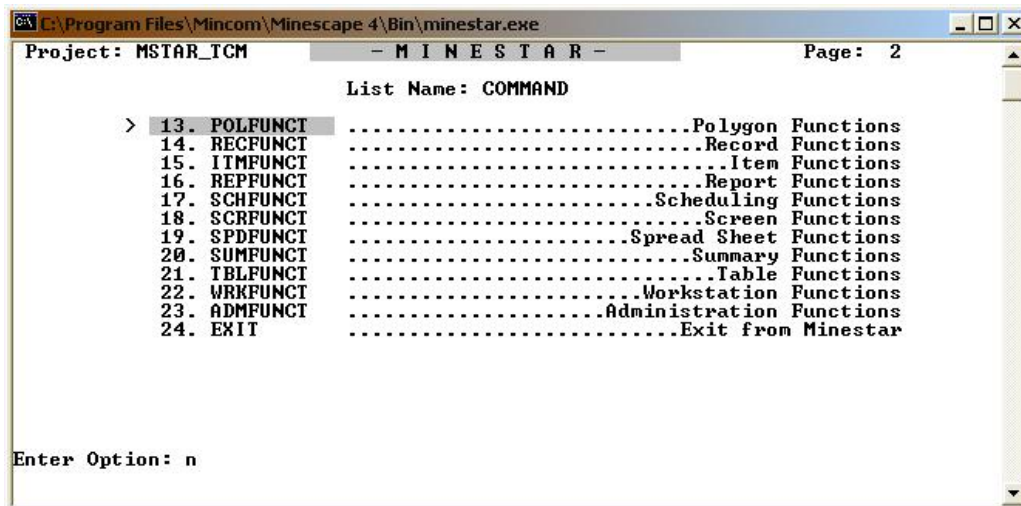


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MINESCAPE SCHEDULE

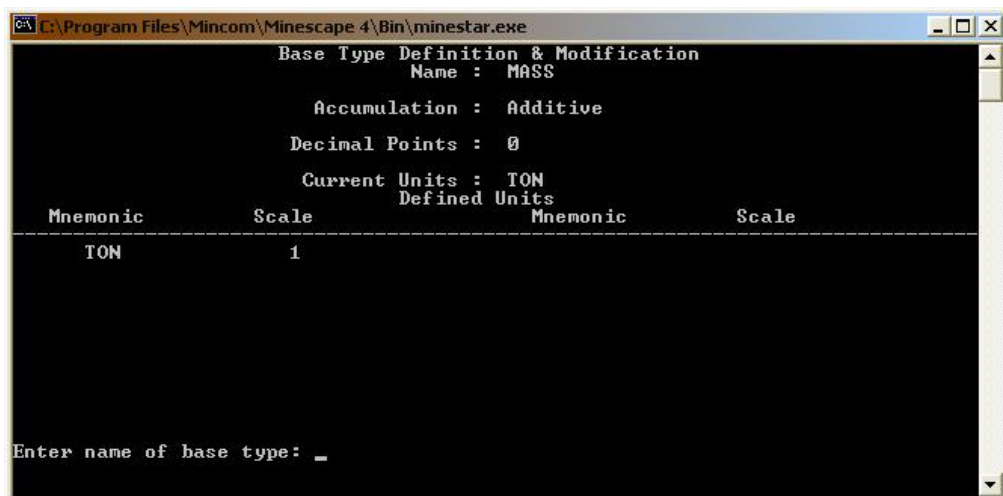
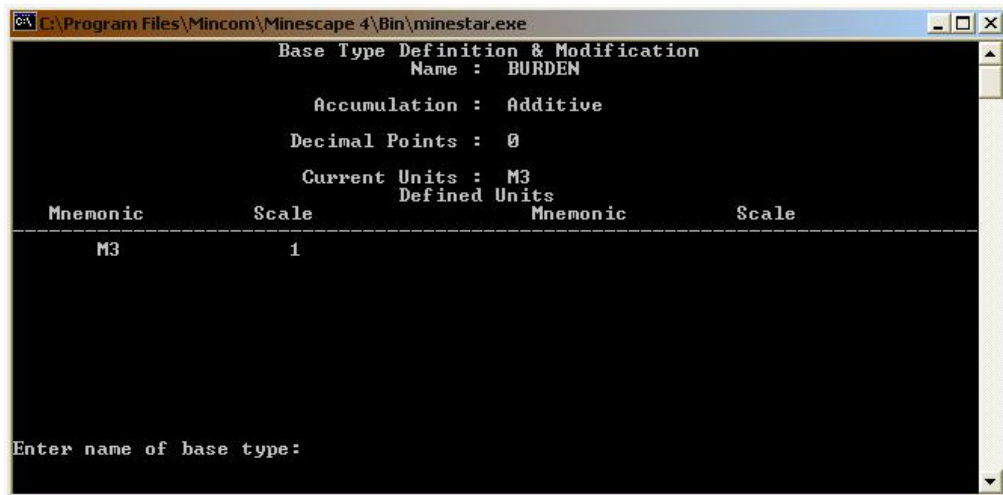
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BASE FUNCTION



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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : UOL
Accumulation : Additive
Decimal Points : 0
Current Units : M3
Defined Units
Mnemonic      Scale
-----
M3             1
Enter name of base type:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : CU
Accumulation : Weight Averaged on MASS
Decimal Points : 0
Current Units : KCAL/KG
Defined Units
Mnemonic      Scale
-----
KCAL/KG       1
Enter name of base type: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : ASH
Accumulation : Weight averaged
Decimal Points : 2
Current Units : %
Defined Units
Mnemonic      Scale
-----
%             1
Enter name of unit to edit: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : TS
Accumulation : Weight averaged
Decimal Points : 2
Current Units : %
Defined Units
Mnemonic      Scale      Mnemonic      Scale
-----
%              1
Enter name of unit to edit:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : RD
Accumulation : Weight averaged
Decimal Points : 2
Current Units : DENS
Defined Units
Mnemonic      Scale      Mnemonic      Scale
-----
DENS          1
Enter name of unit to edit: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : FC
Accumulation : Weight Averaged on MASS
Decimal Points : 2
Current Units : %
Defined Units
Mnemonic      Scale      Mnemonic      Scale
-----
%              1
Enter name of base type:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : UM
Accumulation : Weight Averaged on MASS
Decimal Points : 2
Current Units : %
Defined Units
Mnemonic      Scale
-----
%              1
Enter name of base type:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : IM
Accumulation : Weight Averaged on MASS
Decimal Points : 2
Current Units : %
Defined Units
Mnemonic      Scale
-----
%              1
Enter name of base type: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : THK
Accumulation : Weight Averaged on MASS
Decimal Points : 2
Current Units : M
Defined Units
Mnemonic      Scale
-----
M              1
Enter name of base type:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : INUTON

Accumulation : Additive
Decimal Points : 0
Current Units : TON
Defined Units

Mnemonic      Scale      Mnemonic      Scale
-----
TON           1

Enter name of base type:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : INUCU

Accumulation : Weight averaged on INUTON
Decimal Points : 0
Current Units : %
Defined Units

Mnemonic      Scale      Mnemonic      Scale
-----
%             1

Enter name of unit to edit:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : INUASH

Accumulation : Weight Averaged on INUTON
Decimal Points : 2
Current Units : %
Defined Units

