5   Heading Editor

The Heading Editor allows the log heading information to be added to a blank heading of pre-existing format.
There are several different versions of default headings that can be produced using Warrior.
The Heading Editor may be started from several different locations including its icon in the Warrior program group, the Acquisition module under the Edit -> Heading, and Interactive Plot under Edit -> Log Heading.
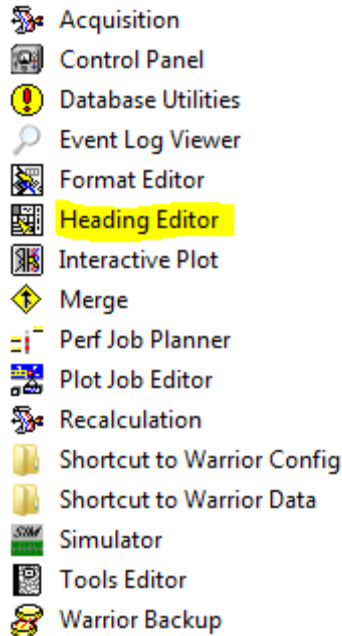.

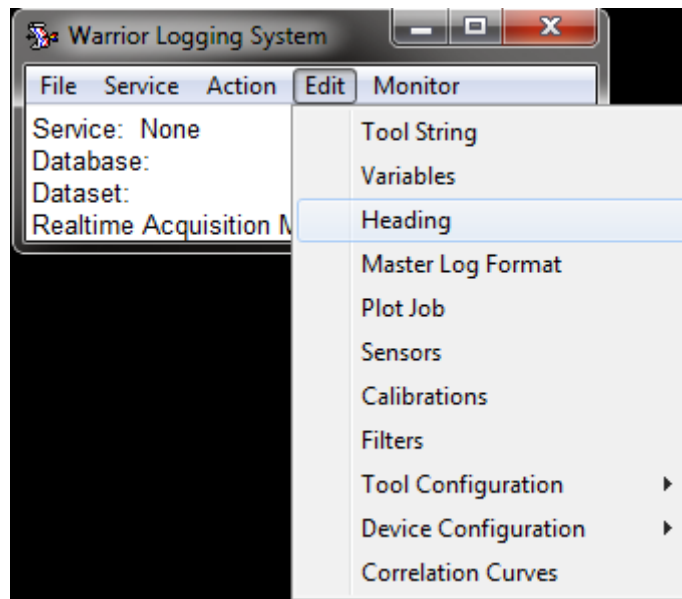FIG: 5.1 Heading Editor in Warrior Program Group

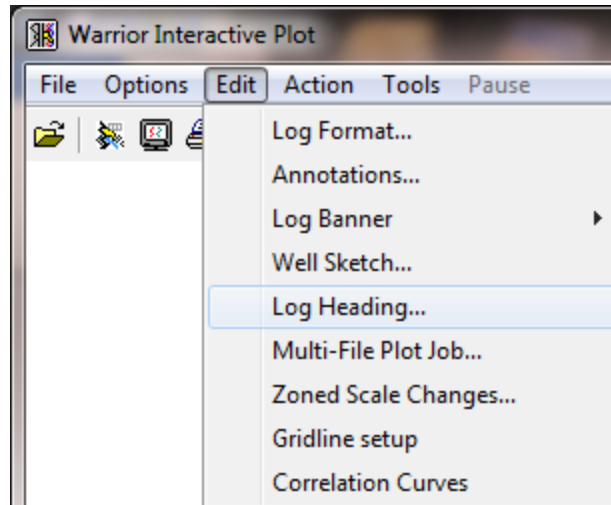FIG: 5.2 Select Heading from Acquisition -> Edit

FIG: 5.3 Select Heading from Interactive Plot -> Edit

Headings are saved within, and retrieved from Warrior databases. Headings generated during a logging operation, are normally saved in the same database as the log data for that job. When the Heading Editor is started, a blank heading appears. Headings can be filled out at any time during the job and saved. If the heading is only partially completed, it can be saved and reopened at later time and remaining information entered. It should then be saved again.

