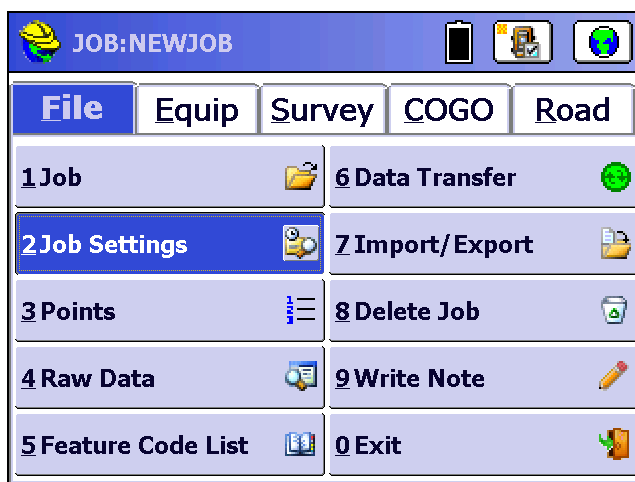
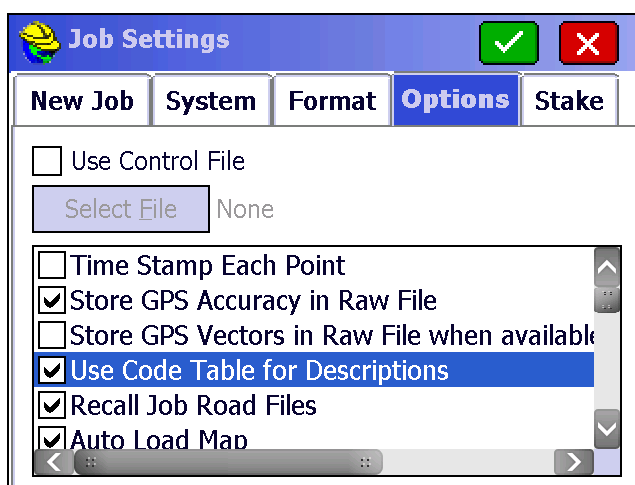


Please keep in mind: One can only set points to a layer, if the point stored uses a code from a Feature Code List (.FCL).

1. From the SurvCE main menu, select **Job Settings**.



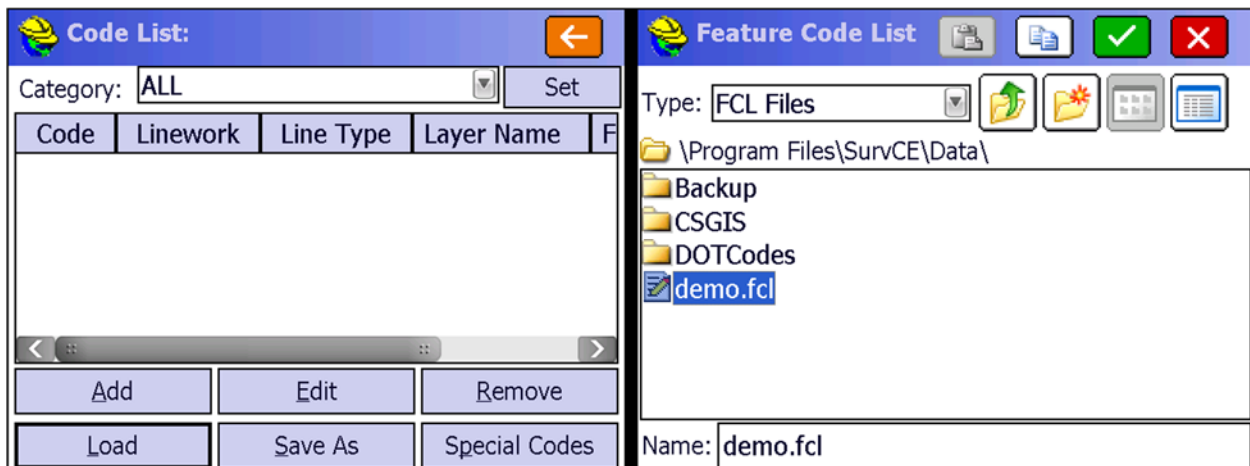
2. Select the **Options** tab, and turn on **Use Code Table for Descriptions**. Then, tap the Green checkmark.