Mnemonic      Scale      Mnemonic      Scale
-----
%             1

Enter name of base type:
```

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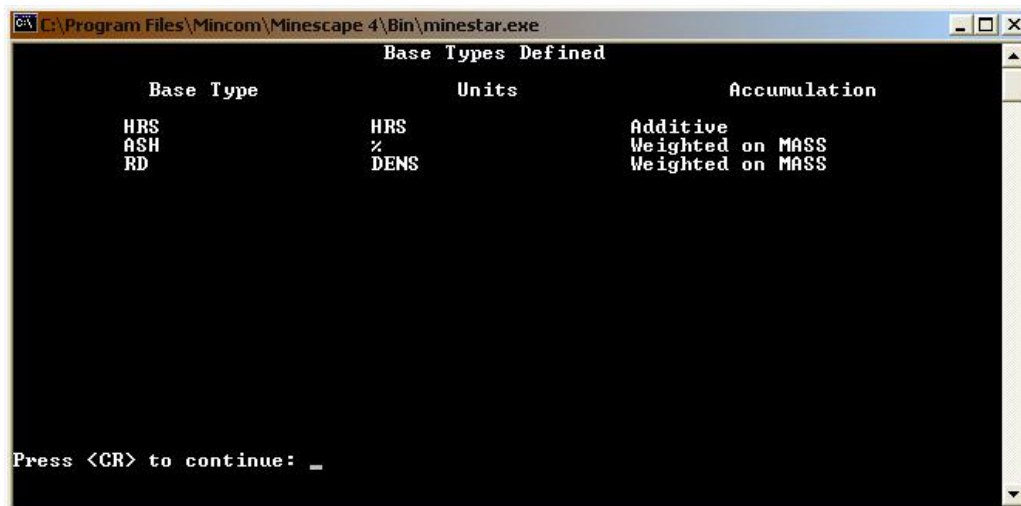
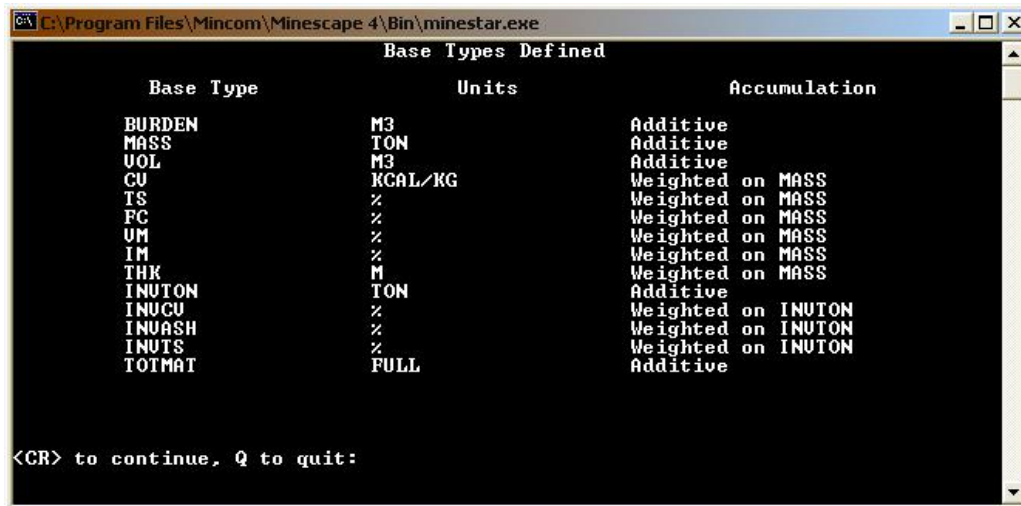
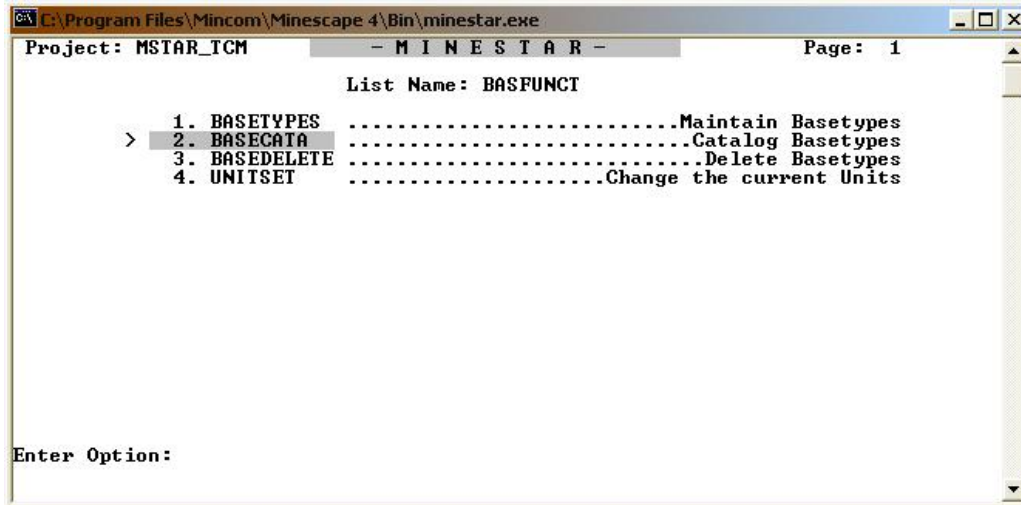
```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : INUTS
Accumulation : Weight Averaged on INUTON
Decimal Points : 2
Current Units : %
Defined Units
Mnemonic      Scale      Mnemonic      Scale
-----
%              1
Enter name of base type:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : TOTMAT
Accumulation : Additive
Decimal Points : 0
Current Units : FULL
Defined Units
Mnemonic      Scale      Mnemonic      Scale
-----
FULL          1
Enter name of base type:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Base Type Definition & Modification
Name : HRS
Accumulation : Additive
Decimal Points : 0
Current Units : HRS
Defined Units
Mnemonic      Scale      Mnemonic      Scale
-----
HRS           1
Enter name of base type:
```

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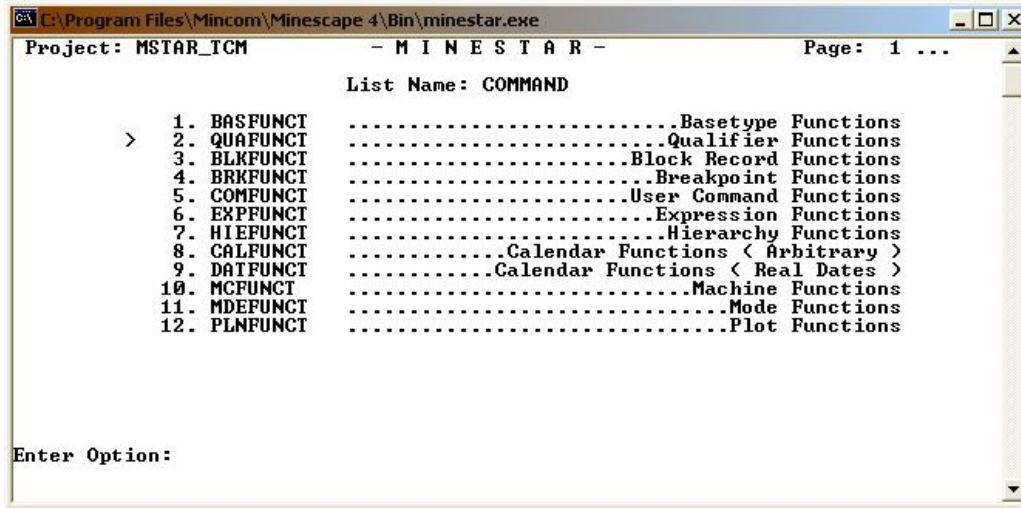
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QUALITY FUNCTION

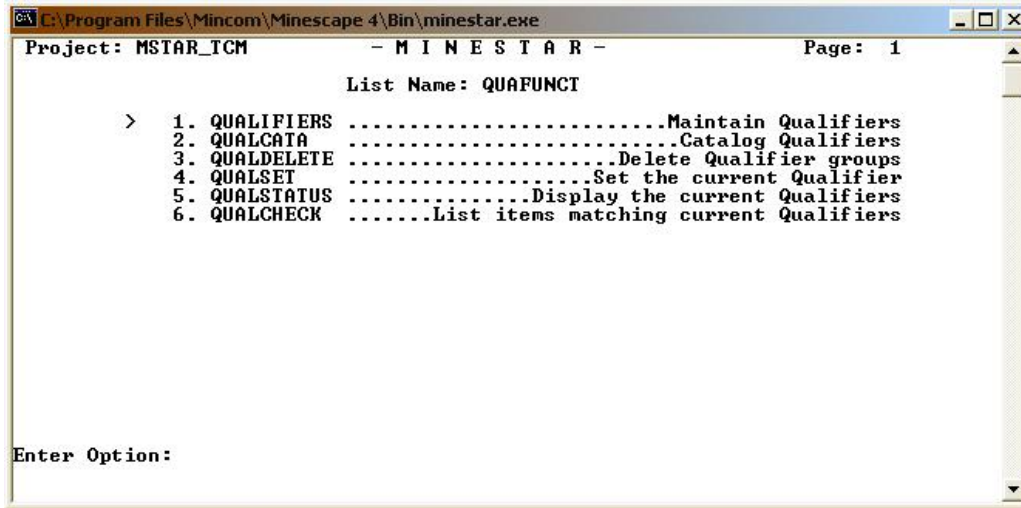


A screenshot of the MINESTAR main menu. The window title is 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The menu shows 'Project: MSTAR_ICM' and 'Page: 1 ...'. The 'List Name' is 'COMMAND'. A list of 12 options is displayed, with '1. BASFUNCT' selected. The options are: 1. BASFUNCT (Basetype Functions), 2. QAFUNCT (Qualifier Functions), 3. BLKFUNCT (Block Record Functions), 4. BRKFUNCT (Breakpoint Functions), 5. COMFUNCT (User Command Functions), 6. EXPFUNCT (Expression Functions), 7. HIEFUNCT (Hierarchy Functions), 8. CALFUNCT (Calendar Functions < Arbitrary >), 9. DATFUNCT (Calendar Functions < Real Dates >), 10. MCFUNCT (Machine Functions), 11. MDEFUNCT (Mode Functions), and 12. PLNFUNCT (Plot Functions). At the bottom, it says 'Enter Option:'.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 1 ...
List Name: COMMAND

> 1. BASFUNCT      .....Basetype Functions
  2. QAFUNCT      .....Qualifier Functions
  3. BLKFUNCT     .....Block Record Functions
  4. BRKFUNCT     .....Breakpoint Functions
  5. COMFUNCT     .....User Command Functions
  6. EXPFUNCT     .....Expression Functions
  7. HIEFUNCT     .....Hierarchy Functions
  8. CALFUNCT     .....Calendar Functions ( Arbitrary )
  9. DATFUNCT     .....Calendar Functions ( Real Dates )
 10. MCFUNCT      .....Machine Functions
 11. MDEFUNCT     .....Mode Functions
 12. PLNFUNCT     .....Plot Functions

Enter Option:
```



