

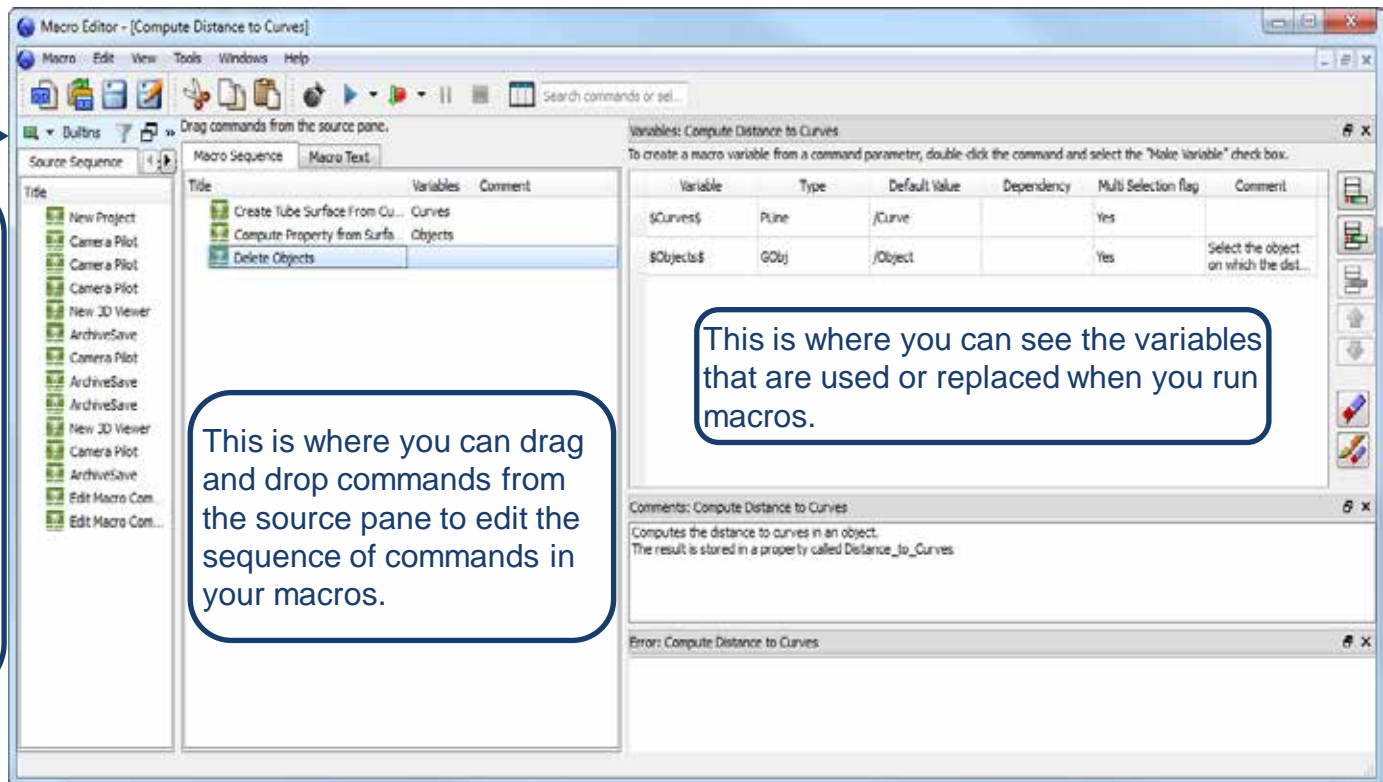
# Enter commands and edit sequences

Next step is to customize your macros! In the **Macro Editor**:

The source pane is where you can find commands from the session history, object history, scripts, other macros, your favorite commands, and the last recorded commands that you can add to your macros.


This is where you can drag and drop commands from the source pane to edit the sequence of commands in your macros.

