



gINT User Interface Elements

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gINT USER INTERFACE ELEMENTS

gINT offers its users a detailed, feature-rich working environment with extensive applications, toolbars, buttons, shortcuts, and Help topics. This document was created to help you understand the workspace components that make up the gINT environment. gINT screens are designed to provide a user-friendly work environment. You can move easily between applications and navigate within the program.

gINT contains the following application groups: INPUT, OUTPUT, DATA DESIGN, REPORT DESIGN, SYMBOL DESIGN, DRAWINGS and UTILITIES. Each application group contains menu options, toolbars, and icons specific to the application (such as REPORT DESIGN or INPUT) in addition to universal commands such as Save, Print, Cancel Changes, and so on, that apply to almost all of the applications within the interface. Extensive descriptions of gINT features and functionality are available through the program Help files which can be viewed by selecting **Help > Contents** from anywhere in gINT.

gINT ICONS AND TOOLBUTTONS

The following table contains a list of the standard buttons displayed on the gINT application toolbars. Not all buttons appear in all applications.

Button	Name	Function	Application
	Open Project	Opens a dialog box to select a project database from.	INPUT, DATA DESIGN
	Project Manager	Opens a list of all gINT projects, including name, description, location and last access date.	INPUT, DATA DESIGN
	Save	Saves the current project, table, report, and so on, for the selected application.	All except OUTPUT, UTILITIES
	Preview	Displays a preview of the data or report for the selected application.	All except UTILITIES
	Print	Prints the data or report for the selected application.	All except UTILITIES
	New	Adds a new drawing, report form, symbol, table, and so on, depending on the selected application.	All except OUTPUT, UTILITIES
	Cancel Changes	Cancels any changes you made to the data since the last save.	All except OUTPUT, UTILITIES
	Properties	Displays the properties for the selected item (report, drawing, table, and so on).	All except UTILITIES
	Command Script	Instructs gINT to perform a task or series of tasks.	INPUT, OUTPUT, UTILITIES
	List	Displays a list of all the objects for the selected application, such as tables, lookup lists, colors, and so on.	All except OUTPUT, UTILITIES
	Layer Properties	Displays the properties of all the layers defined.	DRAWINGS, REPORT DESIGN
	Lock/Unlock Layer	Locks the selected layer.	DRAWINGS, REPORT DESIGN
	Graphical Data Input	Switches from grid input mode to graphic input mode. Click the Grid Data Input  icon to switch back.	INPUT

gINT MAIN MENU

When you first open gINT (Start > Programs > gINT 8 > gINT Version 8), you see the main menu. This is primarily a resource screen, providing you with access to gINT Tutorials, the gINT Software Web site (or a URL of your choosing), your projects (new and existing), and all of the gINT application groups (which you can access from anywhere in the program). The main menu screen contains the following options:

Open Project: Opens a dialog box from which you can select an existing project.

Project Manager: Stores the names, locations, and last access dates of all your gINT projects.

Command Script: Command scripts instruct gINT to perform a task or series of tasks.

gINT Application Groups: Click the desired application group to open it.

Start a New Project: Click the button or the icon to open a new database project in INPUT.

Hide Web Browser: Check this box to hide the specified web page on the main screen.

Address: Displays the current Web page or URL. You can type in any Web address and click the Go button to jump to that address.

Manuals: Click this option to view the gINT Tutorials. Each PDF file provides documentation on a different feature of gINT, including building a log form, using gIDraw, working with symbols, and more.

Home Page: Click this option to return to the home page you have defined using the Set as Home Page option.

Set as Home Page: Click this option to set the current web page as your home page. When you click the Home Page option, the browser returns to the specified page.

gINT 8 Home Page: Click this option to go to the gINT Software website Welcome page for Version 8.

THE INPUT TAB

INPUT is a specialized grid and graphic application where you enter your project data. User-definable, the INPUT application group has many of the same data entry/editing features that you find in other grid applications. A grid has horizontal “rows” and vertical “columns.” An intersection of a row and a column is called a “cell.” This grid format is used throughout gINT.

The INPUT application group screen contains the following options:

Cancel Changes: Click to cancel any changes you made to the data after your last save. This button is grayed out if no changes have been made.

Table Help: Click to display any data entry special instructions. The value of this field is defined on the Table Properties screen in DATA DESIGN.

Graphical Data Input: Switches from grid input mode to graphic input mode. If you are in graphic mode, use the Grid Data Input icon to return to grid mode.

Save: Saves any changes you have made to the project.

Project Manager: Stores the names, locations, and last access dates of all your gINT projects.

Open Project: Opens a dialog box from which you can select an existing project.

Command Script: Command scripts instruct gINT to perform a task or series of tasks.

Preview: To open the OUTPUT application and preview the data in the specified report.

Print: In grid mode, you can print a page in table format of the currently open table. In graphic mode you can print a log.

List: To view a list of the project database tables.

New: To create a new project database.

Table Properties: Click to view the properties (fields) of the selected project data table.

Group Tabs: You can combine project tables into groups using the Group Name field on the Table Properties screen in DATA DESIGN.

