Newport Medieval Ship Project Archive: Layers and Conventions for Vector Graphic Files

Layers and Conventions for Vector Graphics Files of Ship Timbers

The following statement provides information on the use of Rhinoceros3D vector graphics modelling software and contact digitisers for the documentation of the Newport Medieval Ship waterlogged wood assemblage. The structure of the software, graphical user interface and layering system are discussed in detail.

Rhinoceros3D modelling software

The primary computer-aided design software used by the Newport Medieval Ship project was called Rhinoceros3D. The project utilised Rhinoceros3D version 3.0 to capture the point data produced by the contact digitiser. Rhinoceros3D versions 4.0 was used to make digital solid models of each timber, and Rhinoceros3D version 5.0 was used to create master composites of sections of the hull. The software was user-friendly and intuitive, with many commands available as icons that could be clicked with the mouse cursor. The software interface consisted of a viewing window displaying a 2D view (or views) of the 3D workspace. Features like a command line, toolbars, and a layer menu were situated around the edges of the work space, along with object snap selection settings. Customisable hot-keys allowed text commands to be activated with the single stroke of a Function key. These keys were configured to automatically save the file when, for instance, F5 was pressed or enable the digital sketching tool when F3 was pressed. The software would run well on standard desktop or laptop computers. Drivers and plugins were required to make the contact digitiser and computer communicate to each other. Once configured, the digitisers and the Rhinoceros3D software would automatically default to the settings in the template files.

Templates

With the timber prepared for recording, the next step was to choose the appropriate Rhinoceros3D recording template, which contained a set of layers with discrete names and colours. A read-only template file was chosen, based on timber type, and then opened and labelled according to the unique identifier number (cow tag) and timber function code. The standard plank template contained around 30 layers for each face, including edges, clench nails and additional nails, treenails, wood grain, tool marks, and compression marks. The template was designed to include all of the features commonly encountered on a typical plank. It was easy to add additional layers or sub-layers when a new feature was encountered. The set of layers acted like a checklist, and could be worked through in a sequential order, ensuring that a layer was not accidentally omitted. Standard templates were created for each functional timber type, including planks, frames, and stringers, with more generic two and four sided templates being created for unique or disarticulated timbers.

Toolbars and Tools

Rhinoceros3D has thousands of commands, tools and associated icons. The vast majority of them were of little or no use to archaeologists using contact digitisers to record ship timbers. A custom toolbar was created that contained the 44 most commonly used tools and commands related to recording timber with a digitiser. This freed up the maximum amount of display screen workspace

and saved time by eliminating the need to search for commands via drop down menus or text based commands. Time savings of even a few seconds were important as the same sets of commands would be needed for each face of the thousands of different ship timbers. The digitisation commenced by working through the layering system and recording all examples of each feature, such as rove impressions or treenail holes.

The three most commonly used tools for 3D coordinate capture were the single point tool, the polyline tool, and the Digital Sketching tool. These tools were clustered together on the timber recording toolbar and could also be activated using the hot-keys. The single point tool was used to record the position of any discrete points, including control points, sample locations and fastener centres. The polyline tool took a 3D coordinate whenever the acquisition (green) button was pressed. In this manner a series of points along an edge or feature were automatically connected by a line in real time as each point was added to the existing line. The polyline tool was used for recording fastener holes and areas where fine control was required to accurately capture the shape. A handy option when creating a polyline was the ability to close it, which caused the last point taken on the line to be connected by a line segment back to the first point taken. This feature was especially useful when recording around a fastener hole. By closing this line (and creating a closed polyline), it allowed the Rhinoceros3D software to automatically place a mathematically determined centre point within the ring. The accurate placement of this centre point was of critical importance during later modelling efforts (See section of digital solid modelling below).

The digital sketching tool (often referred to as DigSketch within the Rhinoceros3D software programme) was arguably the most useful tool to capture 3D point data. This tool would basically capture 3D point data quickly and automatically as long as the data acquisition button was held down. The points could be collected as discrete single points or connected together with polylines. Other settings allowed the spacing between captured points to be set at desired intervals. The tool proved to be a highly customisable program with a variety of settings that could be tailored to capture just the right amount of detail. For example, on the Newport Ship Project, much testing resulted in the creation of a series of settings that accurately and efficiently recorded the right amount of 3D coordinate data from the ship timbers. These settings were visible on the command line when the DigSketch tool was selected as ‘Points=No, Curve=No, Polyline=Yes, Planar=No, Point Spacing=1’. The last entry, for point spacing, allowed the user to select any desired spacing between the points, from fractions of a millimetre to many tens of millimetres. It was decided to use one mm spacing between points, as this allowed all the fine details to be recorded without creating overly large numbers of points and consequently larger digital files.

Another setting that was carefully monitored involved the nature or degree of the curve being drawn. Curves were automatically drawn through or near points taken by the contact digitiser. Degree 1 curves, known as polylines, were those which passed through each and every point on a line or arc. Curves with higher degrees, including degrees 2 and 3, did not pass directly through each and every point. Instead, the modelling software generated smooth or fair arcs to best fit the points, which resulted in corners or fine changes in detail becoming softened or rounded. The higher the degree curve, the more the line could deviate from the control points. The Newport Ship project exclusively used degree 1 curves during the documentation and individual digital solid modelling phases of the project (Higher degree curves were consciously avoided early in the project, but were acknowledged as being potentially useful during the later total hull form modelling phases).

The Layering System

When recording a ship timber with the contact digitiser, the selected details and geometry are systematically assigned to specific layers within the Rhinceros3D modelling software. These layers have a unique name, unique alphanumeric prefix, and a unique RGB colour recipe. The use of different colours allows for the visual differentiation of contrasting features, while the use of discreet layer names allows the layer list to serve as a readable checklist to ensure that all features are recorded.

The use of alphanumerical prefixes allows these layers to be placed in a convenient and logical order. Rhinoceros3D automatically orders the layer menu alphabetically. This system is used as opposed to straight sequential numbering, which would maintain a strict sequence, would not allow for modification or expansion without upsetting the original order of the layers. In order to allow the addition or deletion of layers, without upsetting the 'timber face' order, it is necessary to use alphanumerical prefixes that allow for the controlled expansion of the system.

The layering system relevant to each timber type is saved in a read-only template file which also contains the requisite toolbars and settings (see toolbars and templates for more information). It is important to insure that the details of each face have been completely recorded on the proper layer before moving on to the next layer on the list or a new face, otherwise, it will be necessary to reorient the contact digitiser to the timber, which can be a time-consuming exercise.

General layers (those that are not face specific) are prefixed with an 'aa'. On two sided timbers, inboard layers are prefixed with a 'c', and outboard layers with a 'g.' Generic layer names like bb01 inboard side or face and eb01 outboard face were included in the templates, but were not actively used. They may or may not appear on the individual drawings (depending on whether or not the timber recorder used the Purge command to remove any unused layers). On four sided timbers, forward layers are prefixed with a 'c', inboard layer with an 'e', aft faces with a 'g', and outboard faces with an 'i'.

Layers were ordered in the same standard sequence for each face, beginning with general information that was not face-specific, including control points, measuring tape and labels. This was followed by sapwood, edges, land, cracks and grain. Fasteners, including clench nails, treenails, additional nails, wooden spikes and fastener angles and centres followed. Wear, tool marks and inscribed lines layers were purposely placed towards the end of the layering list. They were put here so that the recorder, who had had the opportunity to examine or 'read' the wood in-depth by this point, would notice even the smallest or faintest features. Cross-sections and labels were the last to be drawn on the timber before it was rotated to reach the unrecorded faces.

The use of layers and sub-layers in Rhinoceros3D software versions 4 and 5 allowed for greater flexibility and organization. For instance, several individual layers could be grouped under a single Inboard or Outboard layer, allowing the user to turn off one complete face of the timber with a single mouse click, instead of having to select all of the desired layers and turning them off. The use of sub-layers also allowed the option of creating a hierarchy of layers to hold meshes and polysurfaces, which were used during the production of the digital solid models. The creation and use of a predetermined and well thought out layer hierarchy template would later pay dividends in terms of organization when compiling large numbers of individual timber drawings into a master composite file.

The Relationship between Layer Names and File Formats

In the Newport Medieval Ship Project Digital Archive, the vector graphics files of ship timbers are available in the following three distinct formats, .3dm, .dwg, and .stl. Each of these formats contains data derived from the digital documentation and modelling of individual ship timbers. The individual.3dm files can contain wireframe data, mesh data or a combination of the two. Single .dwg files contain wireframe data, while .stl files contain only mesh data. Both .3dm and .stl files can contain data on a single timber or on a group of related timbers. However, .dwg files will only contain wireframe data for an individual timber. Multiple timber drawings could not be saved together in a single .dwg file, as the format did not support the Group command used in Rhinoceros3D to create discrete collections of layers.

All of the data was organised using the layering system present in Rhinoceros3D modelling software, as this was the programme used to first capture or create, and then edit, the data. Although the native file format for Rhinoceros3D was the proprietary .3dm format, it was widely used by other practitioners (those creating and using similar data sets of wireframe ship timber drawings) and deemed the ideal way to access and share the data. The layering system consists of alphanumeric base codes coupled with text descriptions of each layer and sub-layer along with an RGB colour recipe for each layer or sub-layer. These layers and sub-layers were used to provide organisation and clarity to the vast quantity of complex detail contained in each file.

All wireframe drawings of articulated ship timbers, in .3dm format, were assembled into three master composite digital files known as Outer_Hull, Inner_Hull, and Frames. These files have a layer and sub-layer system that consisted of three levels. The top level contained two layers, Wireframe and Mesh. These layers contained a second tier layer name consisting of the function or type of the timber, such as Plank or Frame. The third or lowest level contained the alphanumeric base code and the specific layer. Ship timbers drawings were saved out of these master composites into groups of timbers from each frame station, strake or similar combination, in order to create smaller, more manageable, file sizes. Disarticulated timbers, such as bilge boards, were drawn and saved as .3dm files and later converted to .dwg files, with both of these file formats displaying a straight layering system without hierarchy. A typical layer name structure in .3dm format would look like (expression::expression::expression). A typical parent layer/sub-layer name might consist of the following: WIREFRAMES::BracesWireframe::aa01 measuring tape, with the double semi-colons representing the step between a parent layer and a sub-layer.

The final vector graphics data files were saved out in .3dm formats for dissemination, and into .dwg and .stl formats for archive preservation/migration purposes. Given the structural differences between the Rhinoceros3D .3dm files and the .dwg preservation/migration format, some alterations in the organisation and display of the layers and groups in the data were present. The .3dm files contained the wireframe data and resulting meshes in a hierarchical structure of layers and sub-layers. The .dwg format recognised the different layers and sub-layers, but displayed them serially as a single layer, albeit with breaks (with the breaks taking the form of a dollar sign, $) between each layer/sub-layer. A typical layer name structure in .dwg format would look like (expression$expression$expression). A typical parent layer/sub-layer name might consist of the following: WIREFRAMES$BracesWireframe$aa01 measuring tape.

Files that are in .stl format contain a single layer containing a mesh of the digital solid model.

Layer Descriptions

The following layer names and descriptions are listed in the order found on the most commonly used two and four sided timber templates.

Measuring Tape

The measuring tape layer is used to record a series of points spaced 500mm apart along the front edge of the recording table. These points serve as a reference scale and provide a quick visual clue as to the size of the timber. These points provide an internal scale that might prove useful if the inbuilt scaling became unstable in the Rhino software program. Points spaced 500mm apart along a line were punched onto the stainless steel forward edge of the timber recording tables, creating a quick and convenient pattern for the timber recorder to capture using the contact digitiser.

RGB Colour Code: 127, 127, 255

Base alphanumeric code: a01

Control Points on Timber

Control points are the cross-head (Phillips) stainless steel wood screws inserted into the timbers during the post excavation recording process. They served as permanent reference points against which the contact digitiser and the Rhinoceros3D CAD software can be re-oriented to the timber. It was important to apply only enough pressure to seat the probe tip against the screw when recording the point, as excessive pressure could cause the timber to shift, and make calibration difficult or impossible.

RGB Colour Code: 0, 255, 255

Base alphanumeric code: a02

Control Points from Excavation

Control points are cross-head (Phillips) stainless steel wood screws inserted into the timbers during the on-site recording process. They serve as permanent reference points against which total station data can be integrated with contact digitiser data within the CAD software.

RGB Colour Code: 10, 22, 241

Base alphanumeric code: a03

Label

The label layer contains text relevant to the timber drawing, including unique identifying number (CT/cowtag), function code, recorder, and date.

(Example: 563 P2_5 Toby N. Jones 27 August 2005)

This layer may also be used to provide textual information/annotations about interesting features on a timber, such as the beginning or end of a frame on the inboard surface of a plank.

RGB Colour Code: 63, 63, 255

Base alphanumeric code: a04

Sapwood

Line used to define the heartwood/sapwood boundary and the extent of sapwood present. As sapwood was often present on two different faces of the timber, the lines on one face would stop where the lines on the other face began, with the result being an 'island' of sapwood then the timber drawing was viewed in three dimensions in the modelling software.

RGB Colour Code: 210, 199, 52

Base alphanumeric code: c01

Original Edges

Line used to define where an original surface meets another original surface. This layer is often the first one drawn, and helps define the overall shape and outline of the timber. Care was taken to capture the position of the edges by using the Digital Sketching tool with a point spacing at 1mm intervals.

