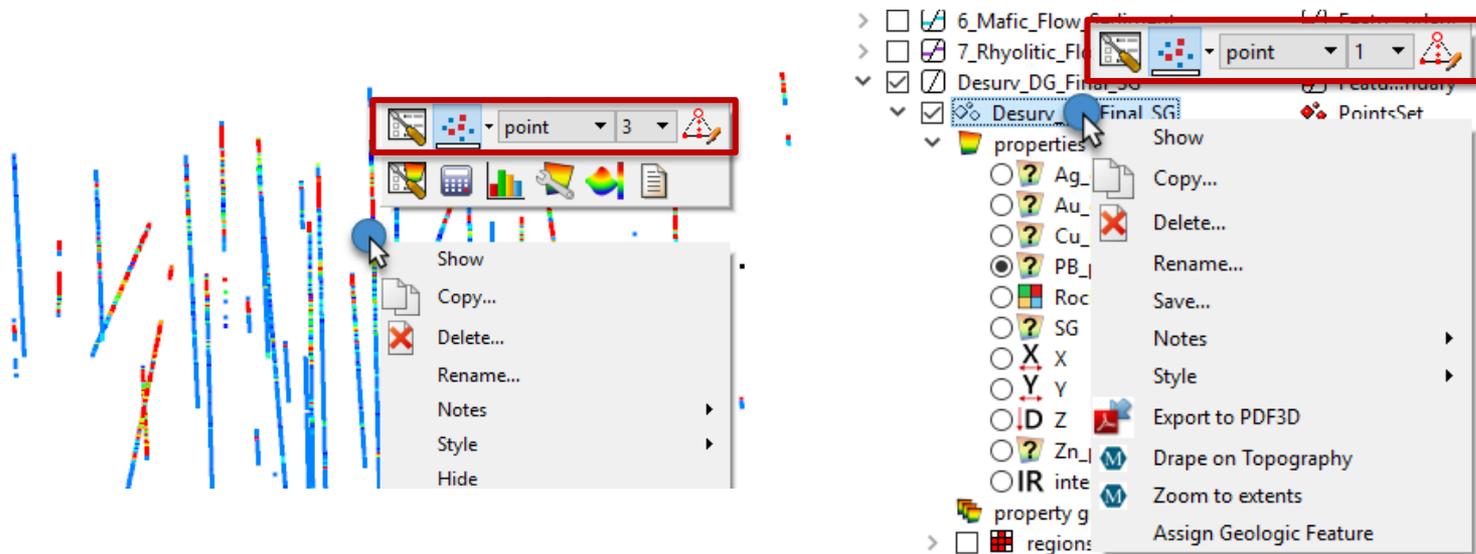


Quick access to object style

The style of an object describes its appearance in the 3D Viewer.

