

# WinLoG

## Frequently Asked Questions

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### How do I create a symbol library in WinLoG?

#### Creating a Symbol Library

Since libraries are stored in the master project database, they can be created and edited at any time (i.e. no project has to be open). To create a library either select the "New Library" menu item of the Symbol Libraries submenu of the File menu or click the "New" button on the Library Toolbar.

Once one of the above options is selected, the "Create New Lithologic Library" form shown below will be displayed.

The following information can be entered on this form:

**Unique Library ID:** This is a unique id or name for the library (up to 100 characters). The Library ID cannot include any of the characters "\ / # | \* ( )".

**Name:** This is the name of the library (up to 255 characters). After the above information has been entered a blank library will be created and displayed. This library will contain 18 blank symbols and descriptions that can be edited and saved as discussed below.

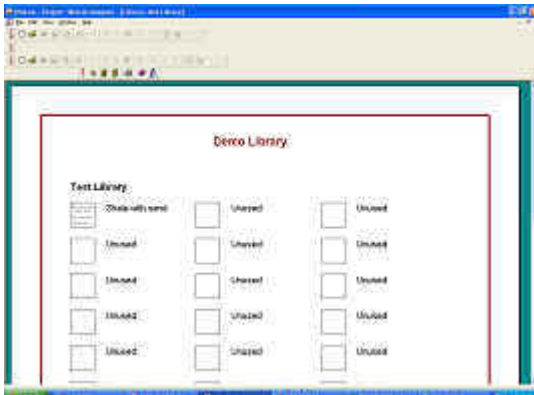
When the appropriate additions are made and the "OK" button is clicked the new symbol library is opened (below).

## Editing a Symbol Library

Each library can contain 18 lithologic symbols. Lithologic symbols are used to represent soils and rocks. These symbols/descriptions can be changed by selecting the Lithologic menu item of the Edit menu, or clicking on one of the lithologic symbols in the library. The "Symbol Descriptions" form below will then displayed. This form has two tabs, one for the description and one for the symbol.



### Symbol Tab

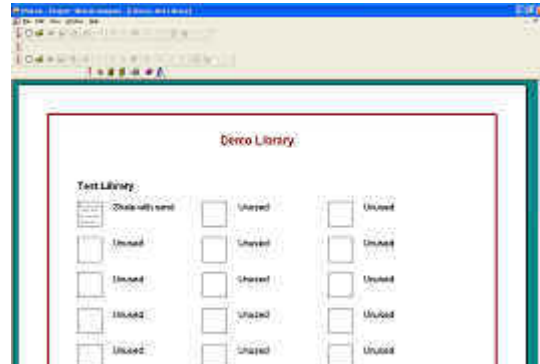


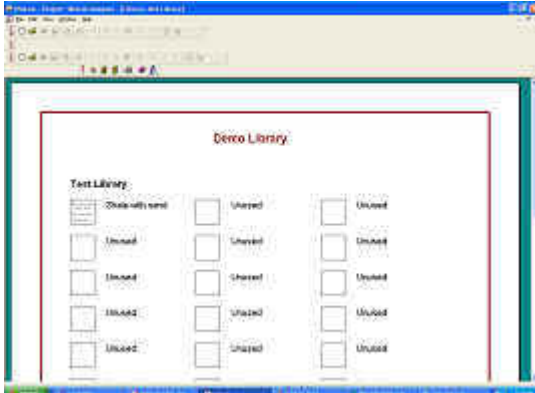
The Symbol tab is used to create and edit the symbols. At the left side of the tab there is a toolbar used to edit the symbol.

To create a new library, you can either use the draw tools that come with the program, or you can import the symbols into WinLoG.

After the symbol drawing has been completed a description should be added to identify the symbol.

In the example I imported the "British5" symbol (the symbol for Shale) from the c:\program Files\GAEA directory and then added some dots randomly to simulate a Shale with Sand lithology.





The example to the left shows what the library looks like after the first description / symbol is added. An additional 17 symbols can be added to the library.