

### Differences between Voxel Analyst CLIX vs NT

|  | <b>CLIX</b>  | <b>Windows NT</b>  |
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| Hardware Pre-requisites                | EDGE2 graphics   | Minimum<br>486<br>16 MB RAM<br>1024 x 768 screen resolution<br>256 Colors<br>Recommended (TD-4)<br>Dual Pentium<br>64 MB RAM<br>1024 x 768<br>GLZ Graphics card (OpenGL accelerator)   |
| Software Pre-requisites                | MicroStation, MGNUC  | Windows NT 3.51 (Windows95)  |
| <b>Functional Software Differences</b> |  |  |
| Voxel start-up/Graphic File input      | Requires MicroStation file for overlaying a map and product initiation   | Does not require a graphic file overlay. The software will let the user define a working units for his/her use based on data. If a graphic file is available it can be a MicroStation or AutoCad file. This also means that there is no MCSO so the units that you use are the MicroStation or AutoCad units and not all the MCSO units.<br><b>TIP:</b> When using a graphic file to define working units load it <b>before</b> loading an .hdf or .smp file |
| Graphic Component Creation             | Utilizes 1 processor   | <b>Multi-threaded</b> when more than one processor is available. (This is one of the few graphic products available that is multi-threaded on NT.)   |
| Grid file input                        | Requires a Intergraph based grid file when loading 2.5D gridded information such as geometry, horizon or attributes. | Allows a generic ASCII formatted grid file to be read as geometry, horizon or attribute. This way users of other gridding based packages can read their data into Voxel Analyst. We are using the same ASCII file format the Surfer uses.  |
| Crossplot                              |  | Crossplots can now be used as a true QA/QC tool  |

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|                                  |   | before interpolation. After the user loads sample points and hilites anomalous data, the bad data can be stored as a new ASCII file or a new ASCII file can be saved without the bad data points.   |
| Graphic Component Display Styles | Only placed shaded models   | Allows the user to create displays the are:<br><b>Sketch mode</b> (formely just highlight),<br><b>Wire mesh mode</b> (this is what gets written to a graphics file),<br><b>Shaded mode</b> .<br>Each graphic element can be changed individually or all can be changed at one time. This was primarily added for low end users (486 machines) so they could create all their graphic elements and shade them when they are completed. |
| Transparency                     | This had to be specified per color table and defaulted to 50% transparent | This now can be specified per graphic component and allows 0-100% transparent per graphic component.  |
| Place Legend                     |   | Allows the user to place the title separately from the Legend.  |
| Snapshot                         |   | Snapshot allows easier animation setup by automatically incrementing file names.  |
| Image (snapshot) Display         | Image Blaster (ib)  | Paint Brush or Image Blaster Also allows automatic incrementing of the file names so you do not have to keep keying in the name of a file.  |
| Lighting                         | Only supported two sided lighting   | In Utilities you can choose one or two sided lighting.<br><b>Tip:</b> 2 sided lighting is good for iso-solids but since you have 2 light sources 1 inside the iso-solid and one outside the iso-solid display may take twice as long. On smaller machines use 1 sided.<br>Perspective view will also effect the speed of the display.   |
| Cut and Paste                    | Not Available   | Using the Edit function from the pull down is the same as using Ctrl C. You can now switch to a word document and do a Ctrl V to paste the image into word document.  |

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| Switching Models   | Only in Set Active Form           | Now available as a tool bar pull down   |
| Highlight          | Excellent                         | Poor, If we required an Intergraph box this could be as good as on Clix because of hardware available on GLZ. |
| Orientation Axis   | N/A                               | View Axis are displayed and can be toggled  |
| Sample Point Input | N/A                               | Allows a one line header to be put into the sample point file.  |
| Stereo             | LCD stereo                        | LCD stereo Not Available  |
| Annotation         | Available                         | Hopefully available as a patch 1 month after product release.   |
| Output             | Output to MicroStation .dgn files | Output to MicroStation .dgn files or AutoCad .dwg files   |

## **Windows95 issues**

Voxel Analyst is being certified for Windows 95 but here are the issues that need to be clarified for your customer.

1. Does not support dual processor machines.
2. OpenGL will not be available until the end of October. Basically we really do not know when Microsoft will release OpenGL
3. Manual is written based on Windows NT.
4. Forms will be the same but will have a little different appearance. Windows 95
5. Append on the color table is not available

