

**Surface Loader**

**CPS-3, IRAP,... ASCII loader**

**User Manual**

**IPLAB**

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# Table of Contents

1. Start..... 4

## 1. Start

### **Start:**

**Import->  
Surface Loader**

**Or:**

**File->  
Import->  
Surface**

### **Start:**

**Import->  
Surface Loader**

**Or:**

**File->  
Import->  
Surface**

## Tab ASCII Loader

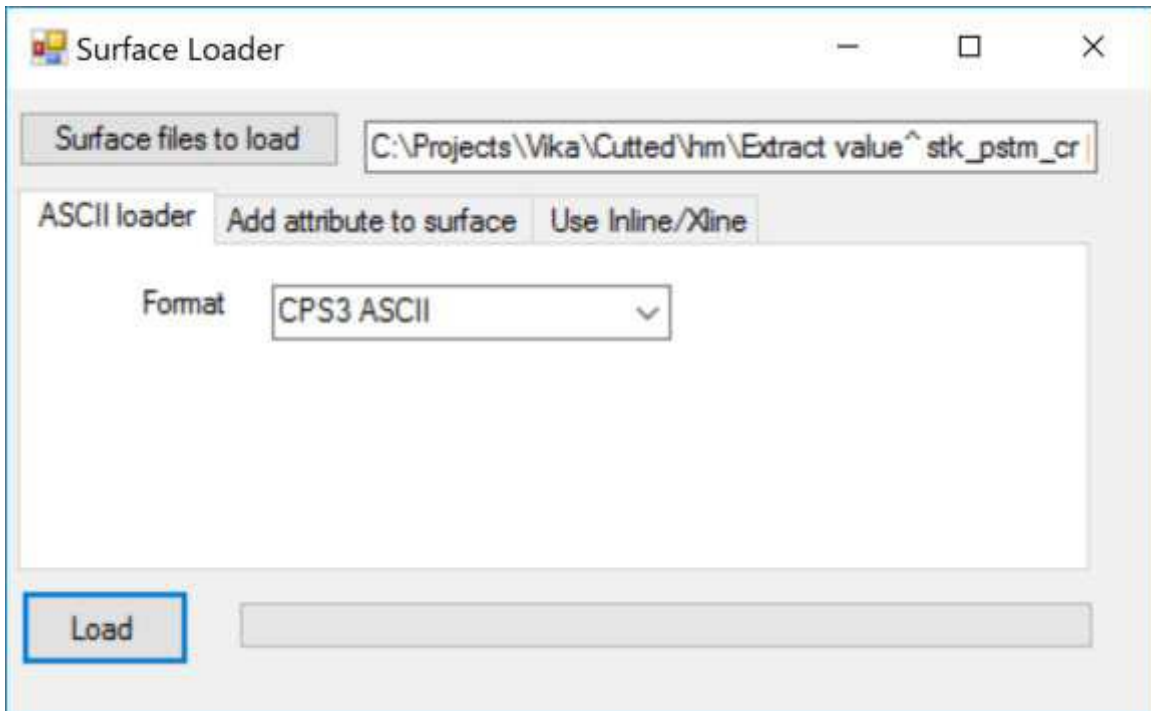


Fig 1: Surface Loader (CPS3 ASCII format)

**Surface files to load** – allow selecting several files to load.

**Format:** allow to select file format

CPS3 ASCII (not allow rotation angle !!!)

IRAP ASCII (allow rotation angle inline and axes X)

ZMAP ASCII (not allow rotation angle!!!)

