

01/24/26/JPR – Improvement: Double-clicking on a lithology model within the 3D display window will now open an enhanced version of the volumetrics window that includes several important new features:

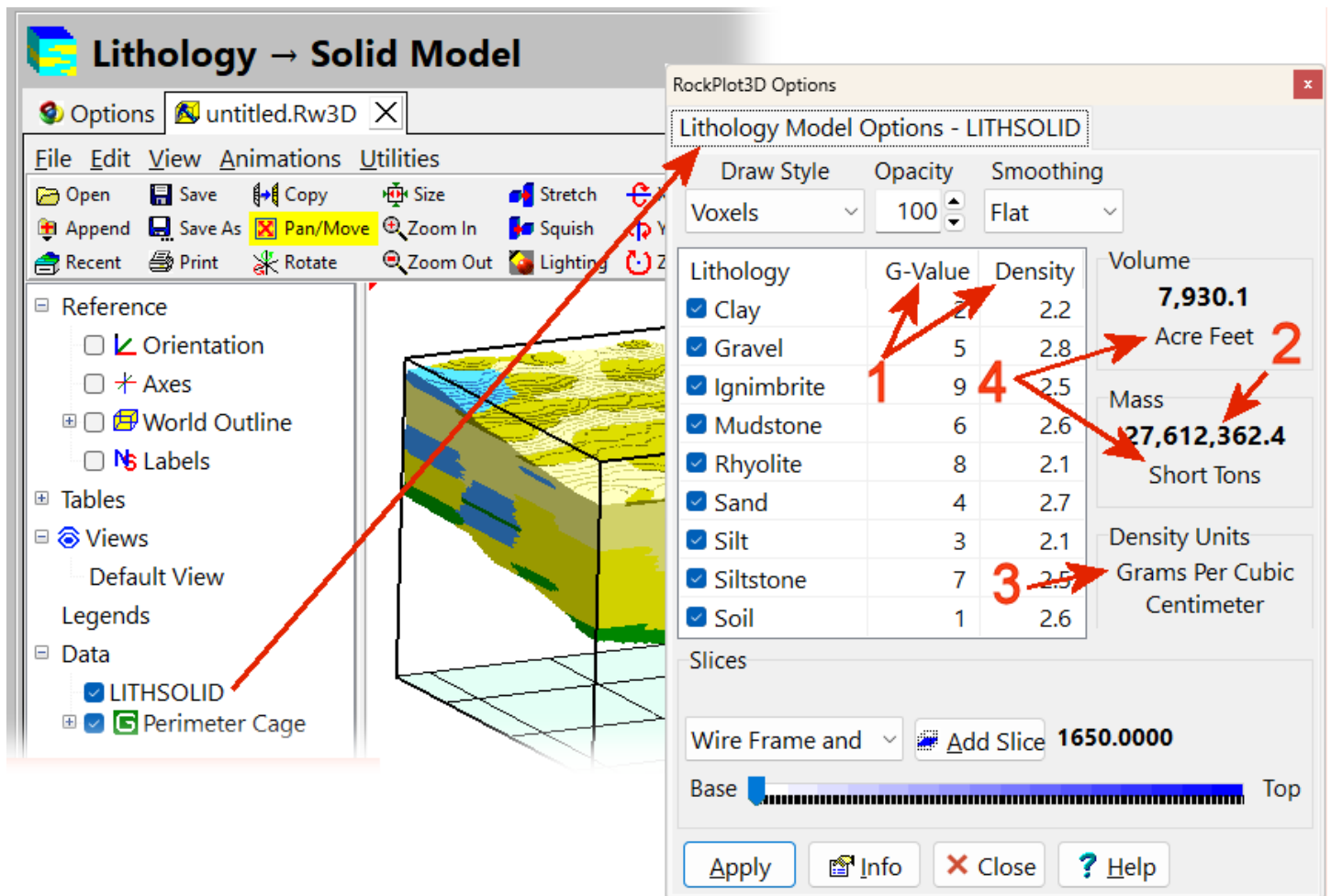


Figure 1

- **G-Values & Density Data** ( Figure 1- Item 1): The g-values and density conversion factors as defined within the *Borehole Manager* | *Lithology* | *Lithology Types* menu (Figure 2) are now shown within the list of lithology types.
- **Mass Calculations** (Figure 1 - Item 2): The mass of each unit (or combined units) is now displayed within the dialog.
- **Density Units** (Figure 1 - Item 3): The density units, as defined within the *LithoTypes* menu (Figure 2) are now shown.
