION 8

Video Studio

Video Studio draws on every frame as the drone moves, using the position recorded in the SRT file.



Video Studio with a video, its SRT and a boundary loaded.

Load a video

1. Click **Load MP4 Video**.
2. Click **1. Load Video SRT** and choose the SRT with the same name. (Turn on subtitles/SRT recording in your DJI camera settings so the drone writes it.)
3. Give ATLAS the **camera angles** — see below.
4. Add your boundary with **+ Add KML**, then line it up as in Section 5.

Camera angles (step 2)

Many DJI drones record position in the SRT but **not** where the camera was pointing. Without that, ATLAS assumes straight down, and a boundary filmed from the side can land outside the picture. Pick one:

Option	When to use it
Load Flight Log CSV	Best choice. Export the flight from Airdata (or similar) as CSV. ATLAS matches the log to the clip on its own — no server or key needed.
Decrypt DJI Log (.txt)	Use a DJI `FlightRecord_*.txt` directly; it is converted by ATLAS's decryption service.
Auto-Sync from Controller USB	Plug in the controller; ATLAS looks for its flight records.
Aim Camera At Boundary	No log at all? ATLAS estimates where the camera was pointing so the boundary is in frame. Fine-tune by hand.

The line under the buttons shows which gimbal data is in use. **Reset** goes back to the default. If the boundary is out of shot, a banner on the preview says so.

Smooth shaky telemetry

- **Telemetry Anti-Jitter** smooths small jumps in the recorded position. ATLAS sets a sensible value for your frame rate when the video loads; raise it if the line shivers.
- To smooth just part of a clip, enter **Smooth Start Frame** and **End**, then click **Apply**.

Keyframes

When the line drifts during a clip, correct it at a few points and ATLAS blends between them.

1. Scrub to a frame where the line is off. Correct it with the mouse or sliders.
2. Click **+ Set Keyframe**. Repeat at other frames.
3. Jump between corrections with **Prev Key** / **Next Key**; delete one with **Del Keyframe** or all with **Clear Layer**.
4. When it looks right, click **Lock Positions & Keyframes of All Layers** to prevent accidental changes.

> **Keyframing constantly?**
> The usual cause is camera heading. Compass heading can differ from true north by a few degrees depending on where you are. Set a small **Yaw** correction once for the whole clip, then keyframe only what's left.

3D models in video

In **Stay on the ground**, choose what each model **Follows**: the active boundary layer (it uses that layer's alignment and keyframes, so the model and boundary move together), a specific layer, or **Nothing** (manual only). **Fine-tune this model only** adds a shift or heading/pitch fix just for the model, and **Keyframe Here** gives the model its own keyframes.

Draw-On Animation

Tick **Draw the boundary on over time** to have the line trace itself onto the video. Set the **Duration (seconds)** and click **Start Here** to begin at the current frame.

Export

- **Export Current Frame** — a still image of the frame you're on.
- **Export Keyframed Video** — renders the full clip with all overlays. A progress bar shows how far along it is; **Cancel Render** stops it.

SECTION 9

Working faster

Projects and autosave

- **File › Save Project** stores the whole job — files, layers, styling and keyframes — so you can reopen and change it later.
- ATLAS autosaves while you work. After a crash it offers to recover your work the next time it opens.

Keyboard shortcuts

Keys	Action
`Ctrl` + `N`	New project
`Ctrl` + `O`	Open project
`Ctrl` + `S`	Save project
`Ctrl` + `Z`	Undo
`Ctrl` + `Y` or `Ctrl` + `Shift` + `Z`	Redo

Batch & Presets (Photo Studio)

- **Presets** — **Save Current As Preset…** stores the current look (colors, styles, overlays). Pick a preset and click **Apply** on the next job.
- **Batch a whole flight** — set one photo up the way you want it, then click **Batch The Rest Of This Flight…** and choose the other photos. ATLAS applies the same correction to each, skips any that can't share it (different camera, different flight) and shows you the results before saving.
- **Before/after** — write a before version alongside the export: **Two files**, **Side by side**, or for video **Wipe**, **Fade** or a **Toggle GIF**.

