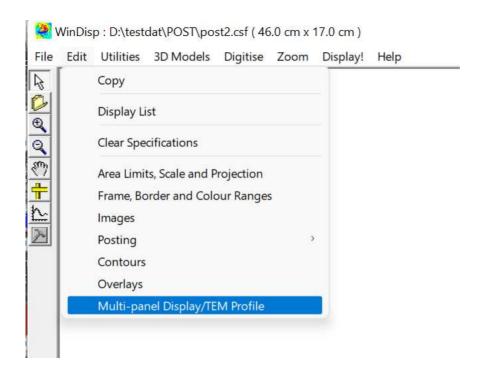
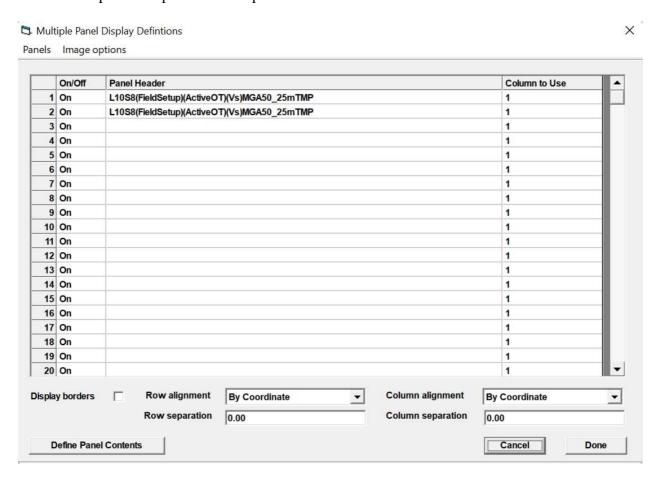
1. Multi-panel display

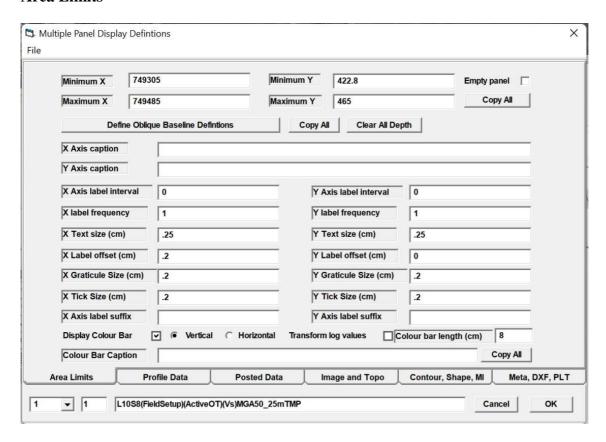


The Multi-panel display/TEM Profile option allows you construct a layout which consists of a grid of panels which may contain TEM data, simple profile data, Posted data, images, contours/MapInfo/Shape and vector plot files

