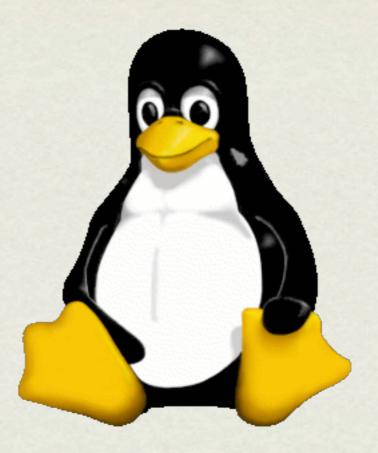
# LINUX INTRODUCTION

J.R. Leeman

## FIRST QUIZ/LAB DISCUSSION

## WHAT IS LINUX?



## WHY USE LINUX?



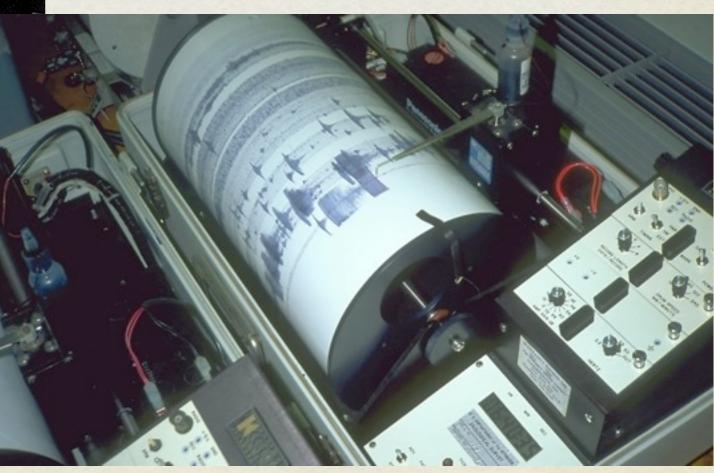
#### PROGRAMMING

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## AUTOMATION





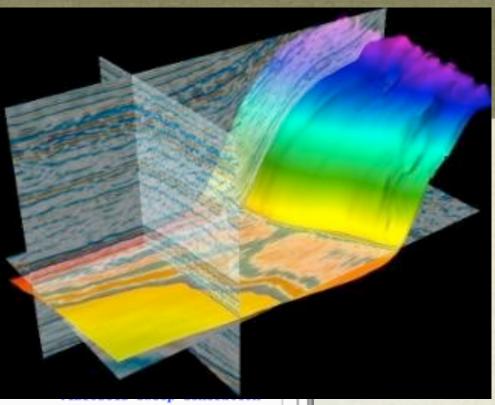
#### COMPUTATIONAL SPEED



#### PROMAX

0

ProMAX 2D Version 1998.1 © Copyright 1989–98 Landmark Grap	onics Corporation All rights Reserved
AREA: Jenna LINE: SC	4
Editing Flow: procchirp	Pro
Add Delete Execute View Exit	Data Input / Output
SEG-Y Input	Disk Data Input
>Disk Data Output<	Disk Data Insert
>Disk Data Input<	Disk Data Output
Spike & Noise Burst Edit	SEG-Y Input
Ensemble Stack/Combine	SEG-Y Output
Trace Header Nath	SEG-C Input
Trace Header Nath	Floppy Input
Trace Header Math	SeisNorks Seismic Input
True Amplitude Recovery	Insight Data Input
Automatic Gain Control	Insight Data Output
>Screen Display<	SeisNorks Horizon Output*
Create CGH+ Plotfile	SS Phoenix Output
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Dataset Utilities\* Tape Dump\* List/Restore from Tape OPF Compare for QC\*

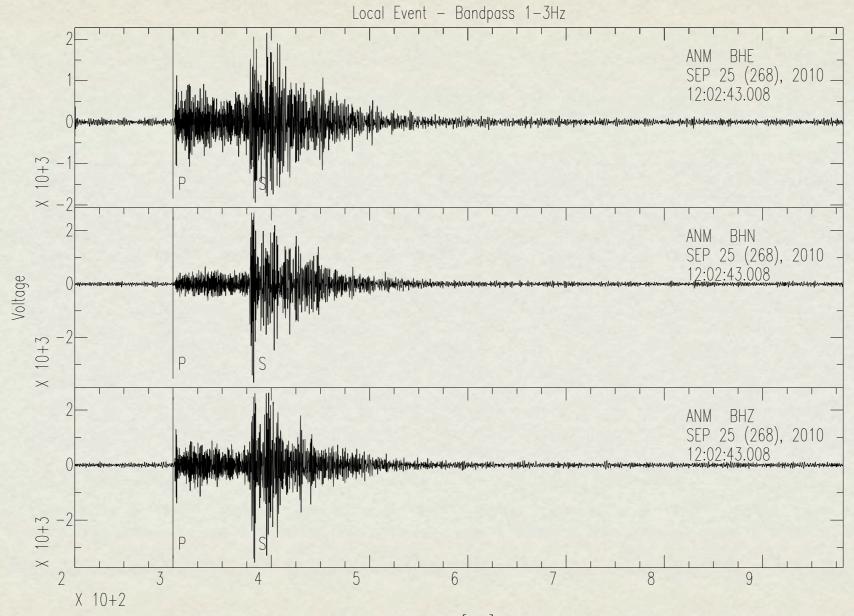
Geometry Header Preparation Herge Database Files\* Database Parameter Herge\* Pad Traces Remove Padded Traces CDP Taper Trace Length 2D Land Geometry Spreadsheet Crooked Line Geom Spreadsheet Graphical Geometry QC\*

