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Introduction

The **KINGDOM** software Courses are designed to be used in a classroom environment and to provide in-depth training for the specified application, in this case, Introduction to 2d/3dPAK.

For more complete information, please refer to the **2d/3dpak — Earthpak Users Manual** or to the on-line **Help** documentation (**Help > The KINGDOM Suite Help Topics**).

Launch the KINGDOM software

SMT **KINGDOM** software is accessed through the Windows **Start** menu.

1. Click on **Start > Programs > The KINGDOM Suite 7.5 > The KINGDOM Suite**, or use the SMT icon . You can also start the **KINGDOM** software by double clicking on the **<projectname>.tks** file in the project directory.
2. While the **KINGDOM** software is starting, two temporary windows open, one of which is animated and checks off licenses that are available.

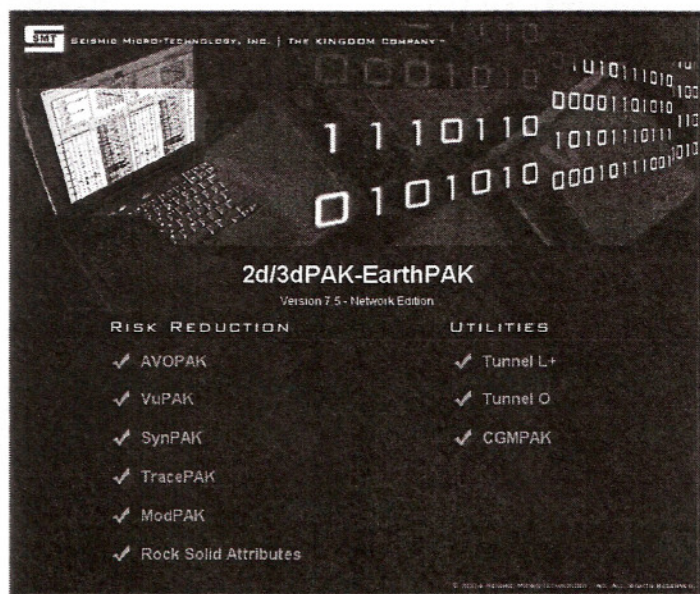
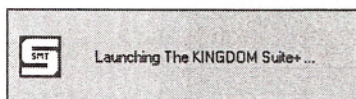


Figure 1 — Temporary windows during launching of the **KINGDOM** software

Start Page

The **Start Page** window (**Figure 1**) opens when you first log on to KINGDOM.