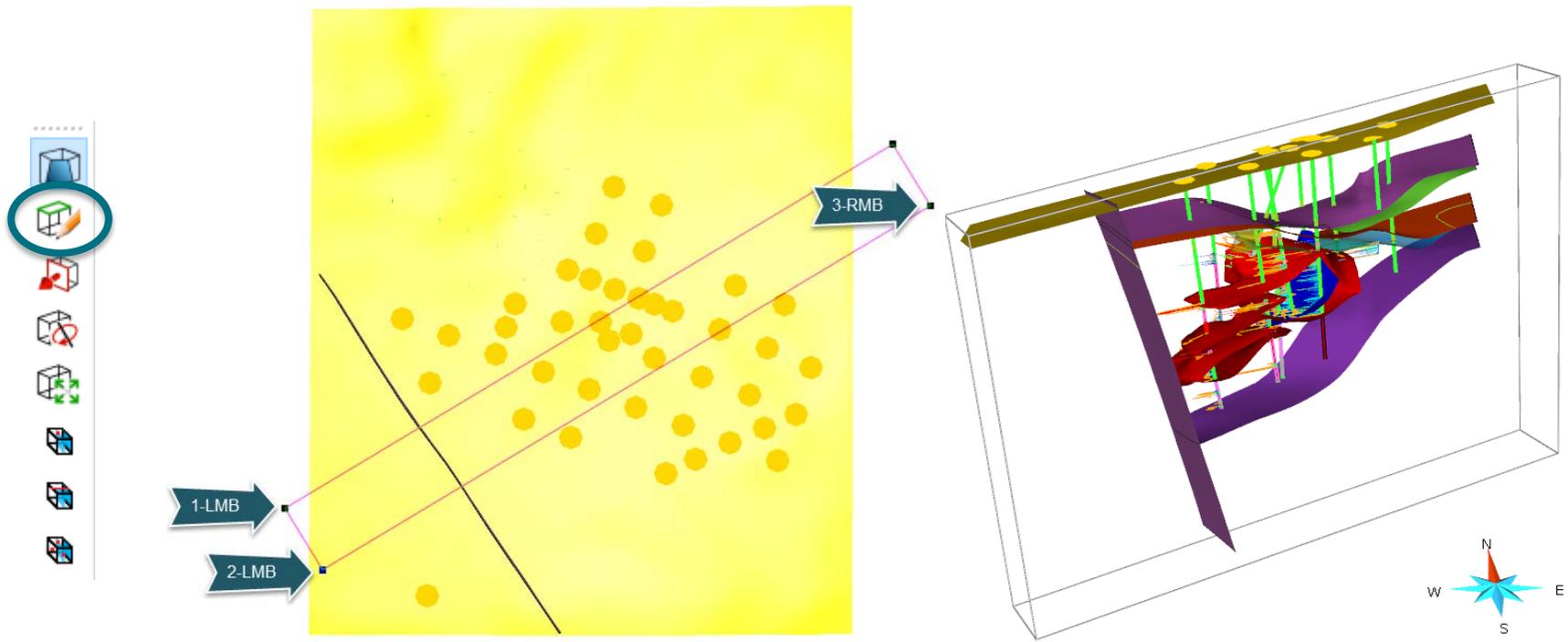
The quickest (and simplest) way to access the Style settings is to right-click on an object in the Display Elements panel, or on the object in the 3D Viewer. This will display a small style toolbar of the more common style options.



Version 15.5 – new functionality

In addition to the new features and functionality outlined in the [release notes](#), there is a new slicer tool from Paradigm.

The Digitize Slicer tool rotates the camera to a top view to let you digitize a square to define the boundaries of the slicer.

