

MINESCAPE

RAPID | INTUITIVE | EFFICIENT

MINESCAPE 2023 UPDATE 1 WHAT'S NEW

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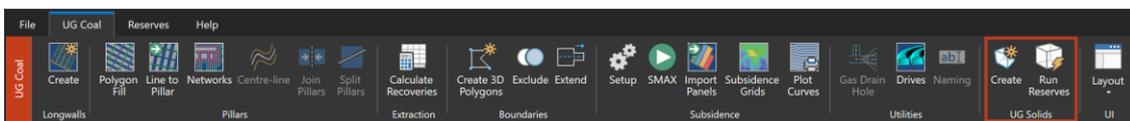
What's New

The following section lists the new functionality, features, and defect corrections delivered with MineScape 2023 Update 1.

Support for Underground Scheduling with Tactical Scheduler

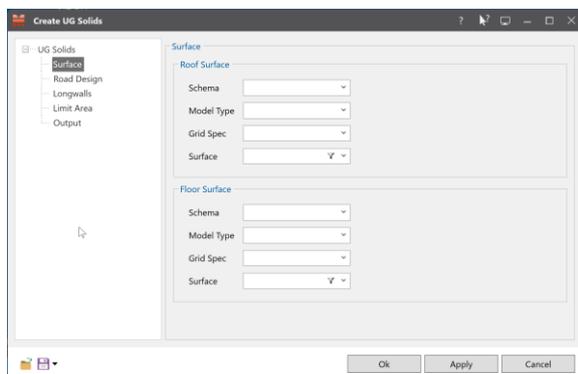
Users can now create underground (UG) scheduling in **Tactical Scheduler**. To support this new capability, the **UG Coal** App and **Tactical Scheduler** App have been enhanced in the following ways:

- Two new forms, the **Create UG Solids** and **Model Resource** Forms, have been added to the **UG Coal** App.

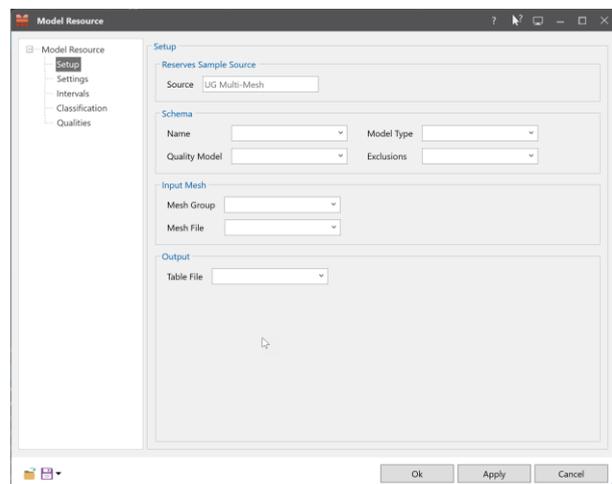


New Group in the UG Coal Tab

These forms allow users to generate UG mining blocks from existing underground designs, serving as vital input for scheduling once reserved. To access these forms, click the **UG Coal** Tab and locate the **UG Solids** Group. Two new Options should be present: **Create** and **Run Reserves**.



1



2

New Forms to Create UG Mining Blocks

- In the **Scheduler** App, the **New Schedule Project** wizard now provides a new option called **Mining Type: Surface** and **Underground**.

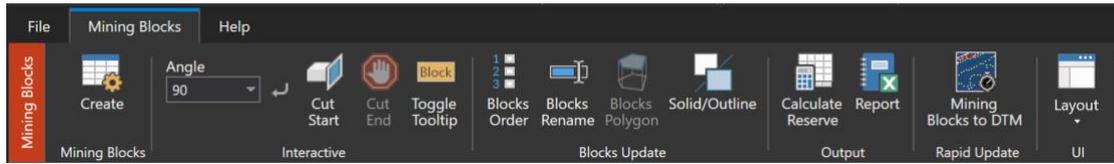
The screenshot shows the 'New Schedule Project' wizard interface. The 'Mining Type' section is highlighted with a red border and contains two radio buttons: 'Surface' (which is selected) and 'Underground'. Other sections visible include 'Project Definition' with fields for 'Schedule Project Name' and 'Copy from Existing Project', 'Project Length' with fields for 'Schedule Length' (14 Days), 'Period' (Weekly), and 'Number of Periods' (2), 'Project Schedule' with 'Start Date' and 'End Date' pickers, and 'Calendar Settings' with radio buttons for 'Equipment Utilisation' (selected) and 'Real Date Calendar', along with 'Shift Start Time' and 'Shift Length (Hours)' fields.

Mining Type Selection

Mining Blocks, the next generation of Bench Blocks

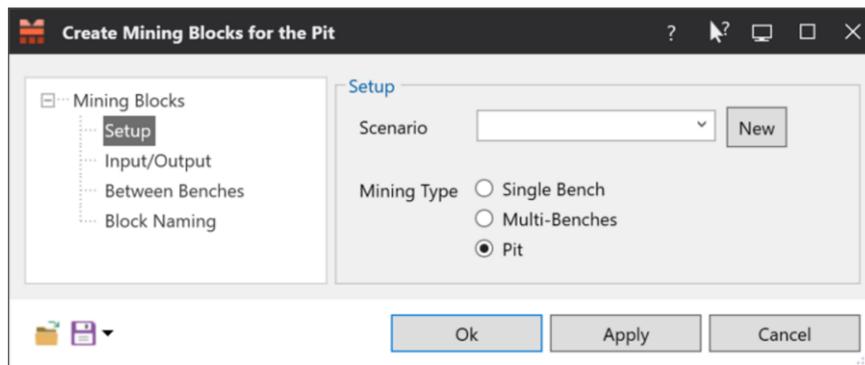
The Mining Blocks App, formerly known as the Bench Blocks App, has undergone significant enhancements in this release. Beyond its original capability of generating single benches, the App now offers options to create mining blocks from multiple benches or an entire pit. It has also been improved in the following ways:

- The **Mining Blocks** Ribbon is updated to accommodate the new workflow.



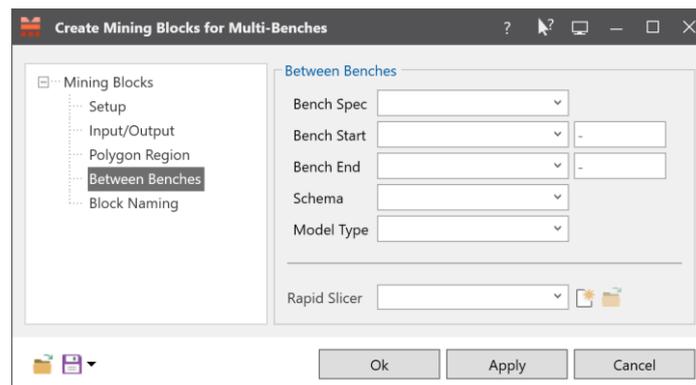
Mining Blocks Ribbon

- The **Mining Blocks** Form has been intuitively enhanced, allowing the name of the form and its sections to dynamically adjust based on the selected mining type and its unique workflow.



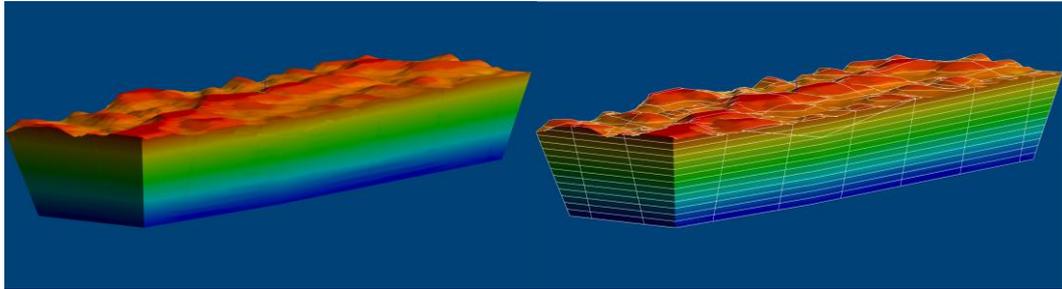
Create Mining Blocks for the Pit Form

- **Single Bench** – This option generates a mesh file with a single intact bench, which can later be cut into mining blocks using the options within the **Interactive** Group.
- **Multi-Benches** and **Pit** – These options are integrated with the **Rapid Slicer** Tool, generating a mesh file containing mining blocks. The **Rapid Slicer** Tool is accessible within the **Between Benches** Section; for more details, refer to the information on the **Rapid Slicer** below.



