

# MINE SIGHT®

in the Foreground

Volume 23, Number 5, May 2007

## Current Affairs

# Pit Expansion Undo in MineSight® 3-D

The ability to undo expansions in Pit Expansion has been added to MineSight® 3-D v.3.60-03. Expansion history is now kept track of in a history list.

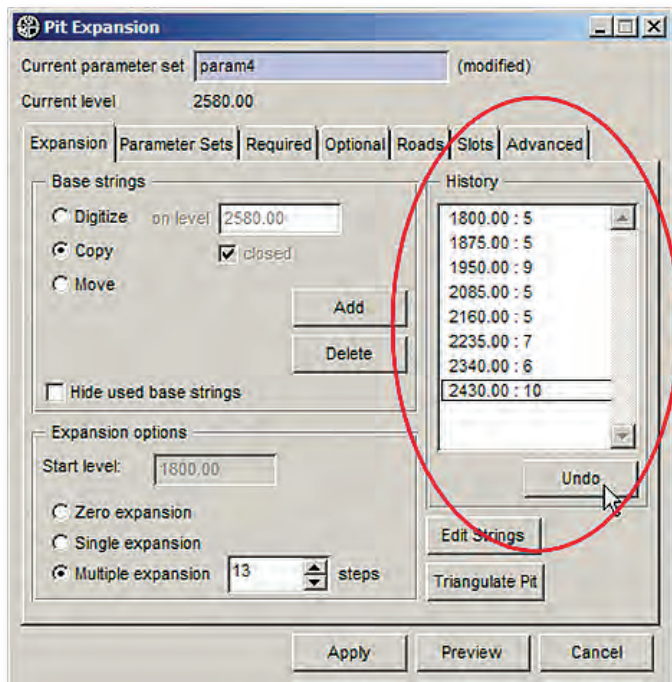


Figure 1 shows the Expansion tab dialog in the Pit Expansion Tool.

## History List

The **History** list (shown circled in red in Figure 1) is now available on the **Pit Expansion** tool's **Expansion** tab dialog. The current expansion history for this particular session of the tool is displayed. The list is cleared when either a **Parameter Set** is changed or when the **Pit Expansion** tool is closed.

When designing a pit, whether you are using multiple, single, or zero expansion, when you click the **Apply** button, this last expansion is stored in the **History** list. To remove an expansion, click the **Undo** button to delete the last expansion. To remove

expansions to a particular level, highlight the level to which you desire to return and click the **Undo** button. The **Pit Expansion** tool is returned to its setup state when the entire history has been undone to the first expansion instance.

The **History** list shows the level the expansion was taken from (or started on) as well as the number of expansions applied. Hence, the format for the entry in the list is *level : number of expansions*. Zero expansions are listed as *level : 0*. Zero expansions are temporary entries in the **History** list that are overwritten when one or more expansions are applied.

You cannot delete an expansion from the middle of the history list without deleting all subsequent expansions. For example, in the **History** list (Figure 1), we cannot delete **2235.00 : 7** without also deleting **2340.00 : 6** and **2430.00 : 10**.

Figures 2a and 2b further illustrate the effect of multiple expansions and the result of removing them from the list using the **Undo** button.

