

## How to assign Aux node to corresponding channel.

-Download data from Aux Nodes

-In Deployment history right click on node assigned to channel 1 choose (Assign Aux/wireline) option

**Check Duplicate Line/Station** Allowed Overlap Time At Same Location:  minutes  
*Last Check Time: 01/30/2024 15:25, 4 duplicate(s)*

Drag a column header here to group by that column

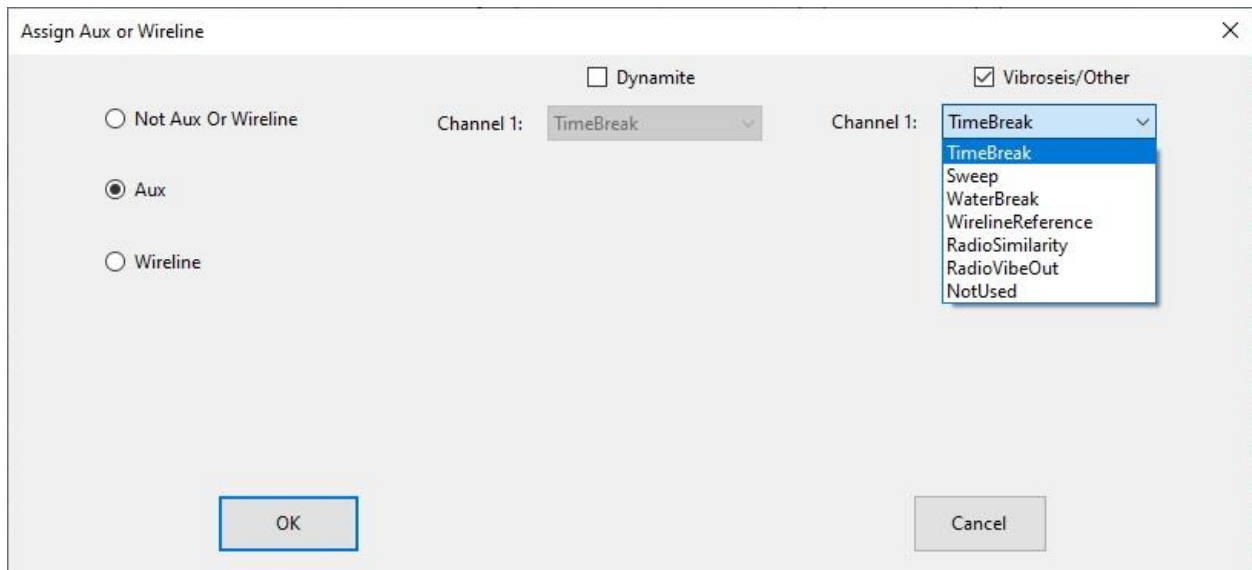
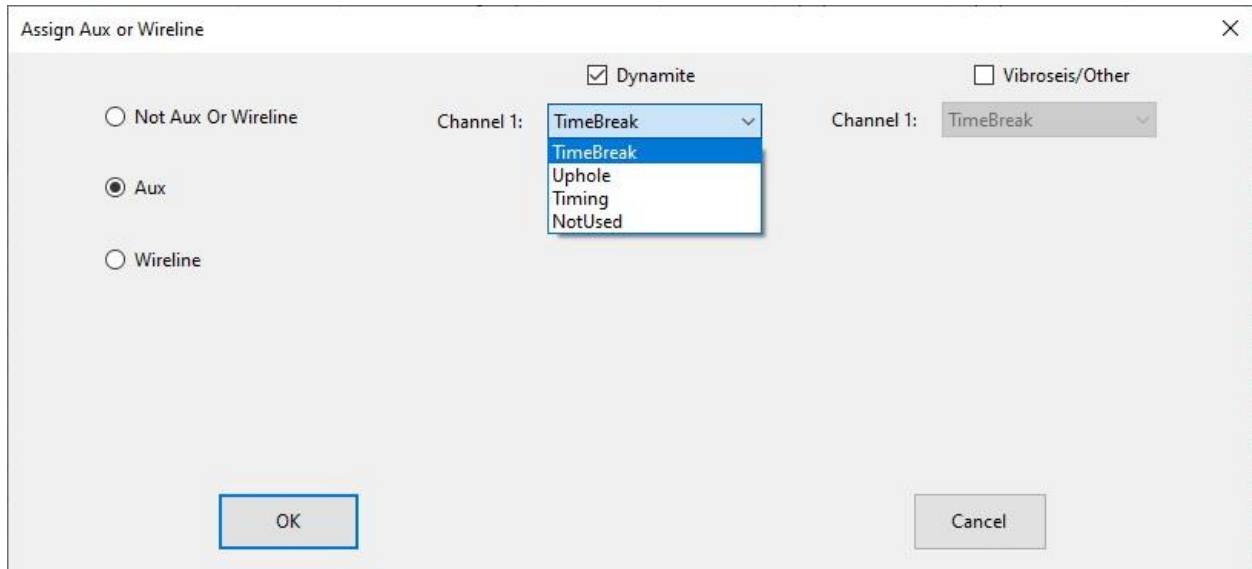
	Recording Device	Serial #	First Shot Time	Data Type	Validity	Need To Resolve	Position Quality
3200	Quantum	134620	N/A	Seis	Valid	False	UnknownPositionQuality
3201	Quantum	134620	N/A	Seis	Valid	False	UnknownPositionQuality
3202	Quantum	134620	N/A	Seis	Valid	False	UnknownPositionQuality
3203	Quantum	134620	N/A	Seis	Valid	False	UnknownPositionQuality
3204	Quantum	134620	N/A	Seis	Valid	False	UnknownPositionQuality
3205	Quantum	134620	N/A	Seis	Valid	False	UnknownPositionQuality
3206	Quantum						UnknownPositionQuality
3207	Quantum						UnknownPositionQuality
3208	Quantum						UnknownPositionQuality
3209	Quantum						UnknownPositionQuality
3210	Quantum						UnknownPositionQuality
3211	Quantum						UnknownPositionQuality
3212	Quantum						UnknownPositionQuality
3213	Quantum						UnknownPositionQuality
3214	Quantum						UnknownPositionQuality
3215	Quantum						UnknownPositionQuality
3216	Quantum						UnknownPositionQuality
3217	Quantum						UnknownPositionQuality
3218	Quantum						UnknownPositionQuality
3219	Quantum						UnknownPositionQuality
3220	Quantum						UnknownPositionQuality

- Resolve Deployment...
- Resolve Deployment From CSV...
- Refresh Auto Line/Station Snapping
- Import Node Deployment History Files...
- Save To Node Deployment History Files...
- Mark Confirmed ▶
- Use/Kill Data of Deployment ▶
- Assign Aux/Wireline...**
- Recreate Lat/Long from X/Y
- Refresh
- Find...
- Save Selected ▶
- Save All ▶

-In the next window click on “Aux” option and choose “Dynamite” or “Vibroiseis/Other” (Depending if your recording Dynamite or Vibroseis)

-Repeat for all aux channels that were used in Production

-Once you assign each node to a corresponding signal it is NOT required each time the Aux nodes return for downloading. Only the initial (first time) is required.



**-NOTE: When doing both dynamite and Vibroseis in same project you must tag both "Dynamite" and "Vibroseis/other" and assign the correct signal. The shot time will determine the signal output**