Starting a New Player Project

Initial preparations

Copy the template folder to your working folder and rename it.

Open the Player.mxd.

Turn on the player extension (in the Customize menu).

Open the player toolbar.

Connect to the database: In the dropdown, go to Player Project -> Player Settings (or use the shortcut on the toolbar) and click on Set Database. Browse to the player project folder and locate the Player.gdb database, select it, Save and click OK. Note that if you press the 'Home' icon it will take you to the folder from which the mxd was opened. Player expects the file geodatabase and the mxd to be in the same folder.

Repath the Layers: In the dropdown, go to Map Layers -> Set Player Data Sources. Check all and click OK. (note: it is recommended to repeat this after creating layers in the TOC or after receiving an error prompt when copying layers to selected plays).

Create an AOI: From the main Player toolbar choose the Digitise a new feature option and choose Selection Area. Create the AOI polygon, make the Type an AOI and give it a suitable name.

Save the map.

There are essentially 3 stages to the project build:

1. Download IHS data or equivalent.
2. Define the play intervals and configure the table of contents to receive the downloaded data into this play definition.
3. Import the data into the project.

Downloading IHS data

In the dropdown, go to Player Project -> Download Data -> IHS Energy International. In the dialog, select your AOI if you created one, or select an IHS basin from the drop down. Click on Connection Details and enter your IHS logon credentials. (If you have forgotten your password go to https://my.ihsenergy.com and request a new one). Click OK. Click Download. (the Download button is sometimes inactive; if this happens try reconnecting to the output geodatabase – just above the Download button - or close the dialog down and reopen it).

Depending on the size of your AOI, the downlaod may take some time.

Once it is finished you will be asked if you want to add the layers to the TOC – say yes to this. A new group layer "IHS download" will now be in the table of contents and contain the layers required to build the Player project.
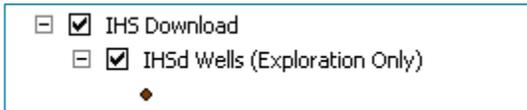
Save the map.

Setting up the play intervals

In the Player – Play Analysis dropdown go to Player Projects -> Play Intervals - Define/Edit.

Hit Analyse.

In the Layer/Table to Analyse dropdown select 'IHSd Reservoirs'.

Set Primary Age Column to 'Young Age'.

If so desired, select 'Lithostrat_Unit' and 'Lithologies' as additional qualifiers. This is an optional step however is important if you wish to create plays of the same age but different reservoir lithologies e.g. Albian Carbonates and Albian Clastics.

Set Summarize Column to 'Young_Age_MMyr' and set Statistic to 'Min'.

Hit Analyse. This gives the statistics for the IHS reservoir intervals. Sort the data into stratigraphic order by clicking on the column header for the Young Age MMyr.

Use the statistics in the second tab to help decide your plays if you are unfamiliar with the basin. The play intervals are usually defined by the working geologist.

Build your list of play intervals, specifying the Name, Top and Bottom Age. Always keep the '0-Shows' play as it is in the template. IHS notes wells with shows but the shows are not associated with a stratigraphic interval so we use the Play 0- Shows 'dummy' interval as a place to collect this information. To add a play, click the '+' button, to remove click '-' and to change the order, use the arrow buttons.

Assign a colour for each play and ensure all boxes are ticked in the 'Active' and 'On by Default' columns. Assign colours that can be distinguished from each other to make it easier when interpreting the Player charts as these colours will be used to identify the play intervals on the charts. Colours can be changed later using the Settings icon and choosing Play Intervals.

Set the top and bottom ages of your plays. Generally speaking it is a good idea to stick to the age ranges that appear in a stratigraphy chart but you may have the same ages if there are different lithologies e.g. clastics and carbonates of the same age. It is usually good practice to have a play interval covering the entire stratigraphy rather than having stratigraphic gaps with no plays defined for an interval of time.

Once the plays are defined they will be available on the dropdowns in the second tab allowing the IHS data to be mapped to the play intervals defined. It is possible to multi-select by holding down shift and clicking a dropdown.

