Macros - advanced variable definitions and layout

In the Macro Editor, you can personalize macros by nominating specific object types and properties, or by adding radio buttons and tabs. You can use the ExamplesDataSelectionandUI macro as a sandbox to examine and edit these features.

More details about adding variables to macros is available on our YouTube channel. If you need a refresher on creating, editing and recording macros or about entering commands and editing sequences, November and December 2015's tips will help you.

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Object history

To find out from what commands an object was created or to see which commands were run on it, look in the **History** section of the object's **Style Editor**. Double click on any **Operation** to examine the parameters and inputs that were used.
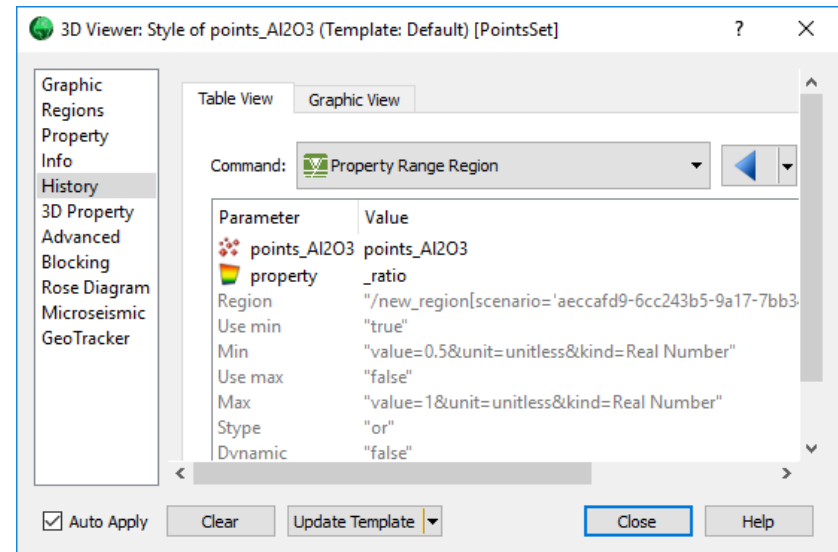

Property history is also available in the Style Editor. Note that import information is not tracked in the history.

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Draping images on curved sections

Registering images vertically works in most instances, but if sections are crooked, breaking the Voxet into panels and registering them individually is not always the best approach. UV texture mapping in the surface style settings allow image draping on curved sections.
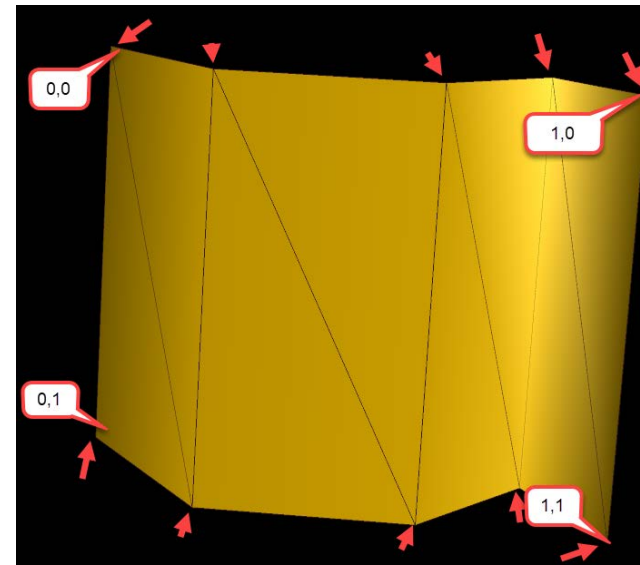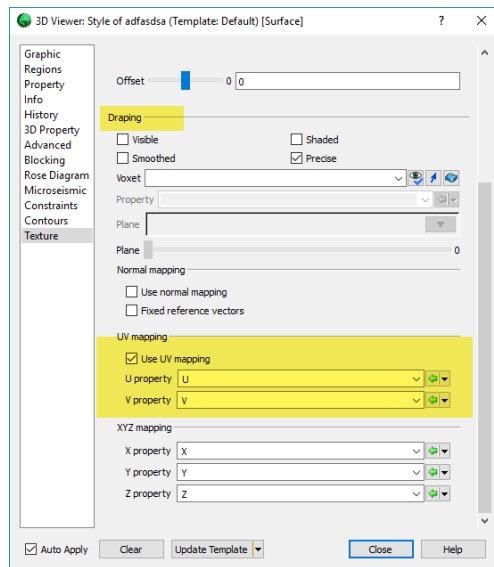
This involves creating U and V properties on the surface and setting them from 0 to 1. Using the simplest surface with only nodes at inflection points is recommended.
If corner 1,0 is 1/3 along the Voxet, you need to set the U to be 0.3333 at that corner, then if the next corner is 4/10 along, the U on that corner should be 0.4. V should be 0 or 1 depending on if it's the top or the bottom.