RGB Colour Code: 0, 0, 0

Base alphanumeric code: c02

Limits of Original Edges

Where an original surface meets a damaged or otherwise non-original surface, including teredo boring, erosion, or piling/coring damage and cracks or splits over 1 mm in width. Areas of excessive damage, as from pilings, were drawn in a cursory fashion, as there was negligible information contained in the numerous wood fibres. A single line would be drawn to delineate the edge of the original surface, while a second line (damaged edges layer) would be used to define the extent of the damage, with several other damaged edge lines to provide and necessary contour information.

RGB Colour Code: 0, 0, 0

Base alphanumeric code: c03

Damaged Edges

This layer was used to record the geometry where two non-original surfaces met. This layer was commonly used to record the extent of highly damaged areas that had limited information potential.

RGB Colour Code: 99, 97, 97

Base alphanumeric code: c04

Original Damage

This layer was used to define damage caused during the construction or use-life of vessel, i.e. hammer dents and nail gouges. Such damage can also include the marks created by an axe peeling or pulling the wood along the grain around a knot.

RGB Colour Code: 54, 62, 79

Base alphanumeric code: c05

Land

On planks, the line defining the boundary between the areas overlapped by the next higher and lower strakes and the body of the plank.

RGB Colour Code: 53, 34, 34

Base alphanumeric code: d01

Cracks

Lines drawn to show the cracks in the timber that are less than 1mm in width.

RGB Colour Code: 107, 65, 35

Base alphanumeric code: d02

Grain

Lines are used to show representative wood grain extending the length of the timber, with additional lines used to record any knots or unusual rays, end grain and rings, if possible. Grain is also recorded on treenails and wooden nails, if visible.

RGB Colour Code: 139, 90, 0

Base alphanumeric code: d05

Additional Nails

Lines/closed polylines used to describe any iron spike (non-clenched) nail. Closed polylines are used to denote a fastener hole that is complete and undamaged.

RGB Colour Code: 0, 106, 255

Base alphanumeric code: f01

Clinker Nails and Roves

Layer used to record the impressions of the nail heads and roves on the hull planking. This layer was also used to record the nail holes produced by spike nails driven through the planking and into the outboard face of the framing timbers. Deeper impressions are recorded by drawing an additional line along the upper and lower edges of the impression.

RGB Colour Code: 255, 0, 0

Base alphanumeric code: f02

Nail Angles

Single points are used to define the nail centres and polylines are used to define the depths of blind fastener holes/axes of fasteners. The overall length of the standard nail angle rod is 150mm. One end of the rod is inserted into the blind fastener hole, and where the rod emerges a polyline is started and then finished on the top of the metal rod. By subtracting this length from 150mm, it is possible to determine the depth (and angle) of the fastener. If the fastener/corrosion product completely fills the hole, the rod is placed on the surface and a 150mm line created. A 150mm long line indicates that the hole is plugged (alternatively this can be illustrated using the snit/cross-section layer). There will be a note on the timber recording sheet if the nail angles and/or depths are suspect, or if a different length rod was used (i.e. for a hole deeper than 150mm).

RGB Colour Code: 255, 0, 0

Base alphanumeric code: f03

Concretions

Lines show the extents of concretions around iron fasteners.

RGB Colour Code: 191, 0, 0

Base alphanumeric code: f04

Treenails

Layer used to record treenails and treenail holes, as well as treenail wedges, dimples, and domed heads. Treenails and wedges were generally recorded using the polyline tool.

RGB Colour Code: 160, 82, 45

Base alphanumeric code: g01

Wooden Spikes and Plugged Holes

Layer used to record wooden fasteners (wooden spike nails for repairs) and plugged holes.

RGB Colour Code: 210, 105, 30

Base alphanumeric code: g02

Wooden Fastener Centres

Single points are used to record the fastener centre on all wooden spikes and treenails.

RGB Colour Code: 160, 81, 45

Base alphanumeric code: g03

Wear From Use

Layer used to record wear caused by running ropes or foot traffic.

RGB Colour Code: 145, 44, 238

Base alphanumeric code: j01

Compression Marks

Layer used to record compression marks from timbers riding on or rubbing against other timbers (i.e. bottoms of floors pressing into keel).

RGB Colour Code: 205, 0, 205

Base alphanumeric code: j02

Axe Marks

Layer used to record stop marks, beard and blade striations of axe usage. A line with an arrowhead marks tool travel direction. Two parallel lines perpendicular to the stop mark indicate tool width.

RGB Colour Code: 191, 255, 191

Base alphanumeric code: l01

Scraper/Planer Marks

Layer used to record stop marks, beard and blade striations of scraper and plane usage. A line with an arrowhead marks tool travel direction. Two parallel lines perpendicular to the stop mark indicate tool width.

RGB Colour Code: 127, 255, 127

Base alphanumeric code: l02

Intentional Marks

Layer used to record inscribed lines and intentional boat builder's marks, often seen along 'x' and 'o' faces of frames (marking joggle locations) and on the inboard and outboard faces of planks.

RGB Colour Code: 63, 255, 63

Base alphanumeric code: l03

Saw Marks

Layer used to record both ancient and modern saw marks. Modern saw marks are often seen around treenails on the outboard face of frames and the inboard face of planks. Ancient saw marks are often seen on stringers and ceiling planks.

RGB Colour Code: 0, 191, 0

Base alphanumeric code: l04

Cross-section (Snit)

This layer was used to record cross-sections and areas of rapid surface change or voids in the timber. When drawn over a fastener, it means that the fastener is present.

RGB Colour Code: 255, 165, 0

Base alphanumeric code: n02

Dendro Sample

This layer was used to mark the cuts or slices made during the removal of timber samples for dendrochronological analysis.

RGB Colour Code: 255, 127, 255

Base alphanumeric code: n03

Text and Symbol

This layer is used to record the position and number of samples taken from the timbers (luting, tar, iron etc.). It is also used to record the orientation of the timber, which is a specific symbol drawn on each face of the timber. The symbol layer is used to record the orientation and denote the inboard/outboard face of the plank or the four sides of a frame. On the inboard face of a plank, the symbol is a man, oriented so that his head is facing the upper edge of the plank, and his forward (bow facing) arm is raised. Out the outboard face of a plank, the symbol is a fish that is 'swimming' in the same direction as the ship (towards the bow). The fin of the fish is pointing towards the upper edge of the plank.

There are four symbols that denote the four sides of a frame. These should be drawn approximately 50mm in diameter, near the centre of the timber face. The symbol for the inboard face is a star, while the aft face is a circle and the forward face an x. The symbol for the outboard face was a triangle.

Other symbols were utilised on specialised timbers like the stringers, which were marked with an empty box to denote the upper edge and a box with an x in it to denote the lower edge. The inboard and outboard faces of stringers were denoted with the star and triangle respectively. On timbers with no known orientation, the symbols were assigned arbitrarily with a note being made on the timber recording sheet.

RGB Colour Code: 255, 0, 255

Base alphanumeric code: n04

Layer and Sub-Layer Names

The following table shows all the possible layers and sub-layers in the .dwg and .3dm formats. This table shows the files as they would appear in Rhinoceros3D. The double semi-colons should be replaced with a single dollar sign to replicate the layering structure within the .dwg format.

Table 1 Layer/sub-layer names and layer colour codes for vector files of timbers

Layer Name	Layer Colour R,G,B
MESH::Braces Mesh	0,0,0
MESH::Frame Filler Mesh	0,127,0
MESH::Frame Mesh	0,0,0
MESH::Keel Mesh	0,0,0
MESH::Keelson Mesh	0,0,0
MESH::Misc Timber Mesh	0,0,0
MESH::Planking Filler Mesh	0,0,0
MESH::Port Ceiling Mesh	0,0,0
MESH::Port Plank Mesh	0,0,0
MESH::Port Stringers Mesh	0,0,0
MESH::Port Tingle Mesh	0,0,0
MESH::Rider Mesh	0,0,0
MESH::Starboard Ceiling Mesh	0,0,0
MESH::Starboard Plank Mesh	0,0,0
MESH::Starboard Stringer Mesh	0,0,0
MESH::Starboard Tingle Mesh	0,0,0
MESH::Stem Mesh	0,0,0
WIREFRAMES	0,0,0
WIREFRAMES::Braces wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Braces wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Braces wireframe::aa04 label	63,63,255
WIREFRAMES::Braces wireframe::cc01 sapwood X	210,199,52
WIREFRAMES::Braces wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Braces wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Braces wireframe::cc04 damaged edges X	99,97,97

Layer Name	Layer Colour R,G,B
WIREFRAMES::Braces wireframe::cc05 original damage X	54,62,79
WIREFRAMES::Braces wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Braces wireframe::cd03 grain X	139,116,0
WIREFRAMES::Braces wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Braces wireframe::cl03 intentional marks X	63,255,63
WIREFRAMES::Braces wireframe::cn02 snit X	255,165,0
WIREFRAMES::Braces wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Braces wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Braces wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Braces wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Braces wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Braces wireframe::ec05 original damage in	54,62,79
WIREFRAMES::Braces wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Braces wireframe::ed03 grain in	139,116,0
WIREFRAMES::Braces wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Braces wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Braces wireframe::eg01 treenails in	160,82,45
WIREFRAMES::Braces wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Braces wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Braces wireframe::en02 snit in	255,166,0
WIREFRAMES::Braces wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Braces wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Braces wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Braces wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Braces wireframe::gc04 damaged edges O	99,97,97

Layer Name	Layer Colour R,G,B
WIREFRAMES::Braces wireframe::gc05 original damage O	54,62,79
WIREFRAMES::Braces wireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Braces wireframe::gd03 grain O	139,116,0
WIREFRAMES::Braces wireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Braces wireframe::gn02 snit O	255,166,0
WIREFRAMES::Braces wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Braces wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Braces wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Braces wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Braces wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Braces wireframe::ic05original damage out	54,62,79
WIREFRAMES::Braces wireframe::id0 grain out	139,116,0
WIREFRAMES::Braces wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Braces wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Braces wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Braces wireframe::ig01treenails out	160,82,45
WIREFRAMES::Braces wireframe::ig03 wooden fastener centers out	160,81,45
WIREFRAMES::Braces wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Braces wireframe::il04 toolmarks: saw out	0,191,0
WIREFRAMES::Braces wireframe::in02 snit out	255,165,0
WIREFRAMES::Braces wireframe::text / symbol out	255,0,255
WIREFRAMES::BracesWireframe::aa01 measuring tape	127,127,255
WIREFRAMES::BracesWireframe::aa02 control points on timber	0,255,255
WIREFRAMES::BracesWireframe::aa04 label	63,63,255
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WIREFRAMES::BracesWireframe::cc02 original edge X	0,0,0
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WIREFRAMES::BracesWireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::BracesWireframe::cc05 original damage X	54,62,79
WIREFRAMES::BracesWireframe::cd01 cracks <1mm X	107,65,35
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WIREFRAMES::BracesWireframe::cl03 intentional marks X	63,255,63
WIREFRAMES::BracesWireframe::cn02 snit X	255,165,0
WIREFRAMES::BracesWireframe::cn04 text / symbol X	255,0,255
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WIREFRAMES::BracesWireframe::eg03 wooden fastener centers in	160,81,45
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WIREFRAMES::BracesWireframe::en02 snit in	255,166,0
WIREFRAMES::BracesWireframe::en04 text / symbol in	255,0,255
WIREFRAMES::BracesWireframe::gc01 sapwood O	210,199,52

Layer Name	Layer Colour R,G,B
WIREFRAMES::BracesWireframe::gc02 original edges O	0,0,0
WIREFRAMES::BracesWireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::BracesWireframe::gc04 damaged edges O	99,97,97
WIREFRAMES::BracesWireframe::gc05 original damage O	54,62,79
WIREFRAMES::BracesWireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::BracesWireframe::gd03 grain O	139,116,0
WIREFRAMES::BracesWireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::BracesWireframe::gn02 snit O	255,166,0
WIREFRAMES::BracesWireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::BracesWireframe::ic01 sapwood out	210,199,52
WIREFRAMES::BracesWireframe::ic02 original edges out	0,0,0
WIREFRAMES::BracesWireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::BracesWireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::BracesWireframe::ic05original damage out	54,62,79
WIREFRAMES::BracesWireframe::id0 grain out	139,116,0
WIREFRAMES::BracesWireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::BracesWireframe::if01 additional nails out	0,106,255
WIREFRAMES::BracesWireframe::if04 nail angles out	255,0,0
WIREFRAMES::BracesWireframe::ig01treenails out	160,82,45
WIREFRAMES::BracesWireframe::ig03 wooden fastener centers out	160,81,45
WIREFRAMES::BracesWireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::BracesWireframe::il04 toolmarks: saw out	0,191,0
WIREFRAMES::BracesWireframe::in02 snit out	255,165,0
WIREFRAMES::BracesWireframe::text / symbol out	255,0,255
WIREFRAMES::Frame Filler Wireframe::aa01 measuring tape	127,127,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Filler Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Frame Filler Wireframe::aa04 label	63,63,255
WIREFRAMES::Frame Filler Wireframe::cc01 sapwood X	210,199,52
WIREFRAMES::Frame Filler Wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Frame Filler Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Frame Filler Wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Frame Filler Wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Frame Filler Wireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::Frame Filler Wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Frame Filler Wireframe::cd03 grain X	139,116,0
WIREFRAMES::Frame Filler Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Frame Filler Wireframe::cf01 additional nails X	0,106,255
WIREFRAMES::Frame Filler Wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Frame Filler Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Frame Filler Wireframe::cg01 treenails X	160,82,45
WIREFRAMES::Frame Filler Wireframe::cj01 wear from use inboard	145,44,238
WIREFRAMES::Frame Filler Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Frame Filler Wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Frame Filler Wireframe::cn02 snit X	255,165,0
WIREFRAMES::Frame Filler Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Frame Filler Wireframe::cn03 dendro sample X	255,127,255
WIREFRAMES::Frame Filler Wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Frame Filler Wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Frame Filler Wireframe::ec01 sapwood in	210,199,52

