geoteric

Geoteric®

Hotkeys (keyboard shortcuts)

Geoteric contains a range of hotkeys allowing for efficient visualisation. In this document, we will cover the hotkeys available in the main viewer, focussing mainly on those hotkeys which require some explanation to be used effectively.

Note: the following abbreviations are used in this document.
- LM: Left Mouse
- MM: Middle Mouse
- ROI: Region of interest (the section of the volume that is visualised)
- Ctrl: Control button
- Alt: Alt button

Project

Some controls enable project opening, management, and closure.
- To start a new project (Ctrl + N)
- To continue an existing project (Ctrl + O)
- To open a project manager (Ctrl + M)
- To quit the project (Ctrl + Q)

Viewing modes

There are two main control modes in the main viewer:

- Interactive mode, when the cursor shows a hand

- Viewing mode, when the cursor shows an arrow

To switch between modes you can double click, hit Escape, or Ctrl + P.

Interactive mode

The Interactive mode allows you to:
- Rotate the volume (LM)
- Translate the volume (MM or Shift + LM or Ctrl + LM)
- Zoom in/out (Ctrl + MM or LM + MM then drag up/down)
- Targeted zoom (S, then LM on target)
- Reset the view (Ctrl + Z)

geoteric

Pressing the 'S' key in Interactive Mode will display a target cursor. ⊕ If you then click on the volume, you will zoom in on that location.

Viewing mode

The viewing mode allows you to:
- Move the ROI (LM on a face of the volume)
- Resize the ROI (LM on a green handle)
- Rotate the volume (Alt + LM)
- Translate the volume (Alt + MM)
- Zoom in/out (Alt + MM + LM)

Using the above commands and the zoom wheel, view mode gives you access to all the resizing and viewing controls.

Other controls

There are several controls which are available in both modes:
- Centralize view (Ctrl + Z)
- Centralize and show Z Slice (Home)
- Reset ROI/extents (Ctrl + R)
- Enable/Disable Orthographic Camera (Ctrl + G)
- Full-Screen Mode (F4)
- Screenshot (Ctrl + C)
- Open opacity editor (Ctrl + Alt + O)
- Toggle interactive or viewing mode (Ctrl + P)
- Open Base map (Ctrl + B)
- Open 2D Interpretation Window (Ctrl + I)
- Open the Report View (Ctrl + W)
- Open the Horizon Interpretation toolbar and ready to interpret a horizon when Ctrl is held and LM used to interpret (Ctrl + H)
- Open the Fault Interpretation toolbar and ready to interpret a fault stick (Ctrl + F)
- Open the Adaptive Geobody User Interface (Ctrl + G)
- Start Arbitrary line picking mode, requires Shift to be held when picking (Alt + A)
- Start Polygon Picking requires Shift to be held when picking (Alt + P)
- Open Ruler User Interface to measure (Alt + R)
- Search the project tree (Ctrl + Shift + F)
- Open the fault stick filter window (Ctrl + F)

geoteric

Adaptive Horizons™ interpretation

Horizon Interpretation Toolbar -Guided Tracking (Q), Linear Tracking (W), Full Line Tracking (E)

- To Pick (Shift & Left Mouse)
- Remove Pick (Shift & Right Mouse)
- Complete a tracked line along previously picked points (L)
- Delete all tracked points and interpreted points (Ctrl + D)
- Base Map (Ctrl + B)

Clear Tracked Area (Ctrl + D)
Fill Selected Area (Ctrl + F)
Accept an interpretation (A)

geoteric

Adaptive Faults™

Faults Interpretation Toolbar – Linear Tracking (W), Guided Tracking (Q)
- To end pick (Escape or Double LM)
- To accept an interpretation overlay as a stick (A)
- Move the volumes / slices in the scene (P)
- Move the scene (H or Alt)
- Create new fault sticks (F)
- Edit fault sticks (E)
- Select a fault stick to activate and extend (J)
- Join two fault sticks together (G)
- Delete fault sticks (D)
- Split fault sticks into two (R)
- Move fault sticks into active set (M)
- Create and activate a new fault set (V)
- Extract fault sticks for all slices in scene (L)
- Extract fault sticks for the volume in scene (O)
- Toggle fault stick clipping (C)
- Linear surface intersection and preview surface mode (Z)
- Data following intersection and preview surface mode (X)
- Refresh preview surface (F5)
- Activate the previous fault set in the project tree (,)
- Activate the next fault set in the project tree (.)