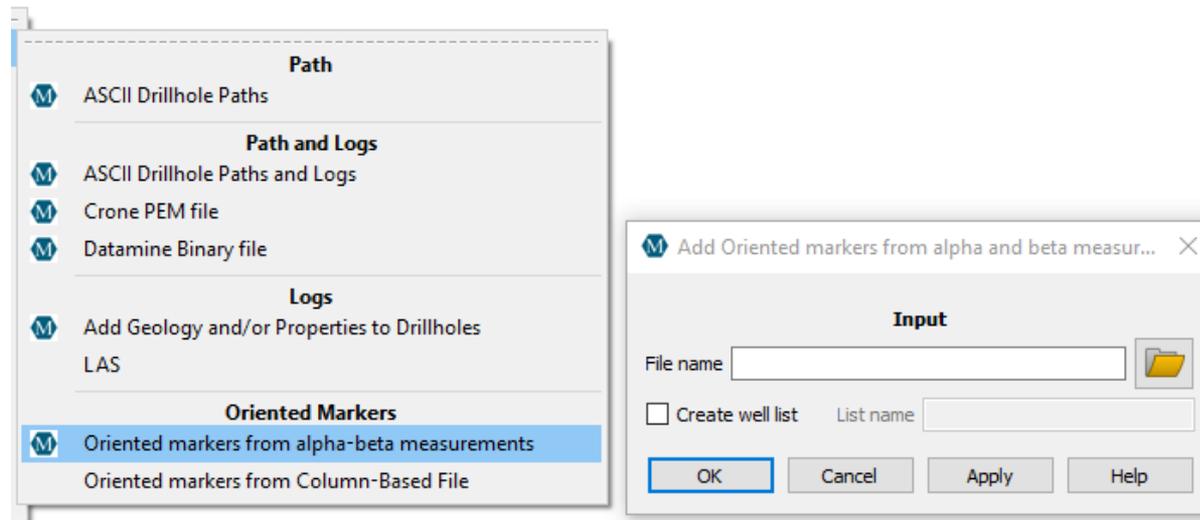


Coming in 15.5 - Oriented markers from α - β measurements

Within the Mining Importers, you will be able to add oriented markers to drillholes from raw oriented core α - β measurements.

ASCII file format is: **BHID Depth Structure Alpha Beta Line**

Where alpha is the angle of a planar feature measured along the longest axis of an ellipse; beta is the circumferential angle between the orientation reference line and the long axis of the ellipse; and line is the reference line (180=bottom of core, 0=top of core).



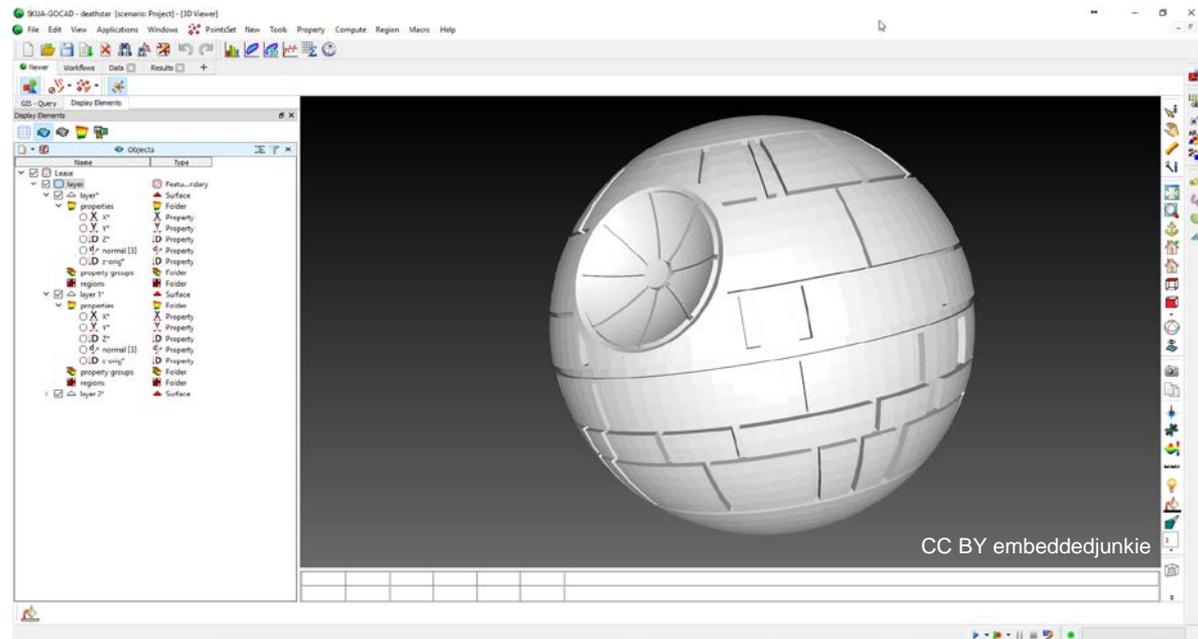
Convert and view 3D printer files

There are many online libraries for 3D printer .stl files (e.g., <https://www.thingiverse.com>), but did you know that there are several sites and programs that will convert .stl files to .dxf files allowing you to import into GOCAD Mining Suite? Google “stl to dxf” and choose your weapon!