Report a problem

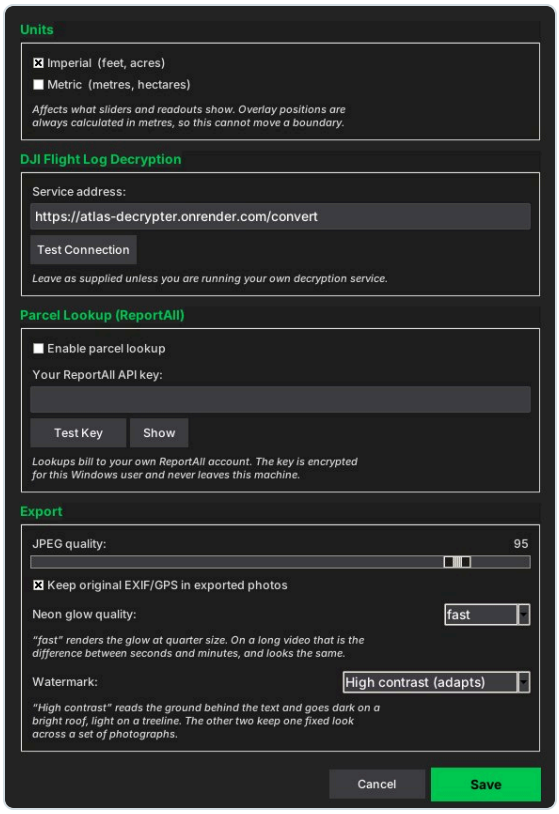
Help › Report a Problem… asks what went wrong and gathers the technical details needed to fix it. It shows you everything it collected. Click **Copy to Clipboard** and paste it into an email to contact@getatlasexe.com, or **Save to File** and attach it.

SECTION 10

Settings

Open **File › Settings…**

Setting	What it does
Units	Imperial (feet, acres) or Metric (meters, hectares). Changes what sliders and labels show — never moves a boundary.
DJI Flight Log Decryption	The service used for DJI .txt logs. Leave as supplied; **Test Connection** checks it.
JPEG quality	Quality of exported photos (95 by default)
Keep original EXIF/GPS	Copies the photo's location data into the export
Neon glow quality	**fast** renders the glow at quarter size — much quicker on long videos and looks the same
Watermark	High contrast (adapts), Always white or Always black



Settings.

SECTION 11

Supported files

Boundary files

Format	Supported	Notes
.kml / .kmz	Yes	Latitude/longitude (WGS84), as the KML standard requires
GeoJSON	Yes	WGS84
.shp, .dxf, .dwg, .gpx	No	Convert to KML first

Photos and video

Format	Supported	Notes
.jpg / .jpeg / .png	Yes	Needs GPS and camera angles in the file. Without them, enter the camera by hand and calibrate (Section 5).
.mp4	Yes	With its .srt; a flight log CSV adds camera angles
.dng / RAW	No	Export to JPEG first
.mov / .mkv	No	Convert to MP4

Flight logs, models and pins

Type	Supported
Flight log	Airdata-style CSV; DJI FlightRecord .txt via the decryption service. Litchi, Autel and Skydio logs are untested.
3D models	.obj (with .mtl), .stl (binary or ASCII), .glb / .gltf (glTF 2.0); up to 60,000 triangles. Not .fbx, .dae, .3ds, .skp.
Pin images	PNG with transparency (best), JPEG, BMP

Typing coordinates

Wherever ATLAS asks for a position, all of these work, and ATLAS always shows how it read what you typed:

You type	Read as
`33.2614, -88.0927`	Decimal degrees
`33.2614 N, 88.0927 W`	Hemisphere letters
`33 15.684 N, 88 05.562 W`	Degrees and decimal minutes
`33°15'41"N 88°05'34"W`	Degrees, minutes, seconds
`16N 398224 3680799`	UTM with zone
`544777.48, 361758.23`	State Plane (64 zones; US survey or international feet worked out) — needs a loaded photo with GPS

SECTION 12

Troubleshooting

Problem	What to do
“License locked to another device”	The key is active on another computer. Unlink it there (**File › Log Out & Unlink Machine**), or email support to reset it.
“Offline grace period expired”	Connect to the internet and open ATLAS once to re-check the license.
Boundary not visible in a video	The SRT has no camera angles, so ATLAS assumes straight down. Load a flight log CSV, or click **Aim Camera At Boundary**.
Line keeps drifting in a video	Set a small yaw correction first, raise **Telemetry Anti-Jitter**, then keyframe what remains.
Line shivers frame to frame	Raise **Telemetry Anti-Jitter**.
Overlay is the wrong size	Check the **Camera Profile**; use **Accuracy › Calibrate** against a known distance.
KML refused	It contains grid coordinates, not latitude/longitude. Re-export from your mapping program in degrees (WGS84).
“Terrain unavailable”	Check your internet connection; ATLAS draws on flat ground meanwhile.
Ctrl+Shift+wheel does nothing	A mouse utility is capturing it. Use the Pitch slider.
3D model shows as a dot or nothing	Check **Up axis** and **Size**; re-export compressed GLB files uncompressed.
Windows warning when installing	Click **More info** › **Run anyway**.

Getting help

- In the program: **Help › Report a Problem…**
- Email: contact@getatlasexe.com — include the version (**Help › About ATLAS**) and, if you can, the file that caused the problem.
- Lost your license key? Email from the address on your PayPal account and we'll send it again.

Not a survey

Boundaries shown by ATLAS are approximate. Always confirm property lines with official records or a licensed surveyor. You are responsible for flying legally and safely.