



SHOTPlus Standard  
Getting Started

February 2017



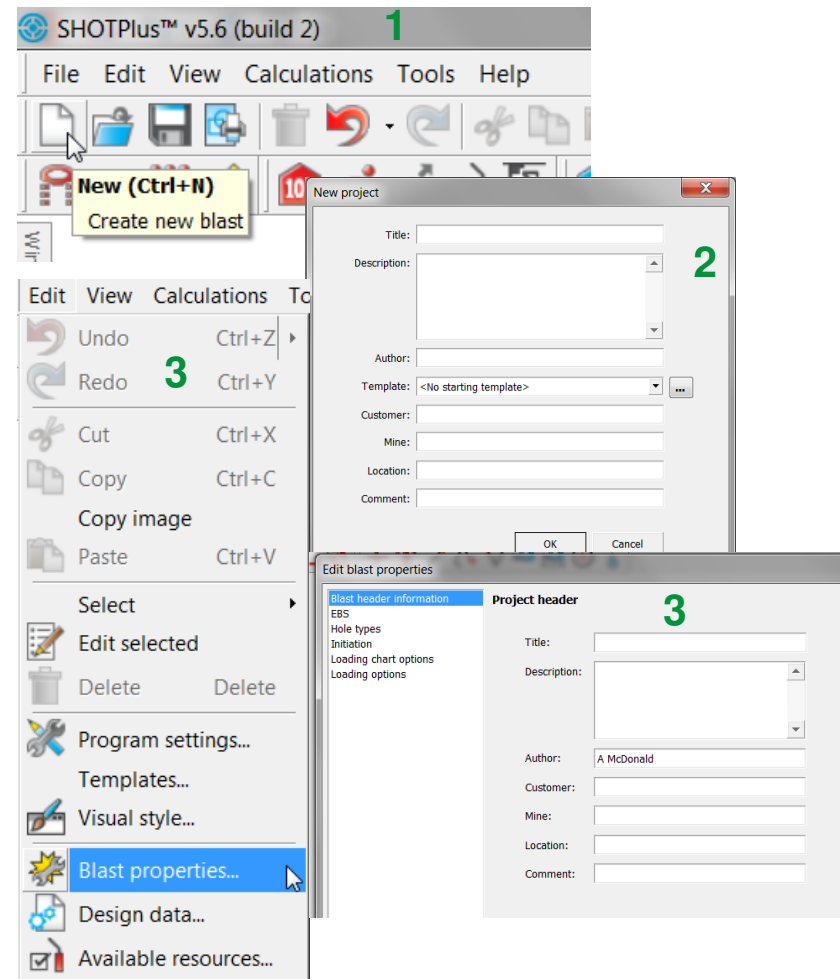
## Overview

1. File new
  - › create a new design
  - › data fields relevance
2. Managing backups
  - › understanding the backup process
  - › managing automatic backup settings
3. Merging files
  - › join blast designs together into a single one

# CREATING A NEW DESIGN



1. Create a new design
  - › Select File / New to create a new blast design
  - › Or use icon on the tool bar
2. Title, Description, Author, Mine, Location, Comments data fields relevance
  - › Title and Author are used in Text Export file header
3. Editing the blast design header information
  - › Go to Edit menu and select Blast properties. Select the Blast Header information



