DATAMINE

STUDIO MAPPER

Release Notes

Studio Geo 1.3 Beta

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Legal Disclaimer

The product described in this documentation may be connected to, and/or communicate information and data via, a network interface, which should be connected to a secure network. It is your sole responsibility to ensure a secure connection to the network and to establish and maintain appropriate measures (such as but not limited to the installation of firewalls, application of authentication measures, encryption of data, installation of antivirus programs, etc.) to protect the product, the network, your systems, and the interface against any kind of security breach, unauthorised access, interference, intrusion, leakage, damage, or corruption or theft of data. We are not liable for damages or losses related to any such security breach, unauthorised access, interference, intrusion, leakage, damage, or corruption or theft of data.

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Overview

Studio Geo is a significant step forward in Geological Modelling, fusing the best of implicit and explicit modelling tools into user-driven, dynamic workflows. Designed by geologists for geologists, Studio Geo is built to tackle modern challenges in geological models for exploration, production and resource modelling.

Whether you're updating models with drilling or creating a new model from raw data to an estimated grade model, Studio Geo empowers you to interpret, iterate, and innovate – without leaving your geological context.

Studio Geo is one of several products in the Studio product family, which includes:

- **Studio EM** for exploration data analysis and modeling.
- **Studio Geo** is for geological and structural modeling.
- **Studio Mapper** for geological face mapping and reporting.
- **Studio Maxipit** for blended pit optimization (coming soon!)
- **Studio NPVS+** for strategic open pit optimization, design and enhanced scheduling.
- **Studio OP** for open pit design and operational scheduling.
- **Studio RM** for mine geology, reserve modeling and resource estimation.
- **Studio Survey** for open pit and underground mine surveying and reporting.
- **Studio UG** for underground mine design and scheduling.

Further Information

This document includes cumulative releases notes for [[[Undefined variable General.VersionNumber]]]. As such, release notes are listed for all minor updates of the current major version, in reverse chronological order.

Release notes for other versions of Studio Geo are available via the Support Portal https://www.dataminesoftware.com/support/.

For the complete Studio Geo documentation, see https://docs.dataminesoftware.com/StudioGEO.

Studio Geo 1.3 Release Notes

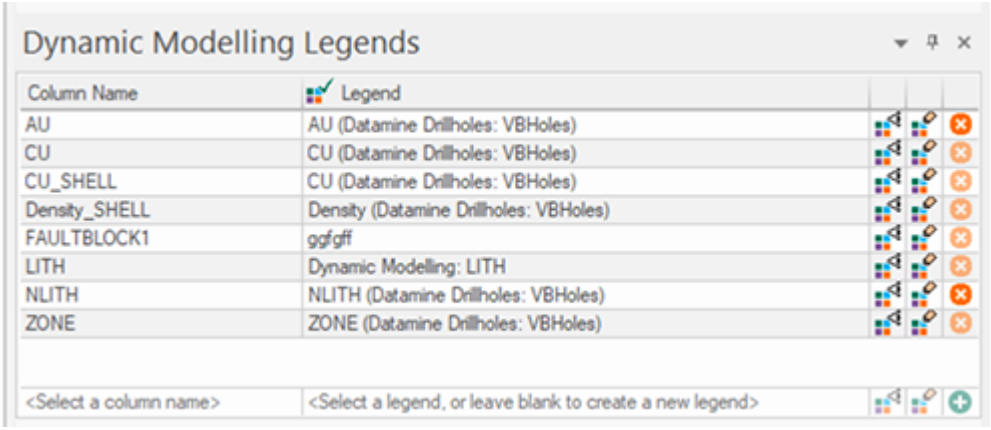
> **Important Change**: Studio Geo can now work in legacy ".dm" mode.

Key Improvements

Implicit Modelling Improvements

- Control the density of your output contact surface using new **Resolution** controls.
- You can now model using multiple boundary data to determine extents in different ways. Choose how multiple perimeters are used (either as a union or an intersection of those boundaries). This applies to any boundary data type (model hulls, strings, wireframes or topographies. Adjust this in the **Dynamic Modelling Properties** control bar.
- **Create Vein Surfaces** now provides updated contact-point controls for managing gaps, including **Gaps: Off**, **All Gaps Off** and **Enable All Points**, and the previous gap-handling options have been removed from the Snapping controls.

Dynamic Modelling Legends Bar

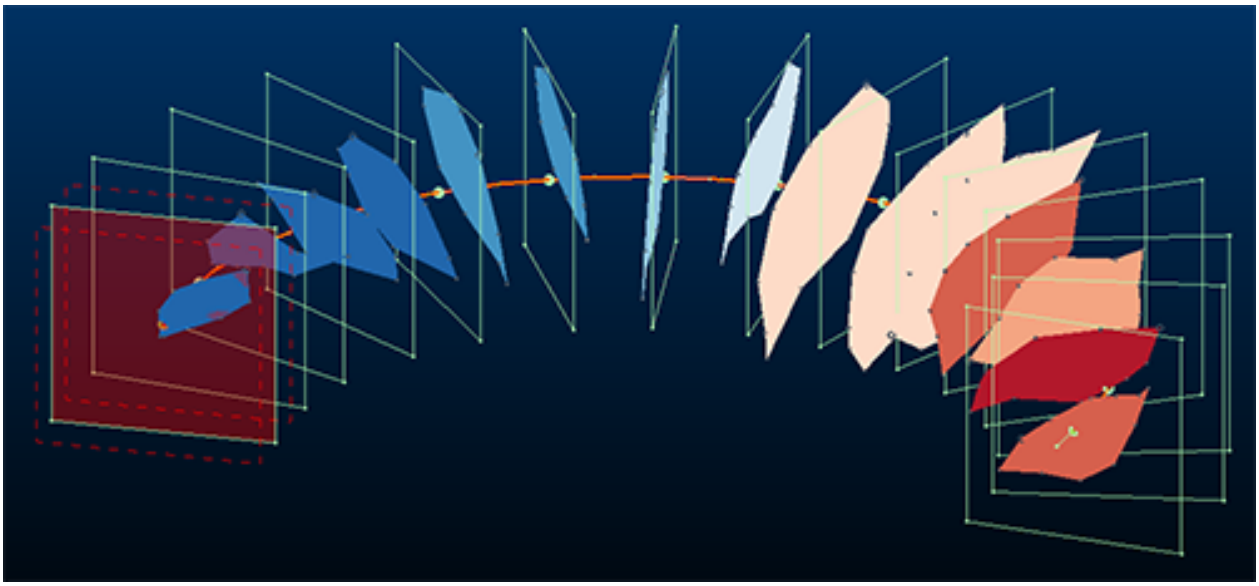


Studio Geo now includes a **Dynamic Modelling Legends** control bar that lets you configure column-to-legend associations in one place, so geological data displays with consistent colouring across Dynamic Modelling outputs.

This convenient and dockable control lists each available **Column Name** and its current **Legend** mapping. You can change an existing mapping, create a new legend or edit an existing legend directly from the control bar. You can even create entirely new attribute-legend maps.

This makes it really easy to check existing data legend assignments and make alterations to help identify important structural areas.

Create Multiple Sections



The new **Create Multiple Sections** feature significantly streamlines the process of generating and managing sets of parallel or string-based sections for geological analysis and planning. Previously, 3D window users had to manually create each section or edit section definition files outside the 3D environment, which was time-consuming and prone to error—especially when dealing with off-azimuth sections that required manual coordinate calculations. With this enhancement, you can now quickly define multiple sections in parallel, along a string, or per string, directly within the 3D window, using intuitive controls for orientation, spacing, and reference points.

Choose fixed or relative section orientations, and automatic or manual reference points, and dynamic adjustment of section spacing and dimensions based on the loaded data. Sections can be saved as definition files for reuse and further analysis, ensuring seamless integration with existing workflows. By automating complex tasks and providing a user-friendly interface, this tool addresses a common gap in geological modelling workflows, empowering you to generate comprehensive section sets with minimal effort and maximum accuracy.

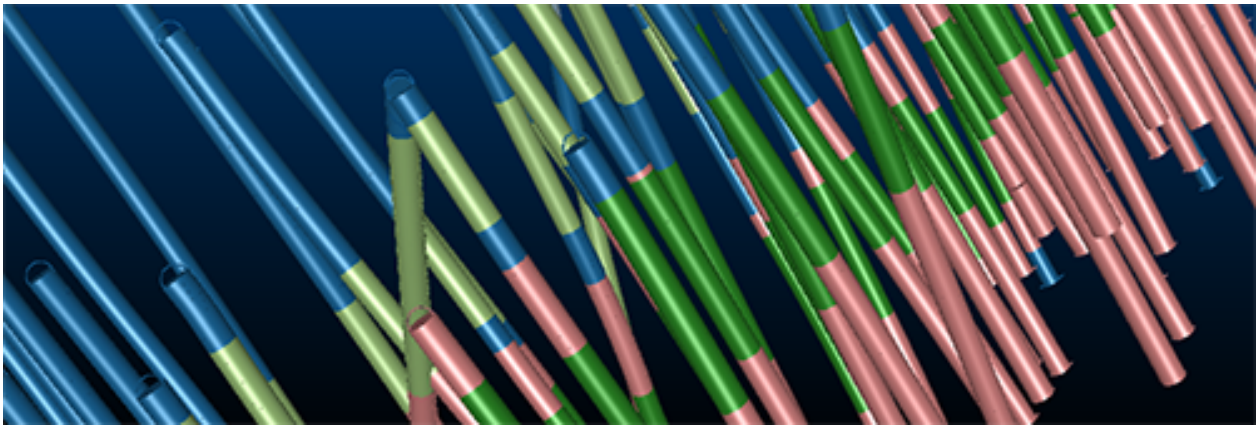
Access the new functionality using the **3D View** ribbon (**Sections >> Multiple Sections**) or run the command `create-multiple-sections` (quick keys "cms").

Access the new function by running the command `create-multiple-sections` (quick keys "cms").

Boolean Key Field Support

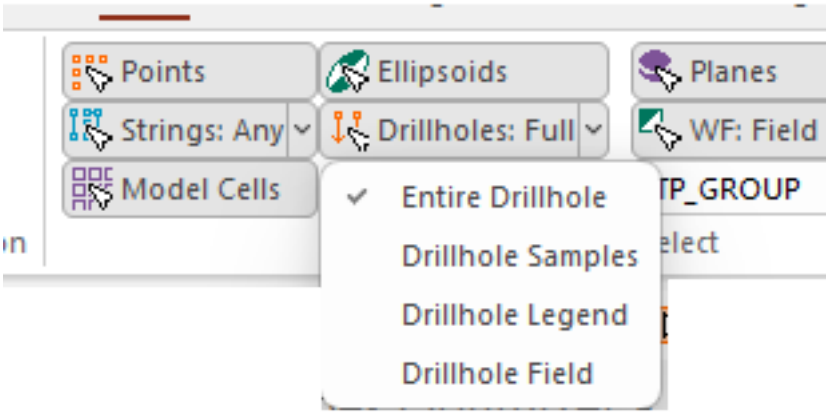
To add a new dimension to our powerful boolean tools, **Wireframe Union**, **Wireframe Intersection**, **Wireframe Difference**, **Strings from Intersections**, and **Extract Separate** commands now support key field filtering on both input wireframes and output control for single-object or grouped multiple-object results, including value-combination grouping when both key fields are set.

3D Window Speedups



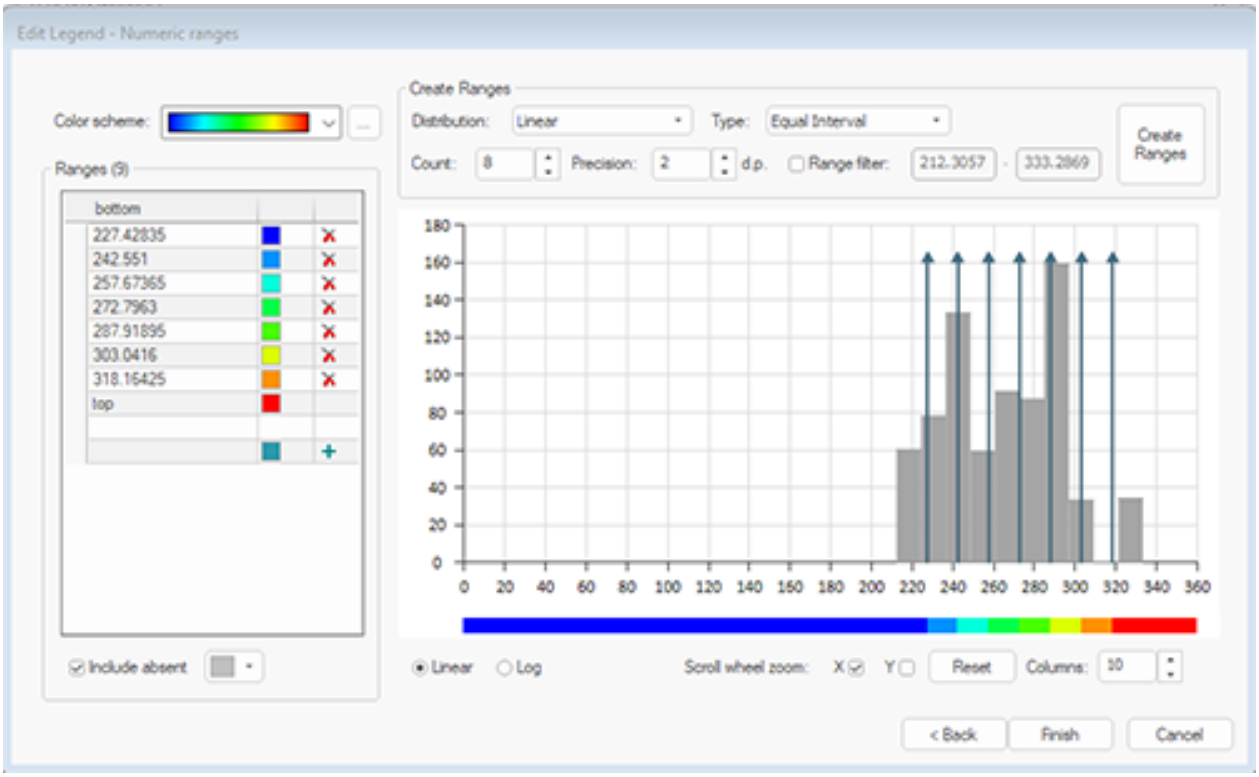
As part of an ongoing campaign, our Optimization team have been working hard to improve the performance of 3D window visualization. This update sees significant improvements to the display of drillholes rendered as cylinders, even with a high number of drillholes displays.