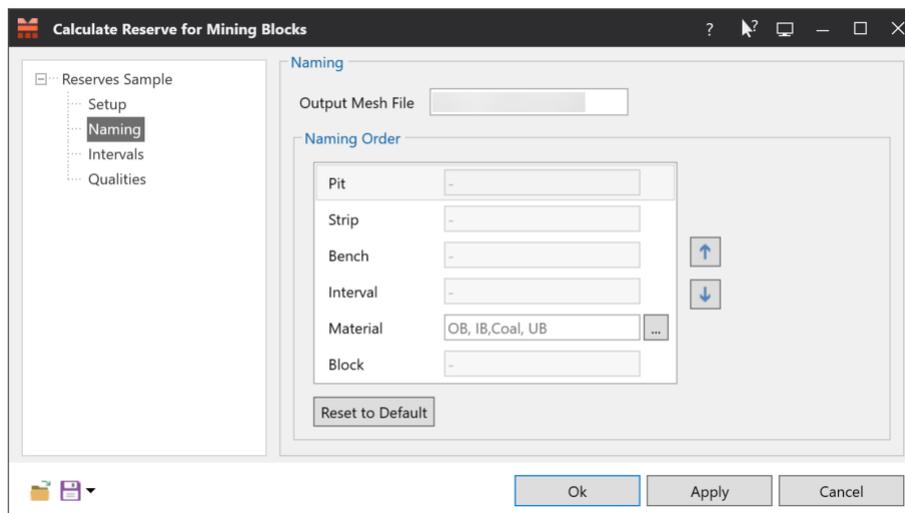
Rapid Slicer Tool in the Between Benches Section

- The **Solid/Outline** Option allows users to toggle between displaying or hiding mining blocks outlines for better viewing of the benches, slices, and intervals.



Solid/Outline

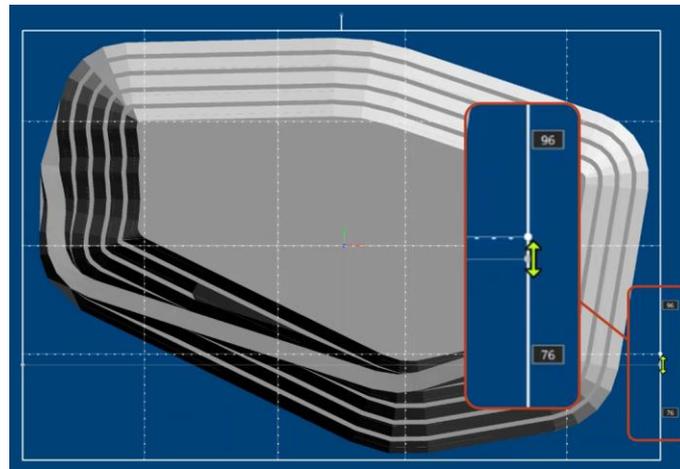
- The **Calculate Reserve** Form is updated to accommodate reserve and volume calculations for **Multi-Benches** and **Pit** scenarios. The **Naming** Section automatically adjust accordingly to the selected scenario, as follows:
 - **Single Bench** – enables users to select blocks for naming and construct names for each block by defining prefixes for each element and material, along with its order arrangement.
 - **Multi-Benches** and **Pit** – allows users to define the order arrangement of elements and material hierarchy.



Naming Section for Multi-Benches and Pit Scenario

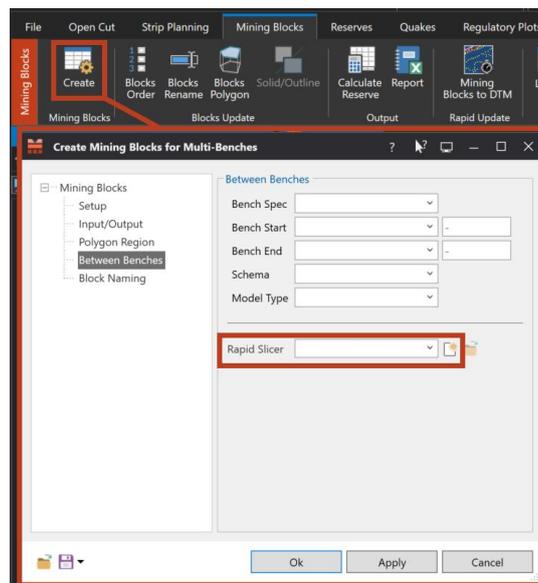
Rapid Slicer

This update introduces the **Rapid Slicer**, an interactive mesh slicer tool designed to effortlessly divide benches into mining blocks. Users can easily customise slices into different sizes and cut angles, ensuring precision and flexibility in block formation. Once a Rapid Slicer is defined, users can save and reuse it across multiple benches, significantly saving time in the process.



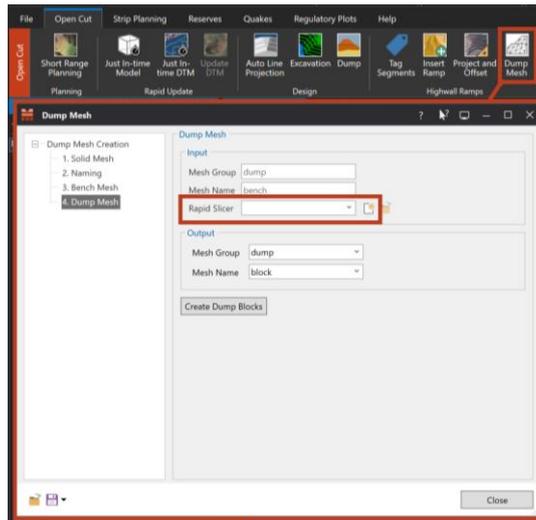
Interactive Block Sizing

The **Rapid Slicer** Tool is accessible within the **Between Benches** Section of the **Create Mining Blocks for Multi-Benches** and the **Pit Form**.



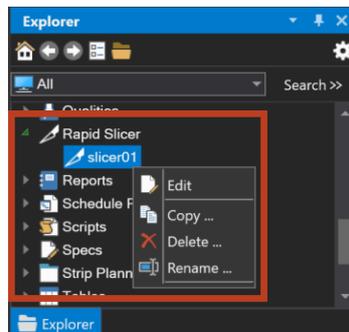
Between Benches Section of the Create Mining Blocks Form

It is also accessible within the **Dump Mesh** Section of the **Dump Mesh** Form.



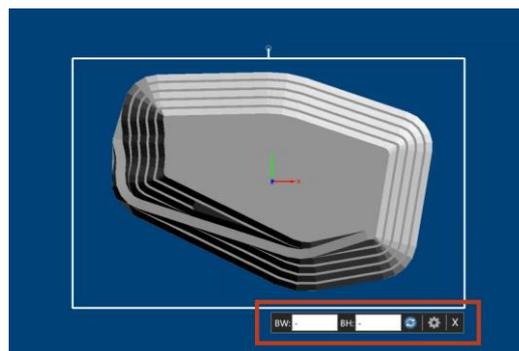
Dump Mesh Section of the Dump Mesh Form

To reuse the **Rapid Slicer**, users can reopen the file via the Tool within the Forms or by right-clicking on the **Rapid Slicer** file under the **Rapid Slicer** node and select **Edit**.



Rapid Slicer Node in MineScape Explorer

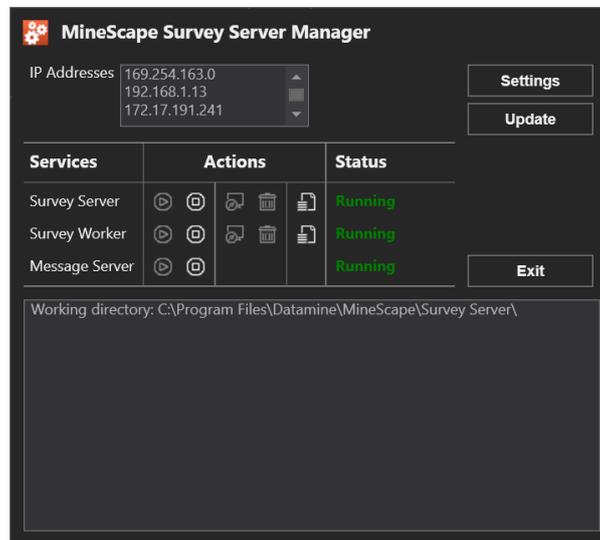
Users can edit the slicer grid using the **Slicer Toolbox** located at the bottom right corner of the slicer grid, providing four input modes.



Slicer Toolbox

Survey Server Manager

The new MineScape **Survey Server Manager** allows users to easily configure and manage the services of the **Survey Server**, which includes checking the server status, changing the settings, updating the application, checking the logs, and more.



MineScape Survey Server Manager

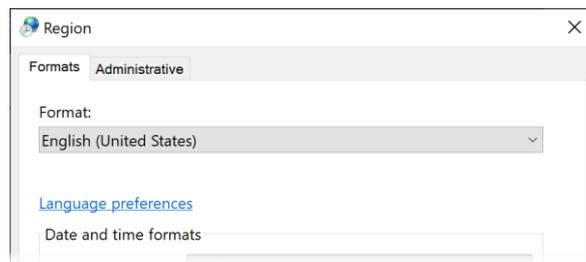
For more information, refer to the [Survey Server Installation Guide](#).

