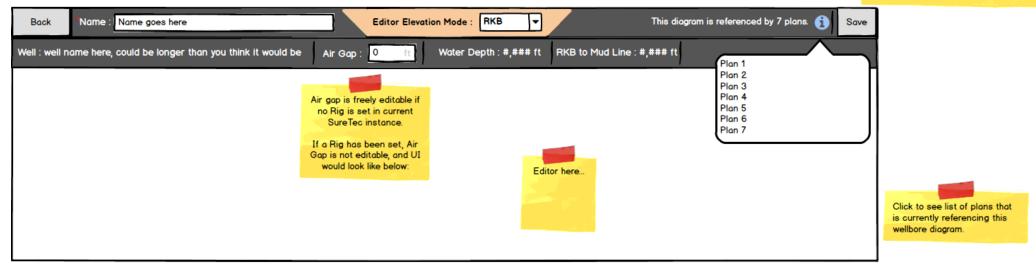


On Save:

If unable to save due to missing inputs (or any other validation errors preventing save), popup notification dialog.

If saved succesfully, popup saved acknowledgement dialog.

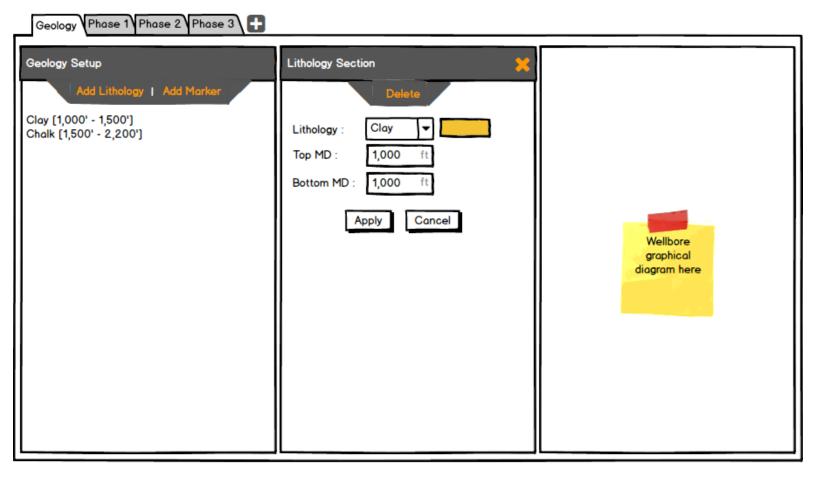


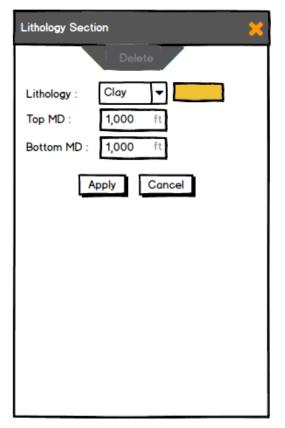
Well : well name here, could be longer than you think it would be

Air Gap: 42 ft from Rig Name Goes here

Water Depth : #,### ft

RKB to Mud Line : #,### ft









Context menu for Add (to wellbore config)

Annotation

Hole
Jet Pipe

Casing
Liner
Tie Back

Tubing

Show Apply and Cancel button in edit form only, close to the input boxes of the forms, so there is no need for the users to mouse travel a long distance after completing some inputs.

Add (*) Revert, Restore, Delete, Remove functions can be presented as operations that can be performed against the selected wellbore item (node) at the top (of the form).

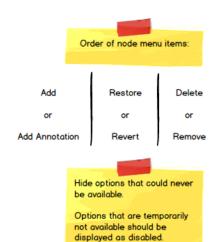
Instead of having different buttons for "Add Expansion", "Add Tie Back", and "Add Item" (for Casing String), all things that can be added can be presented as context menu item (with appropriate groupings as needed), ie:

Annotation

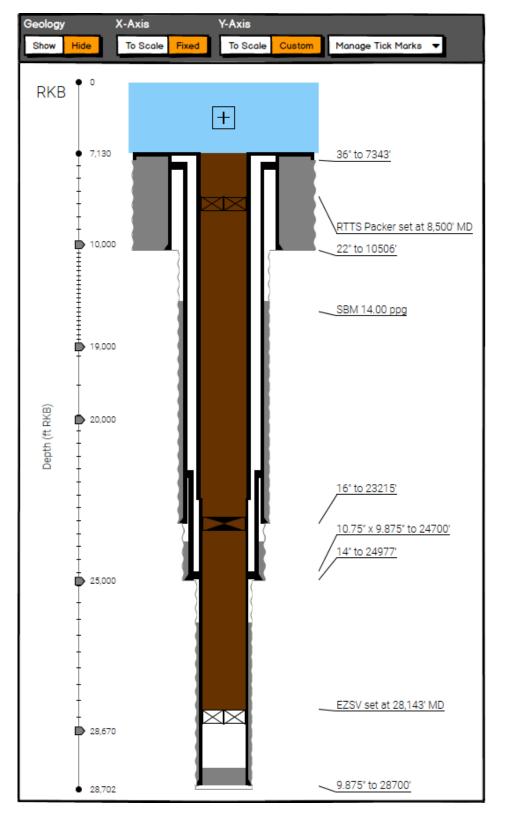
Expansion
Section
Tie Back
Cement
Fluid
Sand
Cut
Cut & Pull
Perforation
Section Mill

Packer
Plug

Actual grouping T.B.D., this is just a mock example.

