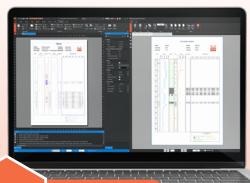


About this Release

MineScape 2023 Update 4 continues to elevate the MineScape experience through a range of eagerly awaited improvements. Building on the success of the prior release, this version introduces an array of new capabilities, features, and vital bug fixes. The MineScape team is excited to present these advancements, confident they will greatly enhance the overall user experience.

TOP NEW FEATURES



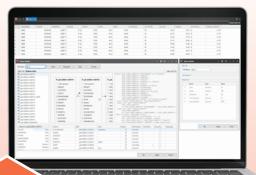


HOLE PLOT

Transform hole plots as PDF reports by leveraging GDB-specific containers in the Plot Designer App.

Key features:

- More interactive
- Easily generate hole plots into PDF reports
- 5 new GDB-specific containers in the Plot **Designer** App
- A pre-defined template to get users started





QUERY BUILDER & QUERY VIEWER

Simplify SQL query creation process with intuitive user-interface.

Key features:

- The Interactive Mode offers a guided approach that is beginners-friendly
- Support parameters to easily adjust query inputs
- Preview outcomes before running queries to minimise errors
- Update parameter values and run queries quickly in the Query Viewer
- Display query results in the Table Editor and export them to CSV for easy data sharing







HOT FEATURES



CORE

IMPROVED Updated Terms & Conditions in alignment with the latest document from the Datamine legal team



CAD

IMPROVED MineScape now allows for a maximum of 2047 connections to the design file server



BLOCK MODEL

IMPROVED Block Model now support mesh as input

IMPROVED

Increased the maximum attribute limit for categorisation to 1,000 and the combination category to 10,000



STRATMODEL

NEW Added the **Post Line** Option, previously available only as a user command, under the Posting Dropdown menu



GDB

Wireline and Histogram traces in 2D and 3D now support base-10 logarithmic scaling NEW

IMPROVED

Added ability to update values for other drill holes without restarting selection process in **Drill Hole Edit Form**

IMPROVED Enhanced the Interval Summary Report output to support lith depths



UG COAL

IMPROVED Merged the Polygon Fill, Line to Pillar, and Networks Options in the Pillars Tab into the **Create** Option for a streamlined pillars creation process

IMPROVED Enhanced the Split Pillar Option to generate a new roadway when splitting a pillar

Improved the Join Pillar Option to automatically remove the road element located between IMPROVED two joined pillars

Added barrier pillars in the UG mining blocks output for longwall IMPROVED

Users can now assign colours to all generated mesh types in the UG mining blocks for IMPROVED longwall (pillars, mains, gates, longwalls, roadways, and installations)







WHAT'S IMPROVED

IMPROVEMENTS FOR EVERYONE:

Analyse Trends in Table File Easily

Users can now dynamically style table cells based on specified conditions in the Table Editor Tool, improving data visualisation and readability.

- Simplifies data analysis by automatically highlighting important or out-of-range values
- Offers spreadsheet-like flexibility for setting custom rules (e.g., cell colour, text colour)
- The Manage Rules Option centralises rule management in a single interface for easy updates
- Instantly reverts to the default view via Clear Rules, making it quick to remove all styling
- Enhances clarity and decision-making by drawing attention to key data points at a glance



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

- Oragline
- Properties
- Stratmodel

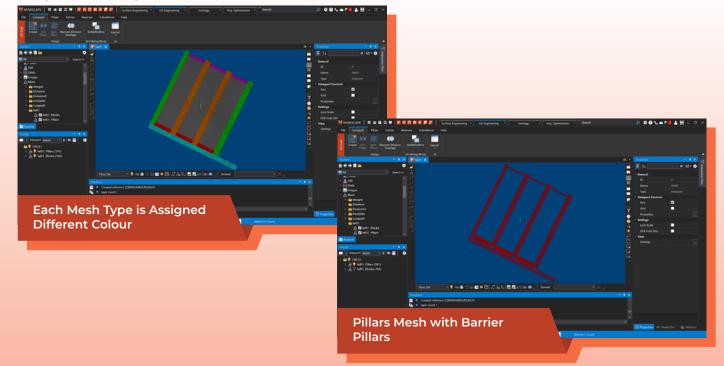
- Ø Block Model
- **⊘** GDB
- Watershed Analysis

Check the Release Notes within MineScape for more information

DID YOU KNOW?

Take advantage of flexible colour assignments for UG Mining Blocks!

When generating UG mining blocks for longwall, users can now assign colours to all mesh types (pillars, mains, gates, longwalls, roadways, and installations) to provide clear visual cues for underground scheduling. Additionally, barrier pillars are automatically generated when a Barrier Width is specified in the Longwall Sub-Node, ensuring more comprehensive outputs than before.









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