MINESCAPE 2023 UPDATE 6 RELEASE NOTES

DATAMINE

Legal Disclaimer

The product described in this documentation may be connected to, and/or communicate information and data via, a network interface, which should be connected to a secure network. It is your sole responsibility to ensure a secure connection to the network and to establish and maintain appropriate measures (such as but not limited to the installation of firewalls, application of authentication measures, encryption of data, installation of antivirus programs, etc.) to protect the product, the network, your systems, and the interface against any kind of security breach, unauthorised access, interference, intrusion, leakage, damage, or corruption or theft of data. We are not liable for damages or losses related to any such security breach, unauthorised access, interference, intrusion, leakage, damage, or corruption or theft of data.

Contents

What's New

Discover the latest enhancements and additions introduced in MineScape 2023 Update 6.

> **IMPORTANT:** Before installing MineScape 2023 Update 6, please update the System Services to the latest version, which is available for download in the [Distribution Portal](). This update is mandatory to ensure a smooth installation process and the optimal performance of MineScape. Attempting to install MineScape without first updating the System Services will result in installation issues.

.NET Upgrade

The Microsoft .NET Desktop Runtime has been upgraded to .NET 9 version.

Dragline

The **Dragline** App introduces major enhancements focused on scenario-based design management, improved visual workflows, and expanded reporting features. These updates enhance flexibility, streamline review, and improve usability across dragline modelling.

Scenario and Replay

A new scenario framework allows users to manage multiple excavation strategies within a block design. When starting a dragline design, users now select a section, block, and scenario. A default scenario is automatically provided, and additional scenarios can be added or edited using the **Template Scenario** Form, accessible from the **Dragline** Tab.
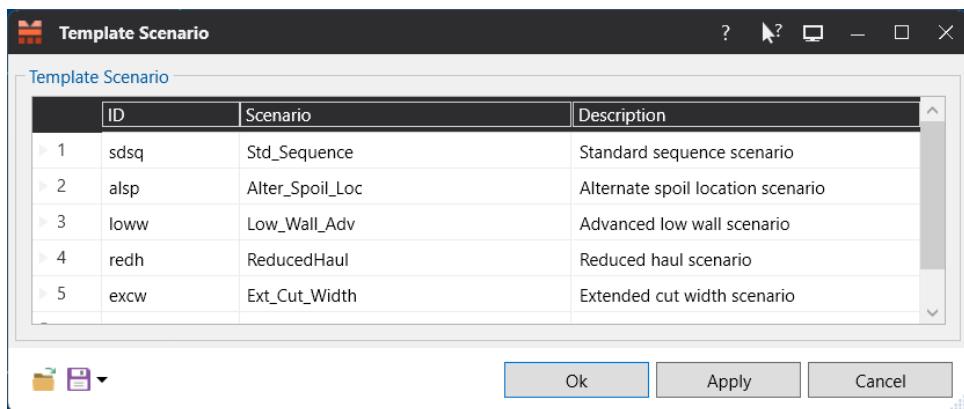
*List of Scenarios in the Template Scenario Form*

Each scenario is saved as a scenario File (.DRAGSCEN) linked to its corresponding block replay (.DAT) and report (.RPT) files, which are generated automatically as dragline works are performed. All files are now stored within the **dragline** Folder, organised by section and block.

As part of this update, the **Block** Tab has been redesigned to support scenario-based workflows. The tab now includes:

- A **Scenario** selector

- A **Continuous Replay** toggle

- **Export** and **Import** for block replay files

- A new **Generate** Option for creating custom operation replay files
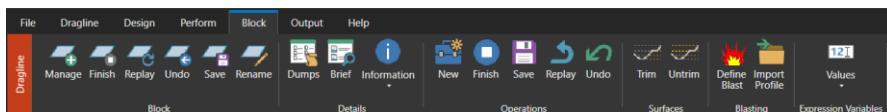
The Old Block Tab
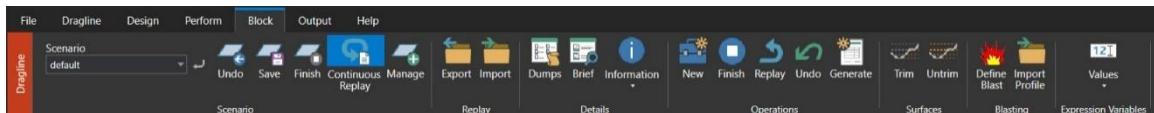
The New Block Tab

Block replay files can now be exported or imported, allowing reuse of replay data between sections and blocks. The new **Continuous Replay** Option plays all steps in the replay file without interruption. When this option is turned off, dragline pauses at every step and prompts for confirmation before continuing.

