

Release Notes

Studio Mapper 4.1



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Overview



Studio Mapper, together with Studio RM, is the only integrated mine mapping and structural modelling solution delivered on the same platform, with a consistent user experience.

Studio Mapper is one of several products in the Studio product family, which includes:



Studio EM for exploration data analysis and modeling.



Studio Geo is for geological and structural modeling.



Studio Mapper for geological face mapping and reporting.



Studio NPVS+ for strategic open pit optimization, design and enhanced scheduling.



Studio OP for open pit design and operational scheduling.



Studio RM for mine geology, reserve modeling and resource estimation.



Studio Survey for open pit and underground mine surveying and reporting.



Studio UG for underground mine design and scheduling.

Note: Studio Mapper release notes are cumulative for each major version, in reverse chronological order.

Further Information

Release notes for other versions of Studio Mapper are available from Datamine's support channels:

<https://www.dataminesoftware.com/support/>.

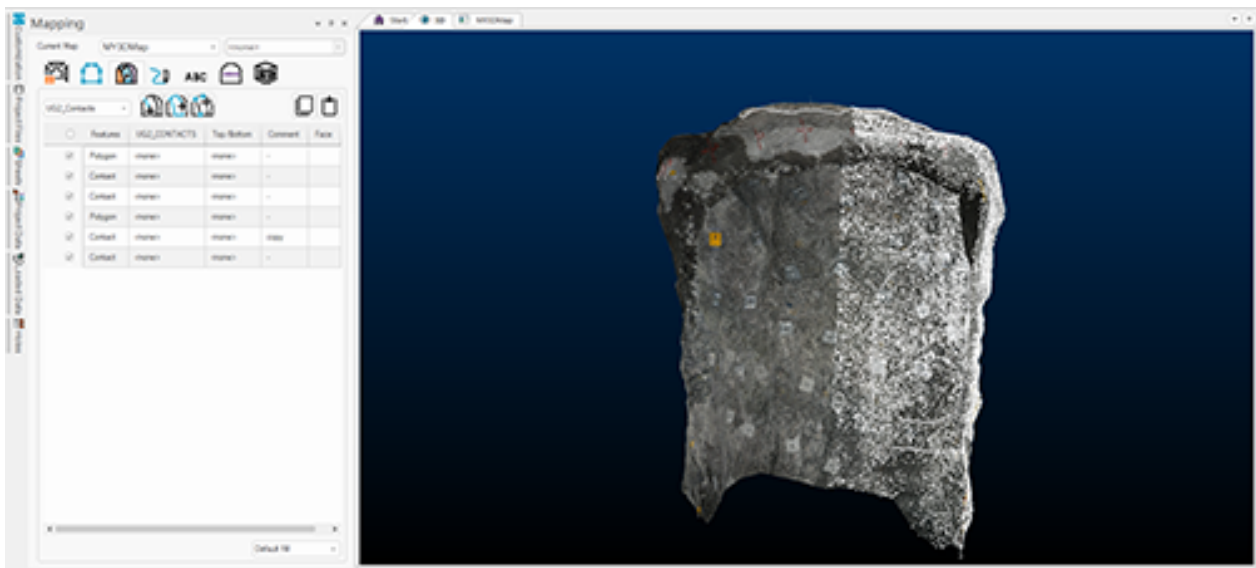
For the complete Studio Mapper documentation, see

<https://docs.dataminesoftware.com/StudioMapper>.

Studio Mapper 4.1 Release Notes

Key Improvements

Wireframe and Point Multi-File Maps



A new 3D map type arrives in this update: point cloud maps.

Based on one or more points data files (typically, survey or cavity scan data), features and other map information are added directly to the cloud of points.

In addition to permitting mapping on 'raw' ground point data, eliminating the requirement to provide a surface, the points option can be particularly useful when open pit mapping, for example, where a mapping geologist would want to create a map that covers a large area. In these situations wireframes can become very large and unwieldy, and importing the associated point cloud instead can make way for better system performance.

You can utilize as many points or wireframe files in a map as you need, and can even combine wireframe and points data in the same map if you want.

Digitise Doughnuts!

A new design command (`digitise-doughnut`) lets you create closed string data with internal voids. You select the non-overlapping and fully concentric closed string data and a new closed shape is formed automatically. This is particularly useful where you need to, say, capture the shape of internal void structures in a particular rock zone, or in any situation where an enclosed internal structure needs to be represented.



The new command works really well in relation to polygonal map features and outlines. You can even create multiple layers of structure 'nesting' and input closed strings can be at any orientation, providing the internal structures are fully enclosed without overlaps or crossovers.

You can control how new data is created using a new switch (`doughnut-storage-switch`) to choose between modifying an existing perimeter or generating completely new string data.

Feature Strike Definition

You (or your system implementer) can display and use a new **Feature Strike** calculated string field on the **Features** panel of the **Mapping Task Bar** via the system configuration file. This allows you to change the overall strike direction of

the string quickly and easily, either at the face or back at the office. This is particularly useful for level map feature creation.

For example, you can extend a feature object's configuration using the following attribute definition syntax:

```
<Attribute>
  <ColumnLabel>STRIKE</ColumnLabel>
  <FieldName>_AZIMUTH</FieldName>
  <EntryProperties>
    <Type>NUMERIC</Type>
    <Minimum inclusive="TRUE">0</Minimum>
    <Maximum inclusive="TRUE">360</Maximum>
  </EntryProperties>
</Attribute>
```

Multiple File Loads

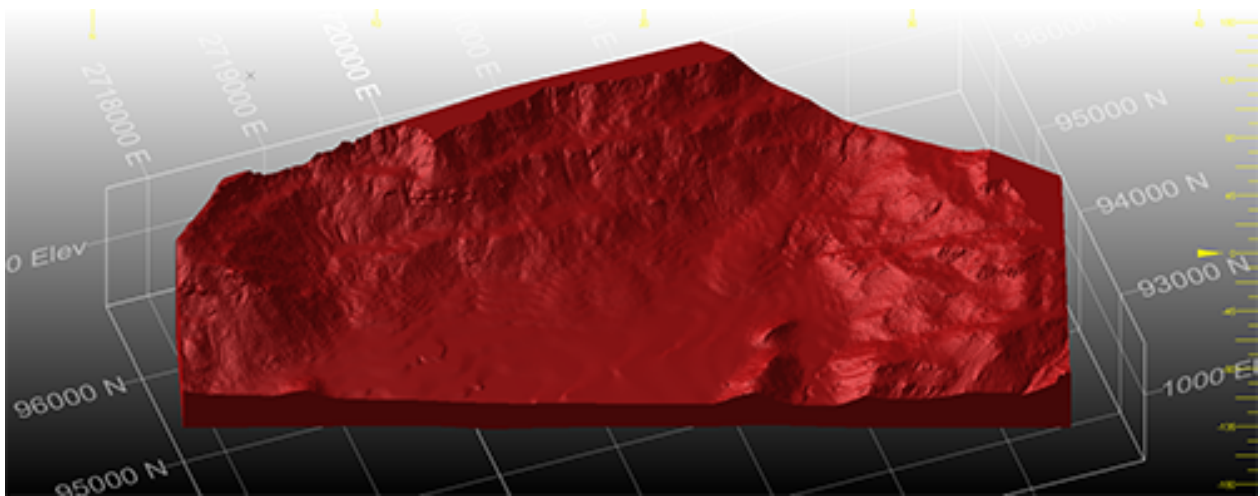
You can now import or load multiple files in one operation using new multi-file options. Just pick the files you want to load using a simple browser, and Studio does the rest. You still get to specify load and importation settings, including those specific to a particular driver, but now you can complete the process in a fraction of the time.

