Section

7

7 Heading Editor

The Heading Editor allows the log heading information to be added to a blank heading of pre-existing format. Both Cased Hole and Open Hole style headers can be produced using Warrior.
It may be started from its icon in the Warrior shortcut folder, the Acquisition module under the Edit menu, Interactive Plot, or the Presentation Plot module. From the Heading Editor **File** menu, either a new header 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.
Headings are saved within, and retrieved from, Warrior well log databases. Headings, generated during a logging operation, are normally saved alongside the log data for that job.
To create a new heading and store it a specific database The Heading allows the log heading information to be added to a blank heading of pre-existing format. It may be started from its icon in the Warrior program group,

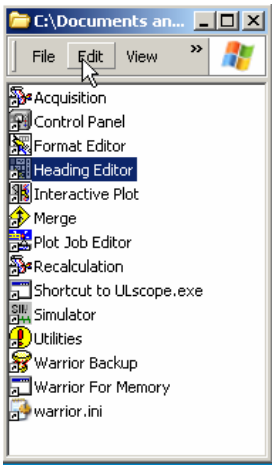

FIG: 7.1 Heading
Run Heading Editor from Warrior group. A blank heading appears

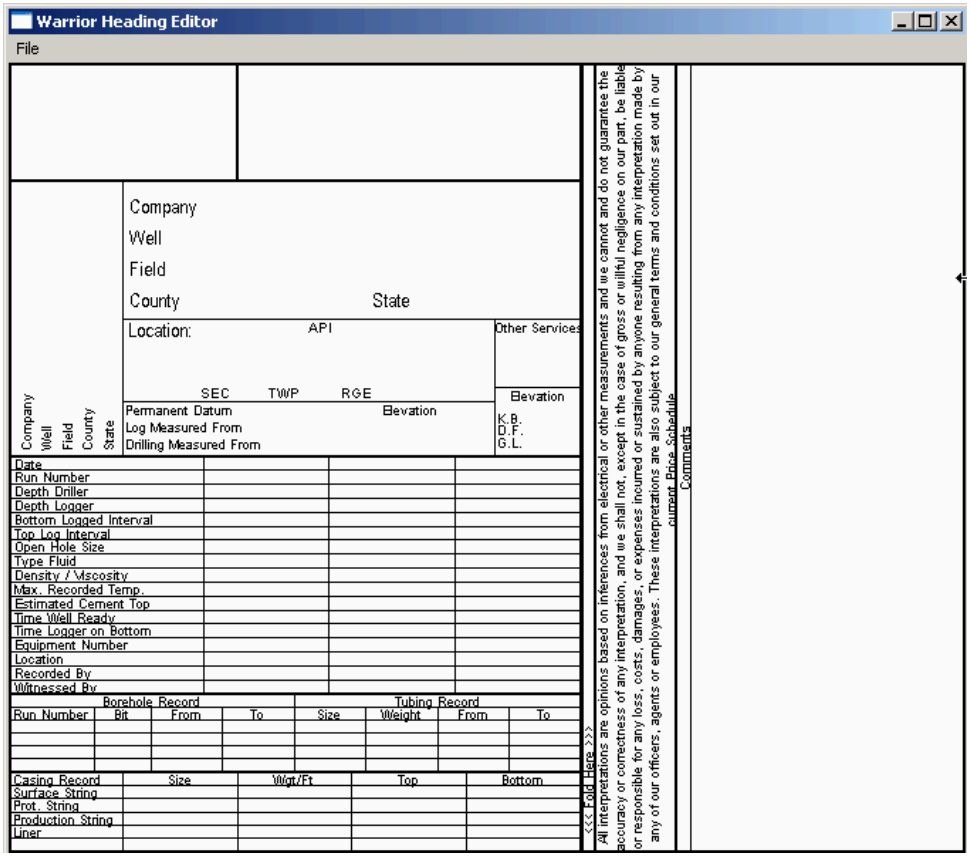

FIG: 7.2 Blank Heading

From the Heading Editor File menu, either a new or a pre-existing heading may be selected for editing. In addition the actual format of the header may be selected from those available within the system by using Select Format.