Project Tables: These are the project database tables created in DATA DESIGN. Each table is represented by a tab. You can group tables into a collection containing related data to form the Group Tabs.

Lookup List: Lookup lists associate a field with a list of possible values. Lookup lists are created in DATA DESIGN.

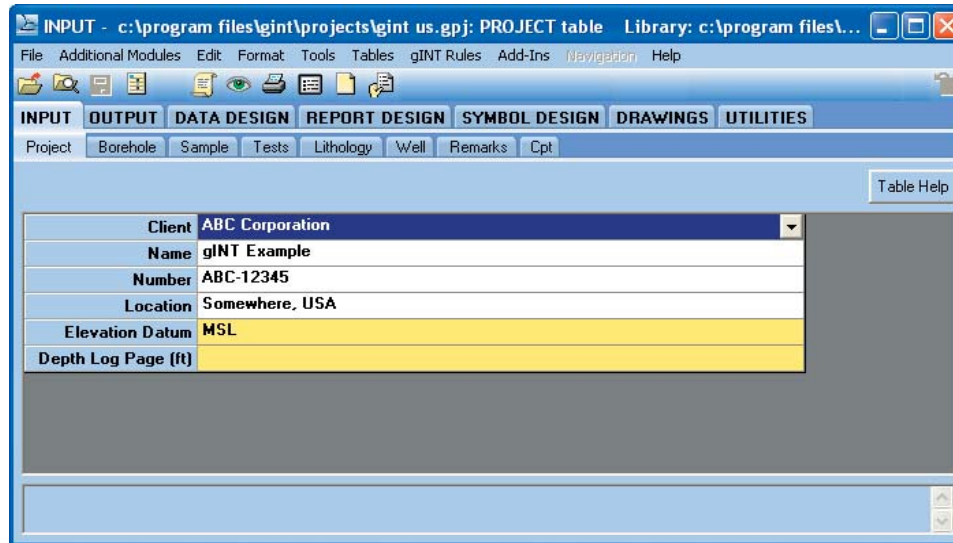
Row Selection: Click in any of these cells to select a row. Once selected, you can copy or delete the row, or insert additional rows.

Description Field Display: Any text entered in the Description field of the Field Properties screen is displayed here. Like the Table Help button, you can use this feature to provide additional information and explanation for data entry values.

Borehole ID	Total Depth (ft)	Date Started	Date Completed	Surface Elevation (ft)	Hole Size	Contractor	Method	Logged By	Checked By	Notes
B-1	45	11/21/2002	11/22/2002	123.4	6" to 25'. NX to BOH	AAAAA Drilling, Inc.	Hollow Stem Auger	A. Bore	Y. Me	Weather: Warm, su
B-2	45	11/21/2002		129.8	6" to 25'. NX to BOH	AAAAA Drilling, Inc.		A. Bore	Y. Me	Weather: Warm, su
B-3	25	11/21/2002	11/22/2002	117.6	6"	Bob Smith Drilling		A. Bore	Y. Me	Weather: Warm, su
CPT-1	46.9	11/21/2002	11/22/2002	125.4		AAAAA Drilling, Inc.		A. Bore	J. Smith	Weather: Warm, su
CPT-12	46.9	11/21/2002	11/22/2002	125.4		AAAAA Drilling, Inc.		A. Bore	Q. Jones	Weather: Warm, su
LAB-1	40			123.4						
LAB-2	40			125.4						
LAB-3	45			119.3						
LAB-4	40			128.9						
LAB-5	8			136.7						
TP-1	13	11/21/2002	11/21/2002	Not Surveyed	2' x 10'	AAAAA Drilling, Inc.	Backhoe	A. Bore	Y. Me	Weather: Warm, su
*										

ADDITIONAL INPUT TABLES

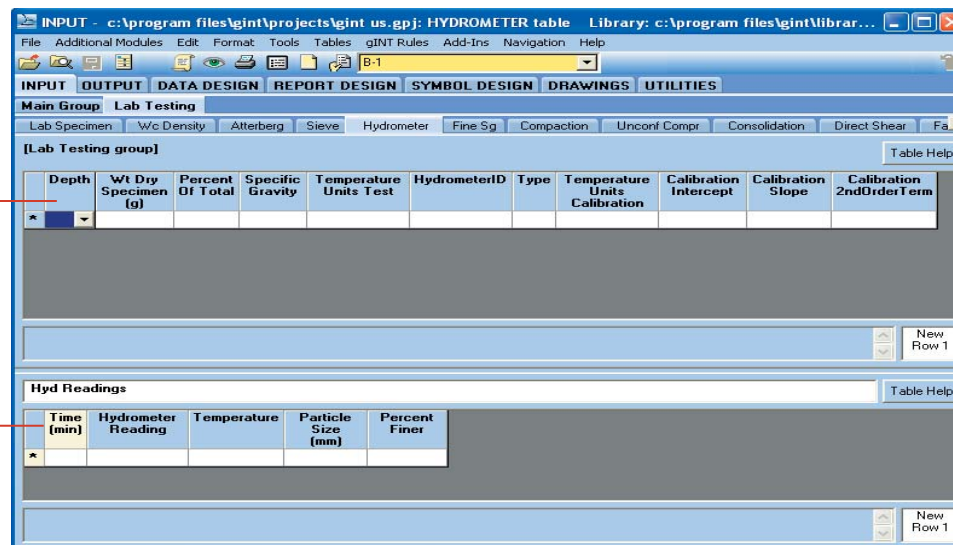
The majority of tables (tabs) in INPUT are displayed in a multi-column and row format, as shown for the Borehole table in the previous screen. There are two other table views displayed in the INPUT application. The first is the Project table, which is always a single-column format, with the fields laid out in rows:



The other table format is the split-screen view, where the parent table is shown in the top portion of the screen and the child table is displayed in the bottom portion.

