# *Quick Tips*

# Geo Publishing

# with

# SDI Editor APS®

# and SDI  MontagePLUS®
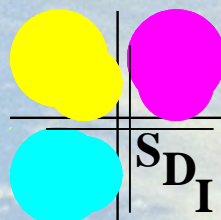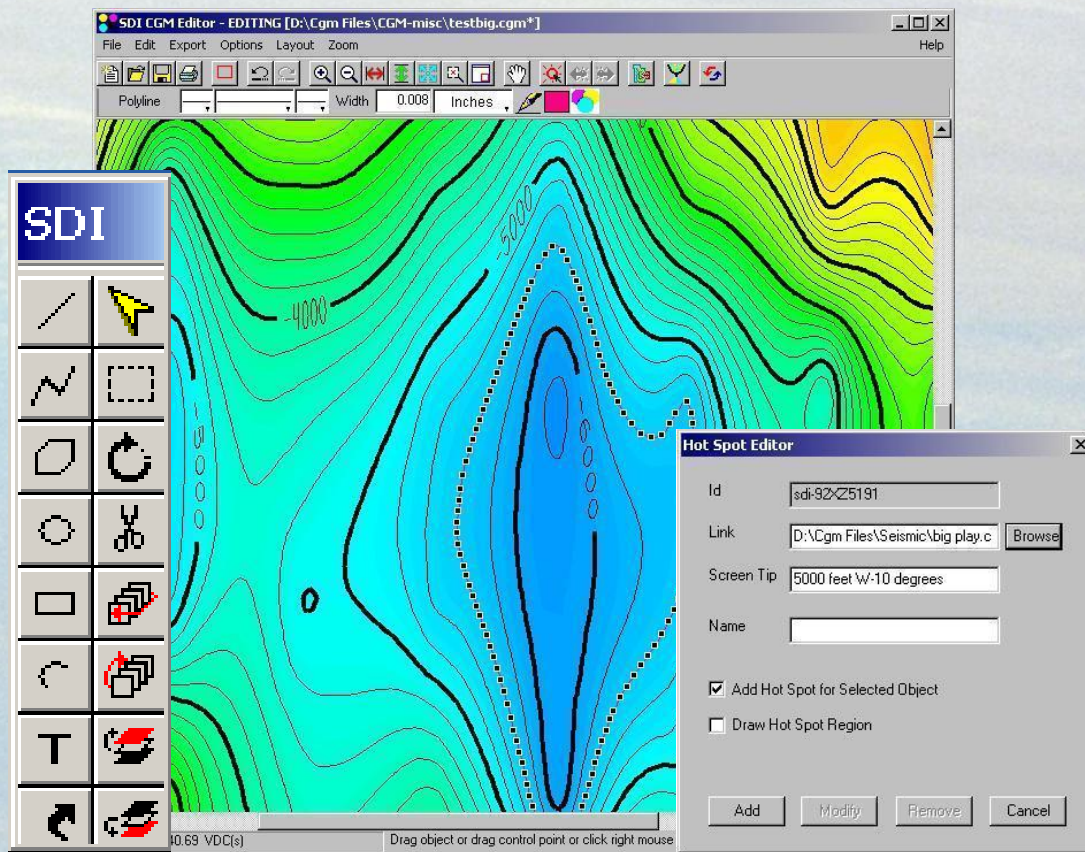


# www.sdicgm.com

# Table of Contents

# Introduction

The following guide is intended to briefly introduce you to the major elements of SDI Editor. This is not a reference manual or a comprehensive list of Editor features. This document will introduce key features and provide the necessary information to use those features.

During installation, graphic file types such as CGM, PDF, TIFF can be associated to Editor. If this has been done, simply double click on a CGM file using Windows Explorer to launch Editor and open the CGM file.
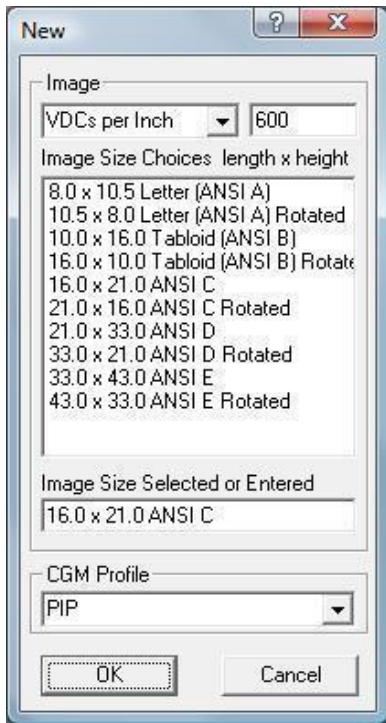
As the name implies the opened file can be edited. This means that in addtion to adding content to the file, any object contained in the file can be modified or deleted. The objects in the file can be manipulated using the commands on the floating tool bar.