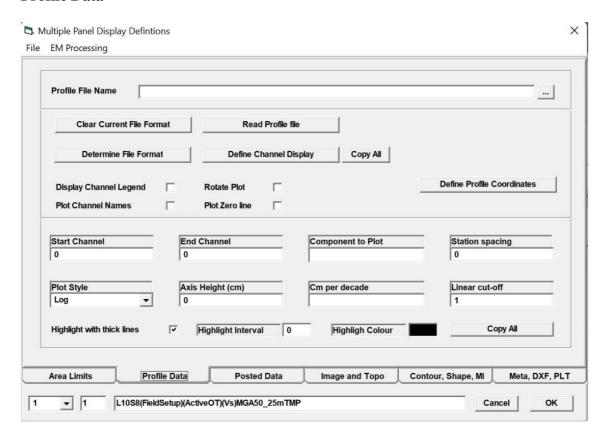


Panel Definitions

Area Limits



Profile Data



Posted Data

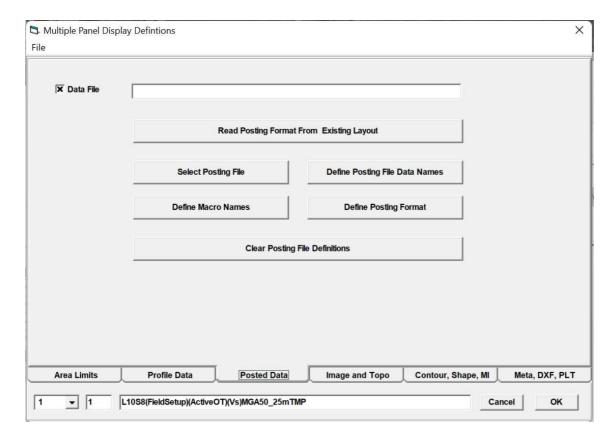
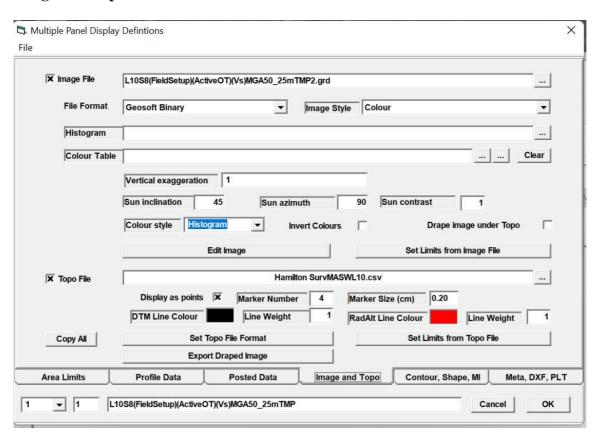
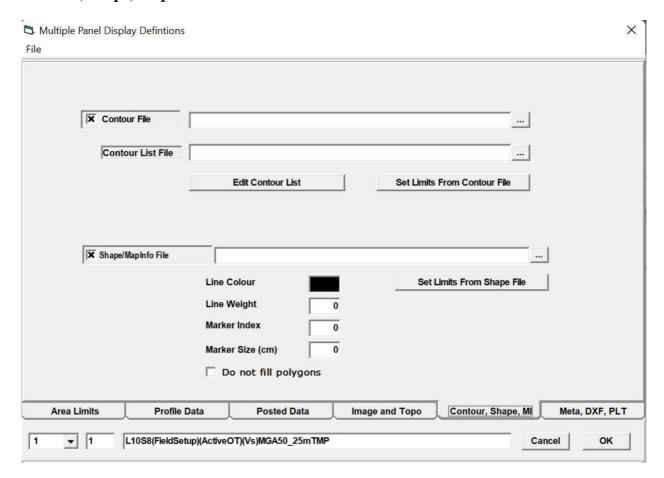


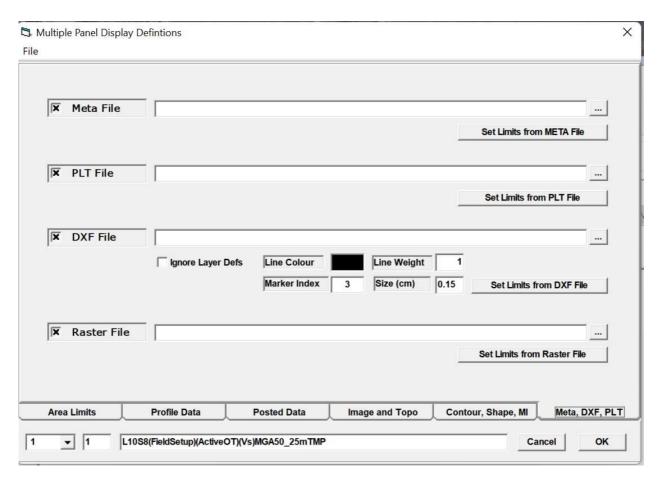
Image and Topo Data



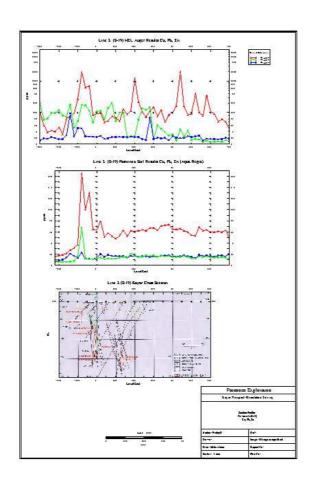
Contour, Shape, MapInfo Data



Vector Plot File Data



Sample Display:



TEM Formats Supported:

