## Using AnkerPlan 2.6.4 to correct alignment errors

From a mail of Andreas Rodin on September 2, 2023



In the context menu you will find the new item 'Check collisions and

positions'. Pressing that will open the 'Health Check' panel:



In the top area there are radio-buttons to specify the type of check

to be applied:

- suspend check

This button suspends any check. As long as the panel is active the selected check will be applied on the fly whenever the building is modified or reloaded. These checks may take a long time for large buildings (for instance the collision check takes of order 2 minutes for the Castle from 1894). So it may be recommended to disable the checks temporarily. - check collisions Checks if there are any collisions of stones. - check vertical rotation Checks if the bottom surface of each stone is aligned horizontally. If this is not the case subsequent checks (horizontal

rotation and position) cannot be conducted. However in some cases

stones may be posed deliberately in skewed orientation.

This and the subsequent checks correspond to the 3 alignment steps

which can be imposed on single stones or group of stones by the

\$-key.

- check horizontal rotation

Checks if any of the bottom surface edges is oriented along the

(optionally rotated) coordinate axes. If this is not the case the

subsequent check (horizontal position) cannot be conducted.

- check horizontal position

Checks if the bottom surface edges are aligned with the (optionally

rotated) 1/16 Ankerstein-Unit grid.

The bottom area shows the results of the check, the type of any applied filter, and if the position of misplaced stones can be corrected automatically:

 number of stones in building or number of stones filtered or number of stones selected

This line reveals the number of stones the respective check is applied to. This may be the whole building, group of stones restricted by some filter (layer, etc.), or just the selected stones.

- number of stones doubtful

Stones the check could not be applied to. In case of the horizontal

orientation and position check these are the stones that didn't

pass the previous check (vertical and horizontal orientation, respectively). In case of the collision check the test procedure

may be abandoned early for individual stones if it takes too much

time.

- number of stones colliding or skewed or shifted

Stones that did not pass the respective test.

- number of stones correctable

Stones those position or orientation can be corrected automatically. This may possible only for a subset of the misplaced stones. In order to correct position or orientation the respective stones must be selected first. Stones are misplaced deliberately so that automatic correction may not be appropriate in any case. Collisions cannot be fixed automatically.

The selected/doubtful/misplaced stones are indicated in the building by colored contours or surfaces. For better visibility the wireframe view may be activated. The lines revealing the particular number of stones are colored respectively.

Some more examples for specific filter settings are given below:



Health Check	ð	
<ul> <li>suspend check</li> </ul>		
<ul> <li>check collisions</li> </ul>		
<ul> <li>check vertical rotation</li> </ul>		
<ul> <li>check horizontal rotation</li> </ul>		
check horizontal position		
check horizontal position :	$\oplus$	
24 stones filtered		
16 stones doubtful	select	
4 stones shifted	select	
2 stones correctable	select	
	Close	