# MANAGING BACKUPS

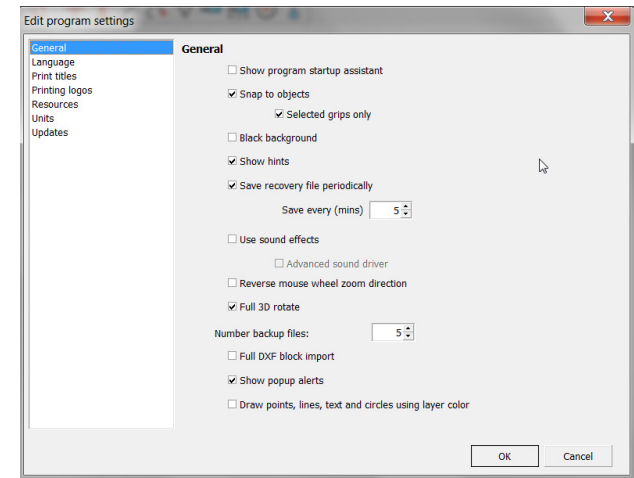
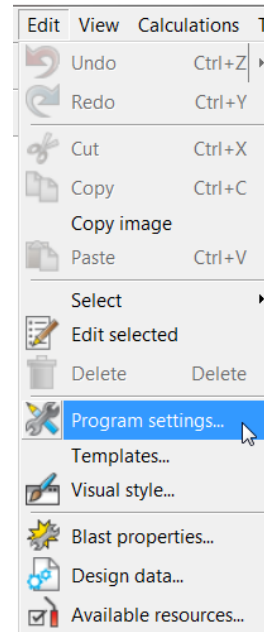


## 1. SHOTPlus 5 creates backup files

- › backup files are created in <sup>1</sup> the same directory as the design file
- › backup files have an extension .001, .002 etc with <sup>2</sup> the .001 always being the most up-to-date copy

S13_a1_01 v3.001	29/01/2013 10:44 ...	001 File	12,080 KB
S13_a1_01 v3.002	29/01/2013 10:42 ...	002 File	12,080 KB
S13_a1_01 v3.003	29/01/2013 10:32 ...	003 File	12,077 KB
S13_a1_01 v3	29/01/2013 10:25 ...	004 File	12,085 KB
S13_a1_01 v3.005	29/01/2013 10:24 ...	005 File	12,270 KB
S13_a1_01 v3	29/01/2013 11:00 ...	SHOTPlus 2,3,4 bla...	12,175 KB

