RESISTIVITY SOFTWARE NOTES

RES2DINV:
   RES2DINV CANNOT use topohraphy (at least in the version we are running)
   1) reads "dat" files.

   2) HIGH SURFACE RESISTIVITY - reduce cell width to one half the unit electrode spacing
        to do this   :   INVERSION -> MODEL DISCRETIZATION -> USSE MODEL REFINEMENT
                  pick the option to use cell width of half the electrode spacing and re-read the data

   3) EDIT   - can edit file within res2dinv to remove bad points
           EDIT -> eliminate bad data points

   4) CHANGE SETTINGS
      INVERSION DAMPING -> for noisy damping use large damping factor (0.3)
                   for reasonable data can use the default (0.1)
             NOTE: damping factor is normally increased (by 1.05)
                    with each depth layer
      USE OPTIMIZE DAMPING FACTOR - this uses more iterations and more computer time -

      MESH PARAMETERS FINITE MESH GRID - by default 2 nodes per electrode are used
                          you can set to 4 for more resolution (but more computer time)

      USE FINITE ELEMENT - by default program uses finite difference - which is fine if no
                             topography

      MESH REFINMENT -   apparent resistive calculated is better with a finer grid, BUT this
                 gives good results when low resistivity layer lies BLLOW a high resistivity
                 layer - but manual mentions that this is useful when a resistivity
                 contrast of 20:1 or greater exists

   5) change display settings -> DISPLAY-> show inversion results - new window this get you to the
   change display settings window.   Read the data and do one inversion first.

   6) use print - save as bmp file type too save to screen

EARTHIMAGER2:
   1) Install software from "earthimager" zip file.

   2) Reads stg files

   3) Make a "terrain file"
           Example (1st column is location, 2nd column is elevation):
           -4 -3
            0 -4
            4 -5
            8 -7
           16 -8
     Read the terrain file from File->read terrain"