



# RELEASE NOTES

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## **Release Notes 2022.17**

This document contains the descriptions of new commands and improvements that are included in the **2022.17** version of Promine. These are valid from the release of the version the **January 17, 2023**.

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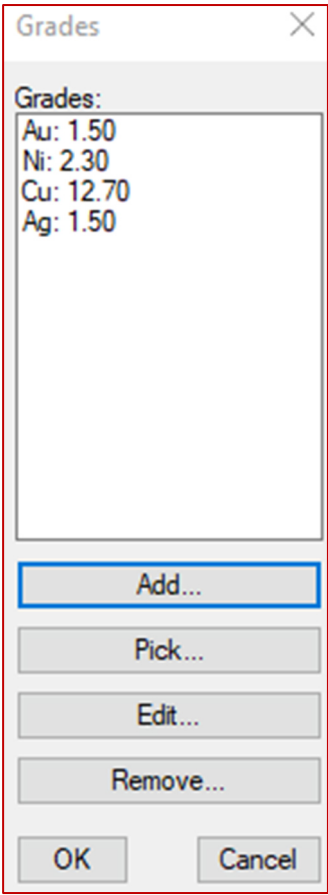
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# New Feature

## Module: Dilution

### DILAG – Add mineral grade

The command named DILAG has been added to be able to add grades in meshes or solids. These grades will then be used in the report for the command 'Compute with 3D solids' (DILSOL). The grades can be added manually or picked from other Promine objects like a grade mesh from Stope Design or Block Modeling. The elements of the list of grades can also be edited and deleted. The following window is showing when using the command:



# Improvements

## Module: Drill/Blast underground

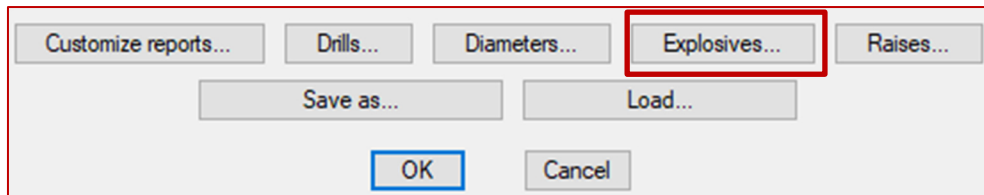
### DRIHL – Load Hole

It is now possible to annotate the depth of inserted boosters along the hole.

The setup for the annotations can be found in the options of the module

Options -> Explosives -> Annotate booster depth

The position and orientation of the boosters as well as the scale of the inserted block can be modified in that location.



Preferences - Blasting

**Blasting**

☐ Use of decks in loading

☐ Annote depth on hole

☐ Limit charges at a polyline

Explosive collar

Height of the explosive deck

Height of stemming between decks

Maximum explosive deck distance

Burden between rows

Polyline width for explosive

Specific gravity of rock

Powder factor annotation scale

Influence of explosive

Spacing of analysis

**Plug**

☐ Use length of plugs

Plug (m) :

Breakthrough

**Delays**

SHORT LONG

Add...

Edit...

Delete

Surface delays SHORT

In the hole delays SHORT

Scale of the surface delay block

**Explosives**

BOUCHON  
PLUG  
TAPON  
EMULSION

Add...

Edit...

Delete

Default explosive EMULSION

**Boosters**

APEX SUPER 1000  
APEX SUPER 6000

Add...

Edit...

Delete

Default booster APEX SUPER 1000

☒ Annote booster depth

Position Right

Rotation Horizontal

Scale

OK Cancel

Load holes:

Diameter:  76 MM ▾

Collar

Collar length

Stemming:  ▾

Plug

☐ Plug

☐ Use length of plugs

Plug (m) :

☐ Stage explosives

Explosive length:

Max explosive length:

Stemming length:

Explosive

Explosive:  ▾

Bottom load

☐ Insert first bottom load

Explosive  ▾

Length

Second bottom load

☐ Insert second bottom load

Explosive  ▾

Length

Boosters

☒ Use boosters ☐ Set color of boosters according to depth

Booster position:

Booster position:

Booster position:

Booster position:

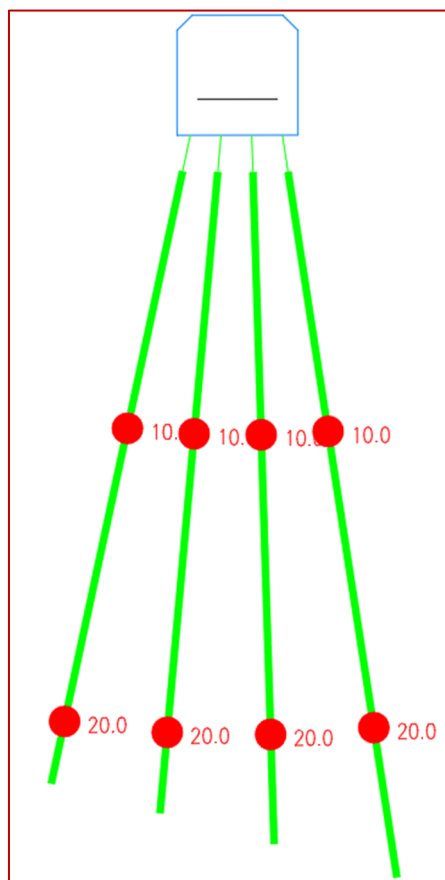
Booster position:

Booster position:

Used Booster:  ▾

Default length:

An example of inserted annotations is shown below



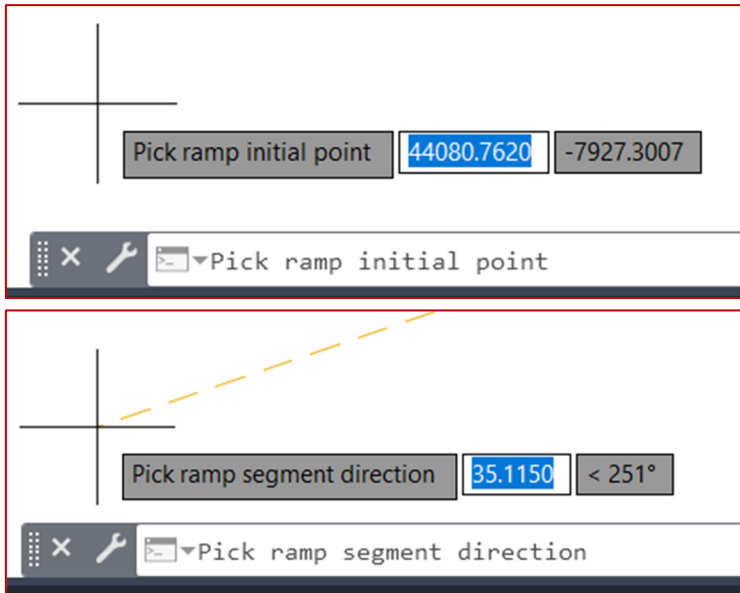
## Module: Drift design

### PLRP – Parametric Ramp

Major changes have been made to the way PLRP works and to its dialog box to ensure that information is accurately displayed and creates the ramp that has the exact inserted parameters.

List of changes:

1. Only the start point and the direction of the first segment are requested from the user.



2. The start and end point will now always share x and y coordinates.
3. The parametric curve will now begin with a 90 degree turn that ends in the direction supplied by the user.
4. The dialog box for PLRP now contains much more data related to the curve



Draw a ramp with parallel segments

Start elevation

100

Curves radius

10

Segments slope (%)

20

Curves slope (%)