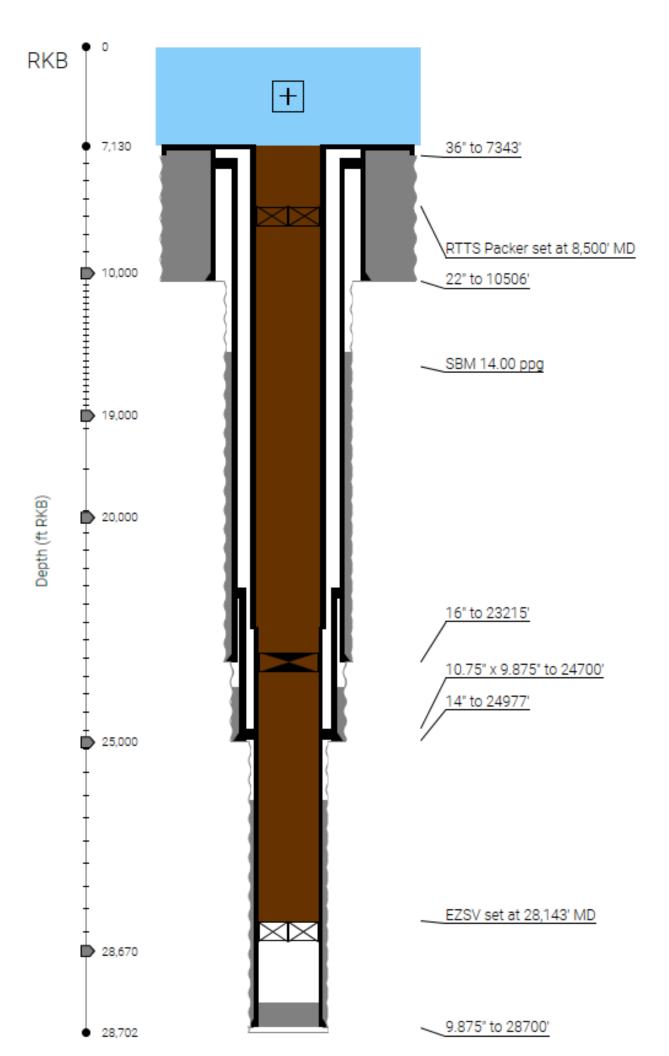


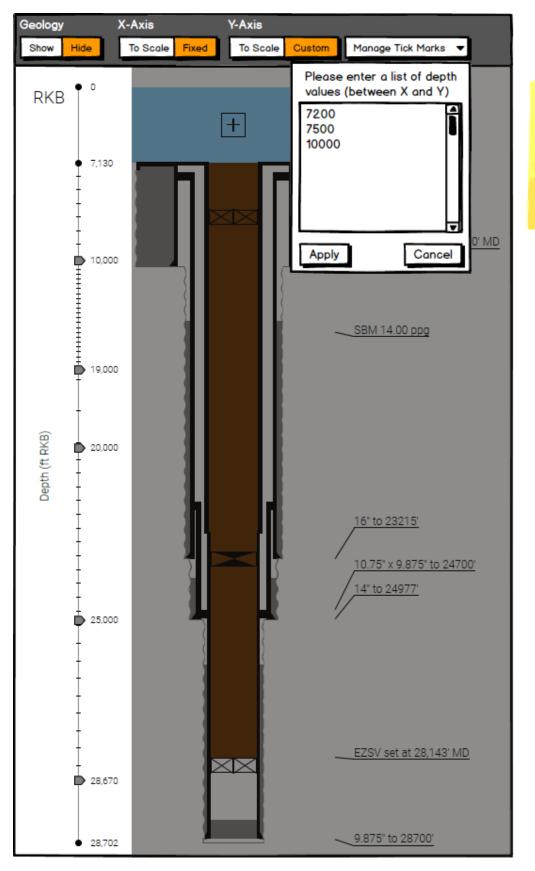
On some nodes the only thing that can be added is Annotation, for these just show "Add annotation" and add directly without the need of a context menu.



Geology toggle buttons can be disabled if there's no geology data. Alternately, entire geology section on the control panel here can be invisible when there is no geology data.

"Manage Tick Marks" button should only be visible where Y-Axis toggle is set at "Custom".





When "Manage Tick Marks" button is clicked, bring up a tool to allow users to enter custom tick marks.

If possible, high light the Y-Axis to give user a visual cue about that they are editing.

Also find better words for the prompt.