## 2. Backup settings can be accessed via the Program Settings option found in the Edit menu

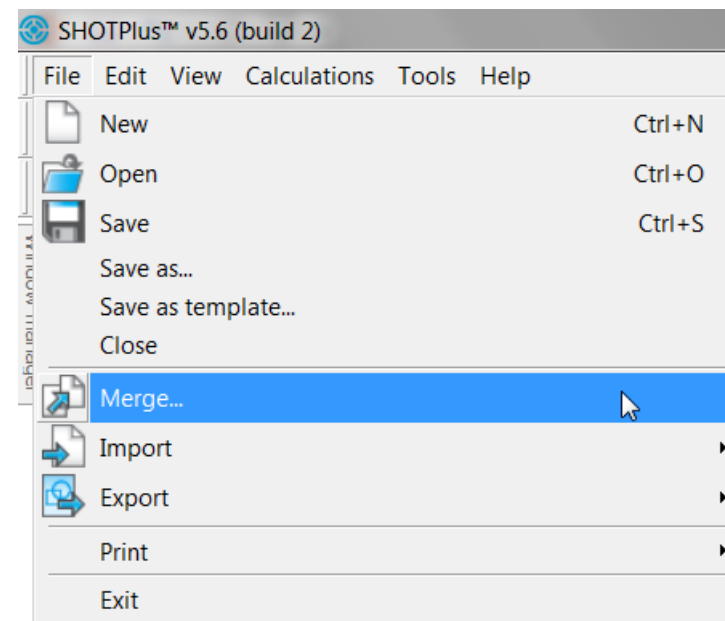


## 3. Set the options for backup management as required

# MERGING FILES



1. Merging files
  - › join SP files together into a single one



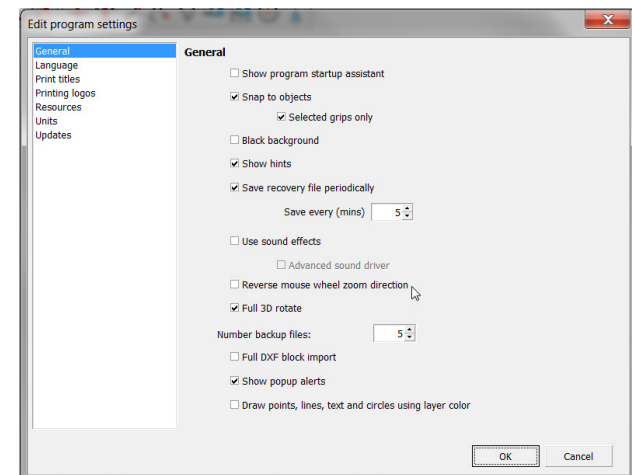
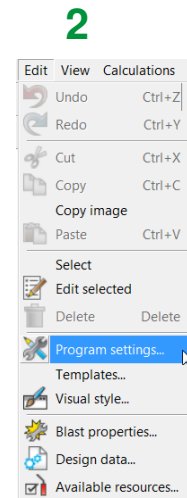
## Overview

1. Zoom tools
  - › navigate around a design using various zoom tool options
2. Pan tool
  - › move the design in an orthogonal (to the viewer) plane
3. Rotate tool
  - › rotate the design in 6 distinct orientations
  - › rotate the design in an orthogonal plane around a set mid point
4. 3D rotate tool
  - › rotate the design in 3 dimensions around a set point
5. Overview map window
  - › navigate around large designs with a use of an overview map

# ZOOM TOOLS



1. Zoom to a selected rectangle
  - › draw a rectangle on the screen around the area to zoom to
2. Zoom in and Zoom out
  - › move the mouse pointer to the location you want to zoom on
  - › scroll with the mouse wheel to zoom in and out
  - › To reverse the mouse wheel direction use the edit menu → program settings
3. Undo the latest zoom
4. Zoom all - display all objects currently visible in the design



# PAN TOOL

## 1. Pan tool

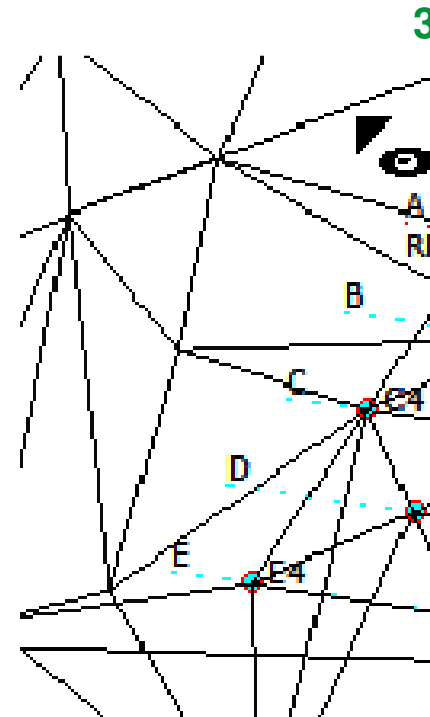
- › move the design in 2 dimensions in an orthogonal plane (to the viewer)
- › Press middle mouse button or hold down wheel for quick access to Pan





# ROTATE TOOLS

1. Cycle the design through predefined set of 6 views (camera positions)
2. Rotate North tool
  - › rotate the design in an orthogonal plane (perpendicular to the viewer) around the middle of the screen
3. 3D rotate tool
  - › rotate the design in 3 dimensions around a set point
  - › To define the pivot point (centre of the rotation) press Ctrl key and Left Mouse click on an object

