



PonFarr Manual

12th November 2015



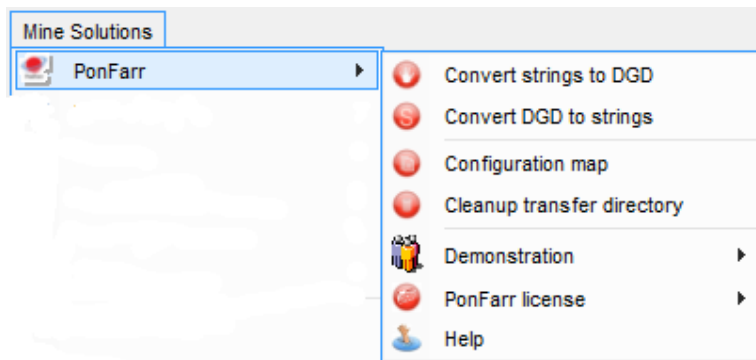
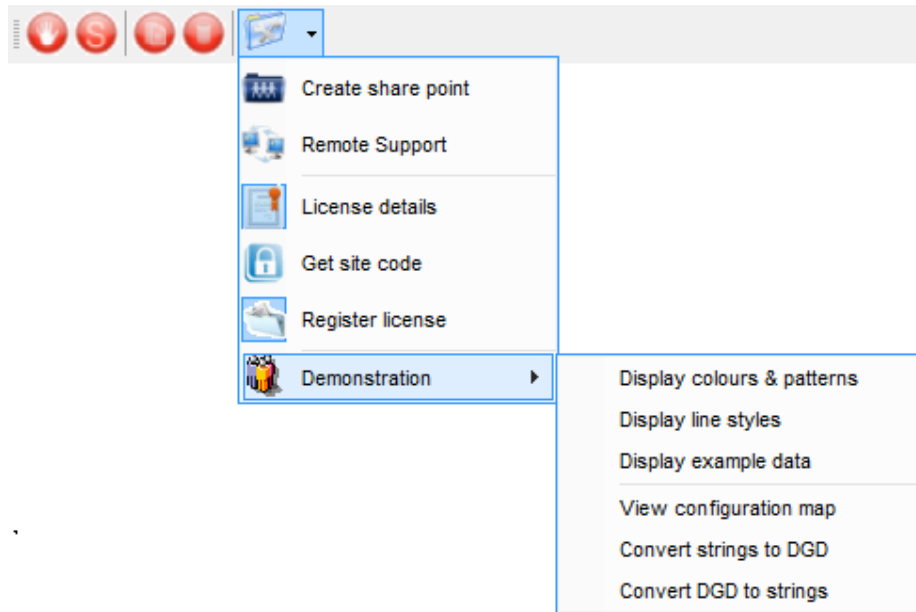
Overview

PonFarr provides a controlled data exchange between *Surpac* and *Vulcan*. Although the data plugins available in *Surpac* allow *Vulcan* design files to be opened and saved they do not maintain any meta data or drawing styles. *PonFarr* provides a mechanism to map *Vulcan* objects to *Surpac* strings while also maintaining a link between *Surpac* description fields and the various *Vulcan* object and point attributes. Drawing styles such as colours and line types can also be assigned in the mapping mechanism.

