

## Adding Materials to Legends

New to MineSight® 3-D (MS3D) v.3.60-05 is the ability to build a **Legend** showing the display properties for points, polylines, polygons, or surfaces based on their materials. The **Legend** is created from a user-selected set of **Materials**. On the **Legend Properties** dialog, there is now a sixth Legend 'type' called **Materials** (Figure 1).



Figure 1 shows the tabs in the **Legend Properties** dialog. The new **Materials** tab is circled in red.

Start by creating a new **Legend** object from the right-click menu in the **Data Manager** (Figure 2).

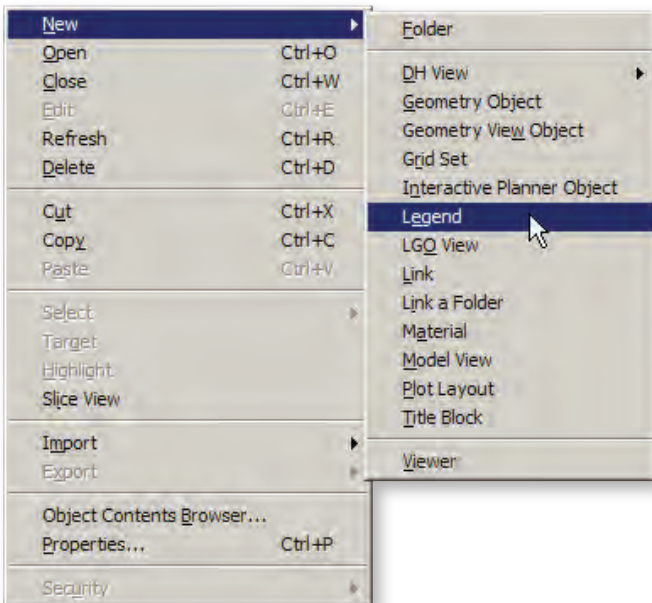


Figure 2 - create a new **Legend** object from the **Data Manager's** right-click menu.

Open the **Legend** object properties (Ctrl+P). This dialog consists of eight tab dialogs: the **Common** and **Info** dialogs, and the six tab dialogs for the different **Legend** types. On the **Common** tab select the **Legend** type and the corresponding tab dialog will be activated. Select **Materials** as the **Legend** type, then go to the **Materials** tab dialog (Figures 3a and 3b).

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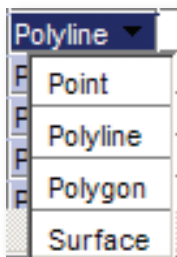
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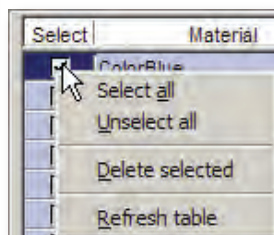
In the table on the **Materials** page, choose the materials to display by clicking on the item selector icon . Blank materials are ignored and a material can be specified multiple times.



Under **Style**, choose the display style from the dropdown list: **Point**, **Polyline**, **Polygon**, or **Surface** (as shown to the left).

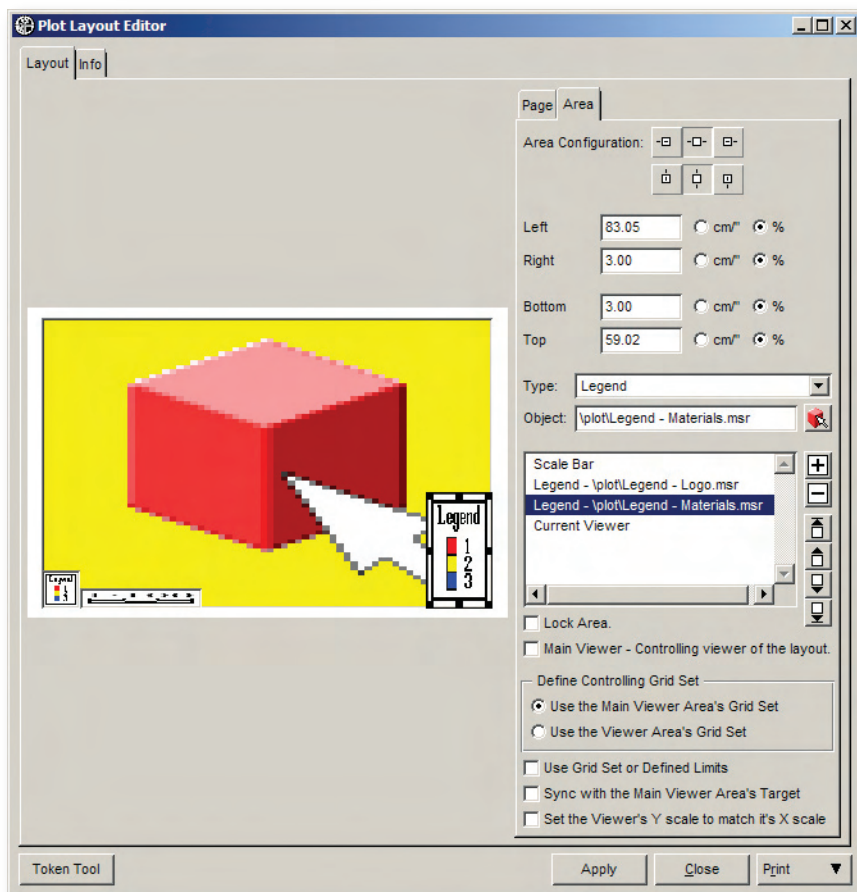
On the **Materials** dialog, under **Comment**, add the notation that will appear in the **Legend** next to the material (as shown in Figure 5). The comments will be displayed using the **Body Font** properties from the **Common** page (Figure 3a).