Parent Table: If there is only one child record for every parent, the tables have a one-to-one relationship. If there are multiple child records for each parent, it is a one-to-many relationship.

Child Table: You cannot have a child table without a parent, and when the parent record is deleted, all the child records are also deleted.



If you have Lab Testing or Site Map support in gINT, you will notice that there are additional layers of tabs (tables) displayed on the screen. These are known as “groups.” Groups are multiple relevant tables combined together for easy access and data entry. You can create new groups or add tables to a group using the **Group Name** field in the General tab of the Table properties screen in DATA DESIGN. All tables assigned the same **Group Name** will be located under the group name tab in INPUT.

Application Group Tabs:

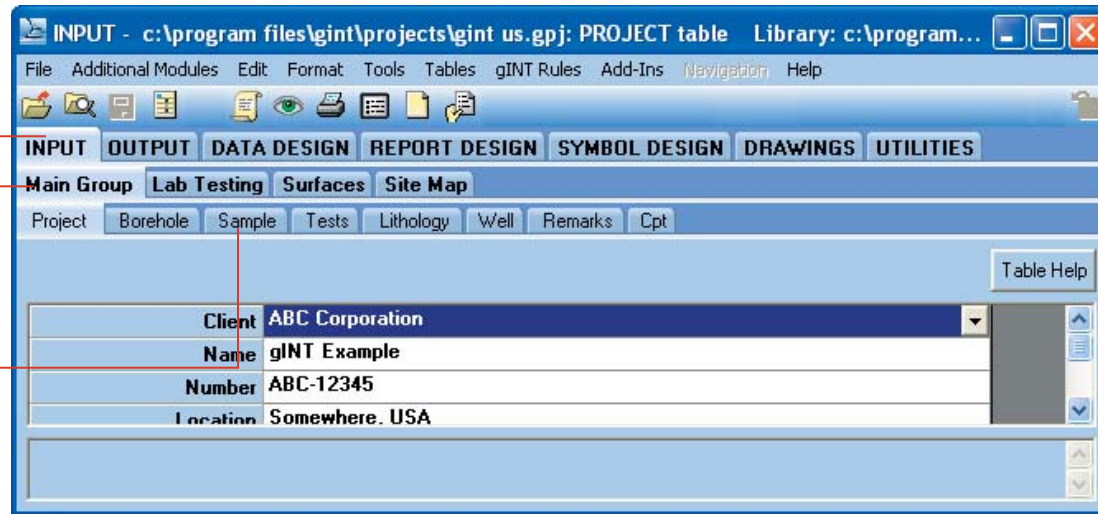
The first row of tabs (in all gINT screens) are the Application groups.

Group Name Tabs:

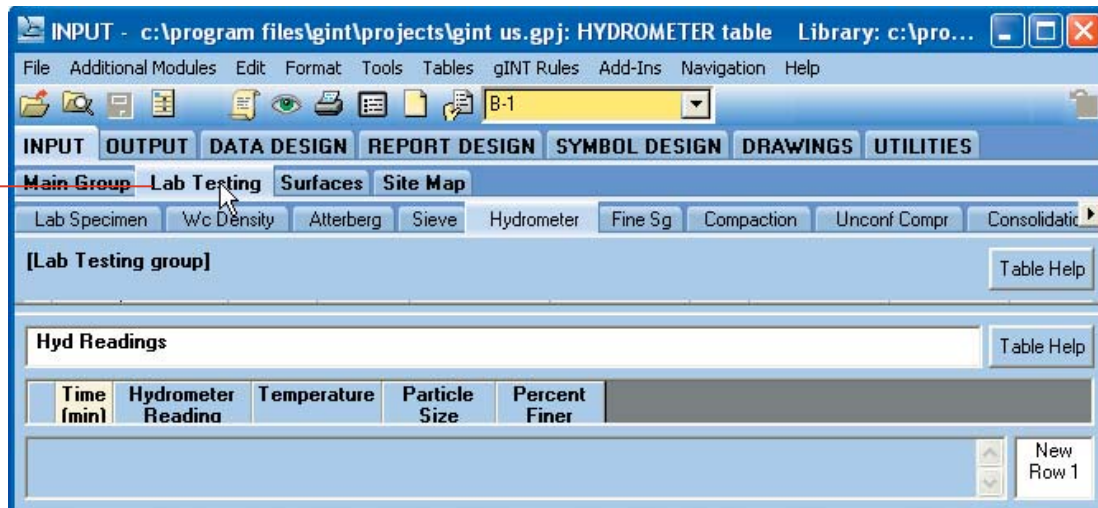
The next row displays any user-defined groups or additional modules, such as Lab Testing, Site Maps or Surfaces.

