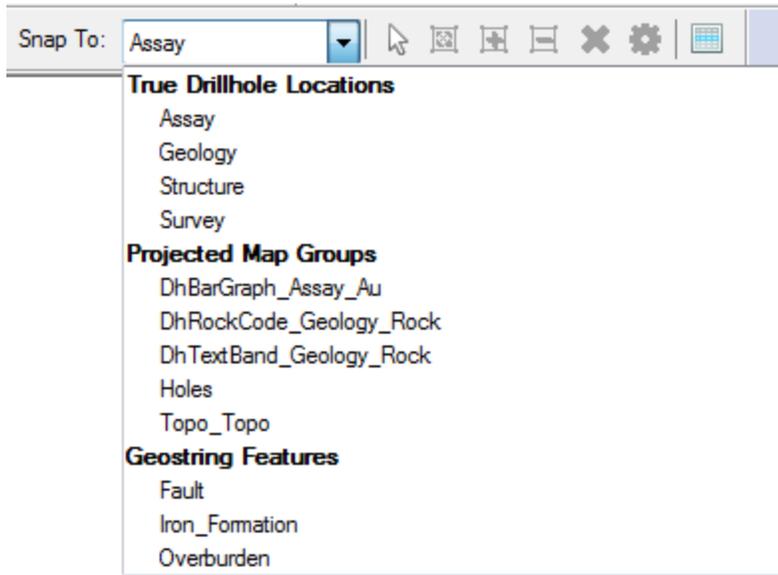


Editing and Snapping in Wireframe Mode

When digitizing interpretations you have the option of snapping to locations on the plane of the section, to true drillhole locations off section, or to existing geostring features. When specifying the item to snap to, you'll see these organized in the "Snap To:" dropdown list, as shown below.

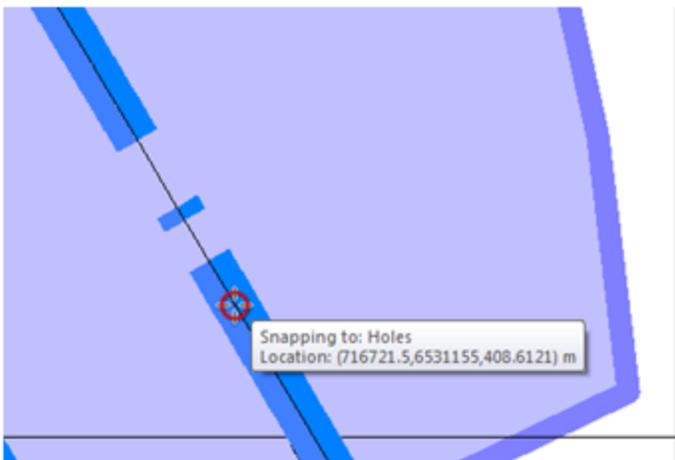


In order to use *True Drillhole Locations* you must have a Drillhole Project open. When a True Drillhole Location group is selected, the snapping tool will look at the X, Y and Z coordinates from the specified database and will place the vertex at that location in 3D space.

In the case of point data the exact point will be snapped to, and in the case of from-to data you can snap to the top or bottom of the interval. The crosshair will also appear as pink to indicate that you are snapping to data that lies off of the section plane, as shown below.

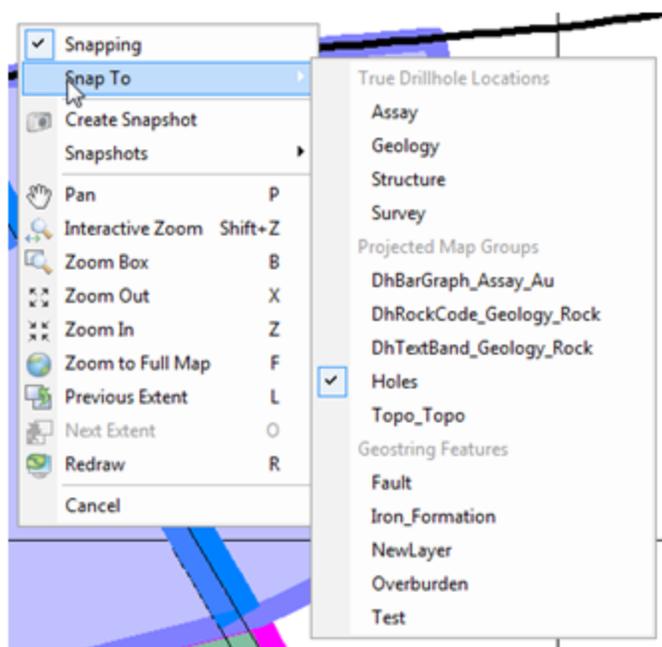


When snapping to Project Map groups, the vertex will be placed at X, Y, Z coordinates directly on the plane of the section. The crosshair will appear as red to indicate that you are snapping to data on the section plane, as shown below.



When digitizing an interpretation, it can be necessary to switch between groups for snapping.

To change the group you are snapping to, while digitizing, right-click and from the pop-up menu select "Snap To" and select the group, as shown below.



Vertices located on the section plane are indicated by a white vertex  and vertices located off section are indicated by a pink vertex .

Editing Vertices

After an interpretation has been completed, it can be necessary to move, delete, or add vertices.

To move a vertex:

1. Click on the *Select Interpretations*  icon and select an interpretation.
2. Place the selection box over the vertex to be moved and the vertex will turn blue to indicate that it is active. Click once and drag to move the vertex.

To delete a vertex:

1. Click on the *Select Interpretations*  icon and select an interpretation.
2. Click on the *Edit Vertices*  icon. This will place a hash mark box around the interpretation and will enable the *Add Vertices* and *Delete Vertices* icons  .

3. Click on the *Delete Vertices*  icon and you will see the mouse cursor change to include a negative sign as well as

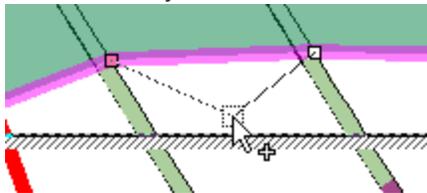
a small selection box .

4. Place the selection box over the vertex to be deleted. The vertex will turn blue to indicate that it is active . Click once to remove the vertex.

To add a vertex:

1. Click on the *Select Interpretations*  icon and select an interpretation.
2. Click on the *Edit Vertices*  icon. This will place a hash mark box around the interpretation and will enable the *Add Vertices* and *Delete Vertices* icons .
3. Click on the *Add Vertices*  icon. If Snapping is enabled then you will see the mouse cursor change to include a

positive sign as well as a small selection box. If snapping is turned off, then you will see a standard crosshair . In either case you will see an outline of how the new vertex will modify the shape of the interpretation.



4. Click once to add the new Vertex.

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