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Filler Wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Frame Filler Wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Frame Filler Wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Frame Filler Wireframe::ec05 original damage in	54,62,79
WIREFRAMES::Frame Filler Wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Frame Filler Wireframe::ed03 grain in	139,116,0
WIREFRAMES::Frame Filler Wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Frame Filler Wireframe::ef03jernnagler stj	255,0,0
WIREFRAMES::Frame Filler Wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Frame Filler Wireframe::ef05 concretions in	191,0,0
WIREFRAMES::Frame Filler Wireframe::eg01 treenails in	160,82,45
WIREFRAMES::Frame Filler Wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Frame Filler Wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Frame Filler Wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Frame Filler Wireframe::el04 toolmarks: saw in	0,191,0
WIREFRAMES::Frame Filler Wireframe::en02 snit in	255,166,0
WIREFRAMES::Frame Filler Wireframe::en03 dendro sample in	255,127,255
WIREFRAMES::Frame Filler Wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Frame Filler Wireframe::gb01 O side	255,255,0
WIREFRAMES::Frame Filler Wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Frame Filler Wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Frame Filler Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Frame Filler Wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Frame Filler Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Frame Filler Wireframe::gc04 damaged edges O	99,97,97

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Filler Wireframe::gc04 damaged edges out	99,97,97
WIREFRAMES::Frame Filler Wireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Frame Filler Wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Frame Filler Wireframe::gd03 grain O	139,116,0
WIREFRAMES::Frame Filler Wireframe::gd05 grain out	139,90,0
WIREFRAMES::Frame Filler Wireframe::gf01 additional nails O	0,106,255
WIREFRAMES::Frame Filler Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Frame Filler Wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Frame Filler Wireframe::gg01 treenails O	160,82,45
WIREFRAMES::Frame Filler Wireframe::gh03 caulking material O	90,144,38
WIREFRAMES::Frame Filler Wireframe::gj01 wear from use O	145,44,238
WIREFRAMES::Frame Filler Wireframe::gj05 toolmarks: saw out	0,191,0
WIREFRAMES::Frame Filler Wireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Frame Filler Wireframe::gn02 snit O	255,166,0
WIREFRAMES::Frame Filler Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Frame Filler Wireframe::gn03 dendro sample O	255,127,255
WIREFRAMES::Frame Filler Wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Frame Filler Wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Frame Filler Wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Frame Filler Wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Frame Filler Wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Frame Filler Wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Frame Filler Wireframe::id0 grain out	139,116,0
WIREFRAMES::Frame Filler Wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Frame Filler Wireframe::if01 additional nails out	0,106,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Filler Wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Frame Filler Wireframe::if05 concretions out	191,0,0
WIREFRAMES::Frame Filler Wireframe::ig01treenails out	160,82,45
WIREFRAMES::Frame Filler Wireframe::ig03 wooden fastener centers out	160,81,45
WIREFRAMES::Frame Filler Wireframe::ij01wear from use out	145,44,238
WIREFRAMES::Frame Filler Wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Frame Filler Wireframe::il04 toolmarks: saw out	0,191,0
WIREFRAMES::Frame Filler Wireframe::in02 snit out	255,165,0
WIREFRAMES::Frame Filler Wireframe::in03 dendro sample out	246,127,255
WIREFRAMES::Frame Filler Wireframe::text / symbol out	255,0,255
WIREFRAMES::Frame Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Frame Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Frame Wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Frame Wireframe::aa04 label	63,63,255
WIREFRAMES::Frame Wireframe::bb01 X side	255,255,0
WIREFRAMES::Frame Wireframe::cc01 sapwood X	210,199,52
WIREFRAMES::Frame Wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Frame Wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Frame Wireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::Frame Wireframe::cc05 original damage X	54,62,79
WIREFRAMES::Frame Wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Frame Wireframe::cd02 mouldings X	238,238,0
WIREFRAMES::Frame Wireframe::cd03 grain X	139,116,0
WIREFRAMES::Frame Wireframe::cf01 additional nails X	0,106,255
WIREFRAMES::Frame Wireframe::cf04 nail angle X	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Wireframe::cg01 treenails X	160,82,45
WIREFRAMES::Frame Wireframe::cg03 wooden fastener centers X	160,81,45
WIREFRAMES::Frame Wireframe::ch01 rot X	90,91,36
WIREFRAMES::Frame Wireframe::ch02 bark X	136,103,33
WIREFRAMES::Frame Wireframe::ch03 caulking material X	90,144,38
WIREFRAMES::Frame Wireframe::cj01wear from use X	145,44,238
WIREFRAMES::Frame Wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Frame Wireframe::cl03 intentional marks X	63,255,63
WIREFRAMES::Frame Wireframe::cl04 toolmarks: saw X	0,191,0
WIREFRAMES::Frame Wireframe::cn02 snit X	255,165,0
WIREFRAMES::Frame Wireframe::cn03 dendro sample X	255,127,255
WIREFRAMES::Frame Wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Frame Wireframe::eb01 Inboard face	255,255,0
WIREFRAMES::Frame Wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Frame Wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Frame Wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Frame Wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Frame Wireframe::ec05 original damage in	54,62,79
WIREFRAMES::Frame Wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Frame Wireframe::ed03 grain in	139,116,0
WIREFRAMES::Frame Wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Frame Wireframe::ef03jernnagler stj	255,0,0
WIREFRAMES::Frame Wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Frame Wireframe::ef05 concretions in	191,0,0
WIREFRAMES::Frame Wireframe::eg01 treenails in	160,82,45

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Wireframe::eg02 wooden plugs or nails in	210,105,30
WIREFRAMES::Frame Wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Frame Wireframe::eh01 rot in	90,91,36
WIREFRAMES::Frame Wireframe::eh02 bark in	136,103,33
WIREFRAMES::Frame Wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Frame Wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Frame Wireframe::el03 intentional marks in	63,255,63
WIREFRAMES::Frame Wireframe::el04 toolmarks: saw in	0,191,0
WIREFRAMES::Frame Wireframe::en01 repairs in	0,0,255
WIREFRAMES::Frame Wireframe::en02 snit in	255,166,0
WIREFRAMES::Frame Wireframe::en03 dendro sample in	255,127,255
WIREFRAMES::Frame Wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Frame Wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Frame Wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Frame Wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Frame Wireframe::gc04 damaged edges O	99,97,97
WIREFRAMES::Frame Wireframe::gc05 original damage O	54,62,79
WIREFRAMES::Frame Wireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Frame Wireframe::gd03 grain O	139,116,0
WIREFRAMES::Frame Wireframe::gf01 additional nails O	0,106,255
WIREFRAMES::Frame Wireframe::gf03jern nagler O	255,0,0
WIREFRAMES::Frame Wireframe::gf04 nail angles O	255,0,0
WIREFRAMES::Frame Wireframe::gg01 treenails O	160,82,45
WIREFRAMES::Frame Wireframe::gg03 wooden fastener centers O	160,81,45
WIREFRAMES::Frame Wireframe::gh01 rot O	90,91,36

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Wireframe::gh02 bark O	136,103,33
WIREFRAMES::Frame Wireframe::gj01 wear from use O	145,44,238
WIREFRAMES::Frame Wireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Frame Wireframe::gl02 toolmarks: plane and scraper O	127,255,127
WIREFRAMES::Frame Wireframe::gl03 intentional marks O	63,255,63
WIREFRAMES::Frame Wireframe::gl04 toolmarks: saw O	0,191,0
WIREFRAMES::Frame Wireframe::gn02 snit O	255,166,0
WIREFRAMES::Frame Wireframe::gn03 dendro sample O	255,127,255
WIREFRAMES::Frame Wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Frame Wireframe::ib01 outboard face	255,255,0
WIREFRAMES::Frame Wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Frame Wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Frame Wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Frame Wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Frame Wireframe::ic05original damage out	54,62,79
WIREFRAMES::Frame Wireframe::id0 grain out	139,116,0
WIREFRAMES::Frame Wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Frame Wireframe::id02 moulding out	238,238,0
WIREFRAMES::Frame Wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Frame Wireframe::if03jern nagler trk	255,0,0
WIREFRAMES::Frame Wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Frame Wireframe::if05 concretions out	191,0,0
WIREFRAMES::Frame Wireframe::ig01treenails out	160,82,45
WIREFRAMES::Frame Wireframe::ig02 wooden plugs or nails out	210,105,30
WIREFRAMES::Frame Wireframe::ig03 wooden fastener centers out	160,81,45

Layer Name	Layer Colour R,G,B
WIREFRAMES::Frame Wireframe::ih01rot out	90,91,36
WIREFRAMES::Frame Wireframe::ih02 bark out	136,103,33
WIREFRAMES::Frame Wireframe::ih03 caulking material out	90,144,38
WIREFRAMES::Frame Wireframe::ij01wear from use out	145,44,238
WIREFRAMES::Frame Wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Frame Wireframe::il02 toolmarks: plane & scraper out	127,255,127
WIREFRAMES::Frame Wireframe::il03 intentional marks out	63,255,63
WIREFRAMES::Frame Wireframe::il04 toolmarks: saw out	0,191,0
WIREFRAMES::Frame Wireframe::in01 repairs out	0,0,255
WIREFRAMES::Frame Wireframe::in02 snit out	255,165,0
WIREFRAMES::Frame Wireframe::in03 dendro sample out	246,127,255
WIREFRAMES::Frame Wireframe::text / symbol out	255,0,255
WIREFRAMES::Keel Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Keel Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Keel Wireframe::aa04 label	63,63,255
WIREFRAMES::Keel Wireframe::bb01 X side::cc02 original edge X	0,0,0
WIREFRAMES::Keel Wireframe::bb01 X side::cc03 limit of original edges X	0,0,0
WIREFRAMES::Keel Wireframe::bb01 X side::cc04 damaged edges X	99,97,97
WIREFRAMES::Keel Wireframe::bb01 X side::cc05 original damage X	54,62,79
WIREFRAMES::Keel Wireframe::bb01 X side::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Keel Wireframe::bb01 X side::cd03 grain X	213,144,86
WIREFRAMES::Keel Wireframe::bb01 X side::cf01 additional nails X	0,106,255
WIREFRAMES::Keel Wireframe::bb01 X side::cf04 nail angle X	255,0,0
WIREFRAMES::Keel Wireframe::bb01 X side::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Keel Wireframe::bb01 X side::cn02 snit X	255,165,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Keel Wireframe::bb01 X side::cn04 text / symbol X	255,0,255
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ec02 original edges in	0,0,0
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ec03 limits of original edges	0,0,0
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ec04 damaged edges in	99,97,97
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ec05 original damage in	54,62,79
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ed03 grain in	213,144,86
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ef01additional nails in	0,106,255
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ef04 nail angles stj	255,0,0
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ef05 concretions in	191,0,0
WIREFRAMES::Keel Wireframe::eb01 Inboard face::eg02 wooden plugs or nails in	210,105,30
WIREFRAMES::Keel Wireframe::eb01 Inboard face::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Keel Wireframe::eb01 Inboard face::ej01 wear from use in	145,44,238
WIREFRAMES::Keel Wireframe::eb01 Inboard face::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Keel Wireframe::eb01 Inboard face::en02 snit in	255,166,0
WIREFRAMES::Keel Wireframe::eb01 Inboard face::en04 text / symbol in	255,0,255
WIREFRAMES::Keel Wireframe::gb01 O side::gc02 original edges O	0,0,0
WIREFRAMES::Keel Wireframe::gb01 O side::gc03 limits of original edges O	0,0,0
WIREFRAMES::Keel Wireframe::gb01 O side::gc04 damaged edges O	99,97,97
WIREFRAMES::Keel Wireframe::gb01 O side::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Keel Wireframe::gb01 O side::gd03 grain O	213,144,86
WIREFRAMES::Keel Wireframe::gb01 O side::gf01 additional nails O	0,106,255
WIREFRAMES::Keel Wireframe::gb01 O side::gf04 nail angles O	255,0,0
WIREFRAMES::Keel Wireframe::gb01 O side::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Keel Wireframe::gb01 O side::gn02 snit O	255,166,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Keel Wireframe::gb01 O side::gn04 text / symbol O	255,0,255
WIREFRAMES::Keel Wireframe::ib01 outboard face::ic02 original edges out	0,0,0
WIREFRAMES::Keel Wireframe::ib01 outboard face::ic03 limits of original edges out	0,0,0
WIREFRAMES::Keel Wireframe::ib01 outboard face::ic04 damaged edges out	99,97,97
WIREFRAMES::Keel Wireframe::ib01 outboard face::id0 grain out	213,144,86
WIREFRAMES::Keel Wireframe::ib01 outboard face::id01 cracks <1mm out	107,65,35
WIREFRAMES::Keel Wireframe::ib01 outboard face::if01 additional nails out	0,106,255
WIREFRAMES::Keel Wireframe::ib01 outboard face::ij01wear from use out	145,44,238
WIREFRAMES::Keel Wireframe::ib01 outboard face::il01toolmarks: axe out	191,255,191
WIREFRAMES::Keel Wireframe::ib01 outboard face::in02 snit out	255,165,0
WIREFRAMES::Keel Wireframe::ib01 outboard face::text / symbol out	255,0,255
WIREFRAMES::Keelson Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Keelson Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Keelson wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Keelson Wireframe::aa04 label	63,63,255
WIREFRAMES::Keelson Wireframe::cc01 sapwood X	210,199,52
WIREFRAMES::Keelson Wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Keelson Wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Keelson Wireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::Keelson Wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Keelson Wireframe::cd03 grain X	139,116,0
WIREFRAMES::Keelson Wireframe::cf01 additional nails X	0,106,255
WIREFRAMES::Keelson Wireframe::cf04 nail angle X	255,0,0
WIREFRAMES::Keelson Wireframe::cg01 treenails X	160,82,45
WIREFRAMES::Keelson Wireframe::cg03 wooden fastener centers X	160,81,45

