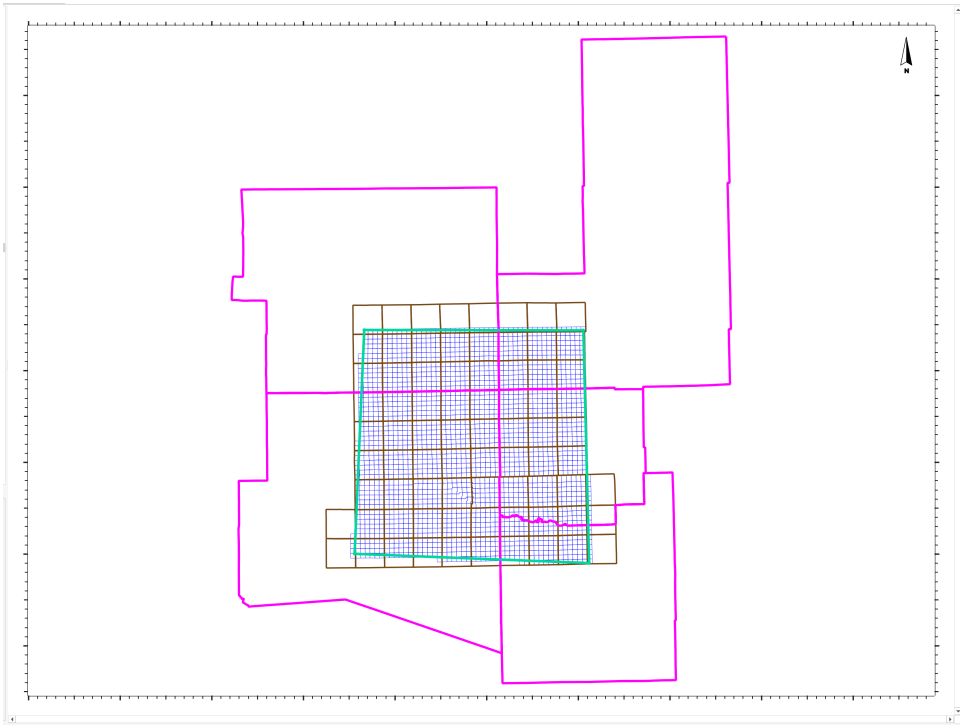
Updates 26_21 Version 2.7.7.2

This version update has some bug fixes and enhancements.

Additional primary colors have been added to the color drop down.

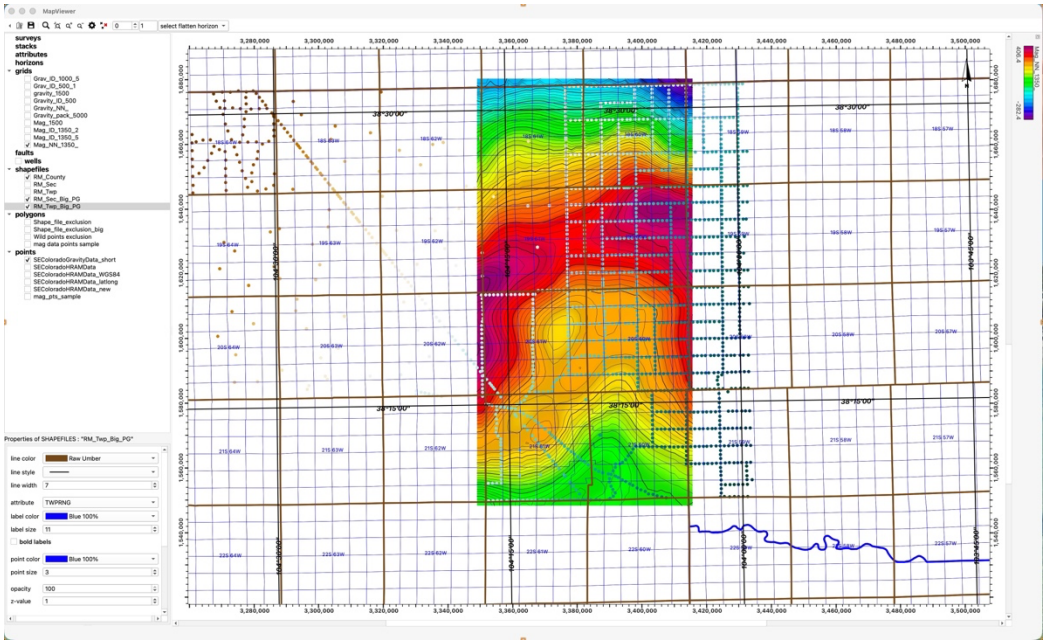
There have been bug fixes to the shape file import. One of the issues with importing shape files and then cropping them to a polygon resulted in some 'artefact' lines appearing. The solution to this problem was to keep the whole polygon when any part of it is within the cropping polygon. See the example for counties, townships, and sections below.