Additionally, the new **Generate Operation from Block Replay File** Form allows users to extract specific dragline elements or activities from an existing block replay file to create a custom operation replay file. The form can be accessed by clicking the **Generate** Button in the **Block** Tab within the **Operations** Group.
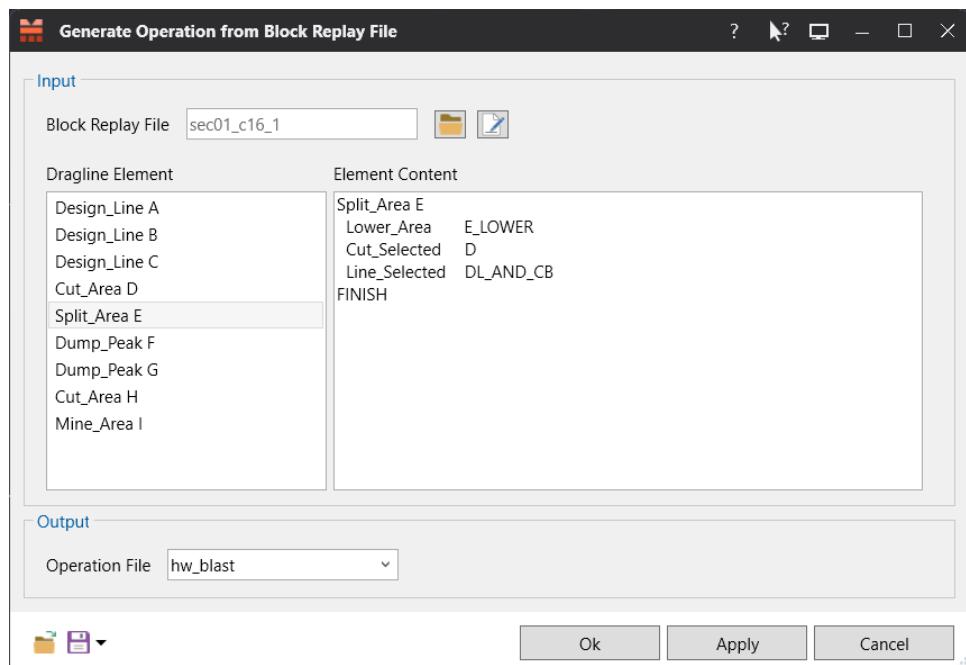
*The Generate Operation from Block Replay File Form*

Visual and Design

Enhancements to the visual environment improve design interaction, spatial awareness, and overall user experience. During replay, material movement animation can be displayed in both 2D and 3D views, providing clear visual feedback on how material is cut and placed throughout the design sequence. When the main viewport is in 3D view, MineScape automatically switches to 2D section view for design operations and returns to 3D view when complete. The **Place** and **Move** Options now supports a 3D top-down view, improving placement accuracy and reducing the likelihood of dragline collisions. The **Show Info** Option displays the dragline name and coordinates, with adjustable **Weight** and **Colour**.
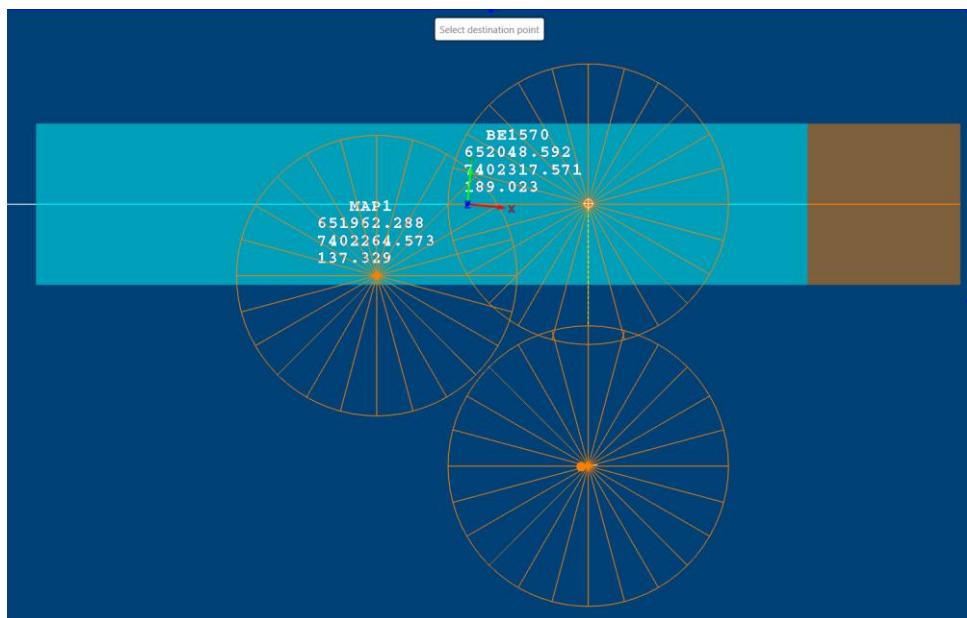
Moving Dragline with Show Info Toggled