Layer Name	Layer Colour R,G,B
WIREFRAMES::Keelson Wireframe::ch02 bark X	136,103,33
WIREFRAMES::Keelson Wireframe::cj01wear from use X	145,44,238
WIREFRAMES::Keelson Wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Keelson Wireframe::cn02 snit X	255,165,0
WIREFRAMES::Keelson Wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Keelson Wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Keelson Wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Keelson Wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Keelson Wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Keelson Wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Keelson Wireframe::ed03 grain in	139,116,0
WIREFRAMES::Keelson Wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Keelson Wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Keelson Wireframe::eg01 treenails in	160,82,45
WIREFRAMES::Keelson Wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Keelson Wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Keelson Wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Keelson Wireframe::el04 toolmarks: saw in	0,191,0
WIREFRAMES::Keelson Wireframe::en02 snit in	255,166,0
WIREFRAMES::Keelson Wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Keelson Wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Keelson Wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Keelson Wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Keelson Wireframe::gc04 damaged edges O	99,97,97
WIREFRAMES::Keelson Wireframe::gd01 cracks<1mm O	107,65,35

Layer Name	Layer Colour R,G,B
WIREFRAMES::Keelson Wireframe::gd03 grain O	139,116,0
WIREFRAMES::Keelson Wireframe::gf01 additional nails O	0,106,255
WIREFRAMES::Keelson Wireframe::gf04 nail angles O	255,0,0
WIREFRAMES::Keelson Wireframe::gg01 treenails O	160,82,45
WIREFRAMES::Keelson Wireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Keelson Wireframe::gn02 snit O	255,166,0
WIREFRAMES::Keelson Wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Keelson Wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Keelson Wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Keelson Wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Keelson Wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Keelson Wireframe::id0 grain out	139,116,0
WIREFRAMES::Keelson Wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Keelson Wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Keelson Wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Keelson Wireframe::ig01treenails out	160,82,45
WIREFRAMES::Keelson Wireframe::ig03 wooden fastener centers out	160,81,45
WIREFRAMES::Keelson Wireframe::ij01wear from use out	145,44,238
WIREFRAMES::Keelson Wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Keelson Wireframe::in02 snit out	255,165,0
WIREFRAMES::Keelson Wireframe::text / symbol out	255,0,255
WIREFRAMES::Misc Timber Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Misc Timber Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Misc Timber Wireframe::aa04 label	63,63,255
WIREFRAMES::Misc Timber Wireframe::cc01 sapwood X	210,199,52

Layer Name	Layer Colour R,G,B
WIREFRAMES::Misc Timber Wireframe::cc01sapwood inboard	210,199,52
WIREFRAMES::Misc Timber Wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Misc Timber Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Misc Timber Wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Misc Timber Wireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::Misc Timber Wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Misc Timber Wireframe::cd03 grain X	139,116,0
WIREFRAMES::Misc Timber Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Misc Timber Wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Misc Timber Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Misc Timber Wireframe::cg01treenails inboard	160,82,45
WIREFRAMES::Misc Timber Wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Misc Timber Wireframe::cj01wear from use X	145,44,238
WIREFRAMES::Misc Timber Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Misc Timber Wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Misc Timber Wireframe::cn02 snit X	255,165,0
WIREFRAMES::Misc Timber Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Misc Timber Wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Misc Timber Wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Misc Timber Wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Misc Timber Wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Misc Timber Wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Misc Timber Wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Misc Timber Wireframe::ed03 grain in	139,116,0
WIREFRAMES::Misc Timber Wireframe::ef01additional nails in	0,106,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Misc Timber Wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Misc Timber Wireframe::eg02 wooden plugs or nails in	210,105,30
WIREFRAMES::Misc Timber Wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Misc Timber Wireframe::eh02 bark in	136,103,33
WIREFRAMES::Misc Timber Wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Misc Timber Wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Misc Timber Wireframe::el02 toolmarks: plane and scraper in	127,255,127
WIREFRAMES::Misc Timber Wireframe::en02 snit in	255,166,0
WIREFRAMES::Misc Timber Wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Misc Timber Wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Misc Timber Wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Misc Timber Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Misc Timber Wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Misc Timber Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Misc Timber Wireframe::gc04 damaged edges O	99,97,97
WIREFRAMES::Misc Timber Wireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Misc Timber Wireframe::gd03 grain O	139,116,0
WIREFRAMES::Misc Timber Wireframe::gd05 grain out	139,90,0
WIREFRAMES::Misc Timber Wireframe::gf01 additional nails O	0,106,255
WIREFRAMES::Misc Timber Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Misc Timber Wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Misc Timber Wireframe::gf04 nail angles O	255,0,0
WIREFRAMES::Misc Timber Wireframe::gg01 treenails out	160,82,45
WIREFRAMES::Misc Timber Wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Misc Timber Wireframe::gh02 bark O	136,103,33

Layer Name	Layer Colour R,G,B
WIREFRAMES::Misc Timber Wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Misc Timber Wireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Misc Timber Wireframe::gn02 snit O	255,166,0
WIREFRAMES::Misc Timber Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Misc Timber Wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Misc Timber Wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Misc Timber Wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Misc Timber Wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Misc Timber Wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Misc Timber Wireframe::id0 grain out	139,116,0
WIREFRAMES::Misc Timber Wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Misc Timber Wireframe::ij01wear from use out	145,44,238
WIREFRAMES::Misc Timber Wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Misc Timber Wireframe::in02 snit out	255,165,0
WIREFRAMES::Misc Timber Wireframe::text / symbol out	255,0,255
WIREFRAMES::Planking Filler Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Planking Filler Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Planking Filler Wireframe::aa04 label	63,63,255
WIREFRAMES::Planking Filler Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Planking Filler Wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Planking Filler Wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Planking Filler Wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Planking Filler Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Planking Filler Wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Planking Filler Wireframe::cf02 clinker nails and roves inboard	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Planking Filler Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Planking Filler Wireframe::cg01treenails inboard	160,82,45
WIREFRAMES::Planking Filler Wireframe::cg02 wooden plugs or nails inboard	210,105,30
WIREFRAMES::Planking Filler Wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Planking Filler Wireframe::cj02 compression marks from frames inboard	205,0,205
WIREFRAMES::Planking Filler Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Planking Filler Wireframe::cl03 intentional marks inboard	63,255,63
WIREFRAMES::Planking Filler Wireframe::cl04 toolmarks: saw inboard	0,191,0
WIREFRAMES::Planking Filler Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Planking Filler Wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Planking Filler Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Planking Filler Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Planking Filler Wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Planking Filler Wireframe::gd05 grain out	139,90,0
WIREFRAMES::Planking Filler Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Planking Filler Wireframe::gf02 clinker nails out	255,0,0
WIREFRAMES::Planking Filler Wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Planking Filler Wireframe::gg01 treenails out	160,82,45
WIREFRAMES::Planking Filler Wireframe::gg02 wooden plugs or nails out	210,105,30
WIREFRAMES::Planking Filler Wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Planking Filler Wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Planking Filler Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Planking Filler Wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Port Ceiling wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Port Ceiling wireframe::aa02 control points on timber	0,255,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Ceiling wireframe::aa04 label	63,63,255
WIREFRAMES::Port Ceiling wireframe::cc01sapwood inboard	210,199,52
WIREFRAMES::Port Ceiling wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Port Ceiling wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Port Ceiling wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Port Ceiling wireframe::cc05 original damage	54,62,79
WIREFRAMES::Port Ceiling wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Port Ceiling wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Port Ceiling wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Port Ceiling wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Port Ceiling wireframe::cf04 concretions inboard	191,0,0
WIREFRAMES::Port Ceiling wireframe::cg01treenails inboard	160,82,45
WIREFRAMES::Port Ceiling wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Port Ceiling wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Port Ceiling wireframe::cl03 intentional marks inboard	63,255,63
WIREFRAMES::Port Ceiling wireframe::cl04 toolmarks: saw inboard	0,191,0
WIREFRAMES::Port Ceiling wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Port Ceiling wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Port Ceiling wireframe::gc01sapwood out	210,199,52
WIREFRAMES::Port Ceiling wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Port Ceiling wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Port Ceiling wireframe::gc04 damaged edges out	99,97,97
WIREFRAMES::Port Ceiling wireframe::gc05 original damage out	54,62,79
WIREFRAMES::Port Ceiling wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Port Ceiling wireframe::gd05 grain out	139,90,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Ceiling wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Port Ceiling wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Port Ceiling wireframe::gf04 concretions out	191,0,0
WIREFRAMES::Port Ceiling wireframe::gg01 treenails out	160,82,45
WIREFRAMES::Port Ceiling wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Port Ceiling wireframe::gj01 wear from use out	145,44,238
WIREFRAMES::Port Ceiling wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Port Ceiling wireframe::gj04 intentional marks out	63,255,63
WIREFRAMES::Port Ceiling wireframe::gj05 toolmarks: saw out	0,191,0
WIREFRAMES::Port Ceiling wireframe::gn02 snit out	255,166,0
WIREFRAMES::Port Ceiling wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Port Ceiling wireframe::gn05 samples other	255,178,244
WIREFRAMES::Port Plank Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Port Plank Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Port Plank Wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Port Plank Wireframe::aa04 label	63,63,255
WIREFRAMES::Port Plank Wireframe::cc01sapwood inboard	210,199,52
WIREFRAMES::Port Plank Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Port Plank Wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Port Plank Wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Port Plank Wireframe::cc05 original damage	54,62,79
WIREFRAMES::Port Plank Wireframe::cd01 land inboard	53,34,34
WIREFRAMES::Port Plank Wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Port Plank Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Port Plank Wireframe::cf01nails additional inboard	0,106,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Plank Wireframe::cf02 clinker nails and roves inboard	255,0,0
WIREFRAMES::Port Plank Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Port Plank Wireframe::cf04 concretions inboard	191,0,0
WIREFRAMES::Port Plank Wireframe::cg01treenails inboard	160,82,45
WIREFRAMES::Port Plank Wireframe::cg02 wooden plugs or nails inboard	210,105,30
WIREFRAMES::Port Plank Wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Port Plank Wireframe::cj01 wear from use inboard	145,44,238
WIREFRAMES::Port Plank Wireframe::cj02 compression marks from frames inboard	205,0,205
WIREFRAMES::Port Plank Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Port Plank Wireframe::cl03 intentional marks inboard	63,255,63
WIREFRAMES::Port Plank Wireframe::cl04 toolmarks: saw inboard	0,191,0
WIREFRAMES::Port Plank Wireframe::cn01repairs inboard	0,0,255
WIREFRAMES::Port Plank Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Port Plank Wireframe::cn03 dendro sample inboard	255,127,255
WIREFRAMES::Port Plank Wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Port Plank Wireframe::gc01sapwood out	210,199,52
WIREFRAMES::Port Plank Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Port Plank Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Port Plank Wireframe::gc04 damaged edges out	99,97,97
WIREFRAMES::Port Plank Wireframe::gc05 original damage out	54,62,79
WIREFRAMES::Port Plank Wireframe::gd01 land out	53,34,34
WIREFRAMES::Port Plank Wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Port Plank Wireframe::gd05 grain out	139,90,0
WIREFRAMES::Port Plank Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Port Plank Wireframe::gf02 clinker nails out	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Plank Wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Port Plank Wireframe::gf04 concretions out	191,0,0
WIREFRAMES::Port Plank Wireframe::gg01 treenails out	160,82,45
WIREFRAMES::Port Plank Wireframe::gg02 wooden plugs or nails out	210,105,30
WIREFRAMES::Port Plank Wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Port Plank Wireframe::gj01 wear from use out	145,44,238
WIREFRAMES::Port Plank Wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Port Plank Wireframe::gj04 intentional marks out	63,255,63
WIREFRAMES::Port Plank Wireframe::gj05 toolmarks: saw out	0,191,0
WIREFRAMES::Port Plank Wireframe::gn01repairs out	0,0,255
WIREFRAMES::Port Plank Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Port Plank Wireframe::gn03 dendro sample out	255,127,255
WIREFRAMES::Port Plank Wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Port Stringers wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Port Stringers wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Port Stringers wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Port Stringers wireframe::aa04 label	63,63,255
WIREFRAMES::Port Stringers wireframe::cc01 sapwood Lower Side	210,199,52
WIREFRAMES::Port Stringers wireframe::cc02 original edge Lower Side	0,0,0
WIREFRAMES::Port Stringers wireframe::cc03 limit of original edges Lower Side	0,0,0
WIREFRAMES::Port Stringers wireframe::cc04 damaged edges Lower Side	99,97,97
WIREFRAMES::Port Stringers wireframe::cc05 original damage Lower Side	54,62,79
WIREFRAMES::Port Stringers wireframe::cd01 cracks <1mm Lower Side	107,65,35
WIREFRAMES::Port Stringers wireframe::cd03 grain Lower Side	139,116,0
WIREFRAMES::Port Stringers wireframe::cf01 additional nails Lower Side	0,106,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Stringers wireframe::cf04 nail angle Lower Side	255,0,0
WIREFRAMES::Port Stringers wireframe::cg01 treenails Lower Side	160,82,45
WIREFRAMES::Port Stringers wireframe::cg03 wooden fastener centers Lower Side	160,81,45
WIREFRAMES::Port Stringers wireframe::cj01wear from use Lower Side	145,44,238
WIREFRAMES::Port Stringers wireframe::cl01toolmarks:axe Lower Side	191,255,191
WIREFRAMES::Port Stringers wireframe::cn02 snit Lower Side	255,165,0
WIREFRAMES::Port Stringers wireframe::cn04 text / symbol Lower Side	255,0,255
WIREFRAMES::Port Stringers wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Port Stringers wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Port Stringers wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Port Stringers wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Port Stringers wireframe::ec05 original damage in	54,62,79
WIREFRAMES::Port Stringers wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Port Stringers wireframe::ed03 grain in	139,116,0
WIREFRAMES::Port Stringers wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Port Stringers wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Port Stringers wireframe::eg01 treenails in	160,82,45
WIREFRAMES::Port Stringers wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Port Stringers wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Port Stringers wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Port Stringers wireframe::el03 intentional marks in	63,255,63
WIREFRAMES::Port Stringers wireframe::el04 toolmarks: saw in	0,191,0
WIREFRAMES::Port Stringers wireframe::en02 snit in	255,166,0
WIREFRAMES::Port Stringers wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Port Stringers wireframe::gc01 sapwood Upper Side	210,199,52

