

```
from useis import SeismicRefractionManager
```

```
srm = SeismicRefractionManager('.')
```

**INFO** : Read geometry information from file

**INFO** : Extracted shot geometry

**INFO** : Extracted receiver geometry

**INFO** : Applied geometry

**INFO** : Standard pickset 'picks' created

**INFO** : Pickset 'picks' loaded

**INFO** : 'picks' set as active pickset

Progress <=====> 100.0% completed

**INFO** : Read 48 files