FIG: 5.4 Blank Heading (STDCased)

The default heading format is set from the Warrior Control panel – Plot page. In addition the heading format may be changed for the current heading by clicking on File -> Select Format in the Heading Editor.
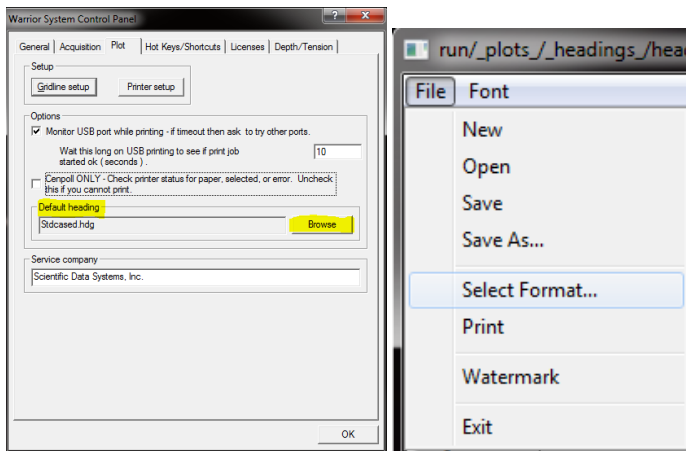

FIG: 5.5 Selecting heading format

From the Heading Editor **File** menu, either a new heading can be created or a pre-existing heading may be selected for editing. In addition, the actual format of the header may be selected from the predefined formats in the system by using **Select Format....** Once a heading has been selected, particular fields may be chosen for editing by using the **TAB** key, or by pointing with the mouse to move around the heading. When a field has been selected, a dialog box appears, and the appropriate information may be entered.
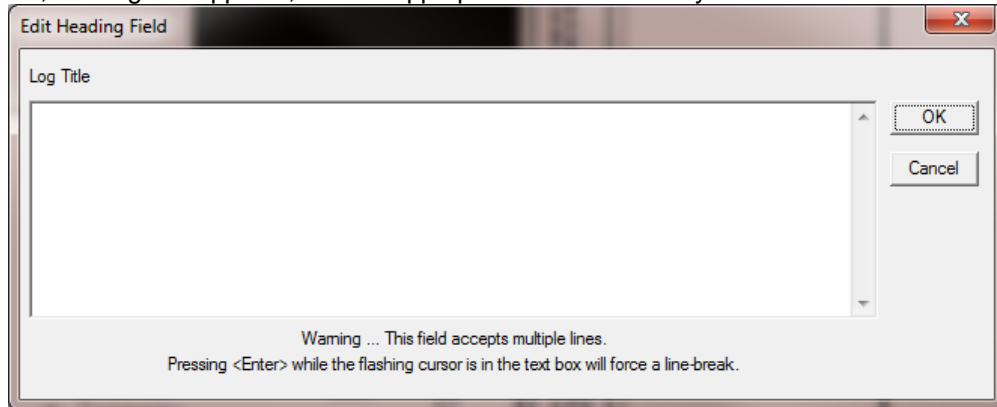
FIG: 5.6 Heading Data Field for the Log Title

Headings are saved within and retrieved from Warrior databases. Headings generated during a logging operation are normally saved alongside the log data for that job.
The description of the text to be typed in the field normally appears above the dialog entry, and the cursor is positioned for immediate text entry. When the text entry is complete, hit Enter to close the dialog window and move to the next field. Alternatively move to the OK button by using the TAB key or the mouse, and then hit Enter or click with the mouse. Then either hit the Enter key to open the next dialog window or click with the mouse to move to and open a new dialog window.
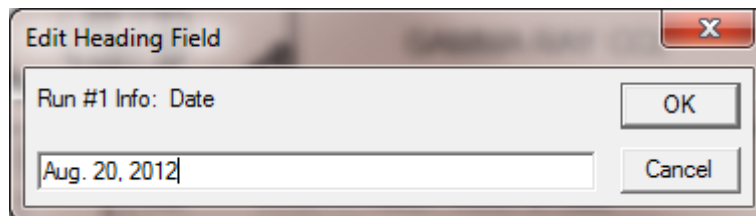
FIG: 5.7 Enter single line of information

