Adding color, markers and patterns to a map not only makes it more presentable, but it also makes the map easier to understand. Using information already in your database is the easiest way to code any type of values. When using calculated fields as your coding method, when your data is updated, your codes are automatically updated.

Step 1.
Decide what criteria you would like to use to code your data. We will use several examples here to show some of the more common possibilities. Using the Borland database, we will change the color and marker used for different years drilling occurred. For the hole ids that contain 84- we will use blue diamonds; 85- green stars; 86- yellow solid-filled boxes.

Step 2.
Now we will create two integer, calculated fields with limits between 0 and 255. One will be called hole_color and the other hole_marker. We will place the equations we are using in files - this way we can comment the files making them easy to update when necessary. To use the file simply type ***(f,hole_clr.clc)*** where the equation should be placed when creating your calculated field.

File one: hole_clr.clc

```
4               # Place the color blue on the stack
hole_id 84- ()  # Check to see if the hole_id contains 84-
13 skip         # If it does contain 84- you are finished (skip all other steps)
3               # Place the color green on the stack
hole_id 85- ()  # Check to see if the hole_id contains 85-
7 skip          # If it does contain 85- you are finished (skip all other steps)
7               # Place the color yellow on the stack
hole_id 86- ()  # Check to see if the hole_id contains 86-
1 skip          # If it does contain 86- you are finished (skip all other steps)
2               # If no other criteria fits use the color red
```

The same equation can be used to assign the markers, simply replace the color numbers to the marker numbers you wish to use. Use the markers.met, colors.met and patterns.met files in your TBHOM directory to help you choose the best attributes to fit your needs.