Group Table Tabs:

The last row displays the tables assigned to the group.



Tables: When you click a group tab, all the tables assigned to the group are displayed.



THE OUTPUT TAB

In OUTPUT, you generate output from your project database using reports designed in the REPORT DESIGN application group. The top and bottom sections are similar in all the OUTPUT applications and the center section is application-specific. The options displayed on the screen depend on the application selected.

The OUTPUT application screens contain the following options:

Command Script: Command Scripts allow the user to specify an output series and run it in a batch.

OUTPUT Options: After you select an export format (from the list of supported formats), additional output options become available, depending on the format selected.

Preview: To preview the data in the specified report.

Object Selector Box: Click the arrow to display a drop-down list to select a report from. Only the forms stored in the current library are displayed.

Print: To print the output data set.

Properties: Displays the properties of the selected report form.

Browse/Launch Button: Anytime you see a button like this, if you click it, a selection list, browse/explore window, or another dialog box is displayed.

OUTPUT Applications

DATA SOURCE: The Source file field displays the currently selected database project.

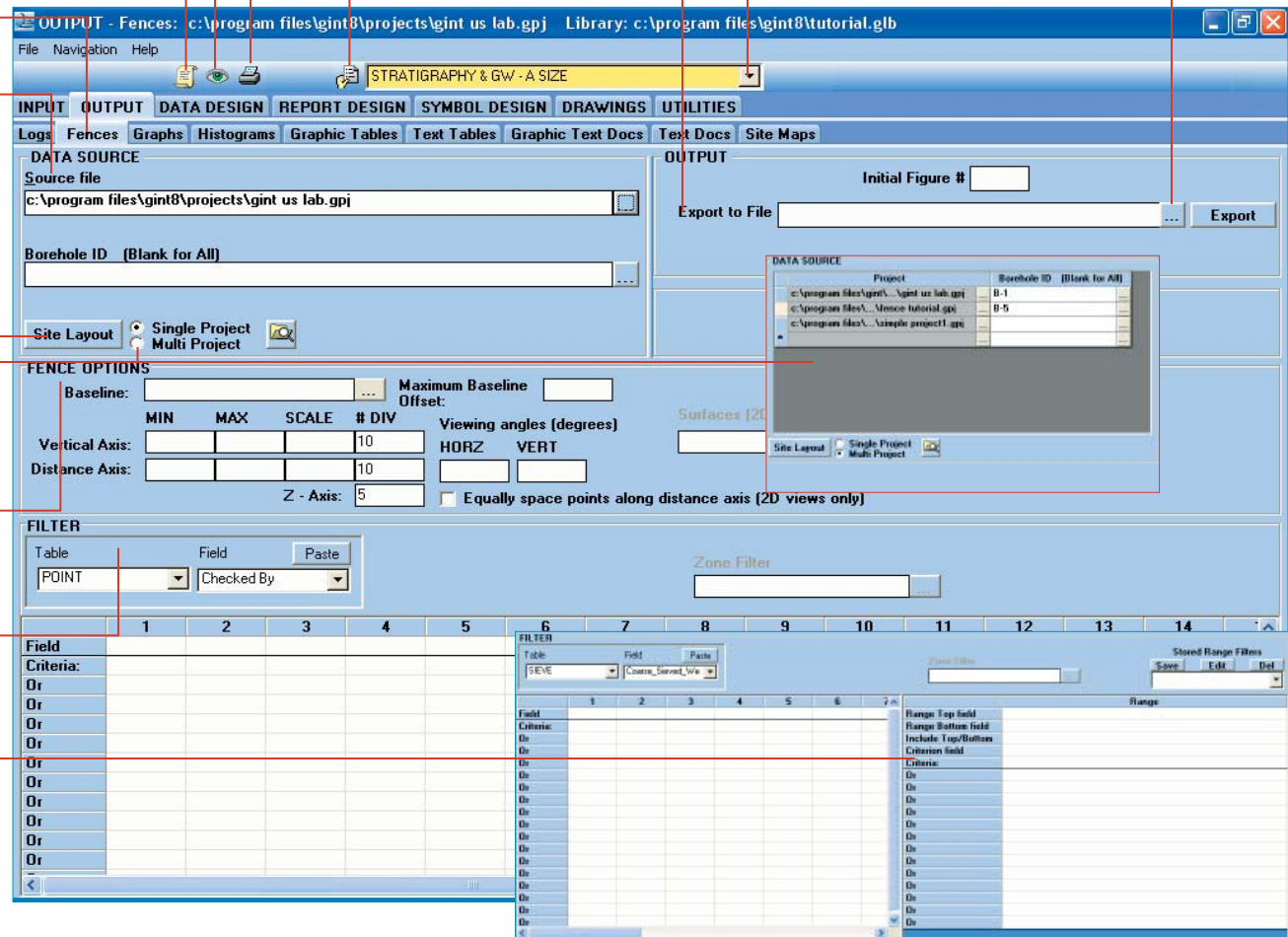
Site Layout: This option is available in 7 of the 9 report styles and opens a gDraw application that allows you to specify the points you would like to use for the report output.