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Stringers wireframe::gc02 original edges Upper Side	0,0,0
WIREFRAMES::Port Stringers wireframe::gc03 limits of original edges Upper Side	0,0,0
WIREFRAMES::Port Stringers wireframe::gc04 damaged edges Upper Side	99,97,97
WIREFRAMES::Port Stringers wireframe::gc05 original damage Upper Side	54,62,79
WIREFRAMES::Port Stringers wireframe::gd01 cracks<1mm Upper Side	107,65,35
WIREFRAMES::Port Stringers wireframe::gd03 grain Upper Side	139,116,0
WIREFRAMES::Port Stringers wireframe::gf01 additional nails Upper Side	0,106,255
WIREFRAMES::Port Stringers wireframe::gf04 nail angles Upper Side	255,0,0
WIREFRAMES::Port Stringers wireframe::gg01 treenails Upper Side	160,82,45
WIREFRAMES::Port Stringers wireframe::gl01 toolmarks:axe Upper Side	191,255,191
WIREFRAMES::Port Stringers wireframe::gn02 snit Upper Side	255,166,0
WIREFRAMES::Port Stringers wireframe::gn04 text / symbol Upper Side	255,0,255
WIREFRAMES::Port Stringers wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Port Stringers wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Port Stringers wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Port Stringers wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Port Stringers wireframe::ic05original damage out	54,62,79
WIREFRAMES::Port Stringers wireframe::id0 grain out	139,116,0
WIREFRAMES::Port Stringers wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Port Stringers wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Port Stringers wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Port Stringers wireframe::ig01treenails out	160,82,45
WIREFRAMES::Port Stringers wireframe::ig03 wooden fastener centers out	160,81,45
WIREFRAMES::Port Stringers wireframe::ij01wear from use out	145,44,238
WIREFRAMES::Port Stringers wireframe::il01toolmarks: axe out	191,255,191

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Stringers wireframe::il04 toolmarks: saw out	0,191,0
WIREFRAMES::Port Stringers wireframe::in02 snit out	255,165,0
WIREFRAMES::Port Stringers wireframe::in04 text / symbol out	255,0,255
WIREFRAMES::Port Tingle Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Port Tingle Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Port Tingle Wireframe::aa04 label	63,63,255
WIREFRAMES::Port Tingle Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Port Tingle Wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Port Tingle Wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Port Tingle Wireframe::cc05 original damage	54,62,79
WIREFRAMES::Port Tingle Wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Port Tingle Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Port Tingle Wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Port Tingle Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Port Tingle Wireframe::cg02 wooden plugs or nails inboard	210,105,30
WIREFRAMES::Port Tingle Wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Port Tingle Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Port Tingle Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Port Tingle Wireframe::cn03 dendro sample inboard	255,127,255
WIREFRAMES::Port Tingle Wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Port Tingle Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Port Tingle Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Port Tingle Wireframe::gc05 original damage out	54,62,79
WIREFRAMES::Port Tingle Wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Port Tingle Wireframe::gd05 grain out	139,90,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Port Tingle Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Port Tingle Wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Port Tingle Wireframe::gg02 wooden plugs or nails out	210,105,30
WIREFRAMES::Port Tingle Wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Port Tingle Wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Port Tingle Wireframe::gj04 intentional marks out	63,255,63
WIREFRAMES::Port Tingle Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Port Tingle Wireframe::gn03 dendro sample out	255,127,255
WIREFRAMES::Port Tingle Wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Rider wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Rider wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Rider wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Rider wireframe::aa04 label	63,63,255
WIREFRAMES::Rider wireframe::cc01 sapwood X	210,199,52
WIREFRAMES::Rider wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Rider wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Rider wireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::Rider wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Rider wireframe::cd03 grain X	139,116,0
WIREFRAMES::Rider wireframe::cg01 treenails X	160,82,45
WIREFRAMES::Rider wireframe::ch02 bark X	136,103,33
WIREFRAMES::Rider wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Rider wireframe::cl03 intentional marks X	63,255,63
WIREFRAMES::Rider wireframe::cn02 snit X	255,165,0
WIREFRAMES::Rider wireframe::cn03 dendro sample X	255,127,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Rider wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Rider wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Rider wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Rider wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Rider wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Rider wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Rider wireframe::ed03 grain in	139,116,0
WIREFRAMES::Rider wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Rider wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Rider wireframe::eh02 bark in	136,103,33
WIREFRAMES::Rider wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Rider wireframe::el03 intentional marks in	63,255,63
WIREFRAMES::Rider wireframe::en02 snit in	255,166,0
WIREFRAMES::Rider wireframe::en03 dendro sample in	255,127,255
WIREFRAMES::Rider wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Rider wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Rider wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Rider wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Rider wireframe::gc04 damaged edges O	99,97,97
WIREFRAMES::Rider wireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Rider wireframe::gd03 grain O	139,116,0
WIREFRAMES::Rider wireframe::gf01 additional nails O	0,106,255
WIREFRAMES::Rider wireframe::gf04 nail angles O	255,0,0
WIREFRAMES::Rider wireframe::gh02 bark O	136,103,33
WIREFRAMES::Rider wireframe::gl01 toolmarks:axe O	191,255,191

Layer Name	Layer Colour R,G,B
WIREFRAMES::Rider wireframe::gl03 intentional marks O	63,255,63
WIREFRAMES::Rider wireframe::gn02 snit O	255,166,0
WIREFRAMES::Rider wireframe::gn03 dendro sample O	255,127,255
WIREFRAMES::Rider wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Rider wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Rider wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Rider wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Rider wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Rider wireframe::id0 grain out	139,116,0
WIREFRAMES::Rider wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Rider wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Rider wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Rider wireframe::ig01treenails out	160,82,45
WIREFRAMES::Rider wireframe::ih02 bark out	136,103,33
WIREFRAMES::Rider wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Rider wireframe::in02 snit out	255,165,0
WIREFRAMES::Rider wireframe::in03 dendro sample out	246,127,255
WIREFRAMES::Rider wireframe::text / symbol out	255,0,255
WIREFRAMES::Starboard Ceiling wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Starboard Ceiling wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Starboard Ceiling wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Starboard Ceiling wireframe::aa04 label	63,63,255
WIREFRAMES::Starboard Ceiling wireframe::cc01sapwood inboard	210,199,52
WIREFRAMES::Starboard Ceiling wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Starboard Ceiling wireframe::cc03 limit of original edge	0,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Ceiling wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Starboard Ceiling wireframe::cc05 original damage	54,62,79
WIREFRAMES::Starboard Ceiling wireframe::cd01 land inboard	53,34,34
WIREFRAMES::Starboard Ceiling wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Starboard Ceiling wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Starboard Ceiling wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Starboard Ceiling wireframe::cf02 clinker nails and roves inboard	255,0,0
WIREFRAMES::Starboard Ceiling wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Starboard Ceiling wireframe::cf04 concretions inboard	191,0,0
WIREFRAMES::Starboard Ceiling wireframe::cg01treenails inboard	160,82,45
WIREFRAMES::Starboard Ceiling wireframe::cj01 wear from use inboard	145,44,238
WIREFRAMES::Starboard Ceiling wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Starboard Ceiling wireframe::cl03 intentional marks inboard	63,255,63
WIREFRAMES::Starboard Ceiling wireframe::cl04 toolmarks: saw inboard	0,191,0
WIREFRAMES::Starboard Ceiling wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Starboard Ceiling wireframe::cn03 dendro sample inboard	255,127,255
WIREFRAMES::Starboard Ceiling wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Starboard Ceiling wireframe::gc01sapwood out	210,199,52
WIREFRAMES::Starboard Ceiling wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Starboard Ceiling wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Starboard Ceiling wireframe::gc04 damaged edges out	99,97,97
WIREFRAMES::Starboard Ceiling wireframe::gc05 original damage out	54,62,79
WIREFRAMES::Starboard Ceiling wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Starboard Ceiling wireframe::gd05 grain out	139,90,0
WIREFRAMES::Starboard Ceiling wireframe::gf01 nails additional out	0,106,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Ceiling wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Starboard Ceiling wireframe::gf04 concretions out	191,0,0
WIREFRAMES::Starboard Ceiling wireframe::gg01 treenails out	160,82,45
WIREFRAMES::Starboard Ceiling wireframe::gj01 wear from use out	145,44,238
WIREFRAMES::Starboard Ceiling wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Starboard Ceiling wireframe::gj04 intentional marks out	63,255,63
WIREFRAMES::Starboard Ceiling wireframe::gj05 toolmarks: saw out	0,191,0
WIREFRAMES::Starboard Ceiling wireframe::gn02 snit out	255,166,0
WIREFRAMES::Starboard Ceiling wireframe::gn03 dendro sample out	255,127,255
WIREFRAMES::Starboard Ceiling wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Starboard Plank Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Starboard Plank Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Starboard Plank Wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Starboard Plank Wireframe::aa04 label	63,63,255
WIREFRAMES::Starboard Plank Wireframe::cc01sapwood inboard	210,199,52
WIREFRAMES::Starboard Plank Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Starboard Plank Wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Starboard Plank Wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Starboard Plank Wireframe::cc05 original damage	54,62,79
WIREFRAMES::Starboard Plank Wireframe::cd01 land inboard	53,34,34
WIREFRAMES::Starboard Plank Wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Starboard Plank Wireframe::cd03 caulking groove inboard	0,127,0
WIREFRAMES::Starboard Plank Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Starboard Plank Wireframe::cf01nails additional inboard	0,106,255
WIREFRAMES::Starboard Plank Wireframe::cf02 clinker nails and roves inboard	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Plank Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Starboard Plank Wireframe::cf04 concretions inboard	191,0,0
WIREFRAMES::Starboard Plank Wireframe::cg01treenails inboard	160,82,45
WIREFRAMES::Starboard Plank Wireframe::cg02 wooden plugs or nails inboard	210,105,30
WIREFRAMES::Starboard Plank Wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Starboard Plank Wireframe::cj01 wear from use inboard	145,44,238
WIREFRAMES::Starboard Plank Wireframe::cj02 compression marks from frames inboard	205,0,205
WIREFRAMES::Starboard Plank Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Starboard Plank Wireframe::cl03 intentional marks inboard	63,255,63
WIREFRAMES::Starboard Plank Wireframe::cl04 toolmarks: saw inboard	0,191,0
WIREFRAMES::Starboard Plank Wireframe::cn01repairs inboard	0,0,255
WIREFRAMES::Starboard Plank Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Starboard Plank Wireframe::cn03 dendro sample inboard	255,127,255
WIREFRAMES::Starboard Plank Wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Starboard Plank Wireframe::gc01sapwood out	210,199,52
WIREFRAMES::Starboard Plank Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Starboard Plank Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Starboard Plank Wireframe::gc04 damaged edges out	99,97,97
WIREFRAMES::Starboard Plank Wireframe::gc05 original damage out	54,62,79
WIREFRAMES::Starboard Plank Wireframe::gd01 land out	53,34,34
WIREFRAMES::Starboard Plank Wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Starboard Plank Wireframe::gd05 grain out	139,90,0
WIREFRAMES::Starboard Plank Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Starboard Plank Wireframe::gf02 clinker nails out	255,0,0
WIREFRAMES::Starboard Plank Wireframe::gf03 nail angles out	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Plank Wireframe::gf04 concretions out	191,0,0
WIREFRAMES::Starboard Plank Wireframe::gg01 treenails out	160,82,45
WIREFRAMES::Starboard Plank Wireframe::gg02 wooden plugs or nails out	210,105,30
WIREFRAMES::Starboard Plank Wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Starboard Plank Wireframe::gh03 caulking in situ out	90,144,38
WIREFRAMES::Starboard Plank Wireframe::gj01 wear from use out	145,44,238
WIREFRAMES::Starboard Plank Wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Starboard Plank Wireframe::gj04 intentional marks out	63,255,63
WIREFRAMES::Starboard Plank Wireframe::gj05 toolmarks: saw out	0,191,0
WIREFRAMES::Starboard Plank Wireframe::gn01repairs out	0,0,255
WIREFRAMES::Starboard Plank Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Starboard Plank Wireframe::gn03 dendro sample out	255,127,255
WIREFRAMES::Starboard Plank Wireframe::gn04 text - symbol out	255,0,255
WIREFRAMES::Starboard Stringer wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Starboard Stringer wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Starboard Stringer wireframe::aa04 label	63,63,255
WIREFRAMES::Starboard Stringer wireframe::cc01 sapwood Lower Side	210,199,52
WIREFRAMES::Starboard Stringer wireframe::cc02 original edge Lower Side	0,0,0
WIREFRAMES::Starboard Stringer wireframe::cc03 limit of original edges Lower Side	0,0,0
WIREFRAMES::Starboard Stringer wireframe::cc04 damaged edges Lower Side	99,97,97
WIREFRAMES::Starboard Stringer wireframe::cc05 original damage Lower Side	54,62,79
WIREFRAMES::Starboard Stringer wireframe::cd01 cracks <1mm Lower Side	107,65,35
WIREFRAMES::Starboard Stringer wireframe::cd03 grain Lower Side	139,116,0
WIREFRAMES::Starboard Stringer wireframe::cf01 additional nails Lower Side	0,106,255
WIREFRAMES::Starboard Stringer wireframe::cf04 nail angle Lower Side	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Stringer wireframe::cg01 treenails Lower Side	160,82,45
WIREFRAMES::Starboard Stringer wireframe::cg03 wooden fastener centers Lower Side	160,81,45
WIREFRAMES::Starboard Stringer wireframe::cl01toolmarks:axe Lower Side	191,255,191
WIREFRAMES::Starboard Stringer wireframe::cn02 snit Lower Side	255,165,0
WIREFRAMES::Starboard Stringer wireframe::cn04 text / symbol Lower Side	255,0,255
WIREFRAMES::Starboard Stringer wireframe::eb01 Inboard face	255,255,0
WIREFRAMES::Starboard Stringer wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Starboard Stringer wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Starboard Stringer wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Starboard Stringer wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Starboard Stringer wireframe::ec05 original damage in	54,62,79
WIREFRAMES::Starboard Stringer wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Starboard Stringer wireframe::ed03 grain in	139,116,0
WIREFRAMES::Starboard Stringer wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Starboard Stringer wireframe::ef04 nail angles stj	255,0,0
WIREFRAMES::Starboard Stringer wireframe::eg01 treenails in	160,82,45
WIREFRAMES::Starboard Stringer wireframe::eg02 wooden plugs or nails in	210,105,30
WIREFRAMES::Starboard Stringer wireframe::eg03 wooden fastener centers in	160,81,45
WIREFRAMES::Starboard Stringer wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Starboard Stringer wireframe::el01 toolmarks: axe in	191,255,191
WIREFRAMES::Starboard Stringer wireframe::el03 intentional marks in	63,255,63
WIREFRAMES::Starboard Stringer wireframe::el04 toolmarks: saw in	0,191,0
WIREFRAMES::Starboard Stringer wireframe::en02 snit in	255,166,0
WIREFRAMES::Starboard Stringer wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Starboard Stringer wireframe::gc01 sapwood Upper Face	210,199,52

