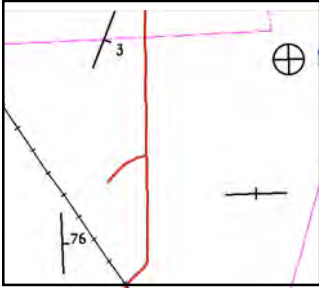


Points: Geologic Bedding Dip and Strike

Query generates a bedding symbol based on dip, strike and dip direction. This query is data dependent, change *bedding.strike*, *bedding.dip* and *bedding.dip_direction* to values appropriate for your data.



This query implements the geologic symbols for
strike/dip of bedding, including special cases of
horizontal, vertical and overturned beddings

LineStyleDropAnchor(0) # center of symbol
LineStyleSetColor(0,0,0) #black symbols
LineStyleSetCapJoinType(1,1) #squared off lines

strike1 = bedding.strike
dip1 = bedding.dip
scaling = 7
radius = 4*scaling
LineStyleSetLineWidth(scaling)
textheight = 6 *scaling

#Draw Strike Line

```
if(dip1!=0){
  LineStyleLineTo(strike1,16*scaling)
  LineStyleMoveToAnchor(0)
  LineStyleLineTo(strike1 - 180,16*scaling)
  LineStyleMoveToAnchor(0)
}
```

#rotate symbol by 180 when dip direction indicates

if (bedding.dip_direction) rot = 180 else rot = 0

markangle = strike1-90+rot

if (markangle > 360) {markangle = markangle -360}

if (markangle < 0) {markangle = markangle + 360}

if (bedding.overturned){ #add arc to indicate overturned bedding

LineStyleDrawArc(strike1,radius,radius,radius,strike1+rot,180,0,0,0)

LineStyleLineTo(markangle,4*scaling)

}

else {
if (dip1==90){ # use a cross bar to mark vertical bedding

LineStyleDrawRectangle(6*scaling,scaling,markangle,1)

}

else {
if (dip1==0){ # horizontal bedding -circle with cross inset

LineStyleDrawRectangle(4*radius,scaling,0,1)

LineStyleDrawCircle(2*radius,0)

LineStyleDrawRectangle(4*radius,scaling,90,1)

}

else { # dip direction line

LineStyleLineTo(markangle,4*scaling)

}

}

if ((dip1<90) AND (dip1>0)){ #label non-horizontal and non-vertical points

LineStyleSetTextColor(0,0,0)

str\$ = sprintf("%2d",dip1);

if ((markangle>90) and (markangle<270)){

LineStyleTextNextPosition(str\$,textheight,0,0,nextx,nexty,tlength)

LineStyleMoveTo(180,tlength)

}

if (markangle>180){

LineStyleMoveTo(- 90,textheight)

}

LineStyleDrawText(str\$,textheight,0,2)

}