Selection Settings Simplified



You wanted more intuitive data selection, so we've rationalized and simplified the **Home** ribbon's presentation of these options to make things a lot clearer. Now, a toggle shows, for each data type, whether that data type is selectable or not and we've tackled the more complex case of wireframe data selection by giving access to the various options (by field, by group, by filter and so on) in the same area.

Edit Legend Wizard



In 2025, we introduced a new wizard to take the hassle out of creating a new legend of any type (unique values, range, filter). This was particularly helpful when generating legends from loaded data object values, but also made light work of setting up and managing unique value and filter intervals.

Now, we've extended this facility to existing legends, meaning you can edit legends in a similar way to creating them, using the popular range generation and gap-filling tools already available.

To access this facility, pick a legend and click **Edit Legend** in the **Legends Manager**.

Commands & Processes

This update sees the introduction of some new wireframe data commands to make viewing and saving wireframe data easier, and other improvements:

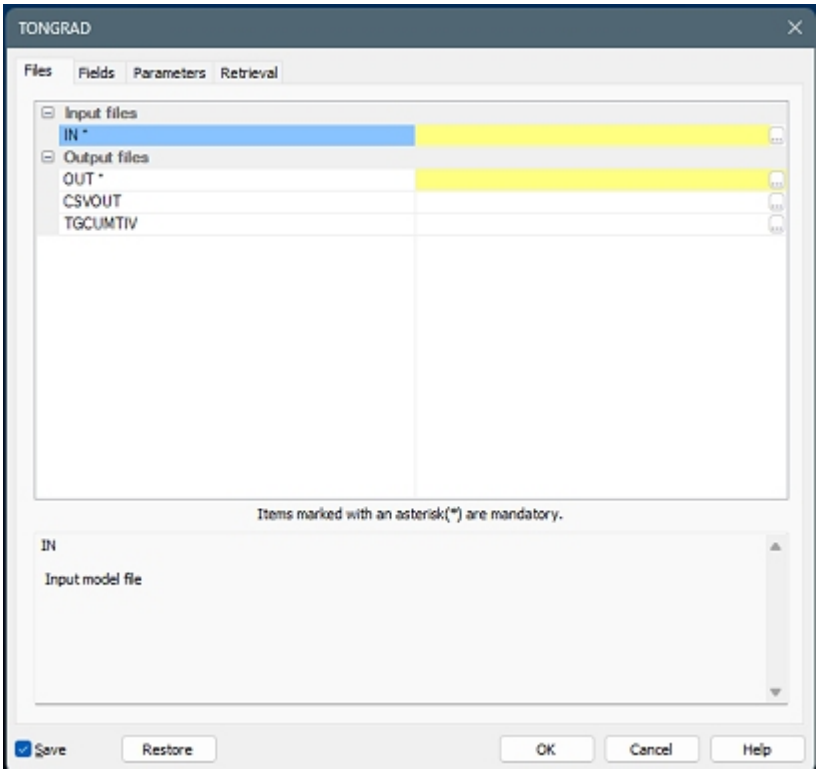
- `assign-attributes-by-selection-order` – You can now automatically apply a suffix or prefix to alphanumeric attribute values generated by selection order.
- `COMPMAX` has been created. Similar to `COMPSE`, this is a new process for optimised drillhole compositing to find maximum ore/waste composite intervals using configurable cutoff, ore/waste length, and optional zone constraints.
- `dtm-create` – We added a new "Make diagonals consistent" option to Create DTM so triangulation is consistent and volumes match expectations where point data is the same across multiple data objects.
- We have updated `generate-outlines` so that you can now decide the scope of outlining and object output (same object, new object, different object) using a simple-to-use pop up screen.
- `grid-dtms` – You can now calculate and output True Dip data when creating the minimum or maximum elevations of points belonging to multiple (and potentially overlapping) wireframe surfaces.
- `extend-string-to-wireframe-intersect` - A new command that extends the final segment of a string using its current azimuth and dip to terminate on a wireframe surface.
- `filter-wireframe-off` – Hide selected wireframe data without removing it from memory. If no wireframe data is selected when the command is run, you are asked to select a wireframe face. In this way, faces can be successively removed. This command can also be found on the **Format** ribbon.
- `hide-non-selected-wireframes` – Hide unselected wireframe data, leaving only selected wireframe data visible. Useful for focusing on a subset of wireframe data in a dense set. This command can also be found on the **Format** ribbon.
- `import-maps-to-files` – We have improved the import-maps-to-files command for local databases to support more map types, add georeferenced-data filtering and automatic loading of imported results into the 3D window with default templates.
- `insert-string-wfm-points` - A new command that adds one or more vertices to string data at its intersection point(s) with a target wireframe.
- `write-selected-wireframes` – Save currently highlighted (selected) wireframe data to an external Datamine file. Data can be selected by any method, including the selection of independent triangles. This command can also be found on the **Data** ribbon.

New Drillhole Selection Modes

A new command - **switch-drillhole-selection** - lets you pick drillhole data either as entire holes, **FROM**-**TO** intervals, the current display legend or any nominated unique attribute value. This extends the previous all-or-intervals choice. Note that the **toggle-drillhole-selection** command still exists; it now swaps automatically between "Select entire drillhole" and "Select drillhole samples" options.

> **Note**: These options are also available on the **Project Settings >> Drillholes** screen.

Process Improvements



Our Optimization team have been hard at work making changes to how our file-based processes operate, and this has improved the speed of our processes. There are no changes to how the processes are accessed or used interactively, and macros require no changes to take advantages of our engine tune-up. If you use processes in your current workflows, you will certainly notice the difference.

The team will continue to optimize and refactor key functional areas of the Studio range, so expect to see further performance improvements arrive in 2026.

In this update, you will see performance improvements with the following processes:

- **ADDMOD** is faster.
- **COPY** is faster.
- **COMBMOD** is faster and has can now better handle workflows that create new prototypes from multiple rotated block models that share the same rotation but have different origins or offsets. ADDMOD and SLIMOD also benefit because they now use the refactored COMBMOD internally.
- **COMBTRI** is faster.
- **COKRIG** is a lot quicker all round.
- **DILUTMOD** has been refactored for faster performance and now supports alphanumeric ROCK fields, and exclusion of selected cells from dilution.
- **SLIMOD** has been refactored to improve performance.
- **REBLOCK** is quicker and handles prototype sizing and custom field names more reliably. Density calculations, alpha-field handling, and related output-field behaviour are now more consistent, including when using non-default density, fill-volume, and void-volume field names.

Manage Multiple Overlays

You can now select and perform functions such as unloading and deleting on multiple overlays at once, via the **Project Data** control bar (this facility will not be back-ported to the legacy **Sheets** bar). You can also control the visibility of multiple overlays simultaneously (even for overlays in different 3D folders).

Documentation & eLearning

- **Multiple Cases** The ongoing **Studio Documentation Refresh** project continues unabated with hundreds more topics reviewed, reformatted and (in some cases) rewritten. We're still on track to complete this project in 2026.

Improvements

- **GEO-944** Dynamic Modelling now shows clearer workflow progress, including the name of the currently running task and a progress bar when multiple items are queued to run.
- **GEO-936** Studio Geo now uses the Home ribbon instead of Project, and the ribbon order has been updated so Dynamic Modelling appears before Data.
- **GEO-881** Studio Geo now includes a **Dynamic Modelling Legends** control bar that lets you configure column-to-legend associations in one place, so geological data displays with consistent colouring across Dynamic Modelling outputs.
- **GEO-840** Saving a new contact surface now keeps that surface as the current surface instead of creating another contact surface under the original name.
- **GEO-818** Objects loaded into Studio Geo now use a colouring column that matches their Dynamic Modelling role, helping preserve the expected colouring when objects are reloaded.
- **GEO-312** Dynamic Modelling now includes a **Cancel** button that stops the current run and halts remaining waiting tasks, with a progress bar and the current task name shown during Run All and Run Waiting operations.
- **CORE-10479** The rendering of drillhole traces has been optimized, providing performance improvements during visualization.
- **CORE-10389** Updated the Independent View option label to 'Automatically synchronize overlays' to reflect current overlay inheritance behavior in multi-window workflows.
- **CORE-10367** **COMBTRI** performance has been improved, and now provides ZONE keyfield support.
- **CORE-10359** Improved the DmToDmxConverter fix option to handle trailing spaces and unordered strings in DMX files during comparison.
- **CORE-10303** **DILUTMOD** has been refactored for faster performance and now supports alphanumeric ROCK fields, and exclusion of selected cells from dilution.
- **CORE-10303** **SLIMOD** has been refactored to improve performance.
- **CORE-10270** The unsupported Mining Power Pack utility has been retired and removed from Studio products, replaced by newer charting functions and enhanced Excel output from processes.
- **CORE-10244** **GRIDDC** and **STATCOM** now support @EXCEL=2 to generate Excel output with a workbook name based on the selected output file name.

- **CORE-10206** You now have separate **Import >> Datamine** and **Import >> External** buttons on the Data ribbon so you can clearly choose whether to add Datamine project files or import and convert external files. Icons for all import and load functions have also been updated.
- **CORE-10138** We have speeded up the loading of Datamine files and updating the Project Data control bar.
- **CORE-10087** **REBLOCK** has been refactored to improve performance and now handles prototype sizing and custom field names more reliably. Density calculations, alpha-field handling, and related output-field behaviour are now more consistent, including when using non-default density, fill-volume, and void-volume field names.
- **CORE-10086** Improved **DmFile performance for DMX files** by optimising default row handling and cache usage to significantly speed up file operations.
- **CORE-10080** Your product now warns you where your graphics capabilities don't match a minimum OpenGL standard required to operate correctly.
- **CORE-10021** You can now avoid potential field name and function name ambiguity in the same transform using square brackets to explicitly declare field names.
- **CORE-10009****COMBMOD** is now significantly faster, including workflows that create new prototypes from multiple rotated block models that share the same rotation but have different origins or offsets. ADDMOD and SLIMOD also benefit because they now use the refactored COMBMOD internally.
- **CORE-9986** Default font lookups have been optimized, providing performance enhancements.
- **CORE-9922** Data type filtering commands on the Report ribbon are now supported by undo/redo.
- **CORE-9917** When translating 3D data (translate-point, translate-string and so on) by script, a `RepeatCount` final parameter now accesses the "Repeat" functionality of the interactive command.
- **CORE-9903** Cancelling the Import Data screen no longer shows an additional "Unable to create..." message before returning you to the application.
- **CORE-9902** Start Page online/offline controls have been reorganized to make their usage clearer.
- **CORE-9895** You can now create a new drillhole attribute using the **Assign Lithology** task.

- **CORE-9895** New wireframe filtering commands have been added to the **Format** ribbon. A new selected wireframe saving command has been added to the **Data** ribbon.
- **CORE-9889** We have removed the non-functional Save Dynamic Drillholes option from the Data ribbon.
- **CORE-9846** The **Project Data** bar now shows the active section in bold, for clarity.
- **CORE-9841** The **Project Data** bar now highlights unsaved object data changes in italics.
- **CORE-9835COMBTRI** can now receive up to 62 input files.
- **CORE-9771** A new command - `switch-drillhole-selection` - lets you pick drillhole data either as entire holes, **FROM**-**TO** intervals, the current display legend or any nominated unique attribute value.
- **CORE-9752** Reloading a script now runs a check for unsafe syntax and displays a warning if it is found.
- **CORE-9751** The **DTS** ribbon no longer appears if DTS is not installed.
- **CORE-9739** The **ROTORDER** process now appears on the **Data** ribbon (**Transform** group).
- **CORE-9664** The folder browser displayed by the New Project Wizard has been updated.
- **CORE-9597** An issue causing a texture to not georeference correctly has been resolved.
- **CORE-9559** You can now select multiple folders in the Project Data bar, allowing expanding and collapsing of multiple items.
- **CORE-9558** We have aligned the Project Data bar and 3D view trees so that points, planes, ellipsoids, strings, drillholes, wireframes, block models and sections now use the same icons.
- **CORE-9556** The **Project Data** bar now includes a useful toolbar of file-related functions.
- **CORE-9457** Creating an alphanumeric legend on a large block model is now quicker.
- **CORE-9425** The **Independent View** screen now has a check box to select whether new 3D object overlays should be automatically added, this defaults to unchecked.
- **CORE-9424** Added the **COMPMAX** process for optimised drillhole compositing to find maximum ore/waste composite intervals using configurable cutoff, ore/waste length, and optional zone constraints.