Start Page Enhancement

The MineScape **Start Page** has been enhanced in the following way:

Region-Adaptive Content

Users can now access content based on their chosen Windows region format. With the addition of new regions, MineScape now supports 16 languages, including English (Australia, Canada, New Zealand, South Africa, the United States), Russian, Polish, Chinese, French, German, Hindi (Indian), Bahasa Indonesia, Portuguese (Brazil), Spanish (Spain), Thai (Thailand) and Vietnamese. Access news, videos, guides, and feature articles tailored to the users' region, ensuring them the content that suits their preferences and needs.



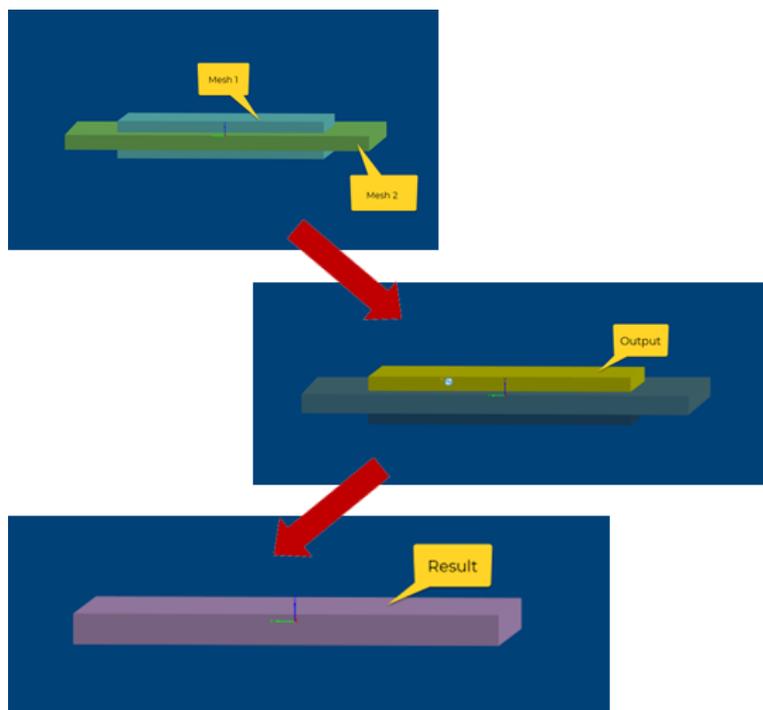
Region Window

CAD

The **CAD** App has been improved in the following ways:

Interactive Boolean

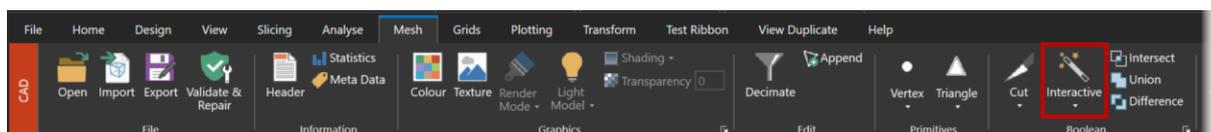
The **Interactive** Option allows users to perform **Boolean** operations, such as intersecting, combining, and finding the difference between two meshes or multi-mesh, and choose the desired outputs.



Interactive Boolean

The difference between **Interactive** and other **Boolean** Options, such as **Intersect** and **Difference**, is that **Interactive** allows users to select the desired output portions of the mesh. In contrast, the other **Boolean** Options mandate users to follow specific orders when selecting meshes.

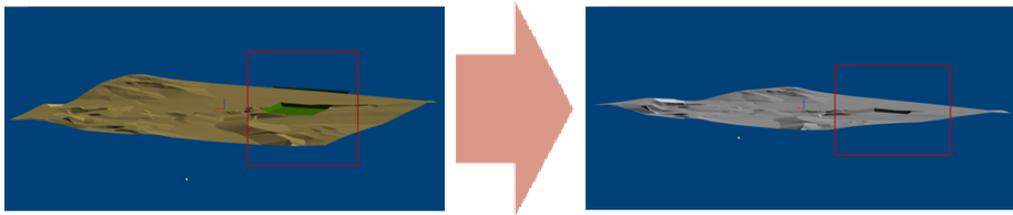
Find the **Interactive** Option within the **Boolean** Group of the **Mesh** Tab.



Interactive Option

Update DTM

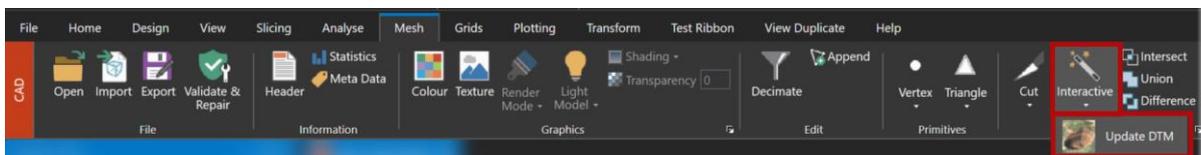
Update DTM allows users to manipulate two surface meshes to create a combined mesh output that visualises a dump or hole through elevating and excavating a surface mesh against the other.



Before and After Excavation

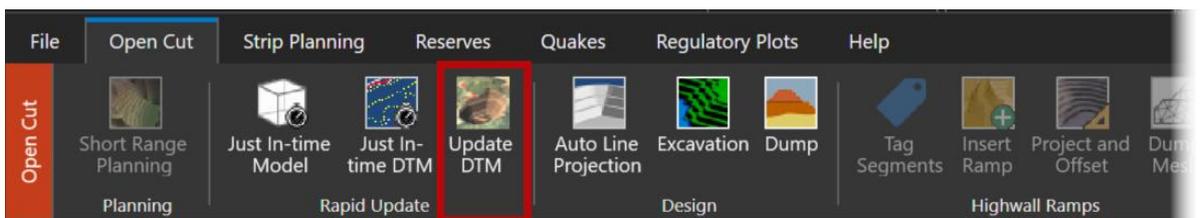
The two ways to access the **Update DTM** Option are:

- Within the **Boolean** Group of the **Mesh** Tab



Update DTM Option in Mesh Tab

- Within the **Rapid Update** Group of the **Open Cut** Tab



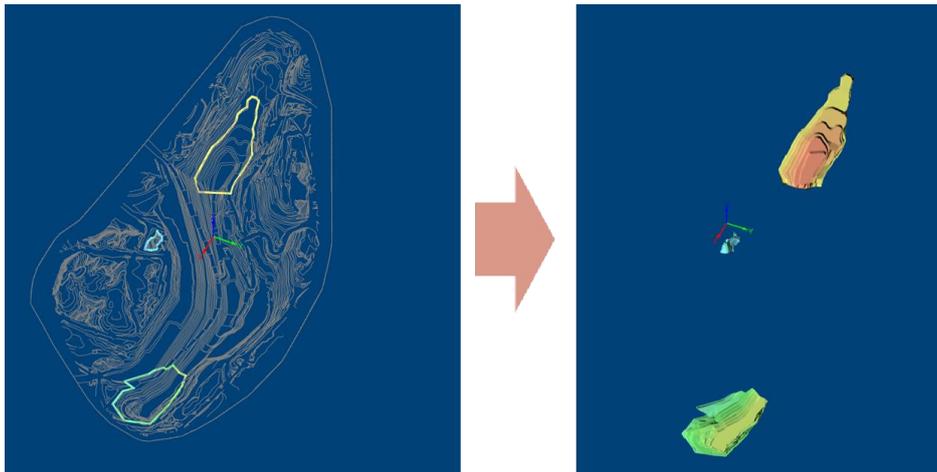
Update DTM Option in Open Cut Tab

Create Surface Mesh from Design Data

The **Create Surface Mesh from Design Data** Feature allows users to create surface meshes from various design files without having to open the source design file and layer on the **CAD** Window. The output can be a single mesh or a multi mesh.

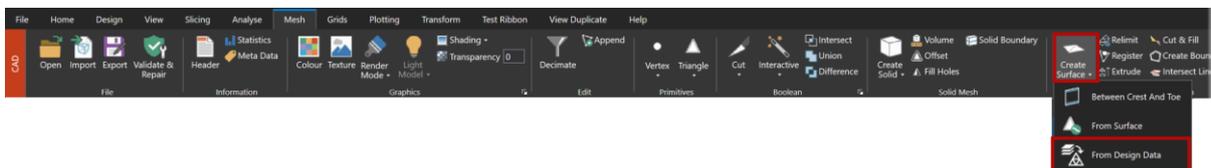
Previously, users can also create a surface mesh by utilising the **Create Surface** Feature. However, since the **Create Surface Mesh from Design Data** Feature is a

module, users can now create surfaces from batch files, instead of the previous manual process.



