

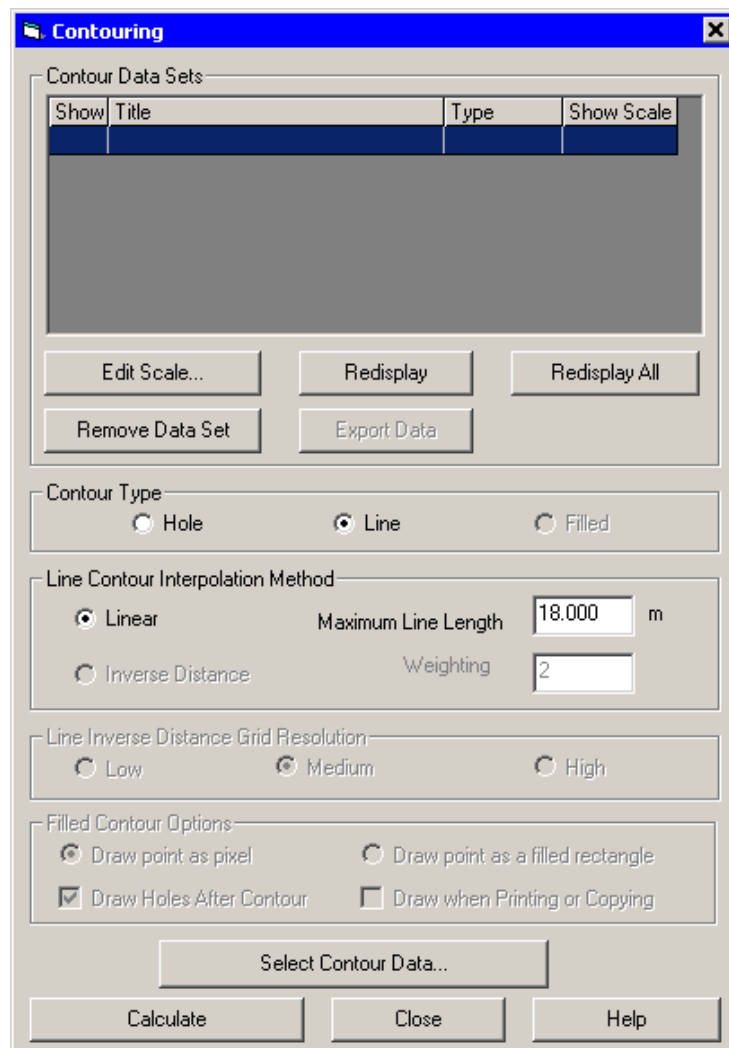
# New Contour Analysis in 2DBench

## A Brief How-To

Contouring is a new analysis in 2DBench. Although other contours are currently available in 2DBench – Detonation Simulation, Burden Relief, Energy Distribution, Damage – this new analysis offers many different types of contours for any values attached to a blast hole.

In this initial draft version of the analysis, only Hole and Line (Linear) contour types are available, and only one contour of each type.

1. Open the Contour dialog from the menu >Analysis >Contouring.

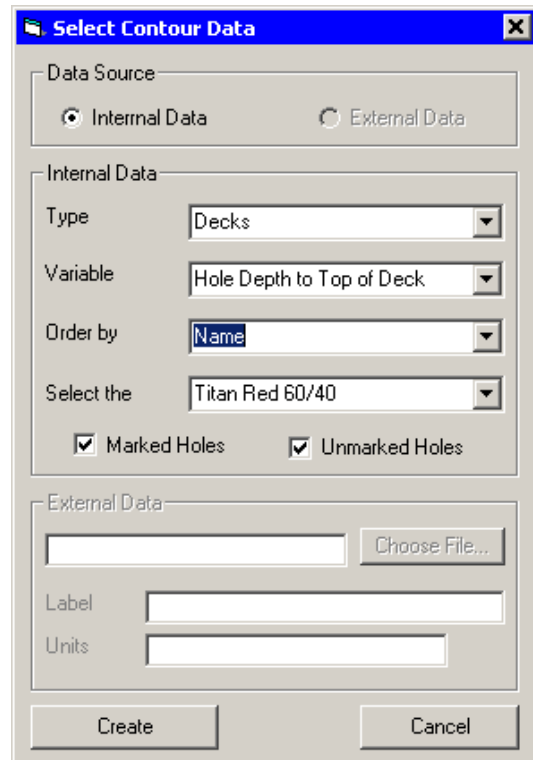


2. Select the type of Contour: Hole or Line.  
Hole: displayed as colour fill at the holes.  
Line: displayed as lines with the holes as the control points.
3. For Line, enter a maximum line length, if required to speed up processing.
4. Click [Select Contour Data...].

- Select the data from the lists. Some items can be further filtered to select a specific value in the hole. The same values are available in *>View >Display Options* and *>View >Select Items*.

NOTE: not all multiple value options are available in this version. Those that are not available will calculate as zero.

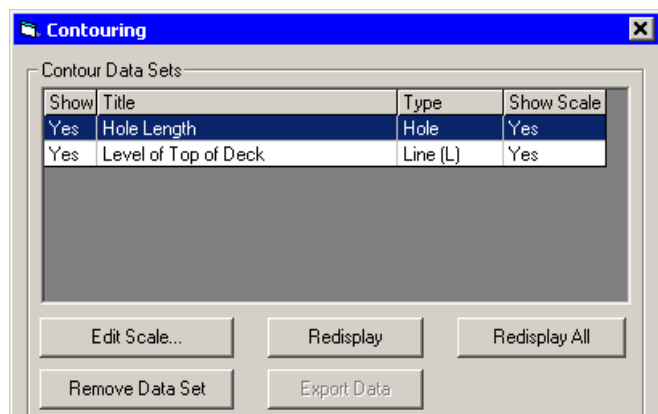
Select for Marked and Unmarked holes, then click [Create] to add the contour to the list.



- Click [Calculate] on the main dialog to calculate the contours. A default scale appears and the contours are displayed.

Double-click [Yes] or [No] under Show Scale on the list to show or hide the contour scale legend.

Click [Remove Data Set] to remove the contours from the display.



- To change the scale, select the contour in the list, and click [Edit Scale].

Click [Reset Scale to Min. & Max Values], then click [Accept New Parameters] to show the new values. In this version, none of the other options are working.