- **CORE-9381** **Report** ribbon items that are common to all Studio products now appear in the same arrangement throughout the product range. Product-specific items remain.
- **CORE-9379**The **Explicit** and Wireframe ribbons are now consistent in Studio EM and geology productsWireframing functions have been split into two ribbons; Wireframe Design and Wireframe Tools - this change is consistent throughout all Studio planning products.
- **CORE-9377****Home** ribbon functions common to all Studio products now appear in the same arrangement throughout the product range. Product-specific items remain.
- **CORE-9355** Long field name support is now provided and expected in all Studio products.
- **CORE-9096** **BOOLEAN** process now supports optional KEY_W1 and KEY_W2 fields to run operations per key value and preserve grouped output.
- **CORE-9095** **Wireframe Difference** now supports key field filtering on both input wireframes and output control for single-object or grouped multiple-object results.
- **CORE-9093** **Wireframe Extract Separate** now supports key field selection on both input wireframes and output options for a single object or multiple new objects.
- **CORE-9092** **Wireframe Intersection** now supports key field filtering on both input wireframes and output control for single-object or grouped multiple-object results.
- **CORE-9090** **Strings from Intersections** now supports key field filtering on both input wireframes and output control for single-object or grouped multiple-object results, including value-combination grouping when both key fields are set.
- **CORE-9056** Project file browsers have been updated in line with modern Studio product file types.
- **CORE-8970** Data selection toggles and options have been simplified on the Home ribbon.
- **CORE-8886** **DILUTMOD** now accepts alphanumeric ROCK field values when identifying dilution boundaries.
- **CORE-8821** We have improved handling of large LIDAR files so high-point-count datasets can now be imported and viewed reliably.
- **CORE-8569** Enhanced error reporting has been added to the `fillet-single-string-point` command.
- **CORE-8547** Icons on the Add New File screen have been updated.

- **CORE-8491** The **Drillhole Planner** now automatically saves your settings (including dip convention) on closing and reinstates them when reopening. A Reset button has also been added.
- **CORE-8432** Feedback information when using extend-segment-virtual-intersect has been improved.
- **CORE-8432** The **grid-dtms** command can now output True Dip values in addition to thickness analysis.
- **CORE-8050** The object name for convert-wf-hull and wireframe-section screens is now editable by default.
- **CORE-7975** You can now edit existing legends using the **Format Legend** wizard, as well as creating them.
- **CORE-7930** **DILUTMOD** can now exclude selected cells from dilution by using the EXCLUDE field together with the EXCLDVAL parameter.
- **CORE-7176** You can now choose your gradient convention when running the `connection-on-grade` command.
- **CORE-7175** You can now change the default gradient convention when using the `string-at-gradient-on-wf` command.
- **CORE-6308** You can now **edit the existing image registration** of a loaded pictures object using a new menu option on the Sheets or Project Data control bar.
- **CORE-4893** **DILUTMOD** now runs much faster when applying dilution to block models.
- **CORE-3801** REBLOCK can now preserve regular subcells along zone boundaries when reblocking to larger parent cells, helping retain geological domain precision across boundary changes.
- **CORE-3656** Updated missing and outdated icons across context menus, toolbars, and panels (Load, Data Selection, Project Data, Data Object Manager, etc.).
- **CORE-3204** The new **Create Multiple Sections** tool lets you create sections throughout your data using a range of options.
- **CORE-1953** Hide selected wireframe data (`filter-wireframe-off`), hide unselected wireframe data (`hide-non-selected-wireframes`) and write selected wireframe data to a file (`write-selected-wireframes`) using new commands.

Utilities & Supporting Services

- **CORE-9967** The DM to DMX file converter is now supported by a desktop shortcut.
- **CORE-9760** "MineScape Block Model" no longer appears in the Data ribbon's "External" menu as it is now fully integrated with the Data Source Drivers collection.
- **CORE-8754** A new **RocScience Dips** export driver has been added to the Data Source Drivers set to allow you to export string data in the Dips format, describing dip, dip direction and midpoint coordinate.

Documentation & eLearning

- **Multiple Cases** The ongoing **Studio Documentation Refresh** project continues unabated with hundreds more topics reviewed, reformatted and (in some cases) rewritten. We're still on track to complete this project in 2026.

Defect Fixes

- **GEO-850** Changing the visual application theme no longer stops tooltips displaying.
- **GEO-822** An issue causing label text to be poorly formatted in the Dynamic Modelling control bar has been resolved.
- **GEO-329** Fault block colours in the Dynamic Modelling panel now update correctly when the associated legend colours are edited.
- **STUDIO-6249** Swipe selection now works as expected when selecting samples via the Create Categorical Surfaces task.
- **CORE-10533** Opening a Studio project archive with only loaded data contents no longer triggers automatic file conversion outside the archive contents.
- **CORE-10402** The Legend Preview window now redraws itself when the legend is changed in any way.
- **CORE-10399** Fixed an issue where textured wireframes could lose their texture display after reopening a project; textures now render correctly on project reload.
- **CORE-10352** Fixed a crash when importing certain Deswik wireframe files via drag-and-drop or Data > External > Wireframe > Deswik.
- **CORE-10298** An issue preventing the import of a very large Surpac block model has been resolved.
- **CORE-10255** REBLOCK no longer expands the prototype model by an extra cell in X, Y, or Z when using the super process.
- **CORE-10215** You now see more consistent block model slices when viewing oblique sections, with missing stripes in intersection mode fixed.
- **CORE-10183** An issue that could causing instability when loading certain points and points-like data files has been resolved.
- **CORE-10164** When STATS is run with @PRINT=0 the message: "WEIGHTING FIELD: ...." is no longer output multiple times
- **CORE-10151** SWATHPLT no longer uses substitution variable names as file names if output files SWATH1 and/or SWATH2 are not defined.
- **CORE-10126** TONGRAD now warns if you use the same field for multiple outputs in dmx and continues using only the first occurrence.
- **CORE-10076** Create Model Prototype now previews rotated block models in the correct location.
- **CORE-10057** An issue causing a driver load error message, when converting Leapfrog data via the Data Converter, has been resolved.

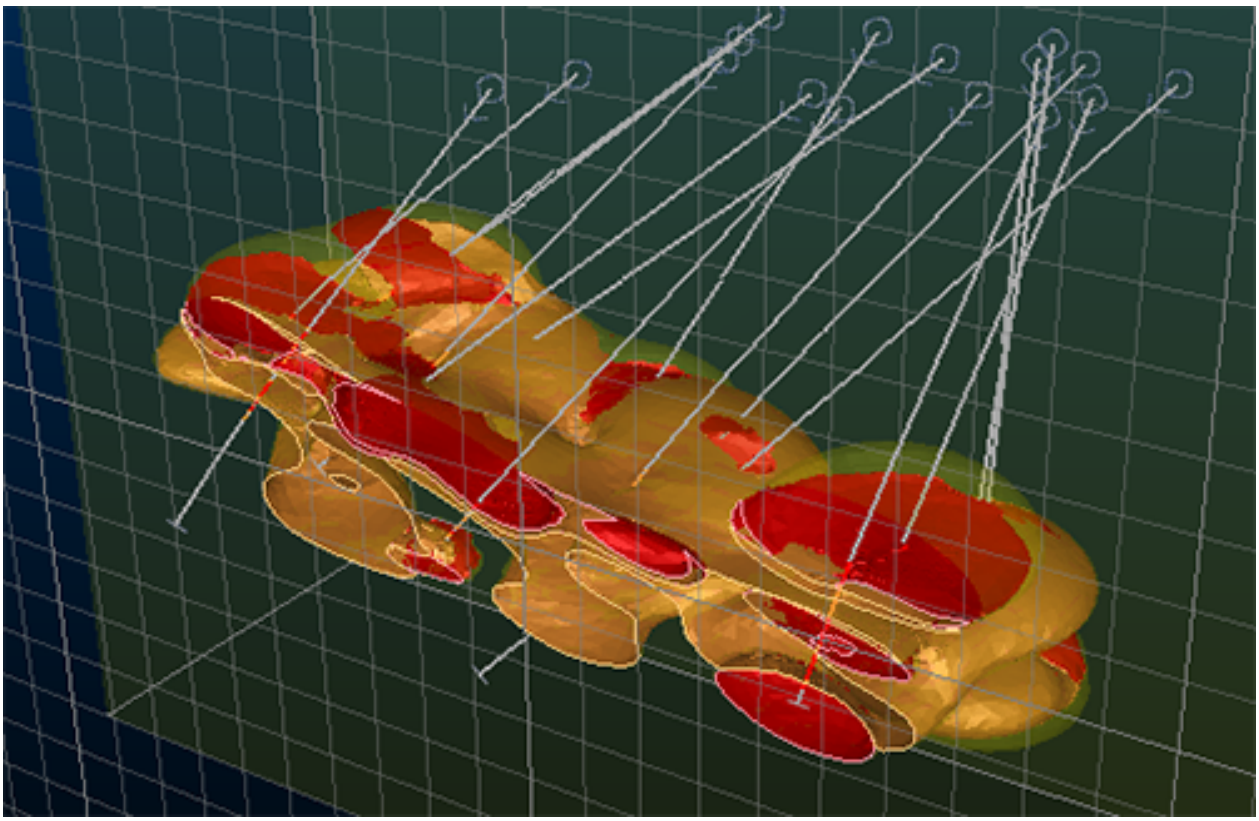
- **CORE-10020** The Project Wizard's help button now displays the expected help content.
- **CORE-10019** An issue causing HOLES3D to fail where a field name also matched an EXTRA function name, has been resolved.
- **CORE-9984** We have fixed an issue in the Project Data bar where the first item in a top-to-bottom Shift-select could become unselected if it was scrolled out of view while selecting multiple items.
- **CORE-9873** Swipe selection can now be used when selecting samples using the Assign Lithology tool's Paint mode.
- **CORE-9863** An issue causing unexpected rendering of block model cuboid edges with clipping applied.
- **CORE-9825** SWATHPLT is now faster when @ANGLE1,2 and 3 = 0 (unrotated swaths).
- **CORE-9799** We have updated DMX model loading so that dragging and dropping a DMX file that is already loaded now creates a new overlay instead of showing an error, while other load methods keep the existing warning.
- **CORE-9697** An issue causing WIREPE to create strings at incorrect intervals has been resolved.
- **CORE-9680** The @CHECKROT parameter is now working as expected in SELPER.
- **CORE-9657** We have updated the MineScape Model Importer so it can no longer be opened multiple times at once, preventing the system instability caused by closing one of the duplicate dialogs.
- **CORE-9634**An issue causing SELPER to print unexpected output file alphanumeric values has been resolved.
- **CORE-9576** If section auto-alignment is enabled, this is now applied as expected when swapping sections via the Sheets control bar.
- **CORE-9557** We have updated the Project Data bar so grids and sections are no longer underlined.
- **CORE-9535** Ellipsoid selection buttons (Home ribbon) are now only enabled if ellipsoid data is loaded.
- **CORE-9302** Solid Hull key field processing now correctly applies grouping per key value, so hull generation respects selected key fields (for example, LEVELID) instead of producing a single whole-solid hull.
- **CORE-9271** You can now successfully use the Studio RM Fusion Driver to import and reload FusionXI database tables.

- **CORE-9064** An issue causing some parts of a rotated model to be ignored when using SWATHPLT has been resolved.
- **CORE-8492** The Find Command screen now lists 'tra' as the quick key for string and point translation commands.
- **CORE-8819** You can now redo `extend-segment-virtual-intersect` operations as expected.
- **CORE-7416** We fixed a crash/freeze in the Image Registration (georeferencing) tool that occurred when using high-resolution (4K) monitors.
- **CORE-3559** We have fixed the Table Editor's Variogram-Model definition so the data definition for GRADE and GRADE2 fields are now alpha (A24), not numeric.

Studio Geo 1.2 Release Notes

Key Improvements

Dynamic Grade Shell Modelling



The Dynamic Modelling workflow now supports grade shell modelling.

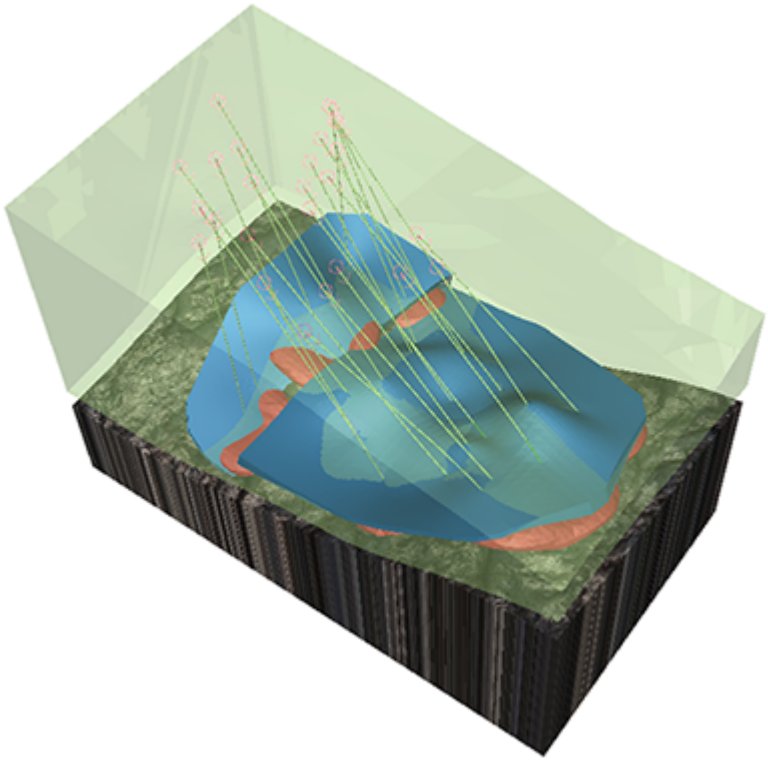
This lets you quickly assess and present the location of grade packets. Embedded grade shells are modelled with a mean grade default trend, but you can easily override this with access to the Create Grade Shells tool that supports the generation of each grade shell value.

