Available map attribute values (R22)

Top

If you are using the Map Composition tool interactively, you can usually specify attribute values by choosing them from a list or palette or by typing them in. If you are preparing your map by programming in MAPCOMP, then you also need to type the required values into your MAPCOMP file.

See Specifying map attribute values (T45e) for instructions on choosing attribute values from lists or palettes.

This appendix describes the available attribute values that you can type in when using the Map Composition tool interactively, and when programming in MAPCOMP language.

Symbol shape

If you are specifying a symbol by name, either in MAPCOMP language or in the interactive Map Composition tool, you can use any of the symbol names in the following sections.

In MAPCOMP the **<symbol>** data type must take one of the values described here.

Standard symbol shapes hierarchy

The standard INTREPID Map symbol set has a ranking order. Using a legend you can represent ranges of values with different symbols. We have arranged the list in order, from the symbol that normally corresponds to the lowest value through to the symbol that corresponds to the highest value.

Square, Plus, Asterisk, Circle, Triangle, Cross, SquarePlus, SquareCross, Dot, SolidSquare, SolidCircle, SolidTriangle, SolidSquarePlus, SolidSquareCross

This hierarchy is defined in **mapcomp.cfg**. You can edit it if required. See Map composition configuration files (R21) for further information.

Special purpose symbol shapes

The following symbol shapes are not part of the standard symbol hierarchy. We have designed them with special purposes in mind, as described here.

You can directly use the Naudy model output fields **dip, length, width** rather than the scaled versions **MC_slope, MC_length, MC_width**.

If you are composing map of a Naudy model point dataset using **rectangle** and/or **dip** symbols, we recommend the following field-to-attribute assignments.

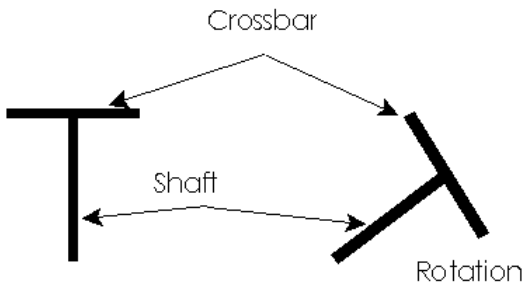
MAPCOMP attribute of **rectangle** or **dip** symbol	Naudy dataset field to assign to **rectangle** symbol	Naudy dataset field to assign to **dip** symbol
colour	**depth**	If used with rectangle symbol: **black** If used alone: **depth field**
angle	**strike**	**strike**
size	**length**	**length**
thickness	**width**	**dip**

rectangle The rectangle symbol consists of a filled rectangle shape. You can specify the rectangle symbol's other attributes as shown in the following table.

A typical use of the rectangle symbol is to show inferred geological structures calculated by the Naudy Automatic Model tool. The table includes suggestions for representing Naudy model solutions point datasets. See "Structure of Naudy model point datasets" in Naudy Automatic Model interpretation (T43) and other sections for more information.

Attribute in MAPCOMP	Rectangle attribute	Suggested value or Naudy model solutions point dataset field for display
colour	colour	**MC_slope** (dip of inferred geological structure)
angle	angle from North	**0**
size	North–South dimension (for **angle** = 0)	**MC_length** (length of inferred geological structure perpendicular to line direction)
thickness	East–West dimension (for **angle** = 0)	**MC_width** (width of inferred geological structure parallel to line direction)
–	Thickness of lines fixed at 0.2 mm	–

dip The dip symbol is a T shape with variable orientation, and lengths of its two lines.



You can specify the dip symbol's other attributes as shown in the following table.

A typical use of the dip symbol is to show inferred geological structures calculated by the Naudy Automatic Model tool. The table includes suggestions for representing Naudy model solutions point datasets. See "Structure of Naudy model point datasets" in Naudy Automatic Model interpretation (T43) for more information.

Attribute in MAPCOMP	Dip symbol attribute	Suggested value or Naudy model solutions point dataset field for display
colour	colour	**Z** (depth of inferred geological structure)
angle	rotation angle (0 = **⊥** (North–South))	**strike** (strike of inferred geological structure)
size	length of crossbar	**MC_length** (length of inferred geological structure perpendicular to line direction)
thickness	length of shaft	**MC_slope** (dip of inferred geological structure)
–	Thickness of lines fixed at 0.2 mm	–

pointer The pointer symbol is a simple bar shape with variable orientation, thickness and length. You can specify the pointer symbol's other attributes as shown in the following table.

A typical use of the pointer symbol is to plot trend information. The table includes suggestions for representing data from the **trend** dataset generated during the trend spline gridding process. See "Initial gridding—Trend Spline" in Old Gridding (T22) and other sections for more information.