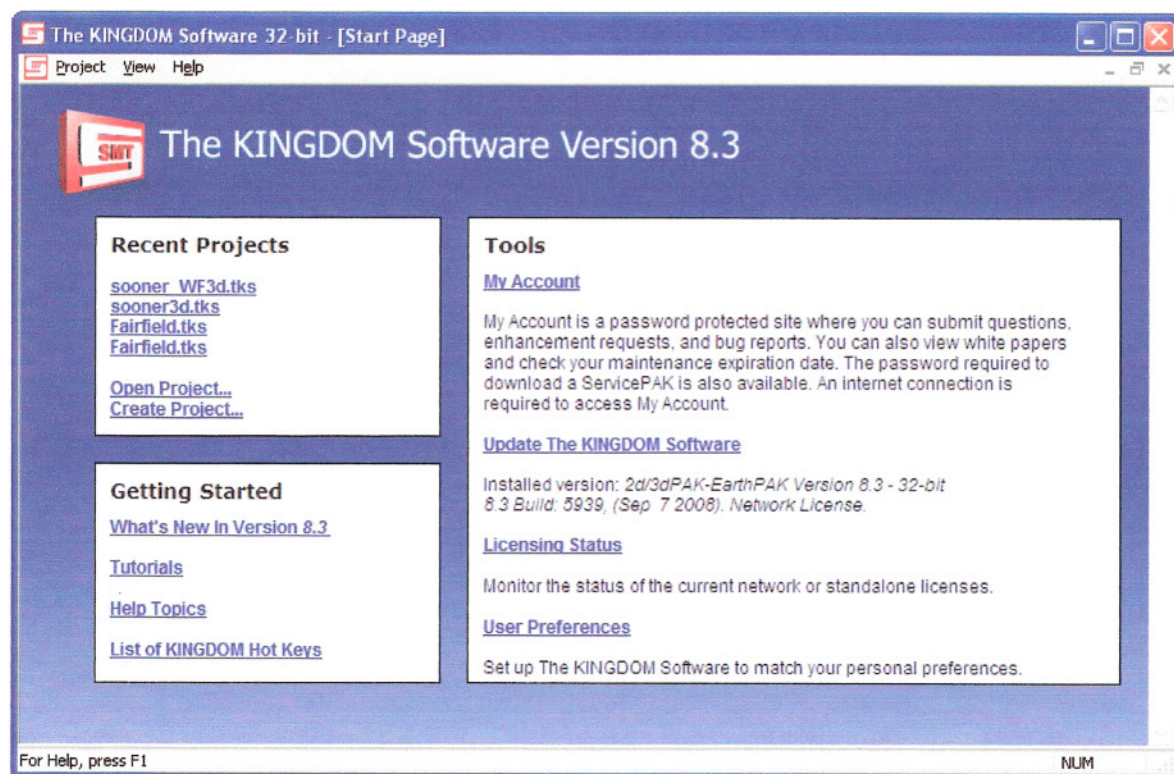


Figure 1 - KINGDOM Software Main Window

The **Start Page** window displays three areas, each of which allows you to perform specific tasks.

- **Recent Projects** - open recently accessed projects or create a new project.
- **Getting Started** - view **What's New** features in this version, a list of online **Tutorials**, online **Help Topics**, and a **List Of KINGDOM Hot Keys**.
- **Tools** - sign on to **My Account**, **Update KINGDOM Software**, monitor the current **Licensing Status**, and specify your **User Preferences**

Note: You can also use the main menu in the **Start Page** window to perform all these tasks.

A default author name is displayed in the **Select Author** dialog box.

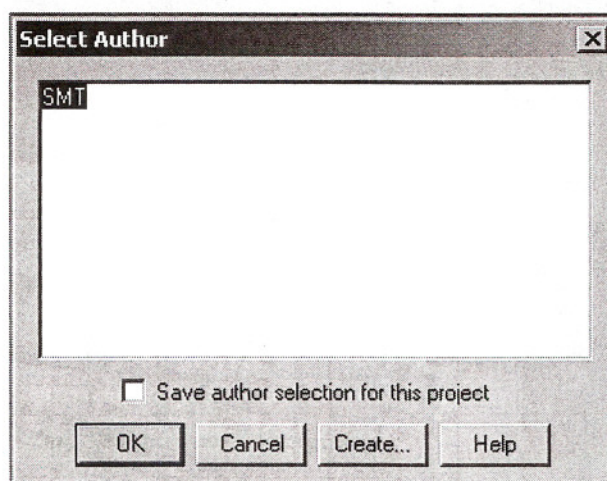


Figure 4 — Select Author dialog box

6. In the **Select Author** dialog box, click on the **Create** button to open the **Author Management** dialog box in which you can enter your initials and create a New Author Name.
7. Click on **OK**.
8. In the **Select Author** dialog box, click to select and highlight your initials.
9. Click **OK** to open the **Project Tree** and **Base Map** windows (Figure 5 on page x).

Note: After you have started the **KINGDOM** software choose **Project > User Preferences** to open the **User Preferences** dialog box. Click on the **Startup** tab and, if desired, change the setting for which windows open on **Startup**.

