



# RELEASE NOTES

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## **Release Notes 2022.16**

This document contains the descriptions of new commands and improvements that are included in the **2022.16** version of Promine. These are valid from the release of the version the **January 9, 2023**.

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# Improvements

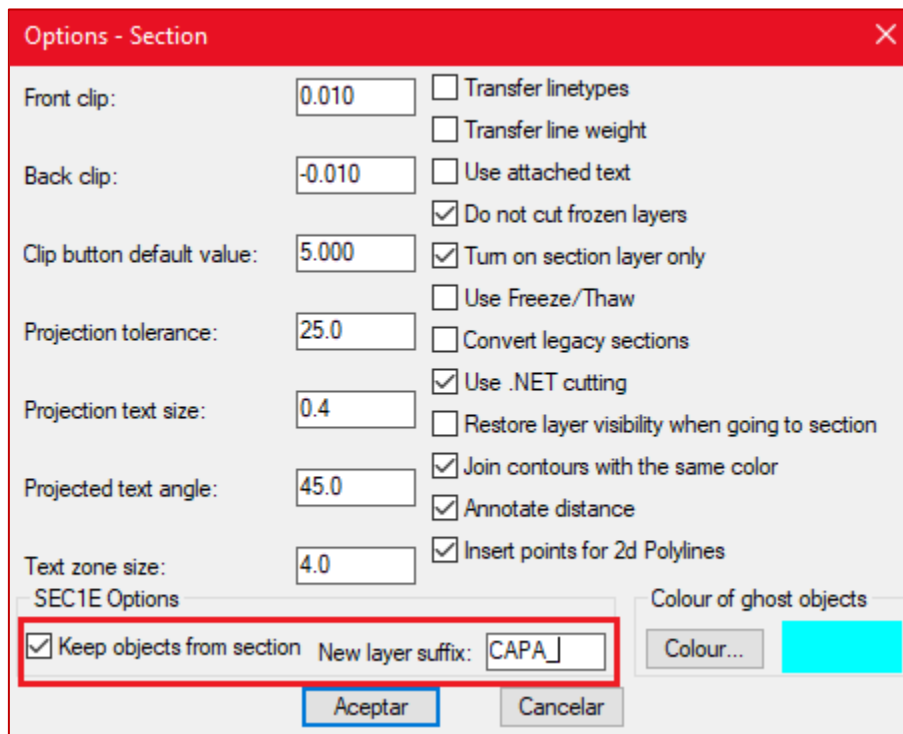
## Module: Sections

### SEC1E – Edit 1 section

With this new improvement the user can save the changes made in a previous section in a new layer. They can select the prefix of this layers in the Sections options.

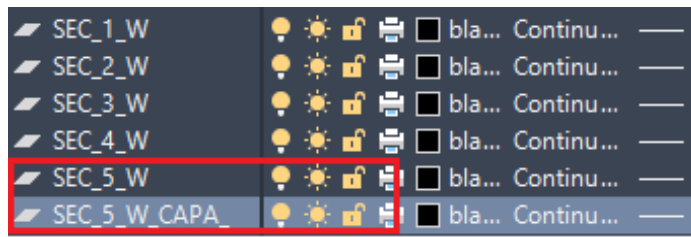
Steps to set it up:

1. Go to the section preferences and check the option “Keep objects from section”
2. Select the new layer suffix



Steps to use it:

1. Select the command SEC1E
2. Select the section to edit
3. Make the changes in the section
4. Click OK to modify the section previously selected
5. There will be a new section with the name of the new section and a new one will be created with the name of the section followed by the suffix chosen in the options