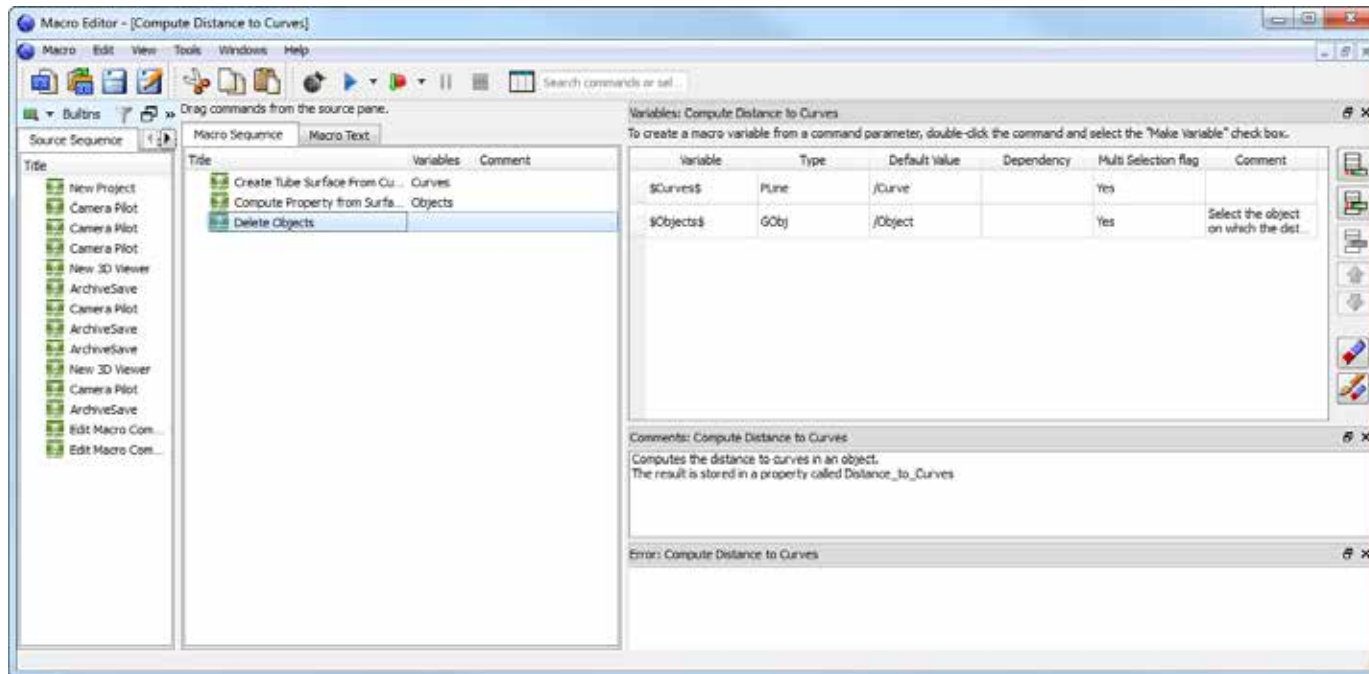
This is where you can see the variables that are used or replaced when you run macros.



You can also add variables so that the macros can be run on objects and properties other than the ones used when recording the commands.

# Creating and editing macros

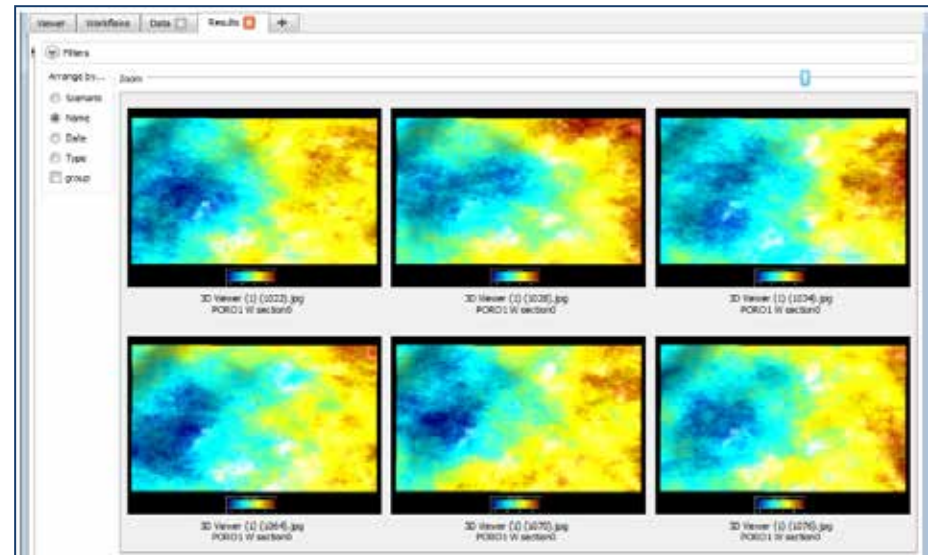
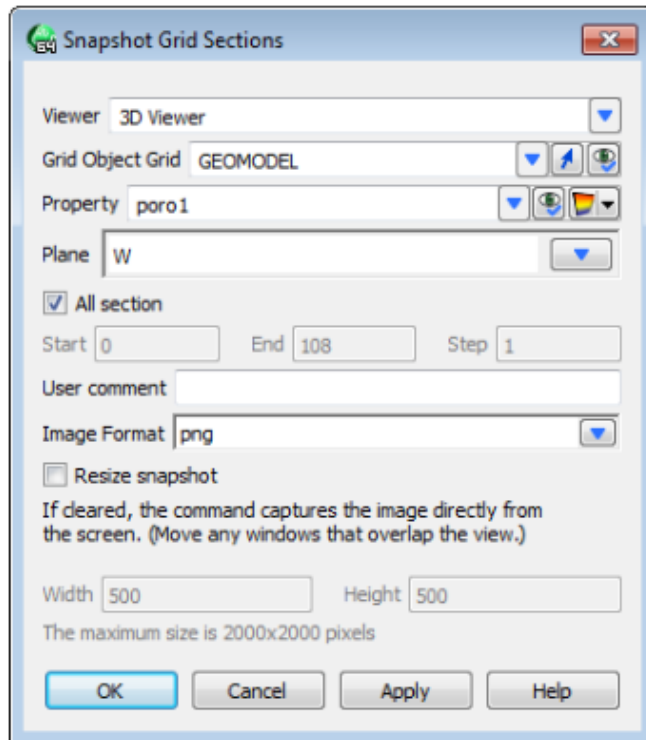
In version 14.1 a Macro is a resource in which you can record or enter a sequence of commands to carry out later or repeat at any time. You can quickly record and run commands by using the **Command Recorder** , and you can create, edit, and add variables and comments to your macros from the **Macro Editor**.