Rulers (Options >) are located to the left and top of the drawing area to provide a reference. Grid points can be turned on to assist placement of content. View control is provided to zoom, and facilitate viewing.

When the drawing is complete it can be saved, exported in one of many formats or printed. The file can be re-opened and editing may continue, or content removed from the drawing.

These and other features will be discussed in the pages that follow.

# Getting Started

**New**

Image

VDCs per Inch ▾ | 600

Image Size Choices  length x height

8.0 x 10.5 Letter (ANSI A)
10.5 x 8.0 Letter (ANSI A) Rotated
10.0 x 16.0 Tabloid (ANSI B)
16.0 x 10.0 Tabloid (ANSI B) Rotate
16.0 x 21.0 ANSI C
21.0 x 16.0 ANSI C Rotated
21.0 x 33.0 ANSI D
33.0 x 21.0 ANSI D Rotated
33.0 x 43.0 ANSI E
43.0 x 33.0 ANSI E Rotated

Image Size Selected or Entered

16.0 x 21.0 ANSI C

CGM Profile

PIP ▾

OK | Cancel

## OPEN

You may double click on a file, drag and drop it on the drawing area or you may select the OPEN option from the File menu to open an existing file

## NEW

From the File menu, click NEW

The dialog on the left appears.  Select one of the pre-defined sizes, or key-in a custom page size in the field named Image Size Selected or Entered.  Seperate the width from the height with a blank space or lower case x character, and click OK.

## SAVE

When you are done editing, click SAVE.  The first file to save is the edit file which is a template of the work performed so far. When the work is complete it may be saved as a CGM, exported as another file type or printed directly from the screen. Saving the .edit templates is optional but, recommended, as they are very useful and generally quite small as they contain links to inserted files rather than their contents. These edit templates can be re-opened at any time to continue work in progress or to use as a base to to quickly update earlier work with newer versions of inserted files.
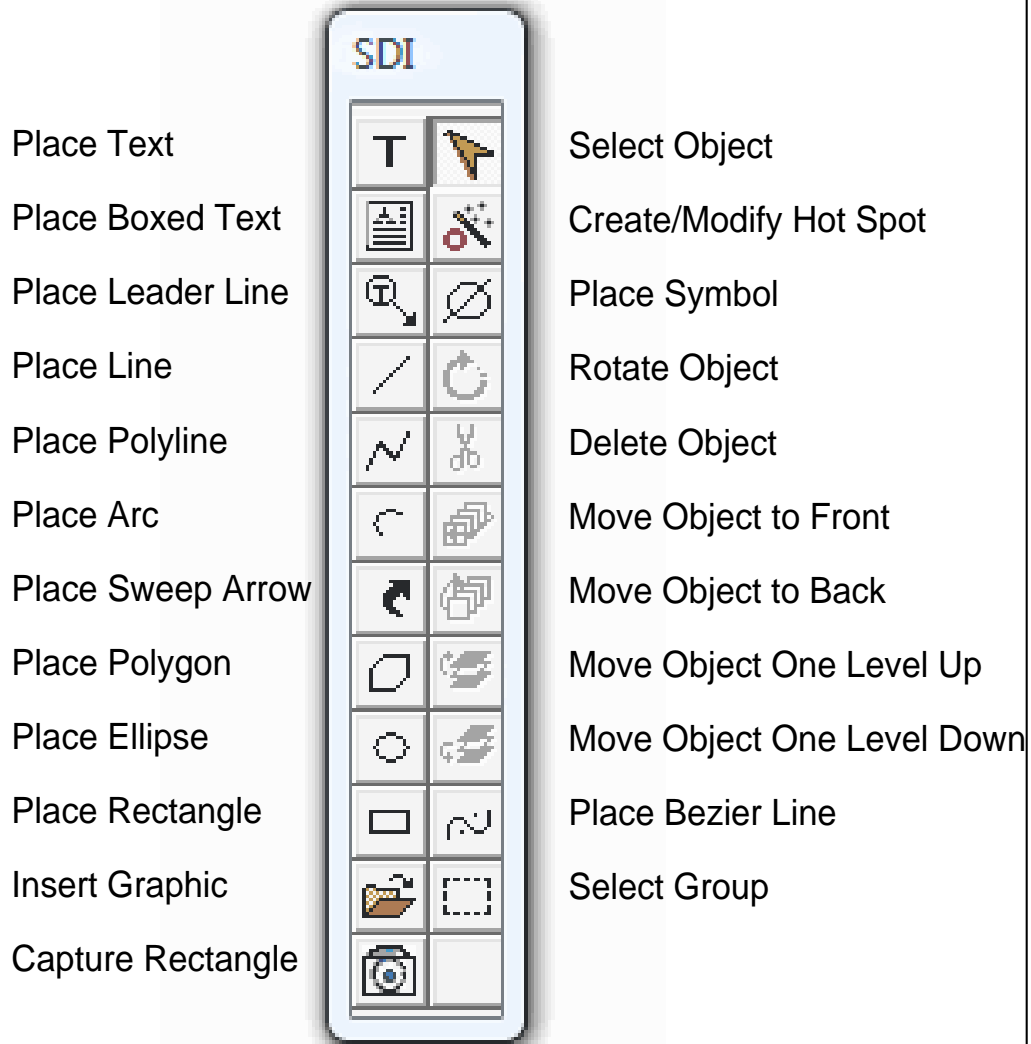
## AUTOSAVE