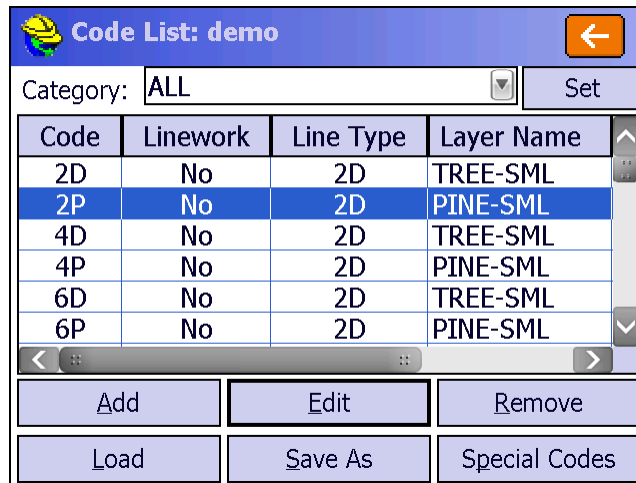
3. From the SurvCE main menu, select **Feature Code List**.



4. Tap on **Load** to choose your FCL. If you do not have a Feature Code List, you may use the Demo.fcl, which was included with the program. Then, tap the Green checkmark.



5. Highlight one of your codes to view its properties. Then, tap **Edit**.



Code List: demo [Back Arrow]

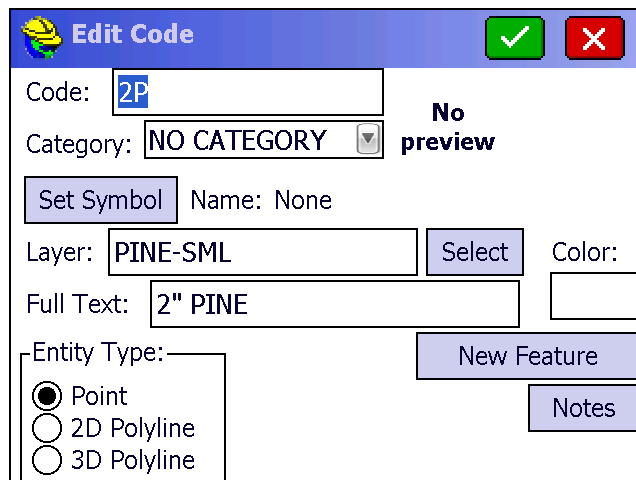
Category: **ALL** [Set]

Code	Linework	Line Type	Layer Name
2D	No	2D	TREE-SML
2P	No	2D	PINE-SML
4D	No	2D	TREE-SML
4P	No	2D	PINE-SML
6D	No	2D	TREE-SML
6P	No	2D	PINE-SML

[Add] [Edit] [Remove]

[Load] [Save As] [Special Codes]

6. The Edit Code dialogue box shows which layer is assigned to that specific code. This box will also allow you to assign a point symbol and color.



Edit Code [Checkmark] [X]

Code: **2P**

Category: **NO CATEGORY** [No preview]

[Set Symbol] Name: None

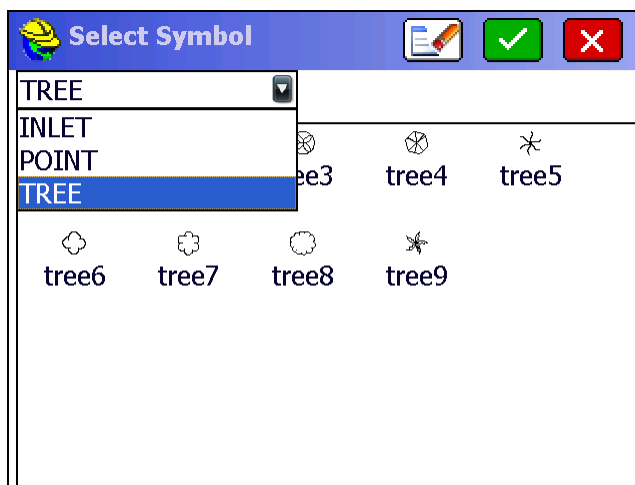
Layer: **PINE-SML** [Select] Color: []