After you create a macro, you can access it from the **Resources** browser, under **Macros**. You can also save macros as ASCII or XML files and open them in other projects.

# Grid sections in a snapshot

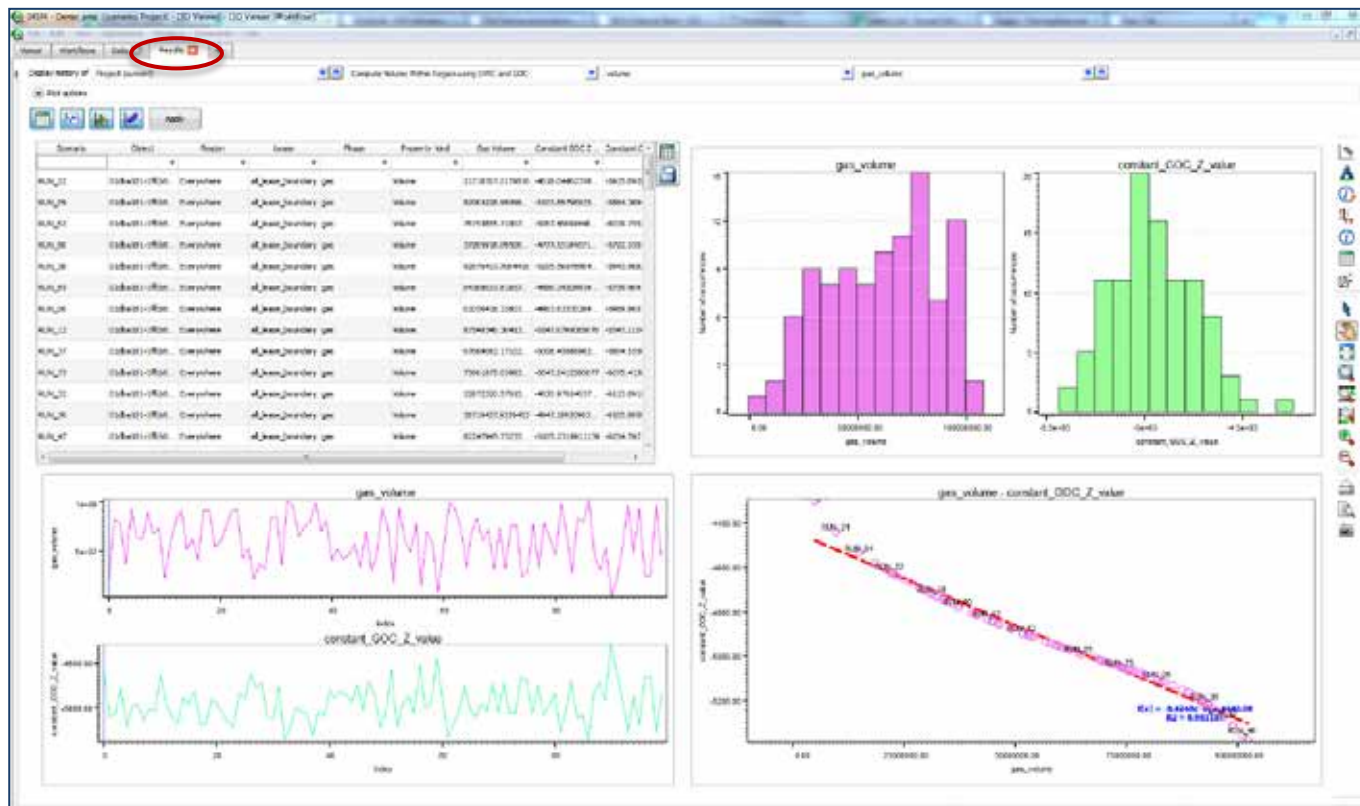
With the **Snapshot Grid Sections** command (**View > Snapshot Sections** or **right-click** on object > **Tools > Snapshot Sections**), you can take screen captures of a property displayed on each grid section of a Voxet object. The command automatically takes a screen capture of all grid sections in the grid, or you can specify at which interval you want to capture the sections.