3-Component Reorientation P-S Asymptotic Binning\* Converted Have Stack Converted Have DMO

INI Traca Editor Training

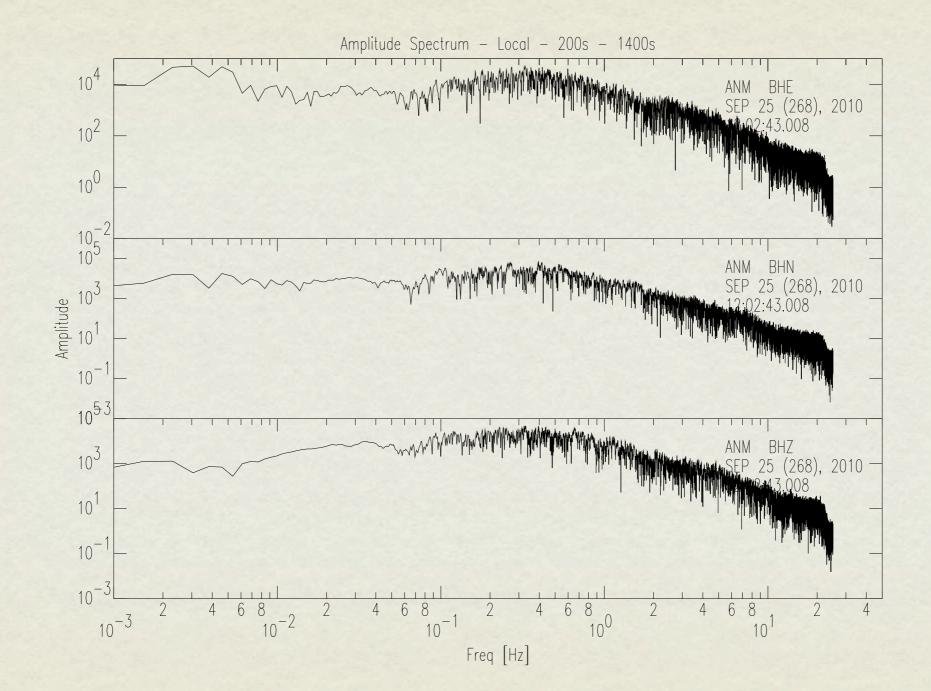
ConfigExit Queue Notification:

#### SAC

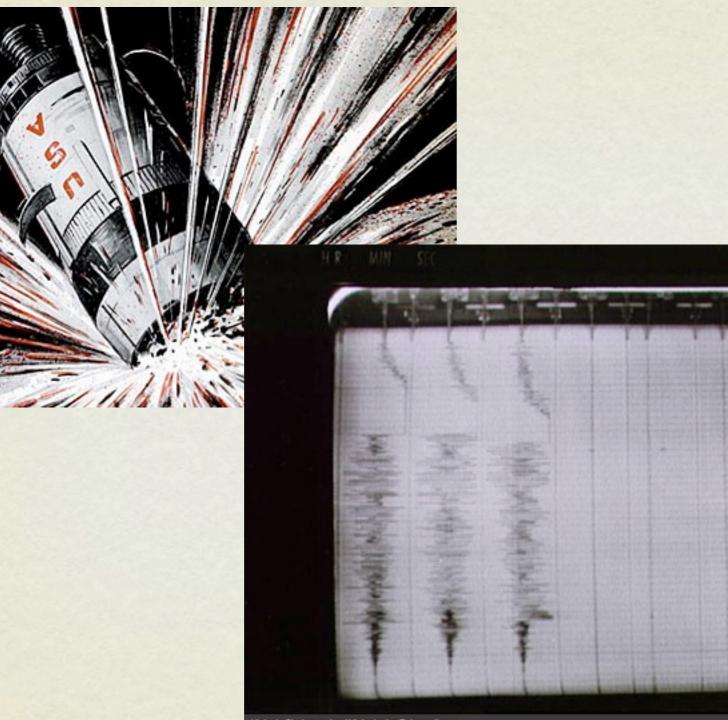


Time [sec]