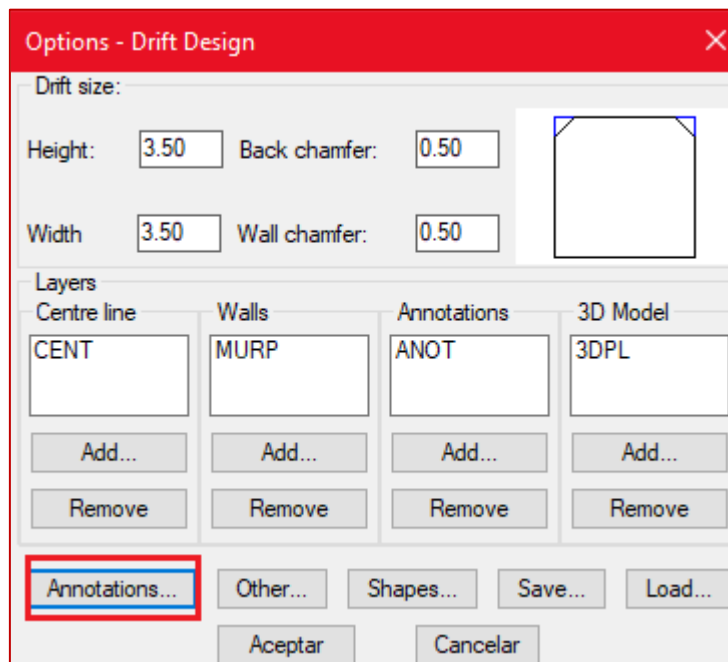
In the example above there are 5 layers with sections. Section\_5\_W is the layer of the fifth section and SEC\_5\_W\_CAPA\_ is the layer for all the objects that were in the previous section before the changes