Three Surface Mesh

Find the **Create Surface from Design Data** Option within the **Surface Mesh** Group of the **Mesh** Tab:



From Design Data Option

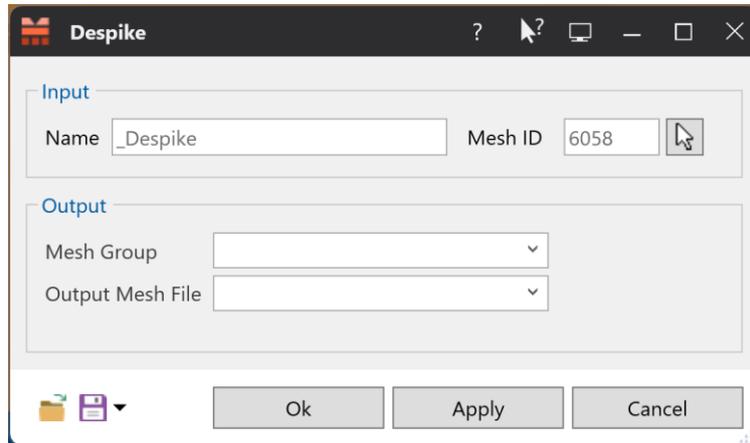
Automatically remove triangle anomalies with Mesh Despike

Unwanted triangles within meshes can be detected and removed automatically using the Mesh **Despike** Feature.



Before and After Comparison of a Successful Despiking Function

Running this function will produce a new refined mesh file so that the original mesh is preserved. To access it, click the **Mesh** Tab and click **Despike** in the **Surface Mesh** Group. A new form should appear.



Mesh Despique Form

Hotkeys Updates

Updated Hotkeys for the purpose of switching between Apps are listed in the table below:

Hotkey	Description
D0	Activate the 10 th App in the list.
D7	Activate the 7 th App in the list.
D8	Activate the 8 th App in the list.
D9	Activate the 9 th App in the list.

Updated Hotkeys for the purpose of viewing and rotation are listed in the table below:

Hotkey	Description	MineScape Path
Shift+D0	Rotate the Y axis by 180 degrees	RIBBON: View / Animation / Rotation / Y Axis 180

Hotkey	Description	MineScape Path
Shift+D7	Rotate the X axis by 90 degrees	RIBBON: View / Animation / Rotation / X Axis 90
Shift+D8	Rotate the Y axis by 90 degrees	RIBBON: View / Animation / Rotation / Y Axis 90
Shift+D9	Rotate the Z axis by 90 degrees	RIBBON: View / Animation / Rotation / Z Axis 90

Small Enhancements

Elevated Mesh File Performance

MineScape latest update brings significant performance enhancements to mesh file management, offering a smoother experience when loading, unloading, and applying interactive filters. Furthermore, the mesh **Relimit** Option now accommodates poly3D elements as inputs, increasing the flexibility of your workflows.

Explore and Modify Multi-Mesh Efficiently

The multi-mesh in MineScape has undergone enhancements to offer a more interactive and streamlined experience. Key improvements include:

- Detailed mesh listing - Each individual mesh within a multi-mesh is now listed in the **Display** Dock. Clicking the arrow next to the multi-mesh name reveals a comprehensive list of all constituents meshes.
- Interactive highlighting - Selected meshes within a multi-mesh are highlighted in both the **Display** Dock and the **CAD** Window. This can be done seamlessly from either the **Display** Dock or the **CAD** Window.
- Selective property updates - Users can selectively update properties for specific meshes within a multi-mesh, with changes reflected across all instances.

Interactive Filter for Multi-Mesh

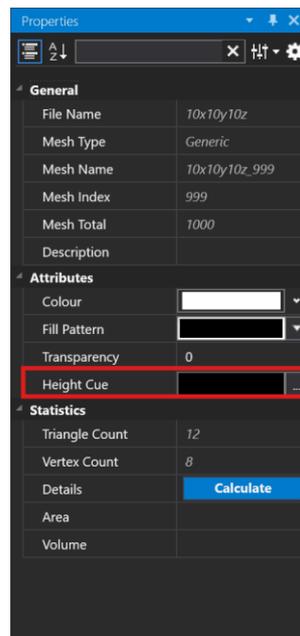
Interactive Filter can now be applied to multi-meshes that contains metadata within a mesh folder. Users simply need to choose the desired multi-mesh, and the dropdown list in the **Metadata** Field within the **Interactive Filter** Dock will automatically update based on the metadata present in the selected multi-mesh.

Polygon Balancing Output Format Updated

The output format for **Polygon Balancing** has been updated. Formerly generating triangles, it now produces a mesh.

Height Cue in Mesh Property

As part of the **Properties** Dock for meshes, users can now set the **Height Cue**, which means that users can colour the meshes according to the height of the mesh data.

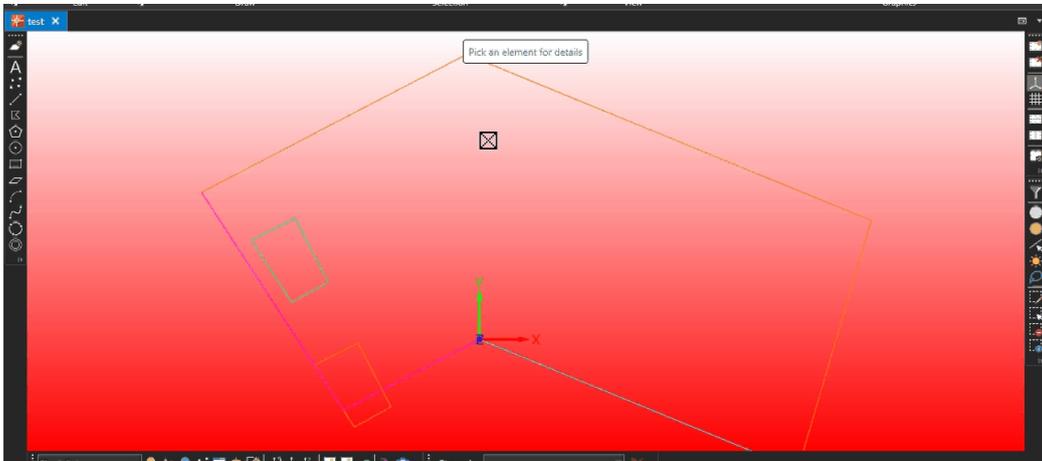


Height Cue Field

Automatic Pick Cursor Colour Adjustment

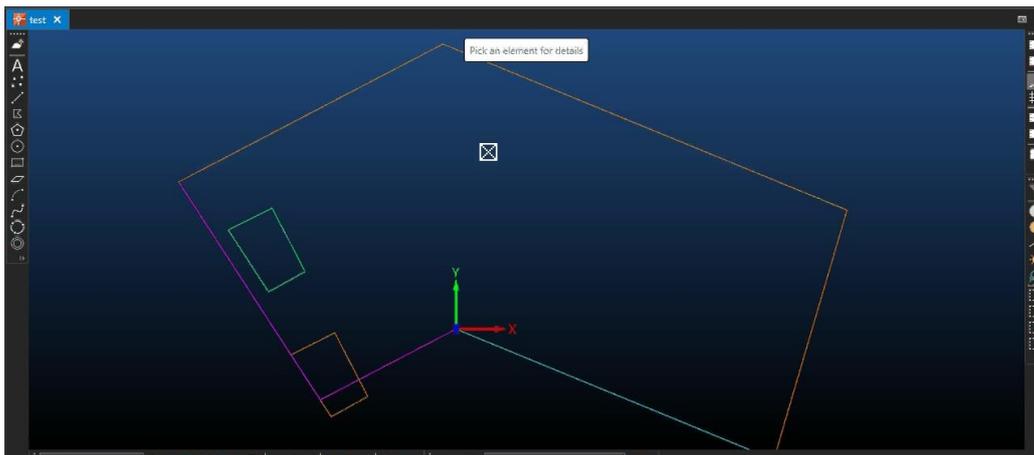
For improved visual clarity, the pick cursor now automatically adjusts its colour to complement the viewport background.

- The pick cursor will appear in a dark colour when the viewport background is a gradient or light-coloured.



