

latest version.

PC/MINE

MOD38

import polygons

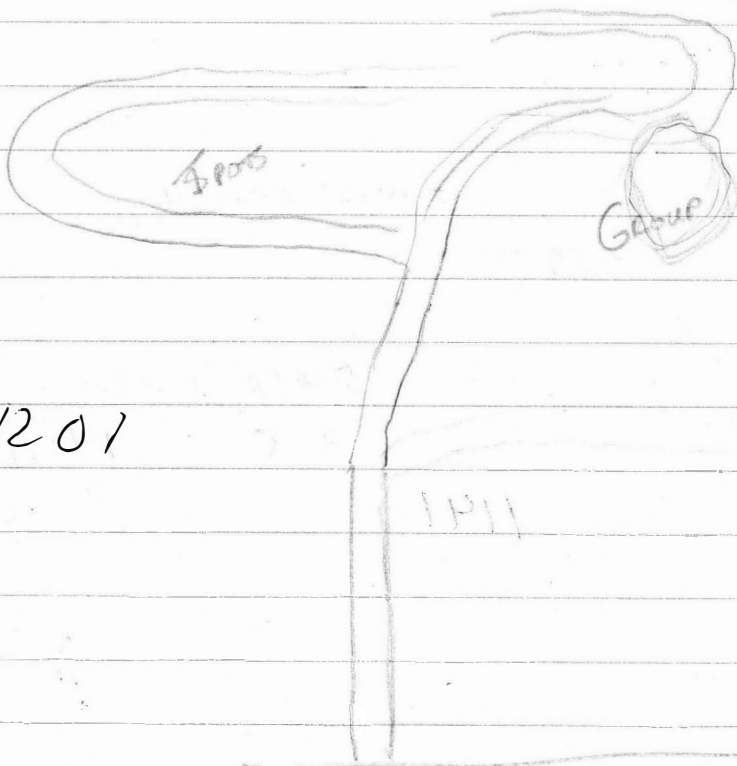
does it reverse

Nothings & Eootings are reversed!

when import from GEOMODEL

use old MOD38

5419 1108 07 2002 3:20 AM



1201

1111

- 8-2 - 13 1/4
  - 7-11 - 11-2
  - 2-25 - 2
  - 2-22 - 2
  - 2-21 - 2
  - 2-20 - 2
  - 10-11 - 2
  - 2-18 - 2
  - 2-08 - 2
  - 2-13 - 2
  - 2-37 - 2
  - 2-101 - 2
  - 2-111 - 2
- Diagrams of circles and lines are drawn next to some of these entries, including one labeled 'Dish' and another labeled 'Dish' with a circle around it.

8051

5951

2099

8050

00328

ORIGINAL BENCHCOMP BAD AC, AG, REC#, NO COMP ID SHALLOW

MERGED

↑

PART 2, → REC#, NO COMP ID, NO ROCK CODES FOR SHALLOW HOLES.

F/GNUM/PZUTH.ASC

65PART2.ASC

AG0002 8062 FIRST INT

8084

MAKE SURE TO RUN PART2

Hole ID - 5-8

~~4-000~~

From - 17-5

TO - 26-5

INT - 35-5

Rock - 46-3

Rec# - 53-5

= MID BENCH

Comp ID - 63-4

- 59-4

SG - 71-5

PzRn 80-5

STALFIX.PRN

Pb 89-5

8-5

14-4

Zn 98-5

1141

Ag 107-5

Au 116-5

5951  
2099  
8050