The new **Data View** Option opens in a 3D bird's-eye perspective. When multiple sections are displayed, visual overrides are automatically applied. The bird's-eye view retains its last-used settings when toggled, and resets to default when the viewport is deleted.
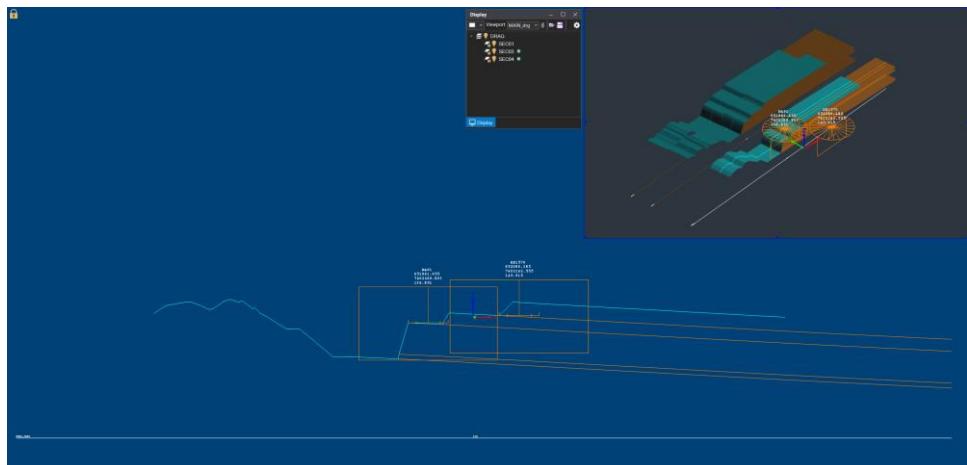
The New Data View

Reporting

The **Dragline Report** Dock now includes additional columns (**Hours**, **Easting**, **Northing**) and supports export to Excel for further analysis.

The Enhanced Dragline Report Dock

Report files are now saved within the **dragline** Folder, organised by section and block.

CAD

Project Elements onto Surface Above or Below

The **Project Elements** Form now supports projecting elements onto surfaces above or below, expanding on the existing functionality to project to the nearest surface when **Expression** or **Surface** is selected.
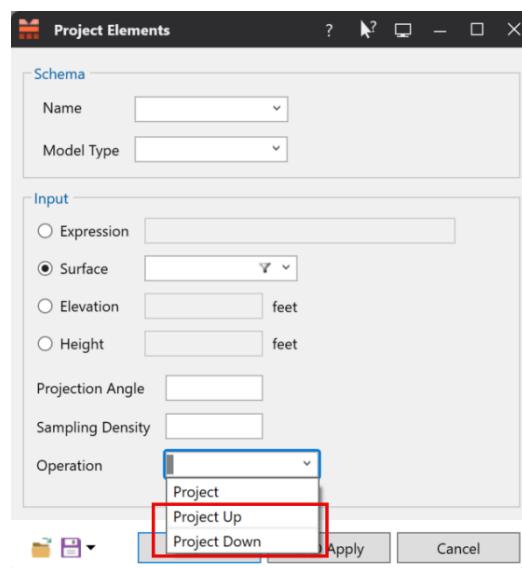
*New Operation Options: Project Up & Project Down*

