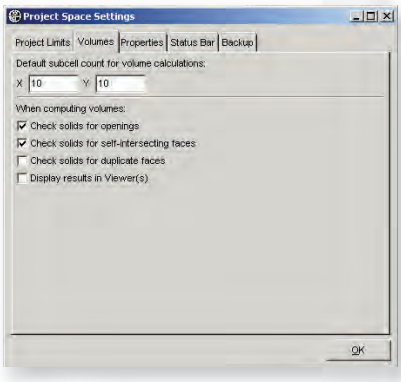
TIPS from Tech Support

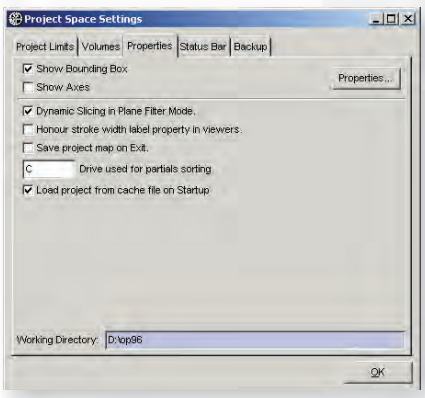
Customizing MineSight® 3-D

MineSight® 3-D is highly customizable, starting with simple menu choices and progressing through user written MineSight® Grail (Python Scripts), MineSight® Compass™ procedures, user created Crystal Reports, Microsoft® Access queries, or high level programming interfaces. The intent of the customization is to improve the usability of MineSight® 3-D and the productivity of the end user.

Properties

The **Properties** dialog is the place to start customizing your MineSight® 3-D experience. Click **File | Project Settings | Properties**. The minimum coordinates are used as the default starting points for orthogonal grid sets. The cell size will be the default dimension of the grids. These values are also used in the cut/fill volumes by level report.





The **Volumes** tab defines the precision of the volume calculations of the virtual blocks defined in the **Project Limits** tab. The default value of 10 for X and Y dimensions will create 100 sub-blocks within each block for calculation of 3-D partials. For increased accuracy, solids are checked for openings and self-intersection faces. These checks are controllable and a duplicate faces check can be included. By default, the results are displayed in the message window, but you can have the results displayed in the **Viewer** window.

The **Properties** tab lets you display a bounding cube or a 3-D axis at the minimum coordinates defined in the **Project Settings** tab. This is where the slicing of surfaces and solids when in 2-D is controlled. To improve the WYSIWYG, resources can be assigned to honor the stroke width of the labels. A view of your open objects can automatically be saved when you exit by checking the **Save project map on Exit**. This can speed your return to editing/linking complex data. MineSight® 3-D sorts the partials created during volume calculations and partial creation. By default, this is done on the root of the C: drive. If your C: drive has limited space, assign a different drive to use for sorting the partials files.

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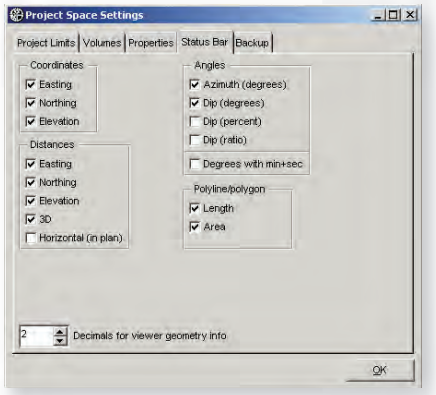
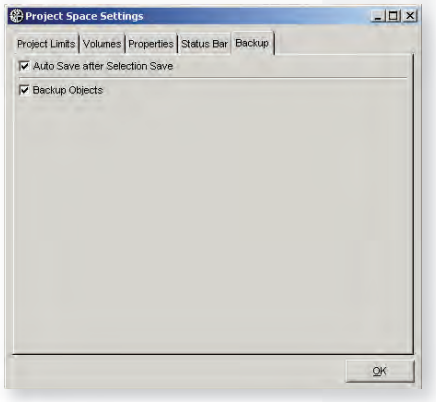
Finally, if your project has hundreds or thousands of objects, you can dramatically reduce the startup time of MineSight® 3-D by checking the **Load project from cache file on Startup** box.