Geoteric AI Faults – 2D Networks

- Evaluate entire volume using 2D AI Faults (U)
- Fine-tune 2D AI Faults (T)
- Preview slice as it is moved using 2D AI Faults (I)

Movement controls

Control which IL/XL/ZSlices are displayed using hotkeys. Number Lock must be on if you are using the number pad. These controls only work when you are in viewing mode.
- Ctrl+ 1 or 3 (Increase/decrease Region of Interest (ROI) in X-axis)
- Ctrl+ 4 or 6 (Increase/decrease ROI in Y-axis)
- Ctrl+ 7 or 9 (Increase/decrease ROI in Z-axis)

This will affect two faces at once. So, Ctrl+3 will move the bottom face up and the top face down, thinning the volume. (See below)
- 1 or 3 (Move along X-axis, steps of 1)
- 4 or 6 (Move along Y-axis, steps of 1)

geoteric

- 7 or 9 (Move along Z-axis, steps of 1)

Hold Alt to move in steps of 10. This moves the ROI that is currently visualised. So, if the entire volume is visualised, it will not move at all. These movement controls are most effective when using a thin slab of data (see below).
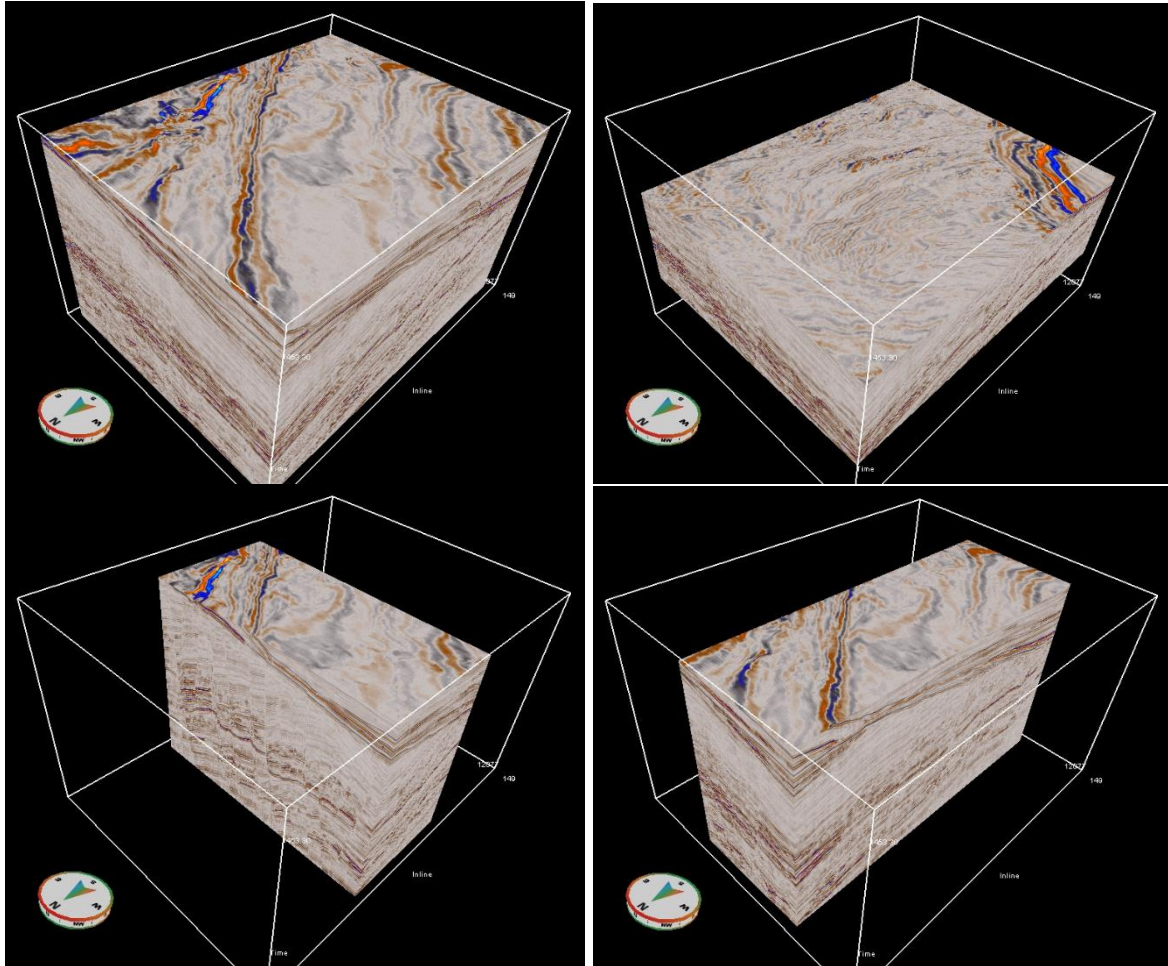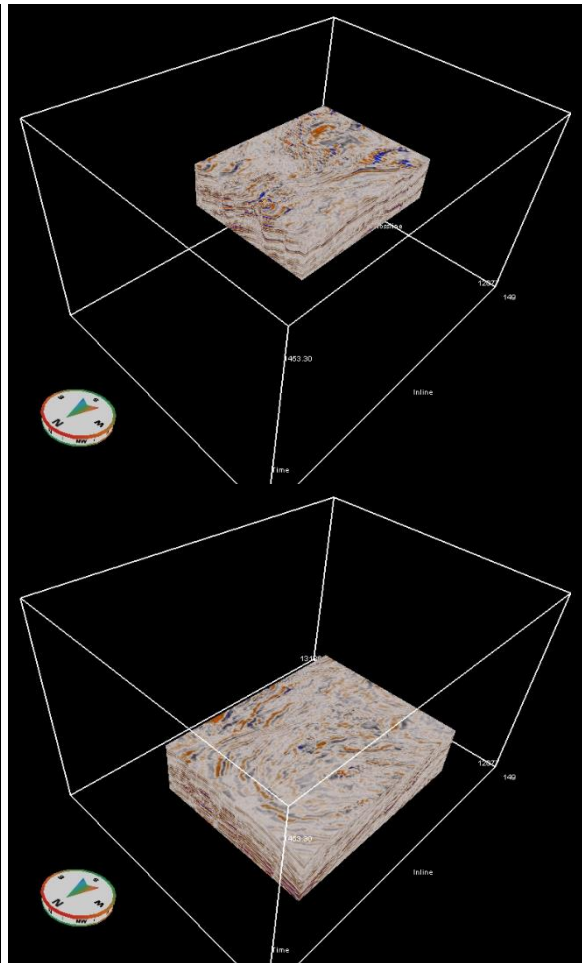