During the edit session automatic backups are made of the file, on a given interval.  The interval is controled by the auto backup time located in the Options Menu.  The contents of the autobackup can be retrieved by doing a recover last from the File menu.

# The Floating Tool Bar

The floating toolbar appears whenever a file is opened or created. The floating toolbar is used to create and manipulate objects.

The floating toolbar may be oriented horizontally, or vertically as shown below. (Right Mouse on Tool Bar to change orientation.)

SDI

| | |
|---|---|
| Place Text | Select Object |
| Place Boxed Text | Create/Modify Hot Spot |
| Place Leader Line | Place Symbol |
| Place Line | Rotate Object |
| Place Polyline | Delete Object |
| Place Arc | Move Object to Front |
| Place Sweep Arrow | Move Object to Back |
| Place Polygon | Move Object One Level Up |
| Place Ellipse | Move Object One Level Down |
| Place Rectangle | Place Bezier Line |
| Insert Graphic | Select Group |
| Capture Rectangle | |

A tool tip appears when you hover the cursor over a command on the toolbar.

Context sensitive attribute menus appear under the main menu for each command that is selected. These allow you to enter text color, for instance, when placing text.

Additional pop-up menus may also appear on certain commands.

# View Control

The menu bar contains 8 view control icons shown below;
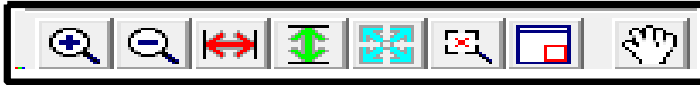


From left to right:

Zoom In:  clicking once causes the display to zoom in about the point selected by a 2:1 factor. Use the zoom factor, in the zoom menu to change the zoom factor.

Zoom Out: clicking once causes the display to zoom out about the point selected by a factor of 2:1.

Fit Width: Causes the existing display to be fit across the width of the editor window, a vertical scroll bar will appear if the display in the vertical dimension is larger than the editor window height.

Fit Height: Causes the existing display to be fit along the height of the editor window. A horizontal scroll bar will appear if the display in the horizontal dimension is larger then the editor window's width.

Best Fit: Causes the entire drawing to be best fit inside the dimensions of the editor window.

Magnify: Causes the area beneath the magnifier to be pixel zoomed 4x, as if looking through a magnifying lense.

Overview:  Turns on the overview window. The overview window displays a small representation of the entire display This is a convenient way to orient a zoomed view within the entire drawing.  The overview can also be used to pan, zoom or resize.
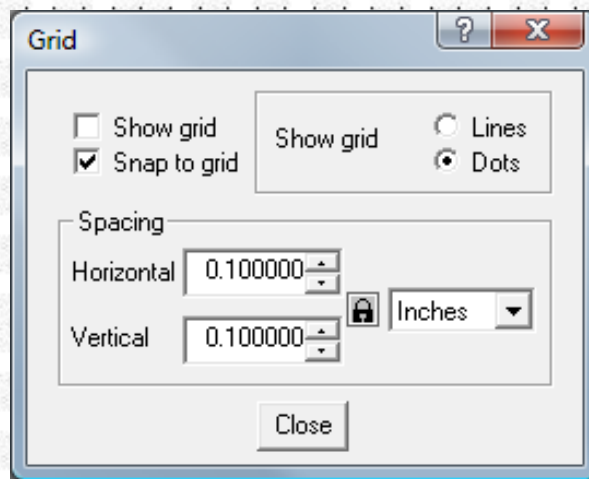
Pan:  In pan mode, holding down the cursor causes the display to track with the movement of the mouse.

In order to zoom a portion of the canvas to full screen; first, ensure no objects are selected, then, create a rectangle - left mouse 'hold' on upper left corner and drag to lower right corner, then release. Area within the created rectangle will zoom to full screen.

# Grids and Rulers

## GRIDS

Grids allow you to create the appearance of grid paper on your drawing area. The spacing of the grids is controlled in both the horizontal and vertical direction by the size you set in the grid settings dialog.