A screenshot of the MINESTAR QUALFUNCT menu. The window title is 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The menu shows 'Project: MSTAR_ICM' and 'Page: 1'. The 'List Name' is 'QUAFUNCT'. A list of 6 options is displayed, with '1. QUALIFIERS' selected. The options are: 1. QUALIFIERS (Maintain Qualifiers), 2. QUALCATA (Catalog Qualifiers), 3. QUALDELETE (Delete Qualifier groups), 4. QUALSET (Set the current Qualifier), 5. QUALSTATUS (Display the current Qualifiers), and 6. QUALCHECK (List items matching current Qualifiers). At the bottom, it says 'Enter Option:'.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 1
List Name: QUAFUNCT

> 1. QUALIFIERS   .....Maintain Qualifiers
  2. QUALCATA     .....Catalog Qualifiers
  3. QUALDELETE   .....Delete Qualifier groups
  4. QUALSET      .....Set the current Qualifier
  5. QUALSTATUS   .....Display the current Qualifiers
  6. QUALCHECK    .....List items matching current Qualifiers

Enter Option:
```



A screenshot of the MINESTAR Qualifier Definition & Modification screen. The window title is 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The screen shows 'Qualifier Definition & Modification' and 'Qualifier Group Name : SEAM'. Under 'Defined Values', a list of values is shown: A, A1, A2, B, and FULL. At the bottom, it says 'Enter name of qualifier group:'.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Qualifier Definition & Modification
Qualifier Group Name : SEAM

Defined Values
-----
A
A1
A2
B
FULL

Enter name of qualifier group:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Qualifier Definition & Modification
Qualifier Group Name : PART
-----
Defined Values
UPR
MID
LWR
TOT_MAT
-----
Enter qualifier name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 1
List Name: QUAFUNCT
1. QUALIFIERS .....Maintain Qualifiers
> 2. QUALCATA .....Catalog Qualifiers
3. QUALDELETE .....Delete Qualifier groups
4. QUALSET .....Set the current Qualifier
5. QUALSTATUS .....Display the current Qualifiers
6. QUALCHECK .....List items matching current Qualifiers
-----
Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Qualifier Catalog
SEAM PART
A UPR
A1 MID
A2 LWR
B TOT_MAT
FULL
-----
Press <CR> to continue:
```

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BLOCK FUNCTION

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1 ...
List Name: COMMAND
1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
> 3. BLKFUNCT .....Block Record Functions
4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATFUNCT .....Calendar Functions ( Real Dates )
10. MCFUNCT .....Machine Functions
11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: BLKFUNCT
> 1. BLKRECORD .....Create the Block record
2. BLKLOAD .....Load Blocks
3. BLKUNLOAD .....Unload the Blocks
4. BLKSHOW .....Display a Block using a screen
5. BLKEDIT .....Edit a Block using a screen
6. BLKUPDATE .....Update a group of Blocks with MPL
7. BLKCREATE .....Create new Blocks
8. BLKDELETE .....Delete Blocks
9. BLKSEARCH .....Search the Block database
10. BLKRECON .....Reconcile Block/Polygon databases

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_BURDEN
Item Type      : Numeric
Item Length    :
Item Description : A_BURDEN
Item Base Type : BURDEN
SEAM           : A
PART           : UPR

Enter name of item: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_MASS
Item Type      : Numeric
Item Length    :
Item Description : MASS A
Item Base Type : MASS
SEAM          : A
PART         : UPR

Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_UOL
Item Type      : Numeric
Item Length    :
Item Description : UOL A
Item Base Type : UOL
SEAM          : A
PART         : UPR

Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_CU
Item Type      : Numeric
Item Length    :
Item Description : CU A
Item Base Type : CU
Weight average on : R_A_MASS
SEAM          : A
PART         : UPR

Enter name of item: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_ASH
Item Type      : Numeric
Item Length    : SEAM           : A
               : PART           : UPR
Item Description : ASH A
Item Base Type : ASH
Weight average on : R_A_MASS

Enter name of item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_TS
Item Type      : Numeric
Item Length    : SEAM           : A
               : PART           : UPR
Item Description : TS A
Item Base Type : TS
Weight average on : R_A_MASS

Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_RD
Item Type      : Numeric
Item Length    : SEAM           : A
               : PART           : UPR
Item Description : RD A
Item Base Type : RD
Weight average on : R_A_MASS

Enter name of item: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_FC
Item Type      : Numeric
Item Length    :
Item Description : FC A
Item Base Type : FC
Weight average on : R_A_MASS
SEAM          : A
PART         : UPR

Enter name of item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_UM
Item Type      : Numeric
Item Length    :
Item Description : UM A
Item Base Type : UM
Weight average on : R_A_MASS
SEAM          : A
PART         : UPR

Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_IM
Item Type      : Numeric
Item Length    :
Item Description : IM A
Item Base Type : IM
Weight average on : R_A_MASS
SEAM          : A
PART         : UPR

Enter name of item:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_THK
Item Type      : Numeric
Item Length    :
Item Description : THK A
Item Base Type : THK
Weight average on : R_A_MASS
SEAM          : A
PART         : UPR
Enter name of item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_INUTON
Item Type      : Numeric
Item Length    :
Item Description : INUTON A
Item Base Type : INUTON
SEAM          : A
PART         : UPR
Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_INUCU
Item Type      : Numeric
Item Length    :
Item Description : INUCU A
Item Base Type : INUCU
Weight average on : R_A_INUTON
SEAM          : A
PART         : UPR
Enter name of item:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_INUASH
Item Type      : Numeric
Item Length    :
Item Description : INUASH A
Item Base Type : INUASH
Weight average on : R_A_INUTION
SEAM          : A
PART          : UPR

Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_INUTS
Item Type      : Numeric
Item Length    :
Item Description : INUTS A
Item Base Type : INUTS
Weight average on : R_A_INUTION
SEAM          : A
PART          : UPR


Enter name of item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_TOTMAT
Item Type      : Numeric
Item Length    :
Item Description : TOTMAT A
Item Base Type : TOTMAT
SEAM          : A
PART          : UPR