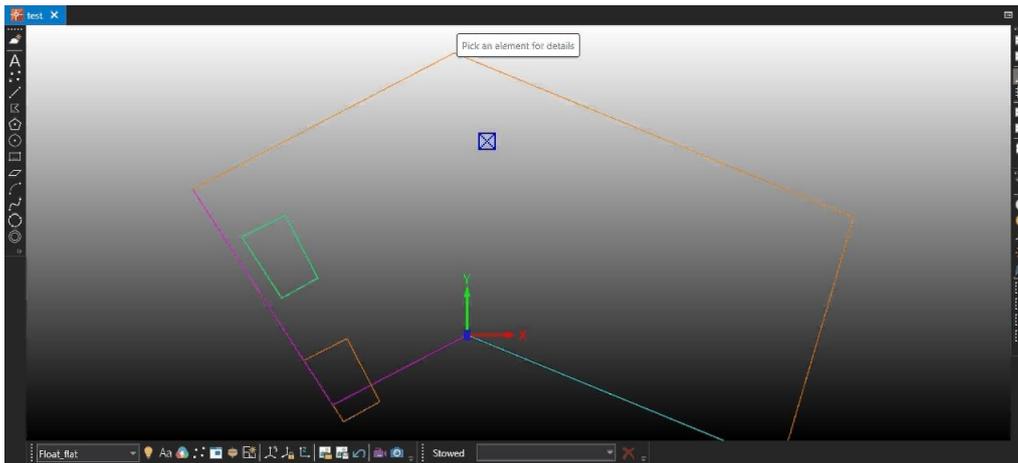
Dark Pick Cursor

- Conversely, the pick cursor will adopt a light colour when the viewport background is dark.



Light Pick Cursor

- Additionally, the pick cursor will be coloured blue when the viewport background is grey.



Blue Pick Cursor

Increase in Supported Total Colours

MineScape now supports 8000 colours in its palette, a significant increase from the previous limit of 1000.

Geology

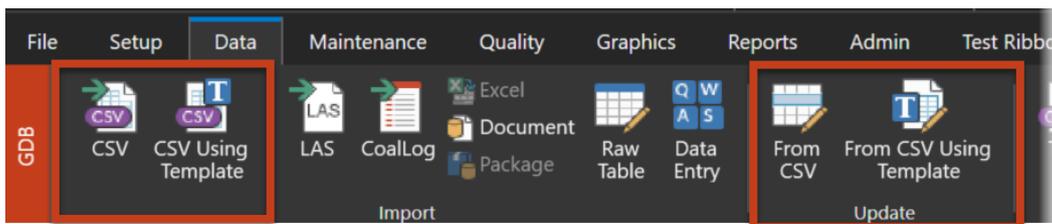
The **Geology** Product has been enhanced in the following ways:

New Import CSV Options in GDB

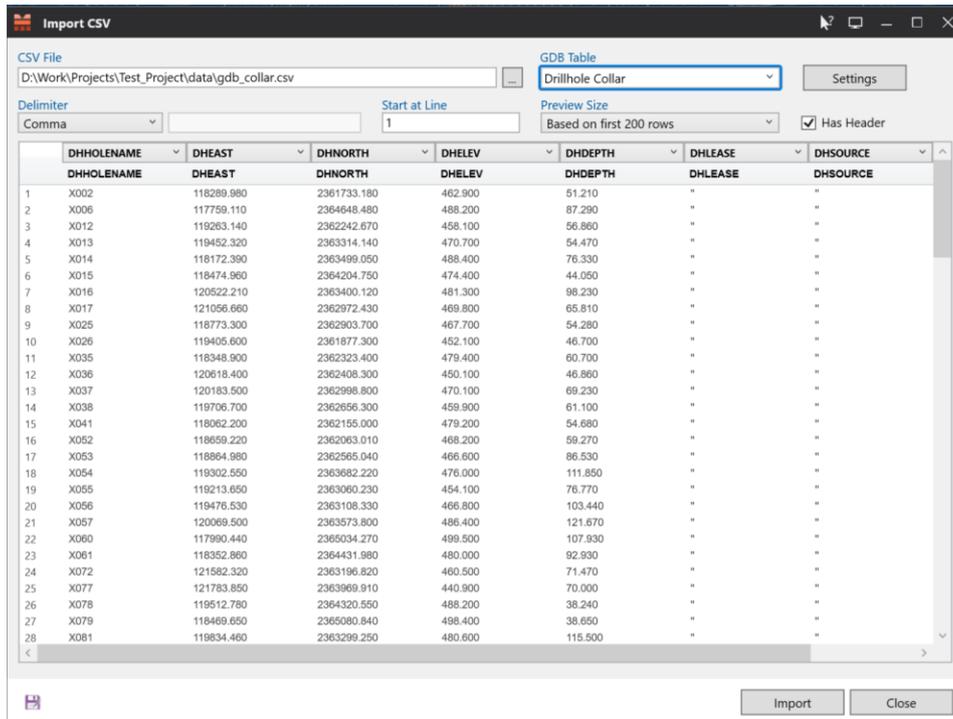
Users now have the option to independently import and update CSV files or utilise a predefined data template.

The **CSV**, **CSV Using Template**, **From CSV**, and **From CSV Using Template**

Options are added under the **Import** and **Update** Groups of the **Data** Tab within the **GDB** App.



Data Tab



Import CSV Form

Import CSV Using Template

CSV File: D:\Work\Projects\Test_Project\data\gdb_collar.csv

Start at Line: 1 Has Header

GDB Table: Drillhole Collar

Data Template: Collar

Settings

Import Close

Import CSV Using Template Form

Update From CSV

CSV File: D:\Work\Projects\Test_Project\data\gdb_collar.csv

GDB Table: Drillhole Collar

Delimiter: Comma Start at Line: 1 Preview Size: Based on first 200 rows Has Header

	DHOLENAME	DHEAST	DHNORTH	DHELEV	DHDEPTH	DHLEASE	DHSOURCE
1	X002	118289.980	2361733.180	462.900	51.210	"	"
2	X006	117759.110	2364648.480	488.200	87.290	"	"
3	X012	119263.140	2362242.670	458.100	56.860	"	"
4	X013	119452.320	2363314.140	470.700	54.470	"	"
5	X014	118172.390	2363499.050	488.400	76.330	"	"
6	X015	118474.960	2364204.750	474.400	44.050	"	"
7	X016	120522.210	2363400.120	481.300	98.230	"	"
8	X017	121056.660	2362972.430	469.800	65.810	"	"
9	X025	118773.300	2362903.700	467.700	54.280	"	"
10	X026	119405.600	2361877.300	452.100	46.700	"	"
11	X035	118348.900	2362323.400	479.400	60.700	"	"
12	X036	120618.400	2362408.300	450.100	46.860	"	"
13	X037	120183.500	2362998.800	470.100	69.230	"	"
14	X038	119706.700	2362656.300	459.900	61.100	"	"
15	X041	118062.200	2362155.000	479.200	54.880	"	"
16	X052	118659.220	2362063.010	468.200	59.270	"	"
17	X053	118864.980	2362565.040	466.600	86.530	"	"
18	X054	119302.550	2363682.220	476.000	111.850	"	"
19	X055	119213.650	2363060.230	454.100	76.770	"	"
20	X056	119476.530	2363108.330	466.800	103.440	"	"
21	X057	120069.500	2363573.800	486.400	121.670	"	"
22	X060	117990.440	2365034.270	499.500	107.930	"	"
23	X061	118352.860	2364431.980	480.000	92.930	"	"
24	X072	121582.320	2363196.820	460.500	71.470	"	"
25	X077	121783.850	2363969.910	440.900	70.000	"	"
26	X078	119512.780	2364320.550	488.200	38.240	"	"
27	X079	118469.650	2365080.840	498.400	38.650	"	"
28	X081	119834.460	2363299.250	480.600	115.500	"	"

