```
/3.2
(ODB.1
FirstRootClassName:    "Legend"
Roots:    2
Version:    32
)

(Legend.2
SymType:    0x02
LegType:    0x08
ClassType:    0x03
FieldNames:    3
Symbols:    4
Class:    17
Class:    18
Class:    19
StdDevs:    1.00000000000000
NullSym:    20
NullValues:    24
StatValues:    25
Precision:    -3
)

(AVStr.3
S:    "clevel"
)

(SymList.4
Child:    5
Child:    9
Child:    13
)

(BShSym.5
Color:    6
Outline:    1
OutlineColor:    7
OutlineWidth:    0.10000000000000
BgColor:    8
)

(TClr.6
```

```
Red:    0xffff
Green:    0x0000
Blue:    0x0000
)

(TClr.7
Red:    0xffff
Green:    0x0000
Blue:    0x0000
)

(TClr.8
Red:    0xffff
Green:    0xffff
Blue:    0xffff
)

(BShSym.9
Color:    10
Outline:    1
OutlineColor:    11
OutlineWidth:    0.10000000000000
BgColor:    12
)

(TClr.10
Red:    0xffff
Green:    0x9696
Blue:    0x0000
)

(TClr.11
Red:    0xffff
Green:    0x9696
Blue:    0x0000
)

(TClr.12
Red:    0xffff
Green:    0xffff
Blue:    0xffff
)
```

```
(BShSym.13
Color:    14
Outline:    1
OutlineColor:    15
OutlineWidth:    0.10000000000000
BgColor:    16
)

(TClr.14
Red:    0xffff
Green:    0xafaf
Blue:    0xafaf
)

(TClr.15
Red:    0xffff
Green:    0xafaf
Blue:    0xafaf
)

(TClr.16
Red:    0xffff
Green:    0xafaf
Blue:    0xafaf
)

(LClass.17
Label:    "AEGL-3 Death Possible"
MinNum:    3.00000000000000
Precision:    -3
)

(LClass.18
Label:    "AEGL-2 Injury Possible"
MinNum:    2.00000000000000
MaxNum:    2.99999970000000
Precision:    -3
)

(LClass.19
IsNoData:    1
Label:    "No Data"
MaxNum:    -1.00000000000000
```

```
Precision:    -3
)

(BShSym.20
Color:    21
Outline:    1
OutlineColor:    22
OutlineWidth:    2.00000000000000
BgColor:    23
)

(TClr.21
Name:    "Transparent"
)

(TClr.22
)

(TClr.23
Red:    0xffff
Green:    0xffff
Blue:    0xffff
)

(NameDict.24
)

(NameDict.25
)
```