Enter name of item:
```

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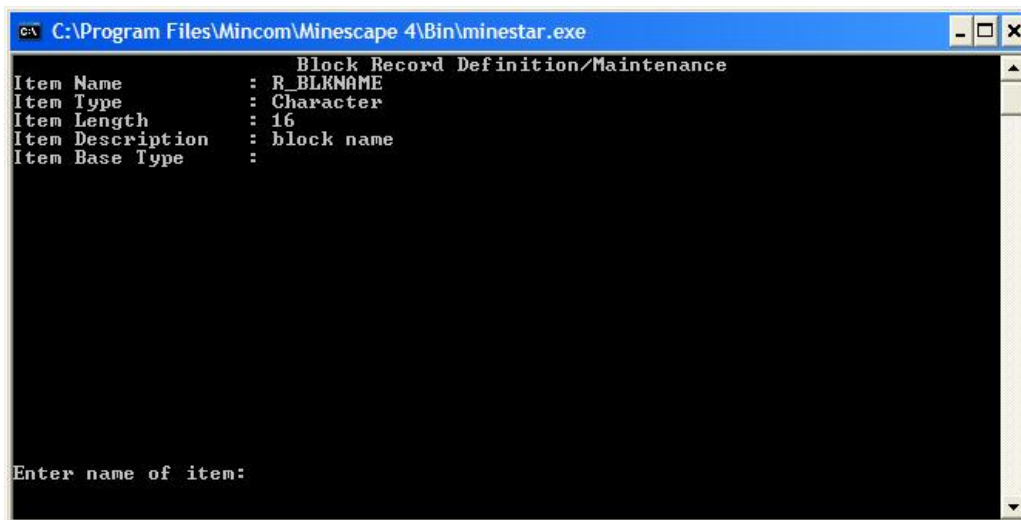
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_A_HRS
Item Type      : Numeric
Item Length    : SEAM           : A
               : PART           : UPR
Item Description : HRS A
Item Base Type  : HRS

Enter name of item: _
```

Langkah block record di atas diulang untuk seam yang lain yakni seam A1 (UPR), A2 (MID), dan B (LWR). Selanjutnya ditambahkan R_BLKNAME, R_MINEDIR dan R_TOTMAT.

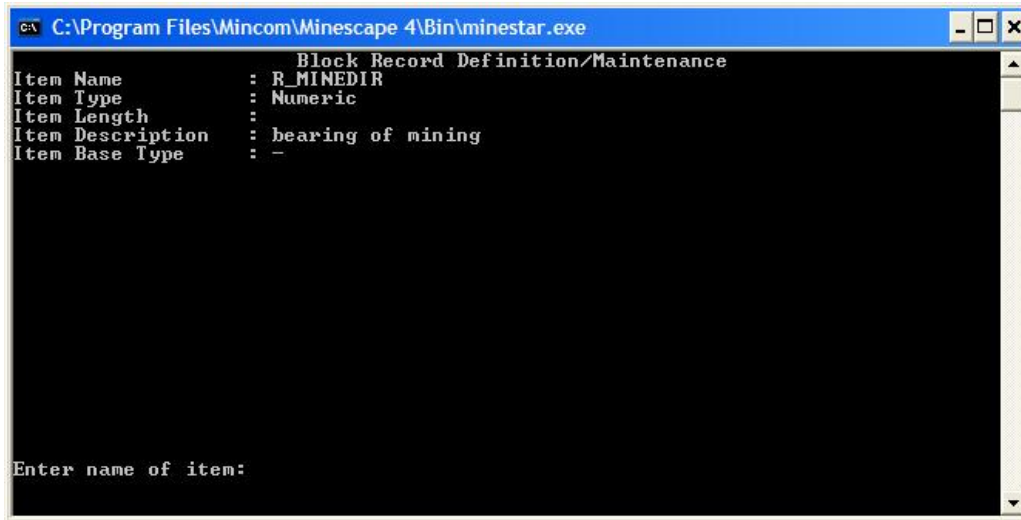


```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Record Definition/Maintenance
Item Name      : R_BLKNAME
Item Type      : Character
Item Length    : 16
Item Description : block name
Item Base Type  :

Enter name of item:
```

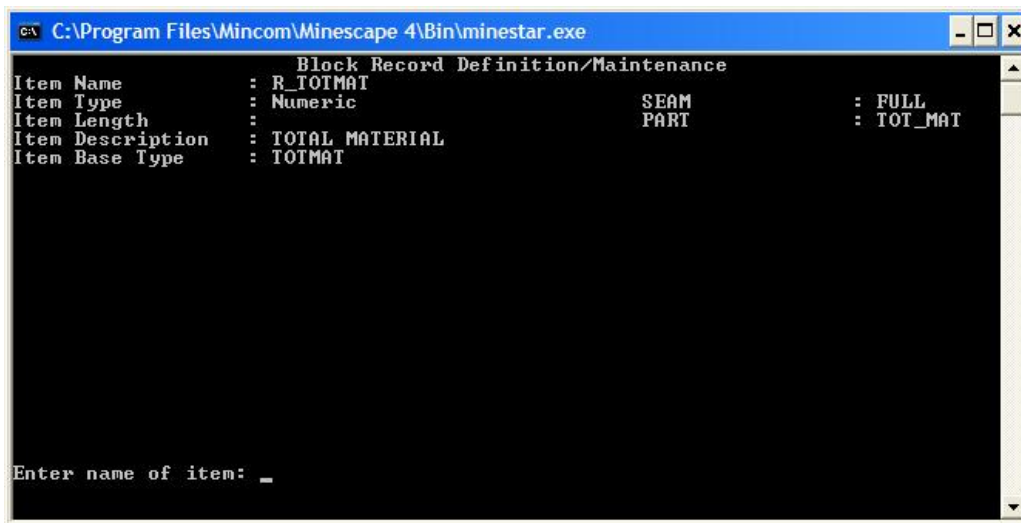
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Block Record Definition/Maintenance
Item Name      : R_MINEDIR
Item Type      : Numeric
Item Length    :
Item Description : bearing of mining
Item Base Type : -

Enter name of item:
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Block Record Definition/Maintenance
Item Name      : R_TOTMAT
Item Type      : Numeric
Item Length    :
Item Description : TOTAL MATERIAL
Item Base Type : TOTMAT
SEAM           : FULL
PART           : TOT_MAT