Full Text: **2" PINE**

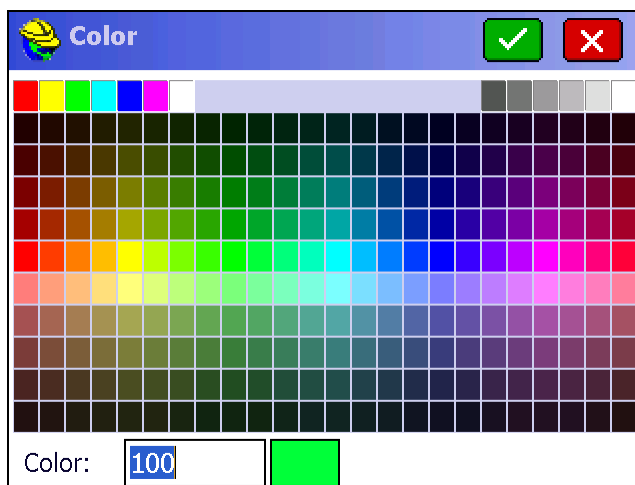
Entity Type: [] [New Feature] [Notes]

- ☒ Point
- ☐ 2D Polyline
- ☐ 3D Polyline

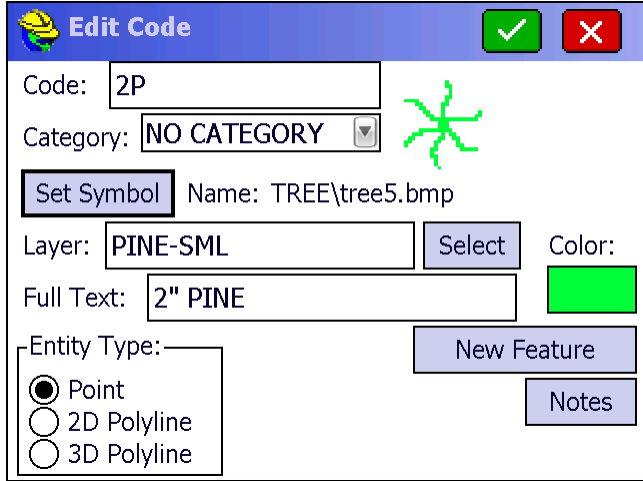
Choose a Symbol by tapping on the **Set Symbol** button. You may choose one from the available categories.



Choose a **Color** by tapping on the “color field”. You may choose any color from the palette.



7. Tap the Green checkmark to save the changes to your code.



Edit Code

Code: 2P

Category: NO CATEGORY

Set Symbol Name: TREE\tree5.bmp

Layer: PINE-SML

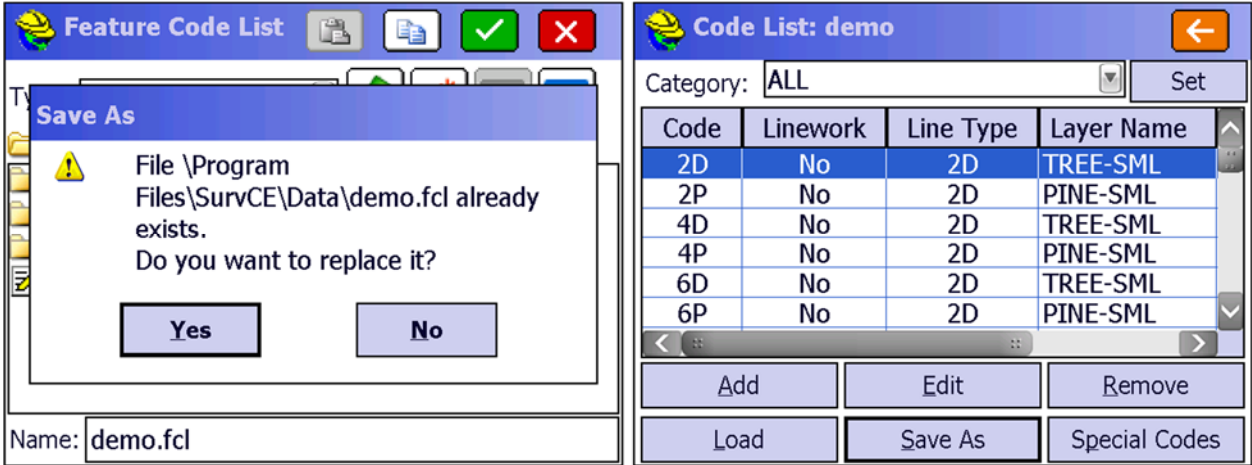
Full Text: 2" PINE

Entity Type:

- ☒ Point
- ☐ 2D Polyline
- ☐ 3D Polyline

Buttons: Select, Color, New Feature, Notes

8. Tap **Save As** to save the changes to your Feature Code List. When you tap the green checkmark, you will be asked to confirm replacing your previous .fcl. Choose Yes. Then, tap the Orange “Back” arrow to exit the Code List.



