



SHOTPlus Standard  
General Interface

February 2017

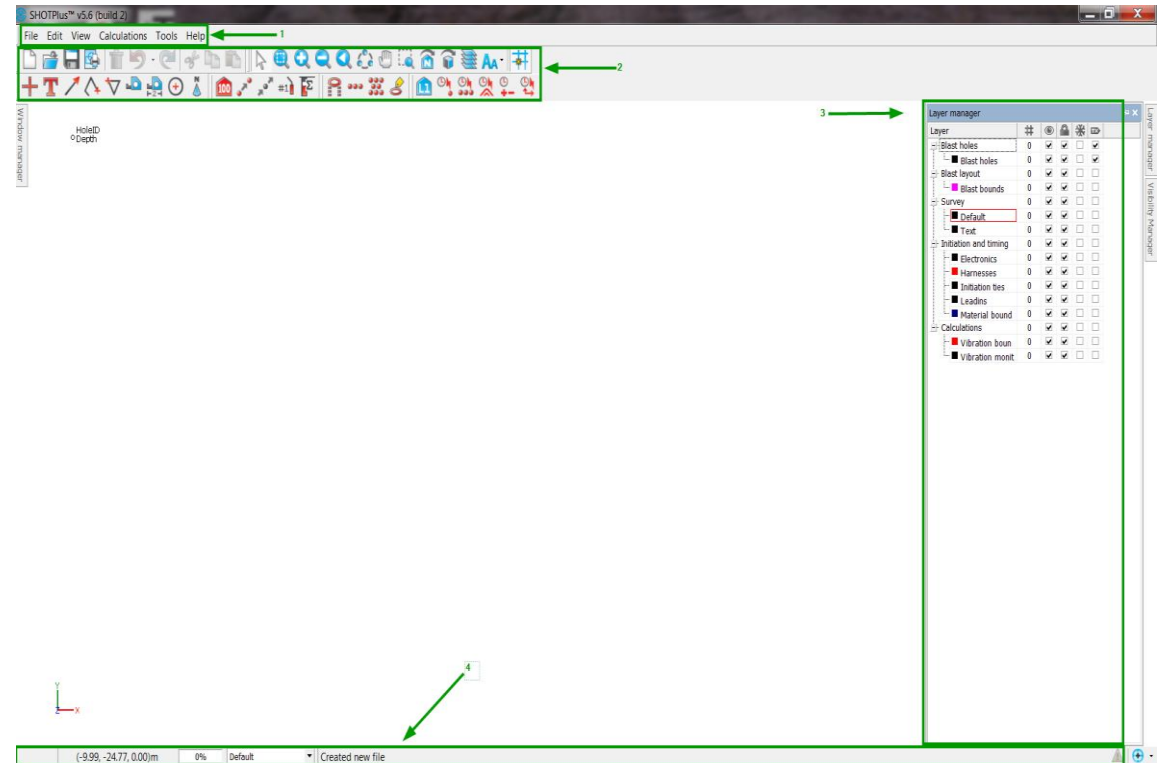
# INTRODUCTION

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- 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

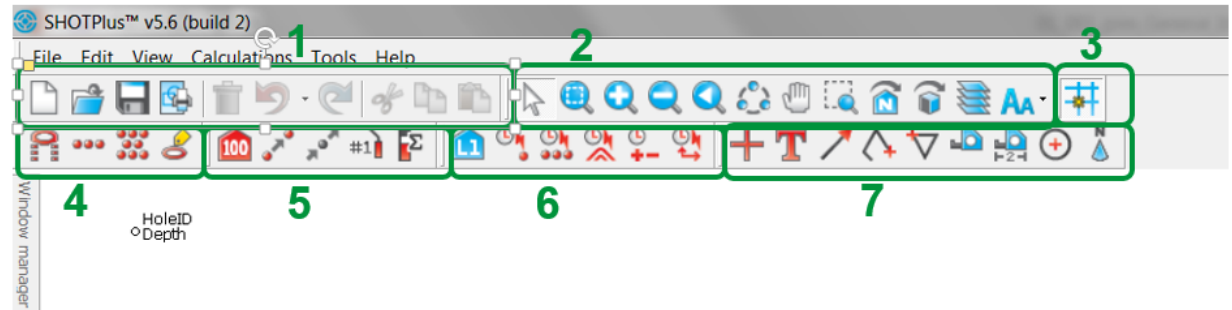
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- **The main menu**
  1. File menu
    - › file management tools
  2. Edit menu
    - › screen object management
    - › program and blast preferences
  3. View menu
    - toggle panel and viewing options
  4. Calculations menu
    - › display timing 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