Enter name of item: _
```

Data-data block records tersebut secara otomatis telah dibuat list Raw, Current, dan Transact block record-nya.

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SCHEDULE PAGE – INFORMATION – LIST RECORD – RAW

Record Listing

Specs Fields Help

Record Listing

Input
Record Name: RAW - Raw Block Record

Information
Number of Items: 171

Name	Description	Value	Type	Basetype
R_BLKNAME			STRING	
R_A_BURDEN	A_BURDEN	0	NUMERIC	BURDEN
R_A1_BURDEN	BURDEN A1	0	NUMERIC	BURDEN
R_A2_BURDEN	BURDEN A2	0	NUMERIC	BURDEN
R_B_BURDEN	BURDEN B	0	NUMERIC	BURDEN
R_A_MASS	MASS A	0	NUMERIC	MASS
R_A1_MASS	MASS A1	0	NUMERIC	MASS
R_A2_MASS	MASS A2	0	NUMERIC	MASS
R_B_MASS	MASS B	0	NUMERIC	MASS
R_A_VOL	VOL A	0	NUMERIC	VOL
R_A1_VOL	VOL A1	0	NUMERIC	VOL
R_A2_VOL	VOL A2	0	NUMERIC	VOL

Cancel Help

Record Listing

Specs Fields Help

Record Listing

Input
Record Name: RAW - Raw Block Record

Information
Number of Items: 172

Name	Description	Value	Type	Basetype
R_B_INVTS	INVTS B	-	NUMERIC	INVTS
R_A_TOTMAT	TOTMAT A	0	NUMERIC	TOTMAT
R_A1_TOTMAT	TOTMAT A1	0	NUMERIC	TOTMAT
R_A2_TOTMAT	TOTMAT A2	0	NUMERIC	TOTMAT
R_B_TOTMAT	TOTMAT B	0	NUMERIC	TOTMAT
R_A_HRS	HRS A	0	NUMERIC	HRS
R_A1_HRS	HRS A1	0	NUMERIC	HRS
R_A2_HRS	HRS A2	0	NUMERIC	HRS
R_B_HRS	HRS B	0	NUMERIC	HRS
R_MININGDIR	MINING DIRECTION		STRING	
R_TOTMAT	TOTAL MATERIAL	1608780	NUMERIC	TOTMAT
R_MINEDIR	bearing of mining	0.00	NUMERIC	

Cancel Help

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SCHEDULE PAGE – INFORMATION – LIST RECORD – CURRENT

The screenshot shows a 'Record Listing' dialog box with the following details:

- Input:** Record Name: CURRENT - Current Block Record
- Information:** Number of Items: 171
- Table:**

Name	Description	Value	Type	Basetype
C_BLKNAME			STRING	
C_A_BURDEN	A_BURDEN	0	NUMERIC	BURDEN
C_A1_BURDEN	BURDEN A1	0	NUMERIC	BURDEN
C_A2_BURDEN	BURDEN A2	0	NUMERIC	BURDEN
C_B_BURDEN	BURDEN B	0	NUMERIC	BURDEN
C_A_MASS	MASS A	0	NUMERIC	MASS
C_A1_MASS	MASS A1	0	NUMERIC	MASS
C_A2_MASS	MASS A2	0	NUMERIC	MASS
C_B_MASS	MASS B	0	NUMERIC	MASS
C_A_VOL	VOL A	0	NUMERIC	VOL
C_A1_VOL	VOL A1	0	NUMERIC	VOL
C_A2_VOL	VOL A2	0	NUMERIC	VOL

The screenshot shows a 'Record Listing' dialog box with the following details:

- Input:** Record Name: CURRENT - Current Block Record
- Information:** Number of Items: 172
- Table:**

Name	Description	Value	Type	Basetype
C_B_INVTS	INVTS B	-	NUMERIC	INVTS
C_A_TOTMAT	TOTMAT A	0	NUMERIC	TOTMAT
C_A1_TOTMAT	TOTMAT A1	0	NUMERIC	TOTMAT
C_A2_TOTMAT	TOTMAT A2	0	NUMERIC	TOTMAT
C_B_TOTMAT	TOTMAT B	0	NUMERIC	TOTMAT
C_A_HRS	HRS A	0	NUMERIC	HRS
C_A1_HRS	HRS A1	0	NUMERIC	HRS
C_A2_HRS	HRS A2	0	NUMERIC	HRS
C_B_HRS	HRS B	0	NUMERIC	HRS
C_MININGDIR	MINING DIRECTION		STRING	
C_TOTMAT	TOTAL MATERIAL	1608780	NUMERIC	TOTMAT
C_MINEDIR	bearing of mining	0.00	NUMERIC	

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SCHEDULE PAGE – INFORMATION – LIST RECORD – TRANSCAT

Record Listing

Specs Fields Help

Record Listing

Input
Record Name: TRANSACT - Transaction Record

Information
Number of Items: 37

Name	Description	Value	Type	Basetype
T_BLOCK	Step Block		STRING	
T_MACHINE	Step Machine		STRING	
T_PERIOD	Step Period	0.00	NUMERIC	
T_TIME	Step Time	0.00	NUMERIC	
T_PERIODTIME	Time in Step Period	0.00	NUMERIC	
T_MODE	Step Excavation Mode		STRING	
T_MATERIAL	Step Excavation Material		STRING	
T_RATE	Step Machine Rate	0.00	NUMERIC	
T_STEP	Step Number	0.00	NUMERIC	
T_AREA	Area of Step Block	0.00	NUMERIC	
T_EASTING	Block Easting centroid	0.00	NUMERIC	
T_NORTHING	Block Northing Centroid	0.00	NUMERIC	

Cancel Help

Record Listing

Specs Fields Help

Record Listing

Input
Record Name: TRANSACT - Transaction Record

Information
Number of Items: 38

Name	Description	Value	Type	Basetype
T_B_INVTS	INVTS B	0.00	NUMERIC	INVTS
T_A_TOTMAT	TOTMAT A	0	NUMERIC	TOTMAT
T_A1_TOTMAT	TOTMAT A1	0	NUMERIC	TOTMAT
T_A2_TOTMAT	TOTMAT A2	0	NUMERIC	TOTMAT
T_B_TOTMAT	TOTMAT B	0	NUMERIC	TOTMAT
T_A_HRS	HRS A	0	NUMERIC	HRS
T_A1_HRS	HRS A1	0	NUMERIC	HRS
T_A2_HRS	HRS A2	0	NUMERIC	HRS
T_B_HRS	HRS B	0	NUMERIC	HRS
T_MININGDIR	MINING DIRECTION		STRING	
T_TOTMAT	TOTAL MATERIAL	0	NUMERIC	TOTMAT
T_MINEDIR	bearing of mining	0.00	NUMERIC	

Cancel Help

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BREAK FUNCTION

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1 ...
                          List Name: COMMAND
1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
> 4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATFUNCT .....Calendar Functions ( Real Dates )
10. MCFUNCT .....Machine Functions
11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA          - M I N E S T A R -          Page: 1
                          List Name: BRKFUNCT
> 1. BRKPOINTS .....Maintain Breakpoints
2. BRKCOPY .....Copy a nominated Breakpoint
3. BRKLIST .....List Breakpoints
4. BRKDELETE .....Delete Breakpoints
5. BRKCAT .....Catalog Breakpoints
6. BRKON .....Activate a Breakpoint
7. BRKOFF .....Deactivate a Breakpoint

Enter breakpoint name: coal_tar_mon_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          Breakpoint Definition
Name       : COAL_TAR_MON
Description : MONTHLY TARGET ACHIEVED
Type       : After
Step Action : Continue          Sequence Action :Continue

Breakpoint Expression-----
> PM_TT_MASS=500000

TOP
Edit command>
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: BRKFUNCT
1. BRKPOINTS           .....Maintain Breakpoints
2. BRKCOPY             .....Copy a nominated Breakpoint
> 3. BRKLIST           .....List Breakpoints
4. BRKDELETE          .....Delete Breakpoints
5. BRKCATA            .....Catalog Breakpoints
6. BRKON              .....Activate a Breakpoint
7. BRKOFF             .....Deactivate a Breakpoint

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                        Breakpoint List
Breakpoint name:      COAL_TAR_MON Status: OFF
Breakpoint message:  MONTHLY TARGET ACHIEVED
Breakpoint type:     After
Step action:Continue      Sequence action:Continue
Breakpoint expression:
PM TT MASS=500000

Press <CR> to continue:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
                        List Name: BRKFUNCT
1. BRKPOINTS           .....Maintain Breakpoints
2. BRKCOPY             .....Copy a nominated Breakpoint
3. BRKLIST           .....List Breakpoints
4. BRKDELETE          .....Delete Breakpoints
5. BRKCATA            .....Catalog Breakpoints
> 6. BRKON              .....Activate a Breakpoint
7. BRKOFF             .....Deactivate a Breakpoint

Enter name of breakpoint to activate: coal_tar_mon_
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: BRKFUNCT

1. BRKPOINTS .....Maintain Breakpoints
2. BRKCOPY .....Copy a nominated Breakpoint
3. BRKLIST .....List Breakpoints
4. BRKDELETE .....Delete Breakpoints
> 5. BRKCATÁ .....Catalog Breakpoints
6. BRKON .....Activate a Breakpoint
7. BRKOFF .....Deactivate a Breakpoint

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                        Breakpoint Catalog

Name                Message                Status    Type
COAL_TAR_MON        MONTHLY TARGET ACHIEVED    ON        After

Press <CR> to continue:
```

HIERARCHY FUNCTION

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1 ...
                        List Name: COMMAND

1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
> 7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATFUNCT .....Calendar Functions ( Real Dates )
10. MCFUNCT .....Machine Functions
11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: HIEFUNCT
> 1. HIERARCHY .....Define Hierarchy
  2. HIFUNCTION .....Define Hierarchy Functions
  3. HICHECK .....Check a Hierarchy Function
  4. HICATA .....Catalogue Hierarchy

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Mine Hierarchy Maintenance
PIT

Enter in block name order

Enter level name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Mine Hierarchy Maintenance
P01

Enter in block name order

Enter edit option: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Mine Hierarchy Maintenance
PIT
BLOCKS

