



SHOTPlus™

SHOTPlus Standard
General Interface

February 2017



INTRODUCTION

- This module aims at introducing the concepts and terms used in SHOTPlus 5 to describe, manage and customise the user interface (workspace).
- At the completion of this module you will be able to;
 1. Identify the main features of the SHOTPlus 5 user interface
 2. Customise your workspace by
 - › repositioning the toolbars
 - › creating custom toolbars and managing the tools that belong to it
 3. Manage the quick access panels interface

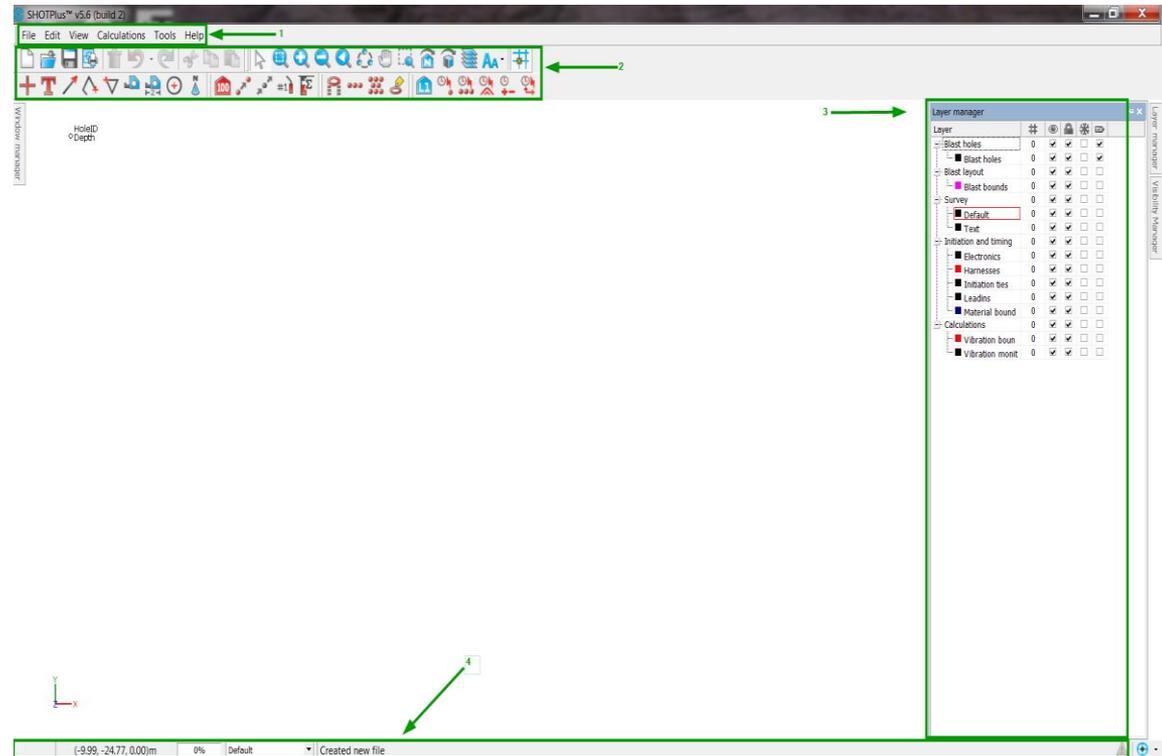
GENERAL LAYOUT

1. Main menu

2. Toolbars

3. Quick access panels

4. Status bar



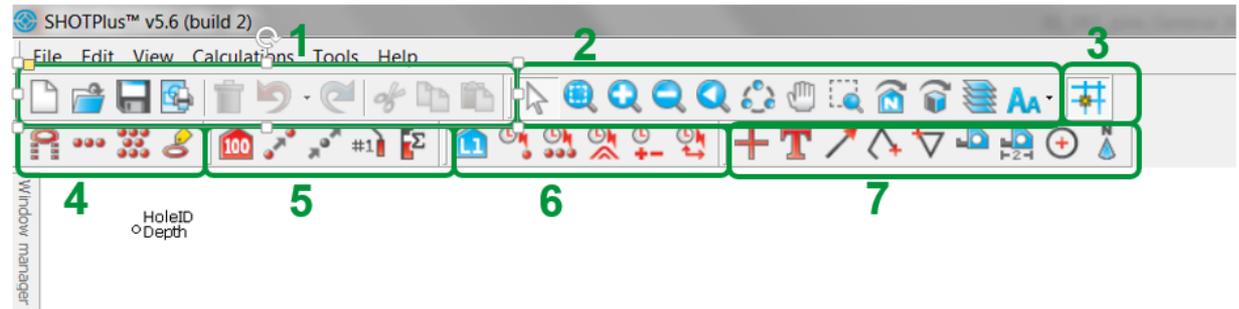
GENERAL LAYOUT

- **The main menu**
 1. File menu
