4 Survey

4.6 Pre-load

4.6.1 Preload Seismics
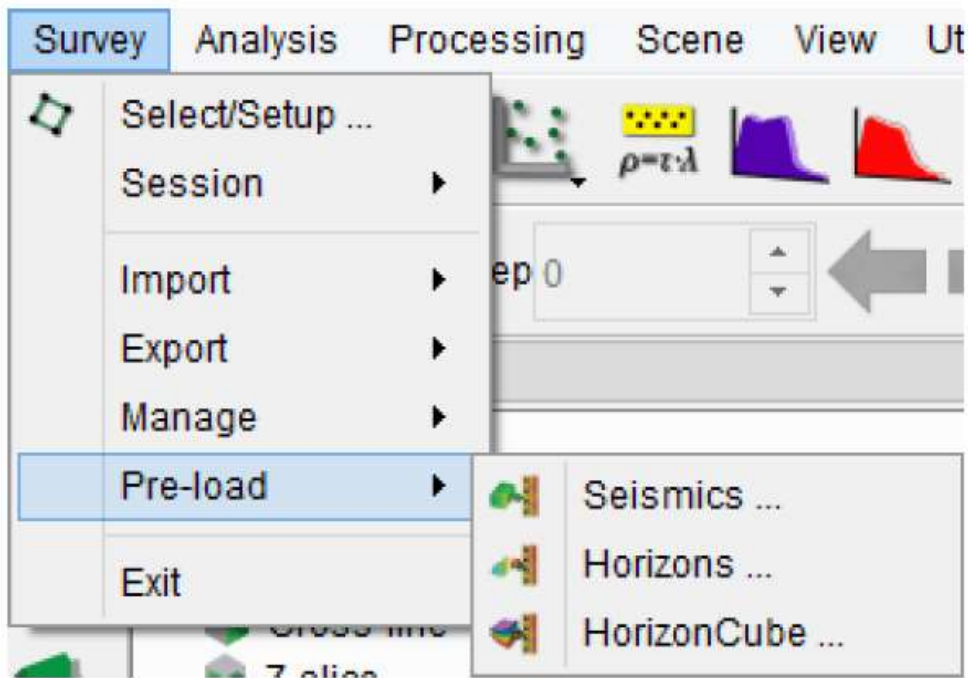
4.6.2 Pre-load Horizons

4.6.3 Pre-load HorizonCube

4.6 Pre-load

In OpendTect, the user can pre-load seismics or horizons. The advantage is to allow for faster display times in the scene. Your system must possess sufficient memory to store the pre-loaded data.

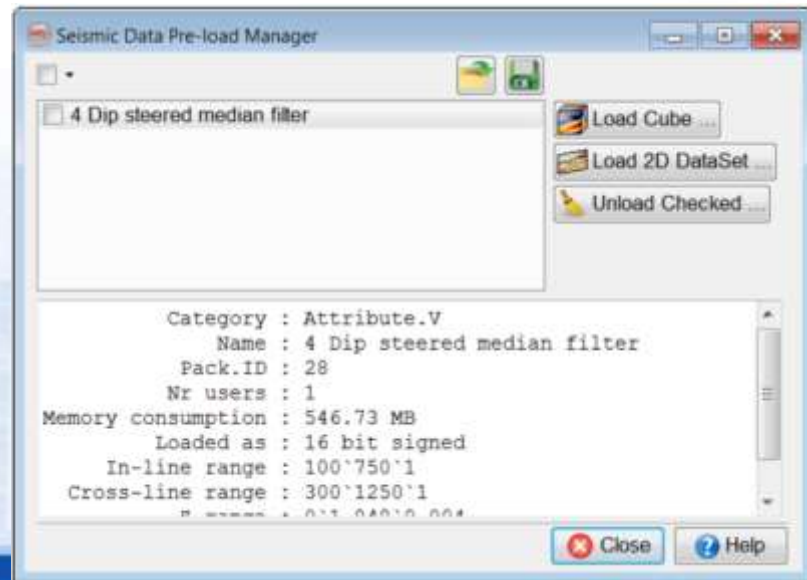预加载地震或层位数据后，使视图中的可视化更快。但是要求系统有足够的内存存储预加载的数据。