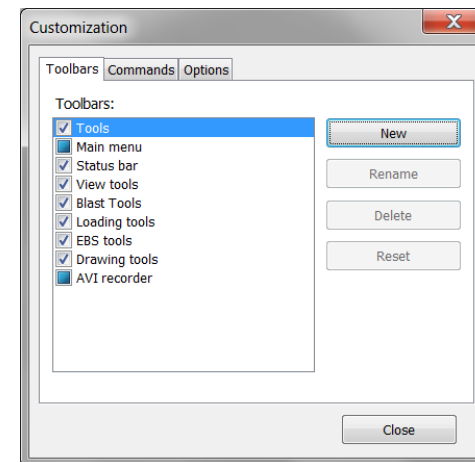
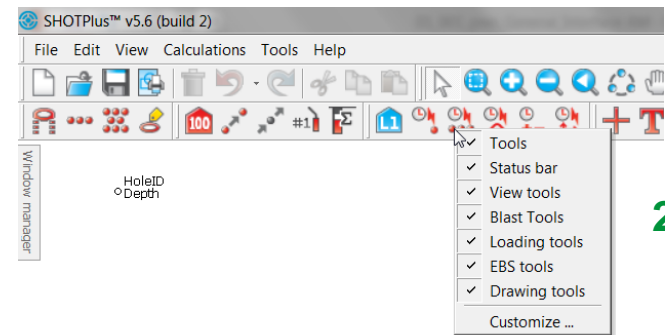
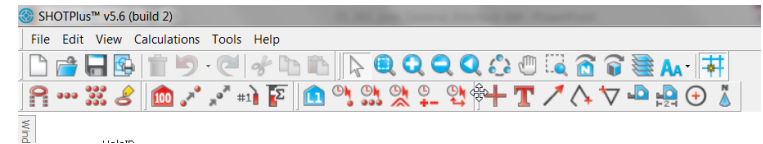
1. Tools
  - › General tools
2. View tools
  - › Zoom, Pan, Rotate tools, hole label font size, layer manager
3. Snap to Object tool
4. Loading tools
  - › blasthole management tools
5. Blast tools
  - › Pyrotechnic initiation tools
6. EBS tools
  - › Electronic timing tools
7. Drawing tools



# GENERAL LAYOUT

## Toolbars – Customising toolbars

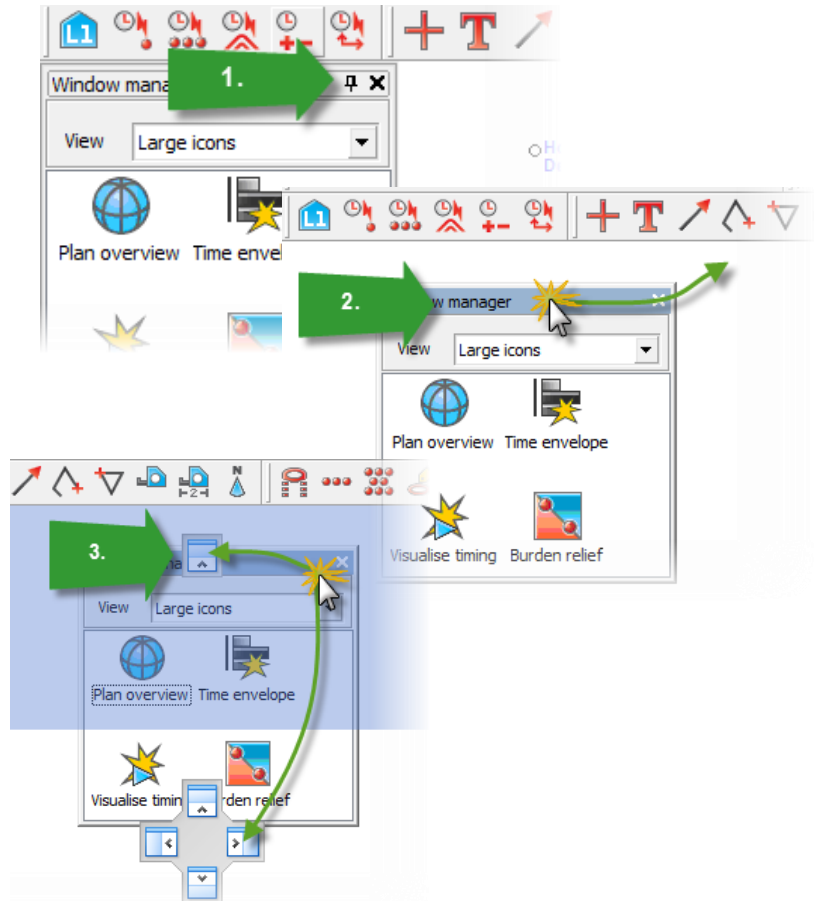
1. Moving toolbars
  - › click and drag toolbars to change their location
2. Creating a new toolbar
  - › right mouse click on any tool to bring the customise menu
3. Adding tools to the toolbar
4. Adding menu items to the toolbar