Multi Project: Click this option to select boreholes (points) from multiple projects. If selected, a window displays similar to the Project Manager and allows you to select the project and borehole(s) you want to print or preview.

Application-Specific Options: The options in the center panel are specific for the application selected, such as Logs, Fences, Text Docs, and so on.

Filter Options: Filters are used to group data according to user-specified criteria or filters.

Additional Options: Some applications such as Graphs, Histograms, Text Tables, and Graphic Tables offer additional Range filters for defining the top and bottom range of the data set.



THE DATA DESIGN TAB

The DATA DESIGN application group is where you create your database structure, which is made up of tables and fields. Tables store related information, and fields contain the information that makes up the table. Once you select a project database, the PROJECT table for the database is displayed (for new projects, the PROJECT table is empty).

We used the Project Database tab as our example, but each DATA DESIGN application tab, such as Library Tables, Lookup Lists, and so on, contains options specific to that application.

Print: To print the data from the selected application.

Save: To save changes to the database.

Project Manager: Stores the names, locations, and last access dates of all your gINT projects.

Open File: Displays a drop-down menu with database selection options including New and Current Project.

DATA DESIGN Applications

Table Fields: Displays a list of all the fields in the selected table.

Field Navigation Arrows: Use the arrow buttons to change the display order of the fields in INPUT. You cannot change the placement of Index and System fields.

Field Command Buttons: The buttons displayed depend on the field selected and the active focus. When an existing field is selected, a **References** button that lists all references (in reports and tables) to the selected field is displayed in place of the **OK** button. If you select a System or Index field, the **Delete** button is hidden because you cannot delete those fields.

Field Status: Denotes whether the field is a System or Index field. If it is a user-defined field, this section is blank.

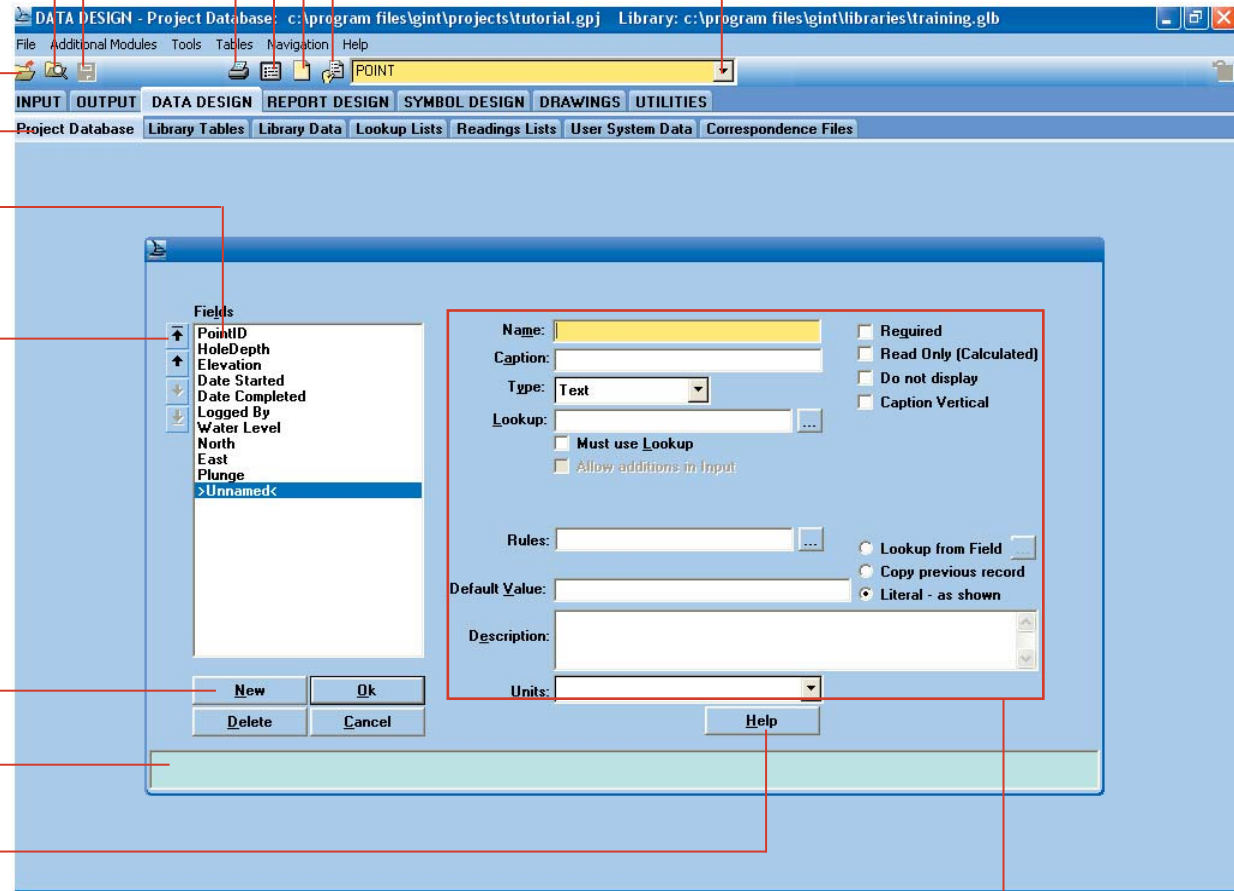
Help Button: Anytime you see this button, you can click it to access the gINT Help files and search for help on any topic.

