

# TIPS

from



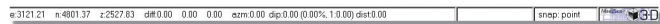
## Tech Support

### Snap Functions in MineSight®

The snap functions enhance the ability to work faster in an edit or query operation. Hot keys are also available for the snap functions and may be used in 3-D or 2-D mode. The snap functions are activated from the MineSight® menu, under Snap. Input points are snapped to the closest point to the mouse. The mouse has to be approximately 20 pixels from a point, line, or face (depending on snap mode) for the point to find it.

Snap	Selection	Label	Point	Polyline	Surfa
• Snap Off					0
Point Snap					1
Point Elevation Snap					!
Line Snap					2
Face Snap					3
Polyline Snap					4
Grid Snap					5
Plane Snap					6
Plane Intersect					7
Snap to Self					8
Set Snap Offset [ 0.0 ]					
Set Point Elevation Snap Radius [ 25.00 ]					

The snap mode activated is shown in a dedicated window at the bottom of MineSight®.



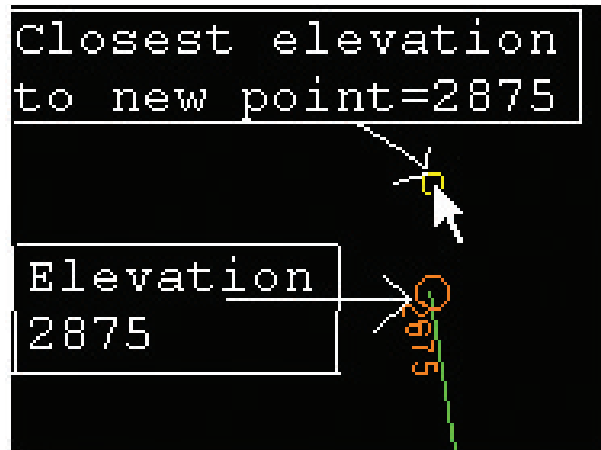
When opening MineSight®, the default setting is **Snap Off**. The **Snap Off** setting allows you to freely snap anywhere in the viewer.

#### Point Snap

Point Snap is used to snap to the closest node of an object. It will snap to the node on a line, surface, solid or another point.

#### Point Elevation Snap

Snap to the elevation of the nearest node, while using the mouse to specify the x and y coordinates. The point elevation used is picked from within the radius defined by the **Set Point Elevation Snap Radius** option.



#### Line Snap

Snap to the closest point along an existing line. If a Snap offset has been set and you snap to a polyline or face, the snapped point will be offset perpendicular to the edge you are touching, in the plane of the polyline or face. A highlighted offset vector shows how the edit point is being offset. To control the vector pointing to one side of the edge or the other, simply drag the mouse cursor slightly off the edge to the side you wish the vector to point.

#### Face Snap

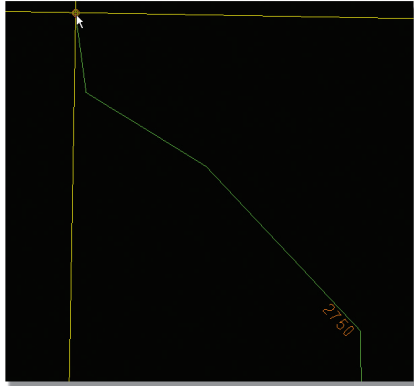
Face Snap snaps to the closest point on a face of a solid, surface or polygon object. As an aid, the selected face is highlighted as you drag the mouse.

#### Polyline Snap

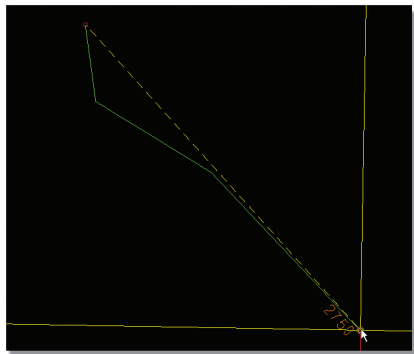
Polyline Snap is intended for use when digitizing polylines with Create Polyline or Polyline Append. During other operations, the effect is the same as Point Snap. During polyline digitizing operations, Polyline Snap allows you to snap a point to a polyline node,

*(continued on page 6)*

(Snap Functions in MineSight® continued from page 5)



snap to a second node on the same polyline



and all nodes in between are automatically inserted into the digitized polyline.



Immediately after a Polyline Snap, the Delete key has a special function. If the polyline being snapped to is an open polyline, pressing the Delete key will undo the Polyline Snap. If the polyline is a closed polyline, pressing the Delete key gives the alternate snap choice (the other half of the polygon) and pressing the Delete key subsequently will undo the original Polyline Snap one node at a time.

### Grid Snap

The Grid Snap snaps to the closest vertex of the current Edit Grid. If you press and hold the shift key you will then be snapping to the grid lines in the same manner as Line Snap. If No Edit Grid is selected, the effect is the same as Snap Mode Off.

### Plane Snap

Snap to the plane of the Edit Grid after any other snap mode has been applied. If no Edit Grid exists, the effect is the same as Plane Snap being off. (Grid snapping and the two plane snapping modes require an Edit Grid, otherwise the effect is the same as Snap Mode being off.)