4.6.1 Preload Seismics

The pre-load seismic data functionality is introduced inside the OpendTect to speed-up the working efficiency with large volumes. A common practice is to add an inline/crossline/2D line in the tree and display it in the scene. Each time the line is displayed, the stored volume is read. Therefore, the seismic volumes that are routinely used, can be preloaded. Also if the same seismic data like attribute cube is pre-loaded, the efficiency of displaying the data in the scene is improved.

Seismic data can be pre-loaded in OpendTect by going to *Survey > Pre-load > Seis-mics...*

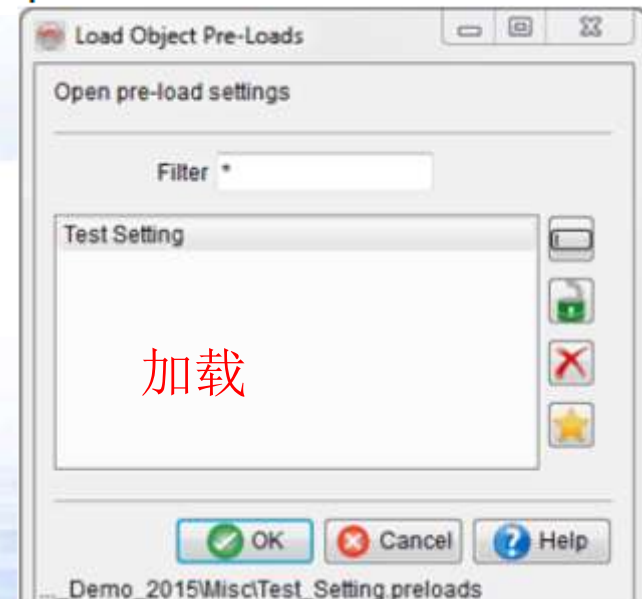Clicking on *Seismics..*, the pre-load manager pops-up to allow the user to *Add*, i.e select the data to pre-load.

加速大规模地震数据体的处理效率。
例如，add一条inline/crossline/2D line，每次显示Line时，都要读取存储的数据体。因此，频繁使用的地震数据体可以预加载。

Preload manager is used to load a 3D volume, 2D lines, 3D Prestack volumes or 2D Prestack lines in the memory. Each data can be unloaded separately in selecting it and clicking on *Unload Selected*.

Additionally, after selecting a pre-load data, a user can optionally save 🖫 the settings for the later use. These settings can be opened 📁 when needed.