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Stringer wireframe::gc01 sapwood Upper Side	210,199,52
WIREFRAMES::Starboard Stringer wireframe::gc02 original edges Upper Face	0,0,0
WIREFRAMES::Starboard Stringer wireframe::gc02 original edges Upper Side	0,0,0
WIREFRAMES::Starboard Stringer wireframe::gc03 limits of original edges Upper Face	0,0,0
WIREFRAMES::Starboard Stringer wireframe::gc03 limits of original edges Upper Side	0,0,0
WIREFRAMES::Starboard Stringer wireframe::gc04 damaged edges Upper Side	99,97,97
WIREFRAMES::Starboard Stringer wireframe::gc05 original damage Upper Side	54,62,79
WIREFRAMES::Starboard Stringer wireframe::gd01 cracks<1mm Upper Side	107,65,35
WIREFRAMES::Starboard Stringer wireframe::gd03 grain Upper Face	139,116,0
WIREFRAMES::Starboard Stringer wireframe::gd03 grain Upper Side	139,116,0
WIREFRAMES::Starboard Stringer wireframe::gf01 additional nails Upper Side	0,106,255
WIREFRAMES::Starboard Stringer wireframe::gf04 nail angles Upper Side	255,0,0
WIREFRAMES::Starboard Stringer wireframe::gg01 treenails Upper Side	160,82,45
WIREFRAMES::Starboard Stringer wireframe::gg03 wooden fastener centers Upper Side	160,81,45
WIREFRAMES::Starboard Stringer wireframe::gj01 wear from use Upper Side	145,44,238
WIREFRAMES::Starboard Stringer wireframe::gl01 toolmarks:axe Upper Side	191,255,191
WIREFRAMES::Starboard Stringer wireframe::gn02 snit Upper Face	255,166,0
WIREFRAMES::Starboard Stringer wireframe::gn02 snit Upper Side	255,166,0
WIREFRAMES::Starboard Stringer wireframe::gn04 text / symbol Upper Face	255,0,255
WIREFRAMES::Starboard Stringer wireframe::gn04 text / symbol Upper Side	255,0,255
WIREFRAMES::Starboard Stringer wireframe::ic01 sapwood out	210,199,52
WIREFRAMES::Starboard Stringer wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Starboard Stringer wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Starboard Stringer wireframe::ic04 damaged edges out	99,97,97

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Stringer wireframe::ic05original damage out	54,62,79
WIREFRAMES::Starboard Stringer wireframe::id0 grain out	139,116,0
WIREFRAMES::Starboard Stringer wireframe::id01 cracks <1mm out	107,65,35
WIREFRAMES::Starboard Stringer wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Starboard Stringer wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Starboard Stringer wireframe::ig01treenails out	160,82,45
WIREFRAMES::Starboard Stringer wireframe::ig02 plugged holes out	210,105,30
WIREFRAMES::Starboard Stringer wireframe::ig03 wooden fastener centers out	160,81,45
WIREFRAMES::Starboard Stringer wireframe::ih01rot out	90,91,36
WIREFRAMES::Starboard Stringer wireframe::ij01wear from use out	145,44,238
WIREFRAMES::Starboard Stringer wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Starboard Stringer wireframe::il04 toolmarks: saw out	0,191,0
WIREFRAMES::Starboard Stringer wireframe::in02 snit out	255,165,0
WIREFRAMES::Starboard Stringer wireframe::in04 text / symbol out	255,0,255
WIREFRAMES::Starboard Stringer wireframe::text / symbol out	255,0,255
WIREFRAMES::Starboard Tingle Wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Starboard Tingle Wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Starboard Tingle Wireframe::aa04 label	63,63,255
WIREFRAMES::Starboard Tingle Wireframe::cc01sapwood inboard	210,199,52
WIREFRAMES::Starboard Tingle Wireframe::cc02 original edges inboard	0,0,0
WIREFRAMES::Starboard Tingle Wireframe::cc03 limit of original edge	0,0,0
WIREFRAMES::Starboard Tingle Wireframe::cc04 damaged edges	99,97,97
WIREFRAMES::Starboard Tingle Wireframe::cd02 cracks <1mm inboard	107,65,35
WIREFRAMES::Starboard Tingle Wireframe::cd05 grain inboard	139,90,0
WIREFRAMES::Starboard Tingle Wireframe::cf01nails additional inboard	0,106,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Starboard Tingle Wireframe::cf03 nail angles inboard	255,0,0
WIREFRAMES::Starboard Tingle Wireframe::cg02 wooden plugs or nails inboard	210,105,30
WIREFRAMES::Starboard Tingle Wireframe::cg03 wooden fastener centers inboard	160,81,45
WIREFRAMES::Starboard Tingle Wireframe::cj01 wear from use inboard	145,44,238
WIREFRAMES::Starboard Tingle Wireframe::cj02 compression marks from frames inboard	205,0,205
WIREFRAMES::Starboard Tingle Wireframe::cl01 toolmarks: axe inboard	191,255,191
WIREFRAMES::Starboard Tingle Wireframe::cn02 snit inboard	255,165,0
WIREFRAMES::Starboard Tingle Wireframe::cn03 dendro sample inboard	255,127,255
WIREFRAMES::Starboard Tingle Wireframe::cn04 text - symbol inboard	255,0,255
WIREFRAMES::Starboard Tingle Wireframe::gc01sapwood out	210,199,52
WIREFRAMES::Starboard Tingle Wireframe::gc02 original edges out	0,0,0
WIREFRAMES::Starboard Tingle Wireframe::gc03 limits of original edges out	0,0,0
WIREFRAMES::Starboard Tingle Wireframe::gc04 damaged edges out	99,97,97
WIREFRAMES::Starboard Tingle Wireframe::gc05 original damage out	54,62,79
WIREFRAMES::Starboard Tingle Wireframe::gd02 cracks <1mm out	107,65,35
WIREFRAMES::Starboard Tingle Wireframe::gd05 grain out	139,90,0
WIREFRAMES::Starboard Tingle Wireframe::gf01 nails additional out	0,106,255
WIREFRAMES::Starboard Tingle Wireframe::gf03 nail angles out	255,0,0
WIREFRAMES::Starboard Tingle Wireframe::gg02 wooden plugs or nails out	210,105,30
WIREFRAMES::Starboard Tingle Wireframe::gg03 wooden fastener centers outboard	160,81,45
WIREFRAMES::Starboard Tingle Wireframe::gj02 toolmarks: axe out	191,255,191
WIREFRAMES::Starboard Tingle Wireframe::gj04 intentional marks out	63,255,63
WIREFRAMES::Starboard Tingle Wireframe::gn02 snit out	255,166,0
WIREFRAMES::Starboard Tingle Wireframe::gn03 dendro sample out	255,127,255
WIREFRAMES::Starboard Tingle Wireframe::gn04 text - symbol out	255,0,255

Layer Name	Layer Colour R,G,B
WIREFRAMES::Stem wireframe::aa01 measuring tape	127,127,255
WIREFRAMES::Stem wireframe::aa02 control points on timber	0,255,255
WIREFRAMES::Stem wireframe::aa03 control points from excavation	10,22,241
WIREFRAMES::Stem wireframe::aa04 label	63,63,255
WIREFRAMES::Stem wireframe::cc02 original edge X	0,0,0
WIREFRAMES::Stem wireframe::cc03 limit of original edges X	0,0,0
WIREFRAMES::Stem wireframe::cc04 damaged edges X	99,97,97
WIREFRAMES::Stem wireframe::cd01 cracks <1mm X	107,65,35
WIREFRAMES::Stem wireframe::cd03 grain X	139,116,0
WIREFRAMES::Stem wireframe::cf01 additional nails X	0,106,255
WIREFRAMES::Stem wireframe::cf04 nail angle X	255,0,0
WIREFRAMES::Stem wireframe::cg02 wooden plugs or nails X	210,105,30
WIREFRAMES::Stem wireframe::cg03 wooden fastener centers X	160,81,45
WIREFRAMES::Stem wireframe::cl01toolmarks:axe X	191,255,191
WIREFRAMES::Stem wireframe::cl03 intentional marks X	63,255,63
WIREFRAMES::Stem wireframe::cn02 snit X	255,165,0
WIREFRAMES::Stem wireframe::cn04 text / symbol X	255,0,255
WIREFRAMES::Stem wireframe::ec01 sapwood in	210,199,52
WIREFRAMES::Stem wireframe::ec02 original edges in	0,0,0
WIREFRAMES::Stem wireframe::ec03 limits of original edges	0,0,0
WIREFRAMES::Stem wireframe::ec04 damaged edges in	99,97,97
WIREFRAMES::Stem wireframe::ed01 cracks <1mm in	107,65,35
WIREFRAMES::Stem wireframe::ed03 grain in	139,116,0
WIREFRAMES::Stem wireframe::ef01additional nails in	0,106,255
WIREFRAMES::Stem wireframe::ef04 nail angles stj	255,0,0

Layer Name	Layer Colour R,G,B
WIREFRAMES::Stem wireframe::ej01 wear from use in	145,44,238
WIREFRAMES::Stem wireframe::en02 snit in	255,166,0
WIREFRAMES::Stem wireframe::en04 text / symbol in	255,0,255
WIREFRAMES::Stem wireframe::gc01 sapwood O	210,199,52
WIREFRAMES::Stem wireframe::gc02 original edges O	0,0,0
WIREFRAMES::Stem wireframe::gc03 limits of original edges O	0,0,0
WIREFRAMES::Stem wireframe::gc04 damaged edges O	99,97,97
WIREFRAMES::Stem wireframe::gd01 cracks<1mm O	107,65,35
WIREFRAMES::Stem wireframe::gd03 grain O	139,116,0
WIREFRAMES::Stem wireframe::gf01 additional nails O	0,106,255
WIREFRAMES::Stem wireframe::gf04 nail angles O	255,0,0
WIREFRAMES::Stem wireframe::gg01 treenails O	160,82,45
WIREFRAMES::Stem wireframe::gl01 toolmarks:axe O	191,255,191
WIREFRAMES::Stem wireframe::gl03 intentional marks O	63,255,63
WIREFRAMES::Stem wireframe::gn02 snit O	255,166,0
WIREFRAMES::Stem wireframe::gn04 text / symbol O	255,0,255
WIREFRAMES::Stem wireframe::ic02 original edges out	0,0,0
WIREFRAMES::Stem wireframe::ic03 limits of original edges out	0,0,0
WIREFRAMES::Stem wireframe::ic04 damaged edges out	99,97,97
WIREFRAMES::Stem wireframe::id0 grain out	139,116,0
WIREFRAMES::Stem wireframe::if01 additional nails out	0,106,255
WIREFRAMES::Stem wireframe::if04 nail angles out	255,0,0
WIREFRAMES::Stem wireframe::il01toolmarks: axe out	191,255,191
WIREFRAMES::Stem wireframe::in02 snit out	255,165,0
WIREFRAMES::Stem wireframe::text / symbol out	255,0,255

Newport_Medieval_Ship_Digitised_Site_Drawings.3dm/.dwg

This drawing comprises digitised versions of hand drawn site plans and sections produced during the main excavation of the ship in 2002 oriented to their correct relative positions against the arbitrary site grid. Plans are all placed on a construction plan at a 'height' or z value of 0 although spot height data us presented. Sections are oriented in all three dimensions using Ordnance Datum levels to provide z values. All the layers and sub-layers contained within this drawing, provided in both Rhino (.3dm) and AutoCAD (.dwg) formats, follow a standardised naming convention. Layers and their sub-layers follow the format *n*::*n words* where:

n = a number (e.g 008, 081, 312) referring to a plan or section drawing number listed in the database table '467 Site Drawing Register' in the supplied database 'NewportMedievalShip.mdb'. Layers derived from section drawings are given either the prefix 'section' or 'shipsects', in the latter case being hand-drawn cross-sections of the ship itself rather than excavated stratigraphy. In some cases the number may be a composite such as '064/066' where the drawing had an overlay for levels.

words refers to one or more words to describe the sub-layer of that plan or section as given in the table below.