## Module: Drift design

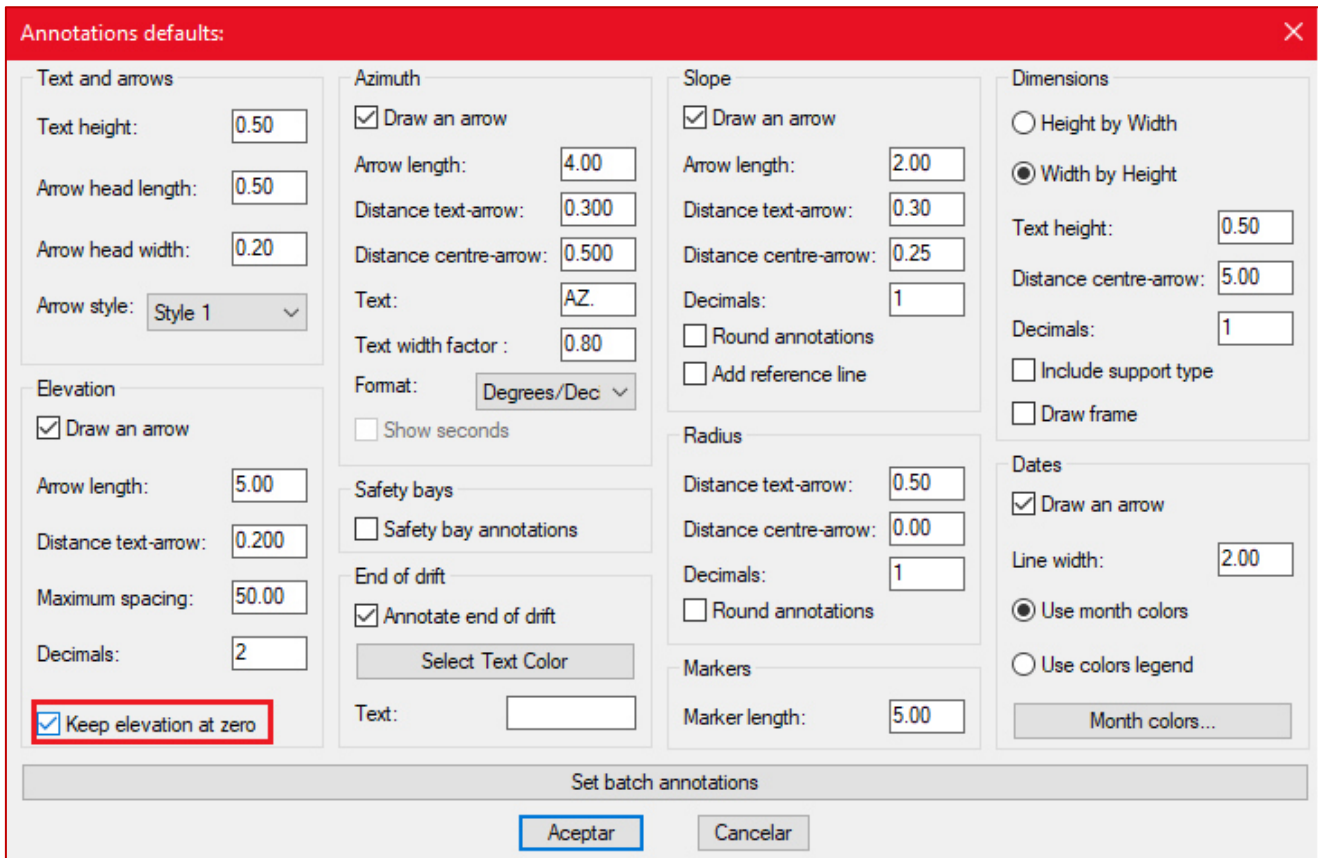
### PLPR – Options

There is a new improvement in the Drift Design module. This new improvement allows the user to place all the drift annotations in elevation 0. The change was made with the purpose of having a clearer view of the drift and centerline when rotating the drawing so the annotations do not interrupt the user view if they do not want to see those annotations in the same elevation as the drift.

This option can be set up in the Drift Design options. The path will be Options>Annotations>Keep elevations at zero.



1. Drift design options



2. Annotations defaults – new improvement checkbox

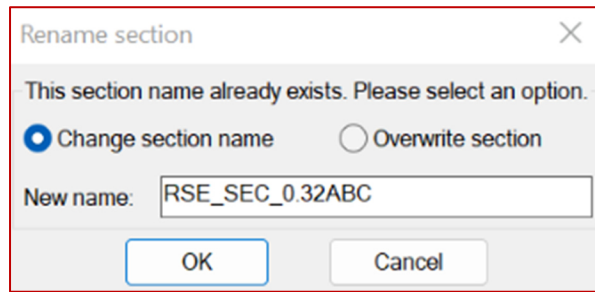
## Module: Drill/Blast underground

### DRIRSEI – Insert raise

There is an improvement in the command DRIRSEI in the Drill/Blast Underground module. The improvement makes it possible for the user to rename the sections when inserting the same template more than once.

#### Steps to use it

1. Set up the templates to use (check the DRIRSE0 section in release notes 2022.08)
2. Select the command DRIRSEI to insert the raise template
3. Select the mesh above, the mesh below and the intersection
4. Click OK
5. Next window will pop up:



6. The user can select if change the section names one by one and select the new name they want for the new sections or they can also just overwrite the section, erasing the previous sections.