**Grid**

Show grid
☐ Show grid    Show grid    ○ Lines
☑ Snap to grid               ● Dots

Spacing
Horizontal  0.100000
🔒  Inches ▼
Vertical    0.100000

Close

Grids are located in the Layout menu. The current grid settings are saved with the fle.

## RULERS

The on/off switch for rulers is found under the Options menu. The ruler is a check item, either on or off.

Rulers are displayed along the top of the canvas, and along the left hand side of the canvas. They are displayed in the current Cursor Units, which may be selected under Options.

As the cursor tracks across the canvas, markers move along each of the horizontal and the vertical rulers to identify the current cursor location. The exact X and Y coordinates are displayed in the bottom left corner of the Window.

# Inserting Files
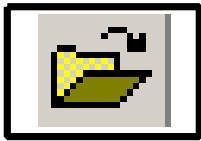
Select the folder icon on the floating tool bar, browse to locate a file. Click to place the first point of a rectangle, drag and release to set the second point. The dialog shown below appears.

**Click Fit**

To fit the file between the two points provided. A best fit, preserving the aspect ratio will be used.

**Click Apply Scale**

To align the file with the first point and draw the file at the scale provided in the "scale multipliers" text field.

**Resize The Drawing Area**

This option appears only if the file will not completely fit in the current drawing area. When Checked, the boundaries are automatically expanded to prevent clipping of the imported file.

Once a file is inserted, it can be selected like any other primitive element and the attribute menu will be displayed as shown:
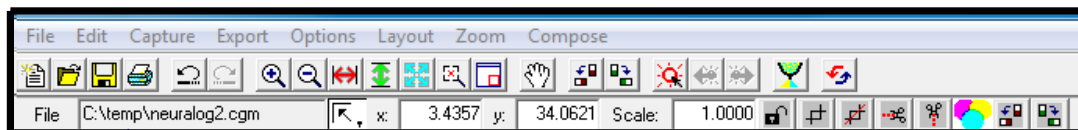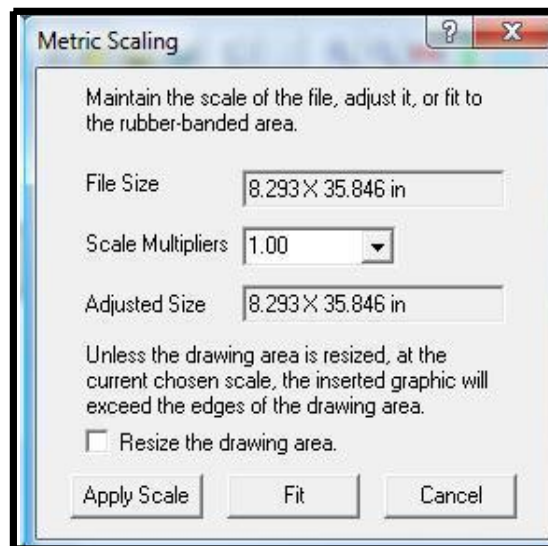
The attribute menu contains the file size, scale, and various other manipulation commands explained later. To precisely place the file, change the origin (left, right, top, bottom) and type in the new X and Y values, then press Enter. To change the scale key-in a scale value and press Enter. The location and scale can be changed by using the cursor to drag the file, or by selecting a corner to modify the size. Rotation and crop commands are also available for inserted files.
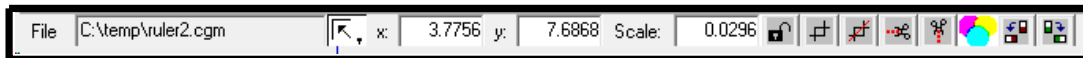
# Rotation

## Rotate Objects

Use the Select tool to select any primitive in the drawing area.
Right click the mouse to display the primitive command list.

Select the Rotate command.  A
blue circle will appear.  Hold the
left cursor button down in the
circle and move the cursor to
rotate the element.

| Rotate |
| Hot Spot |
| Cut |
| Copy |
| Duplicate |
| Delete |
| Deselect Item |
| Layer Manger |
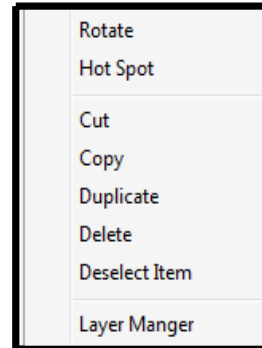
## Rotate an Inserted File

Inserted files can be rotated in 90 degree increments by selecting
the file and then using the rotate icons on the attribute menu.

File  C:\temp\ruler2.cgm      x:    3.7756   y:    7.6868  Scale:    0.0296

## Rotate the Canvas

The entire canvas can be rotated by using the rotate icons on the main
menubar.
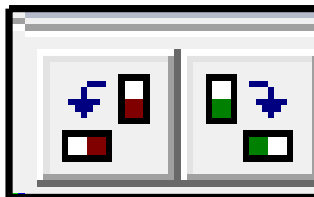
# Watermarks & Highlighting

Transparency is an attribute of all primitives.  When used in conjuction with text, transparency can be used to highlight particular areas, or place watermarks.