Add some whimsy to your models; there is something for everyone!

- Dr. Who fans can create [K-9](#)
- Star Wars files [abound](#)
- [Dinosaurs?](#) [Art?](#) [GOT?](#)
- Almost anything you want is available!

.dxf to .stl tools also exist -
print your orebody?



Managing drillhole appearance using style templates

Editing the style of drillholes in a list can be handled more efficiently by editing the style of one drillhole, saving that template and then applying the template to the entire list.

The workflow is illustrated through six numbered steps:

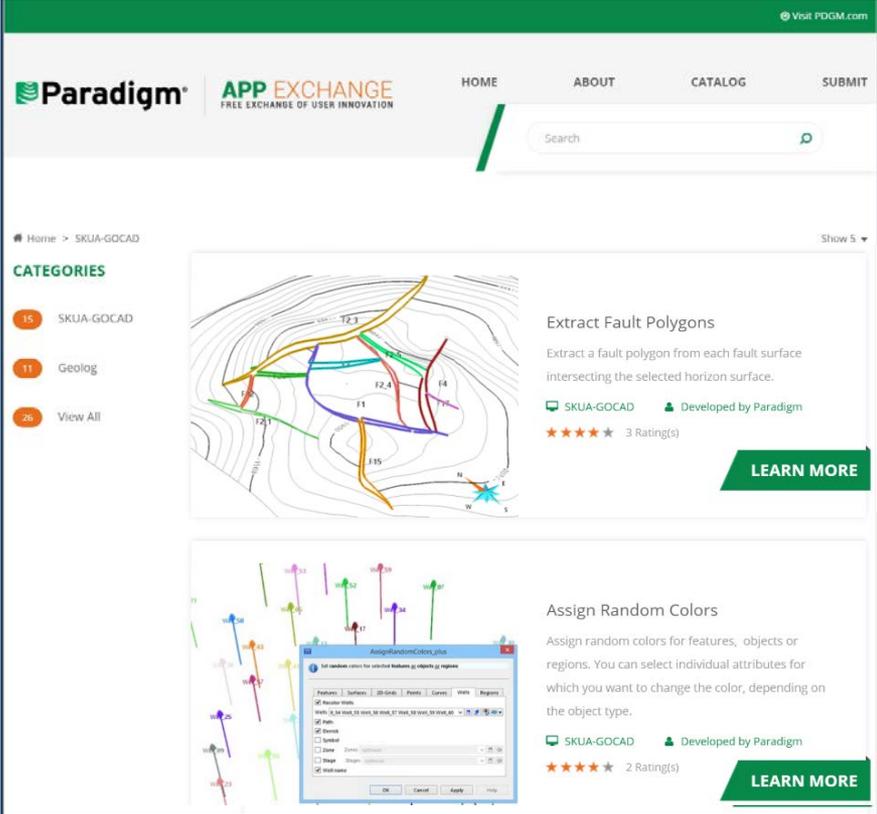
- 1**: Right-clicking on a well in the Well List and selecting 'Style' > 'Editor...' to open the style editor.
- 2**: The '3D Viewer: Style of SAL_40 (Template: Default) [Well]' dialog box is shown. The 'Specific log style' table is visible, containing the following data:

visi...	Name	Classification	Category	Busines
	IR IR_percent*	IR Real Number	Miscellaneous	Zn_per
	IR IR_percent*	IR Real Number	Miscellaneous	B_per
	IR Cu_percent*	IR Real Number	Miscellaneous	Cu_per
	IR Ag_gt*	IR Real Number	Miscellaneous	Ag_gt
	IR Au_gt*	IR Real Number	Miscellaneous	Au_gt
- 3**: In the 'Update Template' dropdown menu, selecting 'Save as New Template'.
- 4**: The 'Copy Style as New Template' dialog box is shown with 'LogOnPath' entered in the 'New template' field and the 'Apply' button selected.
- 5**: Back in the Well List, right-clicking on 'all wells (depth)' and selecting 'Apply Template...'.
- 6**: The 'Apply Template' dialog box is shown with 'LogOnPath' selected in the 'Template' dropdown and 'all wells (depth)' selected in the 'Objects' dropdown. The 'Apply to all' checkbox is checked.

