MineSight® in the Foreground
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Project Settings Options

In MineSight® 3-D, the settings for a project are found under **File Menu | Project Settings**. This article reviews the various options available under **Project Settings**.

From the **Project Settings** dialog pages, you can control the various parameters and properties used in your project. The **Project Settings** dialog consists of five tab page dialogs.

Project Limits

On the **Project Limits** page, the project's boundaries, or limits, are shown. These values were defined when the project was first initialized. They were either imported from your project's PCF (project control file) or entered manually. Properly setting project minimums affects the precision when geometry is stored. Be sure to select project minimums that are close to the actual data. The cell size is used as the default in computations such as integrated volumes and partials. The cell size can be changed. From this dialog, the project's units are also determined (metric versus imperial).

Volumes

The options on this page are used by MineSight® to calculate the volume of specified objects when using the **Integration Method**. The **Default subcell count for volume calculations** is the number of vertical rays that MineSight® will use to subdivide a single block in both the x and y direction in order to compute the **Volume** or **Partials**. For example, an input value of 10 means each block will be divided into 100 sub-blocks consisting of 10 rows and 10 columns. The elevation used for each column is the center point of each column. MineSight® will use a default value of 10, but you can change this to a value that may be more appropriate for your project. The larger the number, the more arrays the program will pass to compute a volume, which means better precision but longer computing time.

When computing volumes, you can optionally choose whether to have the program automatically perform checks on surfaces and/or solids. Of course, you can always check surfaces and/or solids manually by using the same options found on the **Surface** menu, or via the **Check/Condition Surfaces with ocb…** function, also on the **Surface** menu.

Properties

Control the way data appears in the viewer using the options on this dialog page. A bounding box or axes with the dimensions that are defined on the **Project Limits** page to show your project's limits.

Selecting **Dynamic Slicing** activates the dynamic slicing function which is used to show 3-D solids and surfaces in 2-D mode without having to pre-slice the data. You can also use tie lines to show the polylines between polygons when using the **Data Manager**'s **Slice View** option. You would use this option

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in conjunction with interpretations from opposing sectional views. Then, instead of seeing the piercement points where a polygon is sliced, you will see the "tie-line".

If you are using a **Stroked Font Width** in an object's label and you want to see the thicker labels in the viewer, as you will on plotted output, toggle on the option to **Honor stroke width label property in viewers**.

A **Project Map** stores information about the open/closed state of objects in a project. If the toggle to **Save Project Map on Exit** is **not** checked, the **Project Map** you had previously saved will remain preserved in its original state upon exiting from MineSight® 3-D. However, if you would like the **Project Map** to be updated to reflect changes you made in the object's open/closed state during a MineSight® 3-D session, then toggle this option **ON**.

Since 3-D Block Models can be very large, model coding can be memory-intensive. If your computer's hard drive space is limited, you can designate another drive to use when sorting partials during model coding.

You can optionally load a project on startup based on a cache file rather than based on the project's actual resource files (`.msr` files). This option is generally advantageous **only** when loading MineSight® projects that take a considerable amount of time due to a very large number of objects as well as objects that are accessed over a network.

Use the **Show start point with distance** option to show a marker in the viewer at the starting point of a distance calculation. This option may be used in conjunction with the various snap modes.

Finally, the current working directory is displayed in the blue field at the bottom of the dialog.

Status Bar

The status bar is along the bottom of the main MineSight® 3-D window. Select from the options available on this dialog to customize which information is displayed in the status bar. All of the options that are toggled **ON** will be visible in the status bar. Changes take effect after clicking **OK**, followed by clicking in the viewer. Shown in Fig. 1 is the **Status Bar** dialog page (showing the various options that can be toggled **ON**/**OFF**) and the status bar at the bottom of the main MineSight® 3-D window. Notice that the values for only those options selected under the Coordinates, Distances, and Angles containers are displayed in the Status Bar.

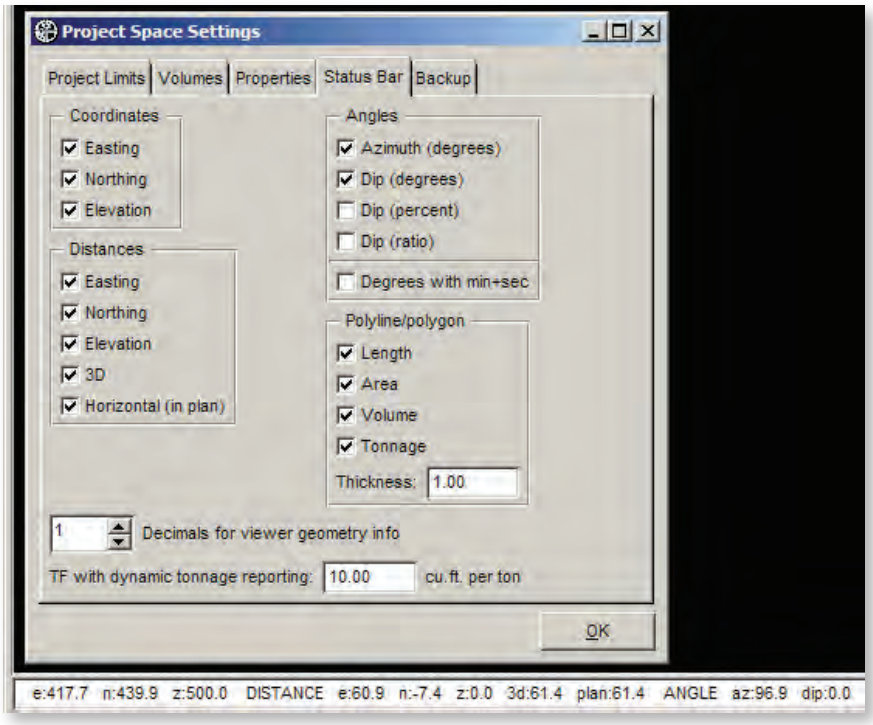

Fig. 1

A polyline or polygon's length, area, volume, and/or tonnage are only displayed in the **Status Bar** during polyline/polygon creation or modification, as shown in Fig. 2.

