

OCAD7.13 1:15000 Symbol set – assessed using OCAD8 Demo

Comments:

534.0 Grave is drawn with a line thickness of 0.18 not 0.16mm **Corrected**

539.0 Cairn: Circle is 0.14 line thickness, should be 0.16mm (It is also fractionally too big 0.84mm diameter) **Now changed**

Image from symbol set:



118.0, 314.0, 540.0: 'X' special symbols are drawn slightly too big **Changed**

Image from ISOM2000:



Image from symbol set:

0.8mm



as drawn



reduced to 84.1%



as drawn

0.92mm

DONE

203.0 Passable rock face. Short crag ends overlap very slightly (0.01mm?) **Done**



Image from symbol set:

526.1 Stile – line is thicker than 'gate symbol' – is that intentional/correct?

Yes

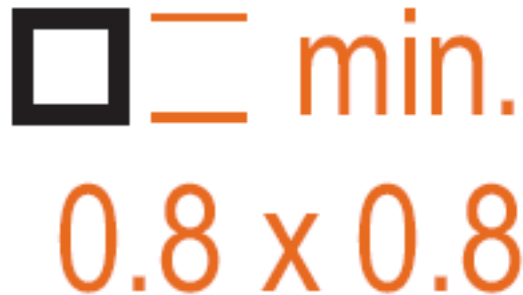
531.1 is drawn with chamfered corners:

Image from symbol set:



Changed

Image from ISOM 2000:



203.0 ISOM2000 recommends for legibility that passable rock faces without tags have round ends: **Changed**

205.0 Cave. Shares symbol 204 Rocky Pit. In an OCAD8 symbol set they should be separate symbols so that Rocky Pit can be 'Orientated to North'.

Two Symbols now in OCAD8 sets

When converted to an OCAD8 symbol set, point symbols by default are ticked as 'Orientated to North'. Some shouldn't be:

104.0, 106.1, 118.0, 204.0, 208.0, 512.0, 519.1, 526.0, 526.1, 527.0, 527.1, 531.1

This is not an exhaustive list - there are quite a few others - all hopefully done

208.0 Only one size is drawn – permitted from 0.5 to 1.0mm, is it worth producing a range of sizes (3 sizes 0.5,0.75,1.0?).

There are now 3 sizes

601.1 Start triangle is drawn with rounded corners

Corrected

602.1 Control Number. Drawn with Arial Bold 16pt (4.04mm), the example in ISOM 2000 is not using a 'Bold' version – has this since been superseded by BOF recommendation? **Yes**

(527.1 Minimum size Building is only 0.48mm square!) **Corrected**

I've found that using an LCD screen running at 1280x1024 resolution the small blue squares added to the icons are very small and quite difficult to see, I would suggest making them slightly bolder. I have used 4x4pixels in the past for 'user-defined' symbols but maybe a 3x3pixel square is the best compromise? **Now 3x3**