# 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

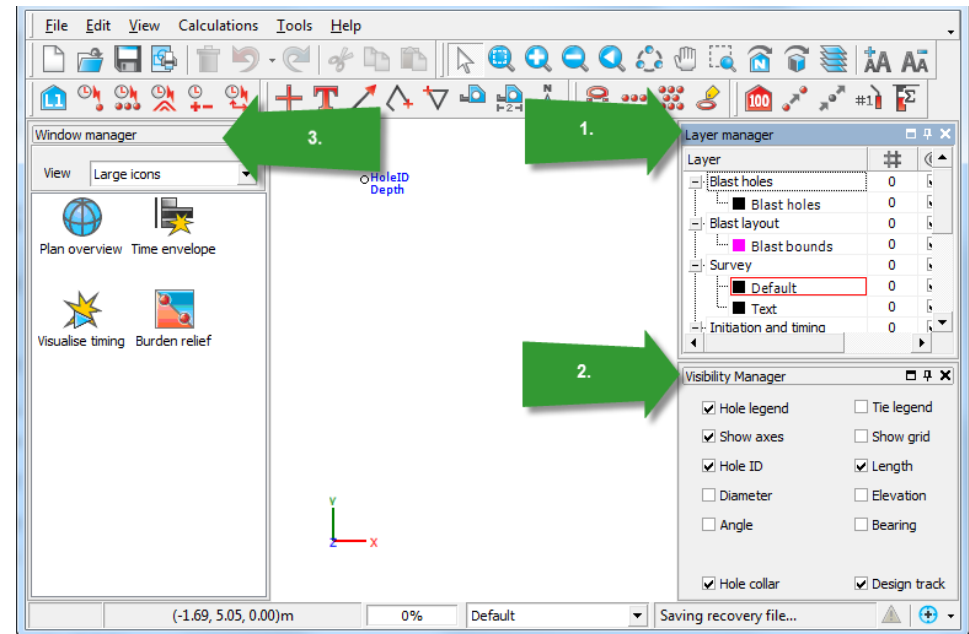


# GENERAL LAYOUT

## 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**

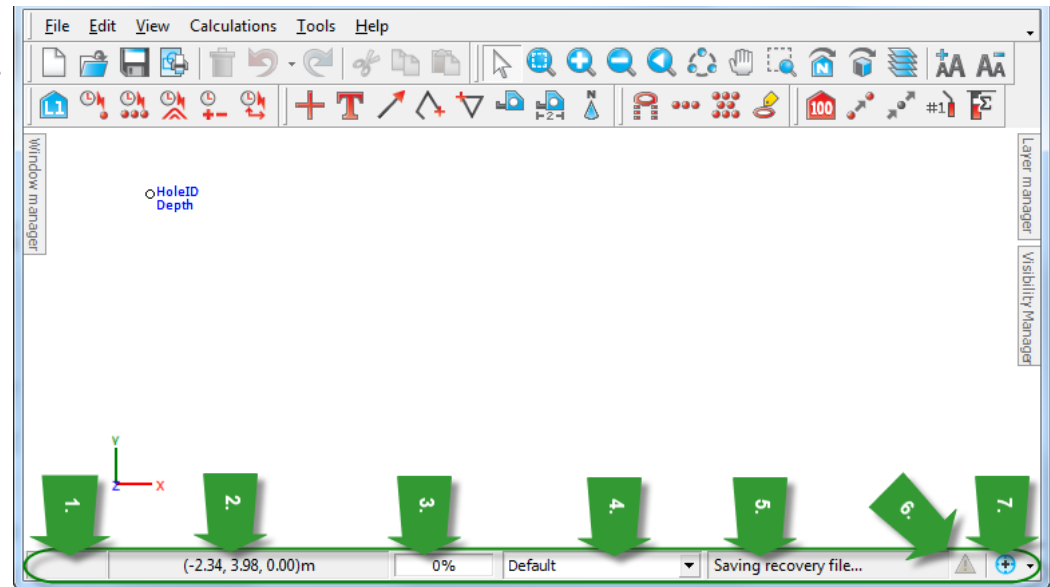




# GENERAL LAYOUT

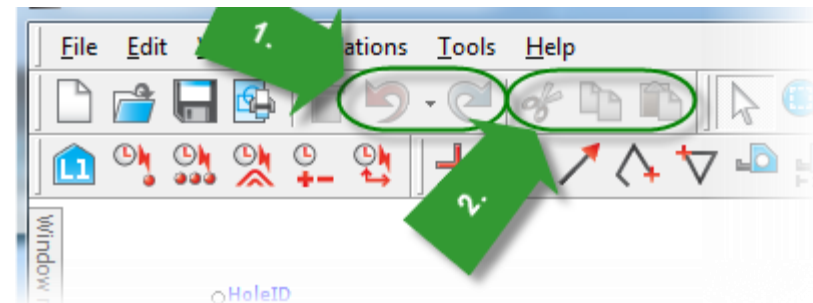
## Status bar

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