**Load** bottom – старт загрузки

## Tab Add Attribute to surface

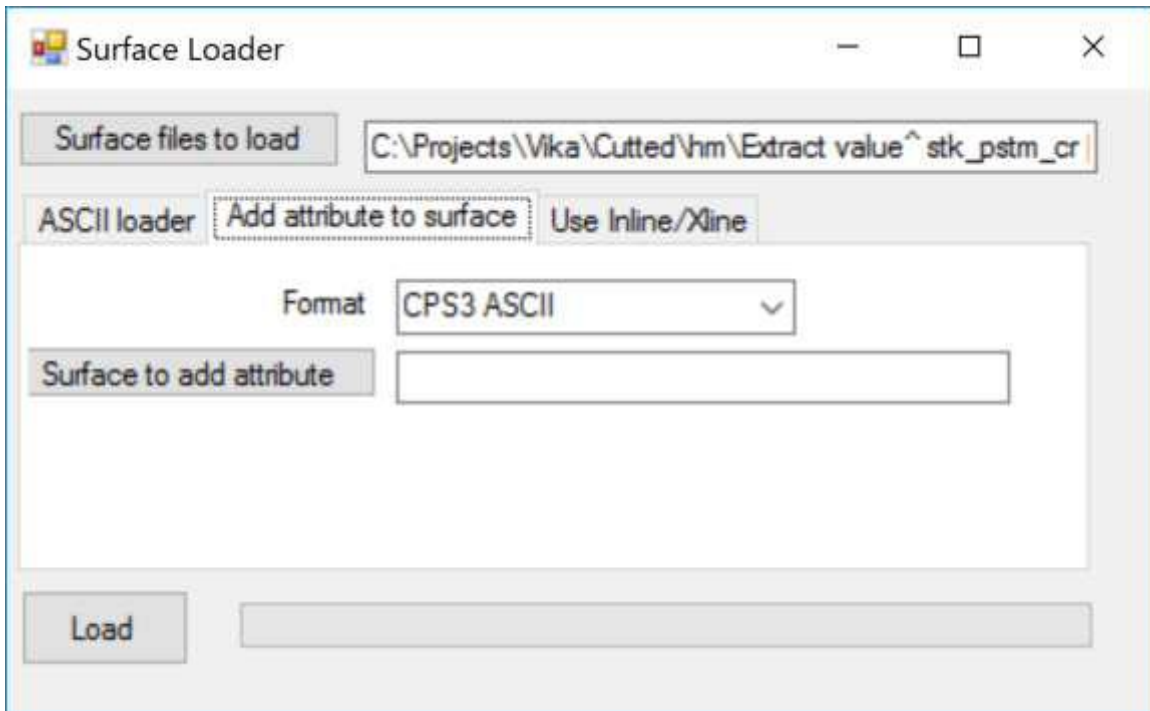


Fig 2: Add surface like additional attribute to existing surface.

Option in tab **Add Attribute to surface** (Fig. 2) allow add surface like additional attribute to existing surface. Only similar geometry surface can be used.

**Surface files to load** allow selecting several files to load.

**Format:** allow to select file format

CPS3 ASCII (not allow rotation angle !!!)

IRAP ASCII (allow rotation angle inline and axes X)

**Surface to add attribute** – surface to add the attribute.

**Load** bottom – start loading

## Tab Use Inline/XLine

Surface Loader

Surface files to load

ASCII loader Add attribute to surface **Use Inline/XLine**

Seismic cube for geometry

Inline	2	▼
Xline	5	▼
Z	8	▼
Start fom line#	1	▼

Load

Fig. 3: **Use Inline/XLine** – surface loading according seismic cube geometry.

Option in tab **Use Inline/XLine** (Рис.3) The loader option shown on Figure 2 allow to load ASCII file with inline, cross line and Z column. Geometry will used from existing seismic cube.

**Surface files to load** – allow selecting several files to load.

**Siesmic Cube for geometry** – seismic cube.

**inline:** Row in the file to load inline

**xline:** Row in the file to load xline

**Z:** Row in the file to load Z or Time

**Load** bottom – start loading

## File format example

### **CPS3 ASCII**

FSASCI 0 1 COMPUTED 0 0.1E+31

FSATTR 0 0

FSLIMI 499000.000000 594000.000000 3686000.000000 3745000.000000 -  
64.546089 -45.768929

FSNROW 237 381

FSXINC 250.000000 250.000000

->MSMODL: Surface of z1

-51.720737 -51.688232 -51.664925 -51.625420 -51.580467

-51.527111 -51.447144 -51.364948 -51.264881 -51.154358

-51.042927 -50.938210 -50.794132 -50.703537 -50.634853

### **IRAP ASCII**

**(35 angle inline and axes X, matrix= 136 x 231, sells size= 6000 X 6000,  
xmin, xmax,ymin, ymax = 1720000.000000 3100000.000000 -  
288000.000000 522000.000000)**