10

Final elevation

-20.00

Elevation between levels

15.00

Number of levels

8

Rotation direction

☒ Clockwise
☐ Counterclockwise

Segment length: 2179.20

Elevation by level

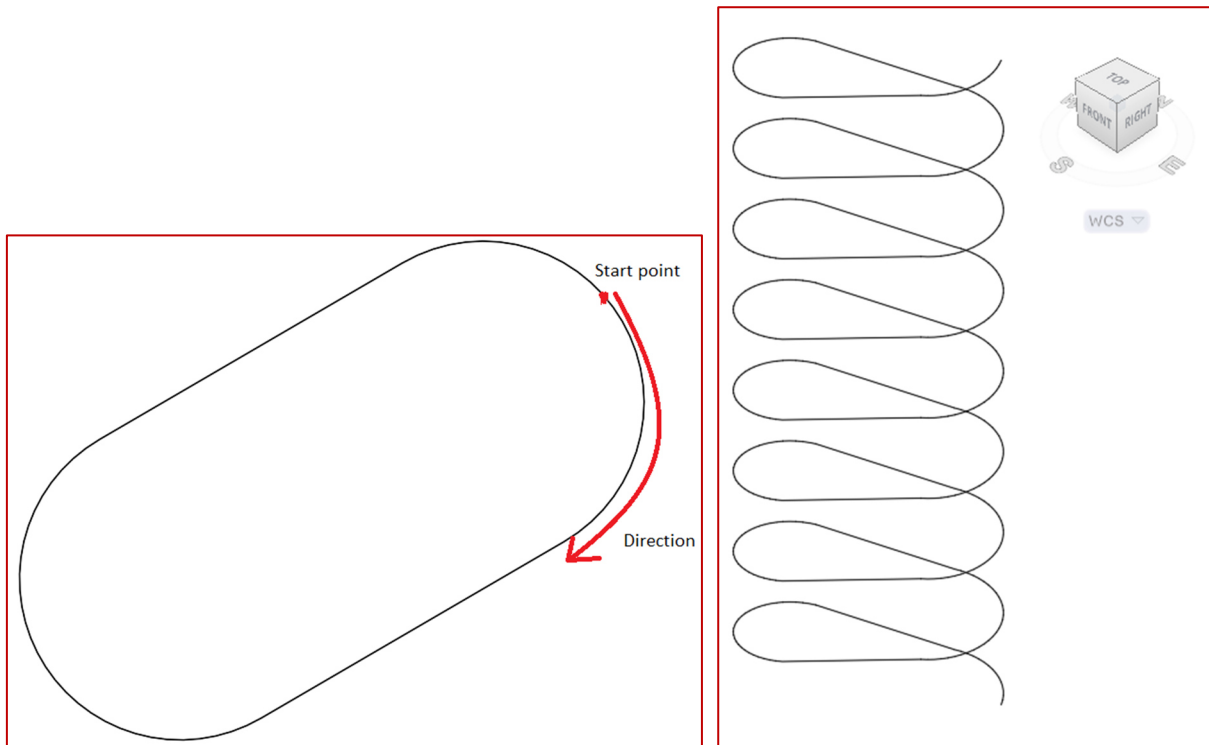
Level 1 Elevation: 100.00	Level 2 Elevation: 85.00
Level 3 Elevation: 70.00	Level 4 Elevation: 55.00
Level 5 Elevation: 40.00	Level 6 Elevation: 25.00

2 additional level(s) not shown

OK

Cancel

- Start elevation: by default, the z coordinate of the start point set to previous start elevation if the start point is at elevation 0.
- Final elevation: which is computed using the change of elevation by level and the number of levels.
- Elevation between levels: which is changed automatically if the final elevation is set manually.
- Rotation direction: which determines whether the curved segments turn left or right.
- Segment length: which is computed automatically using elevation between levels, curve radius, curve slope and segment slope. A warning will be given should the value be negative.
- Elevation by level: which shows the elevation of the first 6 levels and how many additional levels are not shown.
- Should an invalid value be entered, a warning will be sent to the user and the field will be set back to its previous state.



Curve that results from inputs and dialog shown before in top and perspective view.

## Module: Water Management

### WATE – Edit Flow

A button was added to the command to be able to see the historical data of a flow. This new feature will permit to see all the modifications that the flow had through time. To use it just select the button 'Historical Data' and the new window with all available data will be displayed.



The setup for this new feature can be found in the options of the module:  
Options -> Channel Type Add or Edit -> Block editing channel grades

Only user who blocked or a Promine admin will be able to unblock it the new feature once it was checked.

