#### Geoteric®

# **Hotkeys (keyboard shortcuts)**

Geoteric contains a range of hotkeys allowing for efficient visualisation and control. This document covers the hotkeys available in the main viewer, focussing 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 buttonAlt: 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  ${}^{\bullet}$ Viewing mode, when the cursor shows an arrow



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

### Interactive mode

The Interactive mode allows you to:

- Translate the scene, side to side and up/down (MM or Ctrl + LM or shift + MM)
- Zoom in/out (LM + MM together or Ctrl + MM then drag up/down or Shift + LM then drag
- Targeted zoom and centre of rotation (S, then LM on target)
- Reset the view (Ctrl + Z)



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. Note that this also centres the rotation point.

# Viewing mode

The viewing mode allows you to:

- Move the volume ROI (LM on a face of the volume)
- Resize the volume ROI (LM on a green handle)

### **Main 3D Window Controls**

There are several controls which are available in both modes:

- Centralize view (Ctrl + Z)
- Reset ROI/extents (Ctrl + R)
- Enable/Disable Orthographic Camera (Ctrl + G)
- Full-Screen Mode (F4)
- Screenshot (Ctrl + C)
- Open opacity editor (Ctrl + Alt + O)
- Open a new project (Ctrl + O)
- Toggle interactive or viewing mode (Ctrl + P)
- Open Base map (Ctrl + B)
- Open 2D Interpretation Window (Ctrl + I) Letter i
- Open the Report View (Ctrl + W)
- Open the Horizon Interpretation toolbar and ready to interpret a horizon when Shift is held and LM used to interpret (Alt + H)
- Open the Fault Interpretation toolbar and ready to interpret a fault stick (Alt + F)
- Open the Adaptive Geobody User Interface (Alt + 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 set the cursor ready to type in the search field (Ctrl + Shift + F)
- Open the fault stick filter window (Ctrl + F)

# Adaptive Horizons<sup>™</sup> Interpretation

The Horizon Interpretation Toolbar also includes buttons for these items:

- Guided Tracking (Q)
- Linear Tracking (W)
- Full Line Tracking (E)
- To Pick (Shift & Left Mouse)

- Open the Base Map (Ctrl + B)Accept an interpretation (A)

#### Map Window

- Clear Tracked Area (Shift + D)Fill Selected Area (Shift + F)

# Adaptive Faults<sup>™</sup> Interpretation

The Fault Interpretation Toolbar also includes buttons for these items:

- Guided Tracking (Q)
- Linear Tracking (W
- To end pick (Double LM)
- Move the seismic slices in the scene (P)
- Move the scene (H)
- Create new fault sticks (F)
- Edit fault sticks (E)
- Select a fault stick to activate (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 Al Faults – 2D Networks

Requires Al Faults server to be started, Adaptive faults enabled, a relevant volumes or slices in scene and a network selected.

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

**Commented [NT1]:** Bug GT-17244 currently does not work

# 2D Interpretation Window Controls

Movement controls for the 2D Interpretation view window:

- · Left mouse (hold) zoom in or out
- Shift + left mouse (hold) translate the slice
- Ctrl + left mouse (hold) translate the slice
- Shift + middle mouse (hold) translate the slice
- Ctrl + middle mouse (hold) rotate the slice

# Volume/Probe movement controls

Control the location of a seismic volume in the scene, or control the lateral and vertical extent of the volume by manipulating the positioning of the volume walls using hotkeys.

Number Lock must be 'on' when using the number pad.

These controls only work when you are in viewing mode.

Using the number pad, and without holding the 'Control' (ctrl) or 'Alt' (alt) button, the following numbers with translate the volume in the direction as listed below (effectively moving it up, down, left, right, forward or backward in relation to the viewer). Movement is in increment steps of 1.

- 1 or 3 (Move along X-axis, steps of 1)
- 4 or 6 (Move along Y-axis, steps of 1)
- 7 or 9 (Move along Z-axis, steps of 1)

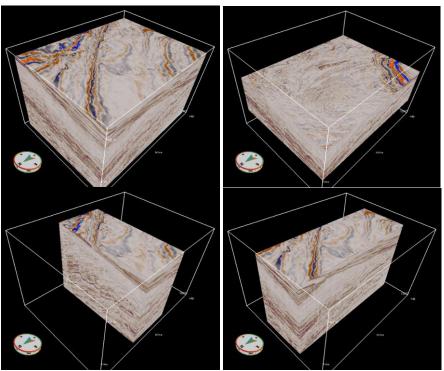
Holding the 'Control' (ctrl) and a keypad number changes the Region of Interest of the seismic volume (ROI), which means increasing or decreasing the size of the volume.

- Ctrl+1 or 3 (decrease/Increase ROI in X-axis, steps of 1)
- Ctrl+ 4 or 6 (decrease/Increase ROI in Y-axis, steps of 1)
- Ctrl+ 7 or 9 (decrease/Increase ROI in Z-axis, steps of 1)

This will affect two faces at once. So, Ctrl+3 will move the bottom face up and the top face down, thinning the volume.

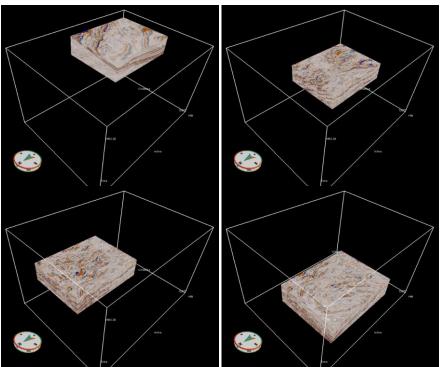
Holding the 'Alt' and the keypad number will move/translate the volume in increment steps of 10. This moves the ROI that is currently visualised. So, if the entire volume extent is visualised, it will not move at all. These controls are most effective when using a thin slab of data (see below).

- Alt + 1 or 3 (Move along X-axis, steps of 10)
- Alt + 4 or 6 (Move along X-axis, steps of 10)
- Alt + 7 or 9 (Move along X-axis, steps of 10)



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