Fields which have multiple lines are completed using a slightly different dialog box as shown in Fig. 5.8. Use the TAB key or the mouse to move to the text entry box and enter the required text. Pressing the Enter key while in the text field will add a new line of text.
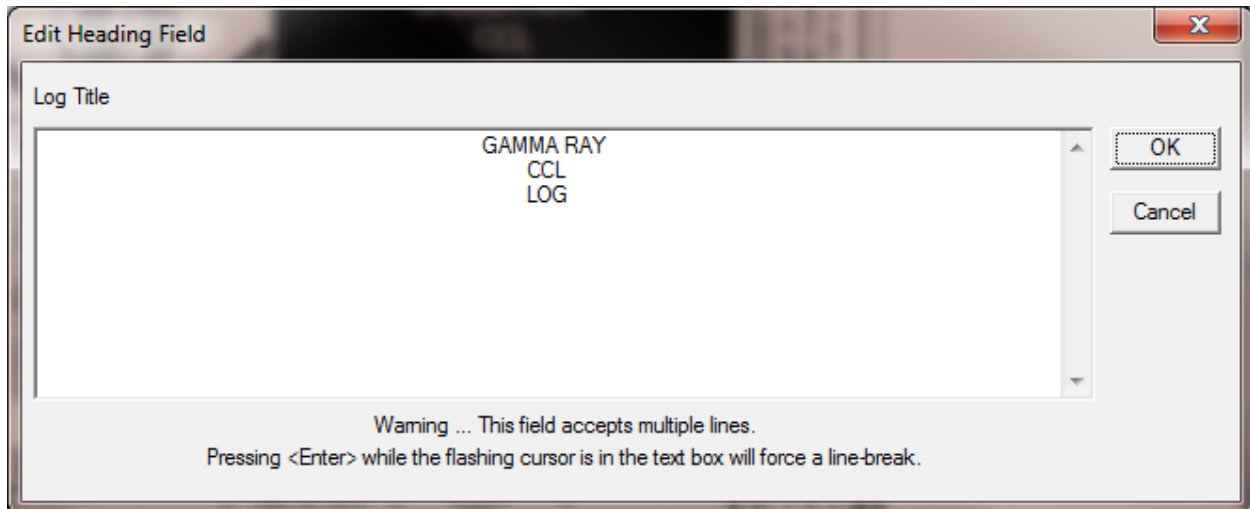
FIG: 5.8 Multiple line Entry – Click in field to Type Log Name

Warning! Do not hit Enter within the text entry box unless you wish to move to a new line within the current field, as for example, if multiple lines of text were to be entered in the Comments field.

When the text is complete use the TAB or mouse to move to the OK button and exit the dialog box as normal.

The User can Save the heading by clicking File -> Save. It may be necessary to select a database file to save the heading into. If so be sure to select the database where you will be recording log passes.
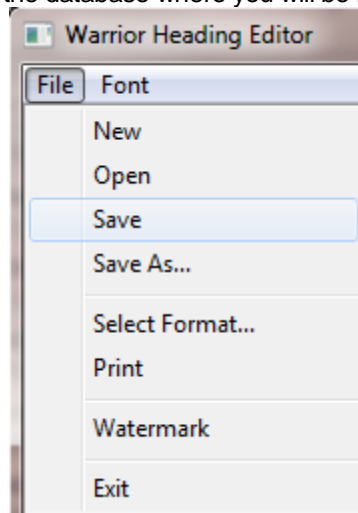
FIG: 5.9 Saving Heading