- **Dynamic Output** (Figure 1 - Item 4): The output units are determined by the settings within the *Project Settings* | *Units* menu (Figure 3). If changes are made to these settings, closing and re-opening this menu will cause program to recompute the volume and mass.

- Advanced Calculations & Logic:** The system calculates the total mass for multiple selected lithologies by applying the unique density conversion factor assigned to each specific lithology. We are particularly proud of this. The Density Conversion Factors for each of the lithology types are defined within the *LithoTypes* table (Figure 2).

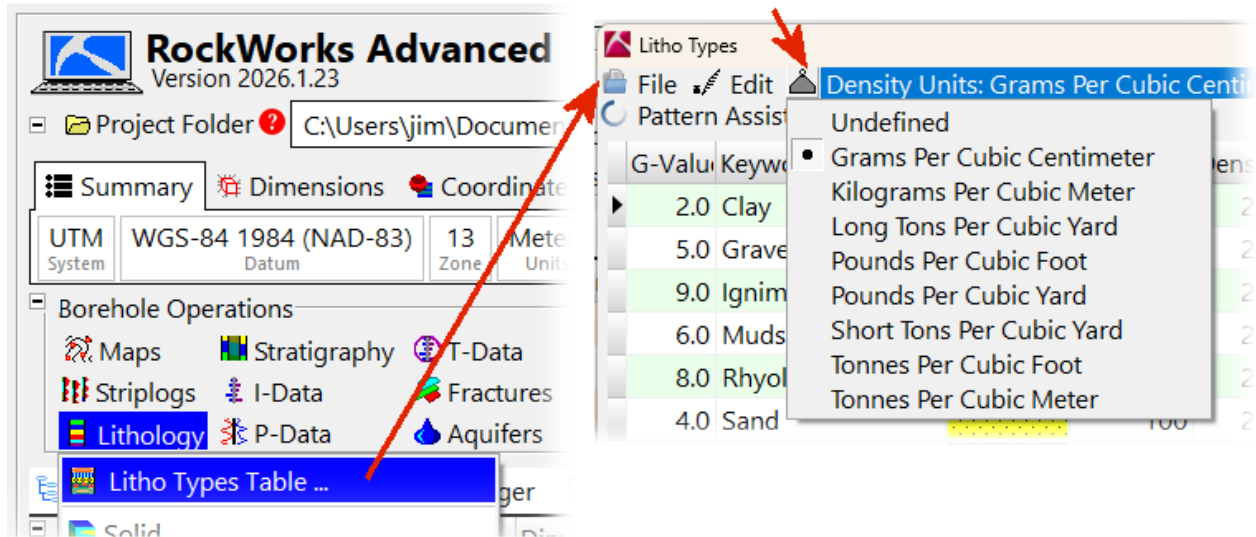


Figure 2

The volume and mass output is automatically converted to the units specified within the *Project | Units* menu (Figure 3).