Default shells (Q25, Q50, Q75) can be edited and refined using straightforward tabular controls, fully integrated with the **Dynamic Modelling Properties** control bar.

As with the categorical modelling options already available (contact surfaces, fault blocks, categorical) you can quickly and easily format the display of each component of the combined solid.

Grade Shells is a new item on the **Dynamic Modelling** ribbon.

Separated Solids



This update introduces a really useful extension to the **Dynamic Modelling** console, in the form of "separated solids".

Up to now, the combined solids model from the Dynamic Modelling workflow resulting in a single multi-attribute wireframe. To review the components (domains) of the output model, it was necessary to use existing filtering and control bar functions. Whilst easy to do, it's an extra step and you felt needing to step out of Dynamic Modelling to analyse things wasn't ideal.

We solved this by enhancing the **Domain**, **Fault Blocks** and **Outputs** sections to allow independent control of each element of the workflow. A simple toggle now switches elements of your model on and off (this applies to both the combined solids and fault blocks) and quickly and easily customize visual settings by domain. Transparent waste zones, anyone?

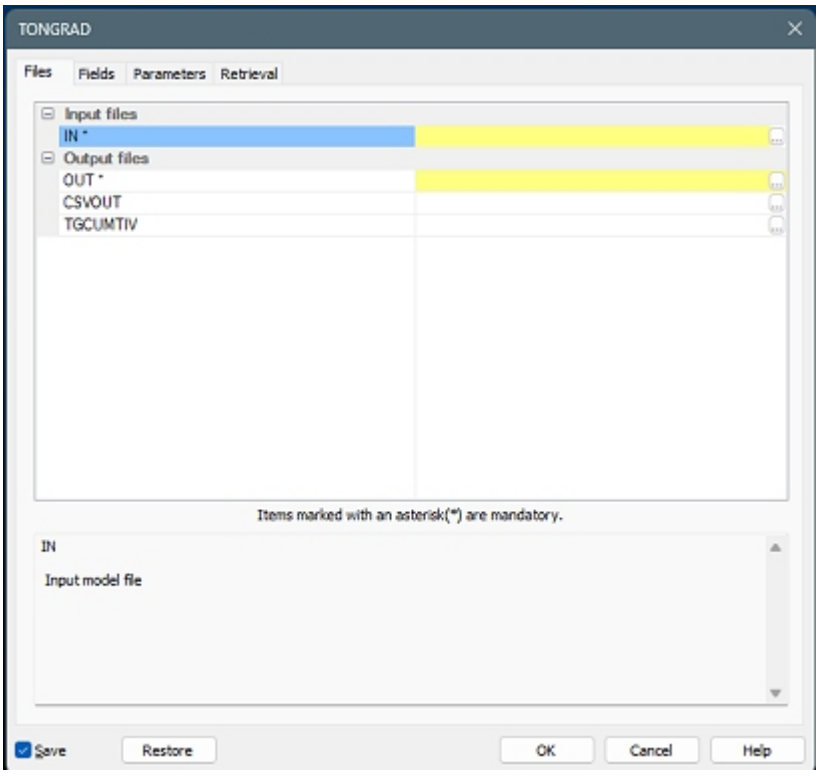
The combined data has its uses too (it's easier to send to someone else, for example, and offers summary evaluation results by domain in a single results file), so we've retained this output as well.

Rotate Fill Direction

When your block model is rotated to match real-world geology, you want your surfaces to follow suit. The new Rotate fill direction option in **Contact Surface Properties** Dynamic Modelling screen lets you apply the proto model's rotation to the fill direction, so surfaces are extruded in the same local coordinate system as your rotated block model rather than just "world up". That means surface fills can now be aligned with your drillholes and structural trends, even in complex orientations.

Available whenever your proto model uses a non-zero fixed or automatic rotation, this simple Yes/No toggle gives you precise control over how contact surfaces are built. Leave it on to have fills honour the proto orientation for more geologically realistic solids, or switch it off to keep using unrotated fill directions — all without changing your existing Dynamic Modelling workflows.

Process Improvements



Our Optimization team have been hard at work making changes to how our file-based processes operate, and this has improved the speed of our processes.

There are no changes to how the processes are accessed or used interactively, and macros require no changes to take advantages of our engine tune-up. If you use processes in your current workflows, you will certainly notice the difference.

The team will continue to optimize and refactor key functional areas of the Studio range, so expect to see further performance improvements arrive in 2026.

In this update, you will see performance improvements with the following processes:

- **ADDMOD** is faster.
- **COPY** is faster.
- **COMBMOD** is faster and has can now better handle workflows that create new prototypes from multiple rotated block models that share the same rotation but have different origins or offsets. ADDMOD and SLIMOD also benefit because they now use the refactored COMBMOD internally.
- **COMBTRI** is faster.
- **COKRIG** is a lot quicker all round.
- **DILUTMOD** has been refactored for faster performance and now supports alphanumeric ROCK fields, and exclusion of selected cells from dilution.
- **SLIMOD** has been refactored to improve performance.
- **REBLOCK** is quicker and handles prototype sizing and custom field names more reliably. Density calculations, alpha-field handling, and related output-field behaviour are now more consistent, including when using non-default density, fill-volume, and void-volume field names.

Implicit Modelling Improvements

- Control the density of your output contact surface using new **Resolution** controls.
- You can now model using multiple boundary data to determine extents in different ways. Choose how multiple perimeters are used (either as a union or an intersection of those boundaries). This applies to any boundary data type (model hulls, strings, wireframes or topographies. Adjust this in the **Dynamic Modelling Properties** control bar.

Ribbon Standardization

We have made the **Edit**, **Report**, **Model**, **Digitize** and **Format** ribbons consistent across products, with common functions laid out in an identical manner. Product-specific additions still exist, and these are also presented consistently if they

appear in multiple products. Wireframing functions are also standardized within the existing ribbons for Studio EM and geology products (**Explicit**, **Wireframe**)planning products, where they have been renamed to **Wireframe Design** and **Wireframe Tools**.

Help files have been updated to reflect these changes.

Triangulation Control

The key change for this interim maintenance update is 'constant triangulation', providing tools to ensure that functions that rely on calculating the difference between surfaces, such as cut and fill operations and Studio Survey EOM open pit reports, don't generate unwanted, trivial data fragments unexpectedly in unmined areas. This logic works in parallel with existing fragment removal options, which remain available.

For more information, search your help file for "consistent triangulation".

Logs Ribbon

Log sheet functions have been reimplemented using a context-sensitive Logs ribbon that appears whenever a log sheet is selected. This ribbon provides useful hole-log-specific functions including access to hole selection, log properties and sheet scaling commands.

RocScience Dips Export Driver

A new **RocScience Dips** export driver has been added to the Data Source Drivers set to allow you to export string data in the Dips format, describing dip, dip direction and midpoint coordinate.

Process and Command Speedups

- The performance of reading and writing Datamine files has been improved, offering general speedups in many functional areas.
- The **Project Data** control bar now updates more quickly after loading new data.
- The **COPY** process is now much quicker.

Documentation & eLearning

- **Multiple Cases** The ongoing **Studio Documentation Refresh** project continues unabated with hundreds more topics reviewed, reformatted and (in some cases) rewritten. We're still on track to complete this project in 2026.

Improvements

- **Multiple Cases** The Dynamic Modelling workflow now supports **grade shell modelling**.
- **GEO-931** We have improved Contact Surface so unchecking surface contact points and redrawing drillholes now updates in a few seconds instead of taking several minutes, and the generated flag field names are truncated consistently so switched-off contacts are reliably remembered.
- **GEO-926** We have added a new “Rotate fill direction” option to Contact Surface Properties so surface fills can follow the rotated Proto block model orientation.
- **GEO-910** The **Studio Geo tutorial project** has been recreated to better demonstrate the latest features of Dynamic Modelling.
- **GEO-893** Studio Geo can now work in legacy ".dm" mode.
    - **GEO-913** If you attempt to open a legacy (pre 1.2) project to .dm mode, a warning now displays. You must save the project in 1.2 or later first.
- **GEO-873** Your Start Page now features an "Open MineTrust Project" button to open a shared project directly from the cloud.
- **GEO-848** We have fixed block model macros so they no longer break overlay visibility or lose the block model reference after running a post-processing macro in Dynamic Modelling.
- **GEO-827** Dynamic Modelling Properties for domain items now shows the originating tool as the "Type", replacing previously duplicated information in "Fill Volume Type".
- **GEO-821** You can now add a grade shell model to the Domain task.
- **GEO-821**You can now view and format domain-specific wireframes ("**separated solids**") from domain and fault blocks tasks.
- **GEO-748** You can now disable any domain item to skip it during subsequent modelling runs.
- **GEO-650** Macros are now referenced by Studio Geo using relative paths, making project distribution easier.
- **GEO-636** Multiple extents data can be applied to Dynamic Modelling using a choice of either the union or intersection of that data (previously, the intersection was always used). Adjust this in the Dynamic Modelling Properties control bar.
- **CORE-10233** We have removed the redundant “Save to Project” choice in popups so new 3D objects always save to disk, with project storage handled via Data Object Manager or project archiving if required.

- **CORE-10101** The **MAKEDTM** process has a new parameter (@DIAGONAL) to emulate the "Make Diagonals Consistent" switch of the interactive dtm-create screen.
- **CORE-10073** The performance of reading and writing Datamine files has been improved, offering general speedups in many functional areas.
- **CORE-10071** The **COPY** process is now much quicker.
- **CORE-10034** The "Make Diagonals Consistent" DTM feature is now accessible from a script.
- **CORE-10004** Added a new “Make diagonals consistent” option to **Create DTM** so triangulation is consistent and volumes match where point data is the same across multiple data objects.
- **CORE-9839** A new context-sensitive **Logs** ribbon reimplements log sheet functions.
- **CORE-9429** The **Save Data/Set Auto Reload** screen now has another option to allow file save prompts and browsers to be hidden during saving, saving with a default file name if a file association doesn't already exist.

Utilities & Supporting Services

- **CORE-7272** The **Edge Editor** is now available in Studio Geo. Use it to dynamically adjust string edges.

Documentation & eLearning

- **Multiple Cases** The ongoing **Studio Documentation Refresh** project continues unabated with hundreds more topics reviewed, reformatted and (in some cases) rewritten. We're still on track to complete this project in 2026.

