

TIPS

from



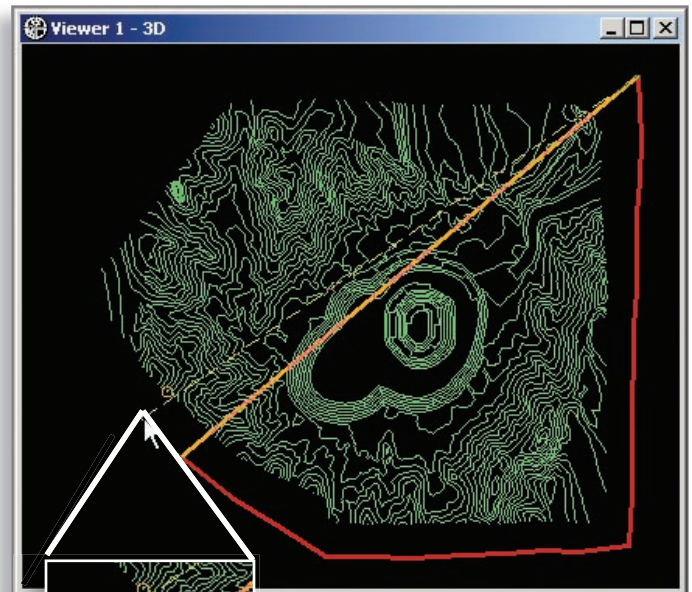
Tech Support

Point Elevation Snap in MineSight® 3-D

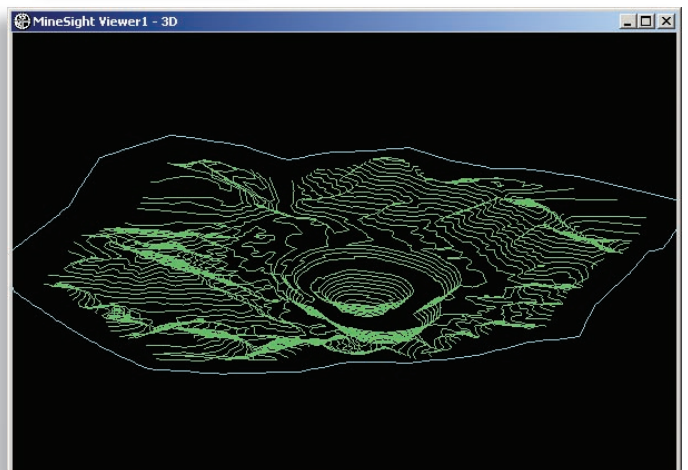
The Point Elevation Snap in MineSight® 3-D's **Snap Menu** allows you to snap to the elevation of the nearest point while using the mouse to specify the x and y coordinates. The point from which the elevation is used is picked from within the radius defined by the **Set Point Elevation Snap Radius** option.

An application for Point Elevation Snap is illustrated when drawing an extended boundary for a topography surface. The application will assist when creating a closed polyline needed to approximate a profile of a topography surface within a given offset. In the following example, a closed 3-D polyline boundary is created using the Point Elevation Snap (Snap Radius = 500.00ft). The purpose is to extend a surface to an approximate profile of the given topography.

In the **Snap Menu** select **Point Elevation Snap** and **Set Point Elevation Snap Radius** to 500.00.



Close-up of polyline point.



Outline the topography with a closed polyline to represent the approximate extended profile. In the above figure the small orange circle indicates the

(continued on page 9)

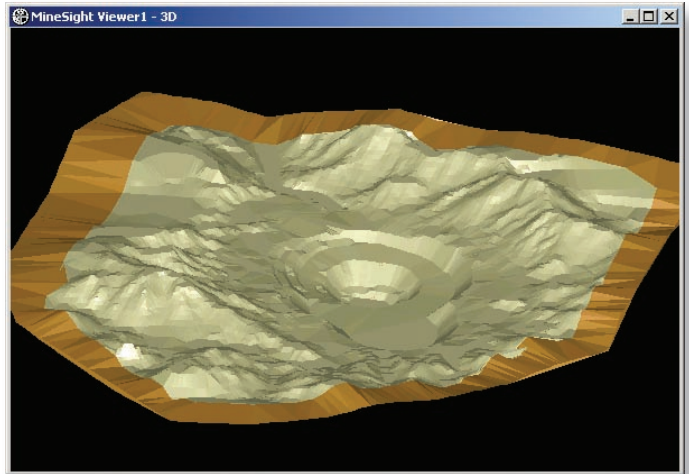
Snap	Selection	Label	Point	Polyline	Surface
Snap Off					0
		Point Snap			1
	<input checked="" type="radio"/>	Point Elevation Snap			!
		Line Snap			2
		Face Snap			3
		Polyline Snap			4
		Grid Snap			5
Plane Snap					6
Plane Intersect					7
Snap to Self					5
Set Snap Offset [0.0]					
Set Point Elevation Snap Radius [500.00]					

(Point Elevation Snap in MineSight® 3-D continued from page 8) contour endpoint elevation that will be assigned to the polyline point.

