



Available since 3.2.442 version



🗈 Marginalia

This new window is accessible from the toolbar in the **Map window** using the button **Marginalia**. Its main characteristic is to allow the user to configure the **Map window** with the required graphic elements for a report or presentation.

By using the options in the tree structure, it is possible to add to the map header, footer, images, text blocks and references, among other elements. These objects can be organized in several containers. The texts styles can also be defined.



In the previous picture two containers were added to the map as a frame. The upper one contains two images and two text blocks. The container at the left side holds several references: well symbols, dynamic qualifiers, rings and lines. It also displays an areal extent reference of the selected zone in the map.

In the map area, the wind rose was placed as a geographic reference and a text block to display comments about a well.

ネ	Toolbar
r an	Activate/Deactivate the configuration tree
+‡+	Select/Move/Edit objects
Ľ	New template
2	Open template
	Save template
BMP -	Copy the image in several formats
9	Print



In the previous image, references for the net thickness map and the isolines porosity map were included in the map zone. The color scale for each one can be configured.



Left clicking in any item of the tree allows configuring the object. In the previous image, the left panel shows the Bubbles object options. In the next figure, the panel shows the options corresponding to the Flags object; which in this case show which logs were run in each well.



The objects could be part of either the frame or the map. This difference will be noted in the configuration tree, as seen in the previous figure. The "Logo" object fits in the frame, in the superior container next to the titles. The lateral container, with all its objects, also belongs to the frame while the unique object in the map is the wind rose.

To add an object you just need to right click on "Frame" or "Map" in the configuration tree. By doing this, a list will appear from which the desired object can be selected. To delete an object, just right click on it and select "Delete".

Marginalia allows saving the entire window configuration in templates. These customized templates can be shared between projects.







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