To access this function, click **Add to Project** or **External** on the **Data** ribbon and pick your files.

Either import multiple files to the project or load them directly into memory. These files can be of the same type and format or different ones, meaning you can pick a batch of files of various formats (CAD, BMF, DMX and more) and either add them to the project or load and display them after importation and conversion. This makes light work of importing files from other projects and applications.

To use the previous driver selection method, use a menu option to pick a data type or select the new "by driver" option for project import.

Leapfrog Data Import



You can now import Leapfrog mesh (.msh) and Leapfrog Project Model (.lfm) files using a new Data Source Driver. Data is imported as wireframes.

If importing a Leapfrog Project Model file, you can choose to import all associated mesh data or a subset, and can choose the attribute to use to store the original mesh name, making downstream data management much easier.

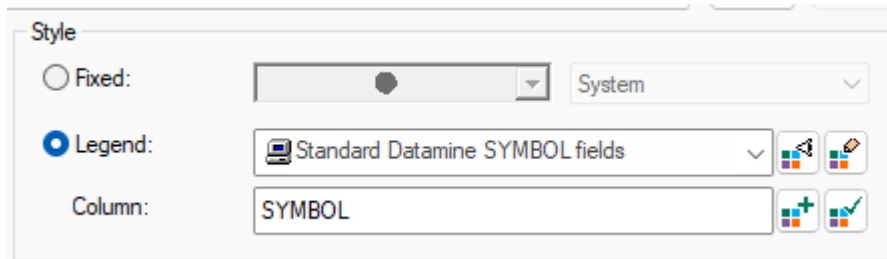
The new formats are also supported by Studio's drag-and-drop facility, meaning you can drag one or more files into the 3D view and default load settings are used to create the relevant objects in memory and display them.

Geosoft® Driver

Geosoft Voxel Models files represent useful geophysical files, also known as *UBC voxel models*. These files contain geophysical inversion data. An import comprises 2 or more files - one file to define the geometry, and 1 or more files containing data values associated with the cells.

To support this new file type a new *Geosoft* option is available on the **Data Import** screen.

Legend Tools Update



3D properties and similar screens now use a clearer and expanded toolset for legend management.

You can still display and edit legends as before, but now there is a dedicated button to create a new legend and (reinstating previous, reportedly popular behaviour) a new button appears to either select the current default legend for the selected column or set the current legend as the default for the current column (with no further prompts or popups).

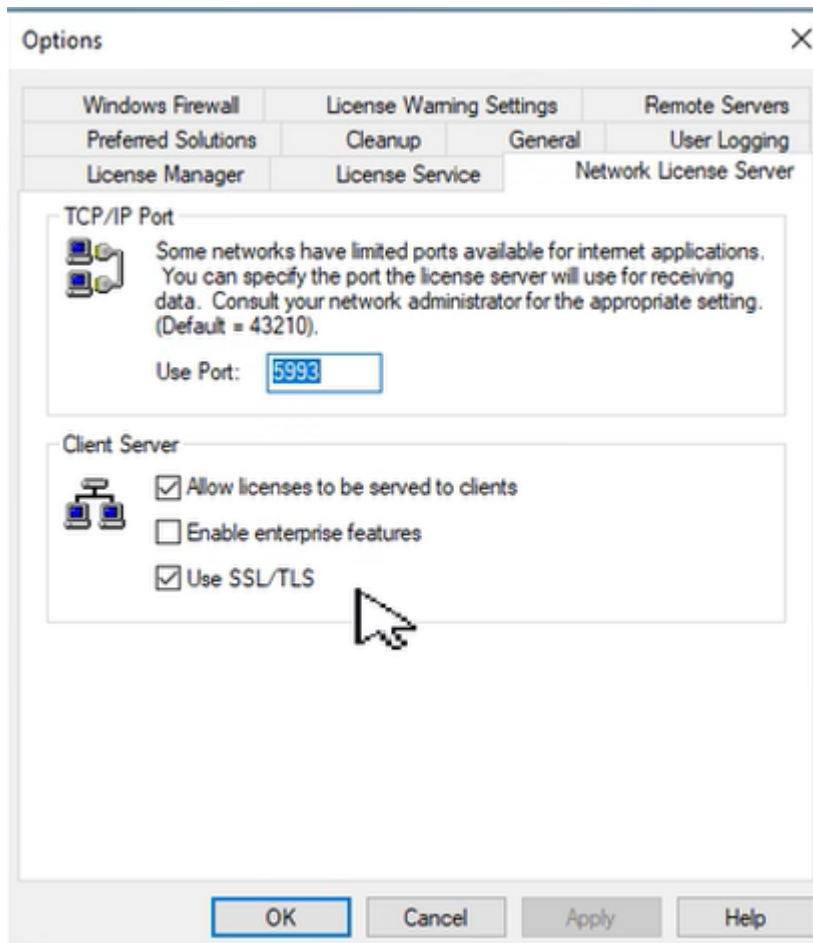
We've also added the ability to add any colour chip to the unique legend item table in the New Legend Wizard

License Services Security

At Datamine, we take the security and integrity of your data seriously.

License Services 7.0 is installed with your product update, and it provides additional security protection for client-server traffic.

You can now configure a license server to transmit and expect encrypted traffic. Utilizing the latest Transport Layer Security (TLS) protocol from Microsoft®, this level of data encryption helps prevent the interception and misuse of port traffic by malicious actors.



Server configuration can be completed in seconds (see above) and - providing connecting clients are running License Services 7.0 or above - client configuration is automatic; clients detect the current server mode and adjust their settings accordingly.

Legacy data mode is still supported; no server changes are necessary unless you want to change your data transmission protocol. Legacy License Services clients can connect to an upgraded (non-encrypted) server and vice versa.

You can find out more about these changes by searching for "License Services TLS Support" on the Datamine Support website, or by contacting your local Datamine office.