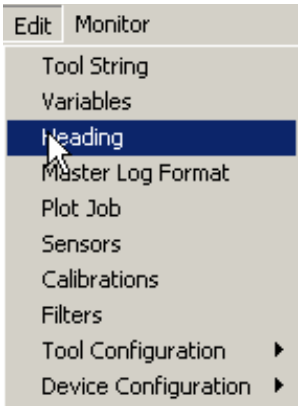

FIG: 7.3 Select Heading from Edit

Run Heading from the Acquisition or recalculation module under the Edit Heading
Select Reopen existing database,

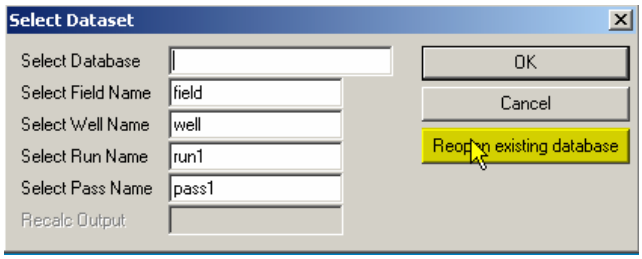

FIG: 7.4 Select Dataset

Select the database from the file selection box and then select the heading to be changed.

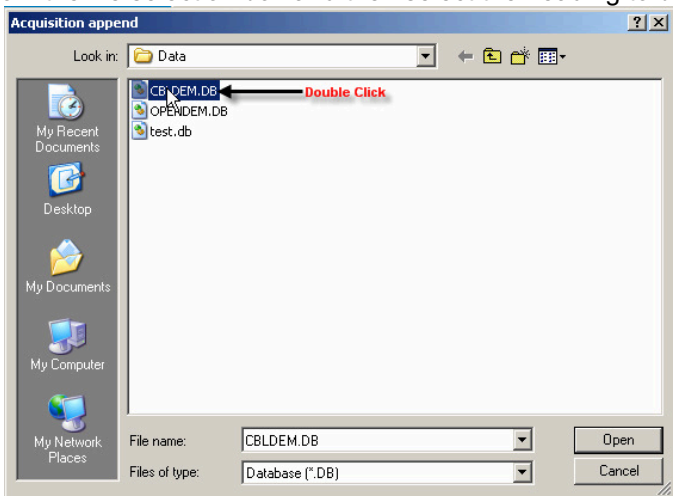

FIG: 7.5 Open Data Base

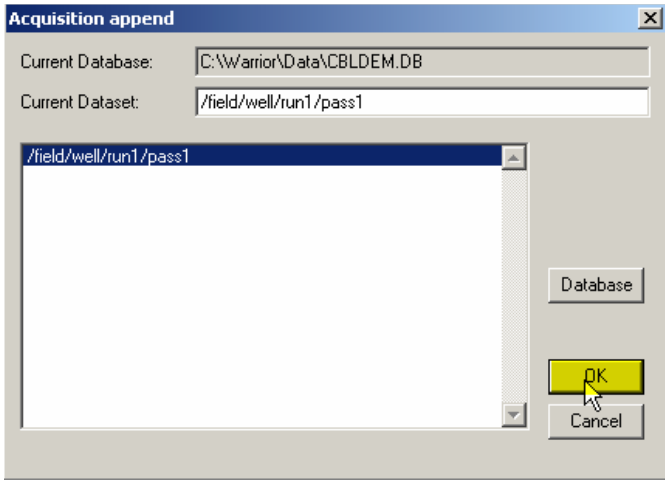

FIG: 7.6 Set Data Base run/pass

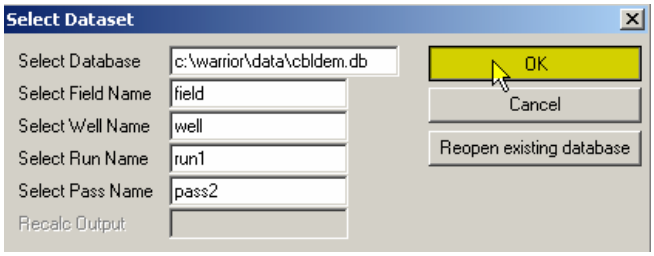

FIG: 7.7 Set Heading

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.
Headings are saved within and retrieved from Warrior well log databases. Headings generated during a logging operation are normally saved alongside the log data for that job.
For fields with only a single line the appearance is as shown above. The description of the field appears above the dialog entry (e.g. Field), and the cursor is positioned for immediate text entry. When the text entry is complete hit Enter to 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.

