



Ocean for Studio
2020.1
Quick Start Guide



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Overview

The Studio 2020.1 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.

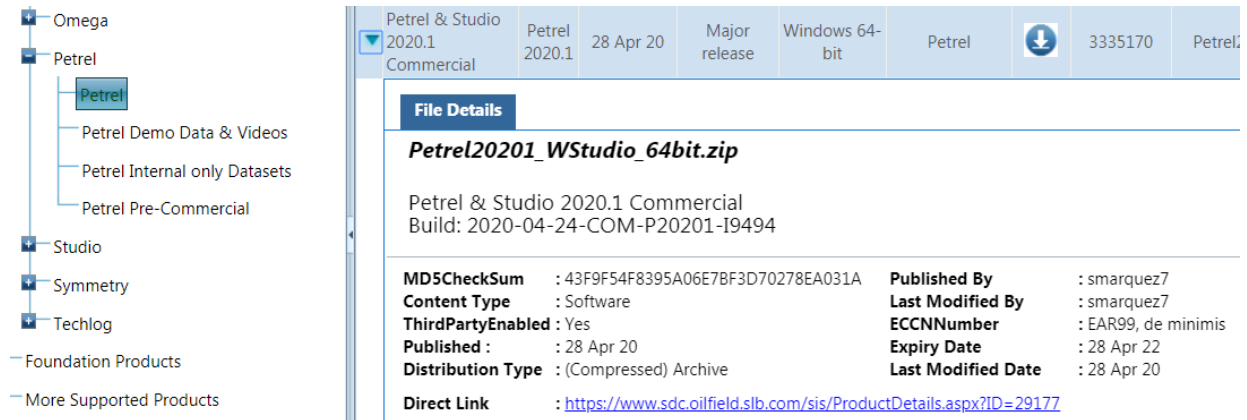
With Ocean for Studio, developers are able to create custom plug-ins for Studio Manager incorporating proprietary ideas or software but are still able to participate fully in the Studio platform with respect to data access and interoperability with other aspects of Studio. If a plug-in solution does 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 2020.1 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.

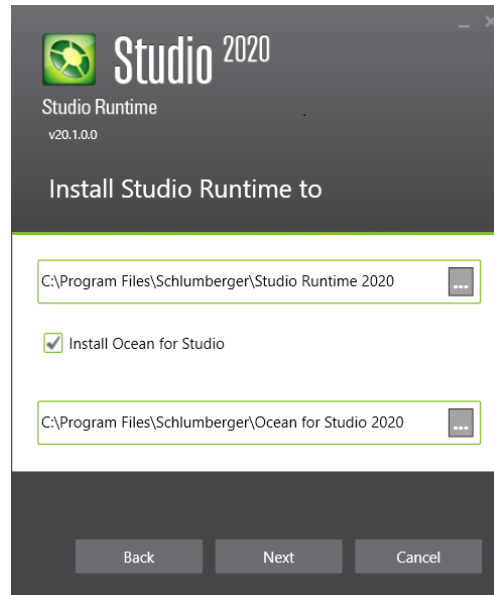
The Studio installation kit is available as part of **Petrel & Studio 2020.1 64-bit** kit under the Schlumberger software download center:



The screenshot shows a product listing for 'Petrel & Studio 2020.1 Commercial'. The product is categorized as 'Major release' for 'Windows 64-bit' and is available for download. The file details section shows the filename 'Petrel20201_WStudio_64bit.zip' and provides technical specifications:

MD5Checksum	: 43F9F54F8395A06E7BF3D70278EA031A	Published By	: smarquez7
Content Type	: Software	Last Modified By	: smarquez7
ThirdPartyEnabled	: Yes	ECCNNumber	: EAR99, de minimis
Published	: 28 Apr 20	Expiry Date	: 28 Apr 22
Distribution Type	: (Compressed) Archive	Last Modified Date	: 28 Apr 20
Direct Link	: https://www.sdc.oilfield.slb.com/sis/ProductDetails.aspx?ID=29177		

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**. Make sure to check the option of “Install Ocean for Studio” under Studio Runtime installer.



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:

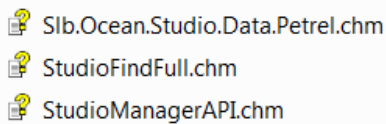
-  Slb.Ocean.Studio.Data.Petrel.Setup.dll
-  Studio Manager Plug-In Project.zip

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:

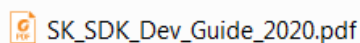


- The **Slb.Ocean.Studio.Data.Petrel.chm** file contains the logical description of the Studio for Petrel Database SDK class model. It is the primary reference for Studio SDK developers.
- The **StudioManagerAPI.chm** file contains documentation for the Studio Manager API.
- The **StudioFindFull.chm**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

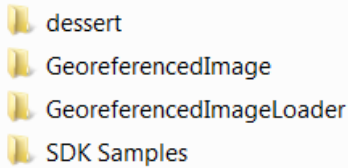


- The **SK_SDK_Dev_Guide_2020.pdf** file is the main reference for how to set up an Ocean for Studio development environment for both Studio Manager plug-ins and for standalone applications.

The Ocean for Studio release notes, which contains important release related information about changes to the product, is now merged into the Studio Manager Release Notes.

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.

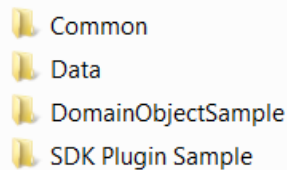


The **dessert** directory contains example code that indexes Custom Domain Objects in Petrel so they can be viewed in the Find results.

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.