DATAMINE

AEGIS

Aegis 2026.1

Release Notes

Published: Tuesday, 10 March 2026

Contents

Overview

Aegis, comprising Aegis Designer and Aegis Analyzer, is created by mining engineers to design blasts for underground mines, including slot design and placement, charging, priming, timing, and more. With its extensive range of editing tools, Aegis Designer enables the creation of drill and blast patterns for an entire stope in seconds, allowing engineers to easily explore alternative designs. By swiftly generating customisable reports and IREDES exports, it facilitates the rapid transition of actionable designs into production. Aegis Analyzer is the most advanced underground blast analysis program globally and enables engineers to observe how changes to a pattern impact fragmentation, tonnage, cavity, costs, and profit. It is used to optimise ring patterns to maximise recovery, productivity, and profitability.

Further Information

This document includes cumulative release notes for Aegis 2026.

Release notes for other versions of Aegis are available via https://docs.dataminesoftware.com/Aegis/index.htm or the Support Portal https://www.dataminesoftware.com/support/.

Aegis 2026.1 Release Notes (March 2026)

The Aegis 2026.1 release introduces improvements to timing simulation workflows, drill management, wireframe tools, and overall application usability.

Feature Overview Video

See: https://docs.dataminesoftware.com/Aegis/Videos/2026.1-Release.mp4

Timing Simulation Improvements

Timing simulation workflows have been enhanced with more intuitive controls in the Simulation View. You can now update or delete delays from a right-click context menu when priming points are selected, or edit delays by double-clicking a priming point. Keyboard shortcuts have also been added to step through the animation timeline more efficiently. Press **Ctrl + Right Arrow** to step to the next delay, or **Ctrl + Left Arrow** to step to the previous delay.

Simulation View Navigation Controls

A viewport context menu has been added to the Simulation View to provide quick access to common navigation and rendering tools. You can now change the camera orientation, zoom to fit the visible scene, adjust render quality, and copy the current view to the clipboard. These controls mirror the main Aegis 3D viewport for a more consistent experience across the application.

Timing Manager and Blast Control

The Timing Manager now includes a Scenario Selector and Blast Tree, bringing it into closer alignment with the Blast Manager. You can switch scenarios directly in the Timing Manager, show or hide blasts, recolour blasts, and manage blast visibility through the tree panel. The Simulation View now reflects the currently visible blasts, which helps keep timing analysis and visualisation consistent.

Drill Management

Drill workflows have been expanded with support for hot-swappable drill cards. You can now replace the drill used by a ring set while preserving as much of the existing hole layout as possible. When swapping drills, you can recalculate pivots while keeping holes unchanged, re-drill while keeping toes, or re-drill while keeping collars.

Wireframe Operations

Two new tools have been added to the Wireframe Operations form to improve mesh editing workflows. The Offset Wireframe operation allows wireframes to be expanded or contracted by a specified radius, while Crop to Bounding Box allows large wireframes to be cropped to the bounding box of another object. These additions help reduce model size and improve performance when working with large datasets.

Usability and Interface Improvements

Several interface improvements have been introduced to improve usability and consistency. The former Theme tab has been renamed to User Preferences, a new option allows child forms to open centered on their parent form, and hidden wireframes are now hidden by default for new users. These changes help create a cleaner and more predictable interface experience.

Fixed Issues

- **Timing simulation now supports direct delay editing in the Simulation View**
  You can now set, update, or delete delays from the Simulation View using the same interaction patterns available elsewhere in the Timing Manager.
- **Animation stepping is now faster and more accessible**
  Keyboard shortcuts have been added to step to the next or previous delay time without leaving the Simulation View.

- **Simulation viewport controls are now more consistent with the main 3D view**
  A new context menu provides quick access to camera positions, zoom fit, render quality, and copy-to-clipboard actions.
- **Blast visibility is now managed consistently across the Timing Manager**
  The Simulation View no longer maintains its own separate blast selector and instead follows the visible blasts defined in the Blast Tree.
- **Drill swapping now preserves more of the original ring design**
  You can change drills while keeping toes or collars where possible, which reduces the need to rebuild ring sets from scratch.
- **Large wireframes can now be trimmed more efficiently**
  The new Crop to Bounding Box operation helps reduce model size and improve performance when working with complex datasets.
- **Wireframes can now be offset directly in the Wireframe Operations form**
  The new Offset operation allows faster expansion or contraction of mesh boundaries.
- **Child forms can now open in a more predictable position**
  A new user preference allows forms to open centered on their parent window, which improves consistency across workflows.
- **Preferences terminology has been updated for clarity**
  The Theme tab has been renamed to User Preferences to better reflect its purpose.
- **Hidden wireframes are now less intrusive for new users**
  The default Display Hidden Wireframes setting is now false for new user profiles and after settings reset.

DATAMINE

AEGIS

Datamine enables efficient and sustainable mining through the application of world-leading technology and services.

Read the Docs

docs.dataminesoftware.com

Get in Touch

www.dataminesoftware.com/contact

www.dataminesoftware.com/support