After you create the images, you can view them in the **Images** browser in the **Results** tab.

# A more auditable process

The new tab layout allows you to view, investigate data and store results. The **Results** tab includes images, notes, and workflow reports. It provides a database-like interface and enables complete analytical functionality for understanding relationships between results and input parameters.



# Automatic classification of data on import

Version 14.1 focuses on data organisation for better analysis.

By default, the Objects display is now organized by geological classification (e.g., assay, topography, lithology block model, UBC model, etc.), and can be further defined by assigning multiple modelling objects to a single geological feature (i.e., objects representing a fault such as pointsSet, curves, surface, marker, etc).

You can customize your own Objects display to sort by category, data types, user, date, and other filters, or even revert back to the 2009.4p1 Object Tree layout.

If needed, it is easy to reclassify any object via click-drag or right-click operations.



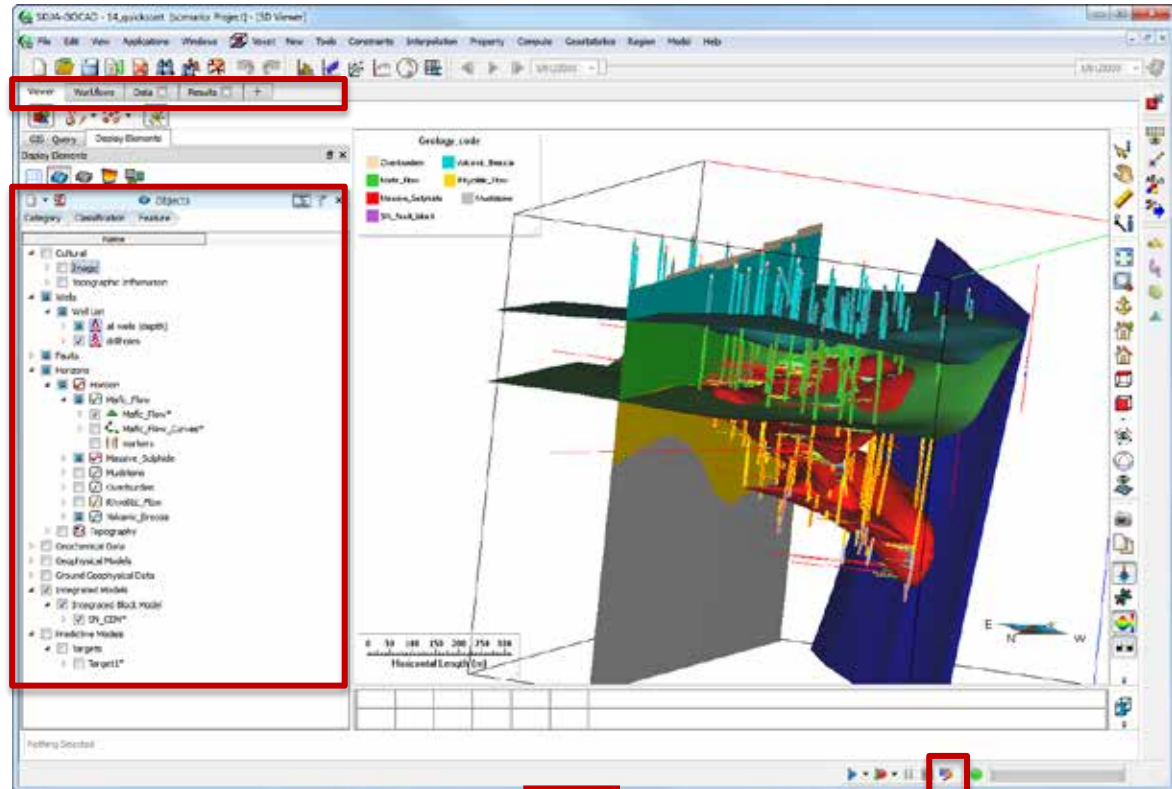
Objects sorted by feature types (wells, horizons, faults, geoscientific data, etc.)