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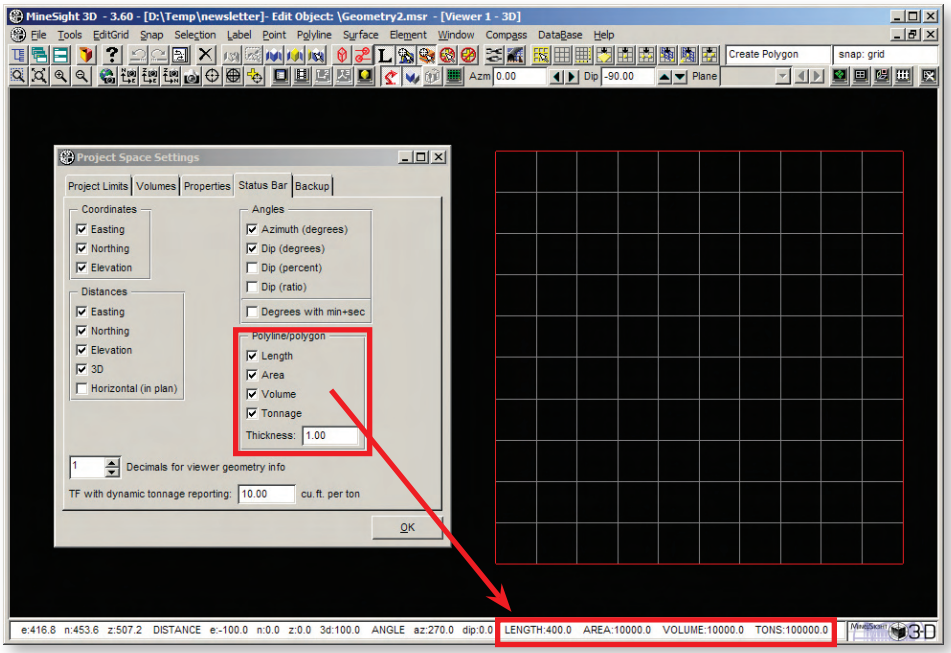

Fig. 2

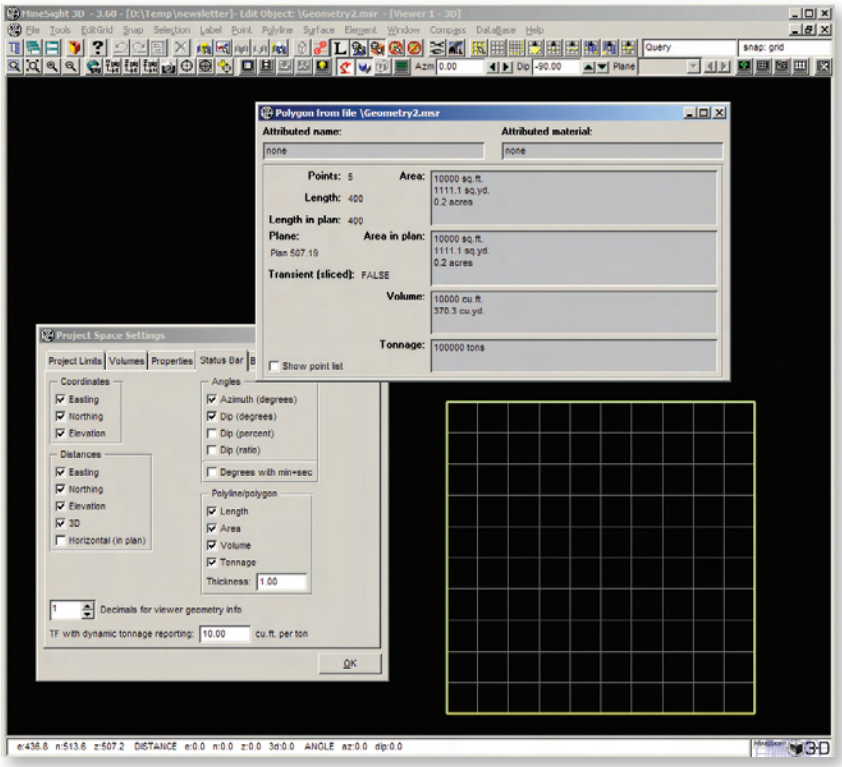

Fig. 3

The specified thickness and TF/SG values are used for "quick" volume and tonnage calculations. For example, as shown in Fig. 3, the polygon shown in the viewer is queried. The values calculated for both the volume and tonnage use the thickness and TF/SG values from the **Status Bar** dialog.

Backup

The two options on this dialog allow you to determine how MineSight® will save the files in the project. The **Auto Save** option will save edited objects to the project directory whenever you choose to **Save and Unselect** or **Save and Continue** while you are working in the project. Untoggle this option for MineSight® 3-D to save edits when you either exit MineSight® or choose **Save** from the **File** menu.

You can also choose to automatically backup all MineSight® objects in the project. By default, every time your project is saved, all `*.msr` files are copied to a matching `*.msr%` backup file. Beware that this doubles your hard disk space usage since there are duplicates of every object in the project.

For further information about the various Project Settings, please refer to the MineSight® 3-D helpdoc (in MineSight® 3-D, go to Help | MineSight® Help).