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Hiding objects without any mouse clicks

When making presentations, it can be distracting to search the Object Display list or to right-click in the 3D Viewer to hide objects. With this technique, you can easily hide and show objects:

1. Hold your mouse over an object and hit the **Z** key (the object will disappear).
2. Repeat to hide more objects.
3. Now bring them back in order using **Shift-Z**.
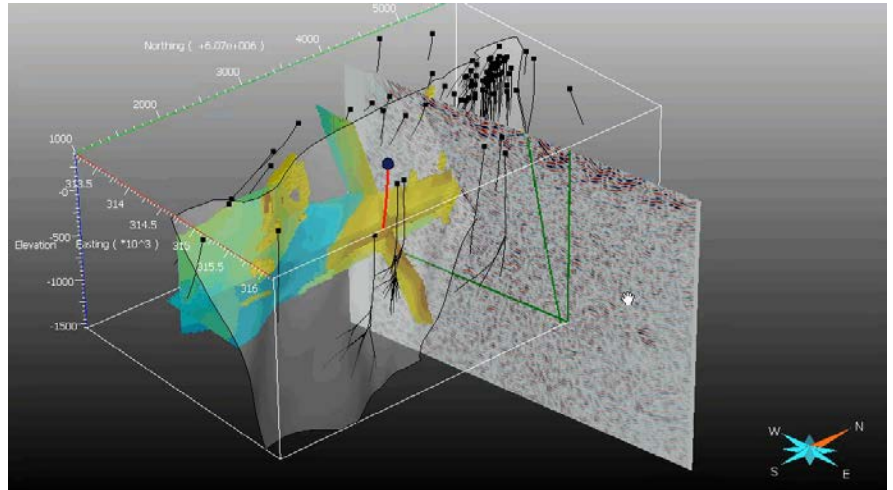
Many thanks to Graeme Hird from Hi-Seis for inspiring this month's tip!

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Nearest neighbour: Ignore points with the same HoleID

Computing to the nearest neighbour on desurveyed drillhole logs tends to also detect adjacent samples. By ignoring points with the same HoleID, assays far from other measurements can be quickly identified.
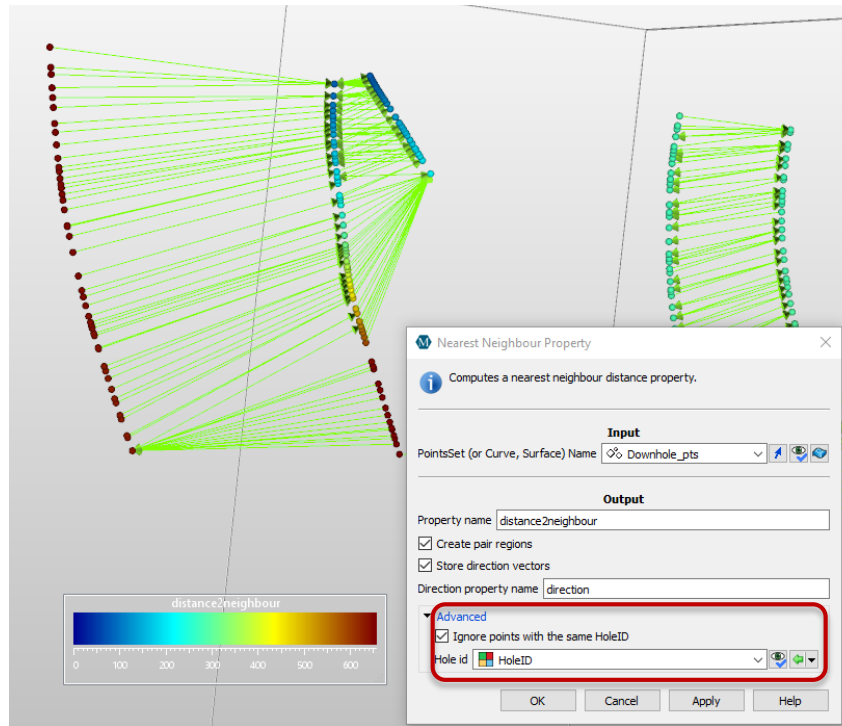
Because HoleID is a categorical property, you can extend this functionality to any categorical property such as a rock classification.

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Restricted view

The visualization of points, curves and surfaces can be restricted to where they intersect displayed *Voxet* sections and *Seismic Line* objects. The colours of these intersections correspond to the colours of the full objects.