Enter in block name order

Enter level name: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Mine Hierarchy Maintenance
>B01 B17 B33 B49 B65 B81 B97
B02 B18 B34 B50 B66 B82 B98
B03 B19 B35 B51 B67 B83 B99
B04 B20 B36 B52 B68 B84
B05 B21 B37 B53 B69 B85
B06 B22 B38 B54 B70 B86
B07 B23 B39 B55 B71 B87
B08 B24 B40 B56 B72 B88
B09 B25 B41 B57 B73 B89
B10 B26 B42 B58 B74 B90
B11 B27 B43 B59 B75 B91
B12 B28 B44 B60 B76 B92
B13 B29 B45 B61 B77 B93
B14 B30 B46 B62 B78 B94
B15 B31 B47 B63 B79 B95
B16 B32 B48 B64 B80 B96
Enter in block name order

Enter edit option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Mine Hierarchy Maintenance
PIT
BLOCKS
STRIPS

Enter in block name order

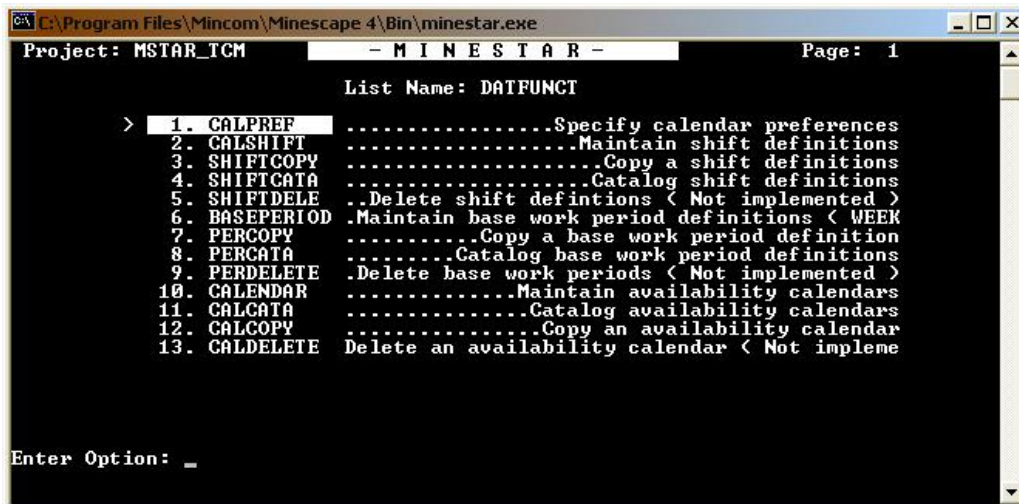
Enter level name: _
```

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DATE FUNCTION



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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Date Preferences
Week starts on           : Monday
Financial Year starts in : January
Schedule Start Date     : 01-Jan-04
Schedule Start Time     : 07:00
Shift to Day allocation  : Start
Week to Month allocation : Starts in
Month Setup              : Calendar
Date Format Control      : dd-mmm-yy
Time Format Control      : hh:mm
Basetype for additive hours : HRS

Change Preferences: y
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: DATFUNCT
1. CALPREF             .....Specify calendar preferences
> 2. CALSHIFT          .....Maintain shift definitions
3. SHIFTCOPY           .....Copy a shift definitions
4. SHIFTCATA          .....Catalog shift definitions
5. SHIFTDELE          ..Delete shift defintions < Not implemented >
6. BASEPERIOD         .Maintain base work period definitions < WEEK
7. PERCOPY            .....Copy a base work period definition
8. PERCATA            .....Catalog base work period definitions
9. PERDELETE          .Delete base work periods < Not implemented >
10. CALENDAR           .....Maintain availability calendars
11. CALCATA           .....Catalog availability calendars
12. CALCOPY            .....Copy an availability calendar
13. CALDELETE          Delete an availability calendar < Not impleme

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Shift Definition
Shift Name : SHIFT1          Total Production Time : 07:30:00
                                07:00:00 - 12:00:00
                                > 12:30:00 - 15:00:00

Enter only production times
Hours to be entered using 24 hour convention

Enter Option: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Shift Definition
Shift Name : SHIFT2                Total Production Time : 07:30:00
> 15:00:00 - 18:00:00
  18:30:00 - 23:00:00

Enter only production times
Hours to be entered using 24 hour convention

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Shift Definition
Shift Name : SHIFT3                Total Production Time : 07:30:00
> 23:00:00 - 03:00:00
  03:30:00 - 07:00:00

Enter only production times
Hours to be entered using 24 hour convention

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Shift Definition
Shift Name : FRI1                  Total Production Time : 10:30:00
> 07:00:00 - 11:30:00
  13:30:00 - 19:30:00

Enter only production times
Hours to be entered using 24 hour convention

Enter Option:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Shift Definition
Shift Name : FRI2                      Total Production Time : 10:30:00
    19:30:00 - 24:30:00
> 01:30:00 - 07:00:00

Enter only production times
Hours to be entered using 24 hour convention

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: DATFUNCT

1. CALPREF      .....Specify calendar preferences
2. CALSHIFT    .....Maintain shift definitions
3. SHIFTCOPY   .....Copy a shift definitions
> 4. SHIFTCATA .....Catalog shift definitions
5. SHIFTDELE   ..Delete shift defintions < Not implemented >
6. BASEPERIOD  ..Maintain base work period definitions < WEEK
7. PERCOPY     .....Copy a base work period definition
8. PERCATA     .....Catalog base work period definitions
9. PERDELETE   ..Delete base work periods < Not implemented >
10. CALENDAR   .....Maintain availability calendars
11. CALCATA    .....Catalog availability calendars
12. CALCOPY    .....Copy an availability calendar
13. CALDELETE  Delete an availability calendar < Not impleme

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Shift Definitions

SHIFT1      SHIFT2      SHIFT3      FRI1      FRI2

Press <CR> to continue: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
                          List Name: DATFUNCT
1. CALPREF      .....Specify calendar preferences
2. CALSHIFT    .....Maintain shift definitions
3. SHIFTCOPY   .....Copy a shift definitions
4. SHIFTCATA   .....Catalog shift definitions
5. SHIFDELETE  .....Delete shift defintions < Not implemented >
> 6. BASEPERIOD .Maintain base work period definitions < WEEK
7. PERCOPY     .....Copy a base work period definition
8. PERCATA     .....Catalog base work period definitions
9. PERDELETE   .Delete base work periods < Not implemented >
10. CALENDAR   .....Maintain availability calendars
11. CALCATA    .....Catalog availability calendars
12. CALCOPY    .....Copy an availability calendar
13. CALDELETE  Delete an availability calendar < Not impleme

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          Base Work Period Definition
Period Name : BASE_OB          Total Production Time : 156 Hours
Mon 22:30    SHIFT1 SHIFT2 SHIFT3
Tue 22:30    SHIFT1 SHIFT2 SHIFT3
Wed 22:30    SHIFT1 SHIFT2 SHIFT3
Thu 22:30    SHIFT1 SHIFT2 SHIFT3
Fri 21:00    FRI1 FRI2
Sat 22:30    SHIFT1 SHIFT2 SHIFT3
>Sun 22:30    SHIFT1 SHIFT2 SHIFT3

Enter Option or Shift Name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          Base Work Period Definition
Period Name : BASE_COAL       Total Production Time : 147 Hours
Mon 21:00    FRI1 FRI2
Tue 21:00    FRI1 FRI2
Wed 21:00    FRI1 FRI2
Thu 21:00    FRI1 FRI2
Fri 21:00    FRI1 FRI2
Sat 21:00    FRI1 FRI2
>Sun 21:00    FRI1 FRI2

Enter Option or Shift Name:
```

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```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: DATFUNCT

1. CALPREF          .....Specify calendar preferences
2. CALSHIFT        .....Maintain shift definitions
3. SHIFTCOPY       .....Copy a shift definitions
4. SHIFTCATA       .....Catalog shift definitions
5. SHIFTCATA       .....Delete shift defintions < Not implemented >
6. BASEPERIOD      .....Maintain base work period definitions < WEEK
7. PERCOPY         .....Copy a base work period definition
8. PERCATA         .....Catalog base work period definitions
9. PERDELETE       .....Delete base work periods < Not implemented >
> 10. CALENDAR      .....Maintain availability calendars
11. CALCAT          .....Catalog availability calendars
12. CALCOPY        .....Copy an availability calendar
13. CALDELETE      Delete an availability calendar < Not impleme