AMIRA SIROTEM

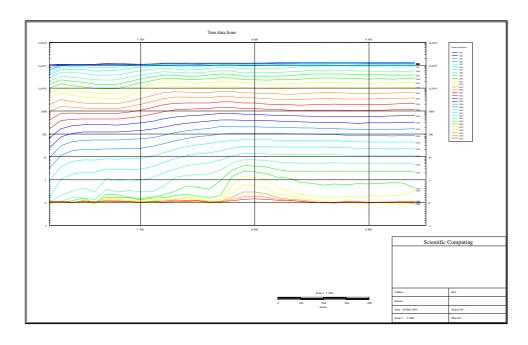
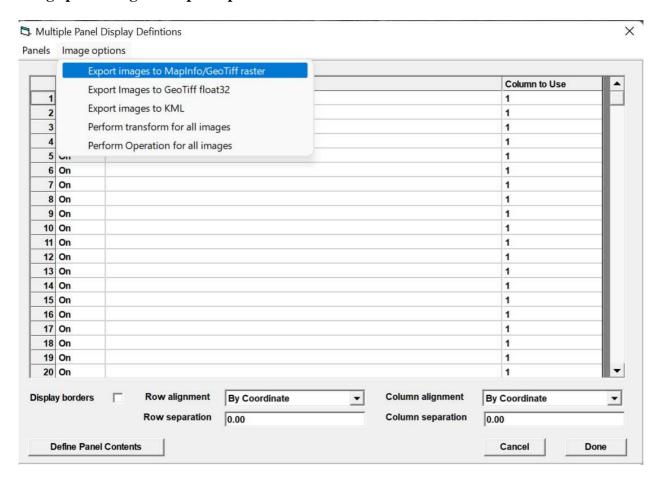
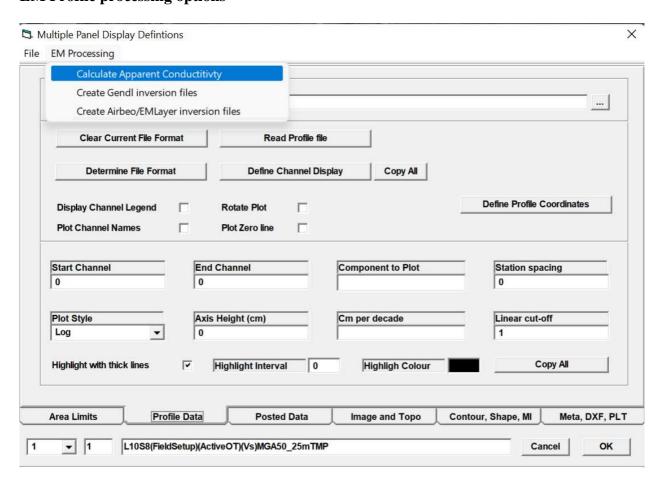


Image processing and export options



EM Profile processing options



Profile Formats Supported:

Arbitrary ASCII column/delimited data files Geosoft line format

Profile Display Modes:

Linear Logarithmic Signed logarithmic

Image File Formats Supported:

All formats supported in general WinDisp image display

Image Display Modes:

Grayscale, Colour, Banded Colour, Real-time sun illumination, Colour sun illumination

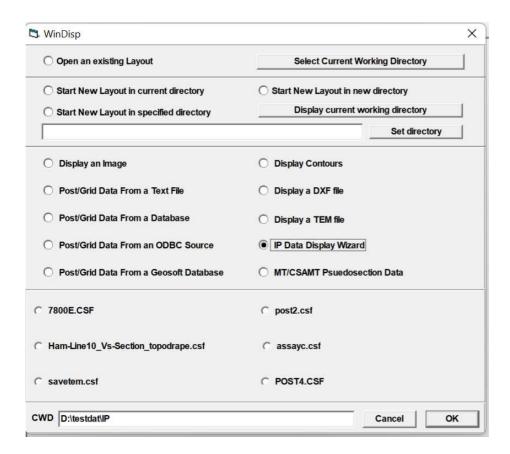
Topo file Formats Supported:

Simple xyz column/delimited data files

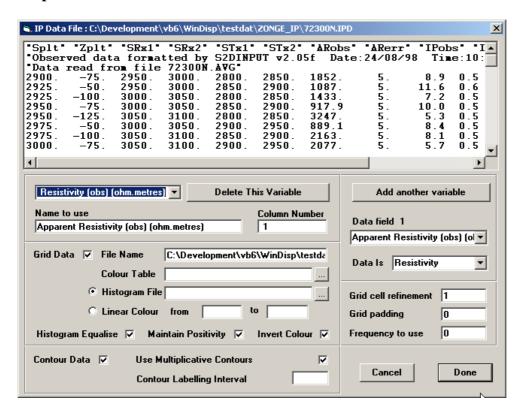
Contour, Shape, EMF, DXF and BMP Display:

Functionality is the same as for standard display mode

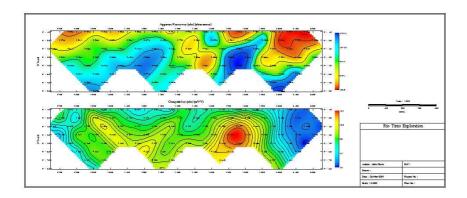
2. IP Display and Inversion Support



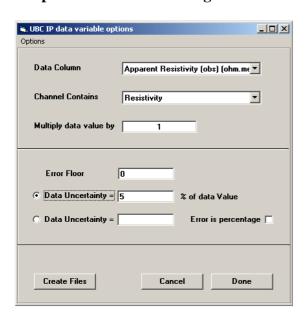
Automatic loading of standard Geosoft, Zonge and Loke data as well as Geosoft gdb and simple text file formats

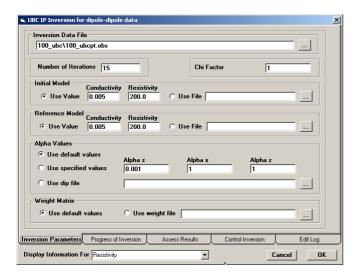


Automatic generation of pseudosection displays

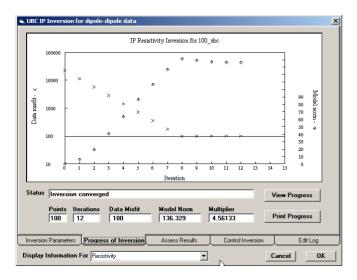


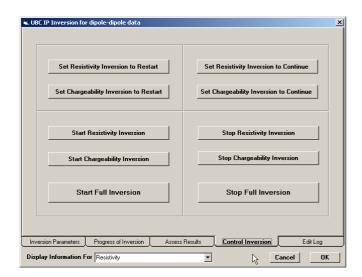
Simple creation and running of inversion files (UBC, Loke and Zonge 2D formats)

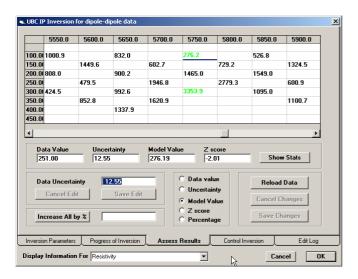




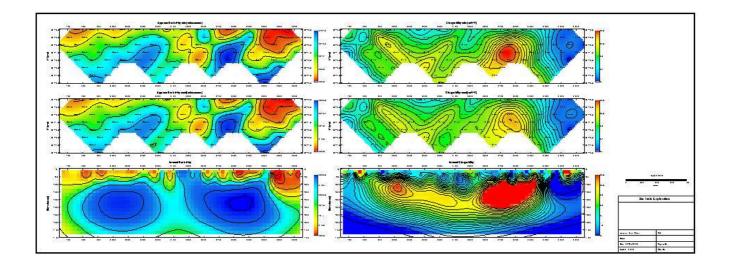
Monitoring and analysis of inversion process







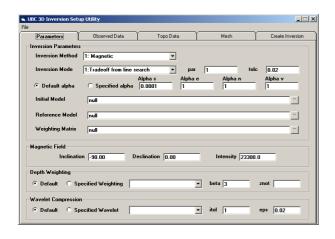
Automatic generation of displays of inversion results

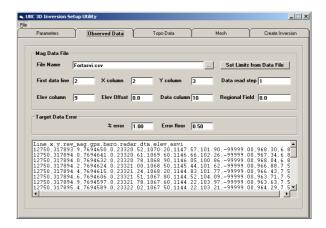


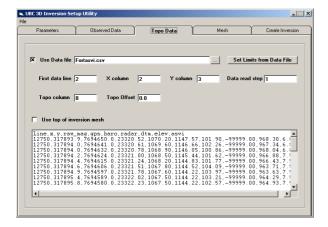
Automatic generation of depth of investigation displays of inversion results

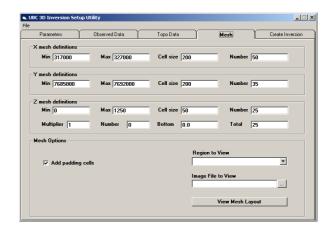
3. UBC 3D Inversion Support

Simple 5-step process for generating 3d magnetics and gravity inversion input files



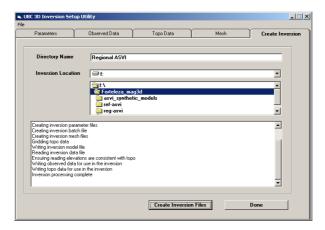






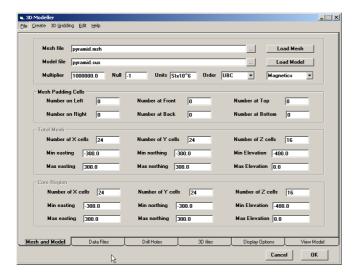
Refinement of existing inversion to smaller cell size

An existing inversion can be refined to a smaller cell size with the total refined inversion broken up automatically into manageable tiles.