List: To view a list of all the objects for the selected application, such as tables, lookup lists, and so on.

New: To add a new table, new lookup list, new library table, and so on.

Properties: Displays the properties of the selected object.

Object Selector Box: Click the arrow to select a Table, Lookup List, Library Table, and so on.



Field Properties: Use these options to define the properties of the field. You can add a lookup list, require a value in the field during data entry, hide the field, set a default value for data entry, and more. For complete descriptions of these properties, see the [Help > Contents > Data Design > Project Databases > Data Fields](#) topic.

THE REPORT DESIGN TAB

This application group is where you design and build your gINT report forms. REPORT DESIGN is a gIDraw application, similar to a CADD drawing program, that allows you to create entities and place them in the desired location on the form. gINT reports have an almost unlimited capacity to read and interpret data.

The graphical report application screens contain the following options (for Text Tables and Text Docs, the screens are slightly different):

Object Selector Box: Click the arrow to display a drop-down list to select a report from.

Layer Selector: Displays the layer for the report. Layers are commonly used to organize entities, or to organize the drawing in sections.

Print: To print the design view of the report.

Layer Lock: Click to lock/unlock a drawing layer.

Preview: To preview the specified report.

List: To view a list of reports for the selected application.

Layer Properties: Displays the properties of all the layers defined for the report.

Save: To save changes you make to the report.

New: To create a new report.

glDraw Toolbox: The toolbox buttons provide single-click access to most of the drawing commands and are grouped according to functionality (edit, modify, view and so on). These commands are also available from the main drop-down menus (for example Draw > Text > Text).

Properties: Displays the properties of the selected report form.

Cancel Changes: Click to cancel any changes you made to the report since the last save.

REPORT DESIGN Applications

Report Frame: This is defined in the Report Structure tab of the properties dialog box.

Drawing Area: This is the editing window of your drawing. The drawing can be any size, but you can only edit what you see in the drawing area window.

Scroll Arrows: Hover over the arrow to display the percentage the screen will move.

Settings Toolbar: This toolbar contains the Snap, layout Grid, and Toolbox Position commands.

Edit Menu Buttons

Draw Menu Buttons

Modify Menu Buttons

Polyline Menu Buttons

View Menu Buttons

Assist Menu Buttons

Command/Coordinate Textbox: This is where you enter your X,Y coordinates or type a command.

Command Prompts Panel: During most command execution, the bottom center panel of the screen displays the current command name and a prompt for the next action.

Command Options Panel: During most command execution, the bottom right panel of the screen displays options that are available during the execution of the command.

THE SYMBOL DESIGN TAB

SYMBOL DESIGN is the application for creating tiles, bitmaps, data markers, discrete graphics and more. The four composite symbol applications in gINT are Material, Sample, Well and General. All four groups work in exactly the same manner. Tiles, Discrete Graphics, Data Markers, and Fixed Curves on Graphs are gDraw applications, so all the gDraw tools are available on those tabs.

This example uses the Material Application tab, but each SYMBOL DESIGN application tab contains options specific to that application.

Preview: To preview the symbol on the lower portion of the screen.

Save: To save changes to the symbol.

Print: To print the symbol from the selected application.

List: To view a list of all the symbols or colors in the library.

New: To add a new symbol in the selected application.