Enter Option:

```

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Calendar Name : OB_CAL          Base Work Period : BASE_OB
January 2004                   Availability : 88$Shifts 690Hours
Monday   Tuesday   Wednesday   Thursday   Friday   Saturday   Sunday
> [ 1 ]   [ 2 ]   [ 3 ]   [ 4 ]
          3       2       3       3
[ 5 ]   [ 6 ]   [ 7 ]   [ 8 ]   [ 9 ]   [10]   [11]
3       3       3       3       2       3       3
[12]   [13]   [14]   [15]   [16]   [17]   [18]
3       3       3       3       2       3       3
[19]   [20]   [21]   [22]   [23]   [24]   [25]
3       3       3       3       2       3       3
[26]   [27]   [28]   [29]   [30]   [31]
3       3       3       3       2       3

Enter Option: H_

```

```

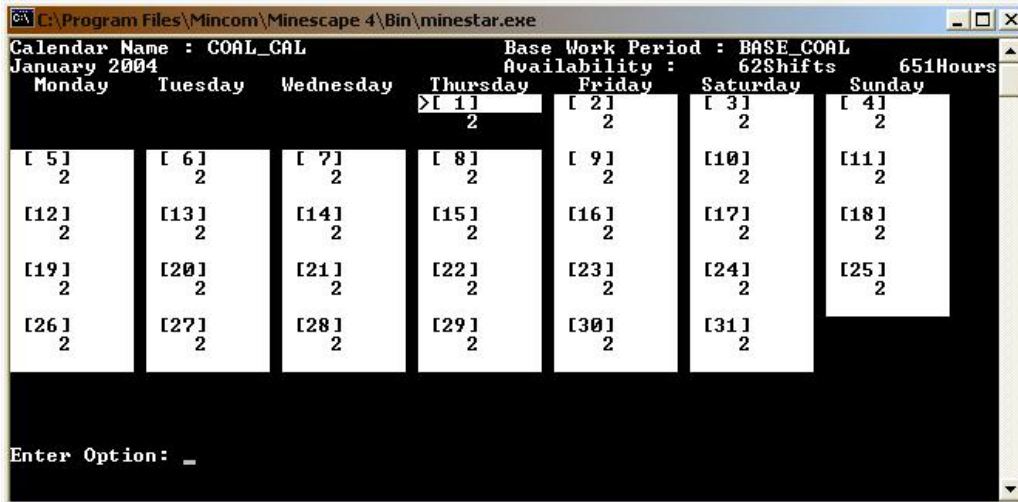
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Calendar Name : OB_CAL          Base Work Period : BASE_OB
TOP . . . . .Position to the top   QUERUIEW. . .Display 15 years per page
BOTTOM. . . . .Position to the end RESET . . .Reset availability to default
UP . . . . .Position up           CLEAR . . .Set completely unavailable
DOWN. . . . .Position down       RESETTO . . .Reset to a date
LEFT . . . . .Position left      CLEARTO . . .Clear to a date
RIGHT . . . . .Position right    GOTO . . .Go to a nominated date
NPAGE . . . . .Position to the next page FORWARD . . .Advance time forward
PPAGE . . . . .Position to the previous page BACKWARD. . .Advance time backward
WEEK . . . . .Display a week per page HELP . . .Display this message
MONTH . . . . .Display a month per page FINISH . . .Finish saving changes
YEAR . . . . .Display a year per page EXIT . . .Finish saving changes
QUIT . . . . .Quit without saving

Press <CR> to continue: _

```

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MACHINE FUNCTION



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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : SHU1
UNIT FOR OB REMOVAL
Calendar : OB_CAL
Machine Rate Expression-----
>_
Enter calendar name: OB_CAL
```

Dimasukkan data kapasitas dan avaibilitas mesin :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : SHU1
UNIT FOR OB REMOVAL
Calendar : OB_CAL
Machine Rate Expression-----
>1000*(20/24)_
Enter calendar name: OB_CAL
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : SHU2
UNIT 2 FOR OB REMOVAL
Calendar : OB_CAL
Machine Rate Expression-----
1200*(18/24)
>
BOTTOM
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : PC1
UNIT FOR COAL GETTING
Calendar : COAL_CAL
Machine Rate Expression-----
>400*(15/24)_
Enter calendar name: COAL_CAL
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : PC2
UNIT 2 FOR COAL GETTING
Calendar : COAL_CAL
Machine Rate Expression-----
>700*(15/24)_
Enter calendar name: COAL_CAL
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: MCFUNCT
1. MACHINES .....Maintain Machines
2. MGCOPY .....Copy a nominated Machine
> 3. MCLIST .....List Machines
4. MCGATA .....Catalog Machines
5. MCDELETE .....Delete a Machine
6. MCSET .....Set the current Machine
7. MCLOCATE ...Show Machine locations at a specified Time
8. MCBACK .....Backtrack one machine to a selected time
9. MCTIMESET .....Set the time of a selected machine
10. MCMAKEGAP .....Make a time gap in a machines schedule
Enter Option: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine List
Machine name: SHU1
Description: UNIT FOR OB REMOVAL
Machine Rate Expression
1000*(20/24)
Machine name: SHU2
Description: UNIT 2 FOR OB REMOVAL
Machine Rate Expression
1200*(18/24)
Machine name: PC1
Description: UNIT FOR COAL GETTING
Machine Rate Expression
400*(15/24)
<CR> to continue, Q to quit: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine List
Machine name: PC2
Description: UNIT 2 FOR COAL GETTING
Machine Rate Expression
700*(15/24)
Press <CR> to continue: _
```

ITEM FUNCTION

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM - M I N E S T A R - Page: 2
List Name: COMMAND
13. POLFUNCT ..... Polygon Functions
14. RECFUNCT ..... Record Functions
> 15. ITMFUNCT ..... Item Functions
16. REPFUNCT ..... Report Functions
17. SCHFUNCT ..... Scheduling Functions
18. SCRFUNCT ..... Screen Functions
19. SPDFUNCT ..... Spread Sheet Functions
20. SUMFUNCT ..... Summary Functions
21. TBLFUNCT ..... Table Functions
22. WRKFUNCT ..... Workstation Functions
23. ADMFUNCT ..... Administration Functions
24. EXIT ..... Exit from Minestar
Enter Option: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: ITMFUNCTION
> 1. ITEMS              .....Maintain Useritems
  2. ITEMCAT           .....Catalog of Minestar Items
  3. ITEMSET           .....Set the value of a User Constant
  4. ITEMSHOW          .....Show the current value of an item
  5. ITEMINFO          .....Display information about an item
  6. CONEDIT           .....Edit User Constants with a screen
  7. ITEMPURGE        .....Purge orphaned items

Enter Option:
```

Dimasukkan data utilitas mesin :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : UTIL_SHU
Item Type      : Numeric
Item Length    :
Item Description : UTILIZATION OF SHOVEL
Item Base Type : -

Source Expression-----
>0.75_

Enter base type of UTIL_SHU:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : UTIL_PC
Item Type      : Numeric
Item Length    :
Item Description : UTILIZATION OF PC
Item Base Type : -

Source Expression-----
>0.65_

Enter base type of UTIL_PC:
```