Table 2 Layer descriptors employed in naming conventions

Layer Name	Description
Co-ordinates	Co-ordinates from the arbitrary site grid aligned approximately along the centreline of the ship. These co-ordinates and associated crosshairs used to correctly orient the drawing
Levels	Spot heights, normally reduced levels produced using a dumpy level and a temporary bench mark linked to Ordnance Datum. Values given in metres OD
Wood	The most usual features drawn comprised either disarticulated timbers or articulated elements of the ship itself
Stone	Some contexts contained concentrations of stone
Setout/setoutlines	Some drawings, particularly from early in the excavation process, were not related to the site grid but to notable features such as concrete piles. Orienting these drawings required production of setting out lines such as intersecting circles
Concrete Piles/Pile/Coffer Dam/cofferdam	Many drawings include modern features related to contemporary construction of the Riverfront performing arts centre including steel sheet piles and reinforced concrete piles
143 lower/upper	The digitised version of hand drawn plan 42 contains two sub-layers for the planks and toe board (143 upper) and beams or ledges (lower 143) which make up the hatch cover context 143
Frames	In drawings 043, 050 and 067, framing timbers on the ship were digitised as a separate layer
Planking	In drawing 043 hull planks were digitised as a separate layer
Riders	In drawing 043 riders were digitised as a separate layer
Stringers	In drawing 043 stringers were digitised as a separate layer
Boat	In drawing 049 ship timbers were digitised as a separate layer to separate them from disarticulated timbers
Ceiling planks	In drawings 050, 067, and c081 ceiling planks on the ship were digitised

Layer Name	Description
	as a separate layer
Context *n*	In drawing 051 hatch covers contexts 147 and 148, and stave container context 151 were digitised as separate layers as was hatch cover context 150 on drawing 057. In several of the plans and sections drawn after removal of the ship, context boundaries were digitised as separate layers.
Filler	In drawing 109 the fillers adjacent to the keelson were digitised as a separate layer
Keelson	In drawings 051 and 109 the keelson was digitised as a separate layer
Rope	Rope found underneath the ship was digitised as a separate layer for plans 124, 125, 302, 304 and 310
Bone/ Excavated Bone/ Marl and Bone (unexcavated)/ Organic artefact (perhaps leather)	Plan 311 includes a bone sub-layer showing the first exposure of human skeleton context 1029. On plan 317, separate layers for excavated bone/marl and bone unexcavated and an organic artefact were digitised
Clays and Slag	Plan 318 includes a discrete layer for the clays and slag rich contexts
Strat	In sections 112 and 113 sub-layers were used to digitise stratigraphic boundaries
Leather	Separate sub-layers for leather on plan 304 and section 313
Cut/s	Cut features digitised as separate sub-layers on sections 309, 316 and 320
Fill	Fill features digitised as separate sub-layers on sections 112, 309, 316 and 320
Key	Keys digitised as separate sub-layers on section 023 and plan 304

The table below gives all distinct layer names present in this drawing and the RGB layer colour. In the Rhino file (.3dm) the layers comprise a main layer (indicated by the expression preceding the double colon) and a sub-layer (indicated by the expression following the double colon). In the .dwg format file, there are no sub-layers. Layer names are as shown in the table except that the double colon (::) is replaced by a dollar sign ($).

Table 3 Layer/sub-layer names and layer colour (RGB)

Layer_Name	Layer Colour R,G,B
002::002 Coordinates	0,0,0
002::002 Levels	0,0,0
002::002 wood	0,0,0
004::004 Coordinates	0,0,0
004::004 levels	0,0,0
004::004 wood	0,0,0
006::006 coordinates	0,0,0
006::006 levels	0,0,0
006::006 wood	0,0,0
007::007 Coordinates	0,0,0
007::007 Levels	0,0,0
007::007 Wood	0,0,0

Layer_Name	Layer Colour R,G,B
008::008 Coordinates	0,0,0
008::008 Levels	0,0,0
008::008 wood	0,0,0
009	255,0,0
010::010 coordinates	0,0,0
010::010 wood	0,0,0
012::012 coordinates	0,0,0
012::012 levels	0,0,0
012::012 stone	0,0,0
015::015 coordinates	0,0,0
015::015 levels	0,0,0
015::015 wood	0,0,0
019::019 coordinates	255,0,0
019::019 levels	255,0,0
019::019 wood	255,0,0
019::setout	0,0,0
021::021 Coordinates	255,0,0
021::021 Levels	255,0,0
021::021 Wood	255,0,0
022::022 coordinates	255,0,0
022::022 levels	255,0,0
022::022 wood	255,0,0
024::024 coordinates	0,0,0
024::024 levels	0,0,0
024::024 wood	0,255,0
024::024setout	0,255,0
025::025 coordinates	191,63,255
025::025 levels	191,63,255
025::025 wood	191,63,255
026::026 Coordinates	191,63,255
026::026 Levels	191,63,255
026::026 Wood	191,63,255
027::027 Coordinates	0,255,0
027::027 Wood	0,255,0
034::034 concrete piles	255,0,0
034::034 coordinates	255,0,0
034::034 setoutlines	0,255,0
040::040 Coordinates	0,0,0
040::040 Levels	0,0,0
040::040 Pile	0,0,0
040::040 Wood	0,0,0

Layer_Name	Layer Colour R,G,B
042::042 143 lower	0,0,0
042::042 143 upper	0,0,0
042::042 Coordinates	0,0,0
042::042 Levels	0,0,0
042::042 Wood	0,0,0
043/114::043 Coffer Dam	0,0,0
043/114::043 Coordinates	0,0,0
043/114::043 Frames	0,0,0
043/114::043 Planking	0,0,0
043/114::043 Riders	0,0,0
043/114::043 Stringers	0,0,0
043/114::043 Wood	0,0,0
043/114::114 coordinates	0,0,0
043/114::114 levels	0,0,0
044::044 Coordinates	0,0,0
044::044 levels	0,0,0
044::044 wood	0,0,0
049::049 boat	0,0,0
049::049 Coordinates	0,0,0
049::049 Levels	0,0,0
049::049 Pile	0,0,0
049::049 wood	0,0,0
050::050 Ceiling planks	0,0,0
050::050 Coordinates	0,0,0
050::050 Frames	0,0,0
050::050 Levels	0,0,0
050::050 wood	0,0,0
051::051 context 147	0,0,0
051::051 context 148	0,0,0
051::051 context 151	0,0,0
051::051 Coordinates	0,0,0
051::051 Keelson	0,0,0
051::051 Levels	0,0,0
051::051 Pile	0,0,0
051::051 wood	0,0,0
054::054 Coordinates	0,0,0
054::054 Levels	0,0,0
054::054 Wood	0,0,0
057::057 context 150	0,0,0
057::057 Coordinates	0,0,0
057::057 Levels	0,0,0

Layer_Name	Layer Colour R,G,B
057::057 Wood	0,0,0
059/73::059 coordinates	0,0,0
059/73::059 wood	0,0,0
059/73::073 coordinates	0,0,0
059/73::073 levels	0,0,0
063::063 cofferdam	0,0,0
063::063 Coordinates	0,0,0
063::063 Levels	0,0,0
063::063 Wood	0,0,0
064/066::064 Coordinates	191,63,255
064/066::064 Wood	191,63,255
064/066::066 Coordinates	191,63,255
064/066::066 Levels	191,63,255
064/066::066 Wood	191,63,255
065::065 coordinates	0,0,0
065::065 levels	0,0,0
065::065 wood	0,0,0
067::067 Ceiling	0,0,0
067::067 Coordinates	0,0,0
067::067 Frames	0,0,0
067::067 levels	0,0,0
067::067 Pile	0,0,0
067::067 Wood	0,0,0
068::068 Coordinates	0,0,0
068::068 Levels	0,0,0
068::068 wood	0,0,0
069::069 Coordinates	0,0,0
069::069 Levels	0,0,0
069::069 wood	0,0,0
070/092/082::070 Coordinates	0,0,0
070/092/082::070 Levels	0,0,0
070/092/082::070 Wood	0,0,0
070/092/082::082 Coordinates	0,0,0
070/092/082::082 Levels	0,0,0
070/092/082::092 Coordinates	0,0,0
070/092/082::092 Levels	0,0,0
071/076::071 Coordinates	0,0,0
071/076::071 wood	0,0,0
071/076::076 Coordinates	0,0,0
071/076::076 Levels	0,0,0
072/077::072 Coordinates	0,0,0

Layer_Name	Layer Colour R,G,B
072/077::072 wood	0,0,0
072/077::077 coordinates	0,0,0
072/077::077 levels	0,0,0
074::074 Coordinates	0,0,0
074::074 Levels	0,0,0
074::074 Wood	0,0,0
078::078 Coordinates	0,0,0
078::078 Levels	0,0,0
078::078 Wood	0,0,0
080/085::080 Coordinates	0,0,0
080/085::080 Wood	0,0,0
080/085::085 Coordinates	0,0,0
080/085::085 levels	0,0,0
081::081 ceiling	0,0,0
081::081 Coordinates	0,0,0
081::081 Levels	0,0,0
081::081 wood	0,0,0
084::084 Coordinates	0,0,0
084::084 levels	0,0,0
084::084 wood	0,0,0
086::086 Coordinates	0,0,0
086::086 Wood	0,0,0
090::090 Coordinates	0,0,0
090::090 Levels	0,0,0
090::090 wood	0,0,0
091::091 Coordinates	0,0,0
091::091 Levels	0,0,0
091::091 Wood	0,0,0
093::093 Wood	191,63,255
095::095 Cofferdam	0,0,0
095::095 coordinates	0,0,0
095::095 levels	0,0,0
095::095 wood	0,0,0
102::102 Coordinates	0,0,0
102::102 Levels	0,0,0
102::102 Wood	0,0,0
103::103 coffer dam	0,0,0
103::103 Coordinates	0,0,0
103::103 framing for ref	0,0,0
105::105 coordinates	0,0,0
105::105 wood	0,0,0

Layer_Name	Layer Colour R,G,B
106::106 Coordinates	0,0,0
106::106 Wood	0,0,0
107::107 coordinates	0,0,0
107::107 levels	0,0,0
107::107 wood	0,0,0
108::108 Coordinates	0,0,0
108::108 Levels	0,0,0
108::108 wood	0,0,0
109::109 Coordinates	0,0,0
109::109 filler	0,0,0
109::109 Keelson	0,0,0
109::109 levels	0,0,0
109::109 Wood	0,0,0
110::110 Coordinates	0,0,0
110::110 levels	0,0,0
110::110 Wood	0,0,0
111::111 Coordinates	0,0,0
111::111 Levels	0,0,0
111::111 wood	0,0,0
115::115 Coordinates	191,63,255
115::115 Levels	191,63,255
115::115 Wood	191,63,255
116::116 Coordinates	0,0,0
116::116 wood	0,0,0
117::117 Coordinates	0,0,0
117::117 levels	0,0,0
117::117 wood	0,0,0
118::118 Coordinates	0,0,0
118::118 wood	0,0,0
119::119 Coordinates	0,0,0
119::119 Levels	0,0,0
119::119 wood	0,0,0
122::122 Coordinates	0,0,0
122::122 levels	0,0,0
122::122 wood	0,0,0
124::124 cofferdam	0,0,0
124::124 coordinates	0,0,0
124::124 levels	0,0,0
124::124 pile	0,0,0
124::124 rope	0,0,0
125::$DDT_AUDIT_GENERATED_(183)	191,63,255