Import Microstation DGN

MineScape now supports importing MicroStation DGN files through the **Import Design Data** Form or by right-clicking a design layer in the MineScape **Explorer** Dock.
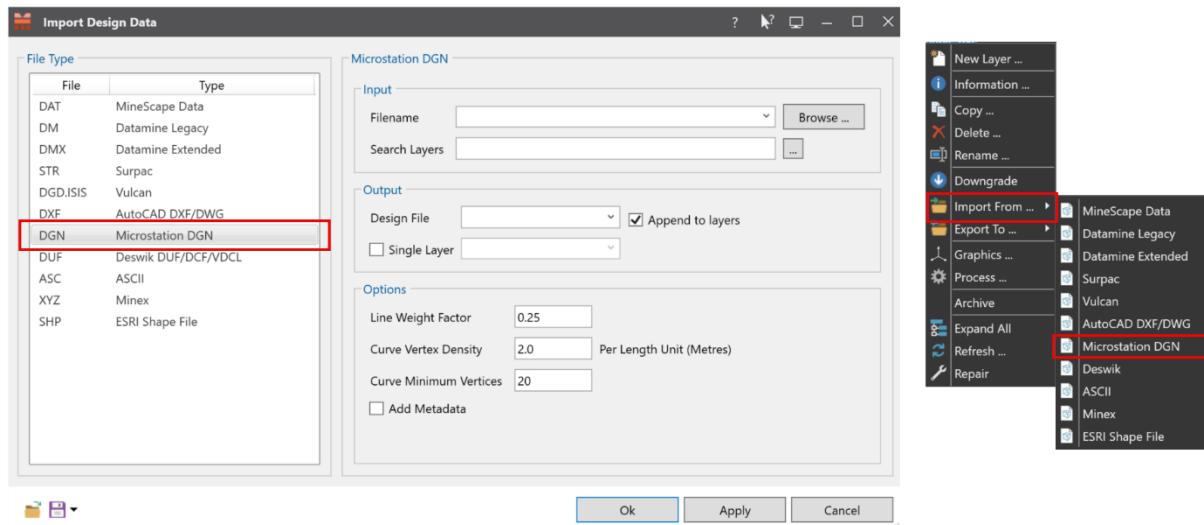
MineScape now Supports Importing MicroStation DGN Files

Below is a sample of an imported Microstation DGN file:
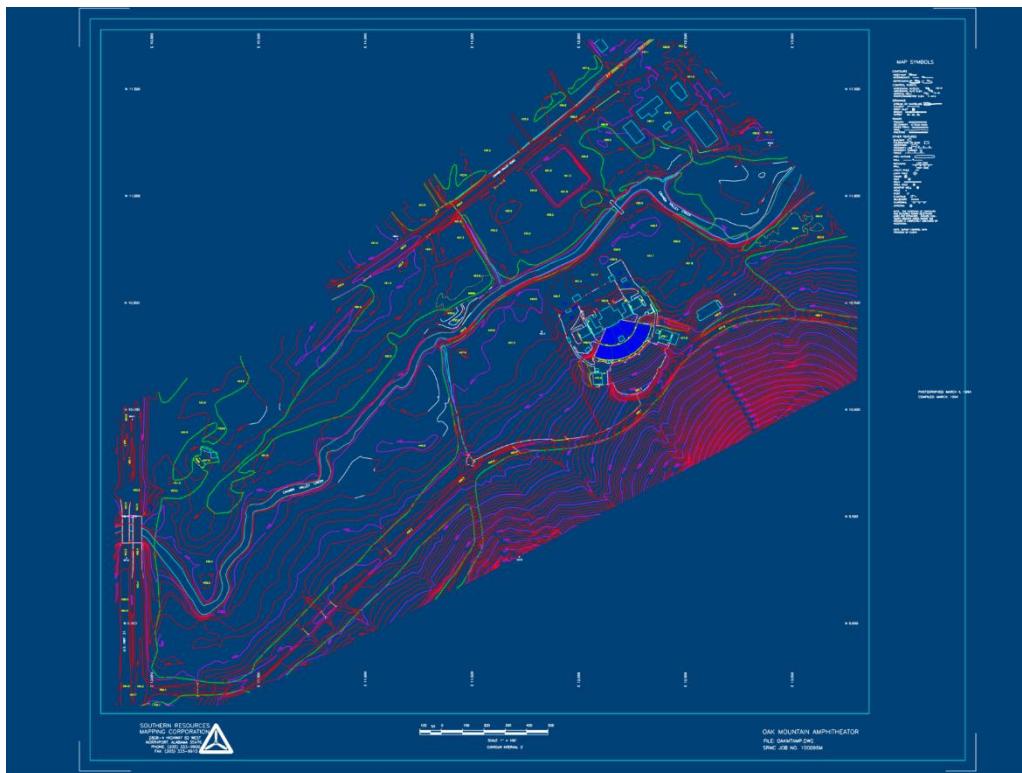
Imported Microstation DGN File