To create the watermark text string "PROOF".  The text string proof was pushed to the back of the drawing, under all items that were previously drawn.  Four commands are available on the floating tool bar to move elements forward and back.  The commands are: "Move Object to Front", "Move Object to Back", "Move Object One Level Up" and "Move Object One Level Back"

Highlighting may be accomplished by drawing a light colored object (circle or rectangle) over an area of interest. The Color Blending option may be used to allow the data to show through if desired. Text can be highlighted by simply clicking the right mouse button over the A text icon to enable selection of a background color. Note the difference between circles drawn transparently vs. opaque.
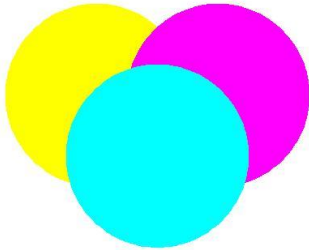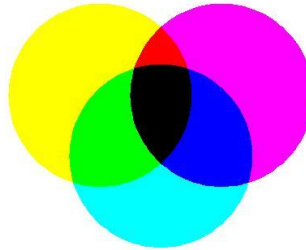
Opaque Colors          Blended Colors
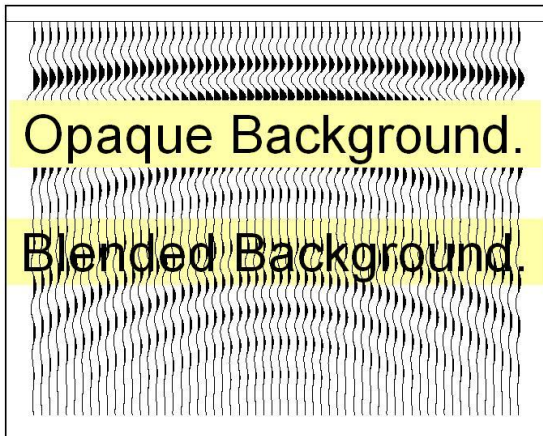
Highlighted text examples:

Right click on A to select Font Background Color

Seismic shows through if color blending is selected.

# Multi-Page PDF Well Logs

***PDF Well Logs are just another case of multi-picture files.***

A PDF, like any other multi picture file, is opened in Editor the same as any other file. However, at the bottom of the page, a text field indicates that this is a Multi-Page file. Adjacent to this, the current and total number of pages in the file are displayed.

| Multi-Page | ▾ | ◂ | ▸ | 7 | of 11 |

By selecting the right and left arrows you can navigate through the pages.

Four options are available for Multi-Page files: Merge pages Vertically or Horizontally. Overlay pages, or the default, leave all pages seperate (Multi-Page).

The original PDF file is left unchanged. You can chose to save continuous well logs as a CGM file or to Export them in another format before exiting.

Once a Multi-Page PDF well log is concatenated into a single continuous well log, it is possible to manipulate the file as you would any other well log. The file may now be printed directly using the APS print option in SDI Editor. Also, it may be exported as a Tiff, a CGM or another file type for applications that do not support multi-page PDF's.

Well logs are not the only example of multi-page files. The behavior of multi-page files is the same regardless of the source. Most PDF documents are multi-page, and output from a sequence of screen captures is another example.

Multi-page documents can be exported as PowerPoint® files, where each page is a seperate slide, or streamed together as a movie with a definable frame rate.

# Cropping

To crop the entire canvas select the crop command under the Edit menu. The cursor changes to crop mode. Select the first point of a rectangle and drag to create a rectangle, releasing the cursor to select the second point. The canvas is immediately cropped and the new file is fit to the full canvas size.

Export Viewport is a form of the crop command where only the area in the Viewport is exported. This is the same as performing the crop then exporting entire file, but done in one move.

Inserted files may also be cropped. The insert file crop tool appears on the object attribute menu when a file is selected.

