Mine Design
- Supports fundamental design functionality including ramp tools
- Four design types supported including:
  - Mine2-4D v12 standard formats: Fixed Cross Sectionals (FXS), Outlines (OUT) and Complex Solids (CXS)
  - New Mine2-4D format: Imported Designs, i.e. stopes from third party mining applications

Design Import and Attribute Handling
- Importing of external mine design data with a focus on the most universal file format (dxf)
- Flexibility in selecting which attributes to import with designs
- Importing of data into a new layer/sub layer structure, making it easy to isolate, filter and display different data sources
- Bulk connect functionality
- Use of third party solids rather than recreating wireframes in Mine2-4D
  - Rapidly sequence and evaluate wireframes and export them to EPS for scheduling, saving days or weeks on generating or updating the Life of Mine plan

Activity Creation
- Walls and points, solids and evaluation all performed at once
- Once created, only changes to the design require reprocessing

Linking and Sequencing
- Sequencing scenarios available in dependency layers
- Linking no longer based on X,Y,Z coordinates
- Error trapping for duplicate links and single point links
- Cyclic link (link loop) error detection and correction
- Auto-linking
  - Visual search geometries enable visualization and validation of the search geometry created by auto-linking rules
  - Create a rule by drawing a link, simplifying what can result in a complex set of rules for new users and thereby making auto-linking training easier

Evaluation
- Importing of Datamine Block Model data with conversion into MineRP’s .gbm format
- Enhanced evaluation table
  - Isolation of selection in the table also highlights the activities in 3D
  - Filtering is supported

Schedule Export
- Auto-exporting of schedule solids to EPS to be used in EPSViz

Visualizer
- In response to overwhelming requests from clients, an external visualizer has been integrated into Mine2-4D. It supports:
  - Reorientation of the visualizer view to the current view in Mine2-4D
  - Dynamic 3D clipping and slicing
  - Synchronized multi-viewport viewing
  - Multiple block model handling
  - The opening of multiple instances of the visualizer at once
  - Enhanced speed, rendering and visualization due to the Hoops engine

Contact your local MineRP office for more information, to book a demo or request a quote.