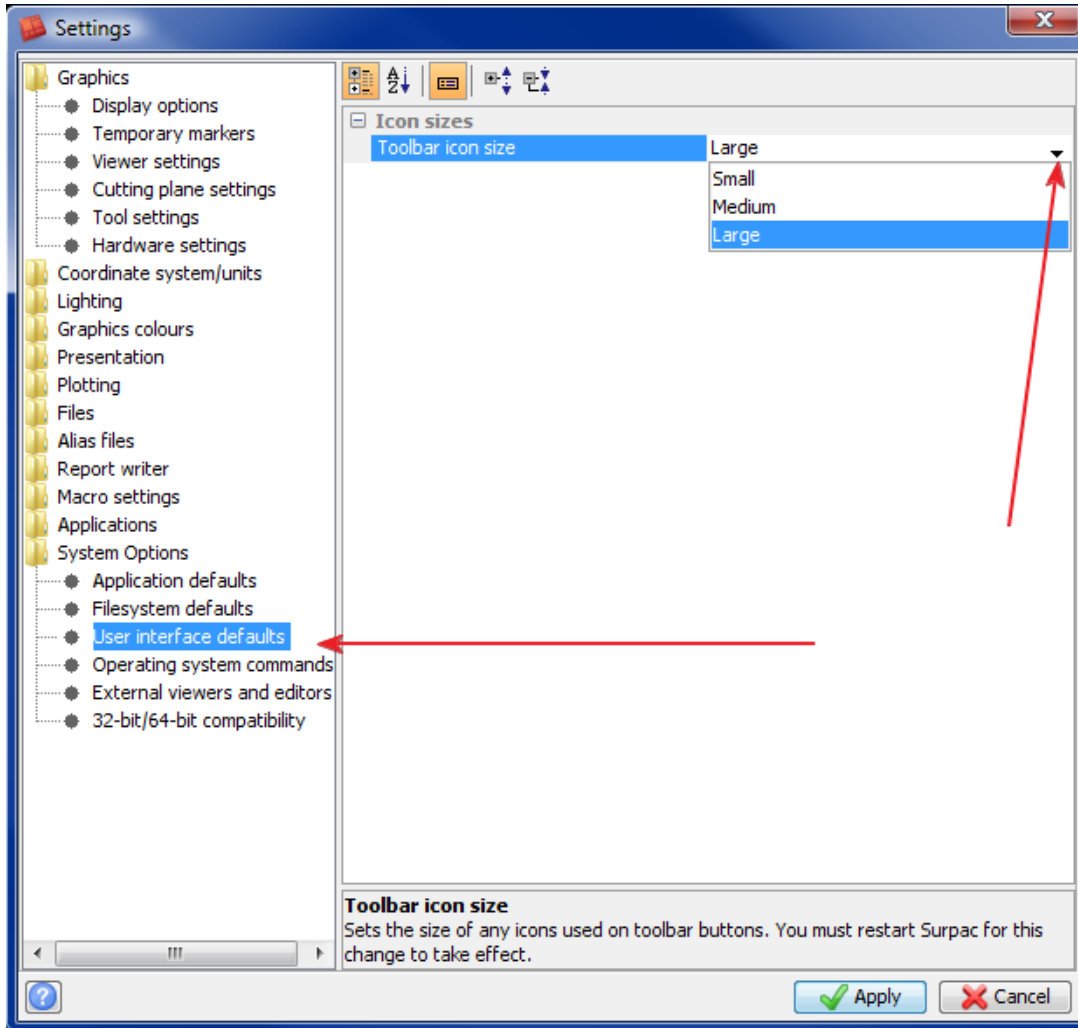
PonFarr can also manage daily/weekly data uploads to *Vulcan*. A timestamp is maintained for each transfer. When uploading to *Vulcan*, data directories are scanned for new and modified files since the previous transfer. This is particularly useful in the situation where survey data is maintained in *Surpac* but must also be available in a timely manner to geology and/or engineering departments which use *Vulcan*.

User Interface

All functions are available from the *PonFarr* toolbar and menu (found under the Applications menu in *Surpac*)



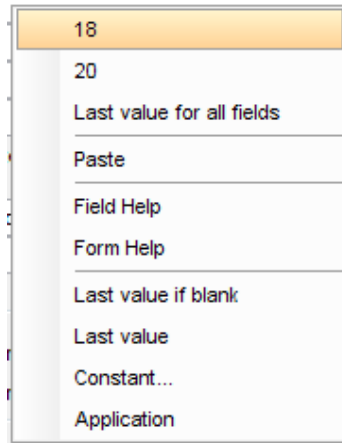
PonFarr supports the 3 different icon sizes that are available in *Surpac V6.3* and later. By default *Surpac* will use medium size icons for the toolbars. You can change this setting in the *Surpac* default preferences editor as shown below using menu option Customise → Default preferences.



Form Defaults Management

The user interface includes linking into to the *Surpac* defaults management system. This is active on all forms for all *PonFarr* functions.

If you right click in the active field on a form you are now presented with the following popup menu.



At the top of this menu you will be presented with the last 5 values that have been previously entered into this form which you can quickly select. (Note the example above only has 2 previous values shown)

You can also select the Last value for all fields option which will set all fields on the form the their last entered values

You also have access to help via the Form Help and Field Help items

The last 4 options on the menu allow you to set the default behaviour for the active field. This will be persistent for the form on all future runs.

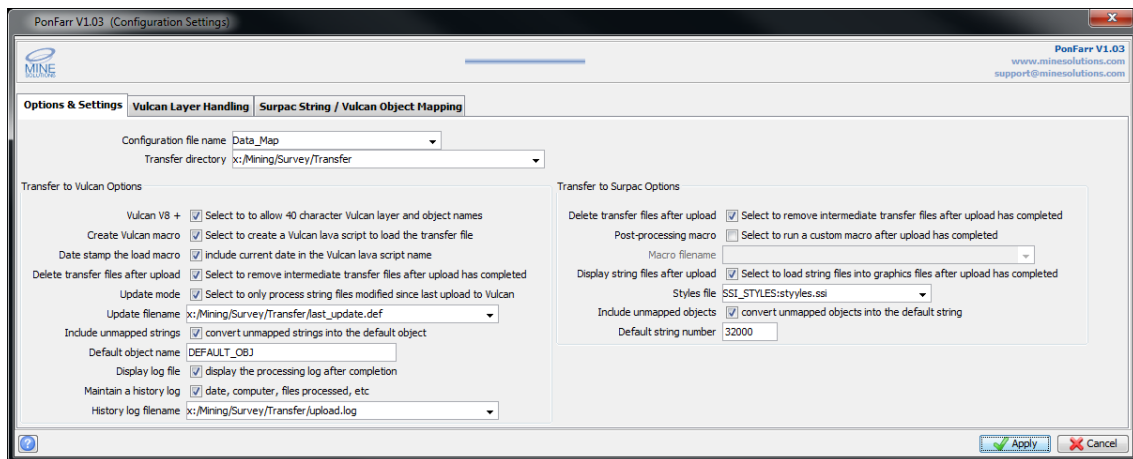
- Last value if blank defaults this field to its last value when the input field is blank (ie *PonFarr* hasn't put a particular value into this field)
- Last value defaults this field to its last value all the time
- Constant allows you specify a value that will always be the default for this field
- Application has no effect in *PonFarr* forms

