

GOCAD® Mining Suite - From a 2009.4p1 project to 14.1

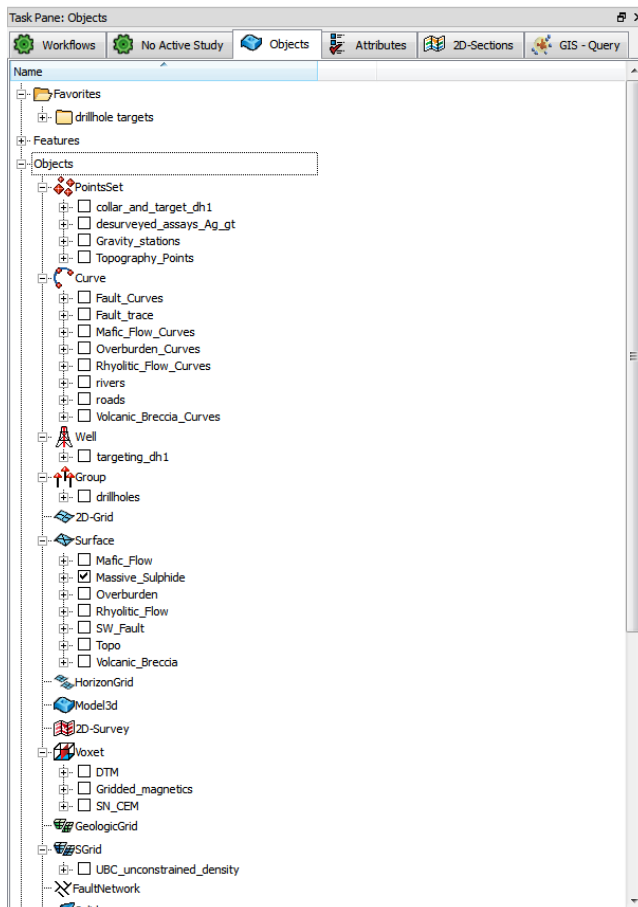
This document assumes that you are familiar with GMS 2009.4p1 and that you have read the [Release notes](#) and [Starting a new project](#) that explain the new functionality in GOCAD Mining Suite 14.1. It is designed to help you convert a 2009.4p1 project into a 14.1 project.

From 2009.4p1 to 14.1

A typical 2009.4p1 project might contain the following model components (data or objects):

- Drillholes imported from a database or planned targeting.
- Geophysical data and models such as stations, flight lines, grids and inversion models.
- DTMs.
- Geological interpretations and surfaces/wireframes.
- Topographic information such as roads, rivers, etc.
- Block models.
- Desurveyed data.
- Etc.


And the Objects display looks similar to this:

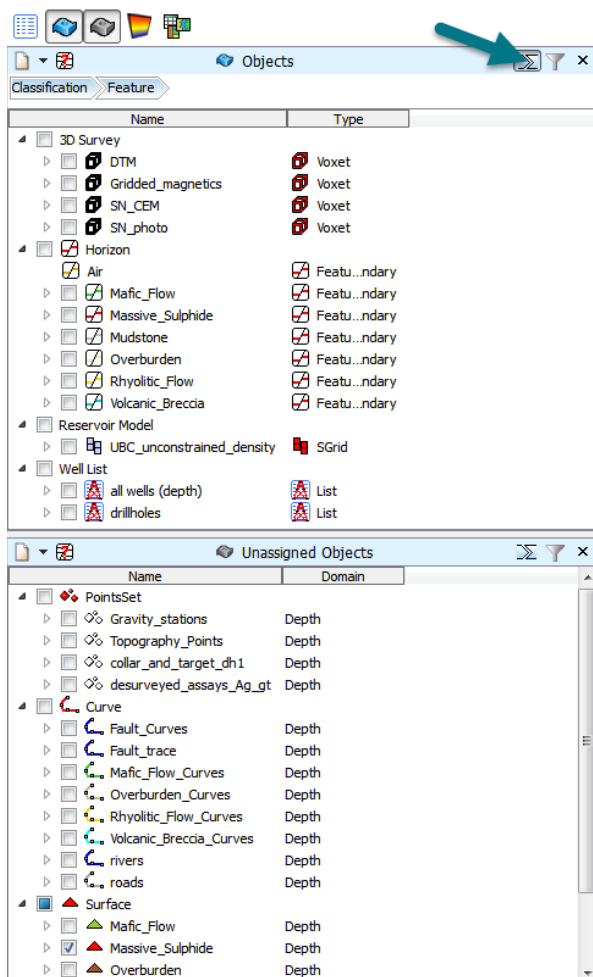


Objects were grouped by “type” such as PointsSet, Curve, Surface, Voxet, etc. The user had to remember that objects representing one component of their model may have been represented by several types of GOCAD Objects.