SKUA-GOCAD macro library

Paradigm has created a portal for users to share with fellow users macros that they have created.

You can download or upload [macros here](#).



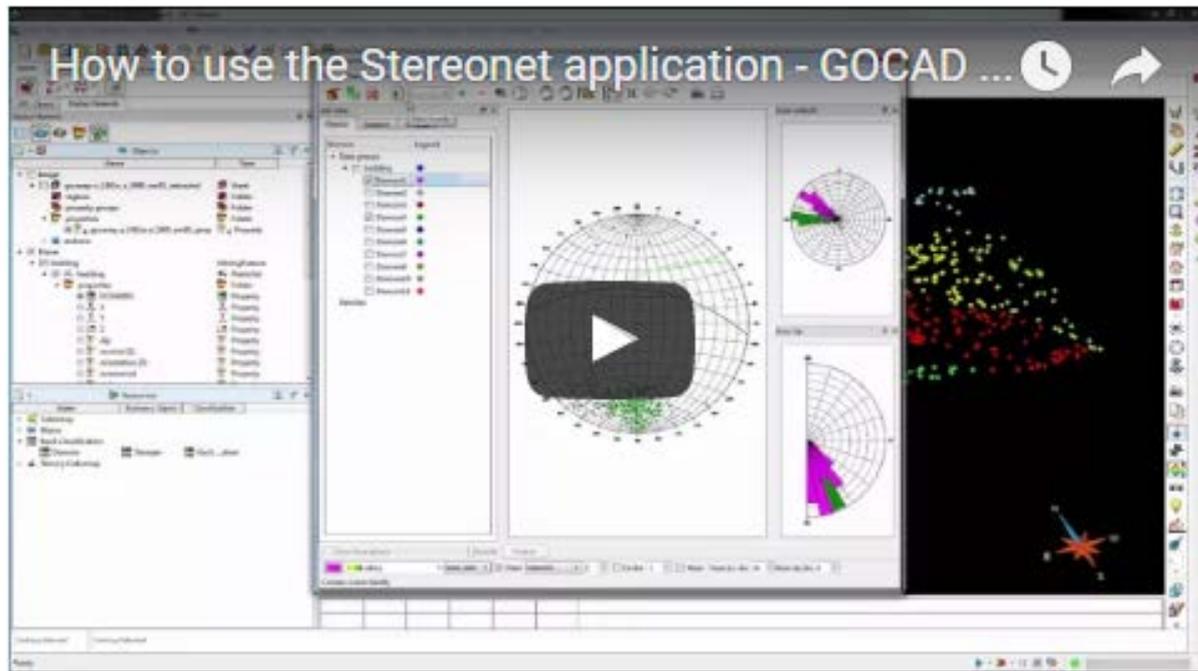
The screenshot shows the Paradigm APP EXCHANGE website interface. The header includes the Paradigm logo, 'APP EXCHANGE FREE EXCHANGE OF USER INNOVATION', and navigation links for HOME, ABOUT, CATALOG, and SUBMIT. A search bar is located in the top right. The main content area displays two macro listings under the 'SKUA-GOCAD' category.

Extract Fault Polygons
Extract a fault polygon from each fault surface intersecting the selected horizon surface.
SKUA-GOCAD Developed by Paradigm
3 Rating(s)
[LEARN MORE](#)

Assign Random Colors
Assign random colors for features, objects or regions. You can select individual attributes for which you want to change the color, depending on the object type.
SKUA-GOCAD Developed by Paradigm
2 Rating(s)
[LEARN MORE](#)

How to use the Stereonet application

This video will expand upon a previous tip and demonstrate how to get data into and use the Stereonet. We will also show you how to modify the set up and display options, and how to select structural families.