Update Close

Update from CSV Form

Update From CSV Using Template

CSV File: D:\Work\Projects\Test_Project\data\gdb_collar.csv

Start at Line: 1 Has Header

GDB Table: Drillhole Collar

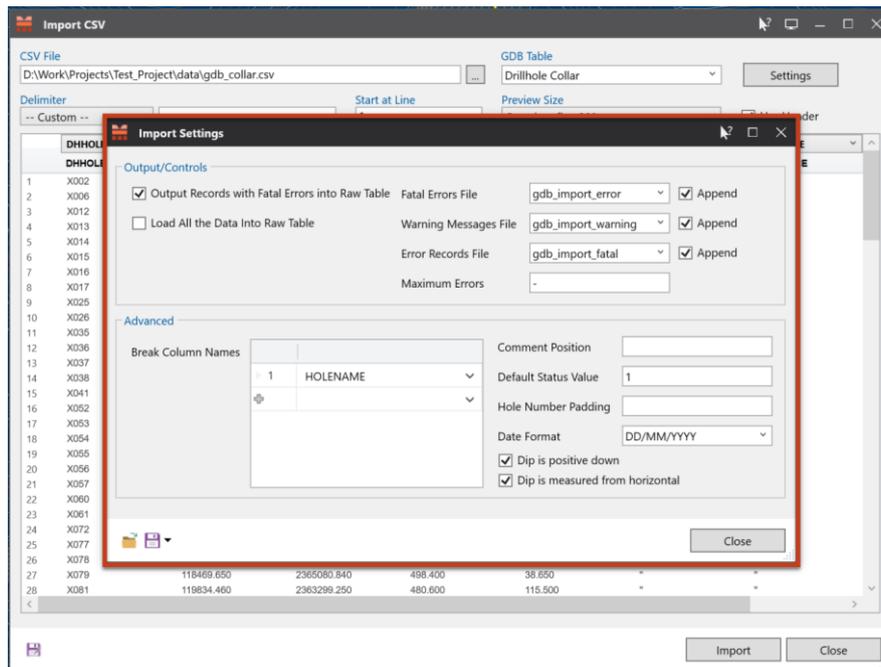
Data Template: Collar

Settings

Update Close

Update from CSV Using Template Form

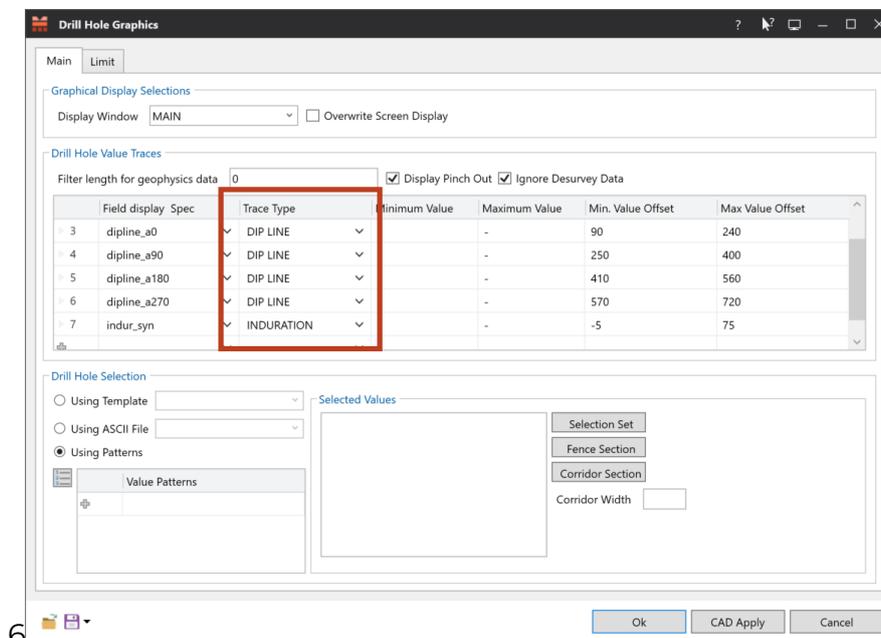
This improvement also allows users to customise the import processes through the **Import Settings** Form, accessible via the **Settings** Button in each form.



Import Settings Form

New Trace Types Added to GDB for Enhanced Data Visualisation

The latest enhancement in MineScope **GDB** allows users to efficiently store and visualise dip line and induration drill hole information for cross-section interpretations, across both **2D** and **3D** graphics displays.



Dip Line and Induration Trace Type

The **DIP LINE** trace type utilises the dip angle and azimuth fields to render angled dip lines as their apparent dip as viewed from the specified cross-section bearing. Dip line traces employ colour coding based on a custom control field such as the dip quality.

The screenshot shows the 'Attribute Display Parameters' dialog box with the following settings:

- Spec Name: `dipline_a180`
- Orient Graphics Relative to Hole
- General:
 - Combine Thickness Text for Interval into one line
 - Combine Interval Records Into to One Record
 - Lithtype for It: []
 - Do Not Display Value
 - Show Depths as Elevations
 - Filter Data Density by Minimum Depth
- 2D Plots:
 - Use Dip Angle
 - Dip Angle Column: []
 - Draw Wavy Tops
 - Draw Wavy Bottoms
- Dip Line (highlighted):
 - Azimuth Column: `DIPAZM`
 - Cross Section Bearing: `180`
 - Align at Hole Depth by: `Centre`
- Text Control:
 - Trace title: []
 - Text Display Definition: []
 - Text Location:
 - Location: Top of Hole Bottom of Hole
 - Vertical Offset: `0`
 - Draw Indicate Line (Trace Text)
 - Indicate line length: []
 - Override Format for Display Column
 - Display Column Format: []
- Tadpole:
 - Tail Bearing: []
 - Confidence: []
 - Confidence Limit: []
 - Logarithmic Scale
 - Head Diameter:
 - 2D: `1`
 - 3D: `10`
 - Tail Length:
 - 2D: `1`
 - 3D: `10`

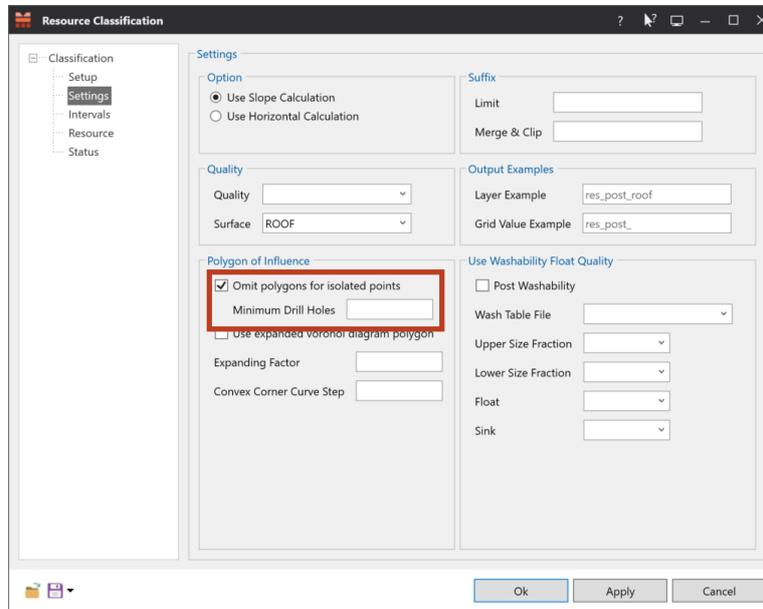
Updated Attribute Display Parameters Form

Meanwhile, the **INDURATION** trace type indicates hardness changes with horizontal lines drawn at the initial depth of each induration record. The colouring of these lines is determined by a custom control field such as a text structure code or numeric induration value.

When visualising the drill hole data, users can apply a data density filter within the field display specifications to reduce dense data to a manageable size based on a minimum depth change.

Resource Classification

Users can now define the minimum drill hole data to include when generating **Polygon of Influence**. This option is available when the **Omit polygons for isolated points** checkbox is selected.



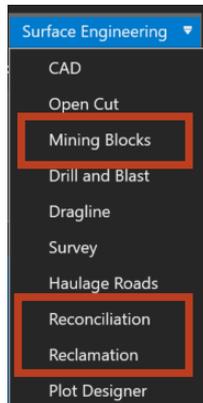
Create Resource Classification Form

Surface Engineering

The **Surface Engineering** Product has been enhanced in the following ways:

App List Update

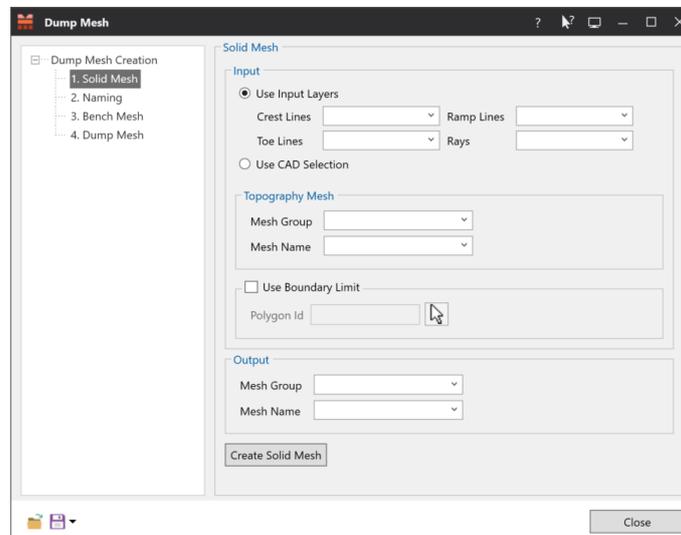
Under the MineScope **Surface Engineering** App List, three Apps have been added, which are – **Mining Blocks**, **Reconciliation**, and **Reclamation**.