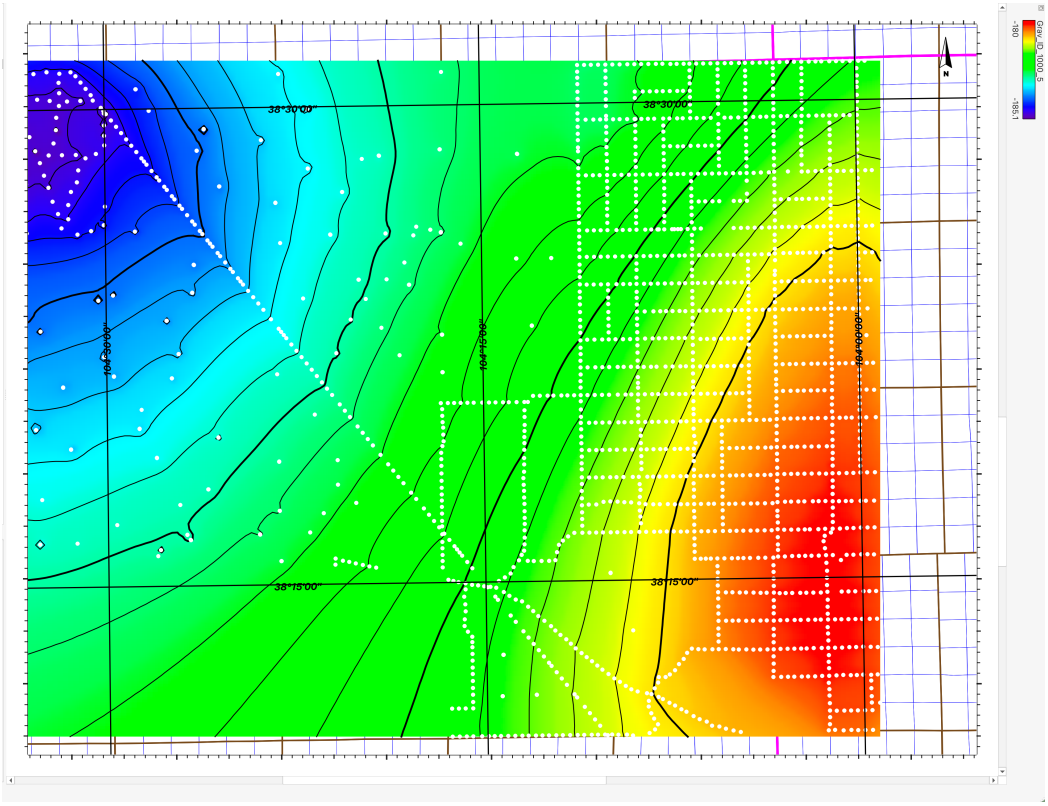
Notice that while the sections encompass the main area of interest, since so many counties are involved (magenta lines), the whole county is included to avoid the artefact lines. You can also see the townships and sections all extend slightly beyond the cropping polygon (green) for the same reason.

A key enhancement are the added gridding options for points. There are three new options and a 4th will soon be added. These were added to solve the problem of irregular data such as tops, gravity data, geo-chem data, etc. The first figure below shows the contouring for a tightly-space aeromagnetic survey. The individual points shown on the map are ground gravity stations. Note the widely-spaced points in certain areas, no points in some areas, a very dense survey along a proposed pipeline route and a fairly regular grid over a portion of the area. The second figure shows the resulting contours on the gravity data. This result comes from a trial-and-error

approach to getting the best parameters and the best contouring option for a mixed set of data points. You will have to experiment and decide what is best for your data.



Note the additional enhancement is that one can now make certain contours bold and choose the number of intermediate contours. You can also change contour colors and thickness.



While this is the best current option (inverse distance weighted) for contouring random points, it is clearly not perfect.

There are also improvements to the speed of displaying shape files when there are a large number of elements (i.e., a large number of sections in a large area). Also, there was a bug in that the geoline (lat/long) sittings were not saved correctly when a map was saved. This bug has been fixed.