Once the outline is completed it may be used for surface triangulation.

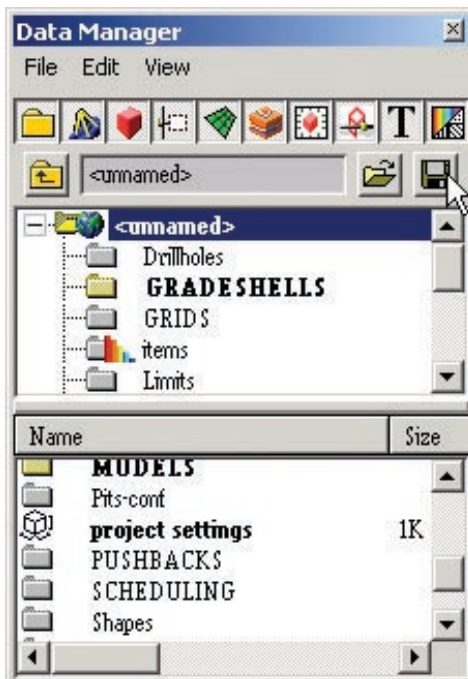
The tan colored surface is the original topography. The orange surface represents the extended topography.


Note: The outline is an approximate profile derived from contour endpoints.



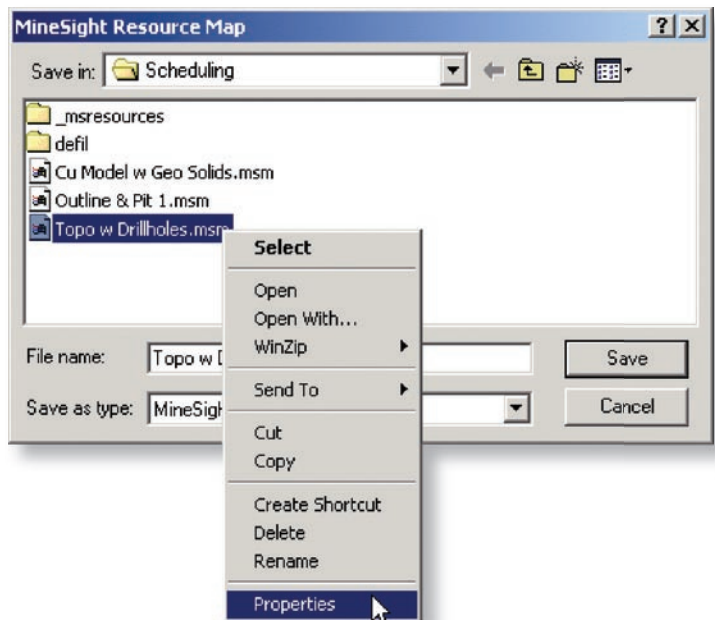
Project Mapping in MineSight® 3-D


Project Mapping in MineSight® 3-D has been updated to create smaller project maps, for easier use, and faster display. A Project Map is a convenient way to save particular views in MineSight® 3-D. The Project Map saves the open/closed state of the individual MineSight® 3-D data objects.



To save a Project Map with the desired view of data objects, select the  icon in the **Data Manager** window. You will be prompted for a file name. When saved, a file with an .MSM extension that resides in the project directory is created.

Once the Project Map is saved a summary can be added to the Project Map file's properties to describe the purpose of the map for later reference.



There are two ways to access .MSM files. One option is to open the Project Map file inside MineSight® 3-D using the Data Manager's  icon. The other alternative is to open MineSight® 3-D from a previously saved Project Map file. This can be accomplished by locating and selecting the file using Microsoft® Windows Explorer. In order to use this option the file extension .MSM needs to be associated with the MineSight® 3-D program.

The Project Map is a valuable tool to use for presentations, or returning to MineSight® 3-D ready to work.

Note: Project maps do not save information on camera location as that information is stored with the viewer(s) so you may not be able to see the open objects. To adjust the camera location, highlight an open object in the Data Manager, click right, and select **Target**; this will bring the designated object to the center of the Viewer.