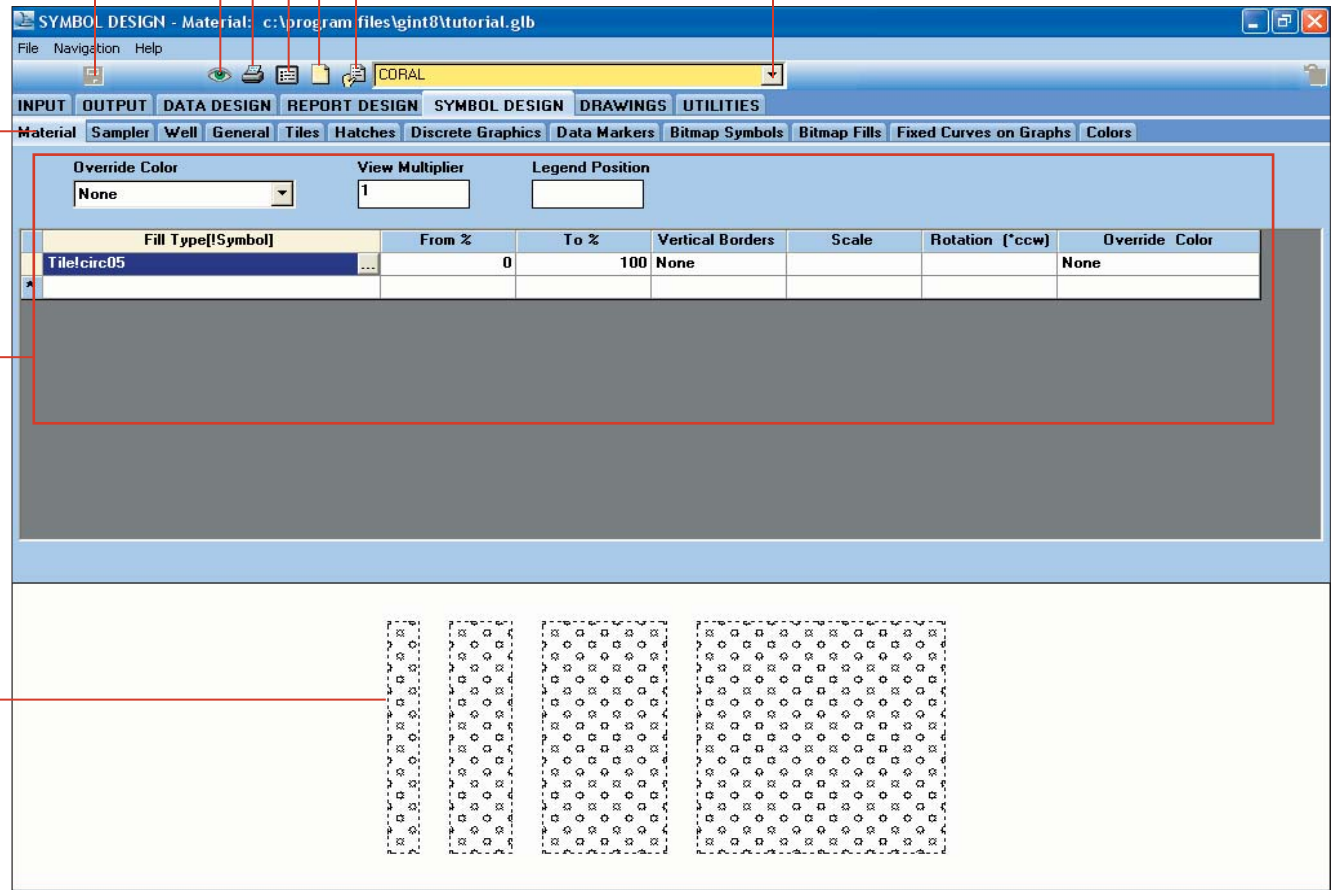
Properties: Displays the properties of the selected symbol or color.

Object Selector Box: Click the arrow to display a drop-down list to select a symbol or color.

SYMBOL DESIGN Applications

Composite Symbol Options: For the composite symbol applications such as Material, Sampler, Well and General, use these fields to define the symbol's attributes.

Symbol Preview: When you click the Preview icon on the toolbar, the result is displayed in this portion of the screen. Several widths are shown since some patterns will look different when filling output regions of different sizes.



THE DRAWINGS TAB

The DRAWINGS application group consists of the Drawing Library and General Drawings. The main difference between the two applications is where the drawings are stored. Drawings created in the Drawing Library are stored in your library file, while drawings created in General Drawings are stored externally in the folder of your choice.

The options in the DRAWINGS applications are the same as the other glDraw applications.

Object Selector Box: Click the arrow to display a drop-down list to select a drawing.

Print: To print the drawing.

List: To view a list of drawings for the selected application.

Layer Selector: Displays the layer for the drawing. Layers are commonly used to organize entities, or to organize the drawing in sections.

Layer Lock: Click to lock/unlock a drawing layer.

Layer Properties: Displays the properties of all the layers defined for the report.

glDraw Toolbox: The toolbox buttons provide single-click access to most of the drawing commands and are grouped according to functionality (edit, modify, view and so on). These commands are also available from the main drop-down menus (for example Draw > Text > Text).

Cancel Changes: Click to cancel any changes you made to the report since the last save.

Save: To save changes you make to the drawing.

New: To create a new drawing.

Properties: Displays the properties of the selected drawing.

DRAWINGS Applications

Drawing Area: This is the editing window of your drawing. The drawing can be any size, but you can only edit what you see in the drawing area window.

Scroll Arrows: Hover over the arrow to display the percentage the screen will move.

Settings Toolbar: This toolbar contains the Snap, Grid, and Toolbox Position commands.

Command/Coordinate Textbox: This is where you enter your X,Y coordinates or type a command.

Edit Menu Buttons

Draw Menu Buttons

Modify Menu Buttons

Polyline Menu Buttons

View Menu Buttons

Assist Menu Buttons

Command Prompts Panel: During most command execution, the bottom center panel of the screen displays the current command name and a prompt for the next action.

Command Options Panel: During most command execution, the bottom right panel of the screen displays options that are available during the execution of the command.

