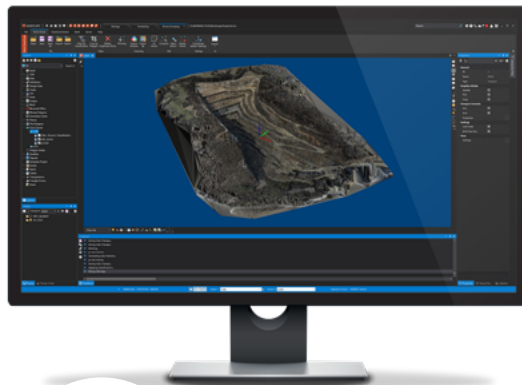# MINESCAPE

MINESCAPE 2023

RELEASE NOTES

About this Release

MineScape 2023 brings a wealth of innovations and enhancements designed to elevate your mining experience. Let's explore the power of MineScape 2023 and unleash the true potential of your operations.

THE TOP 3 NEW FEATURES

SCHEDULING

The game-changing scheduling solution for open-cut mine planning designed to maximise production while minimising costs.

Key features:

- Simulate various mining scenarios using the intelligent sequencing tool
- Ensure maximum resource allocation and minimum downtime using the Real-Date Calendar tool
- Robust data customisation with the Custom Meta-data and Split Block tools for scalability
- Track progress and generate comprehensive reports using Gantt Chart and Pivot Grid

DRONE SURVEYING

Easily generate, edit, and transform point clouds for server upload.

Key features:

- A responsive and interactive CAD environment.
- A Point Cloud Tools app that transforms images into points, filters data, classifies and extracts classes, and uploads/downloads data to a MineScape LAN or Cloud Server

DASHBOARD

Effortlessly make informed decisions, gain vital business intelligence, identify data trends and outliers, and track progress towards completion with ease.

Key features:

- Out-of-the-box integration with MineScape Products and Apps
- Movable tiles that serve as Dock Pins or Floating Docks.
- Explore a variety of Widgets, including charts, data grids, text, images, weather, and single value widgets

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NEW
Survey Data Manager

Download and process survey data and generate outputs in various file formats.

Tools

NEW **Archive & Recover** - Securely manage MineScape project files and store them in various locations, including the Cloud.

NEW **Report Designer** - Design personalised reports.

CAD

NEW **Reserve** group in **Bench Block Meta-data**.

NEW **Create Solid - Between Polygons** - Create a wireframe mesh from the profiles and links in a design file.

NEW **Screen Recorder & Capture** tools.

Geology

NEW **Exclusions** - Create a specification for excluding specific mesh solids from the Section, Calculate Reserves, and Pit Optimization Pro forms.

NEW **Fault Mesh** - Generate fault meshes from design file fault data.

Underground Engineering

NEW **Underground Profile Editor** - design underground drives.

Surface Engineering

NEW **Dump Mesh** - Generate dump mesh solids using spatial boundary definition, bench height, and block naming components.

NEW **Rename Solid** - Easily rename engineering solids using multiple naming components.

NEW **Blocks Order** - Rearrange blocks and strips of Bench Block solids based on the selected order of the cutter design lines.

NEW **Blocks Rename** - Assign a unique name to individual blocks.

NEW **Blocks Polygon** - Generate polygon elements from a Bench Block solid.

IMPROVED **Bench Blocks-Calculate Reserves** - Support naming of the solid mesh.

IMPROVED **Create Engineering Solid** - Support Pit naming of the solid.

UI/UX

IMPROVED MineScape Start Page is more intuitive and customisable.

IMPROVED MineScape Data Grid has a modern interface for enhanced user interaction.
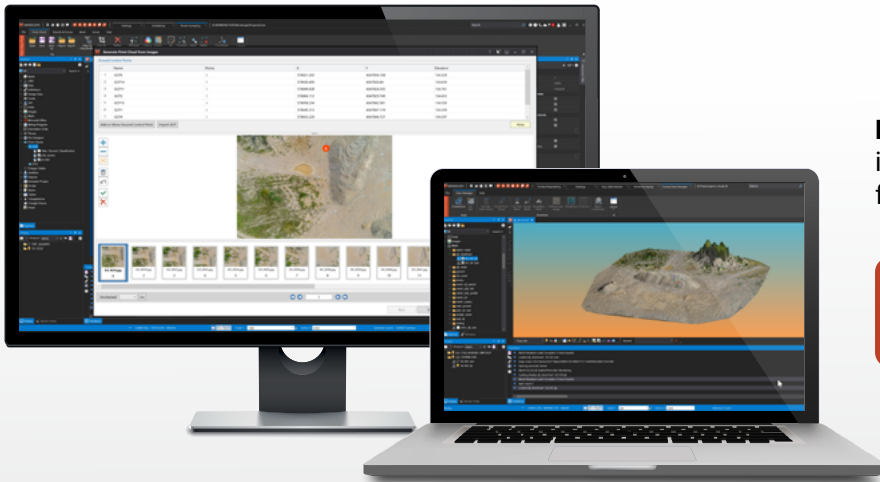
Figure 1: MineScape Drone Surveying includes a new feature called 'Point Cloud from Images'. Try it today!

⬇ Download MineScape 2023

IMPROVEMENTS FOR EVERYONE

In addition to the new features, the MineScape Team made improvements to the following areas:

- ⊘ **App Builder**
- ⊘ **System Services**
- ⊘ **CAD**
- ⊘ **GDB App**
- ⊘ **StratModel App**
- ⊘ **Open Cut App**
- ⊘ **Bench Blocks App**
- ⊘ **Dragline App**

- ⊘ **Survey App**
- ⊘ **Plot Designer App**
- ⊘ **Start Page**
- ⊘ **Viewport**
- ⊘ **Properties**
- ⊘ **Visual Overrides**
- ⊘ **Meta Data**
- ⊘ **Data Exchange**

- ⊘ **Mesh**
- ⊘ **Just In-time DTM**
- ⊘ **Contour**
- ⊘ **Reserves**
- ⊘ **SRP**
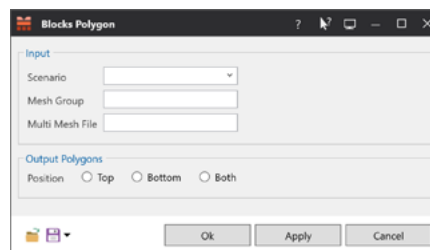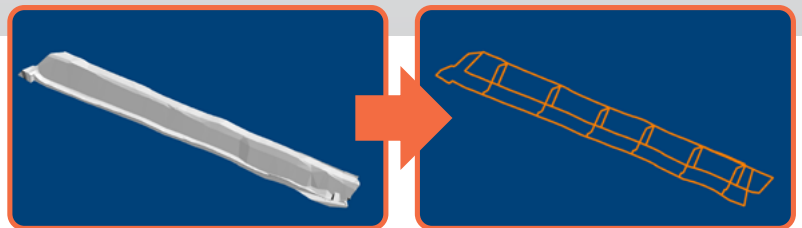- ⊘ **MineScape Rollback**
- ⊘ **Help**

Check the Release Notes within MineScape for more details.

DID YOU KNOW?

Want to create a polygon of the Bench Block solids?

Now with the new '**Blocks Polygon**' option in Bench Blocks, it's easier than ever! You can create a polygon element from the selected solid mesh, whether from the top, bottom, or both. Simply provide a few inputs and click OK or APPLY, and let the magic unfold.

Don't wait any longer and experience the magic with these amazing features!

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