Defect Fixes

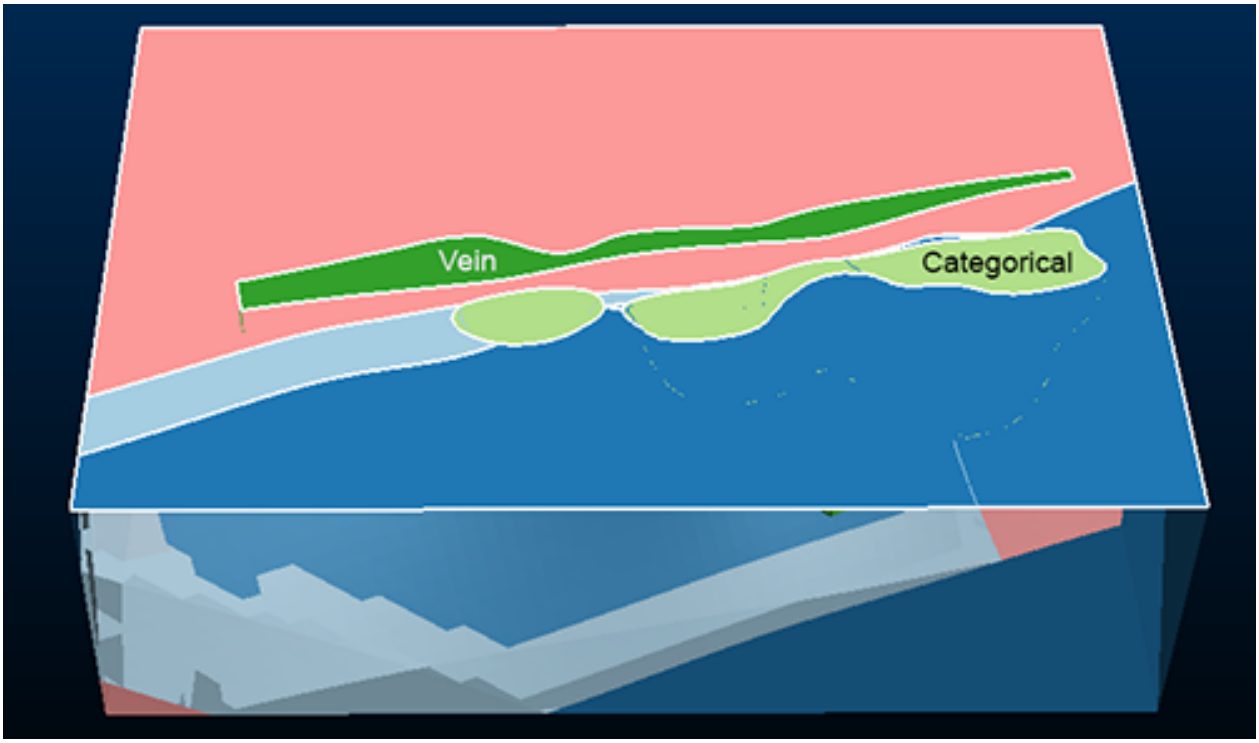
- **GEO-932** We have fixed Dynamic Modelling so the task bar now opens scrolled to the top instead of the bottom when loading projects with many tasks.
- **GEO-929** We have fixed Dynamic Modelling so drillhole legends now stay on the selected style when switching between contact surfaces.
- **GEO-928** Implicit modelling command task items in the Dynamic Modelling Domain now pickup the current selected drillholes task item when running.
- **GEO-918** We have fixed Extents so removing topography, boundary strings, or volumes now correctly resets affected task output solids back to Waiting instead of remaining marked as succeeded.
- **GEO-912**We have hidden split solid symbolic names in Studio Geo until they are supported in macros.
- **GEO-904** We have improved Group Lithology in Studio Geo so large lithology groupings now complete reliably instead of failing unexpectedly.
- **GEO-862** Dragging items between lists when configuring domains is now more accurate.
- **GEO-856** Cancelling contact surface creation now reinstates the implicit modelling function correctly.
- **GEO-841** The hand cursor is now displayed when hovering over a clickable Dynamic Modelling button.
- **GEO-820** Dynamic modelling overlays check boxes are now unchecked correctly after unloading all data.
- **GEO-738** An issue causing Run and Settings icons to disappear from the Dynamic Modelling interface after reloading a project has been resolved.
- **STUDIO-7315** Missing tool tips have been resolved on the Create Vein Surfaces screen.
- **CORE-10053** An issue preventing the display of context-sensitive help of some Data Source Driver screens has been resolved.
- **CORE-10038** Loaded block model prototypes are now listed as expected in the Project Data bar's 3D folder.
- **CORE-10011** The quick key for `doughnut-storage-switch` has been changed to "ddss" to avoid ambiguity with the delete-string-segment command.
- **CORE-9985** The GetTag method on the DmFile table object now returns the expected tag value using Javascript.

- **CORE-7057** Fixed an issue where Calculate Wireframe Volume did not report separate volumes and spatial statistics for each key field value, ensuring results are now correctly split by the selected key field.

Studio Geo 1.1 Release Notes

Key Improvements

Categorical Dynamic Modelling



You can now integrate cross-cutting intrusions and massive, irregularly shaped orebodies directly into your Dynamic Modelling workflow. Studio Geo seamlessly incorporates Datamine's categorical implicit modelling, allowing you to capture complex geological relationships within a single, unified model.

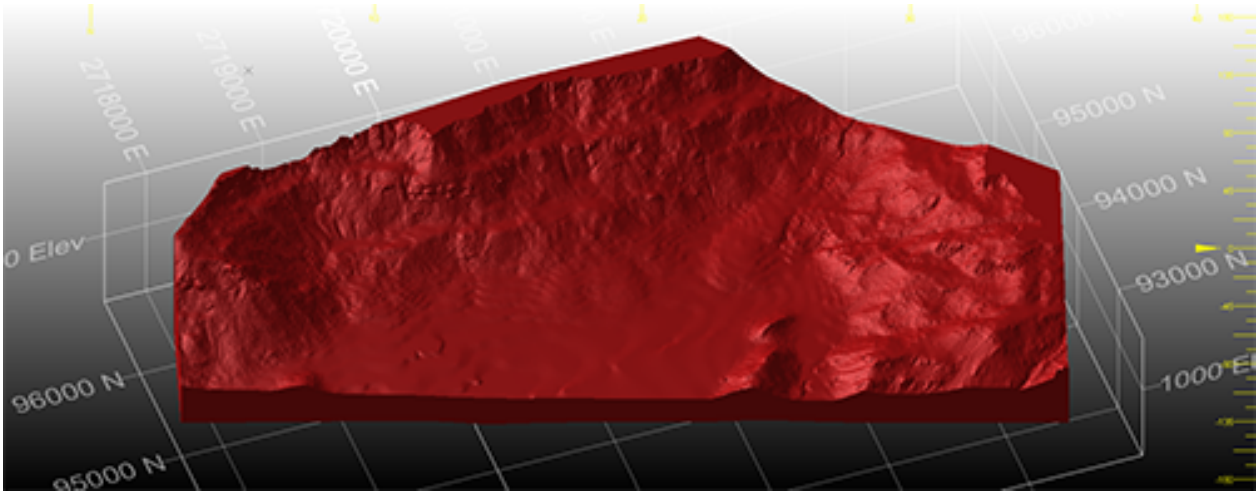
The **Configure Domain** task has been enhanced to recognise cross-cutting domains as either vein or categorical models, automatically applying the most appropriate method to preserve geological accuracy.

You're no longer restricted to a single cross-cutting approach — combine contact, vein, explicit and categorical surfaces within the same workflow. Categorical domains are managed just like any other task, with full access to modelling properties and controls through the workflow bar.

Other Modelling Improvements

- Control the density of your output **contact surface** using new **Resolution** controls.
- By default, all implicit modelling commands now default to snap surface data to the drillhole milestone data positions.
- The Dynamic Modelling workflow's **Configure Domain** task now lets you select multiple domain items to move between lists.
- You can now colour Dynamic Modelling contact surfaces, symbols, additional points, output surface and output contact points using either a fixed colour or a legend and column lookup.

Leapfrog Data Import



You can now import Leapfrog mesh (.msh) and Leapfrog Project Model (.lfm) files using a new Data Source Driver. Data is imported as wireframes.

If importing a Leapfrog Project Model file, you can choose to import all associated mesh data or a subset, and can choose the attribute to use to store the original mesh name, making downstream data management much easier.

The new formats are also supported by Studio's drag-and-drop facility, meaning you can drag one or more files into the 3D view and default load settings are used to create the relevant objects in memory and display them.

Digitise Doughnuts!

A new design command (`digitise-doughnut`) lets you create closed string data with internal voids. You select the non-overlapping and fully concentric closed string data and a new closed shape is formed automatically. This is particularly useful where you need to, say, capture the shape of internal void structures in a particular rock zone, or in any situation where an enclosed internal structure needs to be represented.

The new command works really well in relation to polygonal map features and outlines. You can even create multiple layers of structure 'nesting' and input closed strings can be at any orientation, providing the internal structures are fully enclosed without overlaps or crossovers.

You can control how new data is created using a new switch (`doughnut-storage-switch`) to choose between modifying an existing perimeter or generating completely new string data.

Multiple File Loads

You can now import or load multiple files in one operation using new multi-file options. Just pick the files you want to load using a simple browser, and Studio does the rest. You still get to specify load and importation settings, including those

specific to a particular driver, but now you can complete the process in a fraction of the time.

To access this function, click **Add to Project** or **External** on the **Data** ribbon and pick your files.

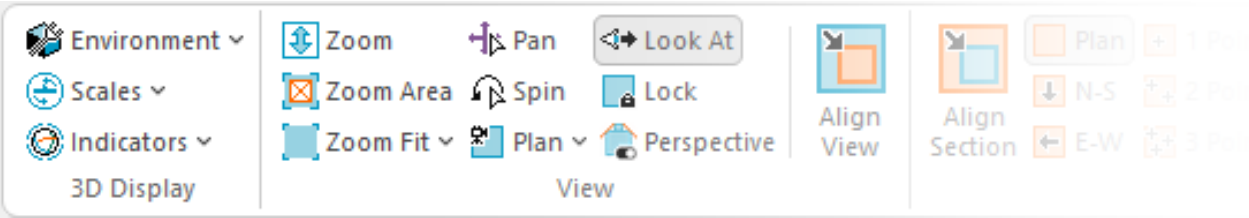
Either import multiple files to the project or load them directly into memory. These files can be of the same type and format or different ones, meaning you can pick a batch of files of various formats (CAD, BMF, DMX and more) and either add them to the project or load and display them after importation and conversion. This makes light work of importing files from other projects and applications.

To use the previous driver selection method, use a menu option to pick a data type or select the new "by driver" option for project import.

COMPDH Field Improvements

`COMPDH` now supports up to 5 ZONE fields to composite within, and five optional fields **DOM1** to **DOM5** can now be specified to record dominant categorical values (by length) within each composited sample. **DOM1** to **DOM5** can be a combination of numeric or up to 32 character alpha fields.

Ribbon Standardization



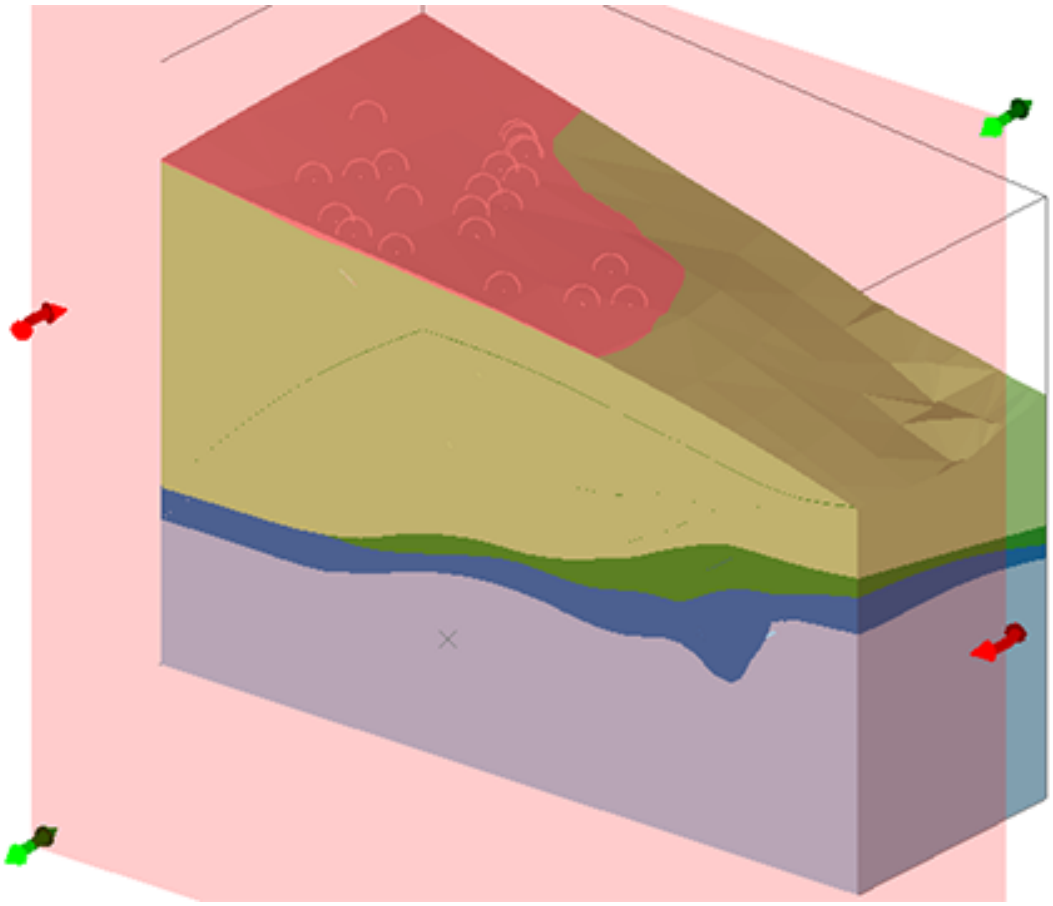
Following your requests to adopt a more consistent ribbon layout between Studio products for core (shared) commands, we've made a few changes for this update. This means your familiarity with one Studio is now useful if using another product in the Studio range. Where possible, we have standardized command grouping and positions for the **Data**, **Format** and **3D View** ribbons. We've maintained specific layouts where a particular operating domain demands it, such as grade estimation, resource modelling, pit design and field mapping functions, so these aren't changing.

We will continue to standardize our ribbons, where appropriate, in future releases.

Other Command & Process Updates

- `WIREFILL` now supports retrieval criterial.
- `REBLOCK` now supports retrieval criterial.
- `COPYMOD` now supports retrieval criterial.
- `INTEXT` can now process data using either a data definition (INDD) file or a SETTINGS file, or neither.
- `smooth-gradient` can now be used to fully smooth (start to end) preselected strings.

New Demonstration Data



Studio Geo is easy to use, and now it's even easier to learn the system with installed demonstration data. A tutorial project can be found at `C:\Database\DMTutorials\Projects\GeoTut`. Load the project to access a prepared Dynamic Modelling scenario demonstrating multiple categorical domains. This data will be referred to in the future via eLearning and other help files.