Surface Engineering App List

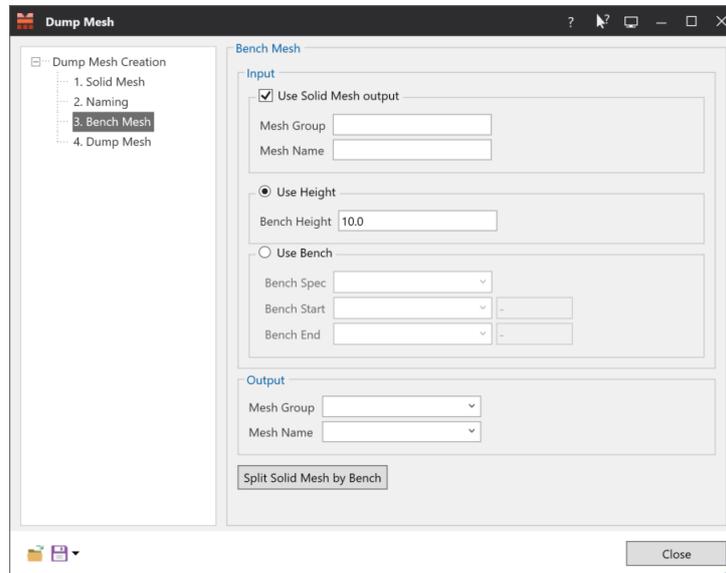
Dump Mesh

Enhanced with new features, the **Dump Mesh** Form now more accurately replicates actual conditions, enhances flexibility, and adds precision to the creation of dump mining blocks. The **Dump Mesh** Form has been improved with the following features:



Solid Mesh Section

- Reordered sections to facilitate a more efficient workflow.
- Now supports topography mesh as its base.
- Added the option to apply boundary limits.



Bench Mesh Section

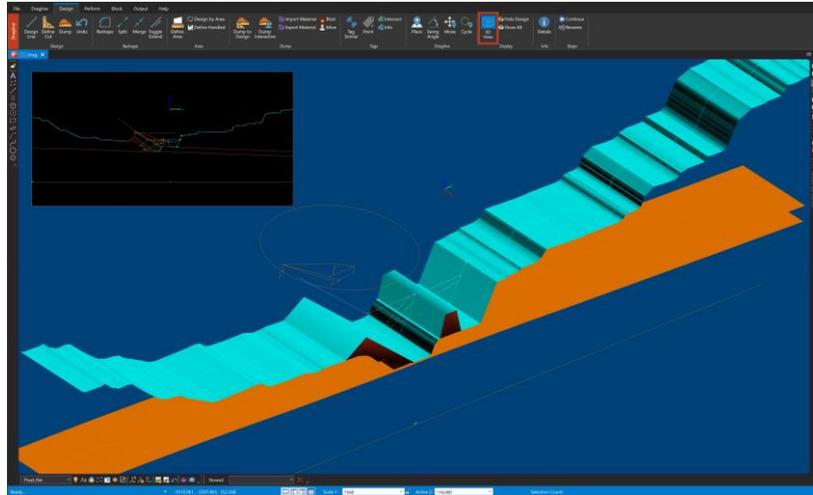
- Introduced the ability to directly use a solid if it already exists and skip the solid-generating process.
- Enabled the splitting of benches using bench specifications, allowing for a precise cut at the desired elevation.
- Integrated with **Rapid Slicer** to enable a rapid, interactive, and customised slicing process.

Place Dragline by Swing Angle

The new **Swing Angle** feature in MineScape **Dragline** allows users to interactively position the dragline within a section by entering dump and cut angles. This functionality can determine a dragline position with the highest productivity, minimum swing angle, and efficient placement of dumped material in the available pit space. Users can evaluate dragline locations against its capabilities for material replacement.

3D Display of Dragline Section

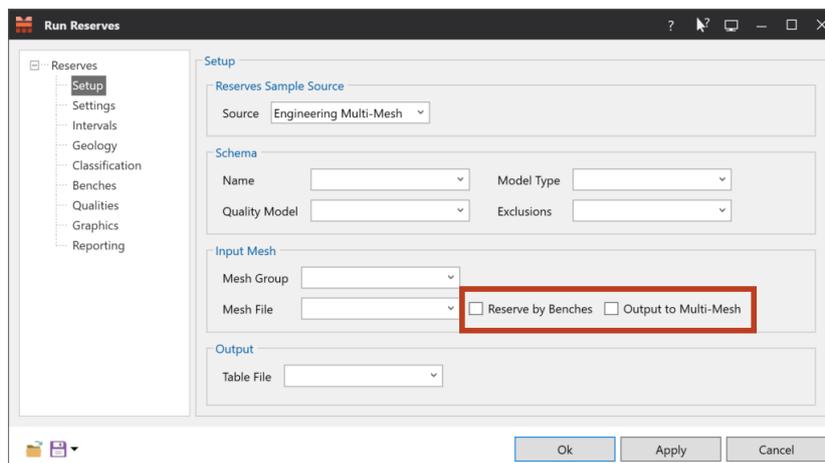
Users can now view **Dragline** sections in 3D mode, applicable to **DRAG SURFACE** and **DRAG AREA**. Previously displayed as a static single line without rotation capability, these sections now transform into a ribbon within the **3D View**, their width corresponding to the defined **Section Width** and allowing rotation. The **3D View** Option is within the **Display** Group of the **Design** Tab.



Dragline Section 3D Preview

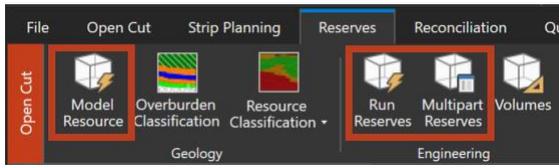
Engineering Multi-Mesh

Generating samples from the **Engineering Multi-Mesh**, which can be used for reserve calculations, now offers the option to include or exclude the bench. Additionally, the output now supports metadata by selecting the **Output to Multi-Mesh** Option.

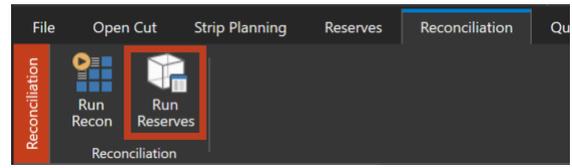


Reserve by Bench and Output to Multi-Mesh Option

This enhancement applies to sample generating Forms within the **Open Cut** and **Reconciliation** App.



Open Cut App



Reconciliation App

Engineering Optimization

The **Pit Optimization** App has been enhanced in the following way:

Automatic Price per Iteration

The **Pit Optimization** Form now supports automatic calculation for price per iteration, eliminating the need for manual calculations outside the system.

MineScape now handles the iteration calculation automatically, a process that was previously done manually by users outside MineScape.

The screenshot shows the 'Pit Optimization' application window. It is divided into several sections:

- Input:** Contains fields for Block Model, Rock Type, Mining Cost, Mining Dilution Factor, Mining Recovery Factor, Default Density, and Slope. It also has radio buttons for 'Mass' (selected) and 'Density', and input fields for I Count, J Count, and K Count.
- Price Factor:** A sub-section highlighted with a red box, containing:
 - Minimum: -
 - Maximum: -
 - Iterations: 1
 - Rounding Factor: 2
 - A 'View' button.
- Output:** Contains 'Optimizer Result' and 'Mesh Group' dropdowns, and a 'Prefix' input field.
- Attribute Table:** A table highlighted with a red box, with tabs for 'Attribute', 'Process', and 'Region'. The 'Attribute' tab is active, showing a table with the following columns: Attribute, Grade Representation, Grade Ratio, Price Unit, Price Ratio, Reference Price, and Price per Iteration. The table is currently empty.
- Adjustment Factors:** Fields for 'Mining Cost Adjustment Factor' and 'Processing Cost Adjustment Factor'.
- Buttons:** 'Ok', 'Apply', and 'Cancel' buttons at the bottom right.

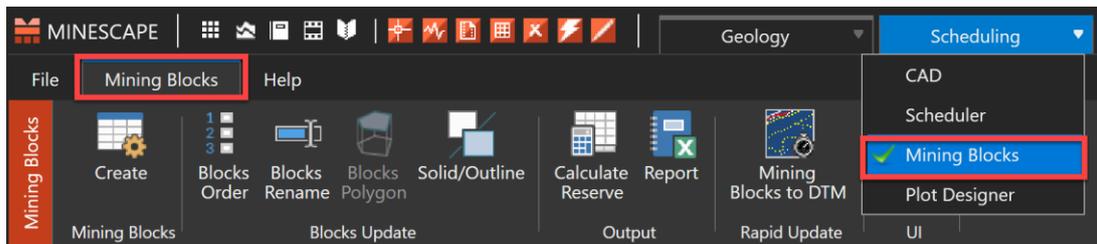
Pit Optimization Form

Scheduling

The **Tactical Scheduler** App has been enhanced in the following ways:

New Mining Blocks App Added

The **Mining Blocks** App, previously called **Bench Blocks**, has been removed from the **Scheduler** Ribbon within the **Tactical Scheduler** App and turned into a standalone App.



Mining Blocks App Added as a Standalone App

Added Recalculate Sequence Buttons

For scheduling that uses the **Equipment Utilisation** method, a new **Recalculate Sequence** button has been added to the following forms in the **Schedule Setup** Tab:

- Utilisation & Availability
- Equipment Rates
- Truck Wait *Times*
- Truck Cycle Time
- Truck Load *Factors*
- Production Rates
- Schedule Hours

The **Recalculate Sequence** Button allows users to modify the schedule configurations without the need to delete the current sequence and repick the blocks.