If no heading has been saved in the database, the software will use heading1 as the default heading name. Normally if you are only going to be plotting one log, the default need not be changed. The default name can be changed by backspacing out the "heading1" or highlighting the "heading1" and replacing it by typing.
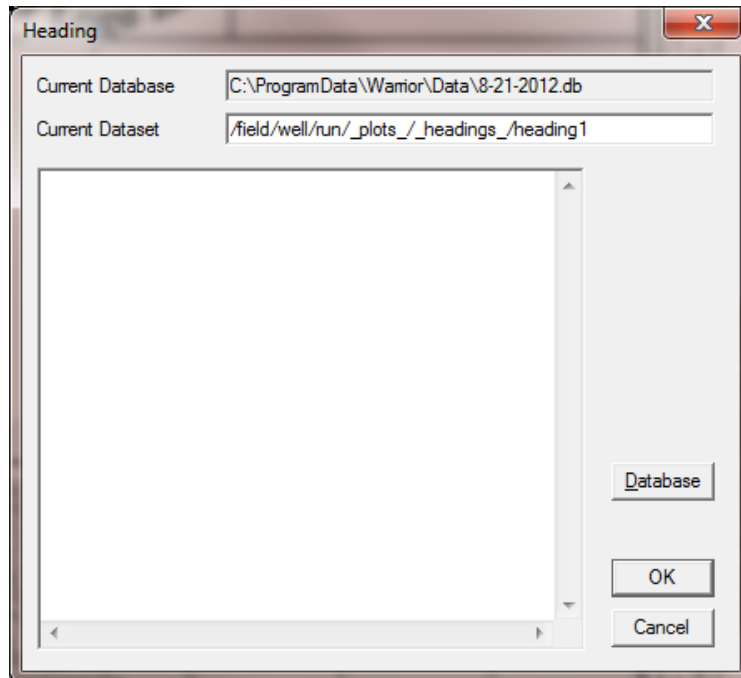
FIG: 5.10 Saving Heading – heading1 as default name
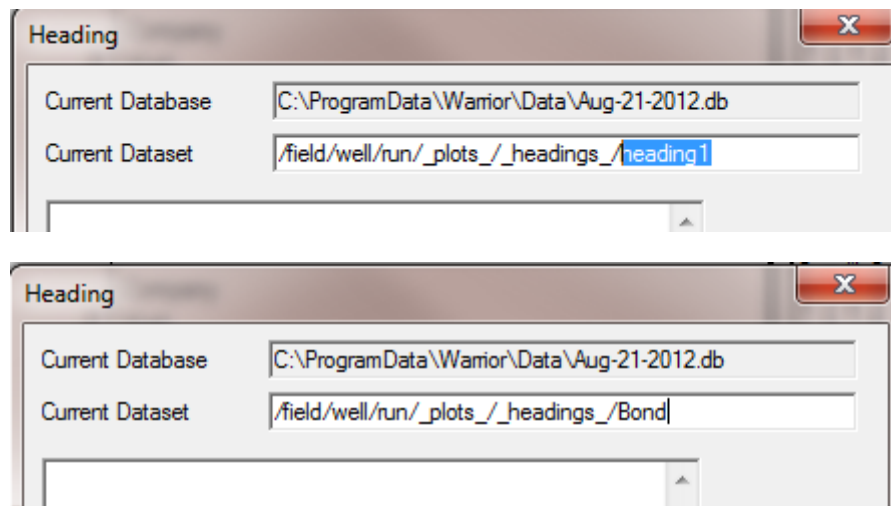
FIG: 5.11 Saving Heading – changing heading name

To save the modified heading under a different name use **Save As** from the **File** menu and enter a new name for the heading. The original heading will remain in the system under the original name.
.11 Type the new Heading name File