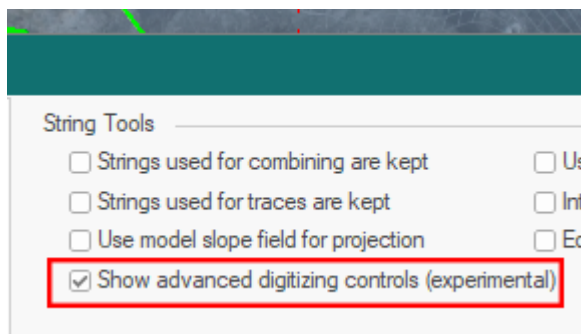
Early Access Features

Advanced Digitizing Controls

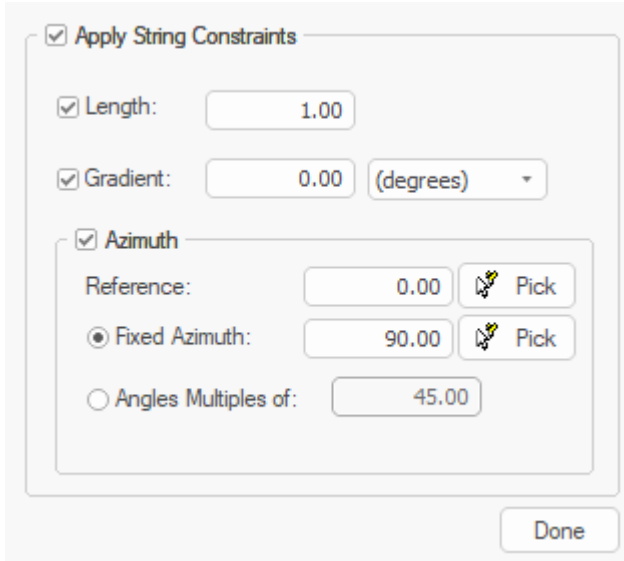
As part of a wider campaign to improve and extend our digitizing tools, we've introduced a new way of creating new string data in this update, and we'd love to know what you think before we finalize things.

`new-string`, arguably the most commonly used design command in any Studio product, has been extended over the years and also supported by a range of other design functions to enhance more 'managed' digitizing often required in the mine planning domain, where design drafting with precise string properties can be critical to an effective design and schedule. The `extend-string` command has been similarly enhanced.

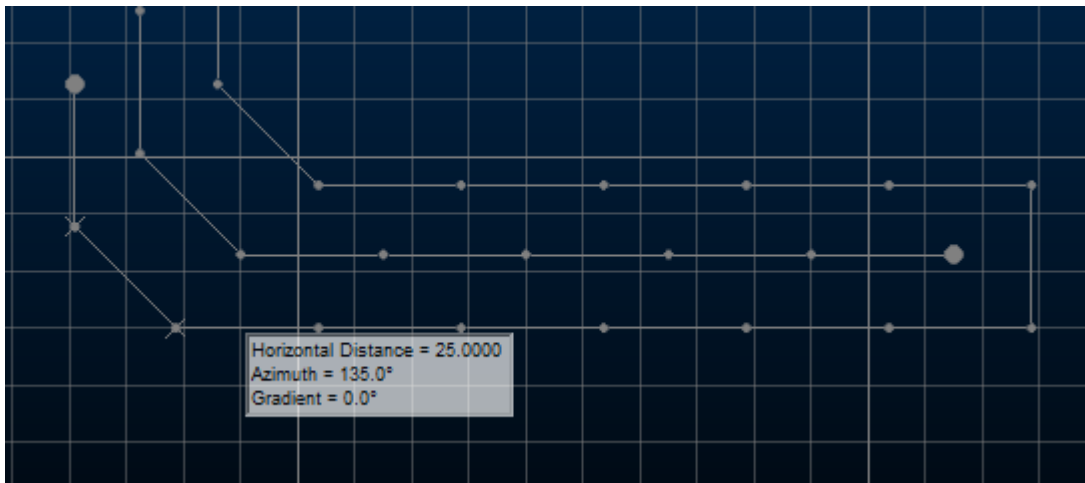
`new-string` and `extend-string` can run in an enhanced mode in this update. By default, both commands behave as before, but there's a new project setting that allows advanced settings to be applied during digitizing to constrain the orientation of the next string segment you create. Located on the **Points and Strings** screen, check **Show advanced digitizing controls** to activate enhanced mode for **new-string** and **extend-string**:



The next use of either command displays a popup allowing you to constrain the length, azimuth and gradient of the next string edge. For constrained angle changes, you can also ensure azimuth changes are made in fixed amounts from the previous string segment:



This can help to ensure operational and design constraints are honoured during digitizing, saving time later by editing and adjusting design data. Help files for both commands have been updated to explain how to use the new controls. You can also press F1 when the new popup displays during digitizing.



Please let us know what you think of this early-access feature. We value your feedback!

Note: To show the **Project Settings** screen in **Studio Mapper**, run the command **show-project-settings**.

All Improvements

Commands & Processes

- **SMAP-1253** Unsaved georeferencing data is now saved automatically when the project is closed.
- **SMAP-1222** A new map type arrives with this update: **Point Cloud Maps**. You can also utilize multiple point and wireframe files in a map, and even use a combination of data types.
- **SMAP-1214** Mapping task bar tabs now only appear if a map is selected.
- **SMAP-1213** Wireframe map visibility can now be controlled using the Project Data control bar.
- **SMAP-1197** New mine and area names are now automatically selected for easier overtyping.
- **SMAP-1194** The Butterfly map option is no longer available for Wireframe and Level map types.
- **SMAP-1188** You are now warned if a texture can't be found for a 3D wireframe map.
- **SMAP-1172** Define the azimuth/strike of a feature string by exposing the system `_AZIMUTH` field to the **Features** panel.
- **SMAP-1051** The Change Map Type button tooltip has been improved for clarity.
- **CORE-9827** `.dmx.tmp` files are now ignored by the **Project Files** and **Project Data** control bars.
- **CORE-9775** As part of the project to standardize some of the Studio ribbons, icon updates have been made.
- **CORE-9732** Read-only DM files are now converted to read-only DMX files during project or utility-initiated conversion.
- **CORE-9711** Documentation for `EXTRA`'s `RAND` and `RANDBETWEEN` numeric functions has been improved.
- **CORE-9649** Block model fields in the Text Importer are now ordered more sensibly.
- **CORE-9604** The default field of view angle for new projects is now 45 degrees (`set-view-fov` command).
- **CORE-9586** To increase system security, we have blocked the display of online content in the Customization window.

