

Rounding mode in map object types

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The colour scale can be used to indicate if a level exceeds the noise limit or not. To do this it can be convenient to use only 2 intervals, one for violating and one for fulfilling the noise limit. But take care with results very near the limit. The example in the following figures shows why.

Suppose the limit is 60 dB. The actual calculation results are as shown in Fig 1, only the one to the right is OK. However, normally the final result should be presented without decimals. This is done in the map object types by decreasing the number of decimals to 0 like shown in Fig 2.

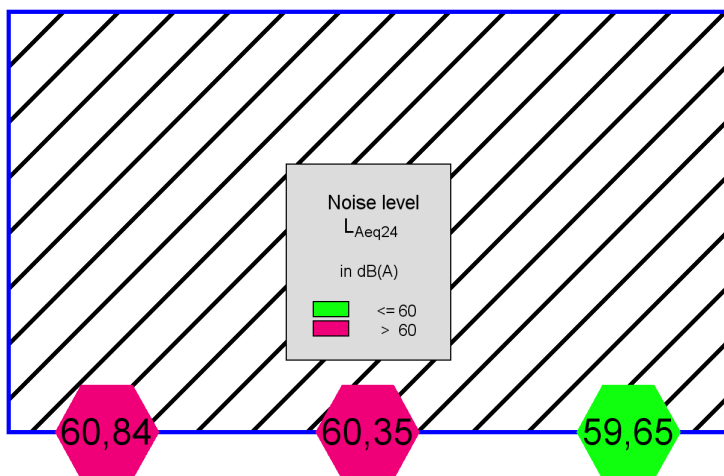


Fig 1 Actual calculation result with 2 decimals

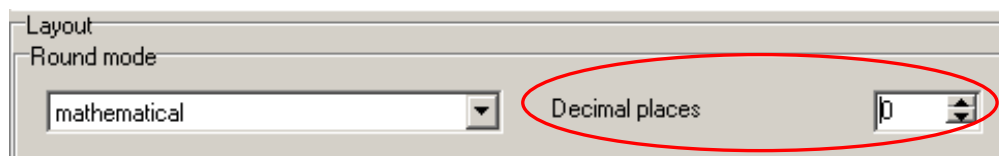


Fig 2 In the map object types the rounding mode and number of decimals are chosen

If you have chosen mathematical rounding mode the result in the middle will get the green colour, see Fig 3, indicating that things here are OK, even if the calculation result actually is just above the limit.

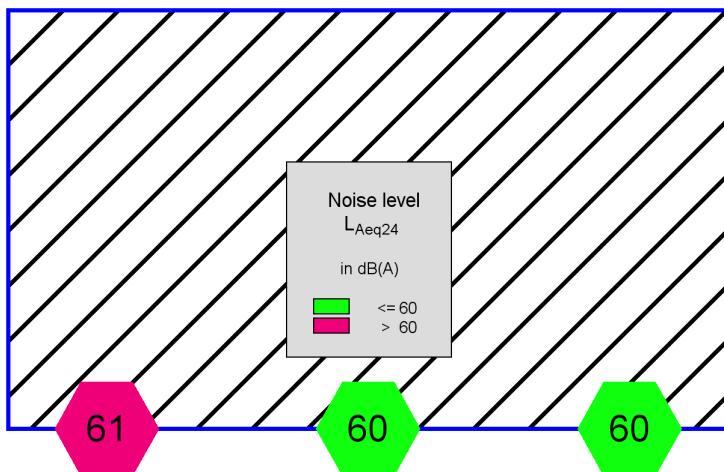


Fig 3 Values without decimals and mathematically rounded

However, you have the possibility to choose rounding mode 'no rounding' which will make the program pick the colours as if the values are not rounded, even if the value in text is rounded to 0 decimals. In this way you can use the colour to reflect that things in the receiver point in the middle is not OK, see Fig 5.

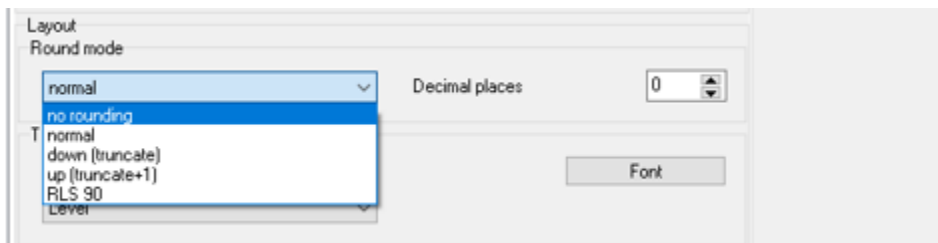


Fig 4 New rounding mode: 'no rounding'

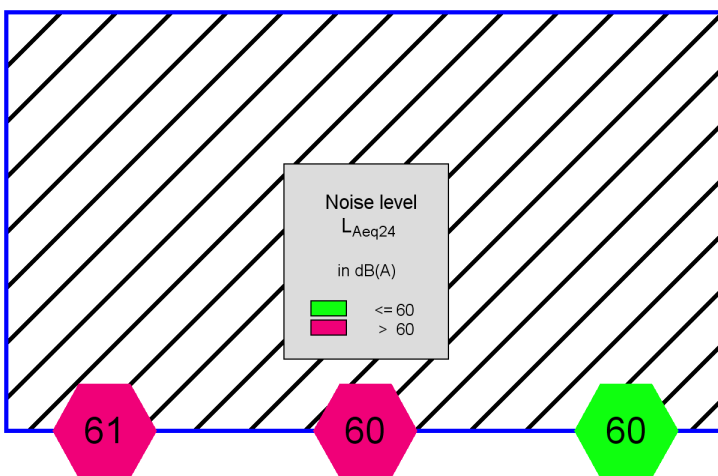


Fig 5 Rounded text values and colours now reflecting fulfilling/violation