In 14.1, much of the menu functionality remains the same, but the way in which your model components (data and objects) are listed is a little different. By default, they are now organized by geological classification (e.g., topographic information, geophysical survey type, etc.) and sorted by objects that represent the same geologic feature.

When a 2009.4p1 project is opened in 14.1 for the first time, GOCAD will reorganize your objects but some sorting will be needed on your part. We will show you what happens and three easy steps to sort the objects. **Important note:** GOCAD Mining Suite is not backward compatible to 2009.4p1. Once a project has been saved in 14.1, it cannot be opened in 2009.4p1. We recommend that you create a 2009.4p1 backup before conversion.

When the above project is opened in 14.1, after clicking on the Show/Hide Grouping button  and expanding the objects, it looks like this:



Some objects have been automatically assigned to Classifications based on their type. They are found in the Objects display under various Classifications depending on their object type and what commands were previously executed on them in 2009.4p1. Everything else has been stored in the Unassigned Objects display.

For those objects that are automatically assigned to the new Classifications and Features upon opening an existing 2009.4p1 project, here is how they are assigned:

- Voxets are assigned to the 3D Survey Classification
- Well Markers are assigned to the Horizon Classification under a Feature name that is the same as the Well Marker name.
- Sgrids are assigned to the Reservoir Models Classification
- Groups and Favourites are now Lists.

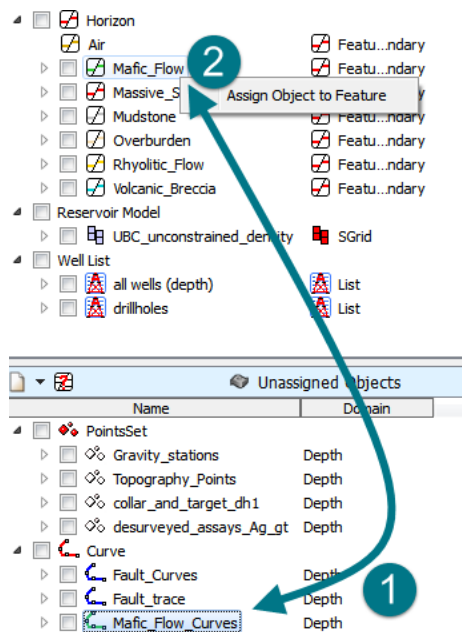
Object reassignment

There are three methods that can be used to reassign your objects: a simple drag and drop, assigning a new Geological Feature, or cleaning up the assigned Objects display. After opening your project for the first time, chose one, or more, of the following methods to reassign your objects.

Method 1: Drag and drop

This is to add an unassigned object to an already existing Feature. In this example the various curves and surfaces that relate to the Horizons are prime candidates for this method.

- 1- Left click on the unassigned object to drag it to the correct feature.
- 2- Select **Assign Object to Feature** and continue for all objects.