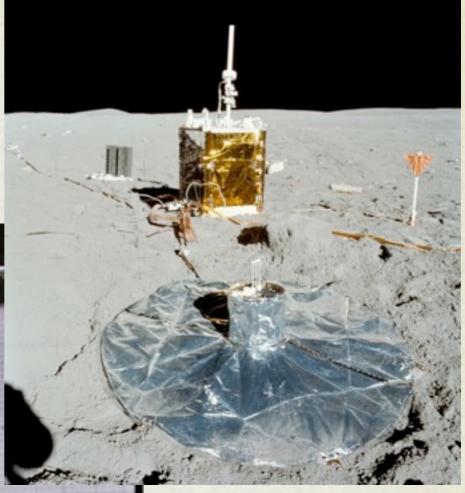
#### SAC



#### REAL LIFE EXAMPLES

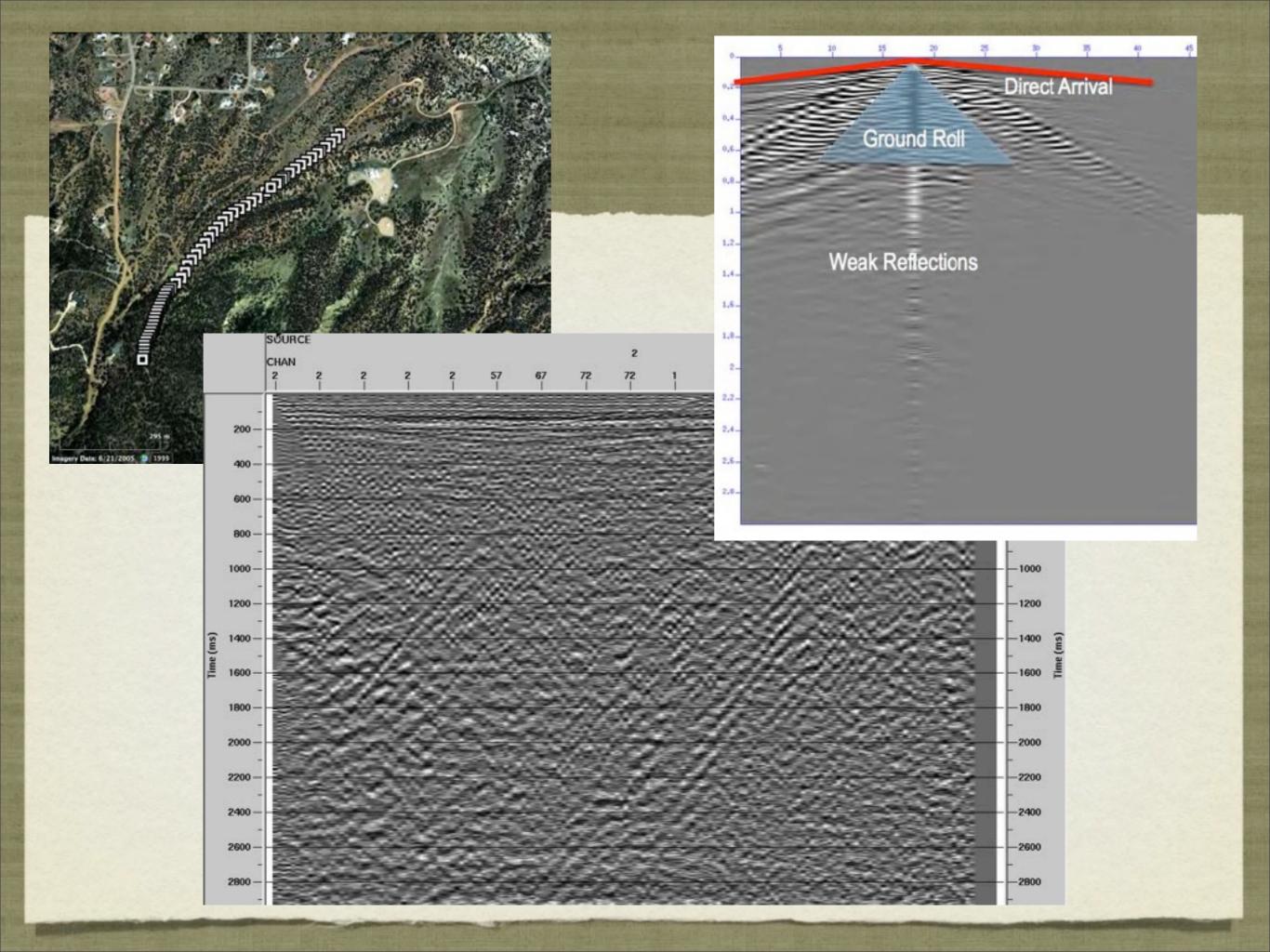


Historic Photographs / Historische Fotografien



V like Vintage





### THOUSANDS OF OTHER APPLICATIONS!