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# Current Affairs

*A Window on Software Engineering*

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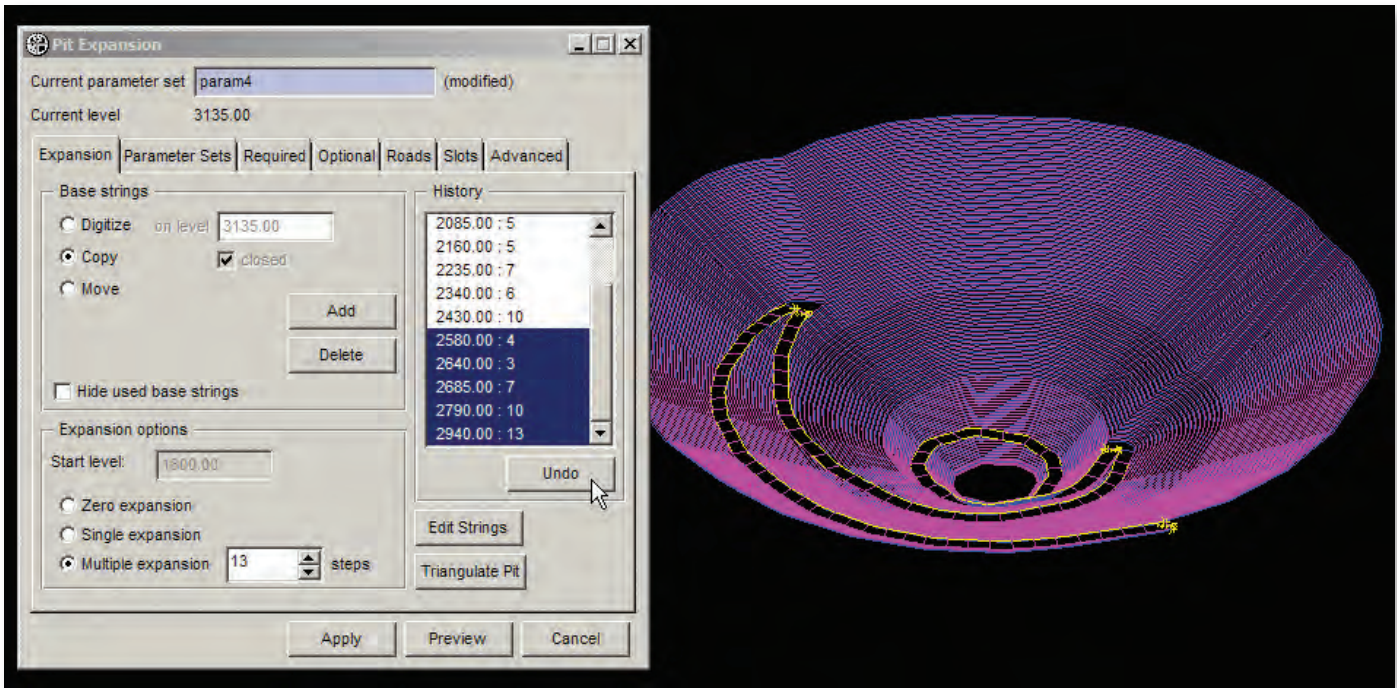


Figure 2a. This picture shows a pit design after several expansions before doing an **Undo**.

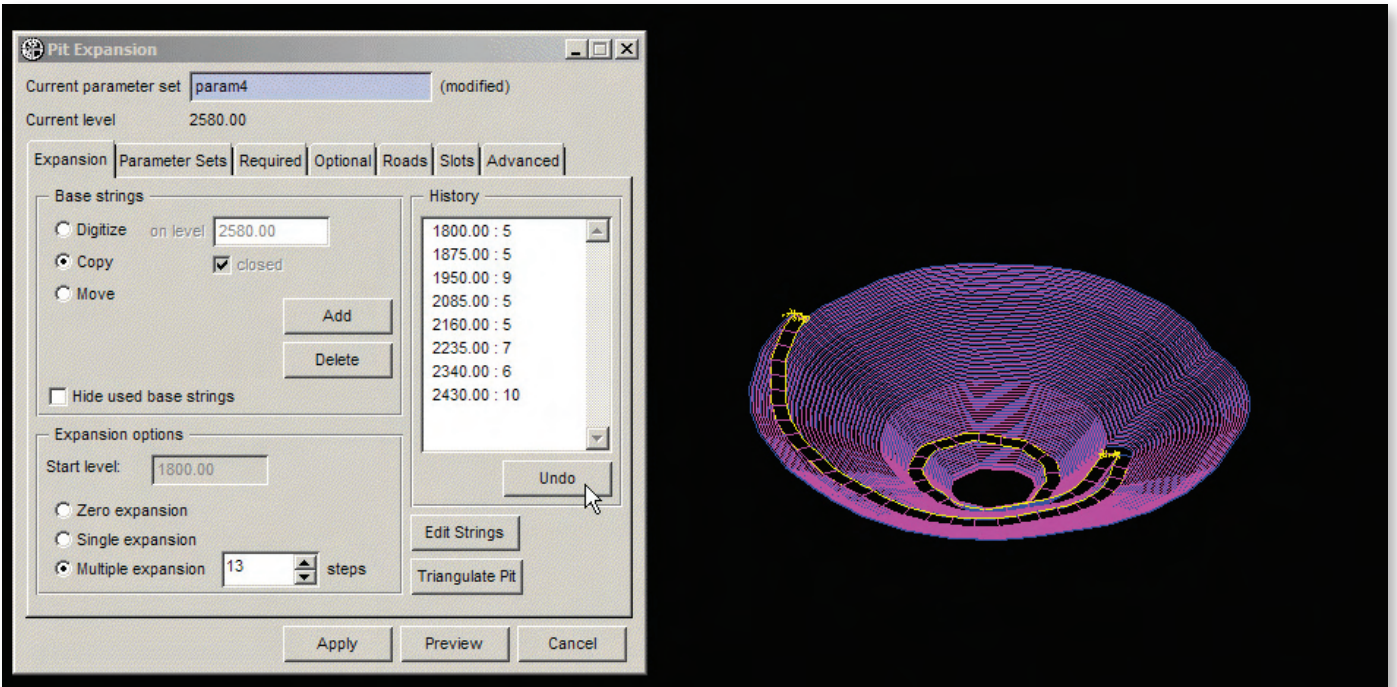


Figure 2b Shows the same pit from Figure 2 after using **Undo** on several expansions.