There is a rectangular crop and a scissor crop for inserted files. The rectangular crop functions in a similar way to the canvas crop.
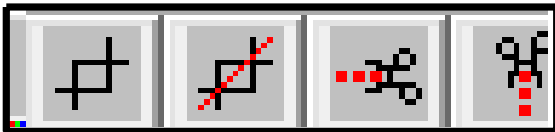
The Scissor Crop tool removes portions of a file bounded by the cut lines made by the scissors either horizontally, or vertically.
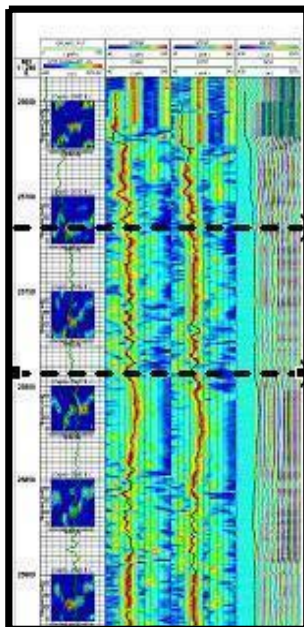
Select the horizontal scissors, and click on the image. Now select the horizontal scissors again and click a second time to achieve the result shown.
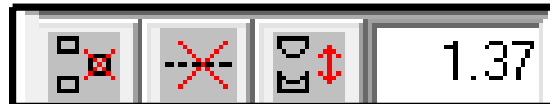
The far left command indicates that you have selected the center section between the cutlines. Clicking on the command will remove that section and leave a gap of 1.37 inches. This value can be edited to eliminate or change the height of the space.
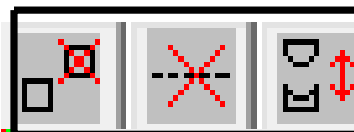
When the section of a file above or below a single cutline is selected, the far left command indicates which one. Clicking on the command removes the selected section.

The command on the right is used to split the file at the cutline.

The center command is used to remove all unused cutlines. The vertical scissors operate in a similar manner to make vertical cuts. With a little practice, you can slice and dice a file into many pieces.

# Layer Management

The layer manager is found under the layout section of the menu bar. The layer manager controls the creation and configuration of the individual layers in the graphic display. Layers are prioritized by the order they appear, a layer can be moved up and down in the list to force all the elements on those layers to be above or below the elements on other layers.
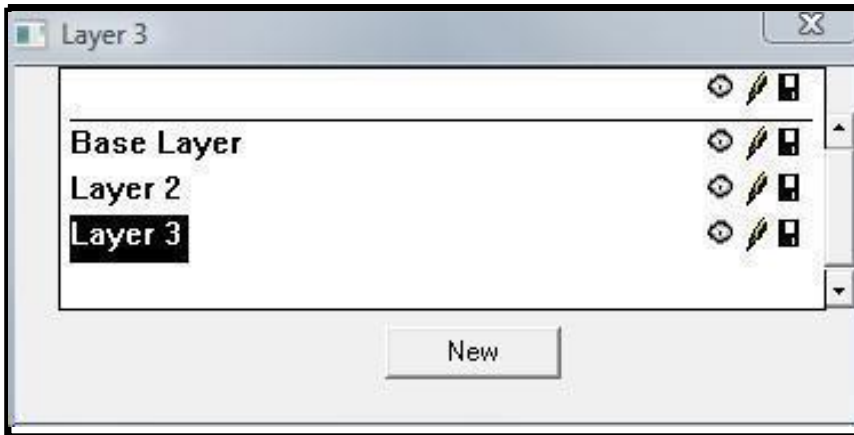


To create a layer, first a base layer must be created so that all existing primitives can be assigned to the base layer. Once this is done, new layers can be created. A primitive can be created on the active layer, or it can be moved or copied to a new layer.

The eye icon ⊙ controls the visibility of the layer, it has 3 values, on, off and gray.

The pen icon ✎ controls wether the layer is writeable or write locked.

The disk icon ▤ controls wether the contents of the layer are saved when the file is saved. Layers can be saved even if not visible. Only visible layers are printed.

To control the priority of a layer, simply select the layer and drag it up or down to place it above or below another layer.

The highlighted layer is the active layer on to which all new primitives are drawn.

# Using Windows Fonts

By default, Editor will display only a limited number of fonts when you place text.  The reason for this has to do with the CGM standard.  In the Petroleum industry, or in the Aerospace industry CGM is rigorously defined and contains only a limited number of fonts.  This guarantees that different vendors will display the same file in the same way. It is important to remember this, if you wish to create portable graphic files.

There are other times when the files you are creating will be used with other Windows applications and access to the additional fonts will be beneficial, e.g. export of PDF's and PowerPoint slides.