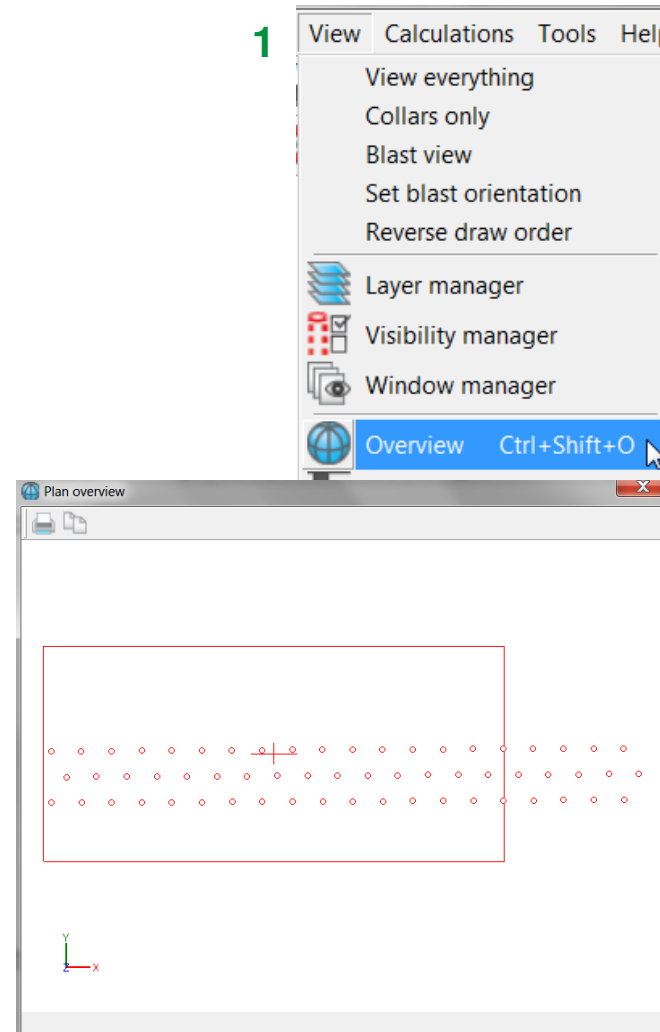


# VIEW TOOLS



## Overview map

1. Overview map window
  - › navigate around large designs with a use of an overview map
  - › accessed from the View menu
2. The current view in the main design window is shown as a **red rectangle** with a **red +** in the middle
  - › click on different parts of the overview map to change the current view in the main design window



# PREFERENCES - OVERVIEW



## 1. Program settings

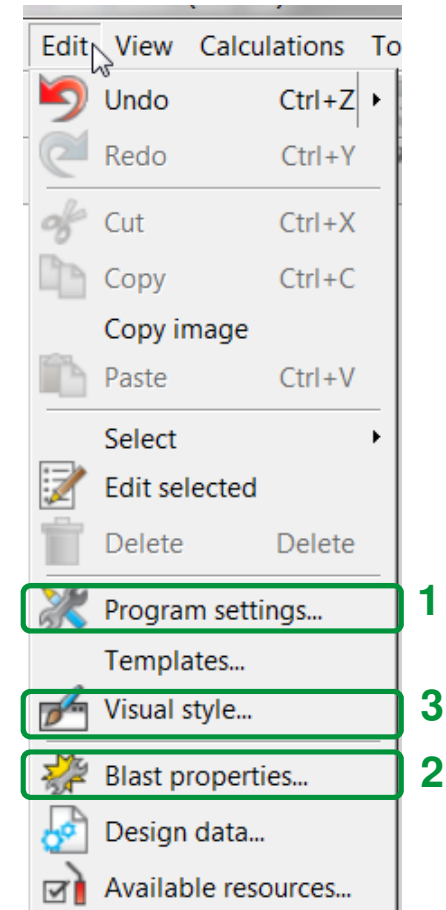
- › manage program settings
- › the changes affect NEW designs only

## 2. Blast properties

- › Set the blast properties for the **CURRENTLY** open design only
- › changes will be saved with the design
- › **however, changes will not affect new design starting values (for changes to affect new designs, these will need to be done before starting a new blast)**