 - › file management tools
 2. Edit menu
 - › screen object management
 - › program and blast preferences
 3. View menu
 - toggle panel and viewing options
 4. Calculations menu
 - › display timing and other EBS calculations windows
 5. Tools menu
 - › Support tools for blastholes, initiation and drawing tools
 6. Help menu
 - › Help manual access, revisions, logs and licensing

GENERAL LAYOUT

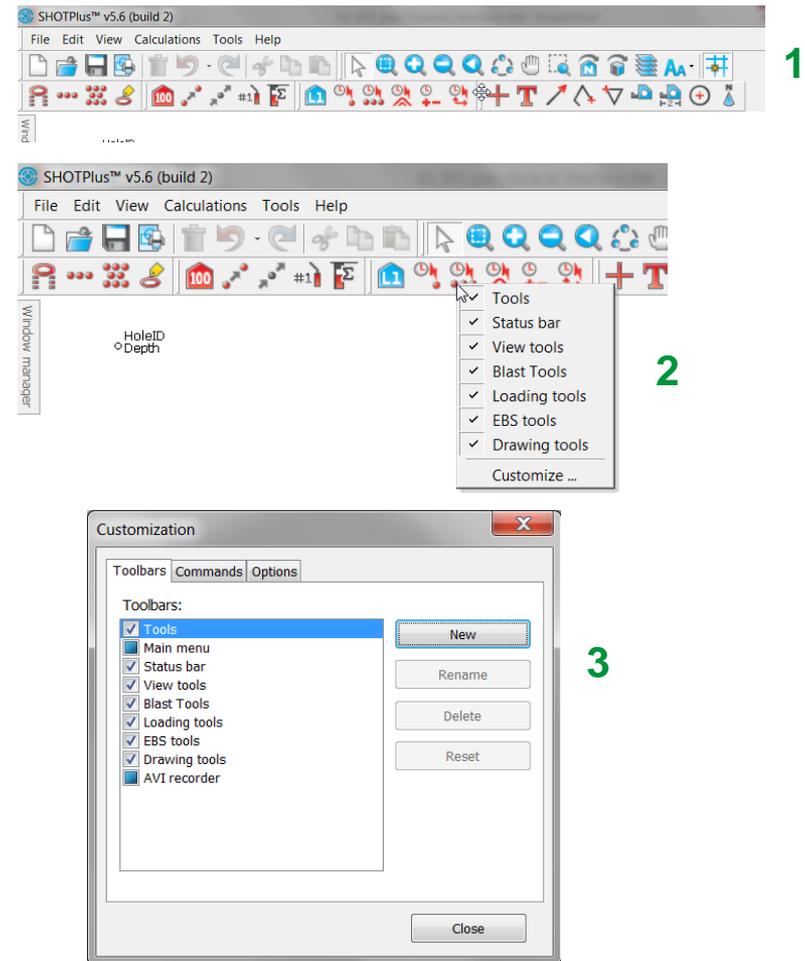
Toolbars – tool types

1. Tools
 - › General tools
2. View tools
 - › Zoom, Pan, Rotate tools, hole label font size, layer manager
3. Snap to Object tool
4. Loading tools
 - › blasthole management tools
5. Blast tools
 - › Pyrotechnic initiation tools
6. EBS tools
 - › Electronic timing tools
7. Drawing tools