- **CORE-9583** In Files, Fields and Parameters screens running in Dark mode, text in dropdowns is now more readable.
- **CORE-9579** `COMPDH` now supports up to 5 ZONE fields to composite within, and five optional fields DOM1 to DOM5 can now be specified to record dominant categorical values (by length) within each composited sample.
- **CORE-9578** The Script Recorder now generates syntax that aligns with Datamine's safer scripting practices.
- **CORE-9574** The legacy script converter utility has been removed from product distributions.
- **CORE-9561** Rationalization of baggage files for help systems means Studio installation file sizes are now smaller.
- **CORE-9551** The **Datamine Studio Script Updater** has been provided to automatically convert your scripts to more protected versions.
- **CORE-9550** The Studio scripting environment now offers a safer scripting syntax, minimizing the potential impact of malicious thread actors.
- **CORE-9546** New calculated (virtual) fields are now available to calculate the dip angle (`_PDIP`) and direction (`_PDIPDIR`) of the best fit plane through a data object.
- **CORE-9542** A more secure mechanism for data object automation has been implemented. Consult your online help for more details.
- **CORE-9540** You can delete selected 3D overlays of the Project Data using the <DELETE> key.
- **CORE-9539** The **CalculateEdgeMetrics()** method now calculates values for the final edge of a closed perimeter.
- **CORE-9528** The Plots window **Section** and **View** ribbons now have new icons.
- **CORE-9526** It is now quicker to read and process DMX files containing alphanumeric columns.
- **CORE-9522** `WIREFILL` now supports retrieval criteria.
- **CORE-9521** `COPYMOD` now supports retrieval criteria.
- **CORE-9519** `REBLOCK` now supports retrieval criteria.
- **CORE-9490** The Text Importer can now be automated using any Studio product.
- **CORE-9482** The `switch-drillhole-points-traces` command is now available on the Format ribbon (Display Mode group).
- **CORE-9474** The **Text Importer** and `INTXT` documentation has been extended and corrected.

- **CORE-9473** `INTEXT` can now process data using either a data definition (INDD) file or a SETTINGS file, or neither.
- **CORE-9449** The **CENTRE** file for the `ELLIPSE` process is no longer dependent on search, variogram or zone parameter file inputs.
- **CORE-9409** An issue causing an unsorted block model to become locked after a previous attempt to load it has been resolved.
- **CORE-9398** In `COMPDH` it has always been the case that if the **LENGTH** field in the input sample file is not equal to **FROM - TO** the **LENGTH** field is set to **TO - FROM**. This behaviour remains, but a maximum of 10 messages are issued in a process run.
- **CORE-9383** The **3D View** ribbon layout is now consistent between Studio products.
- **CORE-9382** The **Format** ribbon layout is now consistent between Studio products.
- **CORE-9378** The **Data** ribbon layout is now consistent between Studio products.
- **CORE-9359** Your product now includes a new control bar: **Project Data**. This combines the power of previous bars to categorize and display files, loaded objects and plot data.
- **CORE-9391** When using the Text Importer, you can now import alphanumeric trace and absent values into a destination field that is numeric.
- **CORE-9340** Unload all overlays of a specific data type using a new **Sheets** and **Project Data** control bar menu option.
- **CORE-9301** Legend controls within various screens have been reverted to more popular legacy behaviour (with improvements) and restyled.
- **CORE-9277** Quick Filter drop down lists now inherit the current look and feel theme.
- **CORE-9252** Project data bar icons for the Plots and 3D folders have been updated.
- **CORE-9233** By request, flat-rendered wireframes are now less shiny.
- **CORE-9229** **Text Importer** scenario files (.dminsv) now appear in the Project Data control bar.
- **CORE-9228** If opening a Text Importer scenario, file detection has been improved and you can now browse for missing files.
- **CORE-9103** The **Project Data**, **Loaded Data** and **Holes** control bars now inherit visual themes.

- **CORE-9097** An issue that could make data picking difficult where data was precisely coincident with the section plane has been resolved.
- **CORE-9082 Drillhole Importer** now recognizes "Hole_ID" as a BHID mapping type.
- **CORE-9014** All commands relating to the obsoleted **Visualizer** window have been removed from the application.
- **CORE-8999** Tooltips have been added to the **Group Lithology** and **Assign Lithology** tasks.
- **CORE-8980** When adding a new unique value legend item in the New Legend Wizard, you can now add any other colour to the current palette.
- **CORE-8839** Documentation on snapping to a grid has been improved.
- **CORE-8805** File case names are now preserved in the default overlay when dragging and dropping files into the 3D window.
- **CORE-8763** 3D properties and similar screens now use a clearer and expanded toolset for legend management. See you help file for more details.
- **CORE-8699** An issue causing the `insert-by-segment-length` to fail when working with large data has been resolved.
- **CORE-8673** Issues causing unpredictable selection behaviour (or presentation of selected data) in the Plots window have been resolved.
- **CORE-8654** Selecting the outer boundary of a plot sheet now enables the **Manage** ribbon (not the **Home** ribbon as previously).
- **CORE-8625 Drillhole importer** now recognizes more field names when automatically mapping to system fields.
- **CORE-8519** Studio Data, Report and 3D View ribbons have been made standard in all Studio products other than Studio Mapper.
- **CORE-8510** The **Project Data** control bar now displays files external to the project folder with the same vertical line indicator as the Project Files control bar.
- **CORE-8196** `MODSPLIT` can now output either **MODELOUT**, **FULLMOD** or both. Previously, both outputs were always generated.
- **CORE-8143** It is now quicker to close a project without saving it.
- **CORE-7746** A new command `digitise-doughnut` lets you create complex string data in relation to an external perimeter and one or more closed internal strings.
- **CORE-7506** The **Drillhole Planner** now inherits the current visual theme.
- **CORE-7272** The **Edge Editor** is now available in this product. Use it to dynamically adjust string edges.

- **CORE-6637** This update features early access to a preview of our advanced string digitizing controls. Constrain the azimuth, length and gradient of new string segments as you draw. Enable this beta functionality using the **Project Settings** screen.
- **CORE-5878** The Project Data bar now permits multiple item selection.
- **CORE-5550** `smooth-gradient` can now be used to fully smooth (start to end) preselected strings.
- **CORE-1878** You can now import or load multiple files in one operation using new multi-file options.
- **GEO-718** The layout of the **Drillhole Importer** screens has been improved.

Utilities & Supporting Services

- **CORE-9629** This update includes an upgrade to the mesh wireframing engine (2.0.2.54).
- **CORE-9577** Your product installs a major update to License Services (7.0). This introduces encrypted traffic options for enhanced data traffic security.
- **CORE-9536** The Start Page environment has been made more secure.
- **CORE-9481** Data Source Drivers now export virtual data columns.
- **CORE-9362** If using the DmFile SDK, reading and writing records is now twice as fast as before.
- **CORE-8826** You can now import MineScape prism models where data overlaps in Z.
- **CORE-8524** An encrypted traffic option is now available to License Services server administrators. Requires a compatible client installation (7.0 or higher).
- **CORE-8524** We have added a new driver! Import UBC voxel model data using the new **Geosoft** driver option.
- **CORE-8160** The MineScape Block Model Importer has been added to the Data Import screen as a new driver: "MineScape strata model".
- **CORE-6521** You can now import and load Leapfrog mesh and project model file data using a new Data Source Driver.
- **MSO-1558** Documentation for MSO version 5.0 has been completed for this version.
- **MSO-1581** Evaluation method descriptions on the **Report** screen have been updated for consistency and clarity.