Mesh

Added the **Coordinate System Settings** Option within the **Point Cloud** Group of the **Mesh** Tab. This feature shares the same exact functionality with the **Coordinate System Settings** Option in the **Point Cloud Tools** App.

Coordinate System Settings in the Mesh Tab

Stratmodel

Auto Populate Layer & Title Names in Contour Form

The **Contour** Form now supports automatic **Layer** and **Title** name population when **Surface or Interval** is selected as the **Data Source**, and **Interval** is chosen as the **Input**. The generated names combine the **Interval** and **Attribute**, and the **Layer** name is truncated if it exceeds the maximum character limit.
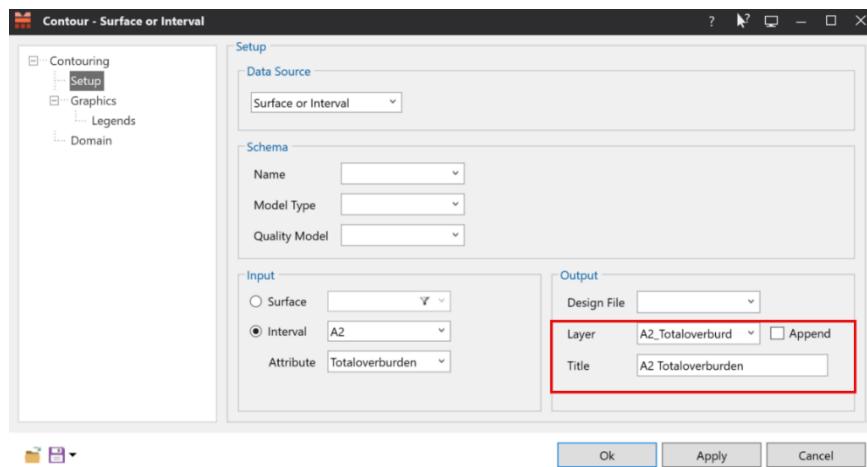
The Contour Form now auto populates the Layer and Title Names

UG Coal

Interactive Longwall

The new **Interactive Longwall** Tab in the **UG Coal** App makes underground longwall design faster, easier, and more intuitive. Users can now create a