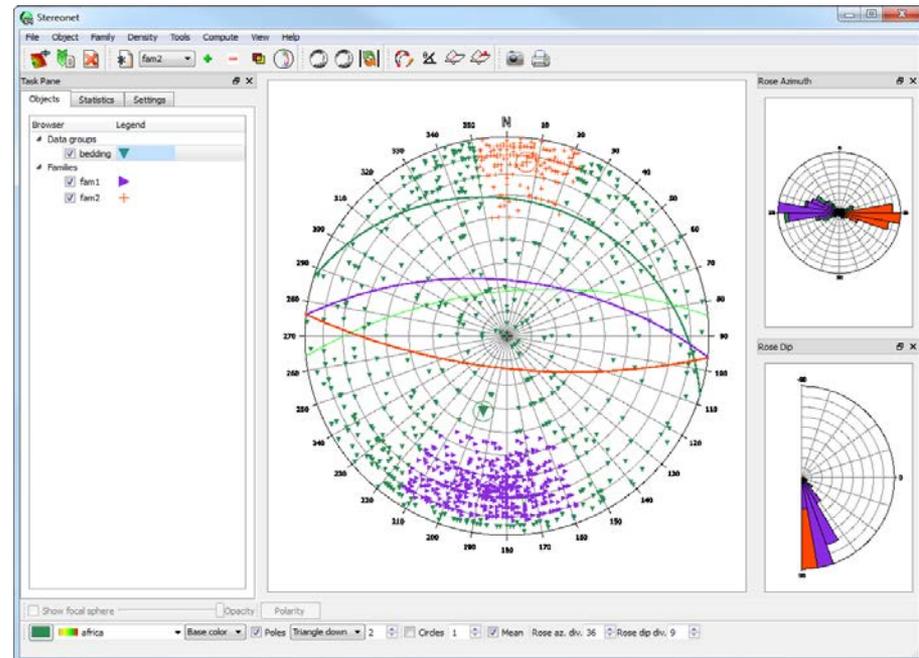
Stereonet application

The new Stereonet application in version 14.1p1 displays dip and azimuth data. Accessed from the **Application** toolbar , it includes Schmidt and Wulff projection, and two rose diagrams to respectively display the dip and azimuth as circular histograms.

You can interactively select data by using multiple selection tools including predefined shape selection and freehand selection to create different families which can then be turned into regions on the object.

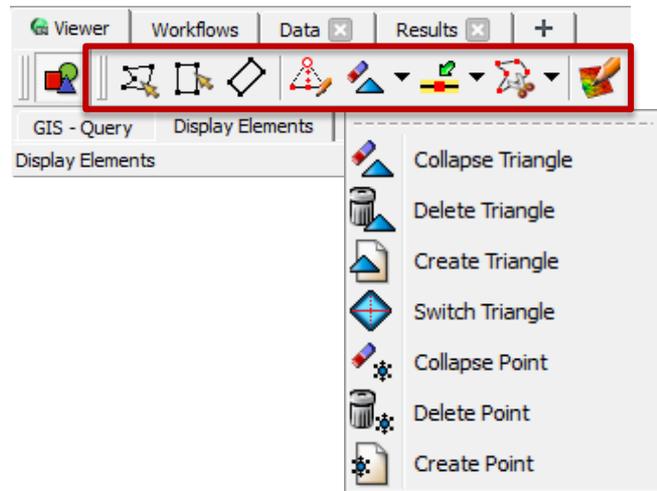
It also features tools such as:

- Average pole and great circle plotting for data, regions and families
- Coloured density plots of data
- Snapshot and printing capabilities
- Statistic panel to calculate mean, standard deviation and variance of measurements.