This view is turned on/off by pressing the **R** key. The restriction for a specific object can be removed by right-clicking the object in the 3D Viewer.
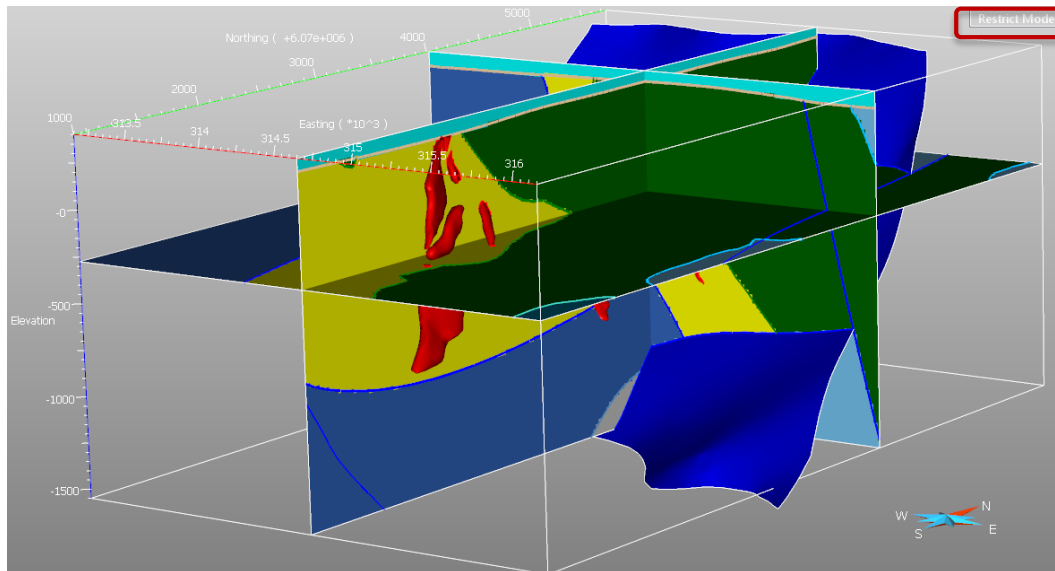
This functionality is available in the Advanced Interpretation Package, via the Interpretation Modelling Module.

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Select All modules when starting projects

To ensure you have access to all your licensed modules and functionalities, make sure to click **Select All** in the *Project Module Selector* when starting a new project.
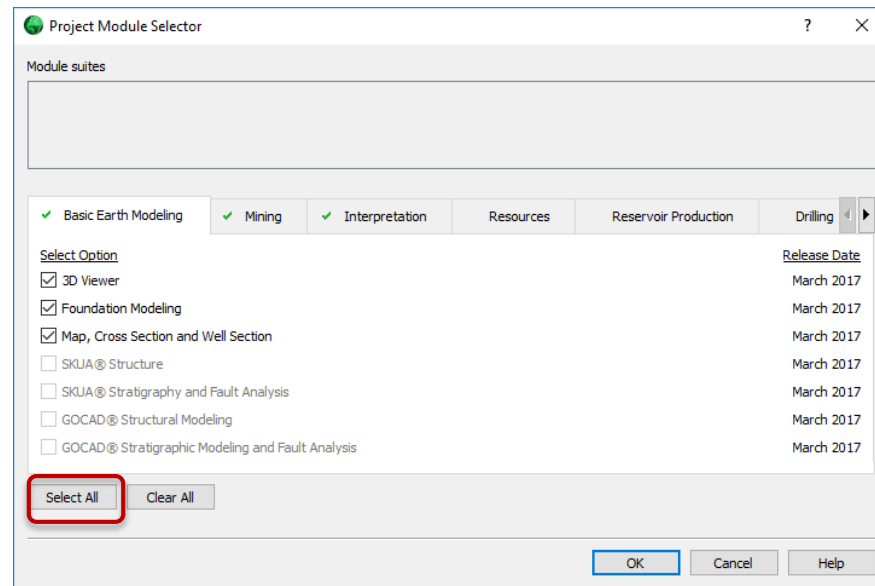
When opening an existing project, you can select **Change modules before opening project** on the *Open Existing or New Project* window to access the module selector.

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New digitizing and editing taskpane - v17 update1

This taskpane contains all commonly used digitizing and editing tools for atomic objects in one location. This minimizes navigation clicks and increases efficiency.

To toggle on/off this taskpane, click the **Viewer tab**, then **Digitize or edit object**.

It includes node, segment, triangle, and part editing tools. Other commonly used commands are also available: **Densify Curves**, **Apply Script on Parts/Objects**, **Drape Object**, and **Set Property Constant**.

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