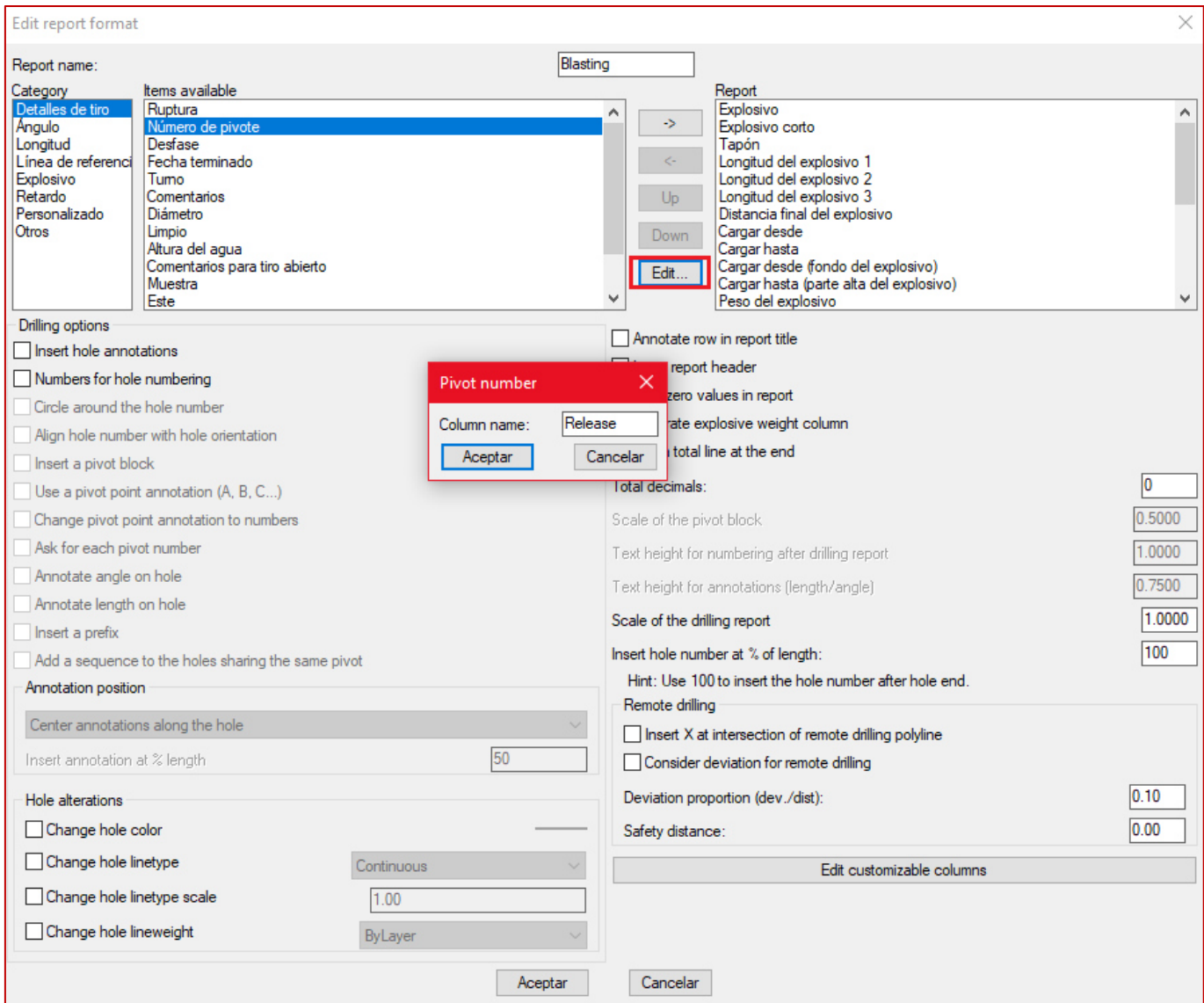
### DRICUSDELEC – Insert electronic delay

There is an improvement made in the “Insert electronic delay” (DRICUSDELEC) command. This command is part of the custom commands list in the “Drill/Blast Underground” module. For this new improvement, the user can now delete all the objects inserted with DRICUSDELEC using the undo button or writing it in the command line. Before this improvement the delays were being undo one by one.

### DRIPREF – Options

There is a new improvement in the reports in the Drill/Blast underground module. The improvement makes the user able to edit the title for the “Pivot number” item.

To set the pivot number the user must go to Options>Customize reports>(name of the report”>Edit>Category: Hole details>Items available: pivot number>Edit



3 Now the Edit button for pivot number is available

## Module: Rock mech

### RKMQ – Q-system

There is an improvement in the Q-System window that lets the users insert hatches the same way as in the RMR method. Also, there is the option to locate the block in the coordinates the user prefers. New fields have been added in order to use this new feature.



Q-system

Rock quality design (RQD) | Diaclasation index | Roughness index of discontinuities (Jr) | Fracture alteration index (Ja) | Reduction factor due to the presence of water (Jw) | Rock stres

### 1. Rock quality design (RQD)

Total sample length (cm)	Sample piece length (> 10cm)	RQD %

Compute

### Classification

0 - 25	25 - 50	50 - 75	75 - 90	90 - 100
Very bad	Bad	Regular	Good	Excellent

RKM block location

Select X 0.000 Y 0.000 Z 0.000

Create hatch

Insert classification table

Ok Cancel