To add additional fonts to Editor, select the Default Draw Options from the Options menu.  Now select the Text tab from the pop up dialog.
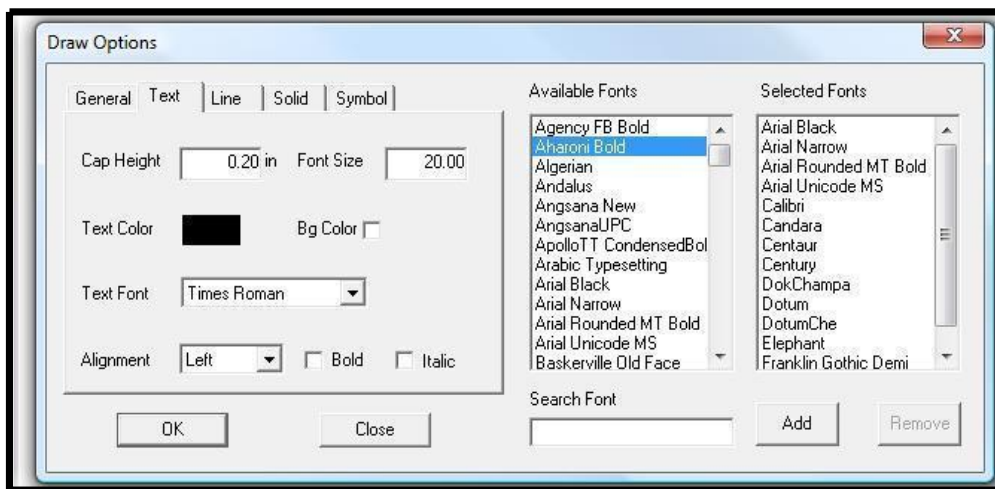


Select multiple fonts from the Available Fonts list, and click Add to move them into the Selected Fonts list.  All fonts in the Selected list will be available when you place text.  The fields on the left side of the dialog can be used to set the default values for text placement when you open a new file.  Settings will be saved from then on.  To match an existing text, simply select the text with the select tool on the tool bar, then select the text command.  All the attributes from the selection will be used to place the text.

# Symbols

A set of pre-defined symbols are included with the Editor.  Select the symbol command ⌀ on the Floating Tool Bar and the attribute menu will show the currrently selected symbol and its attributes. Click on the active symbol, to open the Symbol Selector popup. Browse through the symbol pages, and click on a symbol to select it. You may keep the symbol dialog open or closed while placing symbols.

To add additional symbols to the symbol list, or to create alternate symbol libraries first copy the symbol library to a working folder on your workstation.  (Note: Windows protects the files that are stored in "Program Files" so you cannot edit the symbol file where it is located.)  Open the file sdi_symbol_lib2.cgm. This is a multi page CGM with each page exactly one inch square.  Move to the last page and select "After" in the Insert Page option in the Layout menu. Now, insert a bitmap icon or create a new symbol with the drawing tools. Ensure it fills the drawing area. Save the file, and copy it back into the SDI Software bin directory under program files.  Now, open the Editor session again, select Symbol ⌀ and scroll through the Symbol Selector to locate the new symbols you have created.

Though you may have multiple symbol libraries you can use only one at a time in your open drawing.  To use additional libraries, you must first close and save the file as a CGM. Then copy the new library into place, and reopen the file.  This limitation will be corrected.
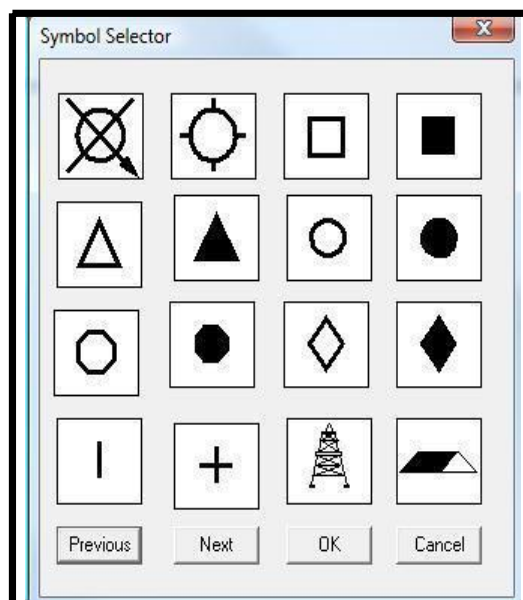
# Export Files

Just as you can save your current canvas as a CGM, you can export your current canvas or a part of it as one of many different graphic file formats. Postscript, Adobe PDF, AutoCad DWG, DXF TIFF and JPEG are amongst the formats you can select. You can even export movies or PowerPoint presentation files.
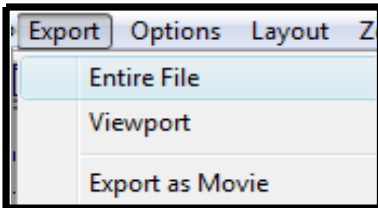