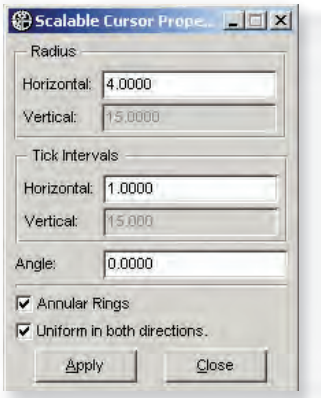


The **Status Bar** tab lets you control the type of information reported on the status line when clicking the mouse or clicking and dragging the mouse in a viewer. You might wish to see the dip values in only degrees or percents, while you may wish to see the distances in both 3-D and horizontal values. The decimal precision to report on the status line is also controlled here.

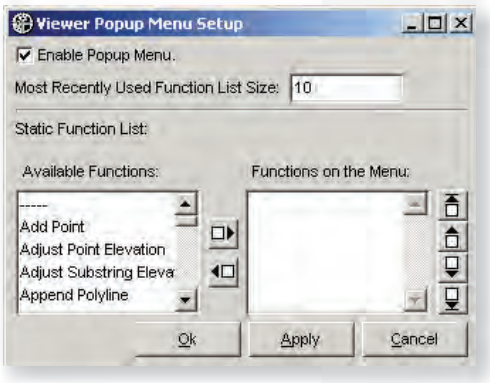


When you edit an object in MineSight® 3-D, each time an object is closed or saved, the default is to commit the changes by writing them to the object. If you prefer to edit an object and not commit the changes until you exit MineSight® 3-D, you can do so by un-checking the **Auto Save after Selection Save** box. MineSight® 3-D, by default creates a backup copy of each object in a file named `.msr%`. This can consume a lot of disk space and may not be necessary if your project disk is backed up nightly. If you are creating backup objects, they are created/updated when MineSight® 3-D is exited.

Tools



The first customization option in the **Tools** menu is the **Scalable Cursor Properties** option. The scalable cursor can be invaluable when placing markers, offsetting lines, and checking minimum size and distance requirements. The **Scalable cursor** can be turned on and off and has the following setup parameters: Horizontal and Vertical Radius and Horizontal and Vertical tick marks. You can set the angle of the cursor and have it use annular rings instead of ticks. There is an option to lock the cursor as a ring. The combination **ctrl + [** rotates the scalable cursor hairlines counterclockwise, and **ctrl +]** rotates the hairlines in a clockwise direction. Using the **[** and **]** keys without the **ctrl** key increases or decreases the horizontal size of the cursor, and the **{** and **}** keys (**shift + [** and **shift +]**) increase or decrease the vertical size. On a Spanish keyboard, use **ctr + !** to rotate counterclockwise and **ctr + ?** to rotate clockwise. The **!** and **?** for vertical increase and decrease, while **shift + !** and **shift + ?** for vertical increase and decrease.



Customization of the **Viewer Popup Menu Properties** is perhaps the most useful customization you can do. This option gives you a right-click menu in the viewer window. The menu defaults to remembering the last 10 functions, but that number can be increased or decreased. More importantly, functions can be added from the menu bar to the Popup menu. Some favorite additions are: **Make New Multi Object selection**, **Save and Continue**, **Save**, **Scalable Cursor On/Off**, **View 180 On/Off**, and **Selection Filter**.

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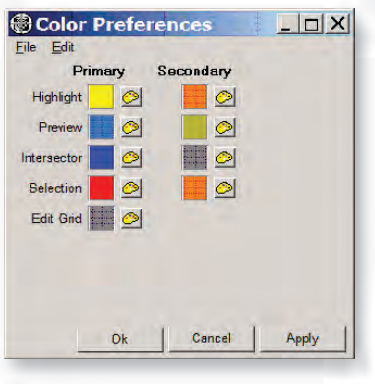
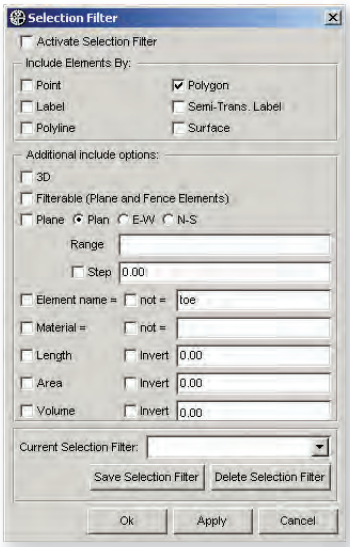
The important thing to remember is that needed functions can be added or removed and the menu can be activated/deactivated at any time. (For further information, refer to the February 2005 issue of this newsletter.)