# Upcoming release – Version 14.1

This summer we will release the latest version of our modelling solution. Here is a sneak peek of some of the enhancements you will benefit from:

A more auditable process

Focus on data organisation for better data analysis

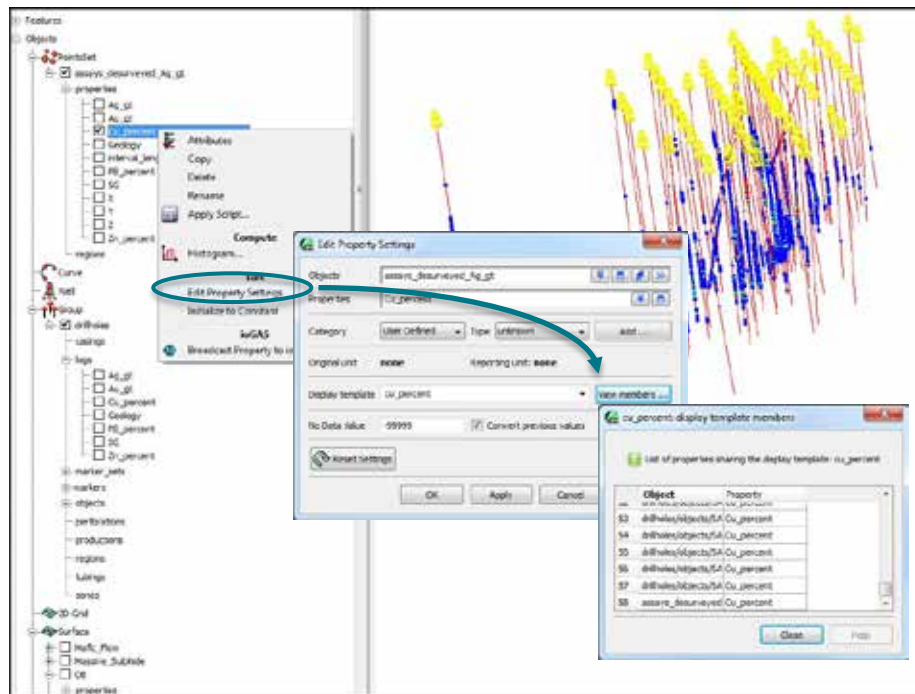


A macro programming environment

# Editing property settings: Display template

The display template groups properties that share the same display attributes such as colormap, high/low clip, transparency, etc.

When a property is created, a default display template is generated from the property name. Any subsequent property created with the same name will have the same display template. Changes made to the property attributes will be reflected on all the properties sharing the display template.