Click on the **Select** column to select lines in the table. Selected lines can be reordered via the arrow buttons located along the left side of the **Materials** dialog.



Use the table right-click menu to delete selected. Note blank materials will automatically be deleted the next time the **Legend Properties** dialog is opened.

Also, on the right-click menu is a refresh option. Use this to refresh the material list if materials have been added/deleted since the **Legend Properties** dialog was opened.



After you have previewed the **Legend** and are satisfied with the information presented, use the **Plot Layout Editor** (Figure 4) to place this **Legend** in a plot (Figure 5). If you have any further questions about this new function, please contact Mintec Technical Support at [ts@mintec.com](mailto:ts@mintec.com).

Figure 4 shows the **Plot Layout Editor** dialog and the **Legend** object used in this article placed in the lower right-hand corner of a plot.

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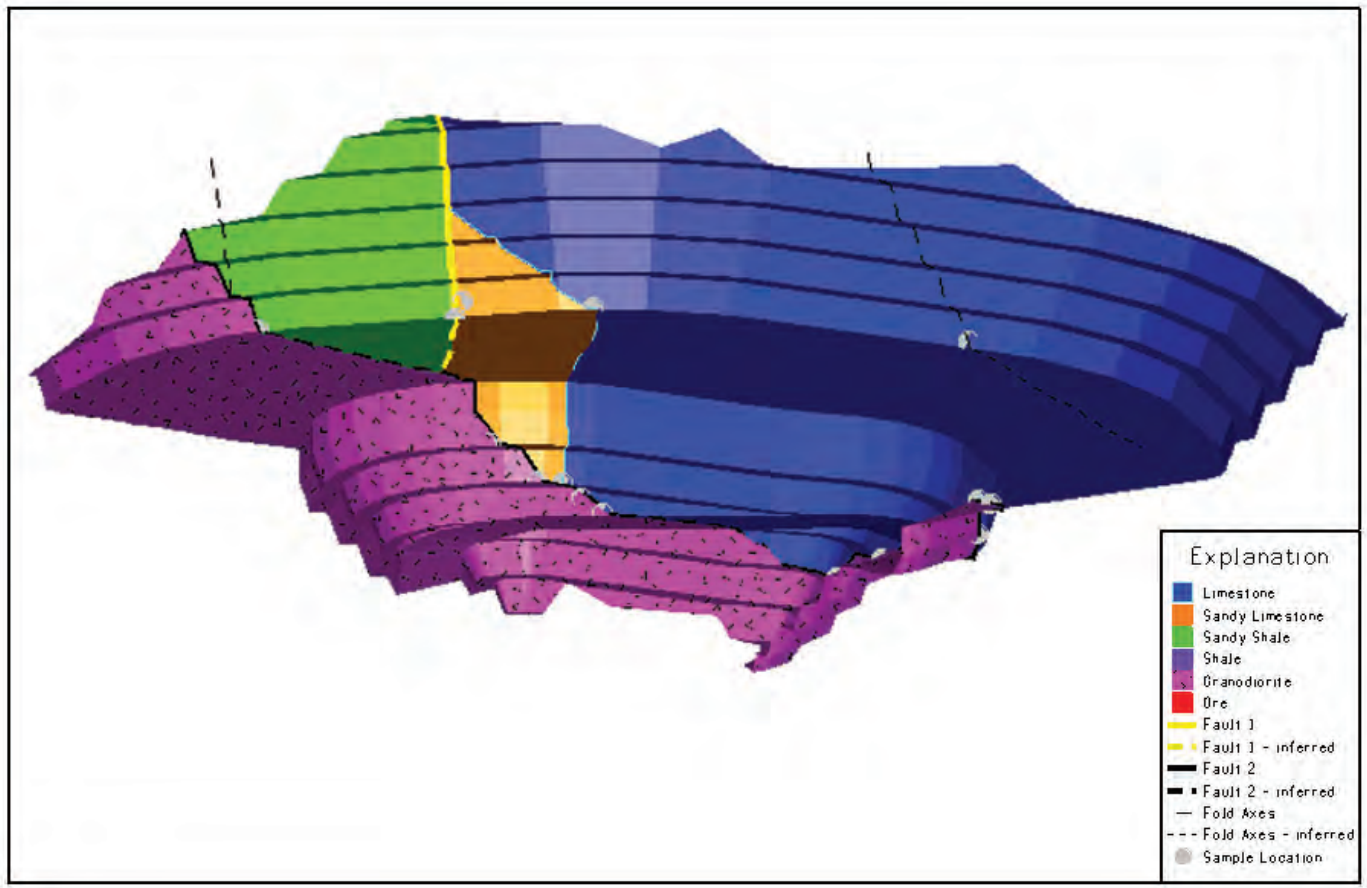


Figure 5 shows the **Legend** as an explanation in a plot in the lower right-hand corner as specified in the **Plot Layout Editor**.

## MineSight® Activity Planner v.1.5 Beta Now Available

Mintec, Inc. is pleased to announce the Beta release of MineSight® Activity Planner (MSAP) version 1.5, a highly interactive mine scheduling tool. Although MSAP is useful in any mine planning scenario, it is primarily designed with short-range planning in mind. MSAP can improve on conventional short-range mine planning by enabling the mine planner to create plans sufficiently detailed to prove that they are feasible, practical, and executable.

For further information about MSAP, or to learn how you can participate in the MSAP Beta Testing program, please contact Mintec Technical Support at 520.795.3891 or e-mail at [TS@mintec.com](mailto:TS@mintec.com).