Defect Fixes

- **SMAP-1247** Wireframe map data now appears in the correct place in the Project Data Bar (Map Data) folder.
- **SMAP-1237** A typographic error has been corrected on the offline Start page.
- **SMAP-1199** An issue that could cause gaps in channel samples after removing a sample, has been resolved.
- **SMAP-1195** If performing a custom install, the "Templates" optional feature is now correctly named.
- **SMAP-1191** The clip-perimeter to perimeter command in Studio Mapper no longer results in loss of attributes of string files after clipping.
- **CORE-9919** An issue causing system failure, if v1 or v2 commands were used in conjunction with plane alignment options, has been resolved.
- **CORE-9875** An issue preventing the initial display of colour chips on the Assign Lithology screen has been resolved.
- **CORE-9868** An issue causing Deswik import to fail has been resolved.
- **CORE-9855** An issue causing issues when snapping and zooming in conjunction with vertical 3D scene exaggeration has been resolved.
- **CORE-9826** An issue preventing the successful import of Deswik wireframe data has been resolved.
- **CORE-9761** Picking of data symbols rendered in 2D in screen space can now be selected as normal.
- **CORE-9745** An issue causing `REBLOCK` to delete the input block model, if additive fields are used, has been resolved.
- **CORE-9717** The Project Data Bar's "Create from Loaded Data" menu option now works as expected.
- **CORE-9716** Grids and Sections folders can no longer be removed from the Project Data bar.
- **CORE-9714** An issue causing the incorrect rendering of 3D drillhole cylinders has been resolved.
- **CORE-9710** Modeless dialogs are now reset as expected when a default profile is reinstated.
- **CORE-9700** When translating strings, points or wireframes, decimal values now persist correctly between dialog sessions.
- **CORE-9673** 3D overlay group projections in Plots now react immediately to Project Data or Sheets control bar changes.
- **CORE-9670** The `UNFOLD` wizard now has context-sensitive help.

- **CORE-9653** When importing DXF/DWG points data, the 'Include Hatches' option is no longer displayed.
- **CORE-9642** 3D window axis and scale indicators now hide and show immediately following window configuration changes.
- **CORE-9631** The `INTTEXT` process no longer stalls indefinitely if settings are unexpected.
- **CORE-9622** An issue causing `SELWF` to run more slowly than expected has been resolved.
- **CORE-9618** An issue causing move-points to pick an incorrect target has been resolved.
- **CORE-9615** An issue preventing the import of a Vulcan block model has been resolved.
- **CORE-9613** An issue causing incorrect display of Information Mode output, if the 3D view was orthogonal to the active section, has been resolved.
- **CORE-9595** The Command Toolbar contents are now more easily visible in Dark mode.
- **CORE-9582** The Move String command is now available again on the ribbon.
- **CORE-9562** Crash reports are now registering successfully in Freshdesk.
- **CORE-9537** DMX files input to transform-coordinates now generates output files usable by Datamine Supervisor.
- **CORE-9518** You no longer see an empty message box when trying to save an object to an open DMX file.
- **CORE-9517** The Text Importer is now storing the Delimiter correctly if not a comma.
- **CORE-9509** The Text Importer now reads fixed width values correctly.
- **CORE-9503** "Ignore Clipping" instructions at the overlay level are now applied immediately.
- **CORE-9499** An issue preventing string editing in plan view with >1 exaggeration in Z has been resolved.
- **CORE-9419** The Point Cloud Reconstruction wizard now automatically generates a scenario on entering a new scenario name.
- **CORE-9403** An issue causing the incomplete display of model cells in intersection at some section orientations has been resolved.
- **CORE-9370** An issue causing unexpected data rounding in `TRIFIL` has been resolved.

- **CORE-9357** `WIREFILL` now correctly interprets default plane information, and a `@PLANE` parameter is added to allow behaviour override.
- **CORE-9353** An issue causing `SELWF` to fail when processing retrieval criteria has been resolved.
- **CORE-9348** The select-perimeter command no longer behaves inconsistently when called from a script.
- **CORE-9264** An issue causing incorrect IJK values to be generated via the Text Importer has been resolved.
- **CORE-9236** An issue causing the incorrect alignment of a georeferenced image has been resolved.
- **CORE-9231** An issue preventing the successful reinstatement of a UI profile has been resolved.
- **CORE-9100** When transforming coordinates, and converting EPSG 5533 to WGS 84 and exporting to Earth, Lat/Long columns are no longer inverted.
- **CORE-9012** When transforming geographic coordinates, you can now generate output files on a non-primary drive.
- **CORE-8952** The zoom command now accurately centers the screen if the scene is exaggerated.
- **CORE-8794** An issue causing clipped block model data to be rendered invisible, when the clipping section deviates from the major axes, has been resolved.
- **CORE-8696** An issue causing smooth-gradient (smg) to fail with a large string data file has been resolved.
- **CORE-8632** Importing Deswik wireframe data now imports all available attributes. Previously some were not imported.
- **CORE-8582** An issue causing unexpected view navigation in scenes with vertical (Z) exaggeration has been resolved.
- **CORE-8259** 3D window section clipping is now reapplied correctly when the section corridor width is changed.
- **CORE-8052** An issue causing **SAMPOUT** to be created incorrectly when writing alphanumeric fields has been resolved.
- **CORE-7929** 3D plot overlay labels now react to clipping settings as expected.
- **CORE-6800** Studio now supports the concept of a temporary session-only data attribute.
- **CORE-5413** **REBLOCK** no longer fails if there is a space in the file in the project folder.
- **CORE-5270** Unable to cancel (ESC Key) Set Section about a single point

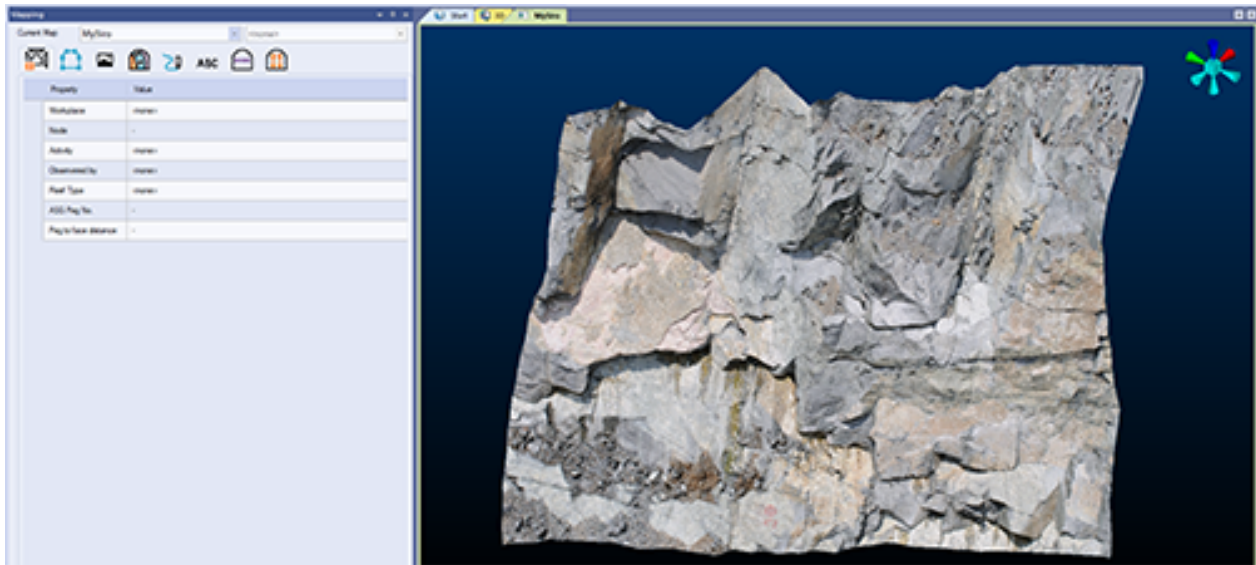
- **CORE-5137** Adding a trailing space to a new project name no longer causes Studio to create 2 project folders.



