

"Time is nature's way to keep everything from happening at once"
Woody Allen

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BasRock Software for Geotechs

Newsletter

April 2013

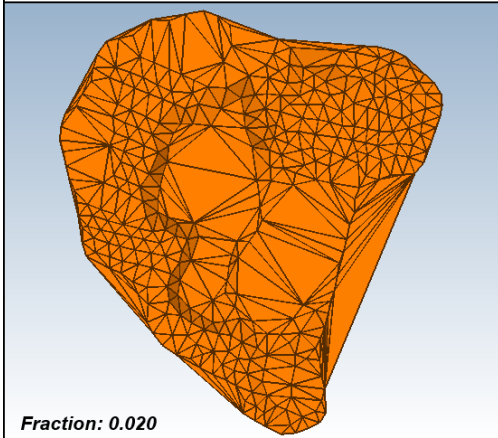
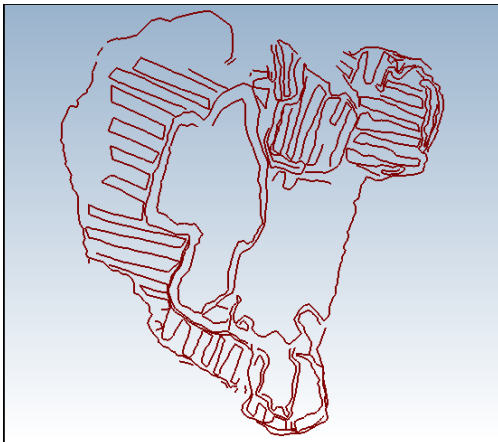


What's new? - Clipping in colours

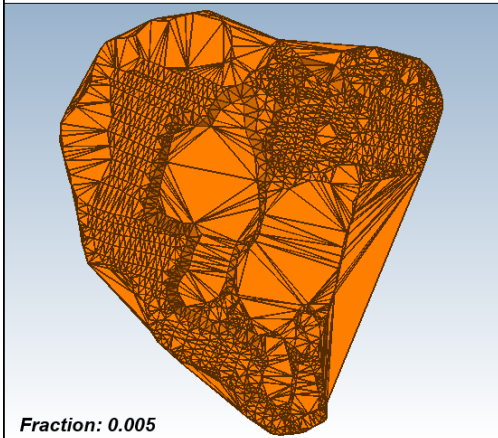
Coding time was limited this month due to two weeks of travel, but some improvements were made to GEM4D and Trajec3D shortly after the last newsletter:

1. GEM4D: Improvements to the DXF loading routine, colours are now correctly transferred when clipping objects coloured on elevation or polygon dip, and the ability to toggle the visibility of the colour scalar bar legend.
2. Trajec3D: Small naming changes to the interface to create a consistent naming convention, the path cylinder radius can now be manually changed, and the rotation point coordinates are displayed in the Status Bar.

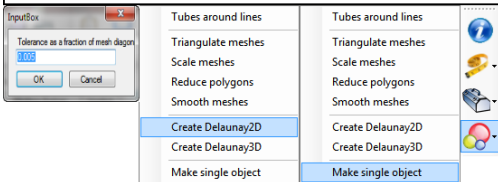
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Fraction: 0.020



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GEM4D - Exploring surfacing of points

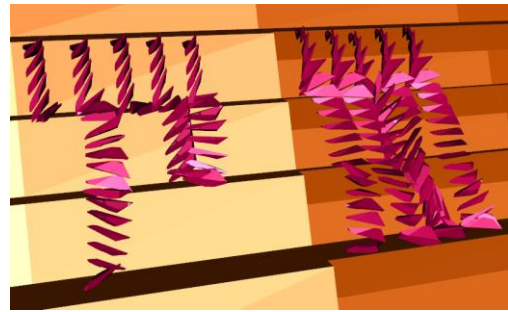
In the last newsletter we discussed the "Create Delaunay2D" function. During the past month many users had questions on the potential application to their particular problem areas, so let's explore this functionality in more detail.

The "Create Delaunay2D" function will drape a separate plan view surface over the points of each layer (object), but sometimes a single surface could be required over many layers:

1. First combine the individual objects into a single object with "Make a single object" - see bottom of the figure to the right.
2. Hide or delete the layers that are not of interest by selecting the layers in the "Layers"-tab, right clicking and select "Remove selected layers".
3. Select the "Create Delaunay2D" function. The input box requesting "Tolerance as a fraction of mesh diagonal" determine the resolution of the mesh, with smaller fractions resulting in finer meshes as indicated by the two output surfaces to the right with different fractional values.

Trajec3D - Shaping your fall body

When a fall body is required with a different shape to the default shapes provided, it can be done with the bottom button on the fall body toolbar. This button loads a fall body as DXF-file and then scales the body to match the density and mass specified. The custom fall body shape can be produced in a CAD or mine design package, and must consist of less than 500 vertices.



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