New Clear Button in the Pivot Grid

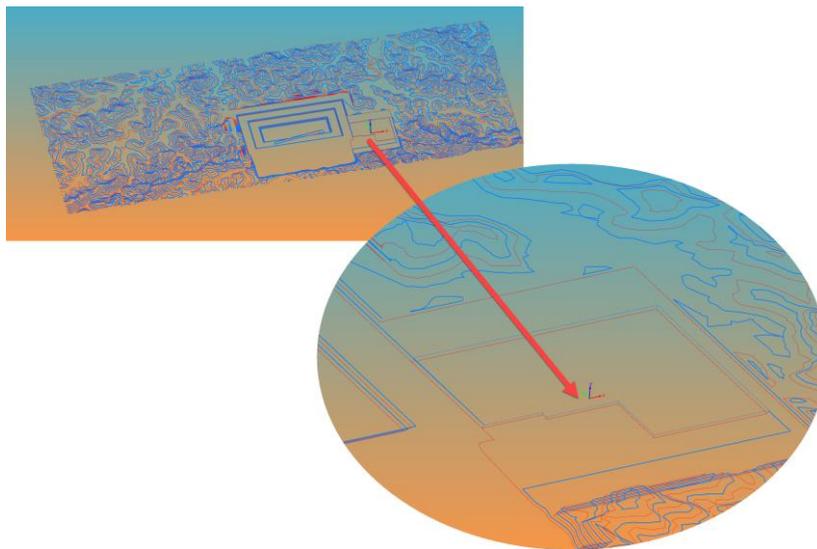
A **Clear** Button has been added to the Pivot Grid that allows user to reset the pivot table and return the selected filter fields to their default positions.

New Pit Face Positions as a Reporting Method

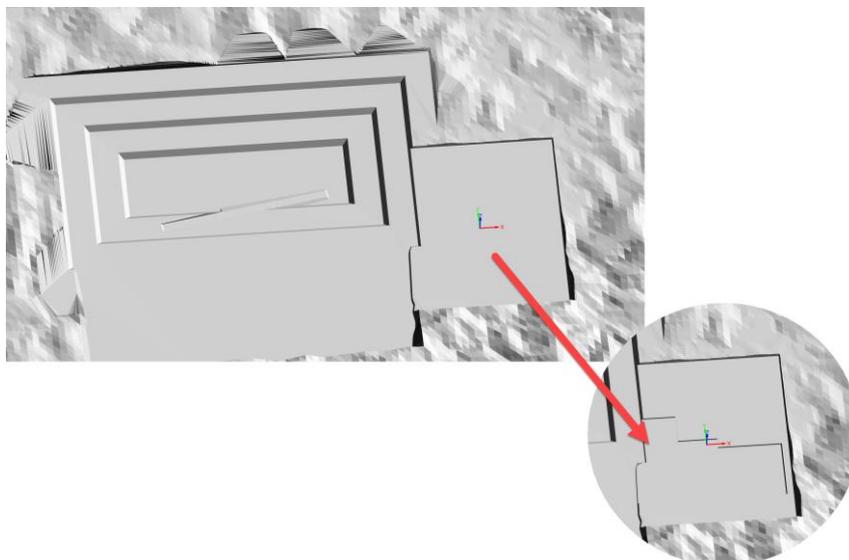
Pit face positions can be generated in the form of boundary lines. This output provides X, Y, Z coordinates that are helpful for users to put markers in their pit based on the latest schedule progress. The outputs are a design layer containing boundary lines, contours, and mesh DTM reflecting the latest schedule progress.

Pit face positions can be generated by:

- Progress – based on the current state of the animation
- Date – based on the *selected schedule date*



Updated Contour



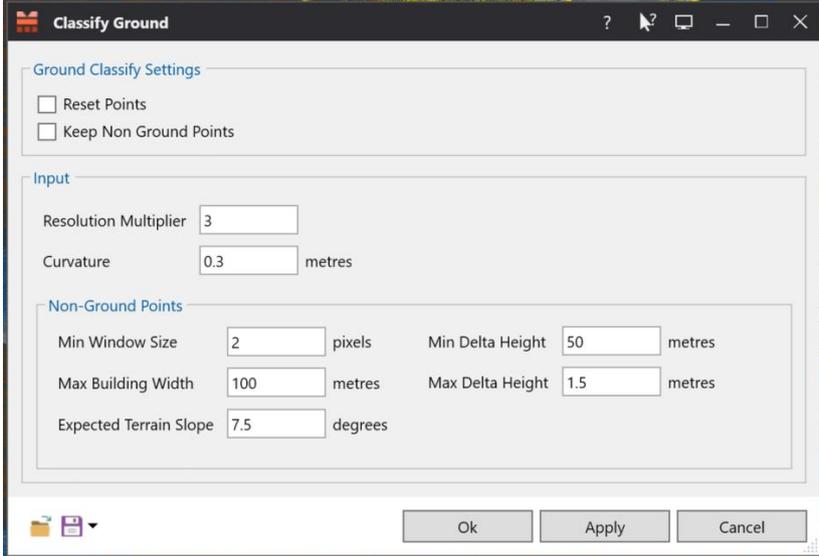
Updated Mesh DTM

Drone Surveying

Several of the Classify Forms within the **Point Cloud** App have been updated in the following ways:

Classify Ground

The **Remove Near Non-Ground** and **Convergence** Fields have been removed from the **Classify Ground** Form. The current **Classify Ground** Form looks like the below:



The screenshot shows the 'Classify Ground' dialog box. It features a title bar with the text 'Classify Ground' and standard window controls (help, maximize, minimize, close). The dialog is organized into three main sections:

- Ground Classify Settings:** Contains two checkboxes: 'Reset Points' and 'Keep Non Ground Points', both of which are currently unchecked.
- Input:** Contains two text input fields: 'Resolution Multiplier' with the value '3' and 'Curvature' with the value '0.3' followed by the unit 'metres'.
- Non-Ground Points:** Contains five text input fields: 'Min Window Size' (2 pixels), 'Max Building Width' (100 metres), 'Expected Terrain Slope' (7.5 degrees), 'Min Delta Height' (50 metres), and 'Max Delta Height' (1.5 metres).

At the bottom of the dialog, there are three buttons: 'Ok', 'Apply', and 'Cancel'. A small icon of a folder and a document is visible in the bottom-left corner.

Classify Ground Form

Classify Buildings and Vegetations

The **Mahalonobis Distance** Field has been changed to **Maximum Standard Deviations** Field to improve clarity. There has been an added **Points** Unit in the **Minimum Cluster Size** Field. The current **Classify Buildings and Vegetations** Form looks like the below:

Classify Buildings and Vegetations

General Settings

Reset Points Ignore NDVI
 Single Pass Best Fit Ignore NDWI

Use Graph

Maximum Standar Deviations

Min Cluster Size points

Input

Base Bin Size to Check for Planar Points Spacings

Minimum Vegetation Distance metres

Maximum Co-Planar Distance metres

Minimum Height Above Ground metres

Maximum Co-Planar Angle Difference degrees

Invalid Roof

Min Angle degrees

Max Angle degrees

Ok Apply Cancel

Classify Buildings & Vegetations Form

Classify Poles

The **Maximin X Distance** Field has been changed to **Maximum Horizontal Extent of Pole** Field. The current **Classify Poles** Form looks like the below:

Classify Poles

General Settings

Reset Points Ignore NDVI
 Single Pass Best Fit Ignore NDWI

Input

Bin Size to Check for Planar or Linear Points metres

Classification Threshold for Pole %

Minimum Points Per Pole

Minimum Height of Pole metres

Maximum Horizontal Extent of Pole metres

Ground Base

Smoothing

Neighbor Distance metres

Iteration

Height Above Ground

Minimum metres

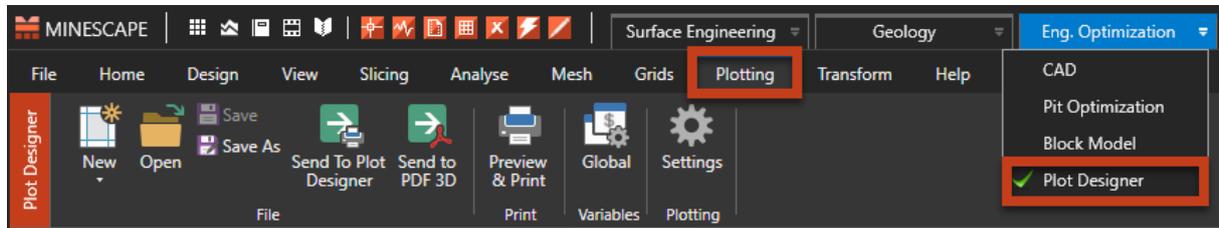
Maximum metres

Ok Apply Cancel

Classify Poles Form

Plot Designer

The **Plot Designer** App is now accessible from the App List. When users select the **Plot Designer** App, MineScape will open the **Plotting** Tab.



Plot Designer App and Plotting Tab