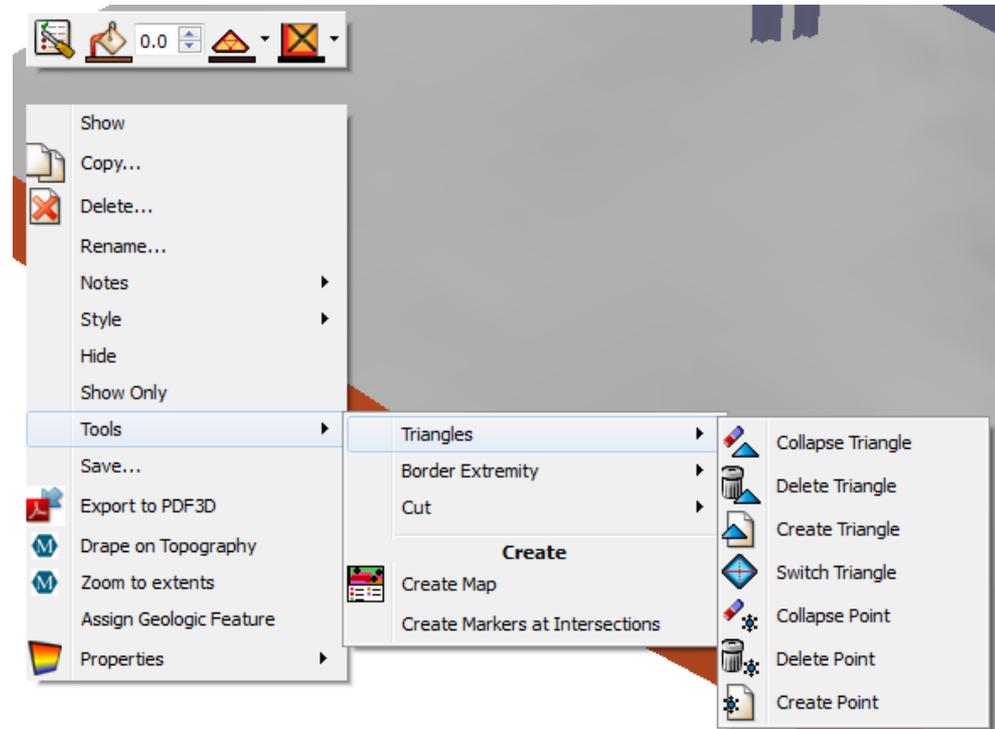


Quick access to digitizing and editing tools

You can quickly access the Digitization/Editing toolbar for GOCAD objects by double-clicking on the object in question in the 3D Viewer. It will appear by default immediately above the Display Elements panel.