Layer_Name	Layer Colour R,G,B
125::125 coordinates	191,63,255
125::125 levels	191,63,255
125::125 rope	191,63,255
125::125 wood	191,63,255
127::127 Coordinates	0,0,0
127::127 levels	0,0,0
127::127 wood	0,0,0
300::300 Coordinates	0,0,0
300::300 Levels	0,0,0
300::300 Wood	0,0,0
301::301 Coordinates	0,0,0
301::301 Levels	0,0,0
301::301 Wood	0,0,0
302::302 cofferdam	0,0,0
302::302 coordinates	0,0,0
302::302 levels	0,0,0
302::302 rope	0,0,0
302::302 stone	0,0,0
302::302 wood	0,0,0
303::303 Coordinates	0,0,0
303::303 Levels	0,0,0
303::303 Wood	0,0,0
304::304 cofferdam	0,0,0
304::304 coordinates	0,0,0
304::304 key	0,0,0
304::304 leather	0,0,0
304::304 levels	0,0,0
304::304 rope	0,0,0
304::304 slag	0,0,0
304::304 stone	0,0,0
304::304 wood	0,0,0
305::305 Coordinates	0,0,0
305::305 Levels	0,0,0
305::305 Wood	0,0,0
307::307 Coordinates	0,0,0
307::307 Levels	0,0,0
307::307 Wood	0,0,0
308::308 coordinates	0,0,0
308::308 levels	0,0,0
308::308 wood	0,0,0
310::310 contexts	0,0,0

Layer_Name	Layer Colour R,G,B
310::310 co-ordinates	0,0,0
310::310 levels	0,0,0
310::310 rope	0,0,0
310::310 wood	0,0,0
311::311 Bone	0,0,0
311::311 Contexts	0,0,0
311::311 Co-ordinates	0,0,0
311::311 Levels	0,0,0
311::311 Structures	0,0,0
311::311 Wood	0,0,0
314::314 co-ordinates	0,0,0
314::314 levels	0,0,0
314::314 wood	0,0,0
315::315 context	0,0,0
315::315 co-ordinates	0,0,0
315::315 levels	0,0,0
315::315 wood	0,0,0
317::317 co-ordinates	0,0,0
317::317 excavated bone	0,0,0
317::317 levels	0,0,0
317::317 marl and bone (unexcavated)	0,0,0
317::317 organic artefact (perhaps leather)	0,0,0
318::318 clays and slag	0,0,0
318::318 context	0,0,0
318::318 co-ordinates	0,0,0
318::318 levels	0,0,0
318::318 wood	0,0,0
319::319 contexts	0,0,0
319::319 co-ordinates	0,0,0
319::319 levels	0,0,0
319::319 wood	0,0,0
section 046::046 coordinates	0,0,0
section 046::046 levels	0,0,0
section 046::046 wood	0,0,0
section 047::047 coordinates	0,0,0
section 047::047 levels	0,0,0
section 047::047 wood	0,0,0
section 048::048 coordinates	0,0,0
section 048::048 levels	0,0,0
section 048::048 wood	0,0,0
section 11::011 coordinates	0,0,0

Layer_Name	Layer Colour R,G,B
section 11::011 levels	0,0,0
section 11::011 wood	0,0,0
section003	0,0,0
section003::003 Coordinates	0,0,0
section003::003 levels	0,0,0
section003::003 Wood	0,0,0
section005::005 Coordinates	0,0,0
section005::005 levels	0,0,0
section005::005 wood	0,0,0
section112::112 coordinates	0,0,0
section112::112 fill	0,0,0
section112::112 levels	0,0,0
section112::112 strat	0,0,0
section113::113 coordinates	0,0,0
section113::113 levels	0,0,0
section113::113 strat	0,0,0
section13::013 Coordinates	0,0,0
section13::013 Levels	0,0,0
section13::013 wood	0,0,0
section14::014 coordinates	0,0,0
section14::014 levels	0,0,0
section14::014 wood	0,0,0
section16::016 Context	0,0,0
section16::016 Coordinates	0,0,0
section16::016 Levels	0,0,0
section23	255,0,0
section23::023 Coordinates	0,0,0
section23::023 Key	0,0,0
section23::023 Levels	0,0,0
section23::023 sections	0,0,0
section306	0,0,0
section306::306 Coordinates	0,0,0
section306::306 Levels	0,0,0
section306::306 Wood	0,0,0
section309	0,0,0
section309::309 context	0,0,0
section309::309 co-ordinates	0,0,0
section309::309 cuts	0,0,0
section309::309 fill	0,0,0
section309::309 levels	0,0,0
section309::309 wood	0,0,0

Layer_Name	Layer Colour R,G,B
section312::312 Coordinates	0,0,0
section312::312 Levels	0,0,0
section312::312 Wood	0,0,0
section313	0,0,0
section313::313 Contexts	0,0,0
section313::313 Co-ordinates	0,0,0
section313::313 Leather	0,0,0
section313::313 Levels	0,0,0
section313::313 Wood	0,0,0
section316	255,127,0
section316::316 context	0,0,0
section316::316 co-ordinates	0,0,0
section316::316 cut	0,0,0
section316::316 fill	0,0,0
section316::316 levels	0,0,0
section316::316 wood	0,0,0
section320	0,0,0
section320::320 contexts	0,0,0
section320::320 co-ordinates	0,0,0
section320::320 cuts	0,0,0
section320::320 features & fills	0,0,0
section320::320 levels	0,0,0
shipsects::052 Coordinates	0,0,0
shipsects::052 levels	0,0,0
shipsects::052 Wood	0,0,0
shipsects::053 Coordinates	0,0,0
shipsects::053 levels	0,0,0
shipsects::053 wood	0,0,0
shipsects::055 Coordinates	0,0,0
shipsects::055 Levels	0,0,0
shipsects::055 Wood	0,0,0
shipsects::056 Coordinates	0,0,0
shipsects::056 levels	0,0,0
shipsects::056 wood	0,0,0
shipsects::058 Coordinates	0,0,0
shipsects::058 levels	0,0,0
shipsects::058 wood	0,0,0
shipsects::060 Coordinates	0,0,0
shipsects::060 levels	0,0,0
shipsects::060 wood	0,0,0
shipsects::061 Coordinates	0,0,0

Layer_Name	Layer Colour R,G,B
shipsects::061 levels	0,0,0
shipsects::061 wood	0,0,0
shipsects::062 Coordinates	0,0,0
shipsects::062 levels	0,0,0
shipsects::062 wood	0,0,0
shipsects::075 Coordinates	0,0,0
shipsects::075 Levels	0,0,0
shipsects::075 wood	0,0,0
shipsects::079 Coordinates	0,0,0
shipsects::079 levels	0,0,0
shipsects::079 wood	0,0,0
shipsects::087 Coordinates	0,0,0
shipsects::087 levels	0,0,0
shipsects::087 wood	0,0,0
shipsects::088 Coordinates	0,0,0
shipsects::088 Levels	0,0,0
shipsects::088 wood	0,0,0
shipsects::089 Coordinates	0,0,0
shipsects::089 levels	0,0,0
shipsects::089 wood	0,0,0
shipsects::096 Coordinates	0,0,0
shipsects::096 levels	0,0,0
shipsects::096 wood	0,0,0
shipsects::097 Coordinates	0,0,0
shipsects::097 levels	0,0,0
shipsects::097 wood	0,0,0
shipsects::100 Coordinates	0,0,0
shipsects::100 levels	0,0,0
shipsects::100 wood	0,0,0
shipsects::101 Coordinates	0,0,0
shipsects::101 levels	0,0,0
shipsects::101 wood	0,0,0
shipsects::120 coordinates	0,0,0
shipsects::120 levels	0,0,0
shipsects::120 wood	0,0,0
shipsects::121 Coordinates	0,0,0
shipsects::121 levels	0,0,0
shipsects::121 wood	0,0,0
shipsects::123 Coordinates	0,0,0
shipsects::123 Levels	0,0,0
shipsects::123 wood	0,0,0

Newport_Medieval_Ship_Photogrammetry.3dm/.dwg

This vector graphics file comprises 3d line data drawn from two photogrammetric surveys carried out during the excavations by the Downland Partnership. The line data was categorised into layers to reflect major structural groups of timbers. All the layers contained within this drawing, provided in both Rhino (.3dm) and AutoCAD (.dwg) formats, comprise continuous line data. Layer names, a brief description, and the RGB colour code are given in the table below.

Layer_Name	Description	Layer_Color_RGB
Chocks	Chocks/Braces next to the keelson	0,0,0
FDAMAGE	Frame damage	255,0,255
FNAIL	Frame Fe nails	255,127,0
FRAME	Framing timbers	0,153,0
FRAME_SHADOW	Shadows of framing timbers on inboard face of hull planks	192,192,192
FSURFACE	Surface features on framing timbers	102,204,153
FTNAIL	Treenails on framing timbers	255,0,0
KDAMAGE	Damage on keel	255,0,255
KEEL	Keel	0,0,255
KEY	Key text on construction plane	255,255,255
KSURFACE	Keel surface features	102,204,178
MAST_STEP	Keelson	255,255,255
MDAMAGE	Keelson damage	255,0,255
MISC	Miscellaneous timbers	0,255,255
MSURFACE	Miscellaneous surface	192,192,192
NTNAIL	Treenails on keelson and chocks/braces	0,0,255
OTHER_TIMBER	Miscellaneous timbers including riders and displaced stringer parts	214,214,214
PDAMAGE	Damage on hull planks	255,127,255
PLANK	Hull planks	0,0,0
PMORE	Additional hull plank edges where photogrammetric coverage is poor	0,0,0
PNAIL	Nails on hull planks	204,0,0
psectFRAME	Sections of frames	255,0,0
psectFRAME_HIDDEN	Sections of frames	0,255,0
psectKEEL	Sections of keel	0,0,255
psectMISC	Sections of miscellaneous timbers	255,255,0
psectPLANK	Sections of hull planks	0,255,0
psectSTRINGER	Sections of stringers	0,0,0
PSURFACE	Hull plank surface	102,204,102
PTNAIL	Hull plank treenails	255,127,0
ROVE	Roves on plank	255,0,0
SDAMAGE	Stringer damage	191,0,255
SHEET	Layout sheet for A0 1:20 print out	255,255,255

Layer_Name	Description	Layer_Color_RGB
SiteGrid	Superimposed site grid	0,0,0
SSURFACE	Stringer surface features	132,132,132
STNAIL	Stringer treenails	204,51,0
STRINGER	Stringers	255,255,255
TEXT1	Text timber codes for first survey of inner hull - frames and stringers. Note these timber codes were as assigned during excavation and do not reflect changes resulting from post-excavation documentation and analysis	255,255,255
text2	Text timber codes for second survey of outer hull - hull planks and keel. Note these timber codes were as assigned during excavation and do not reflect changes resulting from post-excavation documentation and analysis	255,255,255
TNAIL COUNTER SINK	Treenail counter sink on stringers	255,127,0
XMAP-LAYER-241	Photogrammetry control points	255,0,0

Hull Schematic Vector Graphic Files

During excavation and post-excavation documentation and analysis, schematic diagrams of the inner hull (riders, keelson, stringers and ceiling planks), framing (floors, futtocks and fillers) and outer hull (inboard fillers, hull planks and tingles) were used to assist in visualising the main ship elements found as the articulated hull. These three diagrams are provided in Rhino (.3dm), AutoCAD (.dwg), scalable vector graphic (.svg) and portable document format (.pdf) file formats. In each case, the layer names and colour profiles of these are the same and are described in the tables below.

Inner_Hull_Schematic

Layer Name	Description	Layer Colour R,G,B
PORT CEILING	Port ceiling planks function code, original timber number (G), final timber numbers (CT)	0,255,197
Schematic Lines	Schematic outlines of timbers including riders and keelson. Indication of frame stations	0,0,0
Site Plans	Indication of approximate extent of original site plans shwing these timbers	191,63,255
STBD CEILING	Starboard ceiling planks function code, original timber number (G), final timber numbers (CT)	255,0,250
STRINGERS	Stringer function code, original timber number (G), final timber numbers (CT)	0,26,255

Framing_Schematic

Layer Name	Description	Layer Colour R,G,B
Environmental Sample Analysis$Astrid Caseldine Env. Analysis	Environmental samples assessed by AC	0,245,255
Environmental Sample Analysis$Oxford Env. Analysis	Environmental samples assessed by OA	0,127,0
Environmental Sample Analysis$samples 130	Approximate spatial extent of environmental samples from context 130	255,0,0
Environmental Sample Analysis$samples 152	Approximate spatial extent of environmental samples from context 152	125,38,205
Schematic lines and codes	Diagrammatic outline of framing timbers with function code, original timber number (G), final timber numbers (CT)	0,0,0

Outer_Hull_Schematic

Layer Name		Layer Colour R,G,B
fillers	Inboard fillers	0,250,255
fillers codes	Inboard filler codes and timber numbers	0,0,0
outboard rebated tingles	Rebated outboard tingles lines joining	0,127,0

Layer Name		Layer Colour R,G,B
undated but same tree	those of same parent tree by dendro	
Pith beyond lower edge	Hull planks with pith beyond lower edge	255,0,0
Pith beyond upper edge	Hull planks with pith beyond upper edge	0,127,0
plank codes	Hull plank function codes and timber numbers	0,0,0
planks same trees	Planks colour coded with lines joining those of same parent tree by dendro	0,0,255
planks sampled for dendro	Planks sampled for dendrochronology	0,0,255
planks with inscribed lines	Planks with inscribed lines	255,0,255
Schematic lines	Outlines of timbers with dashed lines indicating scarfs, and strake and frame station numbers	0,0,0
tingle codes	Tingle function codes and timber numbers	0,0,0
tingles	Tingles as filled rectangles	125,38,205
tingles dated group	Tingles dated by dendrochronology	255,127,0
tingles sampled for dendro	Tingles sampled for dendrochronology	255,0,0