## 3. Visual styles

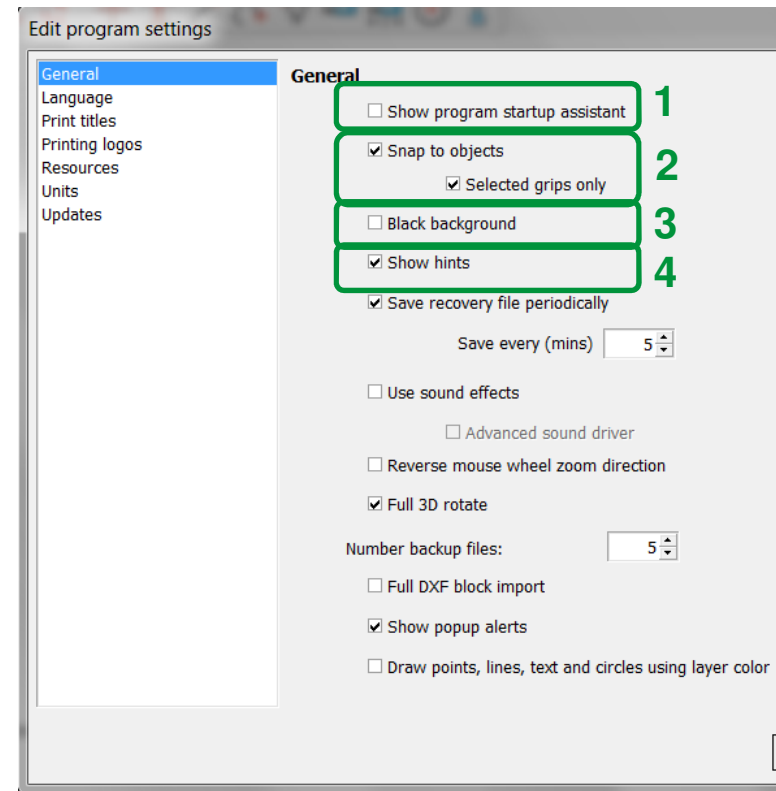
- › select a skin for SHOTPlus 5 to give it a distinctive look and feel



# PROGRAM SETTINGS - GENERAL



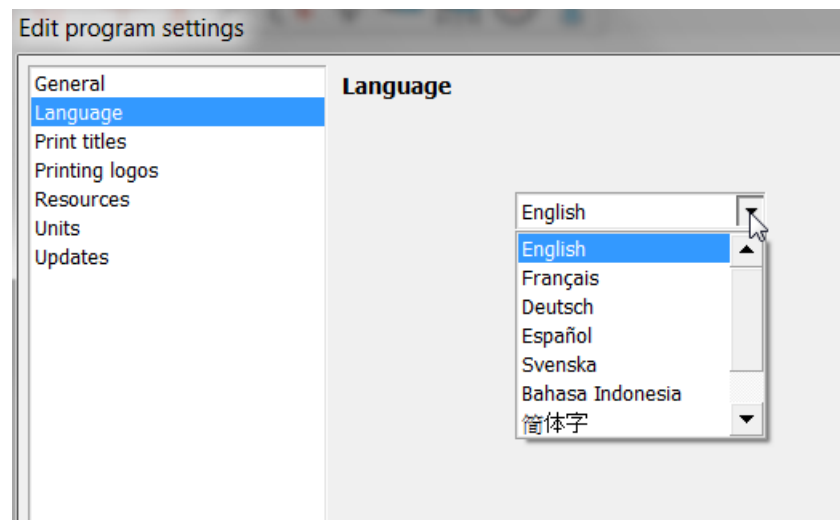
1. Toggle the project assistant window *on* and *off* at the start of File / New
2. Toggle snap to objects
  - › when the mouse pointer gets on top of an object the cursor will change its shape to a large black + (cross) sign. This means that the cursor had just “snapped-to” the coordinates of this object/point/line
    - › can also use the shortcut on the toolbar 
  - › second option makes selected grips only as objects the cursor can snap-to
3. Change the design background to black
4. Toggle Show hints when the cursor hovers over an object or a tool



