

Project Coordinate System

Use the “**Coordinates**” section when creating or editing a project to define its units, reference systems, and spatial framework.

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These settings are essential for aligning all spatial data correctly within your project and ensuring consistency across datasets.

| Field | Description |
|-------------------------|--|
| Time Zone | Sets the local time zone for the project location. This helps timestamp data and coordinate updates across time-based processes. |
| Horizontal Datum | <p>A horizontal datum defines how latitude and longitude coordinates are calculated based on the shape of the Earth. VoxelSpace supports the following horizontal datums:</p> <ul style="list-style-type: none">• WGS 72• WGS 84• GRS 80• NAD27• NAD83• NAD83 (2011)• NAD83 HARN• NAD83 CSRS• GDA94• ETRS89• AGD66 |
| Vertical Datum | <p>A vertical datum sets the reference surface used to measure elevation or depth. VoxelSpace supports the following vertical datums:</p> <ul style="list-style-type: none">• WGS 84• NGVD 29• NAVD 29• NAVD 88 (GEOID variants 96-12B)• CGVD 28• CGVD 2013• DVR 90• NN2000• NN54• DHHN92 |

| Field | Description |
|---------------------------------|--|
| Projection | <p>Defines the map projection used to represent the Earth's curved surface in 2D/3D space. Supported projections include:</p> <ul style="list-style-type: none"> • Latitude/Longitude • Longitude/Latitude • Earth-Centered Earth-Fixed (ECEF) • Mercator • Universal Transverse Mercator (UTM) • Transverse Mercator • Lambert Conformal Conic • AEAC • AMG • MGA |
| Units | <p>Choose whether your project uses meters or feet for all distance measurements.</p> |
| Voxel Size | <p>Voxels are 3D cubes. This setting defines the edge length of each voxel (in project units).</p> |
| Project Origin (X, Y, Z) | <p>The origin point of the project's coordinate space. All spatial data will be referenced relative to this point.</p> |
| Min X, Y, Z (Read-only) | <p>The minimum bounds of the coordinate system in each axis. Calculated automatically.</p> |
| Max X, Y, Z (Read-only) | <p>The maximum bounds of the coordinate system in each axis. Calculated automatically.</p> |

Next Steps

After setting the coordinate system, click **“Next”** to continue defining the dimensions and spatial extent of your project.

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