FIG: 7.8 Type Well name

Fields which have multiple lines are completed using a slightly different dialog box as shown below

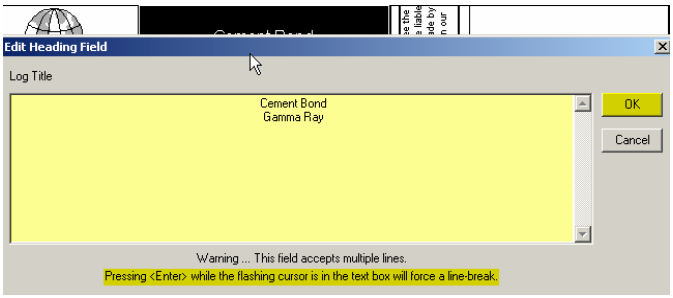

FIG: 7.9 Type Log Name

In this case the box appears with the OK button active. Use the TAB key or the mouse to move to the text entry box and enter the required text.

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.
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. Use **Save** to save the modified heading under the original name.

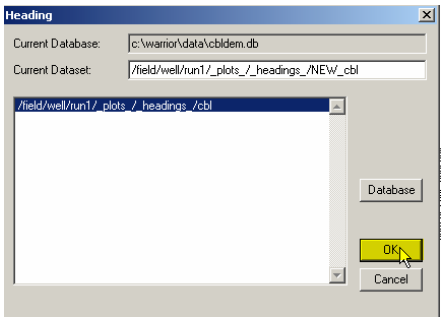

FIG: 7.10 Heading

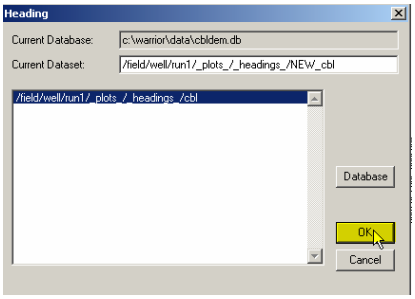

FIG: 7.11 Type the new Heading name File

7.1 Swap Logo

The logo accepts formats *** .lgo, .*.wmf, *.emf, *.bmb, *.jpg**. The file must be in Warrior\Config.
It should have the ratio 3 by 6 to keep the proportionality with respect the original one.
To select, or remove the Logo just Mouse Left click on Logo Box.