-996 136 6000.000000 6000.000000

1720000.000000 3100000.000000 -288000.000000 522000.000000

231 35.000000 1720000.000000 -288000.000000

0 0 0 0 0 0

6.172774 6.930848 7.150944 6.542253 5.409117 3.867738

1.992396 0.289409 -1.401564 -2.865146 -4.285875 -5.880995

-7.760684 -9.981180 -12.494417 -15.160653 -17.762590 -20.110987

-22.150625 -23.677578 -24.988768 -26.152515 -27.266521 -28.461615

-29.689968 -30.912802 -31.910477 -32.402603 -32.456409 -31.941557

-31.131594 -30.086294 -29.190321 -28.468859 -28.245665 -28.372061



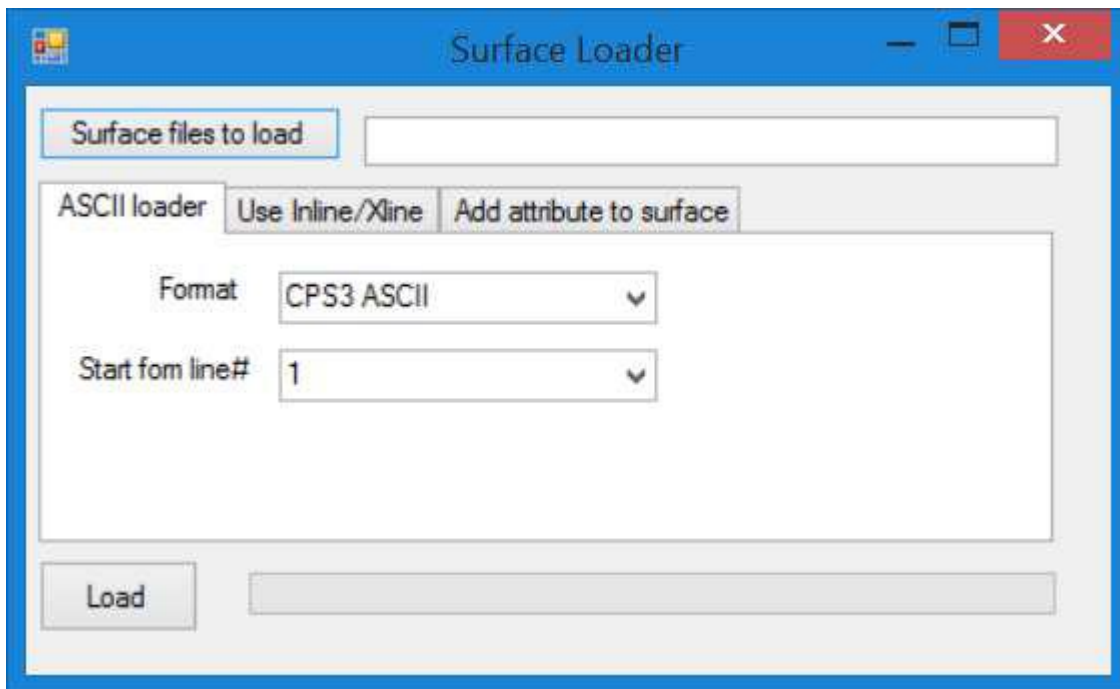


Figure 1: Surface Loader dialog (CPS3 ASCII format)