Feature Code List

Save As

File \Program Files\SurvCE\Data\demo.fcl already exists.
Do you want to replace it?

Buttons: Yes, No

Name: demo.fcl

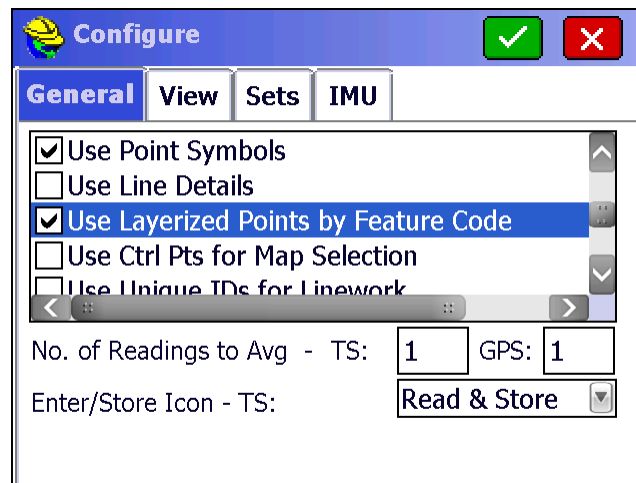
Code List: demo

Category: ALL

Code	Linework	Line Type	Layer Name
2D	No	2D	TREE-SML
2P	No	2D	PINE-SML
4D	No	2D	TREE-SML
4P	No	2D	PINE-SML
6D	No	2D	TREE-SML
6P	No	2D	PINE-SML

Buttons: Add, Edit, Remove, Load, Save As, Special Codes

9. Go to the **Equipment** tab and select **Configure**. Turn on **Use Point Symbols** and **Use Layerized Points by Feature Code**. Then, tap the green checkmark.



The **Configure** dialog box is shown with the **General** tab selected. The following options are checked:

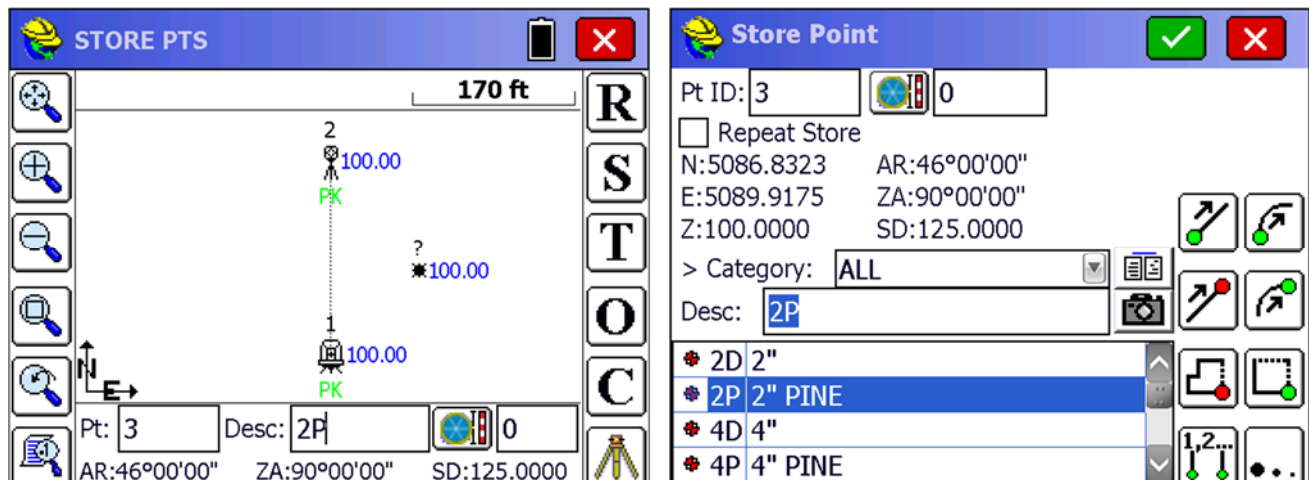
- ☒ Use Point Symbols
- ☐ Use Line Details
- ☒ Use Layerized Points by Feature Code
- ☐ Use Ctrl Pts for Map Selection
- ☐ Use Unique IDs for Linework

Below the list, the following settings are displayed:

No. of Readings to Avg - TS: 1 GPS: 1

Enter/Store Icon - TS: Read & Store

As confirmation that the point will now be stored on the specified layer, we will store a 2P point.