Configuration Map

The data exchange is maintained through a configuration map and various settings. The map may take some time to setup depending upon the complexities but once created generally will not need to be edited again.

Each configuration map has a name. This make it possible to have more than one set of data exchange rules. For example there may be a map for geology and a map for engineering if these departments have different requirements.

Options and Settings



Configuration file name

This is the name of your configuration file. The configuration file is saved to the main *PonFarr* directory, usually C:/MineSolutions/PonFarr

Transfer directory

Nominate the directory to maintain the transfer data. This would usually be on a network drive. Two subdirectories are created under the transfer directory called toSurpac for data being transferred to *Surpac*, and toVulcan for data being transferred to *Vulcan*.

Transfer to Vulcan Options

Vulcan V8 +	<input checked="" type="checkbox"/>	Select to allow 40 character Vulcan layer and object names
Create Vulcan macro	<input checked="" type="checkbox"/>	Select to create a Vulcan lava script to load the transfer file
Date stamp the load macro	<input checked="" type="checkbox"/>	include current date in the Vulcan lava script name
Delete transfer files after upload	<input checked="" type="checkbox"/>	Select to remove intermediate transfer files after upload has completed
Update mode	<input checked="" type="checkbox"/>	Select to only process string files modified since last upload to Vulcan
Update filename		<input type="text" value="x:/Mining/Survey/Transfer/last_update.def"/>
Include unmapped strings	<input checked="" type="checkbox"/>	convert unmapped strings into the default object
Default object name		<input type="text" value="DEFAULT_OBJ"/>
Display log file	<input checked="" type="checkbox"/>	display the processing log after completion
Maintain a history log	<input checked="" type="checkbox"/>	date, computer, files processed, etc
History log filename		<input type="text" value="x:/Mining/Survey/Transfer/upload.log"/>

Vulcan V8 +

If transferring data to *Vulcan* version 8 or better you can use 40 character layer and object names.

Create Vulcan macro

A *Vulcan* lava script can be created to assist with loading the exported string data into *Vulcan*. The macro is called `upload.lava` and is created in the transfer directory in the toVulcan subdirectory

Date stamp the load macro

If creating a *Vulcan* load macro the name can include a date stamp to identify the upload. The format is `yyyymmdd_hhmm_upload.lava`.

Delete transfer files after the upload

If creating a *Vulcan* load macro the macro can include code to delete the transfer files once the upload is complete.

Update Mode

Turning update mode on will only include files modified since the last upload. You must specify an update filename to record the time of the last upload.

Update filename

If using update mode specify the full pathname (directory and filename) to a file to maintain the upload date and time.

Include unmapped strings

Select whether to ignore string numbers that have no mapping or to place them into a default object name.

Default object name

If including unmapped strings name the *Vulcan* object to place these strings into.

Display log file

Select to display the upload log file onto the screen. The log file records all files processed and objects created along with other informational messages.

Maintain a history log

Select to maintain a history of all uploads performed. The history log records the time of processing and the filenames processed.

History log filename

If maintaining a history log specify the full pathname (directory and filename) to a file to record the upload history.

Transfer to Surpac Options

Delete transfer files after upload	<input checked="" type="checkbox"/>	Select to remove intermediate transfer files after upload has completed
Post-processing macro	<input type="checkbox"/>	Select to run a custom macro after upload has completed
Macro filename	<input type="text"/>	
Display string files after upload	<input checked="" type="checkbox"/>	Select to load string files into graphics files after upload has completed
Styles file	<input type="text" value="SSI_STYLES;styyles.ssi"/>	
Include unmapped objects	<input checked="" type="checkbox"/>	convert unmapped objects into the default string
Default string number	<input type="text" value="32000"/>	

Delete transfer files after upload

Select to remove intermediate transfer files after the upload into *Surpac* is completed.

Post-processing macro

Select to run a site specific post processing macro at the completion of the upload to *Surpac*.

Macro filename

If running a post-processing macro, specify the full pathname to the macro. The pathname may include a *Surpac* logical.

Display string files after upload

Select to have the newly generated string files displayed in graphics at the completion of the upload.

Styles file

Name the *Surpac* drawing styles file to be associated with the newly created string files. This is recorded in the header of the string file.