Note: The functionality is available for all stored seismic (2D/3D-Pre/Post) data in the relevant seismic data manager interface.
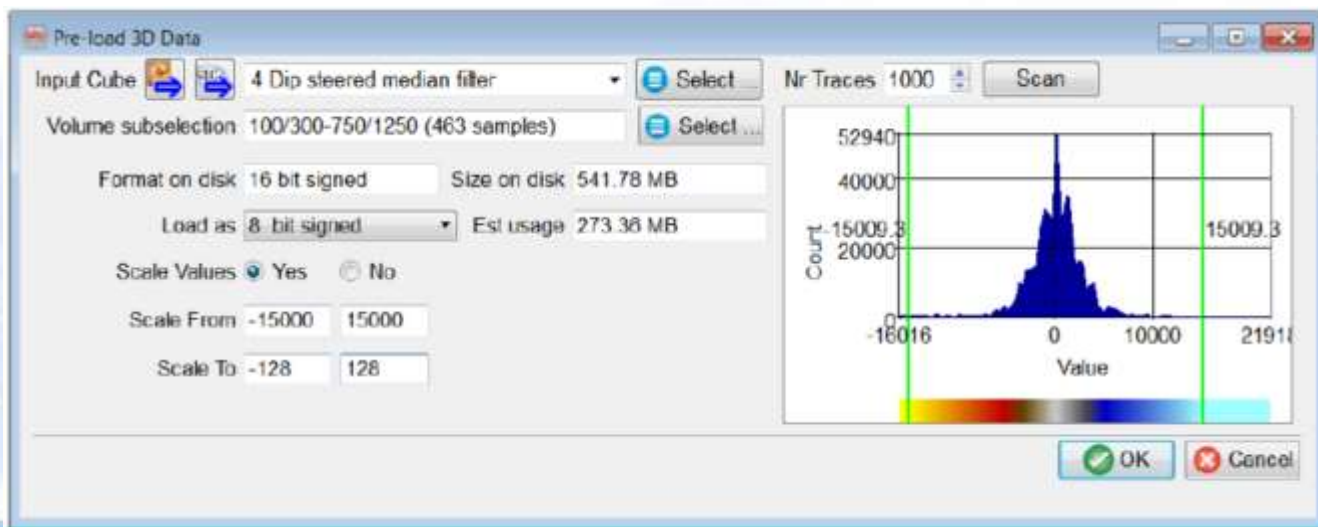
Input Cube: Choose input volume.

Scan: Press Scan to populate a histogram by extracting a defined number of traces from the selected volume.

Format on disk: Format of the selected volume as stored on disk.

Load as: Data can be optionally pre-loaded in another format (e.g. to reduce RAM usage).

Scale values: Choosing of a different format may require scaling the values to ensure nothing is left out.
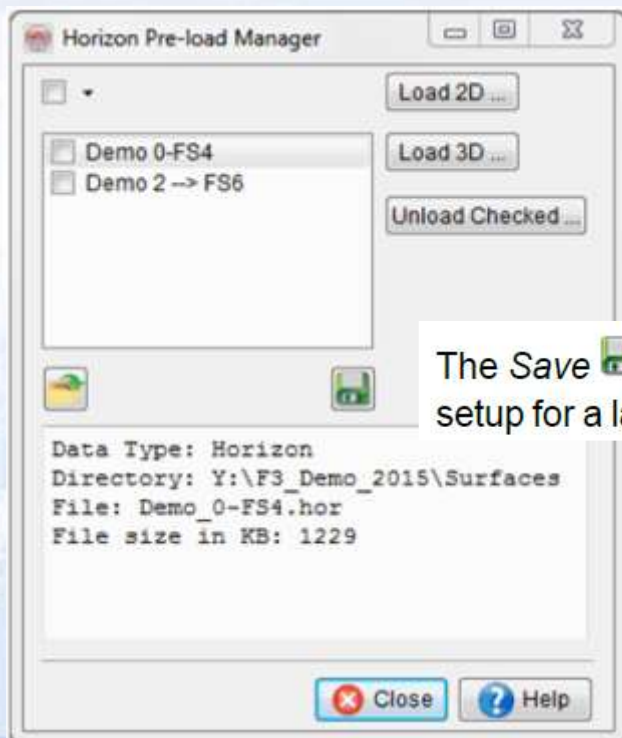
4.6.2 Pre-load Horizons

For fast visualizations, multiple horizons (2D/3D) can also be loaded in to the memory. Thus whenever the preloaded horizons would be displayed in the scene, it will take less time in reading the file from the disk. Therefore, the functionality improves the visualization speed. Press the *'Add ..'* button to select the desired horizons to be loaded in the memory. If you want to unload some horizons, select the horizons first and press *'Unload selected'* button.

The *Save* and *Open* buttons are used to store/open the pre-loaded horizons setup for a later use.

4.6.3 Pre-load HorizonCube

For fast visualizations, HorizonCube (2D/3D) can also be loaded in to the memory. Thus whenever the preloaded HorizonCube would be displayed in the scene, it will take less time in reading the file from the disk.