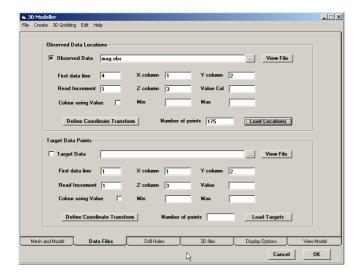


4. UBC 3D Model Display

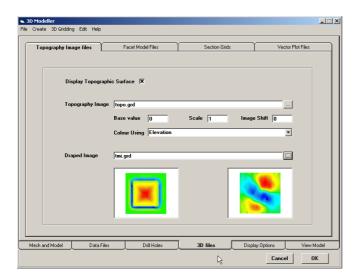
3d model files:



3d data points



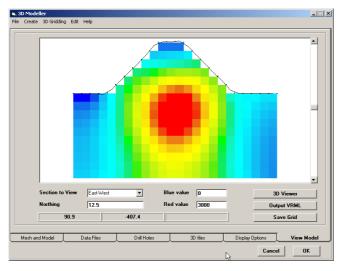
Topography and draped images



Display of drillhole data



Display of 2D sections from inverted model



Export of sections to Geosoft binary grid format Output of model to VRML format

Processing Options:

Creation of 3D model from drillhole/point data

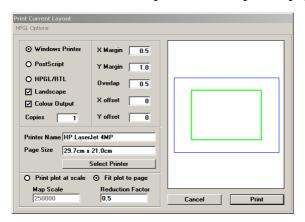
Creation of 3D model from vertical section grids

Creation of 3D model from loaded data points

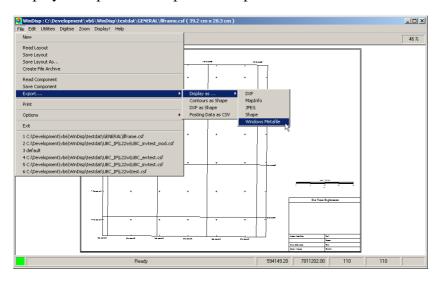
Editing of 3D model to modify features or insert simple geometric shapes

5. Printer Support

All Standard Windows Printers with option to scale plot to page or output multiple plot panels

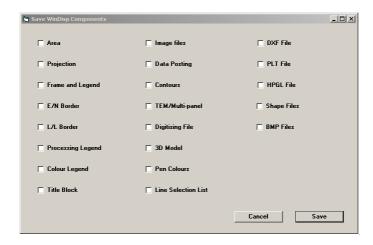


PostScript and DXF output support included Export of display to clipboard/ Shape file/ MapInfo/DXF/JPEG



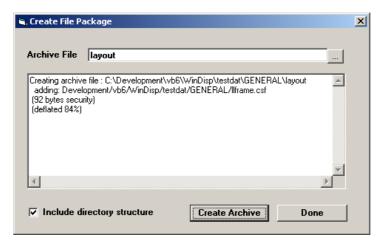
6. Saving Layouts

Saving/reading of entire layout definition Saving/Reading individual components of layout (eg Frame, Posting, Image etc)



7. Archive Function

Complete archive creation of all files used in a layout into a single zip file



3D modeller Option (not included in standard WinDisp licence)

Display of topography with draped colour grid or raster image

Display of Datamine/Gemcom/Vulcan triangular facet model files

Display of vertical section grids (Geosoft/Ermapper/BMP/JPG)

Contour/DXF/Shape file overlays draped over topography

Display of drillhole data using simple trace, coloured trace, variable radius trace

Saving of 3D model display for distribution to clients (free 3D viewer included)

Saving of model viewpoints to highlight particular features of the model

Ability to turn off individual components of the 3D model

Axis clipping planes (east/west, north/south and top/bottom)

Individual model components can be shifted up and down within the viewer 3D location coordinates of mouse within view and location of picked features User defined lighting position

Individual model components can have colour and/or transparency changed Individual model components can switched on/off or deleted