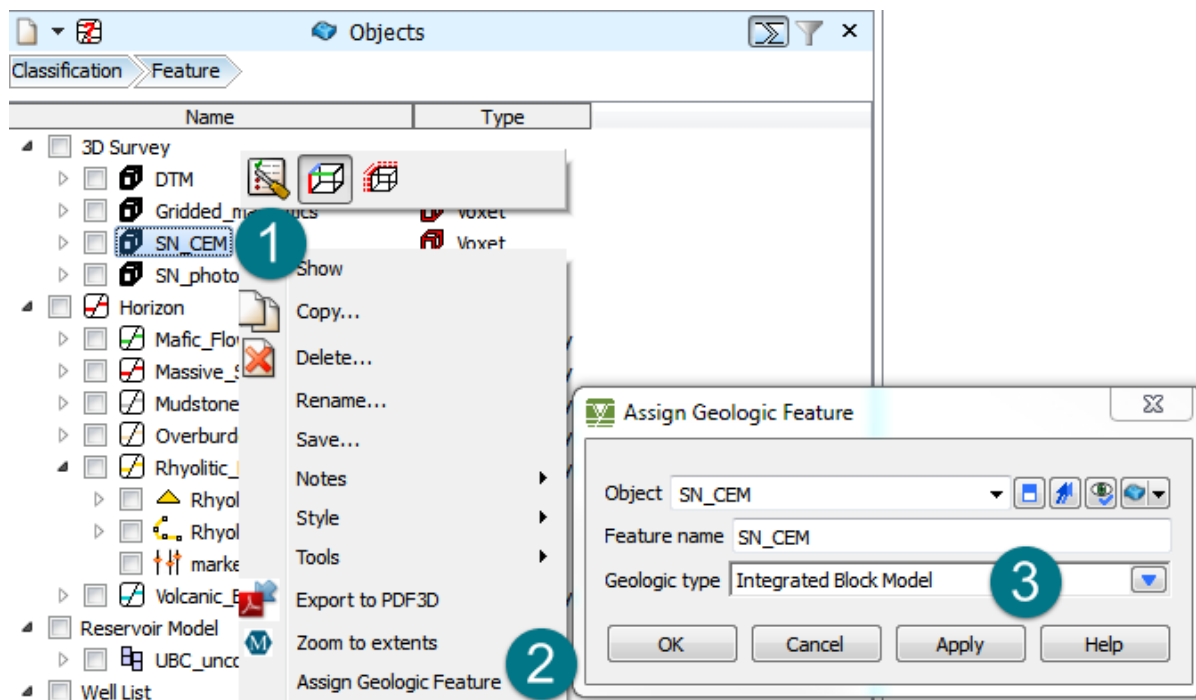


When a Feature is updated it becomes bold, telling you that it has been updated. The colour that the object is displayed in the 3D Viewer is governed by that defined for the Feature. This can be overridden.

Method 2: Assigning geological classification and feature

This is for dealing with objects such as Voxets that have been assigned automatically to the 3D Survey Classification when you want them in fact assigned to Classifications such as Lithology Block Model, Ground Gravity, Topographic Information, etc.

- 1- Right click on the object to open the contextual menu.
- 2- Select **Assign Geologic Feature**.
- 3- If you want to change the suggested Feature name, you can do it here and then select the **Geologic type**. The “Geologic type” is your Classification.



This method also works for objects that are in the Unassigned Objects display.

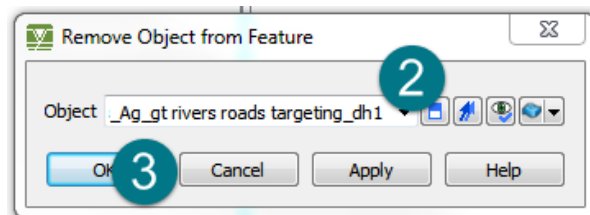
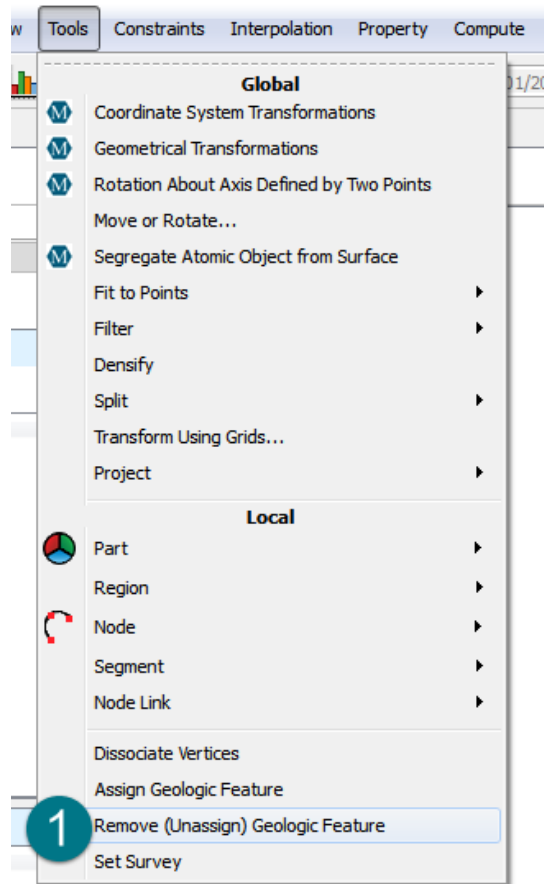
Tip

- If you know the first letter of the Geologic type, you can press that letter until you cycle through to it. A list of the [most common Classifications](#) is available in the release notes.
- If there are other objects to be added to a Feature, then use the drag and drop method above.