**Surface files to load** - allow selecting several files to load.

**Format:** allow to select file format

**Start from line#:** line number to start the loading

**Load** bottom – start loading

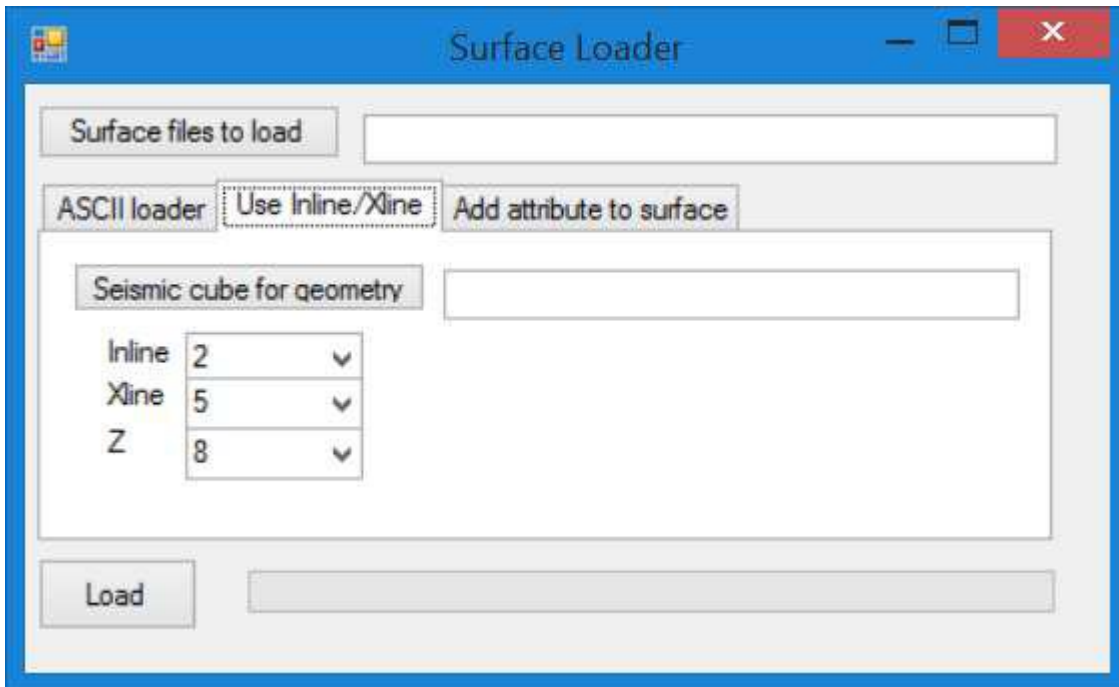
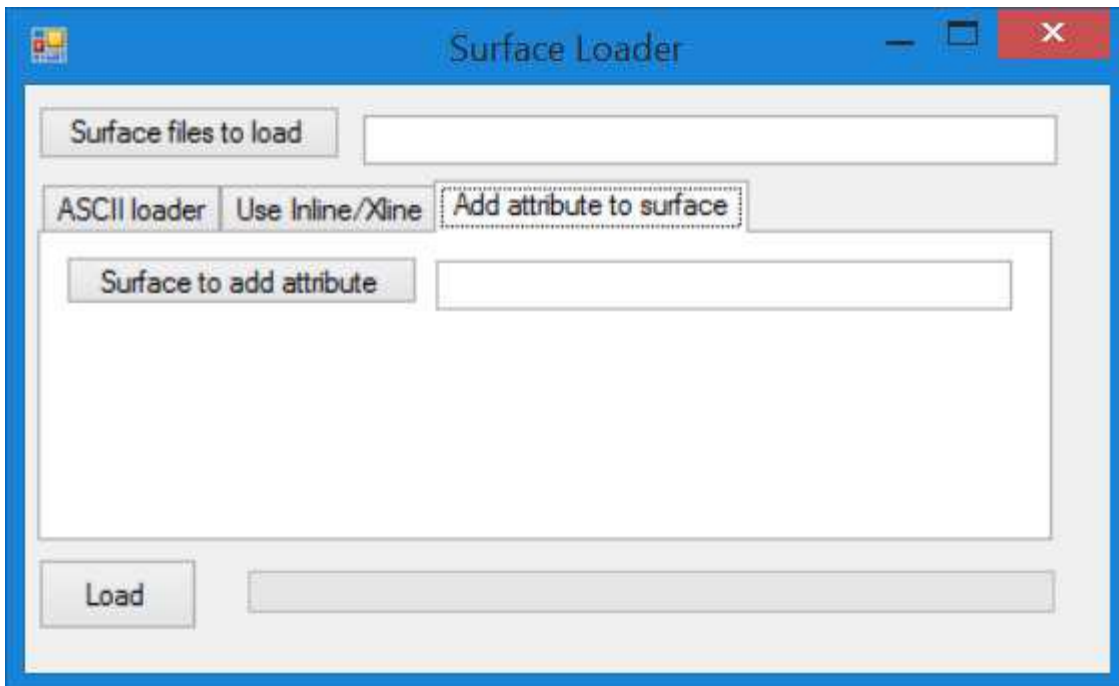


Figure 2: Surface Loader dialog - Inline/Xline ASCII format using Seismic cube geometry.

The loader option shown on Figure 2 allow to load ASCII file with inline, cross line and Z column. Geometry will used from existing seismic cube.



*Figure 3: Surface Loader dialog – additional surface attribute loader for CPS3 ASCII format.*

**The loader option shown on Figure 3 allow to load additional CPS3 ASCII files and create attributes for existing surface.**