

Ocean for Studio
2016.1
Quick Start Guide



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Overview

The Studio 2016.1 release contains the latest commercial release of the Ocean for Studio Software Development Framework. Ocean for Studio is the extensibility and integration framework for Studio that shares the objectives of the Ocean for Petrel development environment by providing data access, indexing tools, and plug-in convenience functions for Studio rather than Petrel.

With Ocean for Studio, developers are able to create custom plug-ins for Studio Manager incorporating proprietary ideas or software but are still able to participate fully in the Studio platform with respect to data access and interoperability with other aspects of Studio. If a plug-in solution does not meet a client's needs, standalone applications can also be developed with Ocean for Studio that take advantage of data access and indexing functionality.

This document describes the contents of the Ocean for Studio distribution included on the Studio 2016.1 DVD or download. It does not attempt to document how to set up a development environment with Ocean for Studio. The detailed description on how to configure development environments is included in the developer documentation described in this document.

In This Release

For this release, **Ocean for Studio** is delivered on DVD and through downloadable packages. It is part of the **Studio Runtime** installation.

The Studio installation kit is available as part of **Petrel & Studio 2016.1 64-bit** kit under the Schlumberger software download center:



Petrel	Petrel & Studio 2016.1 64-bit	Petrel/Studio	17 Jun 16	Software	Major release	Windows 64-bit
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File Details

Petrel20161_WStudio_64bit.zip
 Petrel:2016-06-14-COM-P20161-I4473
 Studio: ?16.1.0.4978_C76549

MD5Checksum :	A496AB09A460732B97C0CDC9690032A2	Published By	
Content Type :	Software	Last Modified By	
ThirdPartyEnabled :	Yes	ECCNNumber	
Published :	17 Jun 16	Expiry Date	
Distribution Type :	(Compressed) Archive	Last Modified Date	
Direct Link :	https://www.sdc.oilfield.slb.com/sis/ProductDetails.aspx?ID=14763		

Under Studio installer, **Studio Runtime** (including Ocean for Studio Tools and Standalone Studio Petrel support) is listed as a Studio component along with **Studio Manager**:



Ocean for Studio can be installed to any location in your file system. It includes the following folders:

-  Binaries
-  Documentation
-  Getting Started
-  Samples

The Ocean for Studio consists of three main parts:

- Studio Find API
- Studio Manager API
- Studio for Petrel Database SDK

Each part of Ocean for Studio broadly covers functionality related to the core mission of the Studio platform.



Binaries

The **Binaries** directory contains the following files:

-  Slb.Ocean.Studio.Data.Petrel.Setup.dll
-  Studio Manager Plug-In Project.zip

The **Slb.Ocean.Studio.Data.Petrel.Setup.dll** file is the assembly reference that can be used to create your own standalone applications, it enables applications to find Studio Runtime installation, load binaries and initialize Ocean services at run time. Refer to Chapter 3 of the Ocean for Studio Developer's Guide for more details.

The **Studio Manager Plug-in Project.zip** file contains the Visual Studio templates that can be used to create a skeleton Visual Studio project of a Studio Manager plug-in.

Documentation

The **Documentation** directory contains the following API documentation in chm format:

 [Slb.Ocean.Studio.Data.Petrel.chm](#)
 [StudioFindFull.chm](#)
 [StudioManagerAPI.chm](#)

- The **Slb.Ocean.Studio.Data.Petrel.chm** file contains the logical description of the Studio for Petrel Database SDK class model. It is the primary reference for Studio SDK developers.
- The **StudioManagerAPI.chm** file contains documentation for the Studio Manager API.
- The **StudioFindFull.chm** file contains documentation for the Studio Find API.

Note: The Ocean for Studio Developer's Guide provides detailed instructions on using the Ocean for Studio APIs.

Getting Started

The **Getting Started** directory contains documentation for Developer's Guide and Release Notes, including the following files:

 [SK_SDK_Dev_Guide_2016.pdf](#)
 [SK_SDK_Release_Notes_2016.pdf](#)

- The **SK_SDK_Dev_Guide_2016.pdf** file is the main reference for how to set up an Ocean for Studio development environment for both Studio Manager plug-ins and for standalone applications.
- The **SK_SDK_Release_Notes_2016.pdf** file contains important release related information about the Ocean for Studio.

Samples

The **Samples** directory contains the source code for the Ocean for Studio sample programs, included in the following folders. This first three directories contain example code about using the Studio Find API.

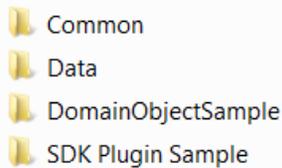
 [dessert](#)
 [GeoreferencedImage](#)
 [GeoreferencedImageLoader](#)
 [SDK Samples](#)

The **dessert** directory contains example code that indexes Custom Domain Objects in Petrel so they can be viewed in the Find results.

The **GeoreferencedImage** directory contains example code for extending Find indexing to include external EXIF tagged image files.

The **GeoreferencedImageLoader** directory contains example code for creating custom loader for the external EXIF tagged image files that are indexed in the **GeoreferencedImage** sample, as well as adding custom Find commands to the Search results pane.

The **SDK Samples** directory contains two samples on using Studio SDK.



- The **DomainObjectSample** directory contains sample code for a standalone Studio SDK application that does some basic data loading into an empty Studio repository using sample data.
- The **SDK Plugin Sample** directory contains an example program similar to **DomainObjectSample** for data loading but in the form of a Studio Manager plug-in rather than standalone.
- The **Common** directory contains some common source code that are shared by two samples.
- The **Data** directory contains the sample data used for data loading.

Licensing

In general, the licensing model is the same as Ocean for Petrel. There is a fee for the Ocean for Studio development framework, and this fee includes a runtime license for Studio Manager and the Studio database that allows development work to proceed without purchasing additional licenses for the applications.

The restriction is that Studio repositories created with the Ocean for Studio development license cannot be used in commercial deployments, and they are internally stamped as “Development.” Essentially, these restrictions require the commercial license features for Studio in order to deploy a commercial solution written using Ocean for Studio.

For more details on the commercial terms of Ocean for Studio, contact the SIS Ocean team or your SIS account manager.