Top left: Input volume
Bottom left: Ctrl+4

Top right: Ctrl+7
Bottom right: Ctrl+1
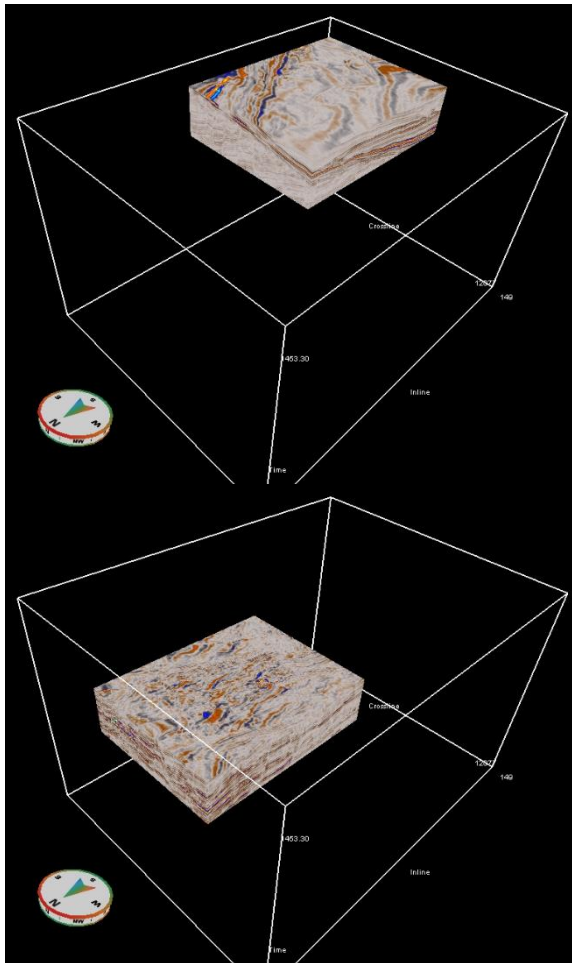
Top left: Input ROI
Bottom left: Alt+4

Top right: Alt+7
Bottom right: Alt+1