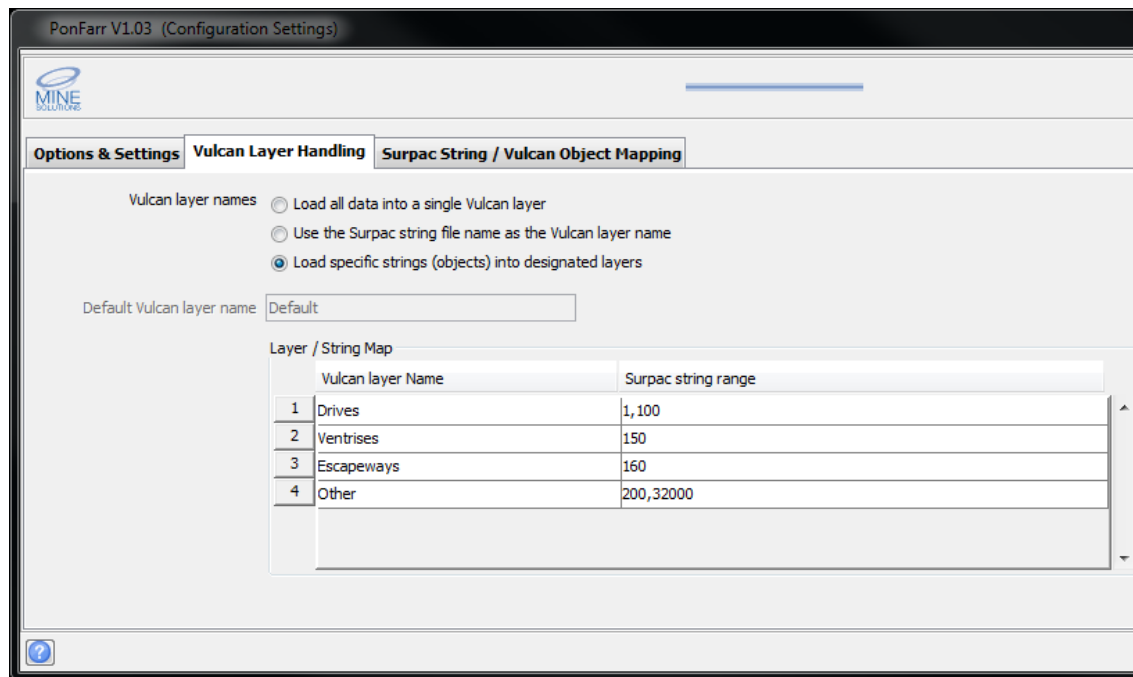
Include unmapped objects

Select whether to ignore unmapped *Vulcan* objects or place them into the default string.

Default string number

If including unmapped objects specify the default string number to place these objects into.

Vulcan Layer Handling



Vulcan layer names

Determine how to handle layer names in *Vulcan*.

Load all data into a single *Vulcan* layer. Specify the name of this layer in the default *Vulcan* layer name field

Use the *Surpac* string file name as the *Vulcan* layer name. When using this method each string file processed will become a separate *Vulcan* layer when uploaded

Load specific strings into designated layers. This method provides the most control. A map of layer names and the string numbers to include into these layers must be set

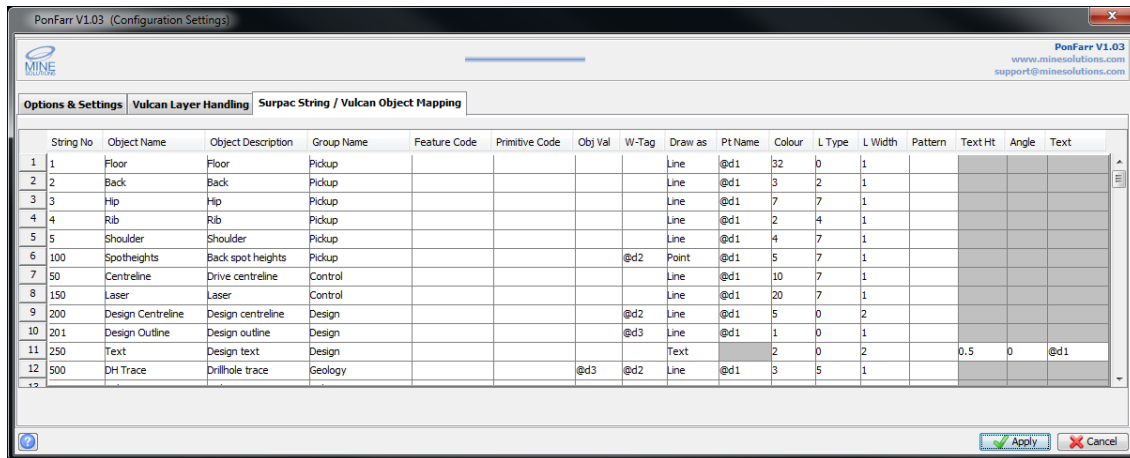
Default layer name

When loading data into a single layer specify the layer in this field

Layer / String Map

When loading specific strings into layers this is the map that controls which string go into which layers. In the table setup the layer name and the *Surpac* string range to include into each layer.