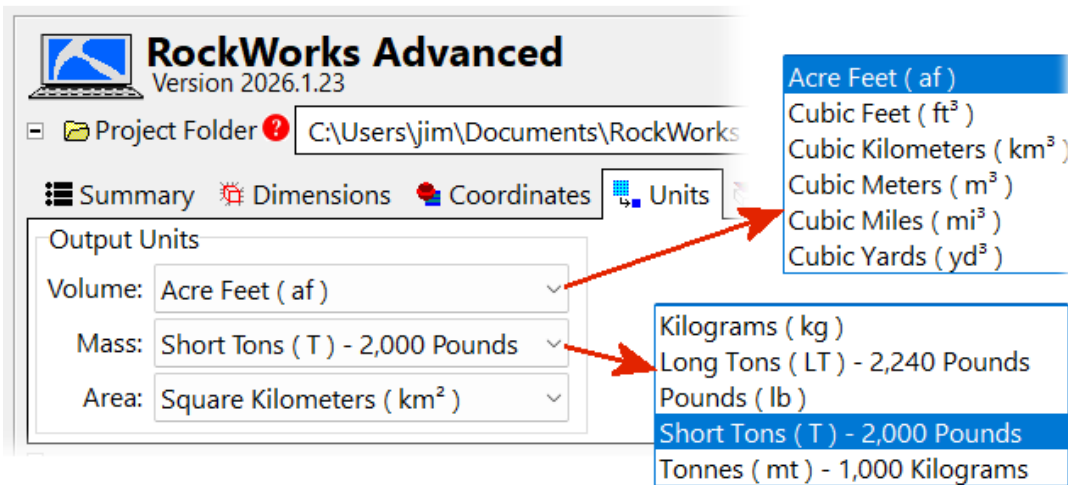


Figure 3

To eliminate redundancies, the *Include Volumetrics* option has been removed from the *Lithology -> Solid Model* menu (Figure 4). Consequently, the *Volumetrics* option will no longer appear within the 3D window data tree. The *Include Volumetrics* option is, however, still available for other types of 3D lithologic diagrams (e.g., fence diagrams).

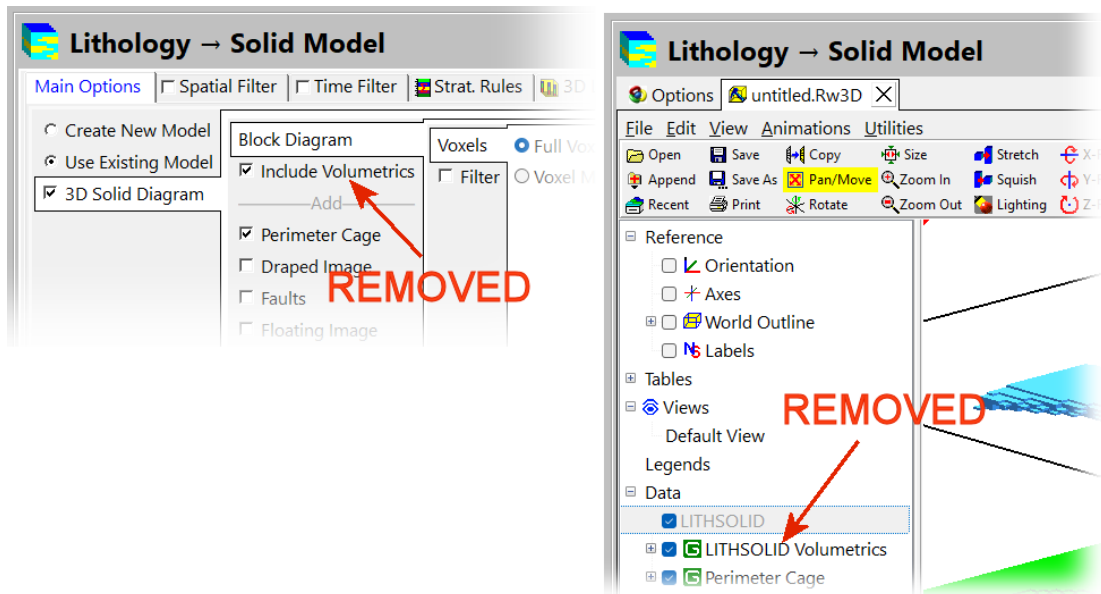


Figure 4

These new capabilities allow for the rapid evaluation of volume and mass for any combination of lithologic units (Figure 5).

