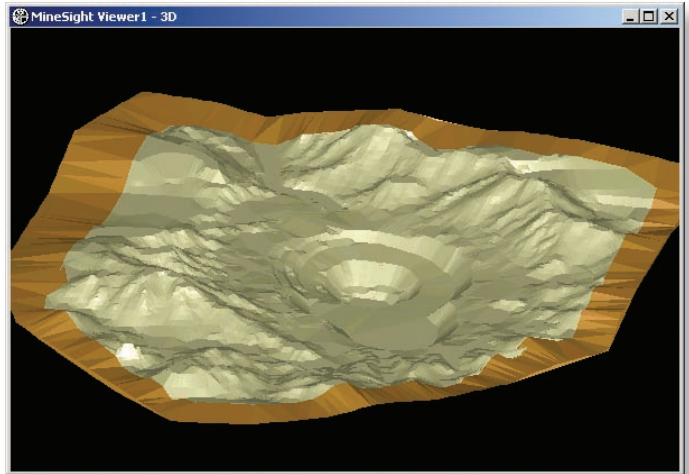


(Point Elevation Snap in MineSight® 3-D continued from page 8) contour endpoint elevation that will be assigned to the polyline point.

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

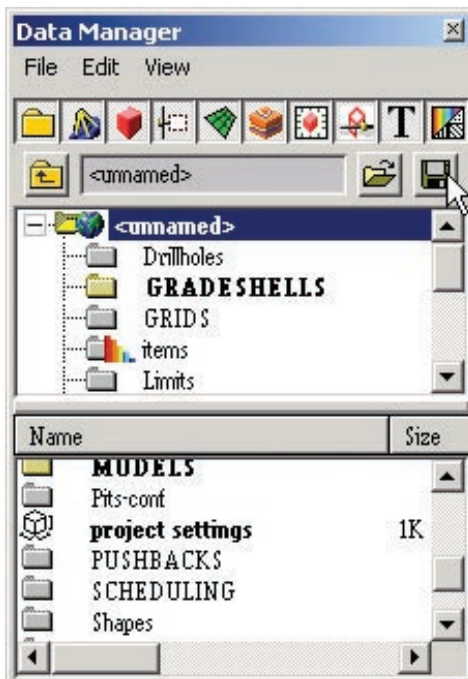
The tan colored surface is the original topography. The orange surface represents the extended topography.


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



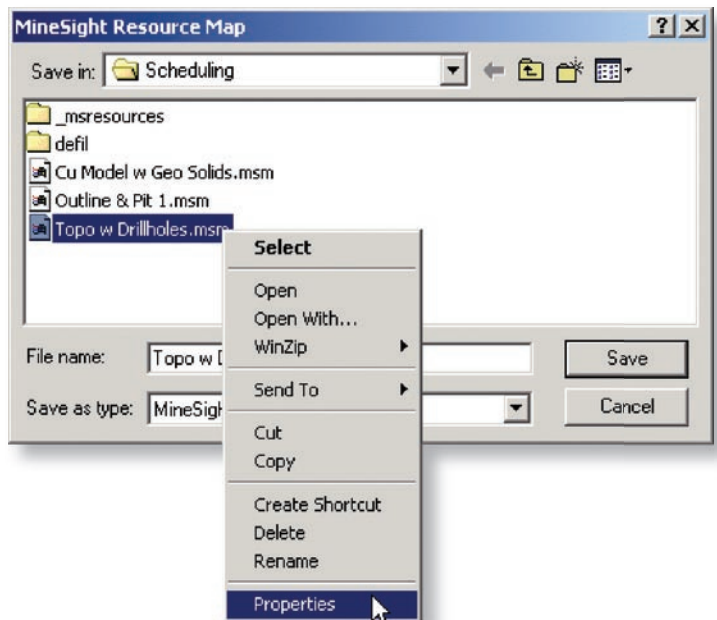
Project Mapping in MineSight® 3-D


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.