Surpac String / Vulcan Object Mapping



String No	Object Name	Object Description	Group Name	Feature Code	Primitive Code	Obj Val	W-Tag	Draw as	Pt Name	Colour	L Type	L Width	Pattern	Text Ht	Angle	Text
1	Floor	Floor	Pickup					Line	@d1	32	0	1				
2	Back	Back	Pickup					Line	@d1	3	2	1				
3	Hip	Hip	Pickup					Line	@d1	7	7	1				
4	Rib	Rib	Pickup					Line	@d1	2	4	1				
5	Shoulder	Shoulder	Pickup					Line	@d1	4	7	1				
6	100 Spotheights	Back spot heights	Pickup				@d2	Point	@d1	5	7	1				
7	50 Centreline	Drive centreline	Control					Line	@d1	10	7	1				
8	150 Laser	Laser	Control					Line	@d1	20	7	1				
9	200 Design Centreline	Design centreline	Design				@d2	Line	@d1	5	0	2				
10	201 Design Outline	Design outline	Design				@d3	Line	@d1	1	0	1				
11	250 Text	Design text	Design					Text		2	0	2		0.5	0	@d1
12	500 DH Trace	Drillhole trace	Geology			@d3	@d2	Line	@d1	3	5	1				

This tab on the configuration form defines the mapping between *Surpac* strings and *Vulcan* objects along with any meta data and drawing styles.

The symbol @ is used to designate a *Surpac* description field, i.e. @d1 refers to the first description field. The @ symbol can be placed anywhere in the map (except as the string number) to create a link between a *Surpac* description field and a *Vulcan* attribute. The name of the *Vulcan* object could be stored as a description field in *Surpac* and then this description field could be specified using the @ notation, i.e. @d5

When linking description fields to attributes be advised that some attributes are expected to be numeric values while others are text values. This is noted in the column descriptions below.

String No

Enter the *Surpac* string number to be mapped

Object Name

Enter the *Vulcan* object name. Not that you can use the @ notation to use a name stored in a *Surpac* description Field, i.e. @d1

Object Description

Enter any object description. This field can be left blank. The @ notation can also be used.

Group Name

Vulcan objects can be associated using a group name. Enter any group name here. This field can be left blank. The @ notation can also be used.

Feature code

Vulcan objects can be assigned predetermined properties (colour, line type, etc.) by defining a feature code. Enter any feature code here. This field can be left blank. The @ notation can also be used.

Primitive Code

Vulcan objects can be assigned a primitive code which defines a shape for the object. Enter any primitive name here. This field can be left blank. The @ notation can also be used.

Obj Val

Vulcan objects can be assigned a numeric value. This field can be left blank. The @ notation can also be used.

W-Tag

Each *Vulcan* point may also be assigned a 4th value called the W value so there are X, Y, Z, and W. This field can be left blank. The @ notation can also be used.

Draw As

Three options define how an object is drawn. It can be a line, a single point, or text.

Pt Name

Each point can be assigned a name except a text point. This field can be left blank. The @ notation can also be used.

Colour

Vulcan uses a colour map to define its colours. The map can contained colours number from 1 to 32. Enter any colour number here. This field can be left blank. The @ notation can also be used.

L Type

Vulcan supports 10 line styles. Enter the style number from 1 to 10 here. This field can be left blank. The @ notation can also be used.

L Width

Vulcan supports 8 line widths. Enter the width number from 1 to 8 here. This field can be left blank. The @ notation can also be used.

Pattern

Vulcan supports 48 pattern styles. Enter the style number from 1 to 48 here. This field can be left blank. The @ notation can also be used.

Text Ht

Used only for text objects. Enter the text height in centimetres. The @ notation can also be used.

Angle

Used only for text objects. Enter the text angle. The @ notation can also be used.

