

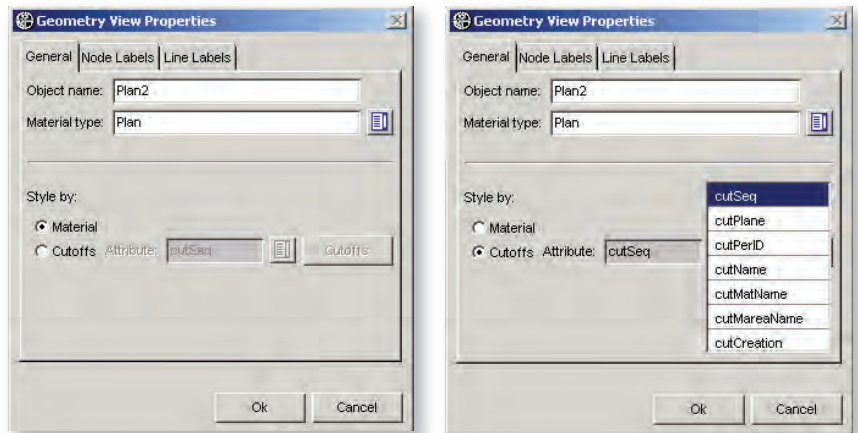


(Using Materials in MineSight® 3-D continued from page 5)

MineSight® 3-D will use the **Model code**: value assigned to the solid or polygons you're using to code model blocks or drillhole intervals. *Hint*: be sure that the model or drillhole item you are coding have been initialized with sufficient minimum, maximum values to handle the code value. For example, if you want to code a model item (i.e., "zone") from a solid whose code value is 999, then "zone" should have been initialized with minimum, maximum, and precision values that can accept 999.

In MineSight® Interactive Planner (IP), cuts can be "styled" (color and visibility) by either **Material** (Figure 5a) or by **Cutoffs** (Figure 5b). **Style by Material** allows you to use any one of the materials available in your project's \materials folder (click on the  button to view the complete list of available materials in the project). Choosing to **Style by Cutoffs** references "attributes" that are already defined in the Attributed Geometry Database Model (the "AGDM", e.g., `attrib13_16.mdb`). Again, click on the  to display the list of available attributes.

Figures 5a (on the left) and 5b (on the right) show the **Geometry View Properties** dialog used in MineSight® IP. Notice, when the option to **Style by Material** is selected, the **Cutoffs** button is not available. Materials are a very useful and powerful way of controlling the color, visibility and coding values for several objects at once.



Tip of the Month

Using Multiple Viewers in Plots

If you need to plot in the second viewer with a different scale, then you need to use perspective mode. This means you will need to have data with a similar elevation otherwise the perspective is going to locate some of the data incorrectly.

The following example shows the main window in MineSight® 3-D with a 2-D cross section in the Viewer1 window and a plan, 3-D view in the Viewer2 window (Fig.1). Using "Perspective" projection mode, a Plot Preview of both viewers at two different scales (Fig.2, on page 10).

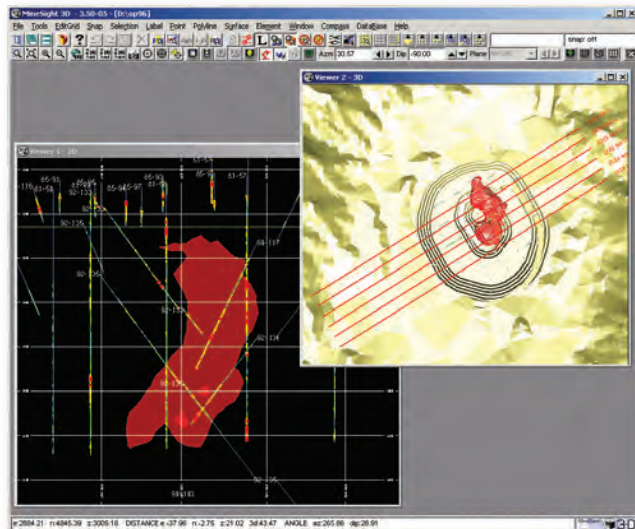


Fig.1 Viewer1 and Viewer2 as displayed in MineSight® 3-D.

(continued on page 10)