Toolbars – Customising toolbars

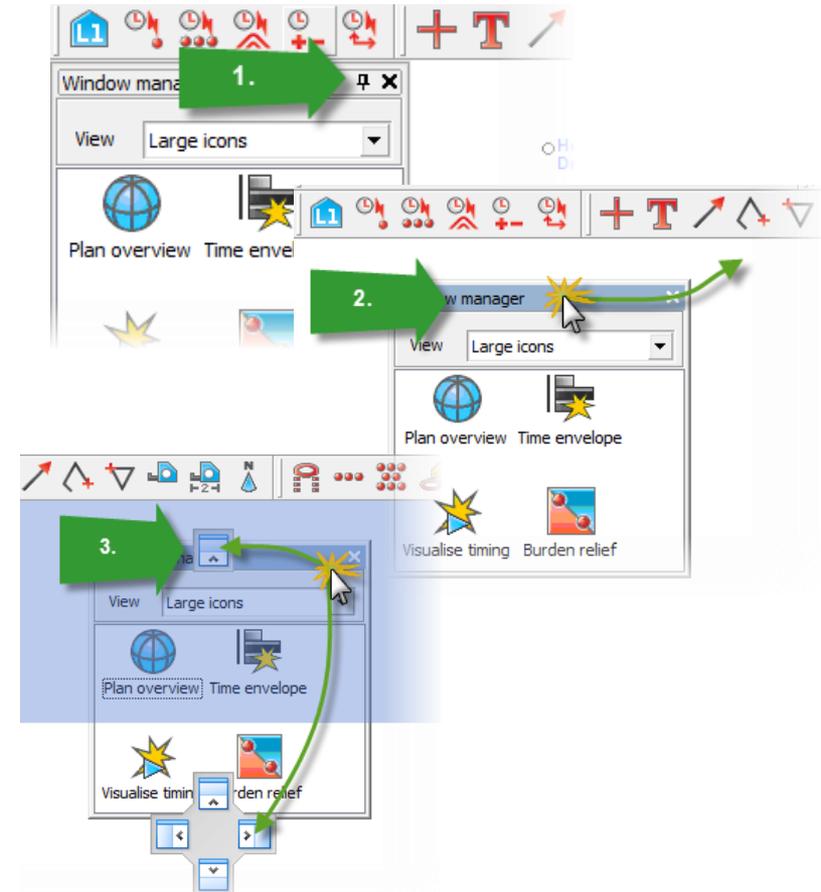
1. Moving toolbars
 - › click and drag toolbars to change their location
2. Creating a new toolbar
 - › right mouse click on any tool to bring the customise menu
3. Adding tools to the toolbar
4. Adding menu items to the toolbar



GENERAL LAYOUT

Quick access panels - actions

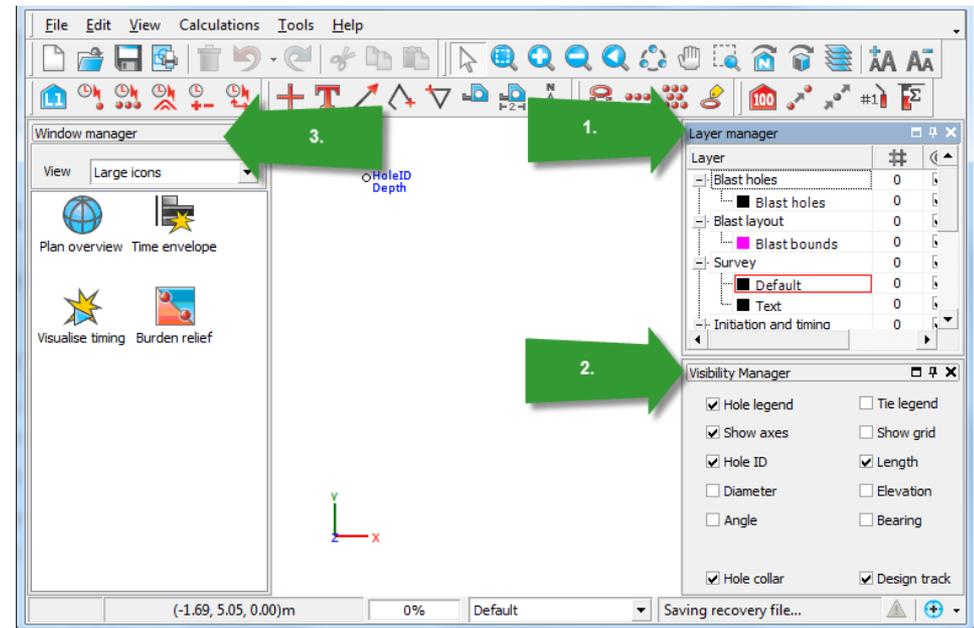
1. Pin in place
 - › click on the pin to secure the panel in place
2. Move panel around
 - › click on the panel title and drag with the mouse to reposition
3. Dock a panel
 - › mouse drag the panel to a dock spot to secure it in position