Method 3: Cleaning-up the assigned Objects display

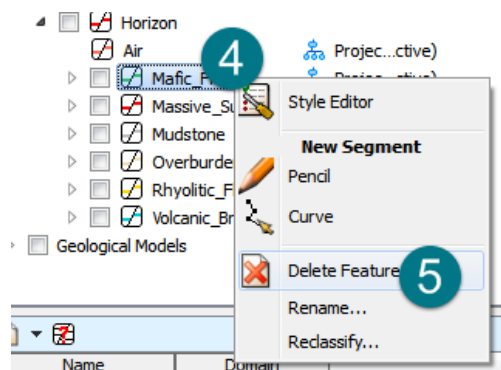
When a project has evolved through different versions of GOCAD Mining Suite it can carry artifacts. In certain instances, it can impact the automatic assignment of objects to a Classification, making them difficult to find. This method will move all PointsSets, Curves and Surfaces to the Unassigned Objects display.

- 1- Go to the **PointsSet**, **Curve** or **Surface** Menu and under **Tools**, select **Remove (Unassign) Geologic Feature**.
- 2- Select all the available objects.
- 3- Click **OK**.



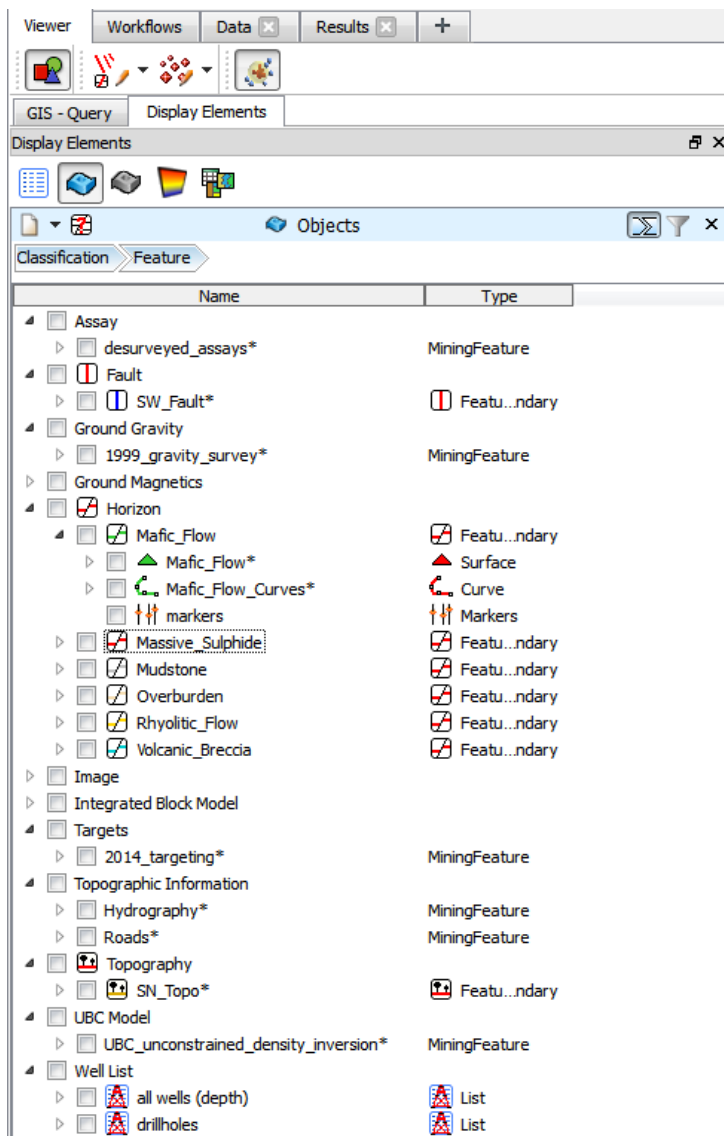
At this point you will likely have some empty features that contain no objects, we recommend deleting these:

- 4- Right click on any empty feature
- 5- Select **Delete Feature**



As done for the **Remove Object from Feature** dialog box, select all available features and click **OK**. Only empty features will be removed from the Objects display with this step, leaving features that still contain data.

After reclassifying your objects, the Display Elements may look similar to this:



Additional tips

- If you want to change the name of a feature or object, right click on it and select “**Rename...**” (or left click then F2).
- A Feature cannot be deleted if it contains objects, be sure to reclassify them first (**right click > Assign to Geologic Feature**).