# PROGRAM SETTINGS - LANGUAGE



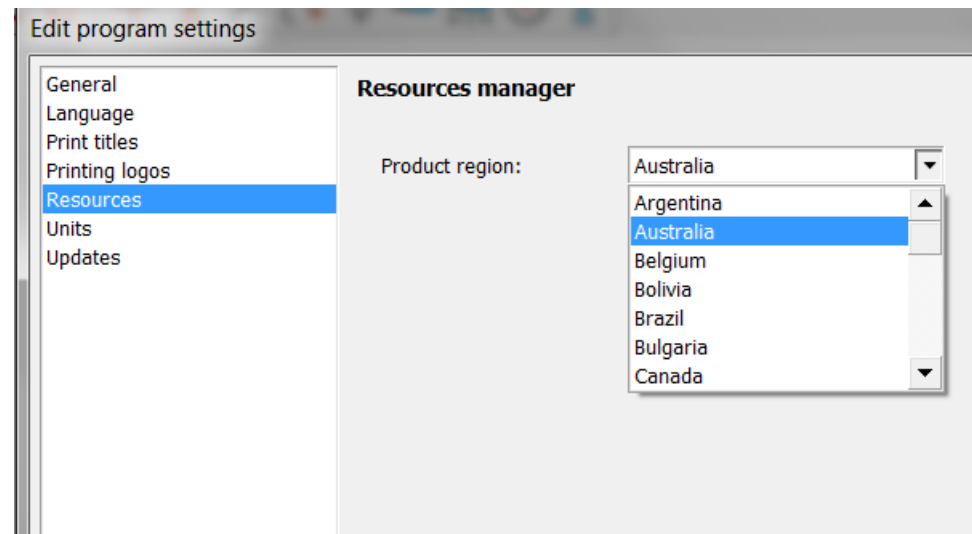
1. Set the language SHOTPlus 5 is run in



# PROGRAM SETTINGS - RESOURCES



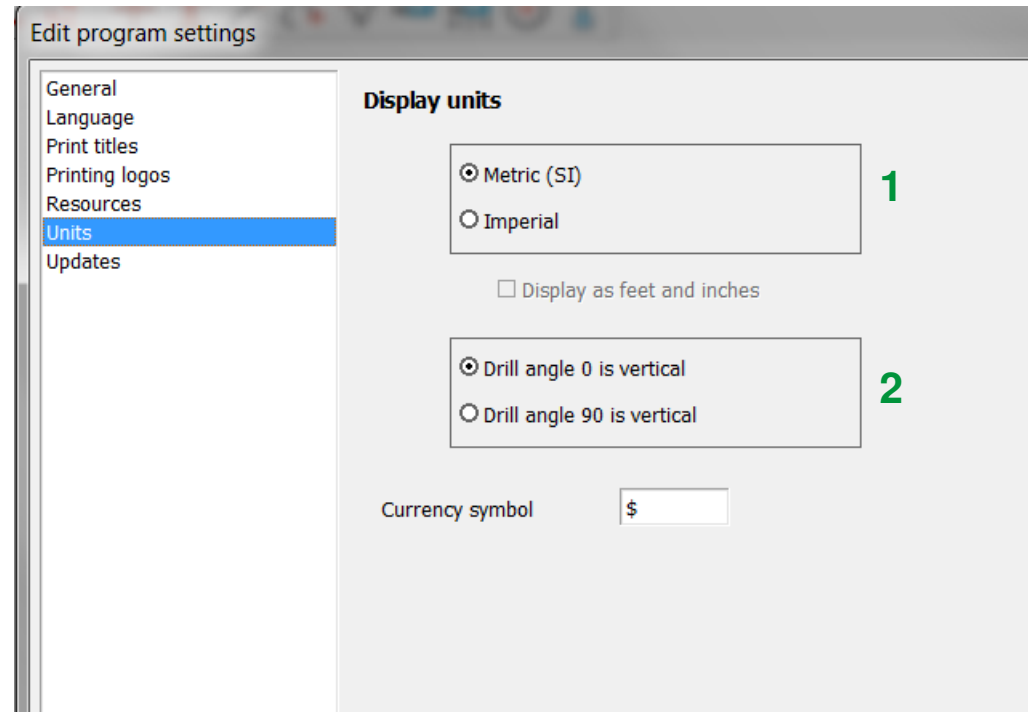
1. Select the products and IS database from the available list of regions



