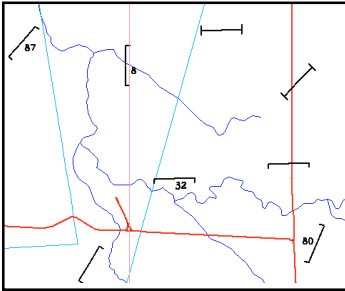


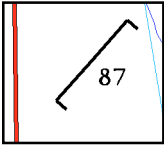
Points: Geologic Cleavage

Query implements the standard geological cleavage strike and dip symbol, differentiates vertical when dip is 90 degrees. Change *cleavage.strike* and *cleavage.dip* to values appropriate for your data.



```
# This query implements the geologic strike/dip
# of cleavage symbols including special case of
# vertical cleavage
LineStyleDropAnchor(0) # center of symbol
LineStyleSetColor(0,0,0) #black symbols
LineStyleSetCapJoinType(1,1) #squared off lines
strike1 = cleavage.strike
dip1 = cleavage.dip

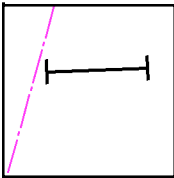
scaling = 7
radius = 4*scaling
LineStyleSetLineWidth(scaling)
textheight = 6 *scaling
```



#Draw Strike Line

```
LineStyleLineTo(strike1,16*scaling)
LineStyleDropAnchor(1)
LineStyleMoveToAnchor(0)
LineStyleLineTo(strike1 - 180,16*scaling)
```

```
if (dip1==90){ # use two end lines to mark vertical bedding
  LineStyleMoveTo(markangle,4*scaling)
  LineStyleLineTo(markangle - 180, 8*scaling)
  LineStyleMoveToAnchor(1)
  LineStyleMoveTo(markangle,4*scaling)
  LineStyleLineTo(markangle - 180, 8*scaling)
}
```



else { # dip direction line

```
#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
```

```
LineStyleLineTo(markangle,4*scaling)
LineStyleMoveToAnchor(1)
LineStyleLineTo(markangle,4*scaling)
```

```
}
if ((dip1<90) AND (dip1>0)){ #label non-horizontal and non-vertical points
  LineStyleMoveToAnchor(0)
  LineStyleMoveTo(markangle,2*scaling)
  LineStyleSetColor(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)
}
```