Once all the IHS reservoirs are mapped to a play interval, click OK or Apply.

If you would like to keep a copy of the play definition to be used in future projects, click Export to create an Excel spreadsheet of the play intervals. These can then be reused when setting up another project.

Close the dialog.

Save the map.

Preparing the play risk elements

In the Player dropdown go to Player Projects -> Play Risk Elements - Define/Edit.

The risk elements should be defined based on your companies standard risking template.

Click Select All.

Click Copy Selected to Play(s).

Click Check All but untick '0-Shows'. Click OK. This will add the risk elements to all the plays defined.

Press Apply/OK and wait for the processing to complete.

This creates featureclasses for all the plays based on the '0- Shows' template.

Close the dialog when the process has finished.

Preparing the play layers in the table of contents

In the TOC, under 'Play-Level Layers', right-click on 'Play: 0 – Shows and click on 'Copy Layer(s) to Play Intervals… '

Check all but untick the '0- Shows' play and click 'OK'.

This duplicates the first play group layers and renames the new layers based on the defined plays.

Close the dialog when the process has finished running.

Save the map.

Trouble Shooting

If you get an error during the above workflow then try this:

On the Player toolbar click the settings icon and click on Set Database. Browse to the player project folder and locate the Player.gdb database, select it, Save and click OK.

In the Player dropdown go to Map Layers -> Set Player Data Sources...Check all and click 'OK'. This just ensures that all layers are pointing to the correct data in the Player.gdb. Click 'Close'.

If the tool still fails then try to close and re-open the MXD.

Checking the data connector configuration

In the Player dropdown go to Player Project -> Configure Data Connector...

In the dropdown select "HIS International…"

Ensure that the layers for the wells, fields, pools and blocks point to the IHS layers that were downloaded initially and are in the IHS Downlaod group layer. Click the Browse button and choose the relevant layer in the TOC. Note that you can choose to import all wells, just the exploration and appraisal wells or just exploration wells.

Ensure the 'Play interval that IHS Charge is added to points to the 0-Shows play interval.

If you have used the LITHOSTRAT_UNIT field as an extra qualifier for age, enter LITHOSTRAT_UNIT in the 'Secondary column for reservoir age in reservoir dataset (optional)' field.

Likewise with the LITHOLOGIES if you used this as an extra qualifier.

This configures the player database to the IHS data that are being imported in the next step.

Importing the IHS data to Player

In the Player dropdown go to Player Projects -> Import Data...

Select IHS International… from the dropdown.

If you only wish to import a subset of the downloaded data into the project, use the Arc selection tools to select this subset and the import will only affect the selection.

Check for Wells, Pools and Blocks and click 'Import'. This process can take a while if there are a high number of wells and fields in your AOI and also if you have defined a lot of play intervals.

Common errors are; typos in the data connector, out of memory errors. Contact support@gis-pax.com for guidance.

This imports the IHS data to Player, ready for analysis.

Run validation when prompted – press return as many times as needed. Close the boxes when finished.

This validates the wells, pools and license blocks and reassigns values in the attribute tables. This can also be done individually via the Player menu; Well (Player Menu -> Post-Drill Evaluation -> Validate Post-Drill Wells Model…), Fields (Player Menu -> Discovered Resources -> Validate Pools Model…) and Blocks (Player Menu -> License Blocks -> Unitise to License Blocks).

Assigning discovery wagon wheels to all plays

Initially all discovery and shows wagon wheel symbologies are displayed at the Play0-Shows level. This is fine for the shows as they are not attached to a specific play. However, discovery wagon wheels need to be assigned to the relevant play interval for the well designated as the discovery well for the volumes.

From the main Play Analysis menus, select Player Project – Import Data. In the data connector drop down, select Update_Discovery_Well_4.1 and check 'Discovery Well – Play Update'.

When the process has finished, click 'Close'.

When prompted to validate, click 'Yes'.

Close the validation box when finished.