# PROGRAM SETTINGS - UNITS



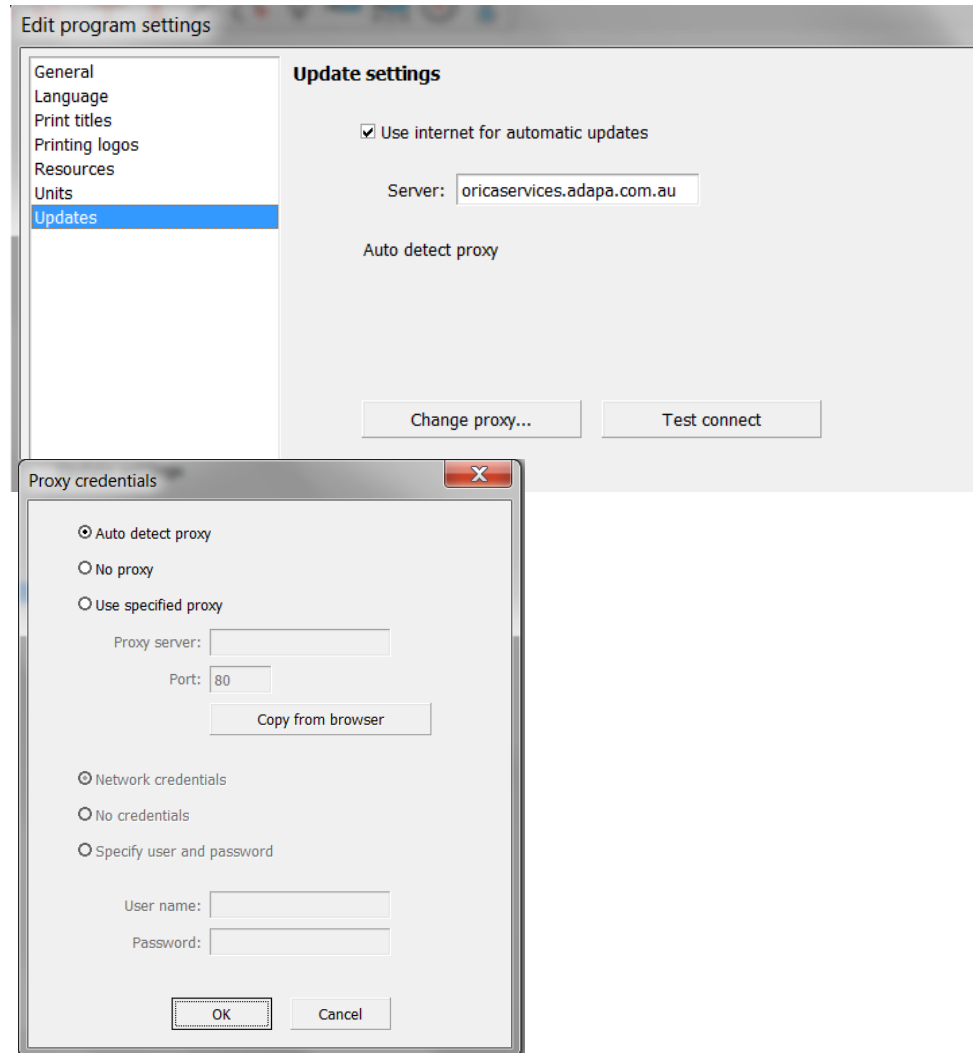
1. Set the units in SHOTPlus 5 to be displayed in either Metric or Imperial modes
2. Set the drill angle standard to either
  - › 0 degrees being vertical, or
  - › 90 degrees being vertical



# PROGRAM SETTINGS - UPDATES



1. Enable or disable the periodic checks for software updates
2. The currently selected mode of accessing the Internet
3. Change the Internet access mode
4. Test the connection to the update server





# RESOURCE AVAILABILITY



1. Access via the Edit menu and select Resource availability
2. View all the available Explosive and IS resources
3. Select resources to be available for a particular site for bulk and initiation
  - Check the products that you wish to be available in pick lists
  - **Products left unchecked will not be visible in product selection pick lists**
  - Click on “+” icons to expand the trees for more specific selection options (specific delays)