Studio Mapper 4.0 Release Notes

Key Improvements

New Wireframe Map

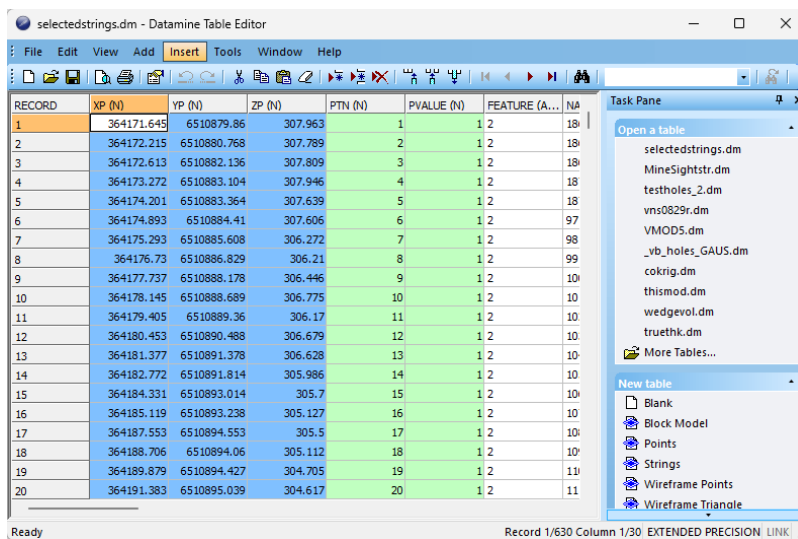


A new "Wireframe" map type has been introduced to provide support for 3D surface mapping. Import data from a wide range of inputs, including Lidar data or data processed by other products such as Datamine PixPro, Pix4D® and Agisoft®. Data is imported using Studio's extensive Data Source Drivers facility.

Fitting neatly into a flight-capture-build-map workflow, the Wireframe map type lets you capture geological features and attribute them as if you were sketching onto the rock. Perfect for both underground and open pit scenarios. You can enhance captured 3D geology using familiar tools, including features, sketches, comments, outlines and more.

Wireframe maps can be georeferenced using any number of landmark point and world coordinate references and are fully integrated with the Project Data control bar.

New Datamine File Format





The Datamine file format used natively by Studio products originated from Datamine's "Native File System" over thirty years ago. It has been maintained and supported by Datamine products since then. The mining industry has seen a significant increase in data volume and complexity during this time, which has started to strain the capabilities of the Datamine format.

Our response to this challenge is a new file format that is more suitable for the current and future data requirements of the mining industry. This format has a new file extension; .dmx.

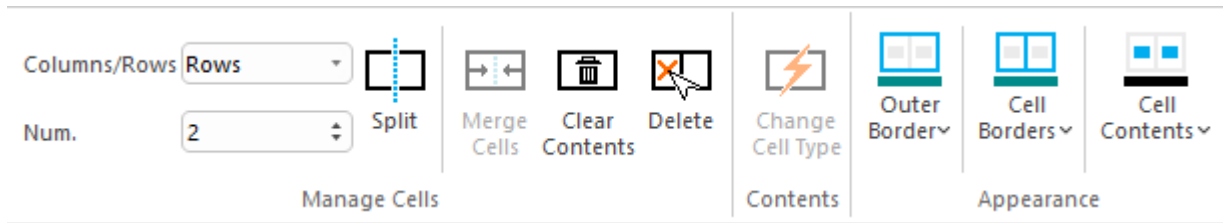
Files are smaller and now supports up to 2048 columns. Your application generates .dmx files by default (this can be changed on the **System Options** screen. Both legacy (.dm) and new .dmx format files can be read. Other improvements will follow, as our new format is highly extensible and provides many opportunities to make data handling easier and smarter in the future.

The new format integrates smoothly with modern Studio products and your existing workflows and customization scripts, and the Table Editor can be used to view both legacy and new formats. For bulk file conversion, there's even a useful DM to DMX file conversion utility in the **Data Converter** installation folder should you wish to batch convert input files.

You can recognize .dm and .dmx files in the **Project Files** control bar:

	.dmx file	A file in the proprietary .dmx Datamine binary file format.
	.dm file	A file in the legacy .dm Datamine binary file format.

Plots Overhaul



We've made major changes to the way plots are constructed with this update.

Plots are formed from a collection of plot items, ranging from 3D projections and associated sections, to clip art, text boxes and so on. You asked us to improve the usability of these tools so we've taken a step back and changed our approach to reporting. In a good way.

Plot items are now supported by their own ribbons, displayed whenever a particular plot item is selected, be that a projection, a north arrow, title box or whatever. With your help, we analysed the most commonly-used features and settings and have created a dedicated ribbon of tools for each plot item type. For example, managing the tabular contents of title box cells is now much easier thanks to handy cell managers.

The **Plots (Manage)** and **Plots (View)** ribbons have also been combined.

MineTrust Data Management

Your product is supported by **MineTrust Data Management**.

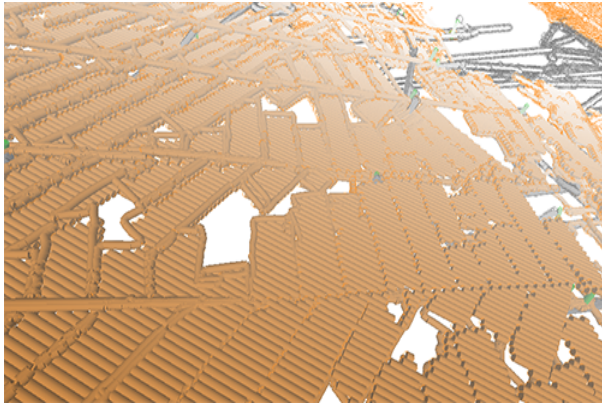
Synchronize and share data with other Studio users and ensure you are all working on the latest version of data. With flexible data control options, you can let MineTrust do all the heavy lifting when it comes to transmitting data to the right place quickly and safely.