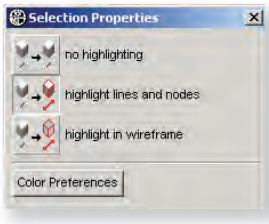


The **Preferences** option allows adjustment of the colors used to signify selected objects, primary, or secondary objects, etc.

Selection Properties



The option to **Configure Selection Filter** is very powerful. This tool will let you filter what gets selected. For example, you can specify that only polygons with less than 500 m^2 will be selected. Or you can specify that only polylines and polygons within a certain range of elevations can be selected. This tool is useful for cleaning up after using the **Intersect Surface** tool or the **Clip Surfaces** tool. Different filters can be defined and saved for different tasks. The selection filter is available when selecting both from the **Data Manager** and when using the viewer. (For further information, refer to the December 2002 issue of this newsletter.)

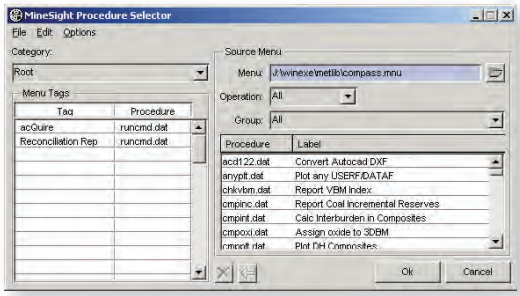


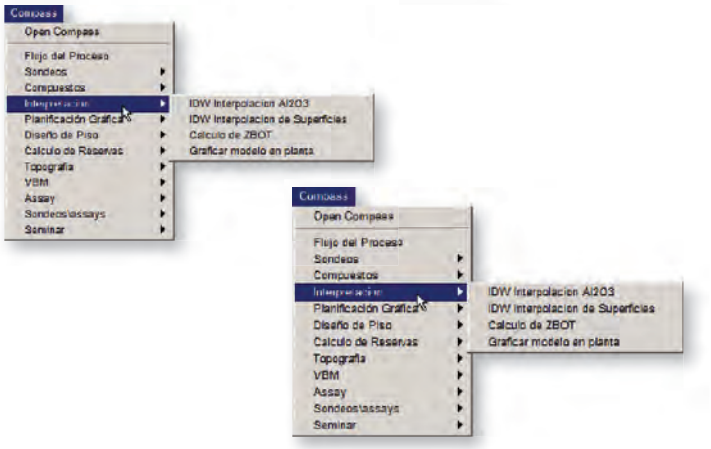
The **Selection Properties** option allows you to change the way selected data is displayed in the viewer. By default, the objects are changed to red and surfaces are displayed with wire frames. There are times when you do not want the selected data to change colors, such as editing End of Month survey pickups. The option to highlight in wire frame is for surfaces; with this selected, the faces of surfaces are turned off.

The **Use Nearest Element List** dialog is a very useful option. When this option is selected, MineSight® 3-D will check for duplicates objects and if any are found, displays them in a dialog similar to the **Object Contents Browser** (OCB) listing. When one of the objects is selected, it will turn yellow. This can save a lot of work by identifying duplicate features.

MineSight® 3-D Compass™

MineSight® Compass™ can be started from the MineSight® 3-D menu bar, but a tiered menu tree of procedures can also be created that are specific to your mine's needs. Best of all, these procedures can have long descriptors in the local language. To control the tiers, create new categories. Any procedure can be run from the MineSight® 3-D menu bar. (For further information, refer to the January 2003 issue of this newsletter.)





Programs can be run by using the **`RUNCMD.DAT`** procedure, which can also be used to run batch files on other programs.