

GeoThrust V3.3 Release Notes

(January 12, 2017)

GeoThrust Version 3.3 has the following new features and improvements from Version 3.2:

Utility

Improved SEGD to SEG Y File Converter

Added SEG D Viewer

Fixed Clean Working Directory utility

GEOM

Added FFID to Shot Table for better geometry review

Improved handling of SPS/RPS/XPS files with more error information

Added new function to project any kind of ASCII data file from UTM coordinates in to 2D line-traverse projection (2D)

PICKER

Allow user to view the trace editing information and save to ASCII file

Added a tool to Edit Picks from Stacking Traces (from Shot and Receiver Stacks)

TTIME

Fixed bug in displaying Shot Elevations (3D)

PREP

Added new tool to apply FreeCable 3C Rotation (3D) and read in Tilt Files

Added new P190 Data Viewer (3D) in both table view, and 2D and 3D view with animation

ANGLE: Fixed a bug when there is a zero trace in a gather
AVO: Fixed a bug when there is a zero trace in a gather. Added a standard deviation.
Added new options to compute AVO attributes for angle gathers
BALANCING: added option to calculate scalars over a specified time window
BALANCING: added option to save calculated scalars and remove them
BINFLEX: *New module* to perform bin flexing for fold regularization
DESIGNATURE: *New module* to remove the source wavelet from input gathers
FXCADZOW: *New module:* added 3D implementation of **FXCADZOW** for noise attenuation
HIRES: Fixed a bug of NAN when all the samples are zero
LMO: Added options to compute offsets to include Z or use Z only
MUTETIME: *New module* to copy / apply mute times from one stack to another
NAN: Added a new option to remove any trace that has more than the number of zero values allowed
NMOF: Improved to handle VSP geometry
PHASE: added option to apply rotation based on value in trace header
PZSUM: *New module* to perform PZ summation
RADIALFLT: Added an option to compute offsets based on a constant trace spacing.
Added an option to apply radial filtering only within a limited band width
SPIKE: added a new parameter to allow users to control the length of the Ricker wavelet
STACK: stack fold now gets written to trace header bytes 33-34
STACK: added option to use specified Trace Headers for output Stacked Trace coordinates (this will allow straight stacking of PSTM gathers without need of HDRMATH to copy coordinates)

VIEWM

Added option to extract 2D Model from a 3D Model by selecting points on plan view or updating a text file

STATS

Improved algorithm for computing Data-Based Residual Statics

VTCUBE

Added a new option (MVF Cube) to allow user to generate PSTM stacks based on a range of percentages of a baseline velocity (2D)

Modified STKCUBE to handle VSP geometry

RMSVEL

Added ability to pick velocities on a range of PSTM stacks created with varying percentages of a baseline velocity (2D)

Added ability to append existing strands

Added ability to right mouse click to assign constant velocity to a strand, or copy velocity from an existing strand

Added ability to easily save images (.jpg) of one or all panels displayed in **RMSVEL**

VELMOD

Added utility to Edit Velocity Model (Clip) based on minimum and maximum values

Improved Conversion of Interval Velocity to RMS

Added ability to change color bar range (3D)

OTHER

Improved Job Scheduler to allow for sequential job submission

Updated JDK to v1.6 to improve the 3D visualization

Added a utility on main launcher to Select Segy traces by Component (by Trace ID or by Trace Interval)