

Heading File Creation

Warrior creates headings by reading a text file that has a .hdg extension. There are several different heading styles that are supplied with the Warrior software (stdcased, stdopen, and greytst). The purpose of this document is to supply the information need for the user to write or modify his .hdg text files.

In addition to heading files (*.HDG), well log banners (*.WLB) use the same form of text file but when printed, the orientation is rotated 90 degrees. Thus a heading has a height of 8.25 inches and a banner has a width of 8.25 inches.

Pipe Tally Tables (*.WRF) also use a similar format with some variance. The mode of entering user information is quite different.

The first two lines of the file define the physical size of the heading in inches as plotted. The width of the heading is the length of the plot from the plotter. The height is the width of the heading, with 8.25 being the standard API log width.

Width 10
Height 8.25

You must define panels to make the separate sections of the heading. Pictures, text, text edit fields, and panels may then be placed in the panels. The location of a panel is defined by two pairs of x and y coordinates as a percentage (0 to 100) of the current panel. The contents of the panel are enclosed in curly brackets.

Panel x1, y1, x2, y2
{
 Panel Contents
}

The Border statement defines the thickness of the panel edge. The larger the integer N, the thicker the border will become. If N is 0, then there will be no border. The maximum thickness is 10.

Border N

The Font statement defines the font size of any text that is printed within a panel. The larger the integer N, the larger the font size will become. The font range is from 1 to 6.

Font N

The FontFace statement defines the font style of any text that is printed with that size font on any text that is printed after the FontFace statement. The font style can be any True Type font that is included in C:\Windows\Fonts.

FontfaceN "style"

Both the Font and the Border statement control the effects of the panel that they are in and all panels that are included in that panel, unless the included panel contains Font or Border statements. These statements are then used for that panel and any panels that it might include.

A picture may be placed within a panel. The location of the picture is defined by two sets of x and y coordinates as a percentage of the current panel. The name of the picture must be declared under the heading section of Warrior.ini and must be a captured Windows metafile (MFGRAB.exe is the normal method of acquiring this file).

Picture x1, y1, x2, y2 {NAME}

Text may be placed within a panel. The location of the text is defined by two sets of x and y coordinates as a percentage of the current panel. Previous font statements determine the size of the text. The orientation of the text is determined by a four-letter code - OTHV. The O is the orientation of the text, the T is the type of text, the H is the horizontal centering, and the V is the vertical centering. Text strings that are larger than the area specified may have unpredictable results. The might be truncated or extend outside of the defined area. Multiple line text will automatically wrap at a word boundary if the text exceeds the area length.

- O H - Horizontal Text
 V - Vertical Text
- T S - Single line of Text
 M - Multiple line of text
- H L - Left justify for horizontal text, Bottom justify for vertical text
 C - Center Text horizontally
- V T - Top justify for horizontal text, Left justify for vertical text
 C - Center Text vertically

TextOTHV x1, y1, x2, y2 "TEXT"

A text edit field may be placed within a panel. The location of the field is defined by two sets of x and y coordinates as a percentage of the current panel. Previous font statements determine the size of the text. The orientation of the text is determined by the same four-letter code - OTHV that is used with text. A hint name for the field is enclosed within curly brackets. A hint line is then added (normally at the end of the file) that will give a hint text to the user when he clicks on the field.

```
EditOTHV 0,0,100,100 {Hint Name}  
hint "Hint Text" {Hint Name}
```

Comments may be placed anywhere in the file. Comments normally have // as the first two printable characters on a line.

```
Width 10  
Height 8.25  
Panel x1, y1, x2, y2 {Panel Contents}  
Border N  
Font N  
FontfaceN "style"  
Picture x1, y1, x2, y2 {NAME}  
TextOTHV x1, y1, x2, y2 "TEXT"  
EditOTHV 0,0,100,100 {Hint Name}  
hint "Hint Text" {Hint Name}  
Comments
```

The above examples are the only commands that are in *.HDG and *.WLB files for headings and well log banners.

PIPE TALLY TABLES

Pipe Tally Tables have a few additional commands and the mode that Edit text commands gets their data is different. The edit text fields are pre-defined rather than defined by the Hint Command and are filled from editing the heading information of the pipe tally table, editing the grading of the settings, and from processing the log. The pre-defined fields are as follows:

{CONAME} – Company Name from Edit – Heading Information
{WELLNAME} – Well Name from Edit – Heading Information
{FLDNAME} – Field Name from Edit – Heading Information
{COUNTY} – County from Edit – Heading Information
{STATE} – State from Edit – Heading Information
{DATE} – Date from Edit – Heading Information
{COMMENT} – Comments from Edit – Heading Information
{RANGE1} through {RANGE6} – Maximum of six grading ranges from editing Settings - Grading
{SYMBOL1} through {SYMBOL6} – Maximum of six grading ranges from editing Settings – Grading
{GRADECNT1} through {GRADECNT6} – Count of the number of joints of that grading acquired from Scan Minimum Wall Log
{RWBC_LVAL} – Bar Chart Left Value from RWBC_LEFT of Warrior.ini
{RWVC_RVAL} – Bar Chart Right Value from RWBC_RIGHT of Warrior.ini
{RWUNIT} – Units of curve from Scan Minimum Wall Log
{NOX} – Number of Joint X from Scan Minimum Wall Log
{DEPX} – Top Depth of Joint X from Scan Minimum Wall Log
{LENX} – Length of Joint X from Scan Minimum Wall Log
{RWX} – Remaining Wall of Joint X from Scan Minimum Wall Log
{PLXX} – Percentage Loss of Joint X from Scan Minimum Wall Log
{PLFX} – Percentage Left of Joint X (100-PLXX)
{RWBCX} – Remaining Wall Bar Code of Joint X for Bar Charts
{GRX} – Grade Symbol of Joint X from Range and Symbols above and scan

There are three addition command that are used to create *.WRF pipe tally tables. They are as follows.

Repcount N

This line must be in the first 512 characters of the WRF file (normally place just after the Width and Height commands). It is a count of the number of joints to be shown on each sheet as the file is printed.

barchart x1,y1,x2,y2 {RWCBZ}

Charts bar code for Joint **Z** on RWBC_left to RWBC_right Scale

editHSCCB 0,0,100,100 {GRZ}

Prints Grade symbol for Joint **Z** horizontal centered both vertically and horizontally on a colored background. The color of the background is defined in Warrior.ini [Heading] section.

BkColorMap=grade1,{color1},grade2,{color2}, etc.

where grade{x} is the symbol for a grade and color{x} is R,G,B set