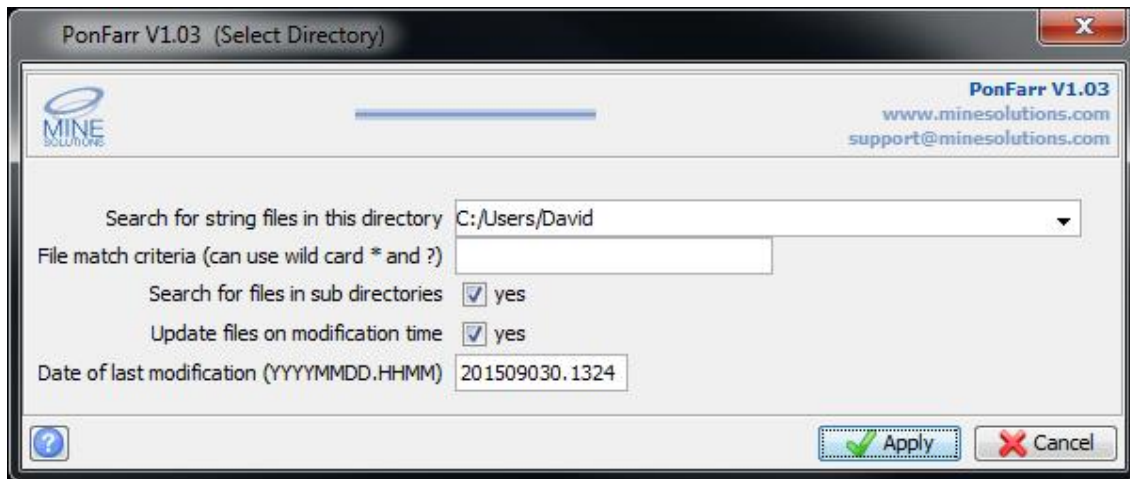
Text

Used only for text objects. Enter the actual text. Normally the @ notation would be used to get the text from a *Surpac* description field.



Transfer to Vulcan

Note that the configuration map must be created prior to running this function. If you have more than 1 configuration map you will be prompted to enter the configuration to use for this transfer.



Search for files in this directory

Define the base directory to begin searching for string files to upload to *Vulcan*.

File match criteria

File can be masked using standard directory wildcard characters. Asterisk means to match any characters, i.e. lev*.str would find any string files that lev as their first three character. Question mark means to match any single character i.e. lev10???.str would find all files beginning with lev10 with any other character in positions 6 and 7 in the name.

Search for files in sub directories

Select to search for files in all subdirectories under the base directory.

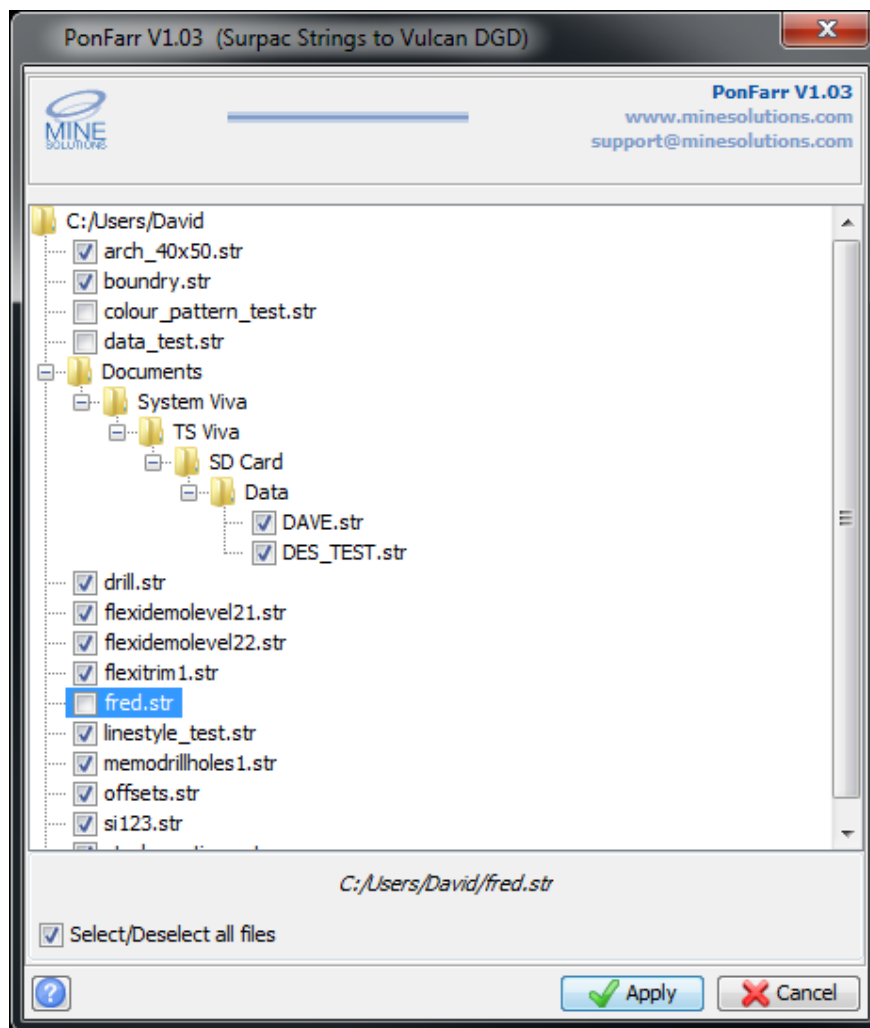
Update files on modification time

Select to only consider files for transferring that have been modified since the last upload was performed. Note that you must setup the upload mode option in the configuration for this feature to work

Date of last modification

When using update on modification time this will display the date and time of the last upload. The number can be edited if required. Note the format for the timestamp is YYYYMMDD.HHMM

When this form is applied the file system is searched for files matching the given criteria and date/time. This can take several minutes depending upon the number of files. After the search is complete, a form similar to the one shown below will be displayed.