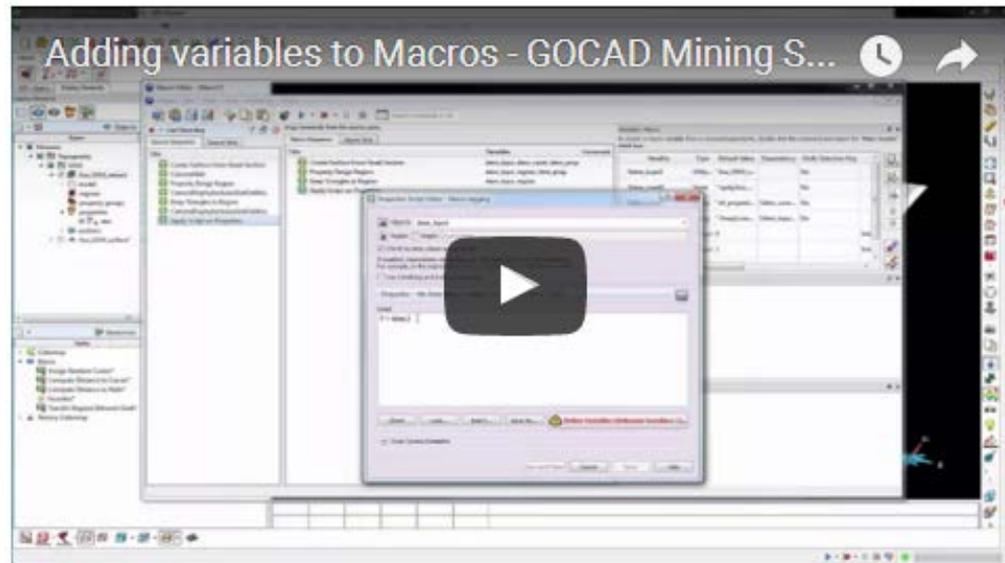


Alternatively, right-clicking on an object in the 3D Viewer will also present editing tools appropriate for that object.



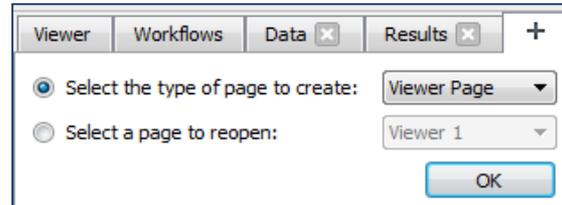
Adding variables to Macros

This video will explain the process needed to set variables to Macros. It is targeted to all users and does not assume any knowledge of JavaScript.



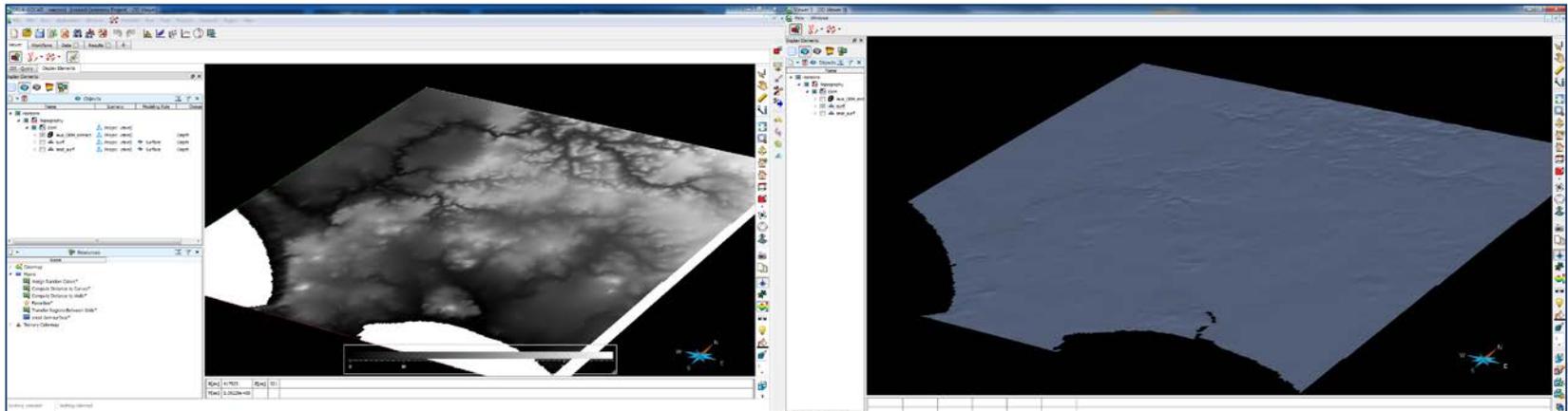
Two monitors = two viewers

The + tab allows you to create new Viewer Pages.



Right-click on the new Viewer tab to **Undock** and move it to the other monitor.

Right-click in the new window and select **New 3D Viewer**. The Display Elements panel will be replicated and different objects can be displayed in the two viewers.



Tip – The two views can be linked via a right-click in the background of one of the Viewers