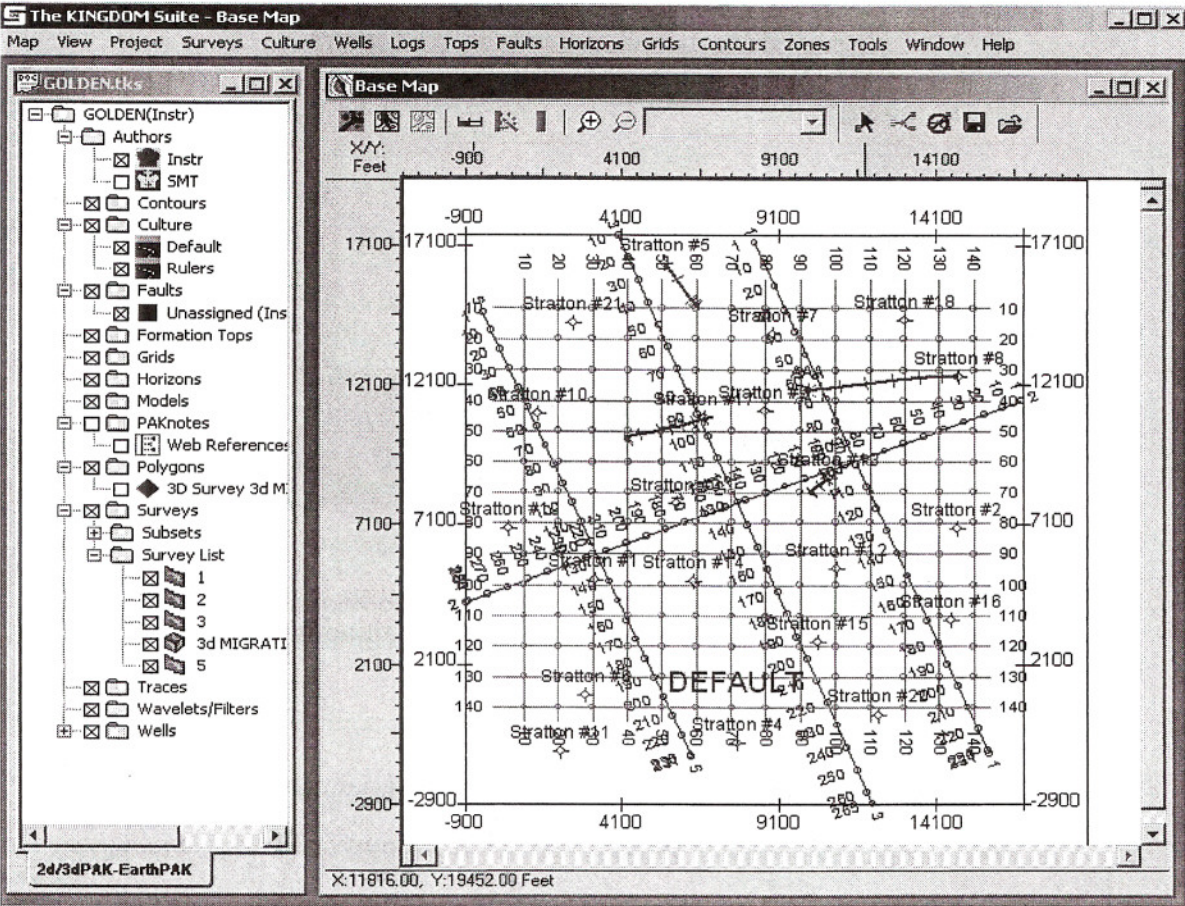


Figure 5 - The KINGDOM Suite Window Showing Project Tree and Base Map

Project Tree

The **Project Tree** is a graphical data manager displayed in Figure 6. There are fourteen data folders contained in the **Project Tree**. Folders are expandable or collapsible by clicking on the plus or minus sign in the box adjacent to the folder in the tree structure. A plus sign indicates that the folder has been populated with data. Expanding a folder will reveal data items and subfolders.