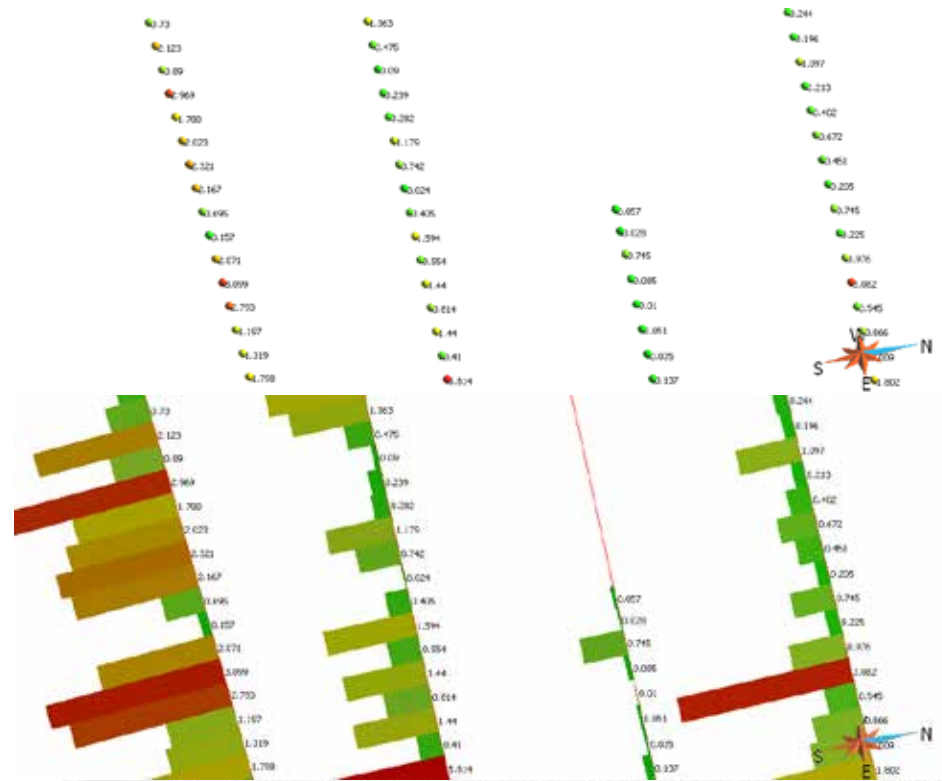
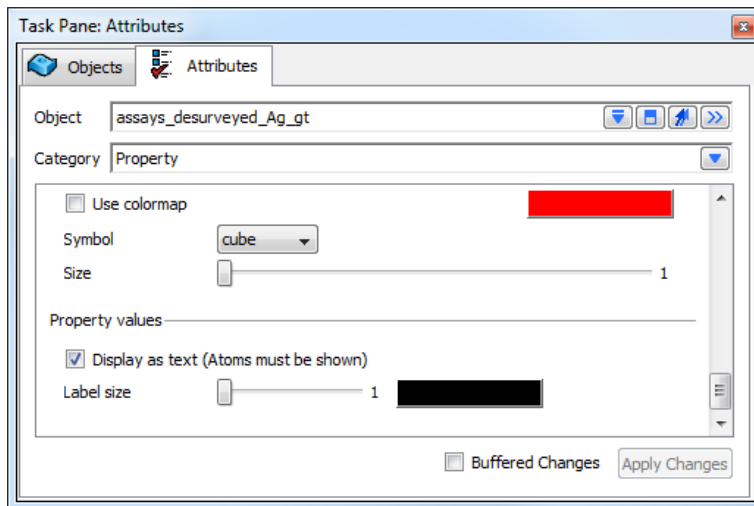


- To view or edit display attributes, right-click on the property and select Attributes.
- To view the objects sharing the same display template, right-click on the property, select **Edit Property Settings** then **View Members**.
- To remove a property from a display template, simply enter a new display template name in the Edit Property Settings dialog box.

# Displaying property values in the 3D camera

If a property is visible on an atomic object (PointsSet, Curve or Surface), then the property values can be displayed in the 3D camera. The **Display as text** option is located at the bottom of the **Attributes Task Pane**.

Drillhole log values can also be displayed in the camera by first creating a desurveyed PointsSet.



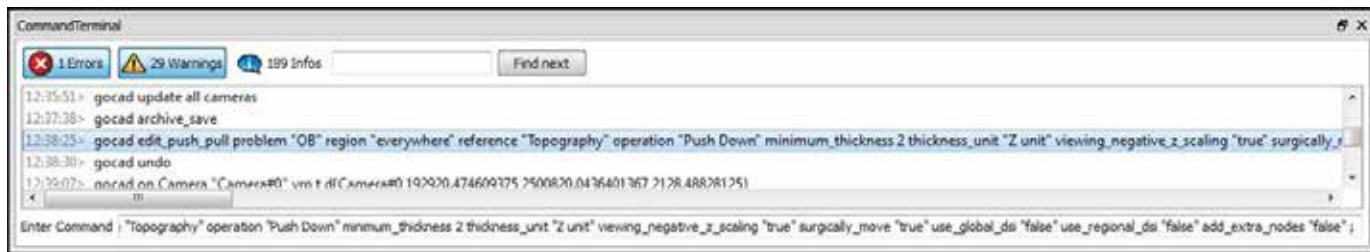
GOCAD® Mining Suite tip – May 2015



# Recalling a command

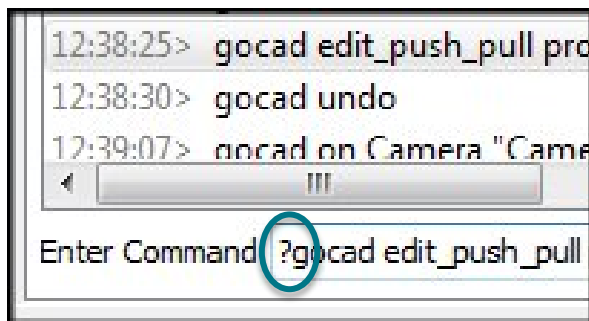
The space bar is very useful to automatically repeat the last command. However, in the command terminal (**View > CommandTerminal**), you have access to any command that has been executed in the current session.