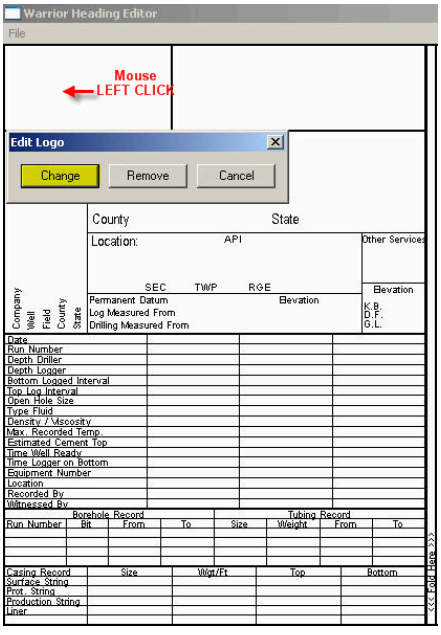

FIG: 7.12 Edit Logo

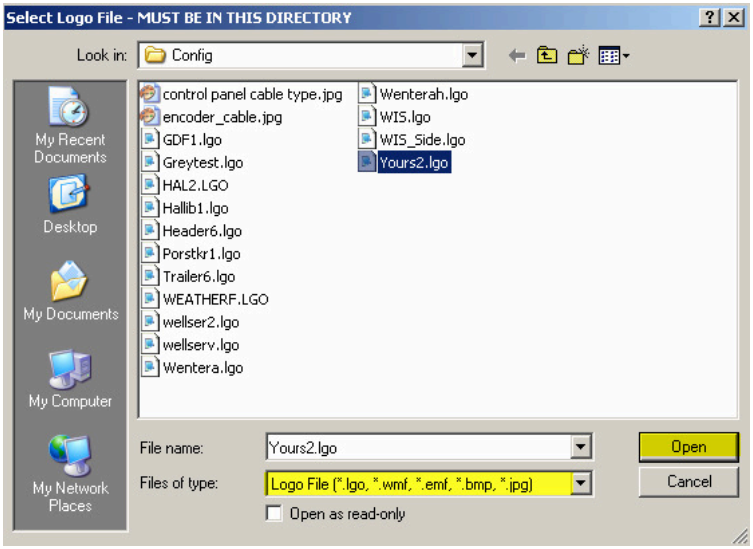

FIG: 7.13 Select the new Logo

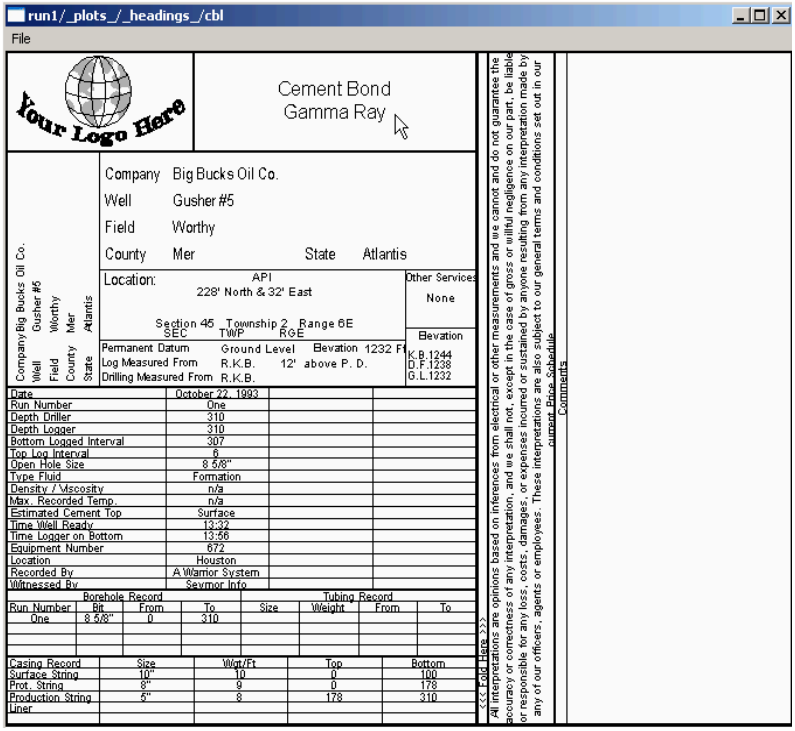

FIG: 7.14 Fill out Heading

VIDEO: 7.1 Heading

7.2 Heading File Creation

Warrior creates headings by reading a text file that has a .hdg extension. 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 define the location of a panel and y coordinates 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 and must be a captured Windows metafile (MFGRAB.exe is the normal method of acquiring this file).

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. The 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"

A text edit 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}

7.3 Headings LOG Banners File Creations

Warrior creates headings by reading a text file that has a .hdg extension. 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 or modify his .hdg text files.
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.

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. The location of a panel is defined by two pairs of x and y coordinates 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. If N is 0, then there will be no border. The maximum thickness is 10.
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 will become. The font range is from 1 to 6.
Font N

The FontFace statement defines the font style of any text that is printed with that size font on any text that is printed after the FontFace statement. The font style can be any True Type font that is included in C:\Windows\Fonts.
FontfaceN "style"
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. These statements 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 and must be a captured Windows metafile (MFGRAB.exe is the normal method of acquiring this file).

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. The 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"

A text edit 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}

Comments may be placed anywhere in the file. Comments normally have // as the first two printable characters on a line.

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

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

7.4 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 {RWCBZ}
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