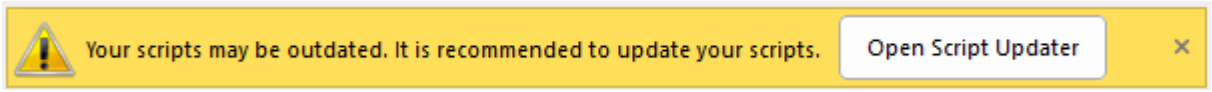
Safer Scripting

To maintain the highest level of local data security, we've rigorized our scripting interface in Studio products to provide a way to securely instantiate approved ActiveX objects through automation scripts. This provides a safer and more marshalled automation environment.

In brief, we've introduced a new Studio application method (CreateObject) that can be used in place of the deprecated `new ActiveXObject("Prog.ID");` instruction. A call to something like `window.external.System.CreateObject ("Prog.ID");` allows approved ActiveX objects to be instantiated to support your scripts. Most importantly, the ones that provide the highest risk are blocked.

The **Datamine Studio Script Updater**, accessible via your **Home** ribbon, can update your scripts either individually or as a batch, automatically making them safer to use.

If you load a script that looks like it could benefit from additional protection, a banner appears atop your display area. This also provides access to the conversion utility:



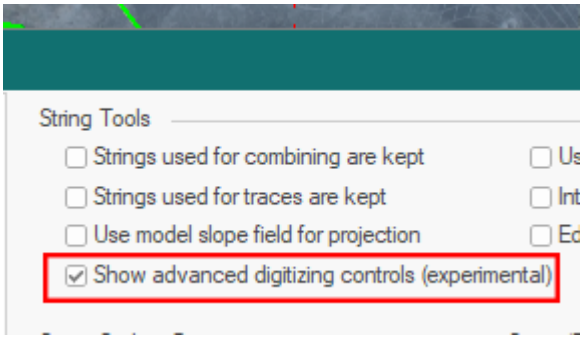
Early Access Features

Advanced Digitizing Controls

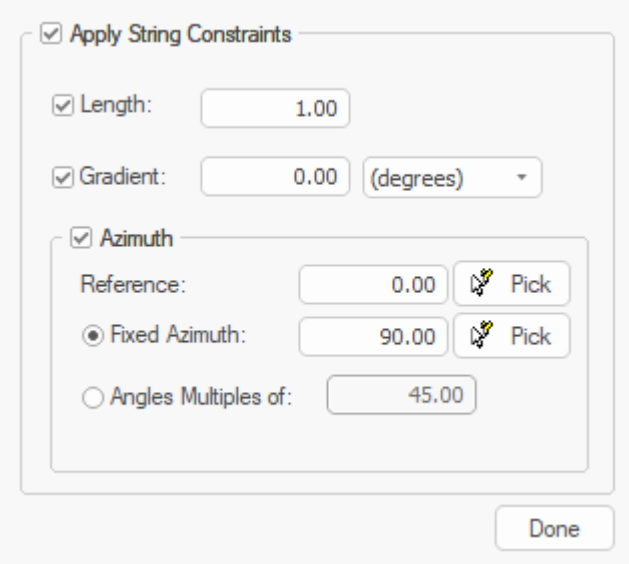
As part of a wider campaign to improve and extend our digitizing tools, we've introduced a new way of creating new string data in this update, and we'd love to know what you think before we finalize things.

`new-string`, arguably the most commonly used design command in any Studio product, has been extended over the years and also supported by a range of other design functions to enhance more 'managed' digitizing often required in the mine planning domain, where design drafting with precise string properties can be critical to an effective design and schedule. The `extend-string` command has been similarly enhanced.

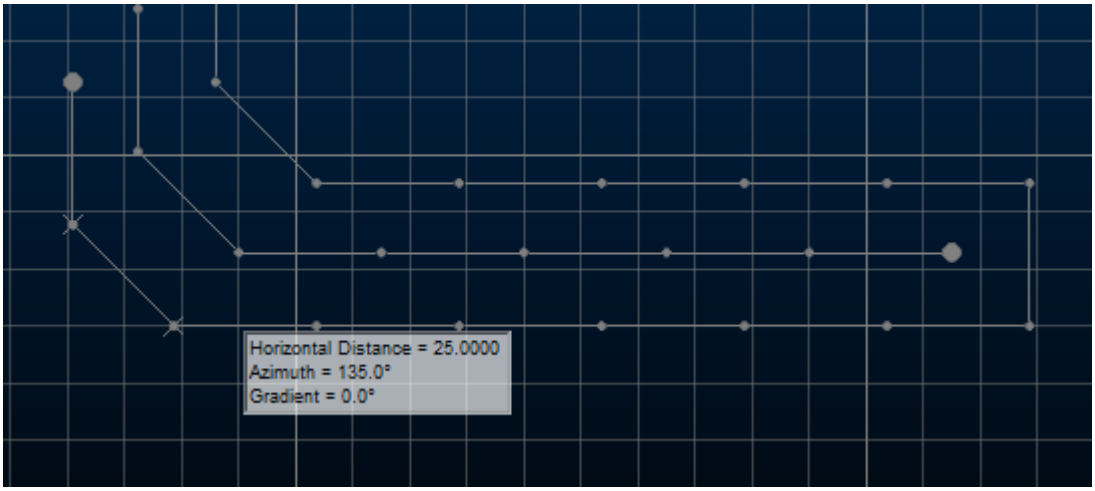
`new-string` and `extend-string` can run in an enhanced mode in this update. By default, both commands behave as before, but there's a new project setting that allows advanced settings to be applied during digitizing to constrain the orientation of the next string segment you create. Located on the **Points and Strings** screen, check **Show advanced digitizing controls** to activate enhanced mode for **new-string** and **extend-string**:



The next use of either command displays a popup allowing you to constrain the length, azimuth and gradient of the next string edge. For constrained angle changes, you can also ensure azimuth changes are made in fixed amounts from the previous string segment:



This can help to ensure operational and design constraints are honoured during digitizing, saving time later by editing and adjusting design data. Help files for both commands have been updated to explain how to use the new controls. You can also press F1 when the new popup displays during digitizing.



Please let us know what you think of this early-access feature. We value your feedback!

Improvements

- **Multiple Cases** You can now model categorical volumes (in addition to veins and contact surfaces) as part of the Dynamic Modelling workflow.
- **GEO-809** Docked and grouped implicit modelling task bars now display correct tab icons.
- **GEO-802** Icons displayed by Implicit Modelling icons in docked control bar groups have been updated.
- **GEO-784** The Dynamic Modelling workflow's **Configure Domain** task now lets you select multiple domain items to move between lists.
- **GEO-781** You can now double-click an object in the Dynamic Modelling workflow to display the associated 3D overlay settings.
- **GEO-781** New Dynamic Modelling Properties bar fields display the results of the most recent run, including warnings and errors.
- **GEO-761** Studio Geo now installs **demonstration data** and project at `C:\Database\DMTutorials\Projects\GeoTut`.
- **GEO-713** The default name for new drillholes in Dynamic Modelling is now "New Drillholes" (previously "-New Drillholes-".
- **GEO-707** The Dynamic Modelling task list now scrolls automatically after adding a task, to reveal the new item.
- **GEO-695** A progress bar now appears during Dynamic Modelling, when the combined solid is created.
- **GEO-660** Dynamic modelling drillhole task item highlighting is now more specific.
- **GEO-626** The alignment of block model legend application buttons in the Dynamic Modelling task have been set to right-aligned
- **GEO-422** You can now add new contact surface, vein or categorical tasks or preformed wireframes to a domain task.
- **STUDIO-7369** By default, all implicit modelling commands now default to snap surface data to the drillhole milestone data positions.
- **STUDIO-7300** The `COKRIG` help file has been extended to include more information about **VREFNUM** and **VSETNUM** in input parameter files.
- **STUDIO-7221** You can now colour Dynamic Modelling contact surface symbols, additional points, output surface and output contact points using the colour of the stratigraphy.
- **STUDIO-7094** Control the density of your output contact surface using new Resolution controls.

- **CORE-9827** .dmx.tmp files are now ignored by the **Project Files** and **Project Data** control bars.
- **CORE-9775** As part of the project to standardize Studio ribbons, icon updates have been made.
- **CORE-9732** Read-only DM files are now converted to read-only DMX files during project or utility-initiated conversion.
- **CORE-9711** Documentation for `EXTRA`'s RAND and RANDBETWEEN numeric functions has been improved.
- **CORE-9649** Block model fields in the Text Importer are now ordered more sensibly.
- **CORE-9604** The default field of view angle for new projects is now 45 degrees (set-view-fov command).
- **CORE-9586** To increase system security, we have blocked the display of online content in the Customization window.
- **CORE-9583** In Files, Fields and Parameters screens running in Dark mode, text in dropdowns is now more readable.
- **CORE-9579** `COMPDH` now supports up to 5 ZONE fields to composite within, and five optional fields DOM1 to DOM5 can now be specified to record dominant categorical values (by length) within each composited sample.
- **CORE-9578** The Script Recorder now generates syntax that aligns with Datamine's safer scripting policy.
- **CORE-9574**The legacy script converter utility has been removed from product distributions.
- **CORE-9561** Rationalization of baggage files for help systems means Studio installation file sizes are now smaller.
- **CORE-9551** The **Datamine Studio Script Updater** has been provided to automatically convert your scripts to more protected versions.
- **CORE-9550** The Studio scripting environment now offers a safer scripting syntax, minimizing the potential impact of malicious thread actors.
- **CORE-9546** New calculated (virtual) fields are now available to calculate the dip angle (**_PDIP**) and direction (**_PDIPDIR**) of the best fit plane through a data object.
- **CORE-9542** A more secure mechanism for data object automation has been implemented. Consult your online help for more details.
- **CORE-9540** You can delete selected 3D overlays of the Project Data using the <DELETE> key.

- **CORE-9539** The **CalculateEdgeMetrics**() method now calculates values for the final edge of a closed perimeter.
- **CORE-9528** The Plots window **Section** and **View** ribbons now have new icons.
- **CORE-9526** It is now quicker to read and process DMX files containing alphanumeric columns.
- **CORE-9522** `WIREFILL` now supports retrieval criteria.
- **CORE-9521** `COPYMOD` now supports retrieval criteria.
- **CORE-9519** `REBLOCK` now supports retrieval criteria.
- **CORE-9490** The Text Importer can now be automated using any Studio product.
- **CORE-9482** The `switch-drillhole-points-traces` command is now available on the Format ribbon (Display Mode group).
- **CORE-9474** The **Text Importer** and `INTEXT` documentation has been extended and corrected.
- **CORE-9473** `INTEXT` can now process data using either a data definition (INDD) file or a SETTINGS file, or neither.
- **CORE-9449** The **CENTRE** file for the `ELLIPSE` process is no longer dependent on search, variogram or zone parameter file inputs.
- **CORE-9409** An issue causing an unsorted block model to become locked after a previous attempt to load it has been resolved.
- **CORE-9398** In `COMPDH` it has always been the case that if the **LENGTH** field in the input sample file is not equal to **FROM** - **TO** the **LENGTH** field is set to **TO** - **FROM**. This behaviour remains, but a maximum of 10 messages are issued in a process run.
- **CORE-9383** The **3D View** ribbon layout is now consistent between Studio products.
- **CORE-9382** The **Format** ribbon layout is now consistent between Studio products.
- **CORE-9378** The **Data** ribbon layout is now consistent between Studio products.
- **CORE-9359** Your product now includes a new control bar: **Project Data**. This combines the power of previous bars to categorize and display files, loaded objects and plot data.
- **CORE-9391** When using the Text Importer, you can now import alphanumeric trace and absent values into a destination field that is numeric.

- **CORE-9340** Unload all overlays of a specific data type using a new **Sheets** and **Project Data** control bar menu option.
- **CORE-9301** Legend controls within various screens have been reverted to more popular legacy behaviour (with improvements) and restyled.
- **CORE-9277** Quick Filter drop down lists now inherit the current look and feel theme.
- **CORE-9252** Project data bar icons for the Plots and 3D folders have been updated.
- **CORE-9233** By request, flat-rendered wireframes are now less shiny.
- **CORE-9229** **Text Importer** scenario files (.dminsv) now appear in the Project Data control bar.
- **CORE-9228** If opening a Text Importer scenario, file detection has been improved and you can now browse for missing files.
- **CORE-9103** The **Project Data**, **Loaded Data** and **Holes** control bars now inherit visual themes.
- **CORE-9097** An issue that could make data picking difficult where data was precisely coincident with the section plane has been resolved.
- **CORE-9082** **Drillhole Importer** now recognizes "Hole_ID" as a BHID mapping type.
- **CORE-9014** All commands relating to the obsoleted **Visualizer** window have been removed from the application.
- **CORE-8999** Tooltips have been added to the **Group Lithology** and **Assign Lithology** tasks.
- **CORE-8980** When adding a new unique value legend item in the New Legend Wizard, you can now add any other colour to the current pallete.
- **CORE-8839** Documentation on snapping to a grid has been improved.
- **CORE-8805** File case names are now preserved in the default overlay when dragging and dropping files into the 3D window.
- **CORE-8763** 3D properties and similar screens now use a clearer and expanded toolset for legend management. See you help file for more details.
- **CORE-8699** An issue causing the `insert-by-segment-length` to fail when working with large data has been resolved.
- **CORE-8673** Issues causing unpredictable selection behaviour (or presentation of selected data) in the Plots window have been resolved.
- **CORE-8654** Selecting the outer boundary of a plot sheet now enables the **Manage** ribbon (not the **Home** ribbon as previously).