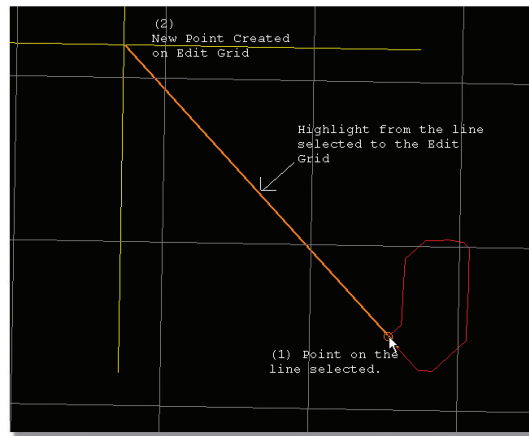
### Plane Intersection

The Plane Intersection mode is normally used with Line Snap or Face Snap. If neither of these snap modes are on, Plane Intersect Snap behaves like Plane Snap. If no Edit Grid exists, the effect is the same as Plane Intersect Snap being off.

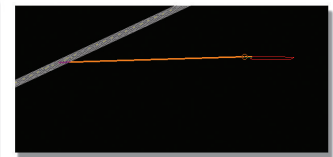
The difference between Plane Intersect and Plane Snap is that the former preserves the effect of the Line or Face Snap (by performing an intersection) while Plane Snap simply projects the point onto the plane. The following explains the effect of Plane Intersect with more detail.

If using **Line Snap**, an edit grid is needed and a polyline. Clicking on a point (1) on the line will place a new point (2) at the intersection of the Edit Grid plane and the direction of the line. A highlighted line with a marker shows how the line is being extended to intersect with the Edit Grid plane.

NOTE: If the line is parallel with the Edit grid plane, no highlighted vector is shown and the effect is the same as Plane Snap.



Plan View



Section View

If **Face Snap** is On, clicking on a face will only highlight the face if the face intersects with the Edit Grid (forming an intersection line). If no face is highlighted, the Snap Mode behaves like Plane Snap. If a face is highlighted, the snapped Edit Point will be located at the point along the intersection line closest to the point you have selected. The cross-hair will show where the Edit Point is located as you click-and-drag the mouse. If a Snap offset has been set, this offset is calculated perpendicular to the face and projected onto the Grid Plane, as shown by the highlighted offset vector attached to the cross-hair. This is useful for offsetting from a face but still restricting the Edit Points to a plane.

(continued on page 7)

(Snap Functions in MineSight® continued from page 6)

### Snap to Self

The **Snap to Self** toggle can be set if you wish to have the object that you are editing snap to itself. For example, if you have Point Snap on and are moving a point on a polyline, it will normally only snap to points on other polylines. If you wish to have the point also snap to the polyline you are editing, choose Snap to Self before making your edit.

### Snap Offset

It is used to offset the edit point (in project units) for these Snap modes: Line Snap, Face Snap, Plane Snap and Plane Intersect Snap.

### Set Point Elevation Snap Radius

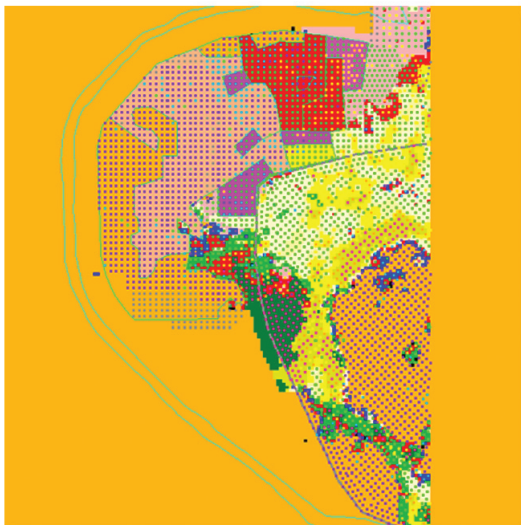
This function allows you to define the radius from which a point will be snapped for the Point Elevations Snap function. Default value is 25 (in project units).

## Windows® XP Support

MineSight® 2 now supports Windows® XP. A new version of MineSight® 2 (2.70-07) and matching MineSight® 2 Compass™ (1.30-07) are available on the website. All known Windows® XP problems have been resolved with these versions. Other MineSight® programs which were part of the 2001 update and which are currently on the website will run with no known problems under Windows® XP.

## MineSight® Operations Installations Impact Bottom Line with Improved Database Storage Technologies

MineSight® Operations has been implemented in totality at one of the world's most prolific and dynamic gold mines, Barrick Goldstrike. In addition, the system is currently being installed at Phelps Dodge Sierrita, a large open pit copper mine located south of Tucson, AZ. A significant number of mines from some of the most important mining companies in the world are scheduled for implementation over the next several months. Each past, current, and planned installation has pushed the envelope of raw data handling, modeling, and reporting concepts that will add value to the mine planning process, and have a positive impact on the bottom line.



In the past, ore control was more or less limited to manipulating and modeling only blasthole location and grade assay information. With the advent of MineSight® Operations and its inherent database storage technologies, data unrelated to grades, but nonetheless relevant to costs, recoveries, and process throughput is now useable in the development of mine plans and production reporting.

The process started at Barrick Goldstrike with traditional ore control data (assay grades, LECO data, etc.). As use of the system progressed, additional information was added to the blasthole data. Drilling penetration rates from drill data systems were added to the system and are being modeled for use by the drilling and blasting department. The analysis of this data, along with the progressive database concepts for data, reserve, and attribute storage, will aid the engineers in developing the best practices benefitting all functions at the mine.

New developments are now allowing data from blasting contractors (Southwest Energy, or in-house departments, etc.), for hole energy (further related to energy per ton that can be modeled to a 3-D block model), particle size distribution (e.g. split engineering) and high precision GPS drilling systems to be used and analyzed. The outcome of tying together all this data is the determination of the value of each truck load of material.