5.1   Heading Logo

The logo accepts formats *** .lgo, .*.wmf, *.emf, *.bmp, *.jpg**. The file must be in Warrior\Config.
In a Warrior standard heading, it should have the ratio 1 high by 2 wide to keep the proportionality with respect the original one.
To change or remove the Logo, just Mouse Left click on Logo Box.
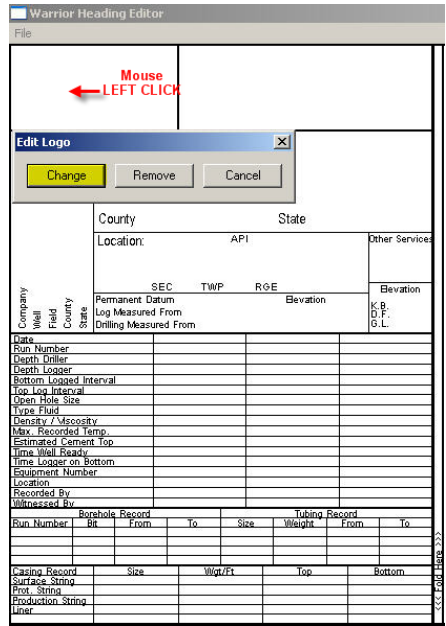
FIG: 5.12 Edit Logo
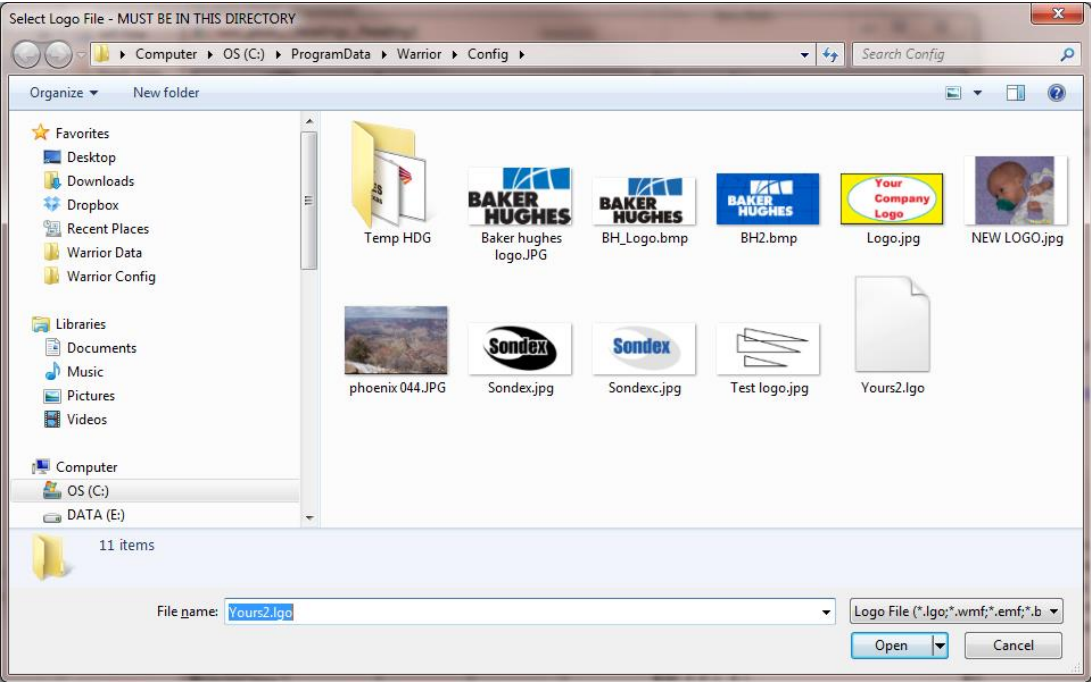
FIG: 5.13 Select the new Logo

5.2   Heading File Creation

Warrior creates headings by reading a text file that has a .hdg extension. The contents of these files can be viewed by using Windows Notepad. There are several different heading styles that are supplied with the Warrior software (stdcased, stdopen, and greytest). The purpose of this document is to supply the information need for the user to write his own .hdg text files.

The first two lines of the file define the physical size of the heading in inches as plotted. The width of the heading is the length of the plot from the plotter. The height is the width of the heading, with 8.25 being the standard API log width.

Width 10
Height 8.25

You must define panels to make the separate sections of the heading. Pictures, text, text edit fields, and panels may then be placed in the panels. Two pairs of x,y coordinates define the location of a panel as a percentage (0 to 100) of the current panel. The contents of the panel are enclosed in curly brackets.

Panel x1, y1, x2, y2
{
Panel Contents
}

The Border statement defines the thickness of the panel edge. The larger the integer N, the thicker the border will become.

Border N

The Font statement defines the font size of any text that is printed within a panel. The larger the integer N, the larger the font size.

Font N

Both the Font and the Border statement control the effects of the panel that they are in and all panels that are included in that panel, unless the included panel contains Font or Border statements, which are then used for that panel and any panels that it might include.

A picture may be placed within a panel. The location of the picture is defined by two sets of x and y coordinates as a percentage of the current panel. The name of the picture must be declared under the heading section of Warrior.ini.

Picture x1, y1, x2, y2 {NAME}

Text may be placed within a panel. The location of the text is defined by two sets of x and y coordinates as a percentage of the current panel. Previous font statements determine the size of the text. The orientation of the text is determined by a four-letter code - OTHV. The O is the orientation of the text, the T is the type of text, the H is the horizontal centering, and the V is the vertical centering. Text strings that are larger than the area specified may have unpredictable results. They might be truncated or extend outside of the defined area. Multiple line text will automatically wrap at a word boundary if the text exceeds the area length.

