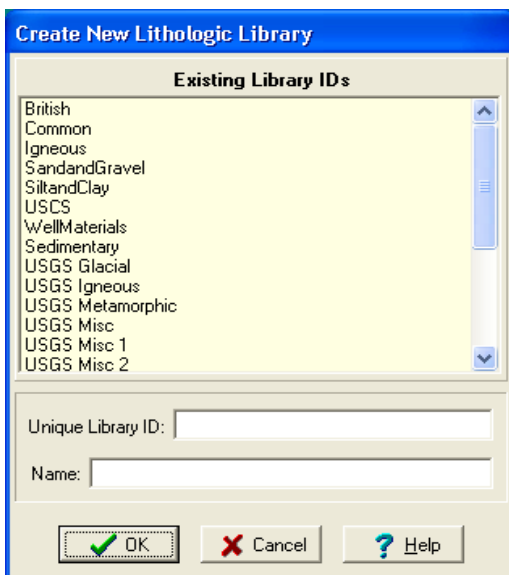
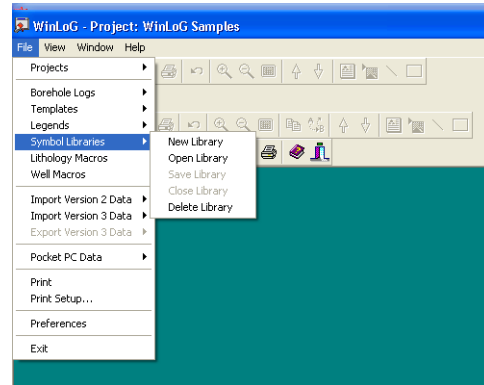


## Creating a New Symbol Library

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

A screenshot of the 'Create New Lithologic Library' dialog box. It features a list of 'Existing Library IDs' including British, Common, Igneous, Sand and Gravel, Silt and Clay, USCS, Well Materials, Sedimentary, USGS Glacial, USGS Igneous, USGS Metamorphic, USGS Misc, USGS Misc 1, and USGS Misc 2. Below the list are input fields for 'Unique Library ID:' and 'Name:'. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

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 “/ \ # | \* ()”.

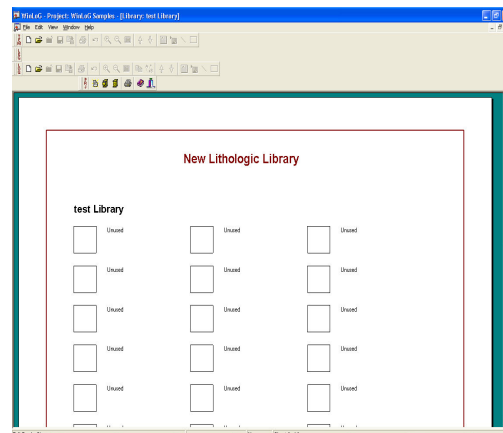
### Name:

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 on the screen (below).

### Editing a Symbol Library


Each library can contain 18 lithologic symbols. Lithologic symbols used to represent soils and rocks. The lithologic symbols and descriptions in the library 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 be displayed. This form has two tabs, one for the description and one for the symbol.




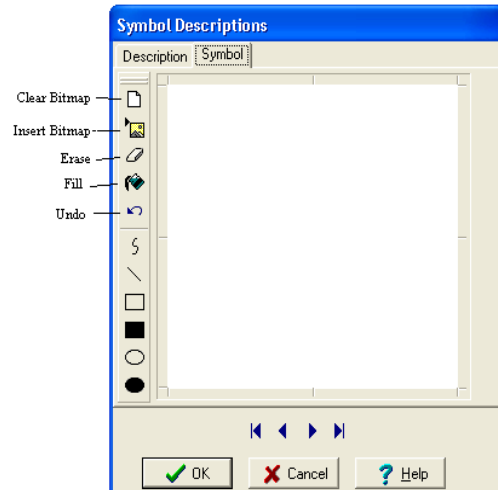
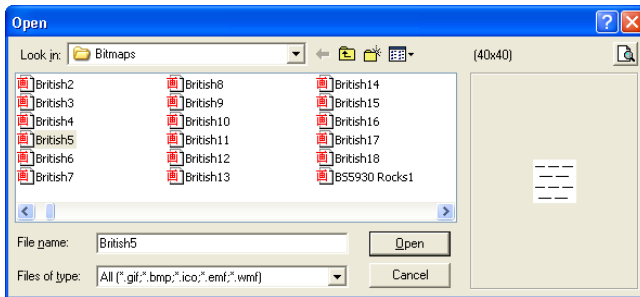
## Symbol Tab


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.


