

# WHAT'S NEW

## GEOVIA MINESCHED 9.1

### THE WORLD'S MOST ADVANCED SCHEDULING SOFTWARE FOR SURFACE AND UNDERGROUND MINES

Employed by surface and underground mining operations, MineSched produces long-term and short-term schedules to meet capacity and material quality targets. Schedules are created from block, grid and polygon models originating from popular mine planning solutions such as GEOVIA Surpac™, GEOVIA GEMS™ and GEOVIA Minex™.

A finished MineSched schedule has multiple outputs that include 3D animations, Microsoft® Excel reports, and Microsoft® Project Gantt charts to help planners and managers review their schedule, and supports data exchange for most popular geology and mine planning (GMP) software solutions.

With over 25 customer-requested enhancements and product quality improvements, MineSched 9.1 provides the ability to seamlessly import and update the underground designs as they evolve, tighter integrating scheduling to the design process. Block model evaluations of mining locations are now executed with substantial time savings. A new and improved graphics engine enhances the visualization capabilities and the haulage route definition, providing greater control when conducting haulage analyses.

#### VISUALIZATION IMPROVEMENTS

Different visualization tools can be selected accessing the *Display Menu > Drawing Options* found at the top of the MineSched Canvas, with improved objects clarity and crispness when viewing triangulations and strings on the 3D canvas.

#### BLOCK MODEL EVALUATIONS IMPROVEMENTS

MineSched 9.1 provides valuable block model enhancements with faster results. Changing the orientation of the headings in the refreshed *Evaluate Headings* tab no longer require the whole design to be re-evaluated and a flag appears next to each heading that requires an update.

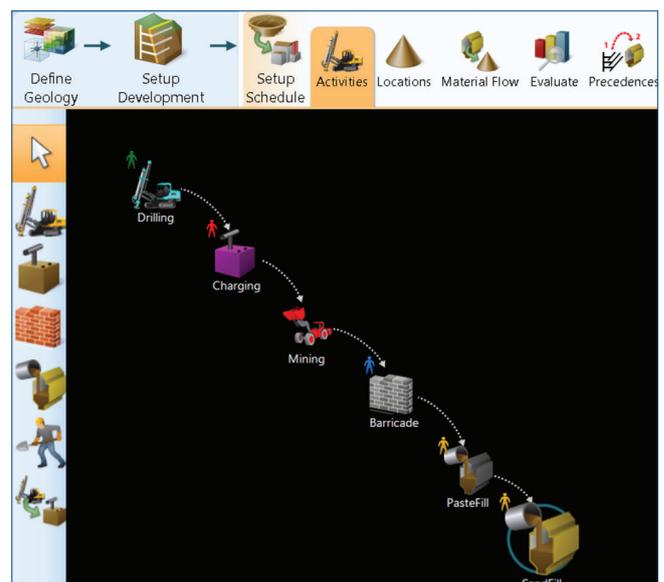
Both the *Evaluate Headings* and *Evaluate Locations* functions became more efficient, which has resulted in significant time savings. Running these functions is now up to **80 times faster!** Allowing you to spend more time reviewing schedules rather than creating them.

In the *Setup Schedule > Location > Mining* tab, you can use the new *Precedences* section to constrain the mining activity of the current mining location using the ancillary activity of the preceding location, providing greater control on activity sequences.

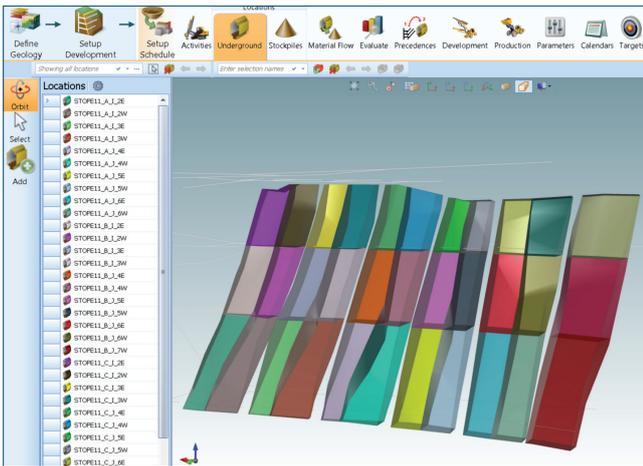
#### BENEFITS TO UNDERGROUND USERS

The user experience has been significantly improved for underground users in MineSched 9.1. Underground designs no longer need to be merged before importing to MineSched. Multiple underground design files can be imported, and a link is instantly made to the source files.

When changes are made to the underground design source files, a flag appears in the *Headings* tab, and a new *Refresh* tool has been added to push through the changes into MineSched. This provides quicker results as you no longer have to remove the underground design from MineSched, prepare the new underground design, and re-import.



Create activities and assign resources intuitively using MineSched's Activities Canvas.



Locations tab, underground scenario.

This modification provides tighter collaboration with the mine designer and ensures that the most up-to-date designs are used for scheduling.

The *Export Underground Designs* tool has been upgraded to allow you to export one or all of the underground designs from MineSched. For GEOVIA Surpac users, any changes to the direction of headings will be retained in the exported designs.

You can now deplete the stopes by the underground headings that intersect them. It is no longer necessary to cut holes in the stope shapes to avoid double counting of the development volume, tonnage, and grade associated with the intersecting portions. The stope depletion process can be turned on and off via a new configuration icon, located in the *Setup Schedule > Locations* tab when using an Underground MineSched scenario.

## BENEFITS TO OPEN PIT USERS

Open pit users also benefit from MineSched 9.1 with Haulage improvements that were included. In the *Setup Schedule > Material Flow > Haulage* tab, you can use the new *Haul points* data grid to define a *Pit Point* or a *Fill Point* for each defined haul road. The *Insert icon* on the grid or the new *Add Point* mode can be used to create points.

When a pit or fill point is defined along a haulage route, MineSched now limits the search for haulage routes based on the defined pit and fill entry/exit points. The search criteria are as follows:

- From the start of the in-pit route to the defined pit entry/exit point.
- The haulage route is fixed between the pit and fill entry/exit points.
- From the fill entry/exit point to the destination.

These points ensure that the haulage path for each block is practical and does not deviate from the haulage route to the destination too early. In most cases, the default functionality produces expected results and it is not mandatory to define a pit or fill point.

## LICENSING

It is now possible to open and run up to 10 instances of MineSched on a single dongle or network instance of MineSched. This permits users to create, modify and update multiple scenarios simultaneously for improved time savings when generating scenarios and allows more efficient sensitivity analyses of scenarios.

For more information and a complete list of new enhancements, features and updates, visit [www.GEOVIASupport.com](http://www.GEOVIASupport.com) or email [GEOVIA.Support@3ds.com](mailto:GEOVIA.Support@3ds.com).

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