The Export menu lets you select the entire canvas (file), a viewport or rectangular area or export a multi-page file as a movie. Movie creation will be covered under another topic.
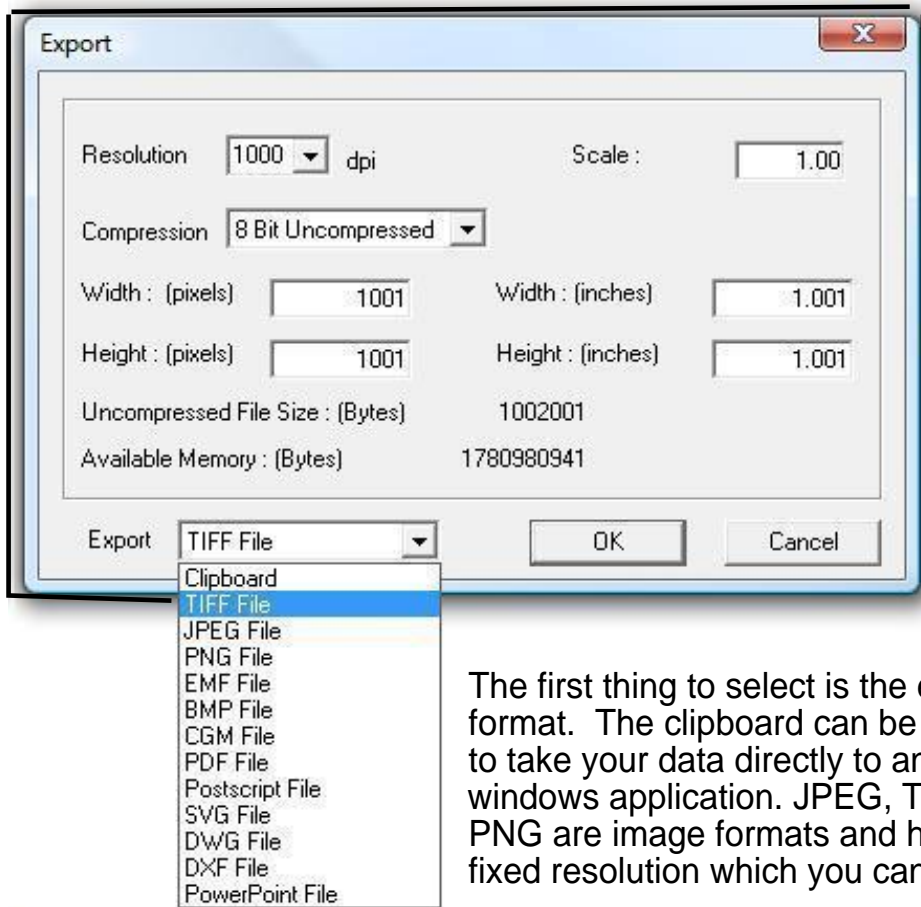


The first thing to select is the export format. The clipboard can be used to take your data directly to another windows application. JPEG, TIFF and PNG are image formats and have a fixed resolution which you can select.

Vector formats like PDF are scalable, so they will look good at any size. Each format will have slightly different options that are specific to the particular file format.

PDF, CGM and PowerPoint are multi-page formats and will transfer each page, one for one, into the other format. More detail on specific formats is available in the reference pages.
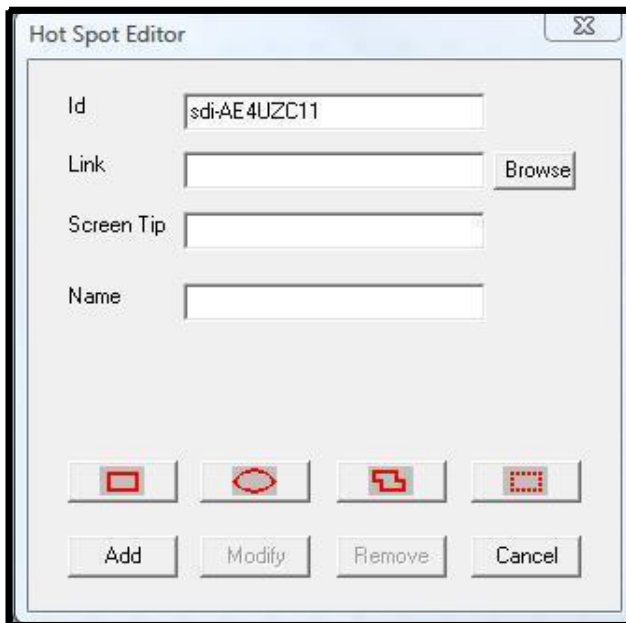
# Hot Spots

### *What are hot spots?*

Hot spots are areas placed in your drawing that activate other events.  These events can be the display of another file, or the execution of a program, or the display of a web site.

Hot spots are usually invisible until your cursor moves over the spot, at this point a tool tip may appear to inform you that clicking on this spot will activate a particular command.

Several hot spot examples are provided with Editor so that you may become familiar with uses of hot spots.

Select the hot spot command from the floating tool bar.



The dialog shown on the left will be displayed.

A default ID will be set by the Editor program

Key-in the screen tip and the name of the command.  Now use the browse or key-in the command to execute when this object is selected.

The command buttons, in red, can be used to define the boundary of the object or button that will be the command.

You can turn off hot spot behavior using the Options command "hide hotspots"