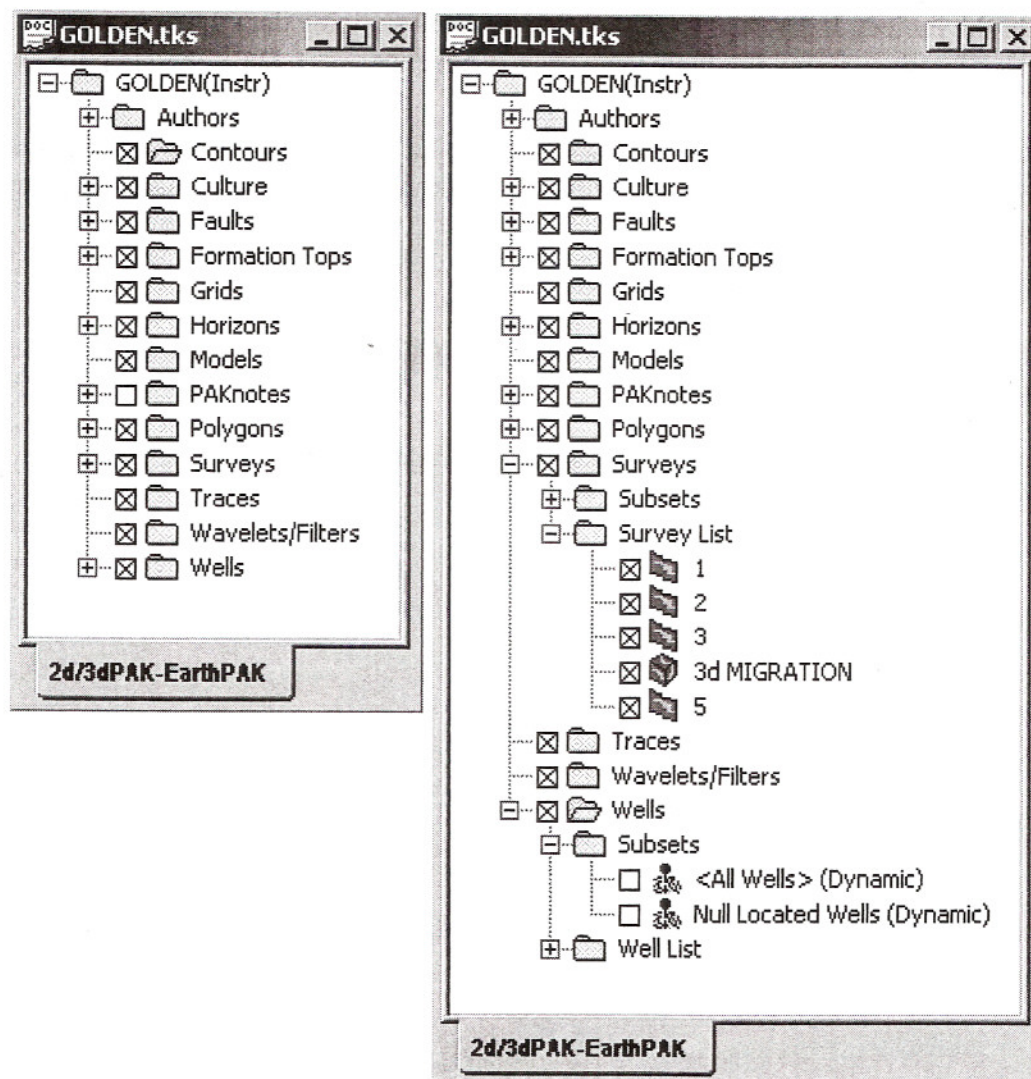


Figure 6 - Project Tree with expanded folders

The Project name is displayed at the top of the **Project Tree** and the current **KINGDOM** license(s) in operation are shown in a tab at the bottom of the **Project Tree**.

To continue this course, you should have **2d3dPAK/EarthPAK** on that tab. If **2d3dPAK\EarthPAK** is not shown as a tab at the bottom of the **Project Tree** select from the main menu, **Project > Feature Keys** to open the License Status dialog box.

Data Managers can be opened by double clicking on a yellow data folder excluding the **Traces** and **Wavelets/Filters** folders. Double clicking on subfolders will open other tools for example, the **Survey > Subsets** folder will open the **Survey Query** tool dialog box and the **Surveys > Survey List** folder will open the **Select Surveys to Display** dialog box.

Additionally, the **Wells > Well List** subfolder contains a listing of individual wells that have been loaded into the project. Individual wells can be expanded showing data that has been loaded into the well such as formation tops, log curves, synthetics and T-D (time to depth) charts.