The screenshot shows the application window titled "DRAWINGS - Drawing Library: c:\program files\gint\libraries\training.glb". The menu bar includes File, Blocks, Edit, Draw, Modify, Text, Polyline, View, Assist, Settings, Navigation, and Help. The toolbar contains icons for Save, Print, List, Layer Selector, Layer Lock, Layer Properties, and Cancel Changes. The main interface has tabs for INPUT, OUTPUT, DATA DESIGN, REPORT DESIGN, SYMBOL DESIGN, DRAWINGS, and UTILITIES. Below these are sub-tabs for Drawing Library and General Drawings. The central drawing area shows a dashed box around a "LOGO" and a text block containing: "*company name", "address", "location", "telephone", and "fax*". The right side features a vertical toolbar with buttons for Edit, Draw, Modify, Polyline, View, and Assist. The bottom of the window has a Command Prompts Panel showing "SELECT ENTITIES" and "Select Entities" with coordinates "X=2.25337 Y=1.49212", and a Command Options Panel with buttons for Erase, Move, Copy, Zoom, copy to Buffer, and cUt to Buffer.

THE UTILITIES TAB

This application group consists of processes for merging libraries, compacting your database, converting projects, printing object lists, and opening zip files.

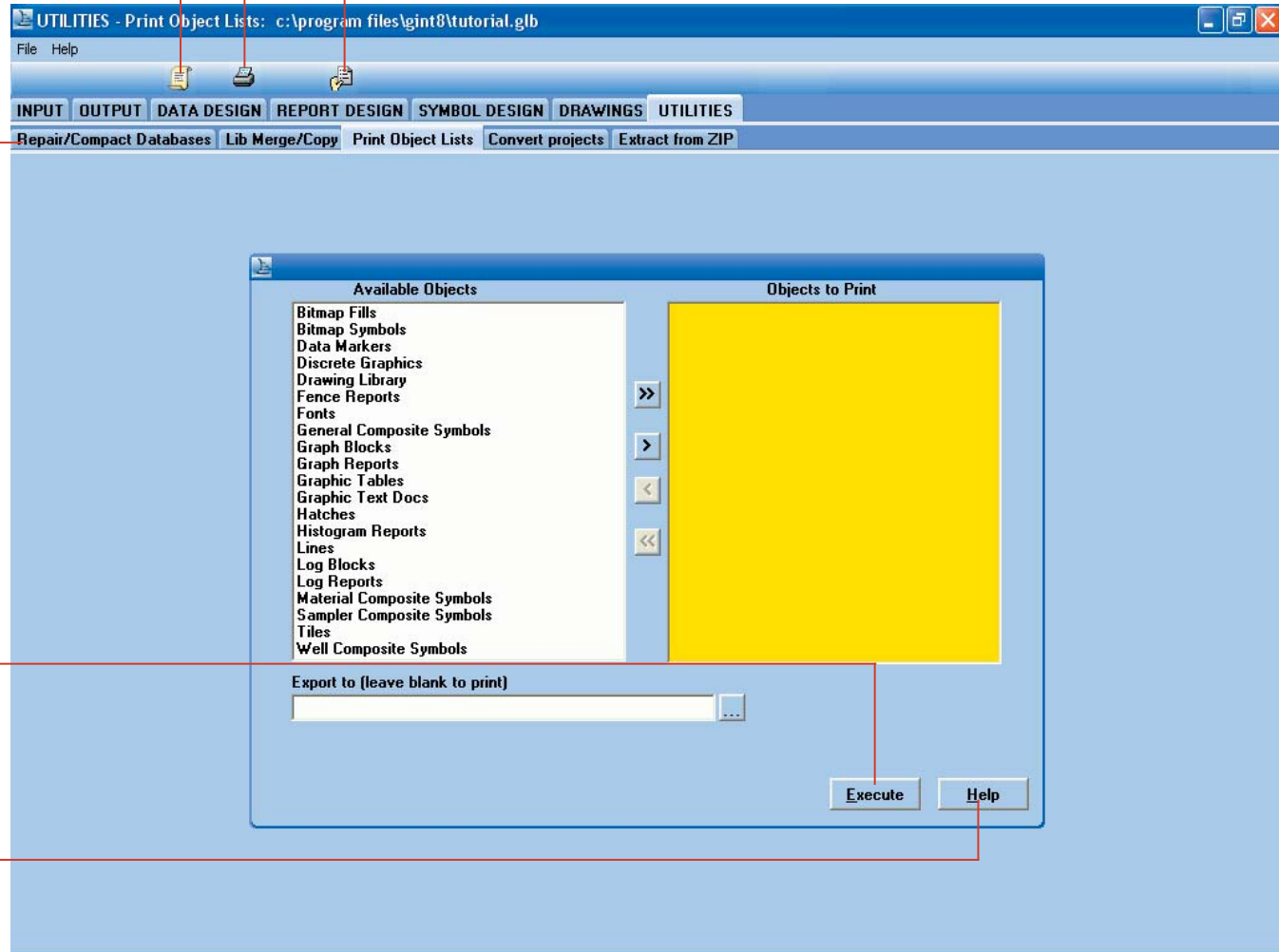
The following example uses the Print Object Lists tab, but each UTILITIES application tab contains options specific to that application.

Command Script: Command scripts instruct gINT to perform a task or series of tasks.

Print: Performs the same function as the **Execute** Button (initiates the specified action or process).

Properties: Displays the properties of the page.

UTILITIES Applications



Execute Button: Click this button to initiate the specified action or process.

Help Button: Anytime you see this button, you can click it to access the gINT Help files and search for help on any topic.