Simply select the command and hit Enter.



```
CommandTerminal
12:35:51> gocad update all cameras
12:37:38> gocad archive save
12:38:25> gocad edit_push_pull problem "OB" region "everywhere" reference "Topography" operation "Push Down" minimum_thickness 2 thickness_unit "Z unit" viewing_negative_z_scaling "true" surgically_x
12:38:30> gocad undo
12:39:07> gocad on Camera "Camera#0" vms t dlCamera#0 192920.474609375 7400820.0436401367 2128.488281251
Enter Command : "Topography" operation "Push Down" minimum_thickness 2 thickness_unit "Z unit" viewing_negative_z_scaling "true" surgically_move "true" use_global_dsi "false" use_regional_dsi "false" add_extra_nodes "false";
```

If you need to change the information in the dialog box, enter a “?” at the start of the **Enter Command** line and hit Enter to edit.

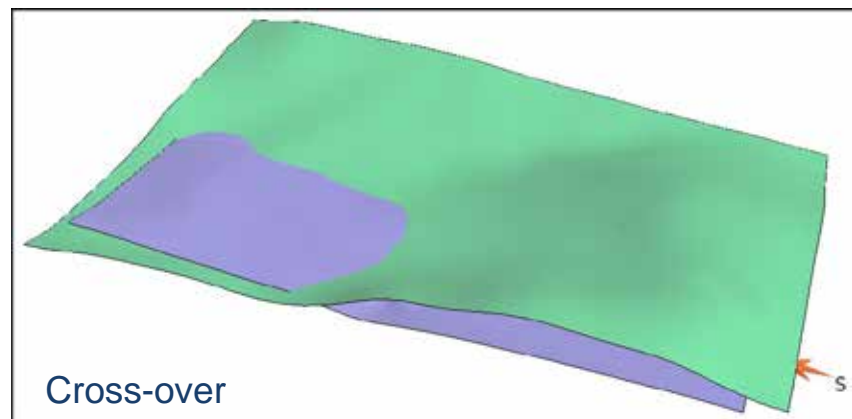
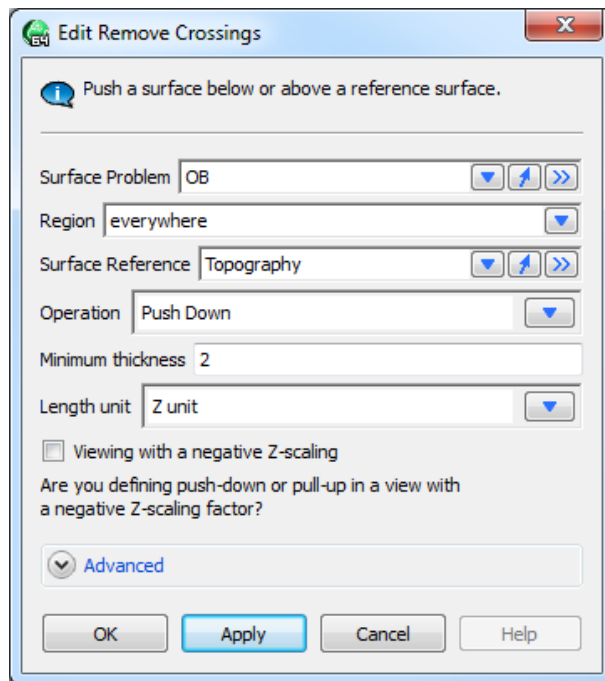


```
12:38:25> gocad edit_push_pull pro
12:38:30> gocad undo
12:39:07> gocad on Camera "Came
Enter Command (?gocad edit_push_pull
```

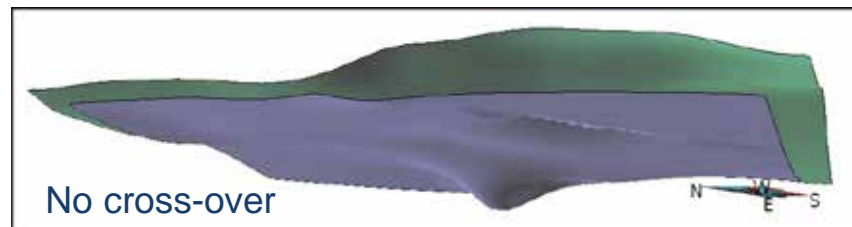
# Remove cross-overs on surfaces

When modelling surfaces that are closely spaced, the Discrete Smooth Interpolation (DSI) can sometimes cause the surfaces to cross. This command will push down or pull up the nodes of the problem surface below or above the reference surface to a defined minimum thickness.