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## Roads and Slots

On the **Roads** tab dialog, the “state” of the road is saved internally in the history list when the road’s **Status** is **In use** or is **Set** (as shown on Figure 3). Roads that are deleted when their status is **In use** or in **Set** status in the history list are restored when you click on **Undo**.

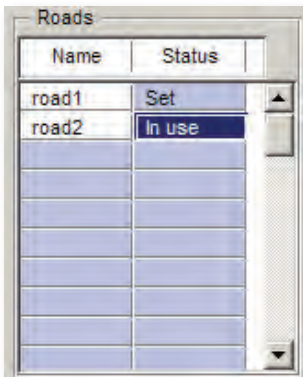


Figure 3. Roads list section from the **Roads** tab dialog in the Pit Expansion Tool.

In the **Pit Expansion** tool, a new road cannot be given the same name as another road that is already in either the **History** list or the **Roads** list. If you attempt to create a road with a duplicate name, a warning message will be displayed and a default name will be set.

As with **Roads**, the case is the same with **Slots**. The “state” of the slot is saved internally in the history list when the **Slots’** status is **In use** or is **Set**. Duplicate **Slots** names are not allowed. The names of the **Slots** cannot have the same name as a slot that is already in the **History** or on the **Slots** list. A warning message will be displayed and a default name is set. Any **Slots** that are deleted when in the **In use** or **Set** status mode in the **History** list will be restored by using **Undo**. When a slot that is **In use** is restarted, you will be restricted to selecting the unused portion of the string for the start point in order to re-digitize.

## Restore the Previous State

In addition to the **History** list, a new section has been added on the **Advanced** tab dialog, **Restore previous pit state** (Figure 4). In this section you must choose from the three options: **Ask each time**, **Load without asking**, and **Ignore without asking**.

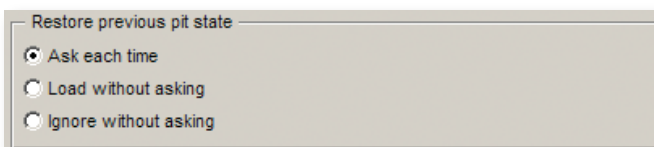


Figure 4. The **Restore previous pit state** section on the **Advanced** tab dialog.

If you choose the option **Ask each time** when the selected pit object is re-opened in the **Pit Expansion** tool, you are asked if you want the **Roads**, **Slots**, and active string(s) to be returned to the same state as when you last closed the tool with this object (Figure 5). If either of the two other options is selected, no message will be displayed. **Load without asking** restores the state without asking and **Ignore without asking** will not restore the state every time.

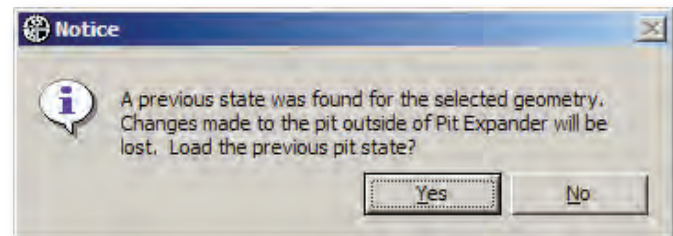


Figure 5. If **Ask each time** is toggled **ON**, then this message is displayed when you open an object that contains a pit state.

## Saved Parameter Sets

When you exit the **Pit Expansion** tool, if there is an associated **Parameter Set**, the state of the current working pit is saved. Zero expansions are not saved. The **Pit state** is only saved if the **Parameter Set** is saved.

If you switch the **Parameter Set** while working on an active Pit, the **Pit state** is discarded. The **Pit state** is stored in the `_msresources\settings` folder and the file name is in the format `pitexpansion_ObjectName_SetName_UniqueNumber.xml`. For example, if a pit on which you’re working is in geometry object, `pit1` and you have saved the **Parameter Set** to `Set1`, then the file name will be `pitexpansion_pit1_Set1_1.xml`.