O   H - Horizontal Text
             V - Vertical Text
T   S - Single line of Text
             M - Multiple line of text
H   L - Left justify for horizontal text, Bottom justify for vertical text
             C – Center Text horizontally
V   T - Top justify for horizontal text, Left justify for vertical text
             C – Center Text vertically

TextOTHV x1, y1, x2, y2 "TEXT"

An editable field may be placed within a panel. The location of the field is defined by two sets of x and y coordinates as a percentage of the current panel. Previous font statements determine the size of the text. The orientation of the text is determined by the same four-letter code - OTHV that is used with text. A hint name for the field is enclosed within curly brackets. A hint line is then added (normally at the end of the file) that will give a hint text to the user when he clicks on the field.

EditOTHV 0,0,100,100 {Hint Name}
hint "Hint Text" {Hint Name}

The following examples are the only commands that are in *.HDG and *.WLB files for headings and well log banners.

Width 10
Height 8.25
Panel x1, y1, x2, y2 {Panel Contents}
Border N
Font N
FontfaceN "style"
Picture x1, y1, x2, y2 {NAME}
TextOTHV x1, y1, x2, y2 "TEXT"
EditOTHV 0,0,100,100 {Hint Name}
hint "Hint Text" {Hint Name}
Comments

5.3   Headings LOG Banners File Creations

In addition to heading files (*.HDG), well log banners (*.WLB) use the same form of text file but when printed, the orientation is rotated 90 degrees. Thus a heading has a height of 8.25 inches and a banner has a width of 8.25 inches.
Pipe Tally Tables (*.WRF) also use a similar format with some variance. The mode of entering user information is quite different.
Comments may be placed anywhere in the file. Comments normally have // as the first two printable characters on a line.

5.4   Pipe Tally Tables

Pipe Tally Tables have a few additional commands and the mode that Edit text commands gets their data is different. The edit text fields are pre-defined rather than defined by the Hint Command and are filled from editing the heading information of the pipe tally table, editing the grading of the settings, and from processing the log. The predefined fields are as follows:

{CONAME} – Company Name from Edit – Heading Information
{WELLNAME} – Well Name from Edit – Heading Information
{FLDNAME} – Field Name from Edit – Heading Information
{COUNTY} – County from Edit – Heading Information
{STATE} – State from Edit – Heading Information
{DATE} – Date from Edit – Heading Information
{COMMENT} – Comments from Edit – Heading Information
{RANGE1} through {RANGE6} – Maximum of six grading ranges from editing
Settings - Grading
{SYMBOL1} through {SYMBOL6} – Maximum of six grading ranges from
editing Settings – Grading
{GRADECNT1} through {GRADECNT6} – Count of the number of joints of
that grading acquired from Scan Minimum Wall Log
{RWBC_LVAL} – Bar Chart Left Value from RWBC_LEFT of Warrior.ini
{RWVC_RVAL} – Bar Chart Right Value from RWBC_RIGHT of Warrior.ini
{RWUNIT} – Units of curve from Scan Minimum Wall Log
{NO*X*} – Number of Joint X from Scan Minimum Wall Log

{DEP*X*} – Top Depth of Joint X from Scan Minimum Wall Log
{LEN*X*} – Length of Joint X from Scan Minimum Wall Log
{RW*X*} – Remaining Wall of Joint X from Scan Minimum Wall Log
{PLX*X*} – Percentage Loss of Joint X from Scan Minimum Wall Log
{PLF*X*} – Percentage Left of Joint X (100-PLX*X*)
{RWBC*X*} – Remaining Wall Bar Code of Joint X for Bar Charts
{GR*X*} – Grade Symbol of Joint X from Range and Symbols above and scan
There are three addition command that are used to create *.WRF pipe tally tables.

They are as follows:

Repcount N
This line must be in the first 512 characters of the WRF file (normally place just after the Width and Height commands). It is a count of the number of joints to be shown on each sheet as the file is printed.

barchart x1,y1,x2,y2 {RWCB*Z*}
Charts bar code for Joint *Z* on RWBC_left to RWBC_right Scale

editHSCCB 0,0,100,100 {GR*Z*}
Prints Grade symbol for Joint *Z* horizontal centered both vertically and horizontally on a colored background. The color of the background is defined in Warrior.ini [Heading] section.
BkColorMap=grade1,{color1},grade2,{color2}, etc.
Where grade {x} is the symbol for a grade and color {x} is R, G, B set