complete longwall layout by simply drawing a single centre-line in the **CAD** Window. MineScape automatically generates roads, pillars, and longwalls within seconds. The design appears as a temporary graphic initially, allowing users to modify parameters directly from the ribbon and see instant updates in **CAD**. This allows for quick design iterations and lets users commit the final version to to the nominated design file only when ready.
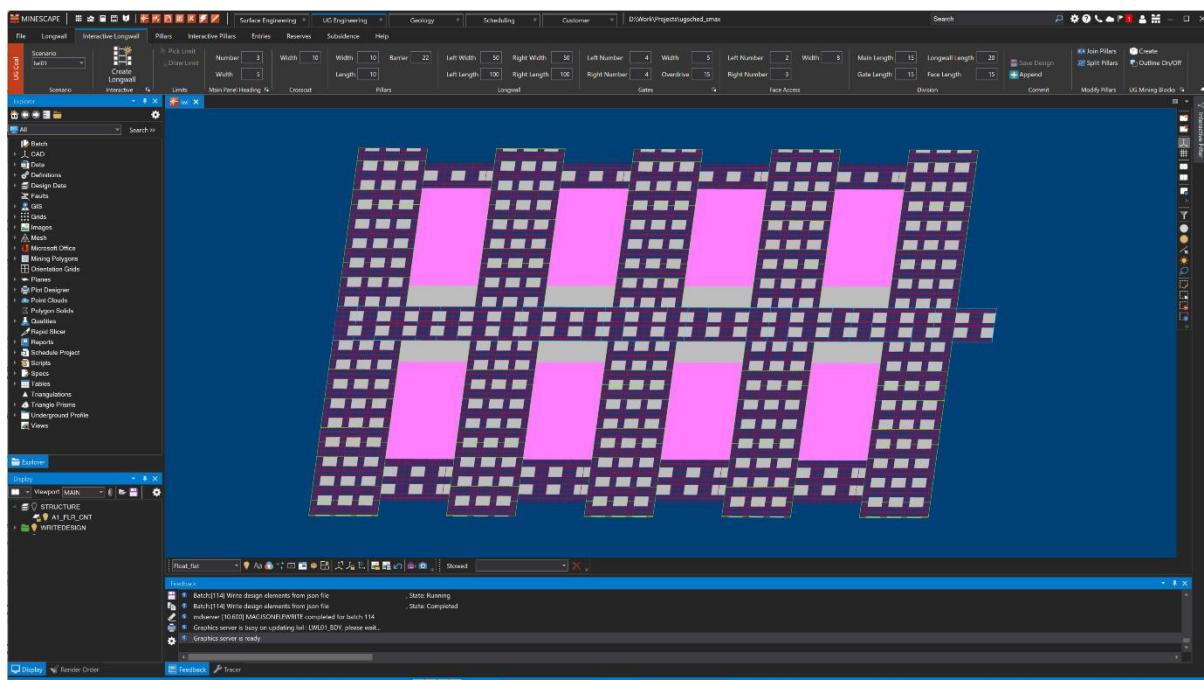
Temporary Graphics of Underground Longwall Layout

More UG Coal Enhancements

- Improved the speed when saving temporary graphics to nominated design file in **Interactive Pillars**

- Added the **Append** Button in the **Interactive Pillars** Tab, allowing users to choose between adding the temporary graphics to the existing underground design or overwriting it
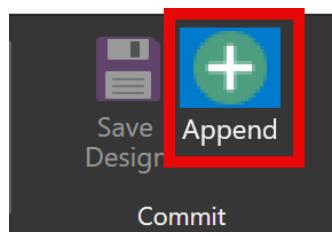
Append Button

- Added a **Settings** Form in the **Interactive Pillars** Tab to define the limit when rendering temporary graphics. The default is **1,000**, which means that if the temporary graphics contain more than 1,000 road elements (headings), MineScape will display only simplified boundary panels as temporary graphics. The form can be accessed by clicking the dialog box launcher icon in the **Main Panel Heading** Group.
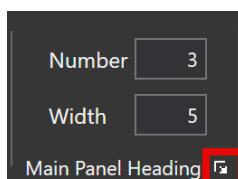
Dialog Box Launcher to Display Render Limit Settings
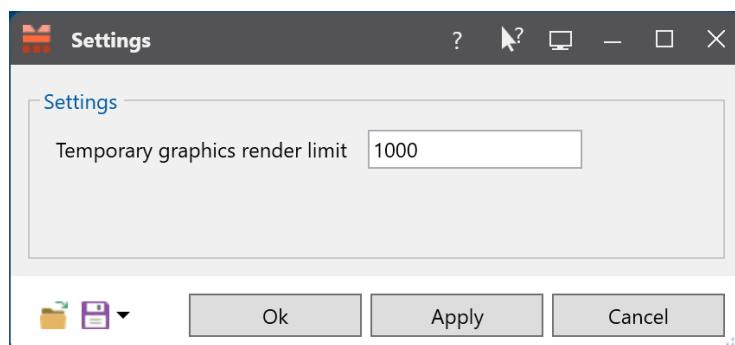
*Render Limit Settings Form*

Defect Fixes

Core

- Fixed a display issue where the menu that appears when clicking the dropdown arrow in the **Properties** Dock was misaligned

- Fixed an issue where MineScape displayed incorrect **Node Selected** count in the **Properties Editor** when multiple meshes were selected from the MineScape **Explorer**

- Fixed a crash that occurred when opening files within the **PDF3D** Node under the **Images** Folder in MineScape **Explorer** using an external PDF viewer

- Fixed an issue where module output could be saved to another project when multi-site settings include other projects.