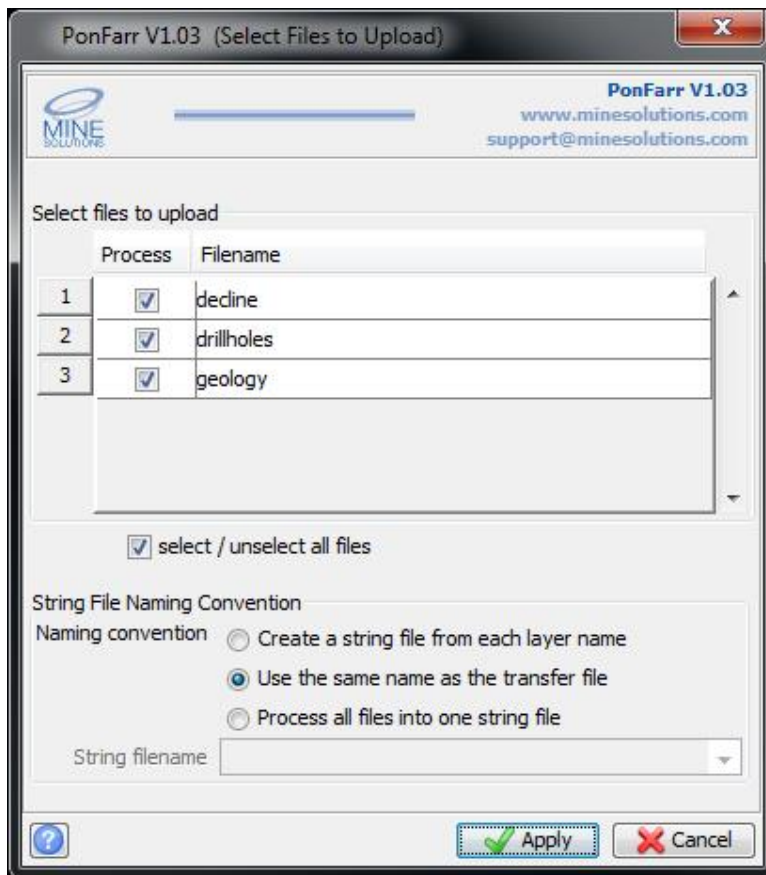


You can individually select or deselect files to be processed or use the master checkbox at the bottom left of the form. When the form is applied only the selected files are processed. On completion the transfer data will be ready for uploading to *Vulcan* and is placed in the toVulcan directory under the transfer area you defined in the configuration file.

Transfer to Surpac

Note that the configuration map must be created prior to running this function. If you have more than 1 configuration map you will be prompted to enter the configuration to use for this transfer.

Transferring data from *Vulcan* to *Surpac* is achieved by creating an archive file in *Vulcan*. Use the command **File → Archive** in *Vulcan*. This creates an archive file that must be placed into the toSurpac directory under the transfer directory specified in the configuration.



Select files to upload

The table will list all archive files present in the toSurpac directory under the base transfer directory. Elect to process or not process a file by selecting the checkbox

Naming convention

There are three choices for naming of the resulting string file(s).

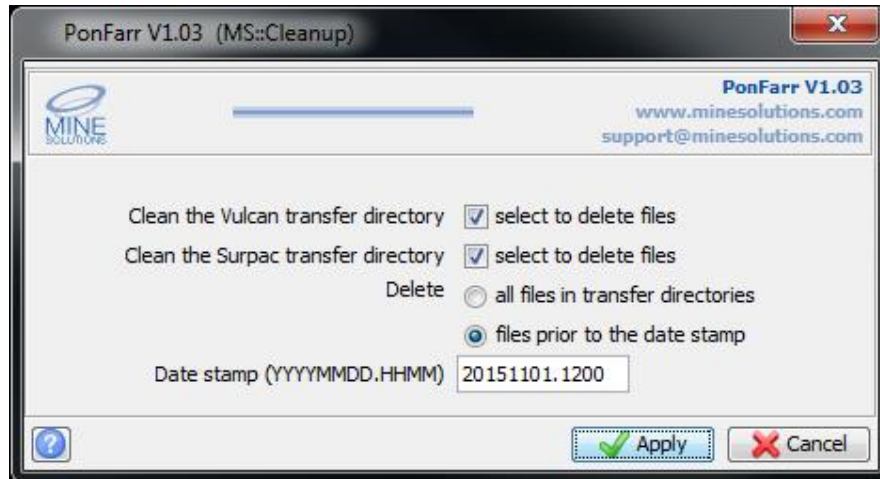
- For each *Vulcan* layer encountered in the archive file a string file can be created using the name of the layer.
- For each archive file processed a string file can be created using the name of the archive file
- A single string file can be created that will contain all data from each archive file processed. The string file name is give in the input below

String filename

When creating a single string file enter the name for the file here.

Cleanup Transfer Directories

The cleanup function provides a quick tool for deleting files from the transfer directory. Over time the transfer directories can become cluttered with files that have been processed and are no longer required.