GENERAL LAYOUT

Quick access panels

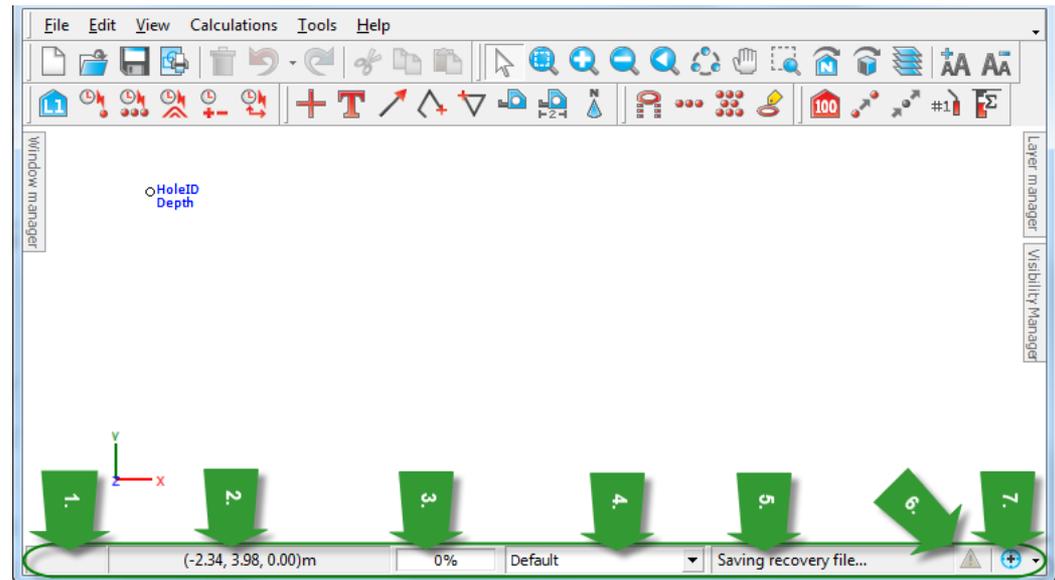
1. Layer manager
 - › Manage visibility and accessibility of objects on the screen
2. Visibility manager
 - › Toggle visibility of hole information
3. Windows manager
 - › Remembers Views and Calculation windows open previously
 - › Provides a shortcut



Quick access panels are also accessible from the View menu

Status bar

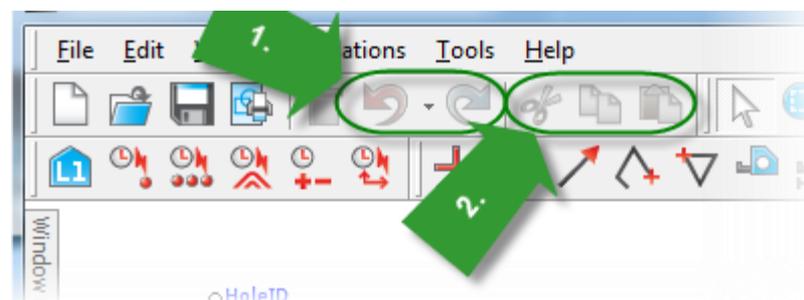
1. Modified flag
2. Cursor current coordinates
3. Progress bar
4. Current layer
5. Last operation performed
6. Display the last system message
7. Search target radius
 - › Reference: Surface initiation tools



MISCELLANEOUS FUNCTIONS

1. Undo and Redo
 - › use CTRL+Z to undo

2. Cut, Copy and Paste
 - › Copy or Cut screen objects and Paste them into the same of a different design
 - › **Paste screen object's coordinates, type and layer name into a text editor or a word processor**



0.506	0.817	0.000	3D Point	Default
-4.475	1.868	0.000	3D Point	Default
-1.031	3.307	0.000	3D Point	Default
0.700	2.568	0.000	3D Point	Default
0.992	1.790	0.000	3D Point	Def