Attribute in MAPCOMP	Pointer symbol attribute	Suggested value or trend point dataset field for display
colour	colour	**TRENDZ** (gridded Z field value for data point)
angle	angle 0 = orientation | (North–South)	**BEARING** (direction of detected trend)
size	length of bar	2
thickness	thickness of bar	0

Symbol size

You can specify symbol sizes in millimetres.

Tick types

Whenever you specify tick marks in you can select the tick mark type value from the following:

tick, grid, border

In MAPCOMP the **<ticktype>** data type must take one of these values.

Fill types

Whenever you specify a polygon or rectangle annotation, select the Fill attribute from the following:

solid, hollow

In MAPCOMP the **<filltype>** data type must take one of these values.

Text justification

Whenever you specify text, select its justification from the following:

lt, ct, rt
lc, cc, rc
lb, cb, rb

where **l, c, r** stand for left, centre, right

and **t, c, b** stand for top, centre, bottom

The default value is normally **lb**

This data type enables you to specify text to be located in one of nine positions in a text object.

In MAPCOMP the **<justification>** data type must take one of these values. You can also displace text from the left bottom of the object with the **XY = { <number> <number> ... }** statement.

Typeface ('font')

Note: With regard to text, the term 'font', when correctly used, refers to a combination of a typeface (character shape), a size and a style (e.g., normal, bold, italic). However, a common convention is to use the term 'font' to refer to typeface. The Map Composition tool uses this convention—the term 'font' is used to label buttons and text boxes that control typeface.

INTREPID has a standard set of typefaces including a default internal typeface (font **0**) and a number of typefaces defined by typeface files in the directory ***install_path*/font** (where ***install_path*** is the location of your INTREPID installation). The names of the typefaces files are **font2.fnt**, **...**, **font20.fnt**.

In MAPCOMP your typeface selection is represented by the **<typeface>** data type which is a whole number. The **<typeface>** value for a typeface corresponds to the number in its file name. For example if you specify typeface **18**, INTREPID will use **font18.fnt** as the typeface definition. INTREPID does not necessarily have all typeface numbers between **1** and **20**. Use the Typeface dialog box interactively or check the directory ***install_path*/font** for the existence of the corresponding file if you are uncertain.

If you specify font **0** or select Default from the Typeface dialog box. INTREPID will use its internal default typeface, which does not have a **.fnt** file.

Font size

You can specify font size in millimetres. 1 millimetre equals approximately 3 points (more exactly 2.83 points).

Line thickness and font weight

Whenever you specify a line thickness or the weight of a font you can select it from the following thickness levels.

0, 1, 2, 3, ...

0 corresponds to the thinnest line that the output device can produce. Numbers > 0 correspond to the thickness in millimetres.

In INTREPID **<thickness>** must take one of these values.

Line styles

Whenever you specify a line style you can select it from the following:

solid, dash, dashdot

In a line dataset path plot you can also specify the **bipole** style. See "(Bipole style)" in Including datasets in a map composition (T45b) or details.

In MAPCOMP the **<style>** data type must take one of these values.

Colour Specifications

If you are specifying a colour by name you can use any of the following colour names:

- Colours from the X.11 named colours database. This database includes the colour names **black white red green blue yellow magenta cyan**, and maps names to specific RGB mixes (e.g., **Cyan** is **000r255g255b**, **PapayaWhip** is **255r239g213b**). The file **rgb.txt** in the ***install_path*/config** directory (where ***install_path*** is the location of your INTREPID installation) contains a complete list of these colours and their corresponding RGB values.
- Explicit RGB values using decimal numbers in the range 0..255 and the format **999**r*999*g*999*b (e.g., **255r125g000b)**.
- The names **image1 .. image256** (e.g., **image33)**. These names specify colours from the currently loaded lookup table (**.lut** file). See "Lookup table (.lut) files" in Map composition configuration files (R21) for a full description of lookup table specification. If you are using a variety of lookup tables or have both grey scale and pseudocolour elements in your map data, then we recommend that you avoid using these names in Map Composition interactive mode.
- The names **foreground** and **background**. These are INTREPID system colour identifiers whose precise definition depend on the context. For the purposes of Map Composition you can take **foreground** to be black and **background** to be white.

In MAPCOMP the **<colour>** data type must take one of the values described above.

HP–GL and DGN pen numbers

If you are using HP–GL (not HP–GL/2) or DGN, the driver will select pens according to the following table:

	Pen number	
	DGN	HP–GL
Black	0	1
White	1	2
Red	2	3
Green	3	4
Blue	4	5
Legend1	5	6
Legend2	6	7
...	...	...
Legend12	16	17
Image1	17	18
Image2	18	19
...	...	...
Image255	271	272