Clean the Vulcan transfer directory

Select this option to clean files from the [toVulcan](#) directory

Clean the Surpac transfer directory

Select this option to clean files from the [toSurpac](#) directory

Delete

Select whether to delete all files or delete files based on a date stamp. Only files before the provided date stamp will be deleted.

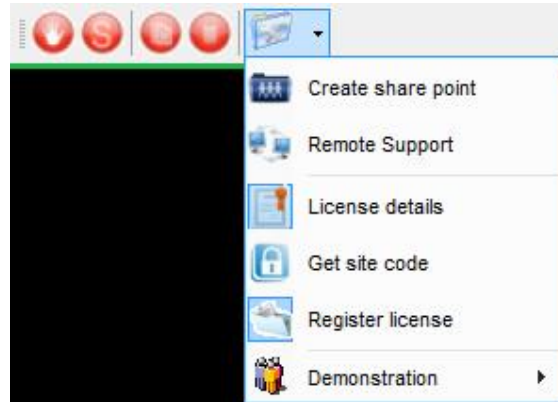
Date stamp

If deleting files based on a date stamp enter the value here. Format for the date stamp is YYYYMMDD.HHMM



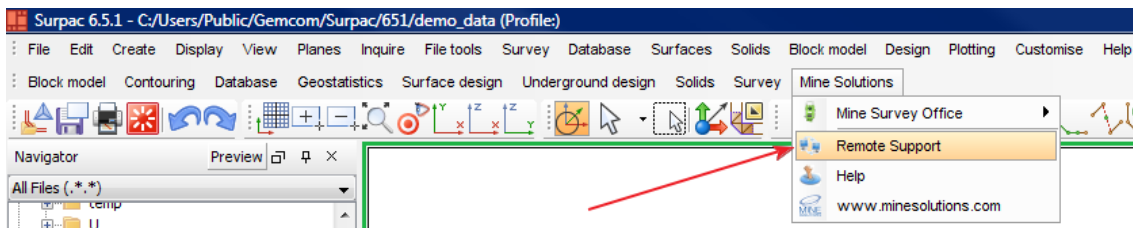
PonFarr Administration Options

The License and Utilities menu provides access to *PonFarr* administration menu.



Remote Support Option

You can access the remote support option from the *Mine Solutions* submenu (found on the *Surpac* Applications menu);



or the *PonFarr* toolbar;

Selecting this option will permit *Mine Solutions* support to remotely log onto your computer to assist with problem detection and resolution. As this is an internet link you will need to give the program permission to run. Once you have done this the remote client will display as follows



All that is required from here is for you to email the 9 digit ID number and 4 digit Password to support@minesolutions.com. Please note the password is session specific and that the remote client must be running to permit access to your computer.



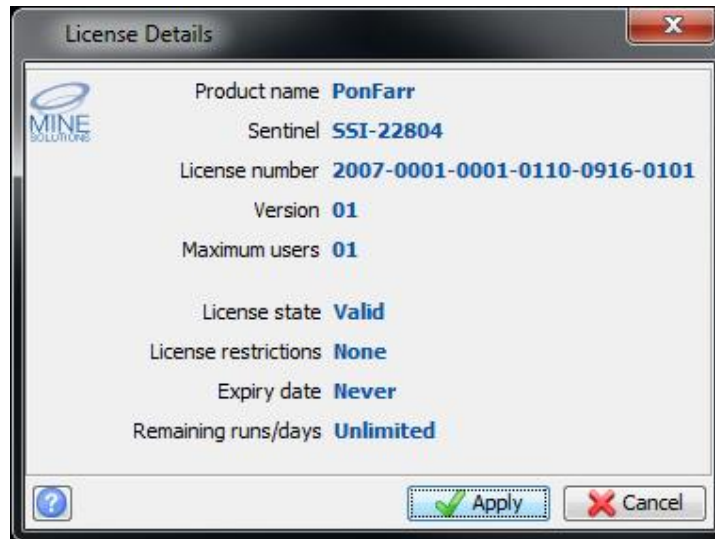
PonFarr License System

PonFarr uses the standard *Mine Solutions* licensing system which works on both standalone *Surpac* licenses and also the *Surpac License Manager* (SSilm). When using a *Surpac* network license the *PonFarr* token maybe registered on as many computers as required but only the licensed number of users can run at any one instance. For example if it is a 1 user license of *PonFarr* then only one user can run (be active) at any given moment, even if the license is registered on 3 computers.



View License Details

The view license details option displays the current status of your *Ponfarr* License.



Get Site Code

Ponfarr is licensed to a particular site code which is embedded in the *Surpac* sentinel. This option will retrieve that code. The code can be written to a file that can be emailed to *Mine Solutions* for generation of a license token.



Register License

This option allows you to register the *Ponfarr* license token. Normally tokens are distributed in a *Mine Solutions* token file (.tok). If the file is copied into the base *Mine Solutions* directory then the license information will automatically be searched, and the form should be pre-filled.

Note that you need computer administration privileges to register a license. Even if your normal login allows administrator rights you will need to start *Surpac* by right clicking the desktop icon and elect to “Run as administrator”