Setup is simple; configure an endpoint with Datamine's support, then download the **MineTrust Connector** utility. The rest is seamless and you can start sharing and collaborating straight away. Simply open a MineTrust-ready project using the **File** menu, or a new **Start Page** option (**Open Project from MT**) and start sharing.

For more information on configuring MineTrust for your application, please contact your local Datamine office.

Note: To help prepare your projects and data for MineTrust, a **Data Migration Tool** is available to download from the Datamine Customer Portal. Contact your local Datamine office for more information.

3D Window Improvements

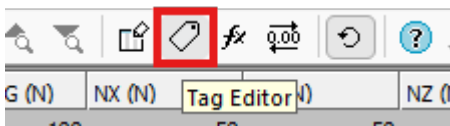


The display of large data so that it has a lower impact on system and application performance. This includes new, smart settings to control how and when 3D scene data is rendered, making sure the system only has to draw what it needs to. To support these changes, new 3D options have been introduced to control **Environment Settings** (automated scene clipping) and a **Render on Demand** setting (on by default), added to the 3D system settings screen.

Datamine File Tags

With the introduction of the new DMX file format in this version (see above), a new facility arrives for all users; table tagging.

We intend to make use of this new feature in the future, but you can also add your own data tags and values to any .dmx file using the Table Editor, which includes a new **Tag Editor** function on its toolbar:



Add as many tags and associated values as you like. This could be useful, say, to embed the status of a model or other design files, or to provide some implicit spatial context to data (mine, area, level, for example) without requiring additional data attributes.

Text Importer

Data Definition Mapping: _vb_collars.txt

Data definition: Collars

Include	Column Name	Mapped Type	Output Name	Type	Length	Default	Implicit
<input checked="" type="checkbox"/>	BHID	✓ BHID	BHID	Alpha	8	0	N
<input checked="" type="checkbox"/>	XCOLLAR	✓ XCOLLAR	XCOLLAR	Numeric	0	0	N
<input checked="" type="checkbox"/>	YCOLLAR	✓ YCOLLAR	YCOLLAR	Numeric	0	0	N
<input checked="" type="checkbox"/>	ZCOLLAR	✓ ZCOLLAR	ZCOLLAR	Numeric	0	0	N
<input checked="" type="checkbox"/>	ENDDEPTH	None	ENDDEPTH	Numeric	4	-	N
<input checked="" type="checkbox"/>	REFSYS	None	REFSYS	Alpha	8	-	N
<input checked="" type="checkbox"/>	REFMETH	None	REFMETH	Alpha	4	-	N
<input checked="" type="checkbox"/>	ENDDATE	None	ENDDATE	Alpha	12	-	N

Import one or multiple text files using a new **Text Importer** screen.

Select as many files as you need to import and configure all importation options on a single screen, including automated and interactive field mapping for your selected data type and preview your file before you import.

Once you're happy with your settings (which can be set for each individual file if required), store your configuration information in a handy scenario file which can be used to consistently import data in the future and to share with others in your organization.

Command & Process Improvements

- You can now right-click a visible 3D object to set it as the **current object**.
- **extend-segment-virtual-intersect** can now be used on closed strings.
- **INTEXT** – You asked for a file-based process to convert text files to Datamine files, so we created **INTEXT**. Either using the data definition specified in the incoming file, or by choosing the definition of another file, import text data using a range of options.
- **COMBTRI** – Append several wireframes to a single file.

All Improvements

Commands & Processes

- **Case: Multiple Cases** Your product can now read and write the new Datamine binary format (.dmx) and will automatically convert non-default files in the project folder when a project is opened.
- **Case: Multiple Cases** A new scenario-based **Text Importer** lets you import (single or batch) text files as a specified data type.
- **Case: Multiple Cases** Several improvements and fixes have been made to improve 3D window visualization.
- **Case: Multiple Cases** Your application is now supported by the MineTrust data management system.
- **Case: SMAP-1217** The Project Data bar now displays items relating to wireframe maps.
- **Case: SMAP-1204** To improve system performance, loaded map data is now automatically unloaded when a map is closed.
- **Case: SMAP-967** If you are using a MineTrust-aware project, a new Mine or Area can now only be configured via MineTrust online.
- **Case: SMAP-855** The **Georeference Wireframe Map** screen has been added to support wireframe map development.
- **Cases: SMAP-850, SMAP-851** A **Create Wireframe Map** screen has been added to Studio Mapper to support the new 3D surfaced map type.
- **Case: CORE-9284** If you create a project using a folder that contains files in a non-native format, they are automatically converted.
- **Case: CORE-9240** Plot item locations now remain static when adjust the Relative positioning option for locatable plot items.
- **Case: CORE-9239** You can now interactively pick the target position of a locatable plot item using a new Anchor ribbon button.
- **Case: CORE-9234** DMX data saved from a Studio application now embeds the creating product and version as metadata (tags).
- **Case: CORE-9112** Studio project startups now include a check for local project files in a non-default format, and converting them to the default format.
- **Case: CORE-9021** Your product's Mesh wireframing library has been updated to version 2.0.1.53.

- **Case: CORE-9006** You can now use the "uc" quick key combination to apply clipping in Plots sheets.
- **Case: CORE-8929** Loaded data objects that have metadata tags display those tags in the Properties control bar.
- **Case: CORE-8876** You can now choose to manually or automatically adjust 3D window clipping planes using the Environment Settings screen.
- **Case: CORE-8860** The "red" quick key combination now runs the **simplify-string** command, not the legacy reduce-points command. Ribbon access has also been updated.
- **Case: CORE-8702 query-angle** now outputs angle information in degrees, minutes and seconds.
- **Case: CORE-8697 intersect-drillholes-wireframes** now outputs the intersection angle between drillhole and wireframe.
- **Cases: CORE-8490, CORE-8452, CORE-8357** Front & back 3D window clipping distances now computed automatically based on object's bounding box.
- **Case: CORE-8465** Context-sensitive Section and View ribbons now support projection editing and creation in the Plots window.
- **Case: CORE-8460** The **Plots (Manage)** and **Plots (View)** ribbons have been combined.
- **Case: CORE-8424** Quick filtering wireframes and block models is now much quicker.
- **Case: CORE-8310** By default, data is now rendered in the 3D view only when required. This makes application usage with large data much quicker with more responsive controls.
- **Case: CORE-8216** An Anchor ribbon has been introduced to support locatable plot items.
- **Case: CORE-8206** Reloading and refreshing large data objects is now quicker.
- **Case: CORE-8093** Improvements have been made to the way strings and points are rendered in the 3D window, to improve performance.
- **Case: CORE-8047** Changes to the Plots ribbons will now be automatically shared with all Studio products, making forward development quicker and easier.
- **Case: CORE-8012** A new context-sensitive Text Cell ribbon has been created to modify the contents of text cells in title boxes.