The buttons on the toolbar perform the following actions:


 The Clear button is used to erase the current symbol and provide a blank page.


 The Import Picture button is used to import a bitmap picture from a file into the current symbol. When this button is pressed, the Open bitmap form on the next page will be displayed. Select the bitmap file to import and then press the Open button( below).





 The Erase button is used to delete parts of the symbol. When this button is pressed the cursor will change to an eraser. To erase a part of the symbol, hold the left mouse button down and move the cursor over the area to be erased.


 The Fill button is used to fill regions of symbols. When this button is pressed the cursor will change to a paint can. To fill an area click inside the region.

 The Undo button is used to undo the previous edit operation.


 The Curve button is used to draw a curved line on the symbol. When pressed the cursor will change to a pencil. To draw a curve, hold down the left mouse button and move the mouse. When finished drawing the line, release the mouse button.


 The Line button is used to draw a straight line on the symbol. When pressed the cursor will change to a pencil. To draw a line, press and hold down the left mouse button at the start of the line. Move the mouse to the end of the line and release the mouse button.

 The Rectangle button is used to draw a hollow rectangle on the symbol. When pressed the cursor will change to a cross. To draw a rectangle, press and hold down the left mouse button at the upper left corner of the rectangle. Move the mouse to the lower right corner of the rectangle and release the mouse button.

 The Filled Rectangle button is used to draw a filled rectangle on the symbol. When

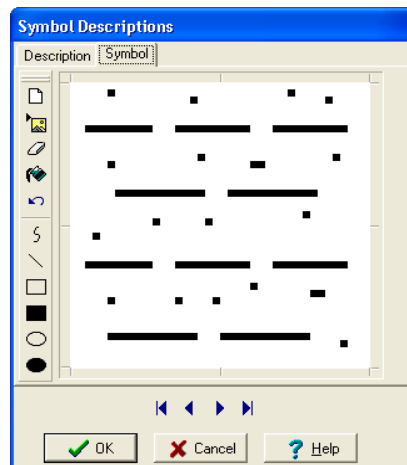
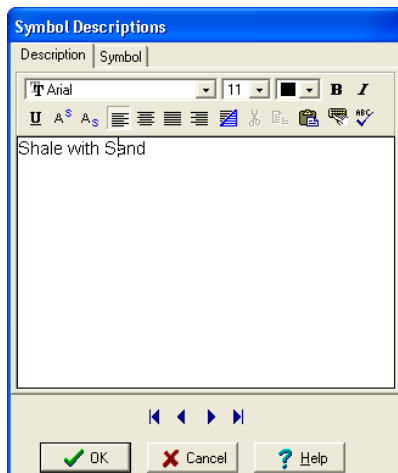
pressed the cursor will change to a cross. To draw a rectangle, press and hold down the left mouse button at the upper left corner of the rectangle. Move the mouse to the lower right corner of the rectangle and release the mouse button.

 The Ellipse button is used to draw a hollow ellipse on the symbol. When pressed the cursor will change to a cross. To draw an ellipse, press and hold down the left mouse button at the upper left corner of the ellipse. Move the mouse to the lower right corner of the ellipse and release the mouse button.

 The Filled Ellipse button is used to draw a filled ellipse on the symbol. When pressed the cursor will change to a cross. To draw an ellipse, press and hold down the left mouse button at the upper left corner of the ellipse. Move the mouse to the lower right corner of the ellipse and release the mouse button.

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

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



In the above, example the I imported the “British5” symbol(the symbol for Shale) from the c:\program Files\GAEA directory and then added some dots randomly about the bitmap 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. In this way engineers and geologists can create their own generic lithologic libraries.