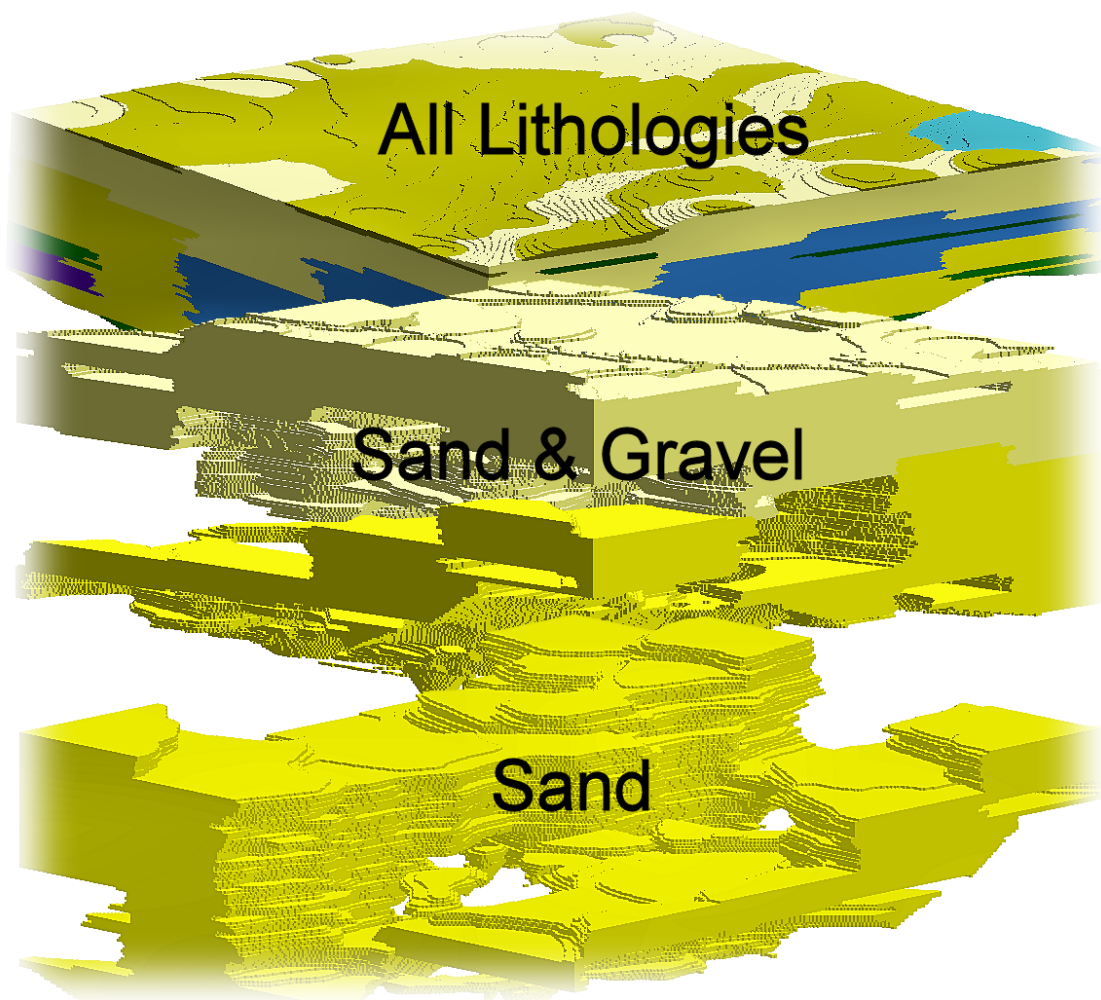


Figure 5