- Fixed an issue where a newly-created display definition wasn't selected automatically

- Fixed an issue where MineScape showed duplicated search results when the 'volumes' keyword was inputted

- Fixed an issue where selecting an app-specific node, for example **Tempo** from **Open Cut**, did not persist after closing and reopening a project

- Fixed an error that occurred when opening a design layer

- Fixed an error that occurred when unloading the default TEMPLATES layer

- Fixed an issue where a damaged design file with a corrupted second-level header record could be opened but not closed by dfserver, leaving the file handle locked. This update adds exception handling to log the error and properly close the file.

- Fixed an issue where searching for **Underground Profile** Node from the MineScape **Explorer** search box did not apply the filter, causing all nodes to remain visible

CAD

- Fixed an issue where MineScape showed incorrect module title when switching between **CAD** and other modules back and forth

- Fixed an issue where changing a rubber band colour in the **Graphics Settings** Form didn't apply the new colour as expected

- Fixed a misplacement issue of the ellipsis button in the **Advanced** » **Annotate** Tab of the **Format Painter Advanced** Form. The button is now positioned next to the **Annotation Type** Checkbox and is enabled when the annotation type is set to **Coordinate**, **CoordinateLeft** or **CoordinateRight**.

- Fixed an issue where users couldn't attach .DXF files from other projects in the **Attach Reference** Form. MineScape now shows extension names to separate .DWG and .DXF files when attaching autocad files.

- Fixed an issue where users couldn't filter rows on a washability table in the **Table Editor**

- Fixed an issue where vertices in **Poly3D** elements were not highlighted when hovered over in **CAD**. This fix also improved the **Poly3D** and **Poly2D** Forms by reducing empty space.

- Fixed an issue where exporting a layer containing black line elemenst to .DXF or .DWG format caused the line to display in yellow instead of black when reopened

- Fixed an issue where snapping to a segment during angle element creation did not honour the snapped point's elevation

Mesh

- Fixed missing feedback messages for the **Fill Holes** Option in the **Solid Mesh** and **Surface Mesh** Groups in the **Mesh** Tab

Geology

- Fixed the handling of .TMP files created by the STRATSLICE module so they are now properly deleted after completion. This module is run from the **Cross-Section** Form of the **Stratmodel** App.

- Fixed an issue where the **Fixed Spacing** Field in the **Horizontal Alignment** Section of the **Settings** Tab in the **Drill Hole 2D Graphics** Form did not retain the previously entered value

- Fixed an issue when re-loading a form specification in the **Reserves Calculate Volume** Form after selecting a bench specification resulted in incorrect form specification

- Fixed an error that occurred when running a log plot in **GDB**

- Fixed a crash that occurred when opening the **Quality Histogram** Form in **Stratmodel** multiple times

- Fixed an issue where the **Drill Hole Import – CSV** Form couldn't be resize when the collar table exceeded 15 columns

- Fixed an issue where restoring a form spec in the **Contour** Form of the **Stratmodel** App didn't automatically populate the **Layer** Field

- Fixed an issue where pressing **Enter** after entering a display definition name in the **Contour** Form did not confirm the input as expected

Surface Engineering

- Fixed an issue in the form that appeared when clicking the **Clear** Option in the **Drilling** Tab of the **Drill and Blast** App, where the form title was too long and overlapped the icon. The form title has been changed to **Clear Blast Object**.

- Fixed a display issue where two checkboxes in the **Pit Projection** Node within the **Generate Solids** Form overlapped with each other

- Fixed an issue where the progress bar for opening a project overlapped with the **Open Design File** Form

- Fixed an error that occurred in **Dragline** after the **Open Design File** Form was opened twice

- Fixed an issue where the **Open Design File** Form wasn't loaded automatically when loading the **Dragline** App

Drone Surveying

- Fixed an issue where pointing to the same coordinate on two LAS files displayed different Z values

Plot Designer

- Fixed an issue where MineScape didn't validate empty input values when creating a **Title Block** in **Plot Designer**

- Fixed an issue that occurred when copying an excel data containing unsupported fonts. **Plot Designer** now applies a default font to ensure proper display of such data.

- Fixed an issue where the **Save As** Button remained enabled even when the plot window was no longer active

- Fixed an issue where the **Paper** Dropdown list in the **Paper Size** Form showed empty entries

Removed

- Removed the on-context menu button from the **Edit Project Units** Form to improve interface consistency