**Surface > Tools > Global... Remove Cross-overs**



Cross-over



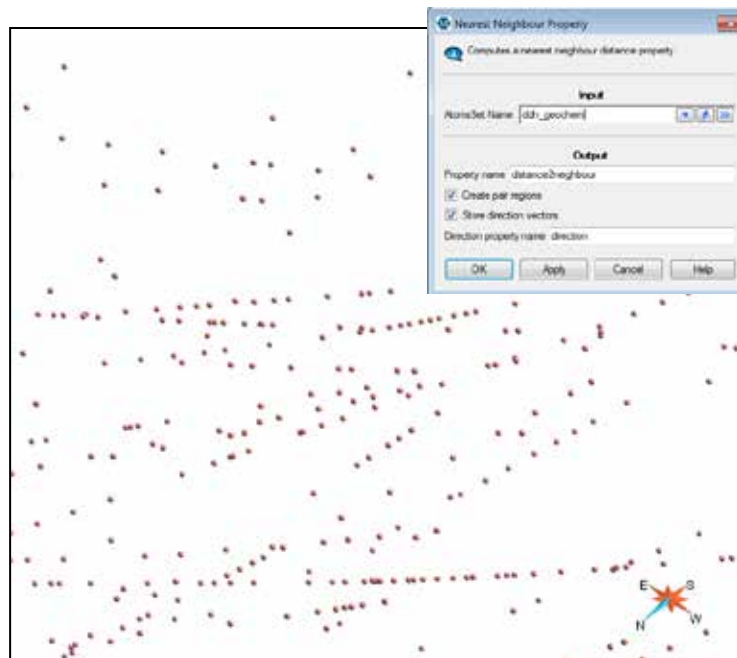
No cross-over

Advanced options control interpolation settings on the problem nodes.

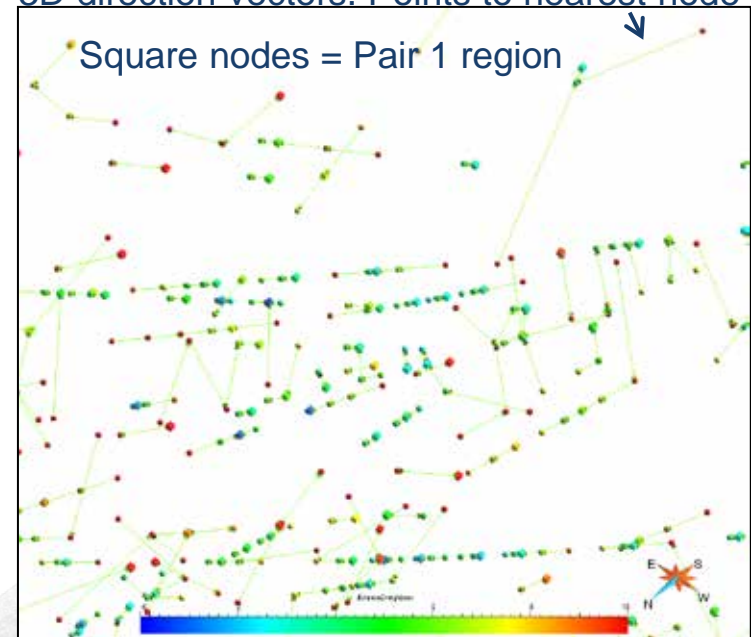
# Computing nearest neighbour

This command is for when you need to find data clusters such as when working with micro-seismic events. Computing the nearest neighbour from one node to another on an atomic object can be quickly accomplished with the Nearest Neighbour Property command: **Compute > Distance to Nearest Neighbour**.

Pair regions can be created to allow filtering out of one set of points that are within a certain distance from another set. Another feature the command has is the ability to store the 3D direction vectors between the node pairs which also can be used to filter out node pairs trending in a certain direction.



3D direction vectors. Points to nearest node



# Create your 3D viewing room

NVIDIA® Quadro® series are the recommended graphics cards for GOCAD Mining Suite. Along with the correct TV or Projector you can create an immersive experience in your meeting room allowing you to see and share your work to an audience in true 3D!

Just be sure to activate the 3D settings on the graphics card and to put GOCAD into stereo mode.



This is our 50<sup>th</sup> tip! If ever you are interested in the previous ones, they are [available here](#).