- **Case: CORE-7966** You can now overwrite an existing legend instead of having to specify an unused/unique legend name.
- **Case: CORE-7946** Legend box plot item formatting can now be performed using a new Legend Box context-sensitive ribbon.
- **Case: CORE-7732** A new **Text Importer** screen lets you import multiple ASCII text files with per-file configurations and share your importation settings as a scenario.
- **Case: CORE-7694** Symbol plot item formatting can now be performed using a new Symbol context-sensitive ribbon.
- **Case: CORE-7693** Text Box formatting can now be performed using a new Text Box context-sensitive ribbon.
- **Case: CORE-7692** Title box formatting can now be performed using a new Title Box context-sensitive ribbon.
- **Case: CORE-7691** Scale bar formatting can now be performed using a new Scale Bar context-sensitive ribbon.
- **Case: CORE-7690** North arrow formatting can now be performed using a new North Arrow context-sensitive ribbon.
- **Case: CORE-7342** You can now right-click a visible 3D object to set it as the current object.
- **Case: CORE-7279** **extend-segment-virtual-intersect** can now be used on closed strings.
- **Case: CORE-7051** **COMPDH** now lets you save residual composites to a new **&RESIDUAL** output file option.
- **Case: CORE-6906** When creating a ramp string, if the Distance set is less than the minimum segment length, a partial segment is added.
- **Case: CORE-2410** A new process - **INTEXT** - converts text files to Datamine files using an existing data definition and other parameters.
- **Case: CORE-231** We've added a new wireframe visualization option; **Fill intersection**.
- **Case: CORE-68** A new command - **clip-strings-to-wireframe** - lets you trim string data in relation to a wireframe surface or volume.

User Experience

- **Case: CORE-9108** The Quick Filters screen now inherits the selected look and feel option.

- **Case: CORE-9086** The INTEXT text import process has been added to the Data ribbon
- **Case: CORE-8973** The Project Files control bar now differentiates .dm and .dmx formats by distinct icons.
- **Case: CORE-8937** The Project Files and Project Data control bars now display up to 30 macros in a .mac file.
- **Case: CORE-8935** A new splash screen has been implemented.
- **Case: CORE-8906** Large Data Mode has been relabeled "Keep data in front of the camera" to make it clearer what it does.
- **Case: CORE-8851** The Table Editor now supports visual themes.
- **Case: CORE-8765** The **Georeference Objects** screen now inherits current look and feel settings.
- **Case: CORE-8742** Images and colour scheme have been updated for the New Project Wizard.
- **Case: CORE-8601** The Project Data bar now displays the first level of available folders by default.
- **Case: CORE-8488** Icons for the visualization window tabs and control bars have been updated.
- **Case: CORE-5599** Managed task windows, such as implicit modelling and lithology assignment tasks, now persist their docked UI status between project sessions.

Utilities & Supporting Services

- **Case: SMAP-1183** To help prepare your projects and data for MineTrust, a **Data Migration Tool** is also available to download from the Datamine Customer Portal. Contact your local Datamine office for more information.
- **Case: CORE-8947** 1-letter macro file names now appear in the Project Files control bar as expected.
- **Case: CORE-8915** ALS Coreviewer options have been removed from this product. Datamine no longer resells ALS Coreviewer.
- **Case: CORE-8759** End User License Agreement references have been replaced with Terms and Conditions.
- **Case: CORE-8747** You can now associate meta data with .dmx files using the Table Editor. This facility is not available for legacy .dm files.
- **Case: CORE-8585** You can now import up to 256 fields via the Surpac driver, and you are alerted if this limit is exceeded

- **Case: CORE-8439** A standalone utility has been created to convert .dm to .dmx files.
- **Case: CORE-8329** A new method more accurately calculates the volume of Prismatic models, as imported by the MineScape Importer utility (minescape-to-blockmodel command).
- **Case: CORE-6986** .xyz files can now be imported when importing Text files to the project.

Documentation & eLearning

- **Case: CORE-9348 EXTRA** help files, including the examples topic, have been updated for clarity and consistent terminology.

Scripting & Automation

- **Case: Multiple** Scripted access to Datamine files has been extended to manage both legacy and new DMX file processes.

Defect Fixes

- **Case: SMAP-1230** An issue causing butterfly map plane displays to disappear intermittently has been resolved.
- **Case: SMAP-1189** Project data bar map visibility indicators are now synchronized correctly.
- **Case: CORE-9000** Enabling and disabling values in Assign and Group Lithology tasks now shows and hides drillhole intervals as expected.
- **Case: CORE-8895** In the Project files control bar, when using the context menu on a macro file that contains more than 9 macros, Studio doesn't crash and works as expected.
- **Case: CORE-8947 SELWF** now produces expected results when there are spaces in the field name values of ZONE.
- **Case: CORE-8867** An issue preventing the successful installation of License Services on some Windows Server platforms has been resolved.
- **Case: CORE-8848** The double-sided 3D wireframe rendering setting is now correctly saved to the project.
- **Case: CORE-8811** An issue caused by swapping Snap Mode settings has been resolved.
- **Case: CORE-8783** Making a plot item locatable no longer unexpectedly changes that plot item's position.
- **Case: CORE-8754** An issue causing system shutdown after reordering georeferencing table values (**georeference-objects**, **georeference-map-objects**), has been resolved.
- **Case: CORE-8675** An issue causing **converge-segments** to display unexpected results after undoing the operation has been resolved.
- **Case: CORE-8670** The BOOLEAN process no longer fails when the two inputs (in the same run) have a column with the same name but a different data type.
- **Case: CORE-8610** 3D object bounding boxes, used for 3D view configuration are now set correctly for all string object entities.
- **Case: CORE-8583** An issue causing an orthographic 3D view corruption where the front clipping plane distance is very large, has been resolved.
- **Case: CORE-8530** An issue causing system instability, when clipping in the Plots window using a quick key, has been resolved.
- **Case: CORE-8523** An issue attempting to print screen contents when Info Mode is active has been resolved.

- **Case: CORE-8479** In Plots, setting a primary clipping width to a value larger than the extent of the section no longer causes the midpoint to be moved outside of the section extents.
- **Case: CORE-8475** An issue causing unexpected behaviour when snapping at high zoom levels has been resolved.
- **Case: CORE-8126** When assigning attributes via perimeters, you can now group attributes using the system SURFACE attribute.
- **Case: CORE-8087** An issue that could cause a progressive memory leak when reloading a data object has been resolved.
- **Case: CORE-7713** An issue preventing the automatic generation of legends by data type has been resolved.
- **Case: CORE-7514** An issue causing clipboard items to be pasted twice into the command line has been resolved.
- **Case: CORE-6591** A repetitive warning message in Table Editor relating to undo operation performance can now be disabled as expected.
- **Case: CORE-6002** An issue preventing the update of associated screens after renaming 3D overlays has been resolved.
- **Case: CORE-3477** You can now generate a 2 point vertical plane by selecting 2 vertically-aligned points.
- **Case: CORE-2248** Macro names in a .mac file now appear correctly via the Project Files control bar.

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

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