BMM Explorer Version 3.3

What's New

In addition to bug fixes and performance improvements, BMM Explorer V 3.3 also includes:

▶ A new Planning Module that helps determine the optimum number and location of BMMs to install in a blast.
▶ An improved 3D view functionality with the ability to visualise ore movement in 3D.
▶ Updates to Licence Manager with a new interface for BMM Activator (black activator only) registration.

Planning Module

The Planning Module helps determine the optimum location and number of BMMs to install in a blast. It helps answer the question, "If a BMM is placed at a certain location, will it lead to a more accurate post-blast delineation of an ore/waste boundary and therefore to increased ore recovery?"

There are 3 ways to plan holes:

▶ When final ore blocks are available, plan BMM holes by importing final-design ore polygons.
▶ When the bench above or expected ore blocks are available, plan BMM holes by importing preliminary ore polygons.
▶ When ore blocks are not available, plan BMM holes by drawing expected-ore areas or ore-waste contacts.

Module outputs include:

▶ A plan view of BMM holes, with labels, and a table of corresponding X,Y,Z coordinates, in an exportable format (.csv).
▶ A plan view of BMM holes, with labels, and a table for coordinates in a pdf diagram.
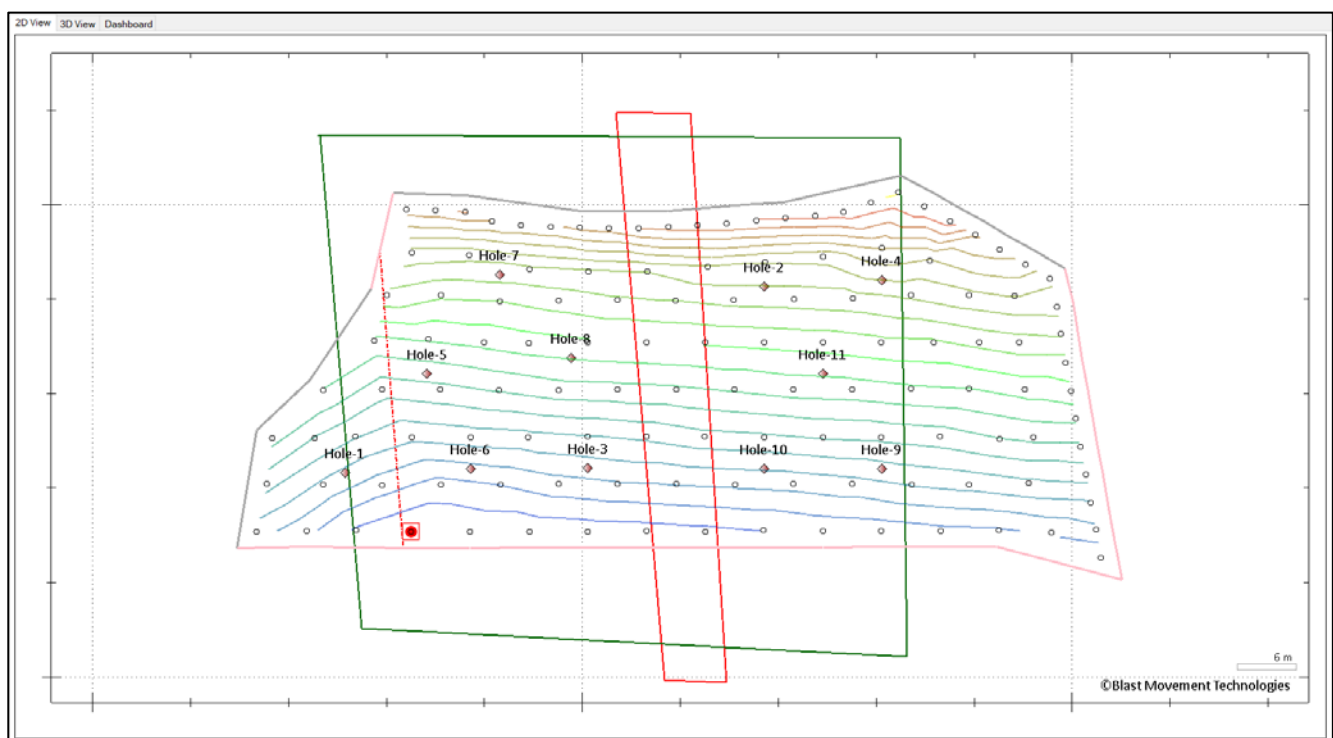
Using Version 3.3 you can optimise the location and number of BMM monitoring holes across the shot. This image shows BMMs planned throughout a manually-drawn expected ore area (green box), which also contains a restricted area (red box).