With the exception of the **Log Curves** subfolder, double clicking on the **Synthetic** subfolder will launch SynPAK (if licensed) and double clicking on the **T-D Charts** subfolders will open the Time-Depth Charts editor.

Other functionality in the **Project Tree** includes;

- Drop and Drag data items to the **Base Map**; Contours, Culture, Faults, Grids and Horizons
- Toggle ON and OFF data items displayed on the **Base Map**; Culture, Polygons, Wells and PAKnotes.

Table 1 Explanation of Viewing Toolbar Icons for a Base Map

















Icon	Icon Name	Explanation of Function
	Select	Opens the Select Data to Display Map dialog box, in which you can select data to display in the Base Map window.
	Compute Contour	Opens the Select Data to Display Contour dialog box where you can select the information for displaying contours in the Base Map window.
	Set Contour Parameters	Opens the Contour Parameters dialog box where you can set the parameters for a selected contour.
	Set Scales	Opens the Settings dialog box where you can set the scale, latitude/longitude ticks placement, display options, seismic options (slice increments) and the margins for the Base Map window.
	Level of Detail	Enables or disables the level of detail. To set up the Level of Detail select Project>Project Options . The various options are on the Level of Detail tab.
	Color Bar Editor	Opens the Color Editor dialog box where you can select another color bar file or edit the existing color bar.
	Show Color Bar	Show the currently selected color bar.
	Zoom In	Enlarge an area of the window. Click on this icon and the cursor becomes a magnifying glass and when you click in the window you start the framing of an area. After framing, click again to see an enlarged view of the framed area in the window.
	Zoom Out	Return to the original view.

Table 1 Explanation of Viewing Toolbar Icons for a Base Map

Icon	Icon Name	Explanation of Function
	Ruler	Opens the Ruler dialog box, which allows you to digitize (draw) a line (ruler) in English (feet) or Metric (meters) units. You can digitize a traverse or an enclosure. The length of the traverse or the length of the perimeter of an enclosure (at least three lines) is displayed in miles or kilometers in the Ruler dialog box.
	Planimeter Polygon	Opens the Planimeter dialog box, which allows you to digitize (draw) a polygon in English (feet) or Metric (meters) units. The area within the polygon is displayed in English units (square feet, square miles or acres), or Metric units (square meters, square kilometers or hectares) in the Planimeter dialog box.
	Highlight Wells	Opens the Highlight Wells dialog box, which allows you to select subsets of wells that will be highlighted on the base map by a small red square drawn around the well(s).
	Post Data on Map	Opens the Post Data on Map dialog box, which allows you to select a category of information to post in the Base Map window.
	Cross Section through Well(s)	Changes mode and allows you to digitize an arbitrary line that connects a series of wells and displays the wells as a cross section with logs and tops.
	Post Log Signature Map	Opens the Post Log Signature dialog box, which allows you to select log curves to display on the Base Map .
	Current display data type	Displays the current data type for the data displayed on the base map.

Overpost Corrections Toolbar

In a **Base Map** window, the **Overpost Corrections** toolbar provides options for dragging a posted well annotation to another position on the base map in order to eliminate clutter and improve readability. After annotation is corrected (moved or amended with additional text), it is shown connected to its respective well symbol with a dashed line.






The icons on the **Overpost Corrections** toolbar in a **Base Map** window are shown below.



Figure 5 Overpost Corrections Toolbar

The table below describes the Overpost Corrections toolbar icons.

Table 2 Overpost Corrections Toolbar

Icon	Icon Name	Explanation of Function
	Enable Posting Data Dragging	Toggle to enable moving well annotation.
	Show Posting Offset	Toggle to display any moved well annotation.
	Remove All Posting Offsets	Deletes any offset annotations.
	Save Posting Offset Template	Adjust the overposted annotations on the base map and save the offsets as a template.
	Load Posting Offset Template	Retrieve your saved overposting template.

Animation Toolbar

In a **VuPAK** main window, the **Animation** toolbar (View > Toolbars > Animation) provides options to control animation in the active **VuPAK** display window.

The icons on the **Animation** toolbar in a **VuPAK** window are shown below.