- **CORE-8625** **Drillhole importer** now recognizes more field names when automatically mapping to system fields.
- **CORE-8519** Studio Data, Report and 3D View ribbons have been made standard in all Studio products other than Studio Mapper.
- **CORE-8510** The **Project Data** control bar now displays files external to the project folder with the same vertical line indicator as the Project Files control bar.
- **CORE-8196** `MODSPLIT` can now output either **MODELOUT**, **FULLMOD** or both. Previously, both outputs were always generated.
- **CORE-8143** It is now quicker to close a project without saving it.
- **CORE-7746** A new command `digitise-doughnut` lets you create complex string data in relation to an external perimeter and one or more closed internal strings.
- **CORE-7506** The **Drillhole Planner** now inherits the current visual theme.
- **CORE-7272** The **Edge Editor** is now available in this product. Use it to dynamically adjust string edges.
- **CORE-6637** This update features early access to a preview of our advanced string digitizing controls. Constrain the azimuth, length and gradient of new string segments as you draw. Enable this beta functionality using the **Project Settings** screen.
- **CORE-5878** The Project Data bar now permits multiple item selection.
- **CORE-5550** `smooth-gradient` can now be used to fully smooth (start to end) preselected strings.
- **CORE-1878** You can now import or load multiple files in one operation using new multi-file options.
- **GEO-718** The layout of the **Drillhole Importer** screens has been improved.

Utilities & Supporting Services

- **CORE-9629** This update includes an upgrade to the mesh wireframing engine (2.0.2.54).
- **CORE-9577** Your product installs a major update to License Services (7.0). This introduces encrypted traffic options for enhanced data traffic security.
- **CORE-9536** The Start Page environment has been made more secure.
- **CORE-9481** Data Source Drivers now export virtual data columns.
- **CORE-9362** If using the DmFile SDK, reading and writing records is now twice as fast as before.

- **CORE-8826** You can now import MineScape prism models where data overlaps in Z.
- **CORE-8524** An encrypted traffic option is now available to License Services server administrators. Requires a compatible client installation (7.0 or higher).
- **CORE-8524** We have added a new driver! Import UBC voxel model data using the new **Geosoft** driver option.
- **CORE-8160** The MineScape Block Model Importer has been added to the Data Import screen as a new driver: "MineScape strata model".
- **CORE-6521** You can now import and load Leapfrog mesh and project model file data using a new Data Source Driver.
- **MSO-1558** Documentation for MSO version 5.0 has been completed for this version.
- **MSO-1581** Evaluation method descriptions on the **Report** screen have been updated for consistency and clarity.

Defect Fixes

- **GEO-860** An issue that cause the reloading of a block model to fail, due to a missing _GUID column, has been resolved.
- **GEO-854** An issue preventing a macro from being re-run in Dynamic Modelling has been resolved.
- **GEO-823** The **Update Surface** function in Categorical and Implicit Modelling no longer creates a new surface if one already exists.
- **GEO-808** Unexpected behaviour when docking an implicit command taskbar in the same group as Dynamic Modelling has been resolved.
- **GEO-807** `transform-coordinates` transformation libraries are now installed with Studio Geo, exposing all coordinate mapping options to the command.
- **GEO-779** Unloading a block model no longer prevents model colouring buttons from working correctly in the Dynamic Modelling workflow.
- **GEO-771** The vertical scrollbar in Dynamic Modelling no longer resets the position to the top each time you toggle an overlay.
- **GEO-764** "Stratigraphic" is now correctly spelt on the Configure Domain Task screen.
- **GEO-759** An error is now reported if an additional macro variable is missing during a Dynamic Modelling run.
- **GEO-754** In Dynamic Modelling, filtering the fault blocks object and then re-running the task now completes as normal and all data is present in the fault blocks object after processing.
- **GEO-753** Filtering domain wireframes items in Dynamic Modelling no longer causes Combined Solids generation to fail.
- **GEO-726** An issue causing the system to fail when running the Categorical modelling command, with all positive points filtered out, has been resolved.
- **GEO-666** Changing the combined solids or fault blocks name in Dynamic Modelling now updates the correct item in the Block Model task.
- **GEO-618** Default legends now persist between loading and unloading a data object.
- **GEO-549** The Combined Solid "default" field value has been replaced with the absent "-" indicator.
- **GEO-497** You can no longer edit locked task item properties in Dynamic Modelling.
- **STUDIO-7338** The fixed colour legend used, when colouring by group with the Create Contact Surfaces command, has been improved.

- **CORE-9921** EXTRA's FLDFAIL parameter's default value of 1 has been reinstated (previously 0) to match earlier application versions.
- **CORE-9919** An issue causing system failure, if v1 or v2 commands were used in conjunction with plane alignment options, has been resolved.
- **CORE-9875** An issue preventing the initial display of colour chips on the Assign Lithology screen has been resolved.
- **CORE-9868** A data-specific issue causing Deswik import to fail has been resolved.
- **CORE-9855** An issue causing issues when snapping and zooming in conjunction with vertical 3D scene exaggeration has been resolved.
- **CORE-9826** An issue preventing the successful import of Deswik wireframe data has been resolved.
- **CORE-9761** Picking of data symbols rendered in 2D in screen space can now be selected as normal.
- **CORE-9745** An issue causing `REBLOCK` to delete the input block model, if additive fields are used, has been resolved.
- **CORE-9717** The Project Data Bar's "Create from Loaded Data" menu option now works as expected.
- **CORE-9716** Grids and Sections folders can no longer be removed from the Project Data bar.
- **CORE-9714** An issue causing the incorrect rendering of 3D drillhole cylinders has been resolved.
- **CORE-9710** Modeless dialogs are now reset as expected when a default profile is reinstated.
- **CORE-9700** When translating strings, points or wireframes, decimal values now persist correctly between dialog sessions.
- **CORE-9673** 3D overlay group projections in Plots now react immediately to Project Data or Sheets control bar changes.
- **CORE-9670** The `UNFOLD` wizard now has context-sensitive help.
- **CORE-9653** When importing DXF/DWG points data, the 'Include Hatches' option is no longer displayed.
- **CORE-9642** 3D window axis and scale indicators now hide and show immediately following window configuration changes.
- **CORE-9631** The `INTEXT` process no longer stalls indefinitely if settings are unexpected.
- **CORE-9622** An issue causing `SELWF` to run more slowly than expected has been resolved.

- **CORE-9618** An issue causing move-points to pick an incorrect target has been resolved.
- **CORE-9615** An issue preventing the import of a Vulcan block model has been resolved.
- **CORE-9613** An issue causing incorrect display of Information Mode output, if the 3D view was orthogonal to the active section, has been resolved.
- **CORE-9595** The Command Toolbar contents are now more easily visible in Dark mode.
- **CORE-9582** The Move String command is now available again on the ribbon.
- **CORE-9562** Crash reports are now registering successfully in Freshdesk.
- **CORE-9537** DMX files input to transform-coordinates now generates output files usable by Datamine Supervisor.
- **CORE-9518** You no longer see an empty message box when trying to save an object to an open DMX file.
- **CORE-9517** The Text Importer is now storing the Delimeter correctly if not a comma.
- **CORE-9509** The Text Importer now reads fixed width values correctly.
- **CORE-9503** "Ignore Clipping" instructions at the overlay level are now applied immediately.
- **CORE-9499** An issue preventing string editing in plan view with >1 exaggeration in Z has been resolved.
- **CORE-9419** The Point Cloud Reconstruction wizard now automatically generates a scenario on entering a new scenario name.
- **CORE-9403** An issue causing the incomplete display of model cells in intersection at some section orientations has been resolved.
- **CORE-9370** An issue causing unexpected data rounding in `TRIFIL` has been resolved.
- **CORE-9357** `WIREFILL` now correctly interprets default plane information, and a @PLANE parameter is added to allow behaviour override.
- **CORE-9353** An issue causing `SELWF` to fail when processing retrieval criteria has been resolved.
- **CORE-9348** The select-perimeter command no longer behaves inconsistently when called from a script.
- **CORE-9264** An issue causing incorrect IJK values to be generated via the Text Importer has been resolved.

- **CORE-9236** An issue causing the incorrect alignment of a georeferenced image has been resolved.
- **CORE-9231** An issue preventing the successful reinstatement of a UI profile has been resolved.
- **CORE-9100** When transforming coordinates, and converting EPSG 5533 to WGS 84 and exporting to Earth, Lat/Long columns are no longer inverted.
- **CORE-9012** When transforming geographic coordinates, you can now generate output files on a non-primary drive.
- **CORE-8952** The zoom command now accurately centers the screen if the scene is exaggerated.
- **CORE-8794** An issue causing clipped block model data to be rendered invisible, when the clipping section deviates from the major axes, has been resolved.
- **CORE-8696** An issue causing smooth-gradient (smg) to fail with a large string data file has been resolved.
- **CORE-8632** Importing Deswik wireframe data now imports all available attributes. Previously some were not imported.
- **CORE-8582** An issue causing unexpected view navigation in scenes with vertical (Z) exaggeration has been resolved.
- **CORE-8259** 3D window section clipping is now reapplied correctly when the section corridor width is changed.
- **CORE-8052** An issue causing **SAMPOUT** to be created incorrectly when writing alphanumeric fields has been resolved.
- **CORE-7929** 3D plot overlay labels now react to clipping settings as expected.
- **CORE-6800** Studio now supports the concept of a temporary session-only data attribute.
- **CORE-5413** **REBLOCK** no longer fails if there is a space in the file in the project folder.
- **CORE-5270** Unable to cancel (ESC Key) Set Section about a single point
- **CORE-5137** Adding a trailing space to a new project name no longer causes Studio to create 2 project folders.

Studio Geo 1.0 Release Notes

> **Note**: Studio Geo generates Datamine files in the latest DMX format. You can still save data in the legacy DM format by setting the ".dm" format when interactively saving files, but all files generated by other functions are in the latest format.

Model with Confidence

Designed specifically for resource modellers and geologists, Studio Geo brings clarity, speed, and control to every stage of your geological modelling workflow. Whether you're incorporating fresh drilling data, refining interpretations, or reprocessing historical campaigns, Studio Geo connects directly to your geological data and responds instantly to change.

Built on Datamine's trusted Studio platform, Studio Geo offers seamless access to robust tools for data capture, modelling, validation, and reporting. Studio Geo isn't just a toolkit – it's a dynamic, end-to-end modelling environment, engineered to keep pace with the real world of geology.

What Sets Studio Geo Apart?

A Fully Configurable Workflow, Built by Geologists

Studio Geo gives you the power to design your modelling process the way you work, combining implicit and explicit tools to integrate complex geological, structural, and domain knowledge into a single cohesive model. Whether you're building stratigraphy, fault blocks, or vein systems, your workflow adapts to the geology, not the other way around.

Dynamic Modelling That Keeps Pace with Your Data

No more starting from scratch. Studio Geo's *Dynamic Modelling* engine automatically detects changes to your data, such as new drillholes, updated interpretations, or altered boundaries, and intelligently updates only the affected parts of your model.

Geologist-Led, Interpretation-Driven

From early stage exploration to detailed production geology, Studio Geo helps you interpret confidently and iteratively. Group and assign lithologies, flag key zones, refine contacts, and adjust modelling behaviour using a suite of intuitive tools

designed to help you make informed, geologically sound decisions.

Customisable Workflows Powered by Studio Macros

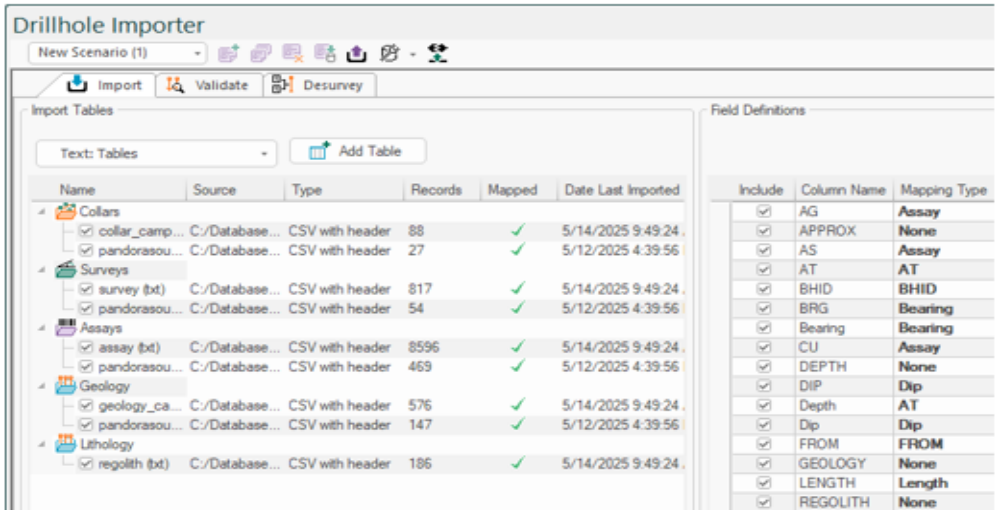
Build workflows that go beyond modelling. Integrate your own automation logic using Datamine's macro language giving you full control over how data is processed, incorporating complex tasks like compositing, declustering dynamic anisotropy, grade estimation (using COKRIG) and evaluation.

Built on Datamine's Proven Studio Core

Under the hood, Studio Geo runs on the same powerful engine trusted across the Studio suite so you gain access to robust CAD tools, data validation, plotting and 3D visualisation, all in a familiar environment.

