










# Pointers to other cave mapping software


Quelle: <http://www.resurgentsoftware.com/winkarst.html#Software%20Links>

## Windows Based Software



	<p><b>CAPS</b> - by Hubert Crowell.  <i>(<a href="http://www.hucosystems.com/CAPS.html">http://www.hucosystems.com/CAPS.html</a>)</i>          WinCAPS can be used for caves with up to 100 stations before registration is required and is compatible with cave maps created by CAPS. Watch the CAPS location for updated versions in the future.</p>
	<p><b>CaveRender</b> - aus Jochen Hartig.  <i>(<a href="http://caverender.de/caverend/caverend.htm">http://caverender.de/caverend/caverend.htm</a>)</i>          CaveRender eine Entwicklung der DAV Höhlengruppe Frankfurt/Main und ist urheberrechtlich geschützt. Die Weitergabe und Benutzung der Vollversion ist gegen einen Kostenbeitrag von 10 DM pro Kopie erlaubt. Registrierte Benutzer erhalten regelmäßig Updateinformationen und Hilfe bei Problemen. Kommerzieller Einsatz bzw. Verkauf ist nicht gestattet. Erfahrungen, Verbesserungsvorschläge und Darstellungsprobleme bitte zwecks Weiterentwicklung zugänglich machen</p>
	<p><b>Compass</b> - by Larry Fish.  <i>(<a href="http://fountainware.com/compass">http://fountainware.com/compass</a>)</i>          COMPASS is a software package designed to edit, process, analyze and view cave survey data using an IBM PC compatible computer. The programs in the system allow you to enter cave data, revise the data, generate statistics on the cave, close loops, view plots from various angles on the screen and finally, print finished quality plots on almost any of dot matrix, laser, ink jet printer and a variety of line plotters.</p>
	<p><b>Visual Topo</b> - par Eric David.  <i>(<a href="http://vtopo.free.fr/">http://vtopo.free.fr/</a>)</i>          Bienvenue sur le site Web de Visual Topo. L'objectif de ce site Web est d'améliorer l'assistance fournie aux utilisateurs. Diverses ressources ont été mises en place pour vous aider à résoudre vos problèmes, signaler des bugs et suggérer des améliorations.</p>
	<p><b>Walls</b> - by Dave McKenzie  <i>(<a href="http://www.utexas.edu/depts/tnhc/www/tss/Walls/tsswalls.htm">http://www.utexas.edu/depts/tnhc/www/tss/Walls/tsswalls.htm</a>)</i>          Walls is a Windows-based program designed to help cave surveyors organize their data and prepare maps for publication. The mainframe-based precursor of Walls, Ellipse, supported those same projects in the 70s and 80s. The programs features have been in place since early 1994 and are documented in the program's help file. These include data entry and verification via an integrated text editor, grouping of surveys into hierarchical project trees, displayed or printed maps with coloring and annotation based on named vector and station attributes, and import/export capabilities.</p>
	<p><b>Survex</b> - by Olly Betts.  <i>(<a href="http://www.survex.com/">http://www.survex.com/</a>)</i>          Survex is multi-platform, freeware, cave-surveying software. It has been designed, rather than simply written, and is based on a certain philosophy. This article explains how the software came to be, its intended purpose, what it can do at the time of writing (early 1997), and the direction of future developments.</p>
	<p><b>SpeleoBase</b> - by SPELEOBASE  <i>(<a href="http://users.skynet.be/avalon/avalonuk/software/software.htm">http://users.skynet.be/avalon/avalonuk/software/software.htm</a>)</i>          is a modern and powerful Windows program that lets you build a database with caves. Nothing new, you might think? But yes, this is something different! This database has been especially designed for cave-explorers, and makes it possible to manage all caves and cave-related files from one central starting point!</p>

	<p><b>Hades</b> - de Jean-Pierre Cassou.  (<a href="http://siliconcavings.chez.tiscali.fr/">http://siliconcavings.chez.tiscali.fr/</a>)  Un enjeu de taille: Proposer au spéléologues une solution libre Windows et Linux pour le traitement des données TOPOROBOT. A l'heure actuelle, l'excellent outil TOPOROBOT n'existe que sur Macintosh jusqu'à Mac OS 9 et son développement semble en sommeil d'après le site officiel.</p>
	<p><b>WinKarst</b>,  (<a href="http://www.resurgentsoftware.com/winkarst.html">http://www.resurgentsoftware.com/winkarst.html</a>)  WinKarst is the home of the best software for the study and mapping of caves. Windows '98, 2000 and XP are supported, complete with context sensitive help and printable online manual. It is available to <a href="#">download</a> for your evaluation as shareware. WinKarst can read data created with other cave mapping programs and has been tested with a wide variety of cave surveys. WinKarst's <a href="#">Help File</a> is available in PDF format for easy printing or <a href="#">online</a>. Read the <a href="#">release notes</a> for version 12.3.  The program enables the user to visualize the cave in three dimensional space and provide information as to the quality of the survey. The user can display, print and export to other computer applications various representations of the cave. WinKarst is undoubtedly the easiest and most powerful software available to map caves.</p>

## Apple Based Software

	<p><b>Toporobot</b> - aus Martin Heller.  (<a href="http://www.geo.unizh.ch/~heller/toporobot/download.html">http://www.geo.unizh.ch/~heller/toporobot/download.html</a>)  Toporobot ist ein in der Schweiz entwickeltes Computerprogramm zur Auswertung von Höhlenvermessungsdaten. Es erleichtert die Arbeit bei der Planerstellung wesentlich und bietet Darstellungsmöglichkeiten, die ohne EDV-Unterstützung undenkbar wären. Daneben ist Toporobot auch eine vereinheitlichte Vermessungsnotation, welche sowohl die automatisierte Auswertung ermöglicht, als auch das praktische Vorgehen in der Höhle vereinfacht. Die Toporobot-Methode bewährt sich seit Jahren auf zahlreichen Expeditionen und ist inzwischen weitverbreitet.</p>
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## Java Based Software

	<p><b>Tunnel 2</b> - by Julian Todd.  (<a href="http://www.goatchurch.org.uk/tunnelx/index.html">http://www.goatchurch.org.uk/tunnelx/index.html</a>)  Tunnel is a Cave Survey program which extends the data format used by Surveys by associating a realistic passage volume to the centerline survey. It has its own graphical editor and is able to produce output in VRML form. Current developments are working towards a ray-tracing algorithm to render gray-scale images that could in theory replace hand-drawn surveys, and stereolithography output so that an actual physical model of the cave could be built.</p>
	<p><b>Carto</b> by Ralph Hartley,  (<a href="http://www.psc-cavers.org/cartto/">http://www.psc-cavers.org/cartto/</a>)  is a tool for making cave maps. Carto has two main parts. One is a mechanism for warping digitized sketches to fit the survey data, and combining them to form a composite. The other is a CAD program designed specifically for drawing cave maps.</p>