The **STORE PTS** screen shows a map with a point labeled **2** at a distance of **100.00** from a point labeled **1**. The point **2** is marked with a green checkmark and the text **PK**. The point **1** is marked with a blue checkmark and the text **PK**. The map also shows a point labeled **?** at a distance of **100.00** from point **1**. The **STORE PTS** screen has a toolbar on the left with icons for zooming, panning, and other map functions. The **Store Point** screen shows the following information:

Pt ID: 3 0

☐ Repeat Store

N:5086.8323 AR:46°00'00"

E:5089.9175 ZA:90°00'00"

Z:100.0000 SD:125.0000

> Category: ALL

Desc: 2P

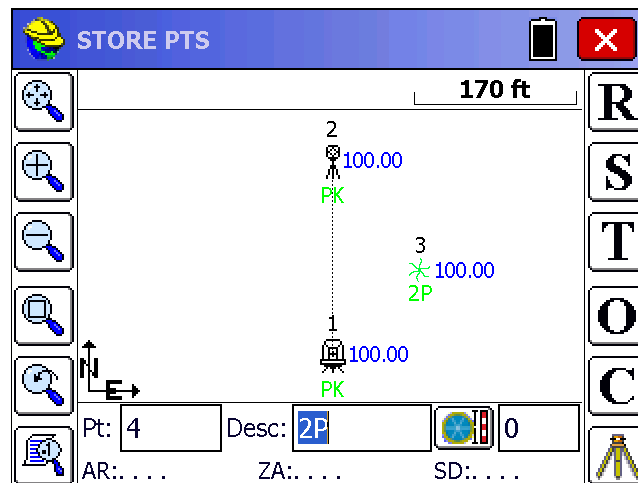
2D 2"

2P 2" PINE

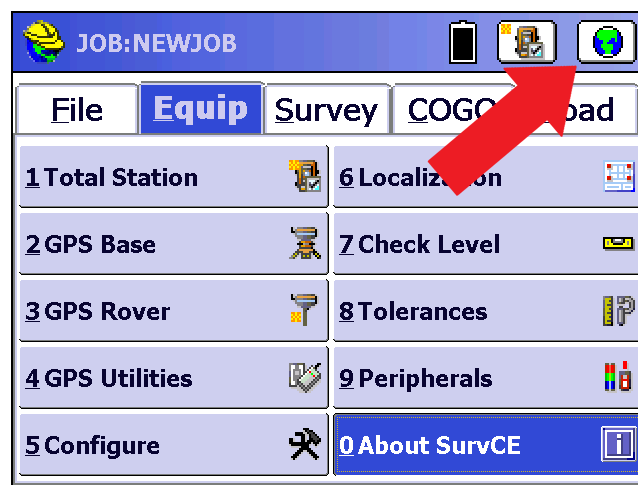
4D 4"

4P 4" PINE

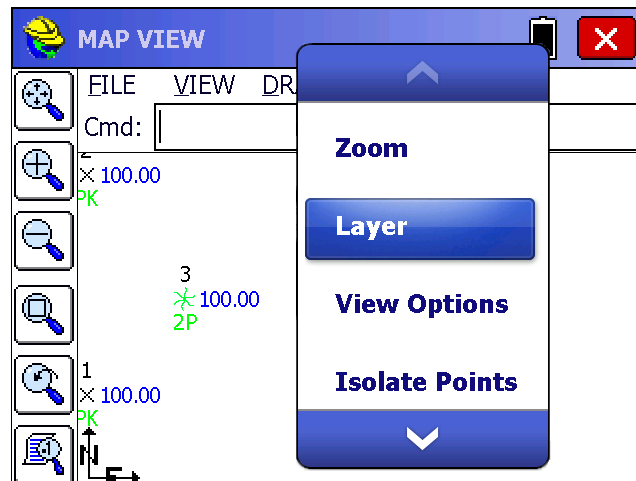
Now that we have stored out 2P point, we are shown a symbol on the Graphics screen. Close the Graphics screen by tapping on the red X.



From the main menu, tap on the Globe icon, on the upper right-hand side.



In the Map screen, tap on the **VIEW** drop-down. Then, select **Layer**.



Since we had used a recognized code with a layer assigned to it, we will now see that particular layer in the Layer Manager. If one turns off this layer, all points on that layer will also be turned off.