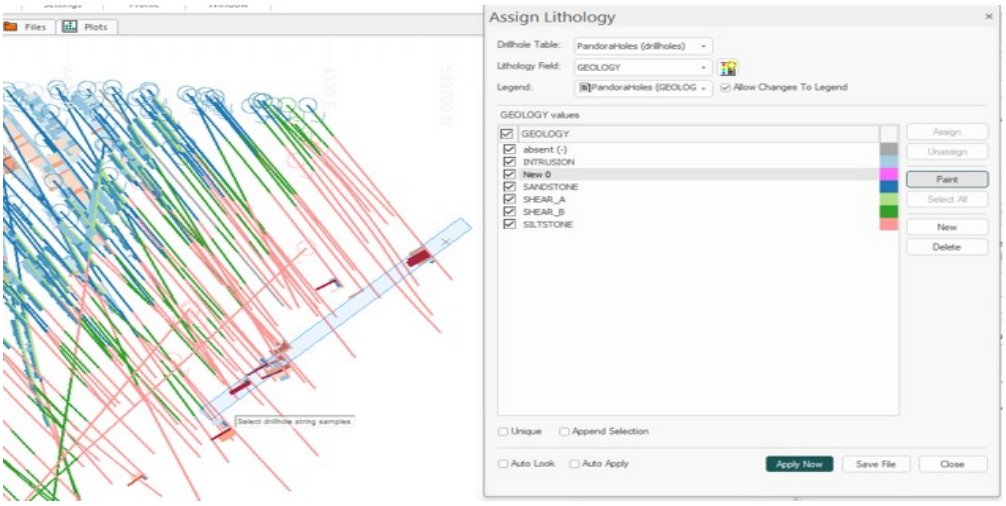
Key Studio Geo Features

Connect Directly to Live Geological Data



Studio Geo's **Drillhole Importer** makes it easy to import, validate, and desurvey drillholes from text files, databases (like acQuire and Fusion), or ODBC connections. Define once, refresh forever with *Scenarios*. Fix errors automatically or export validation reports for traceability.

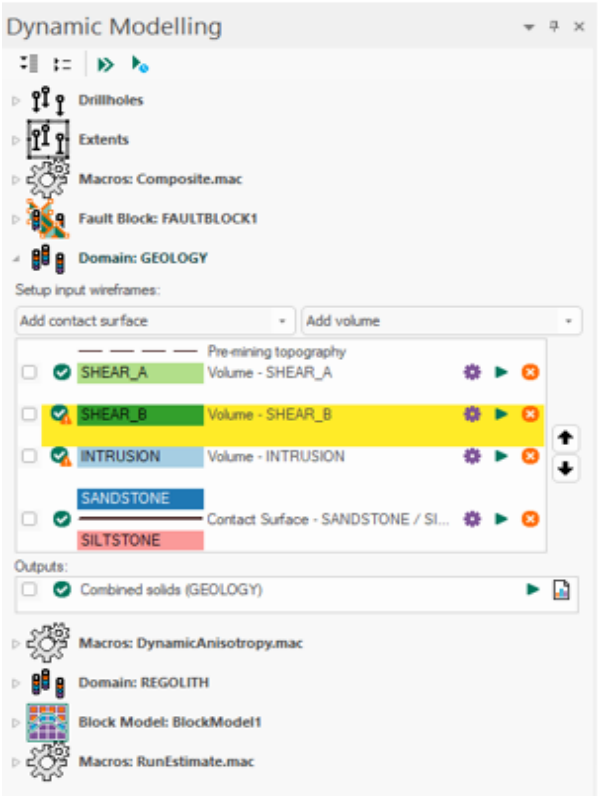
Interpret Geological Lithologies



Studio Geo's **Group and Assign Lithology** commands create simplified geological codes and paint geological interpretations while working with implicit modelling commands. Whether you're flagging ore zones, reducing code complexity, or recoding domains – Studio Geo makes it fast and flexible.

Dynamic Modelling

Model once, update often. **Dynamic modelling** integrates live geological data to create explicit and implicit surface models to generate a geological model and provide a robust, up-to-date block model of a deposit.



Dynamic Modelling is a highly configurable workflow including drillholes, extents, fault blocks, geological domains, block models and macro tasks. Automatic updates when new data arrives. Lock down tasks and track the status of the workflow.

Automatic Block Modelling

Block modelling in Studio Geo is fully integrated with your geological workflow. Automatically generate a prototype model that honours the extents of your data and aligns with existing models. Use the Block Model task to construct detailed models, with easy to specify sub-celling. Multiple domains and fault blocks are effortlessly merged into a single, coherent block model—ready for estimation or further processing via macros tasks.

Customize with Macro Tasks

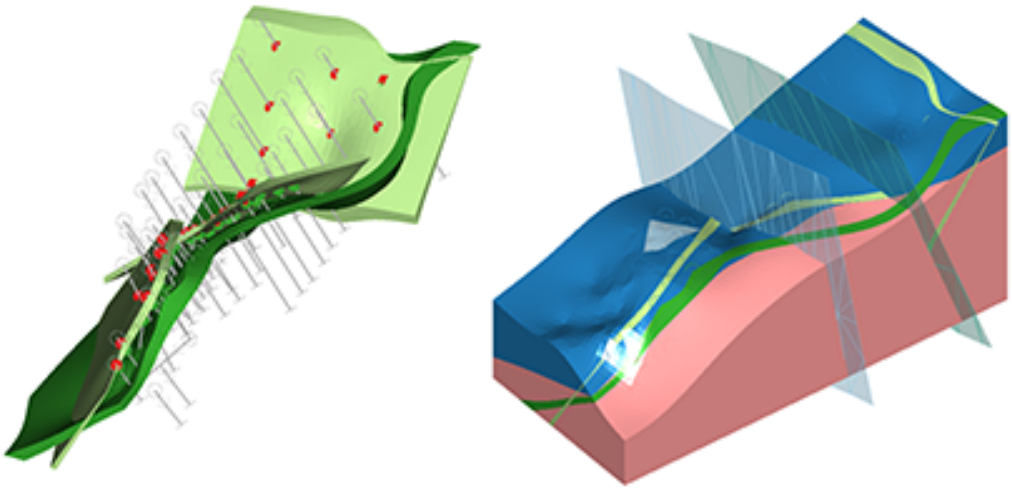
Studio Geo leverages Datamine's powerful macro language to give you full control over your modelling process. Customise workflows to suit your specific operational needs—directly within the Dynamic Modelling environment. Macros can access and manipulate the same data used by your models, enabling advanced tasks such as transforming drillholes with TRANSCO, compositing data using COMPDH, assigning densities with EXTRA, estimating grades via COKRIG, and evaluating domains using TONGRAD. With full integration, your modelling workflow becomes not only dynamic—but deeply flexible.

Core Strength

Studio Geo is built of the trusted Studio Core Platform and provides a wide range of data, editing, automation and visualization tools to put you directly in touch with your data. In Studio Geo, the user interface and its tools have been customized specifically to meet the needs of resource modelling Geologists.

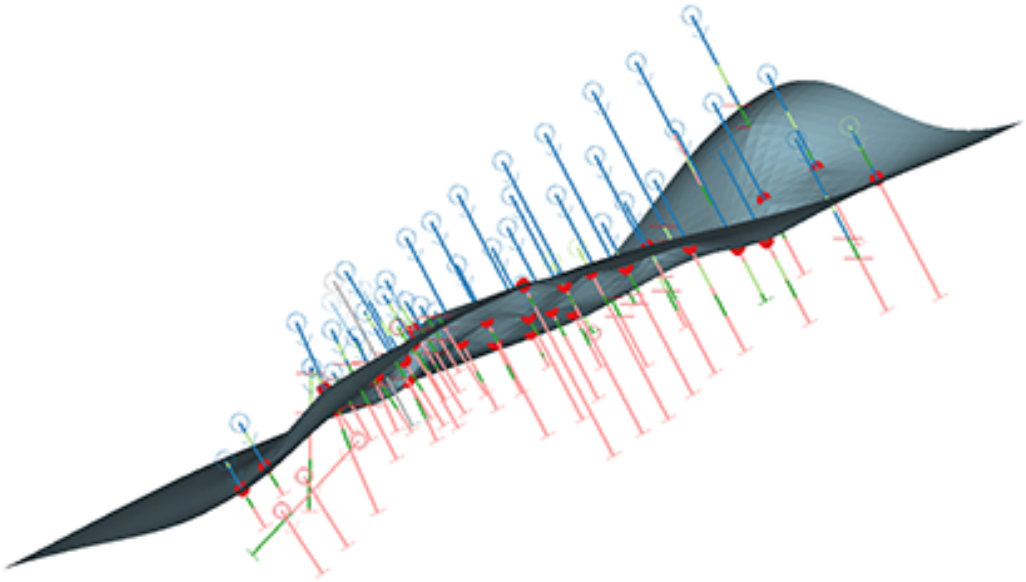
Implicit Modelling Tools for Geologists

Model Vein Surfaces



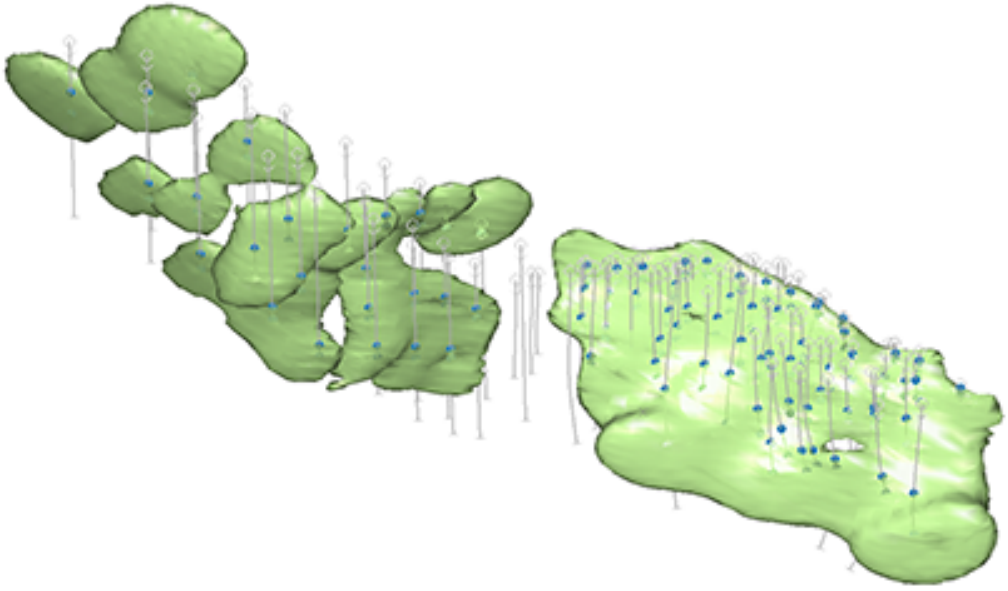
Define HW and FW using drillholes, mapping inputs or additional points. Control boundary, enforce best fit orientation, and model bifurcating veins. Specify age relationships within a Dynamic Modelling domain task. Choose which vein is offset by faults.

Model Contact Surfaces



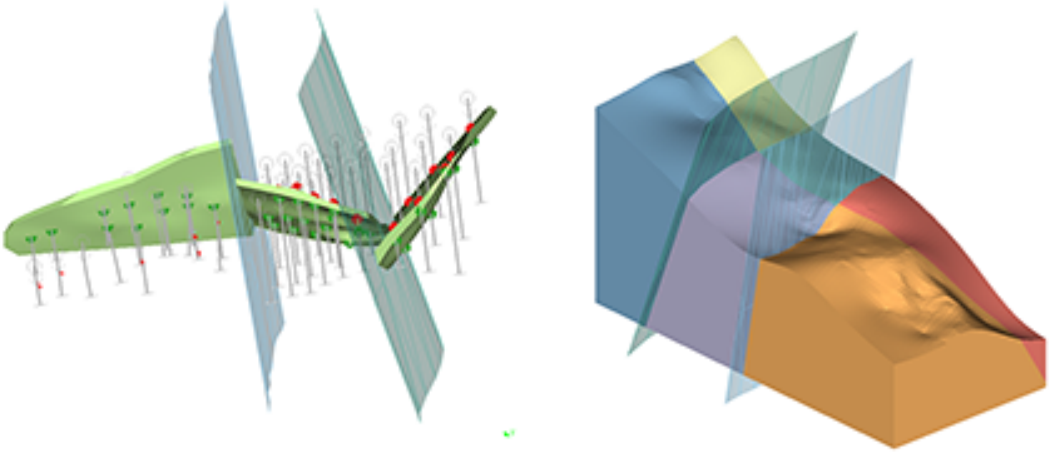
Rapidly model the lithological contact between rock types, ideal for stratigraphic modelling or modelling weathering horizons. Construct multiple surfaces within a Dynamic modelling domain task.

Model Categorical Structures & Grade Shells



Ideal for overturned and irregular units like intrusions or grade shells. Uses machine learning and Gaussian processing algorithms to build surfaces based on sample data, guided by spatially positioned ellipsoids to guide the surface generation.

Model Faults & Discontinuities



The **Model Faults** tool utilizes fault traces with varying dip and dip-direction controls to automatically construct fault sets, with complex cross cutting relationships.

Dynamic Modelling Fault Block task automatically constructs fault blocks from fault surfaces. Incorporate Faults into Vein and Contact Surface tools to offset Veins and Contact Surfaces.

DATAMINE

STUDIO MAPPER

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