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Machine Definition diedit dengan variable utilitas tersebut :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : SHU1
UNIT FOR OB REMOVAL
Calendar : OB_CAL
-----
Machine Rate Expression
1000*UTIL_SHU
>
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : SHU2
UNIT 2 FOR OB REMOVAL
Calendar : OB_CAL
-----
Machine Rate Expression
1200*UTIL_SHU
>
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : PC1
UNIT FOR COAL GETTING
Calendar : COAL_CAL
-----
Machine Rate Expression
400*UTIL_PC
>
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : PC2
UNIT 2 FOR COAL GETTING
Calendar : COAL_CAL
Machine Rate Expression-----
700*UTIL_PC
>
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA - M I N E S T A R - Page: 1
List Name: MCFUNCT
1. MACHINES .....Maintain Machines
2. MCCOPY .....Copy a nominated Machine
3. MCLIST .....List Machines
> 4. MCGATA .....Catalog Machines
5. MCDELETE .....Delete a Machine
6. MCSET .....Set the current Machine
7. MCLOCATE ...Show Machine locations at a specified Time
8. MCBACK .....Backtrack one machine to a selected time
9. MCTIMESET .....Set the time of a selected machine
10. MCMAKEGAP .....Make a time gap in a machines schedule
Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Catalog
Machine Date/Time Rate Position
-----
SHU1 UNIT FOR OB REMOVAL 01-Jan-04 07:00:00 675.00
SHU2 UNIT 2 FOR OB REMOVAL 01-Jan-04 07:00:00 900.00
PC1 UNIT FOR COAL GETTING 01-Jan-04 07:00:00 300.00
PC2 UNIT 2 FOR COAL GETTING 01-Jan-04 07:00:00 525.00
Press <CR> to continue: _
```

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MODE FUNCTION

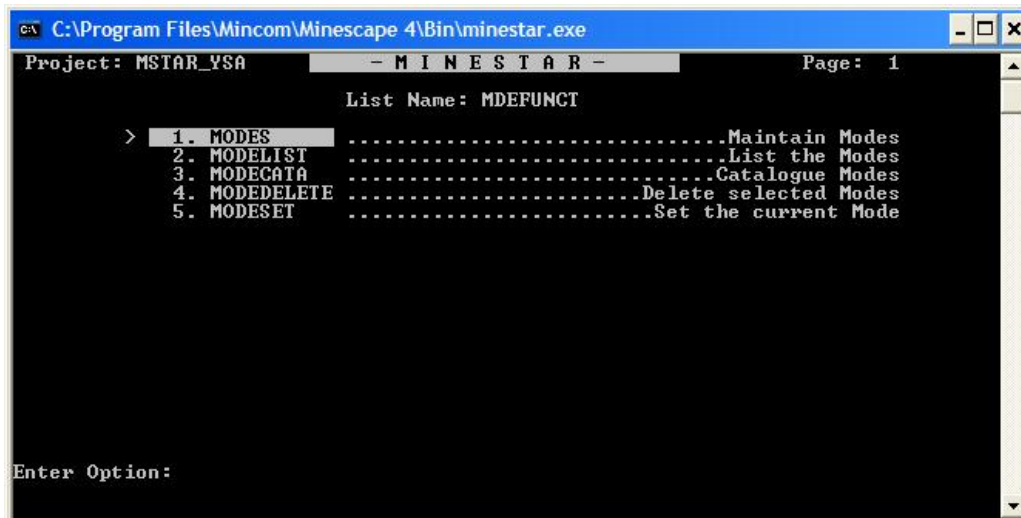


A screenshot of the MINESTAR application window. The title bar shows the path 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The window content displays 'Project: MSTAR_TCM' and 'Page: 1 ...'. Below this, it says 'List Name: COMMAND'. A list of 12 function categories is shown, with the 11th item, 'MDEFUNCT', highlighted with a white bar and a cursor. The list items are: 1. BASFUNCT (Basetype Functions), 2. QUAFUNCT (Qualifier Functions), 3. BLKFUNCT (Block Record Functions), 4. BRKFUNCT (Breakpoint Functions), 5. COMFUNCT (User Command Functions), 6. EXPFUNCT (Expression Functions), 7. HIEFUNCT (Hierarchy Functions), 8. CALFUNCT (Calendar Functions < Arbitrary >), 9. DATFUNCT (Calendar Functions < Real Dates >), 10. MCFUNCT (Machine Functions), 11. MDEFUNCT (Mode Functions), and 12. PLNFUNCT (Plot Functions). At the bottom, it prompts 'Enter Option:'.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1 ...
List Name: COMMAND

1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions < Arbitrary >
9. DATFUNCT .....Calendar Functions < Real Dates >
10. MCFUNCT .....Machine Functions
> 11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option:
```

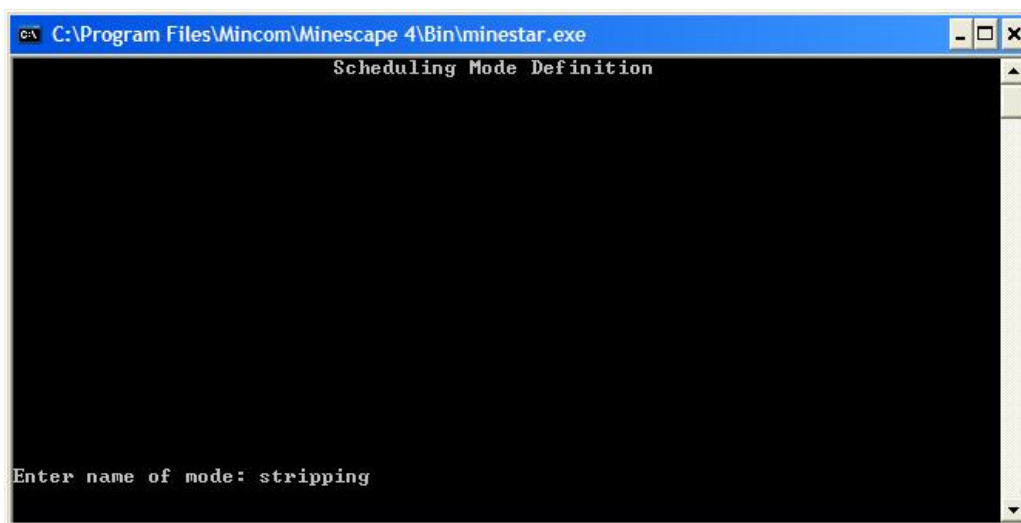


A screenshot of the MINESTAR application window showing the 'MDEFUNCT' sub-menu. The title bar is the same. The window content shows 'Project: MSTAR_YSA' and 'Page: 1'. Below this, it says 'List Name: MDEFUNCT'. A list of 5 mode-related options is shown, with the 1st item, 'MODES', highlighted. The list items are: 1. MODES (Maintain Modes), 2. MODELIST (List the Modes), 3. MODECATA (Catalogue Modes), 4. MODEDELETE (Delete selected Modes), and 5. MODESET (Set the current Mode). At the bottom, it prompts 'Enter Option:'.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA        - M I N E S T A R -          Page: 1
List Name: MDEFUNCT

> 1. MODES .....Maintain Modes
2. MODELIST .....List the Modes
3. MODECATA .....Catalogue Modes
4. MODEDELETE .....Delete selected Modes
5. MODESET .....Set the current Mode

Enter Option:
```



A screenshot of the MINESTAR application window showing the 'Scheduling Mode Definition' screen. The title bar is the same. The window content shows the title 'Scheduling Mode Definition'. At the bottom, it prompts 'Enter name of mode: stripping'.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition

Enter name of mode: stripping
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen : TSTSCR

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen : TSTSCR

Breakpoints
-----

Enter breakpoint name:
```

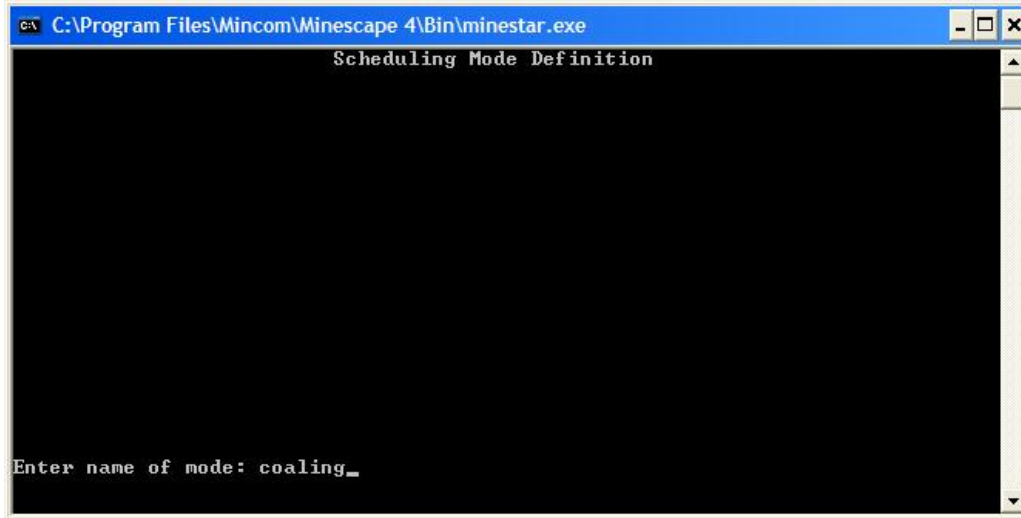
```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen : TSTSCR

Mode Update Items:-----
C_MINEDIR

Enter item to update:
```

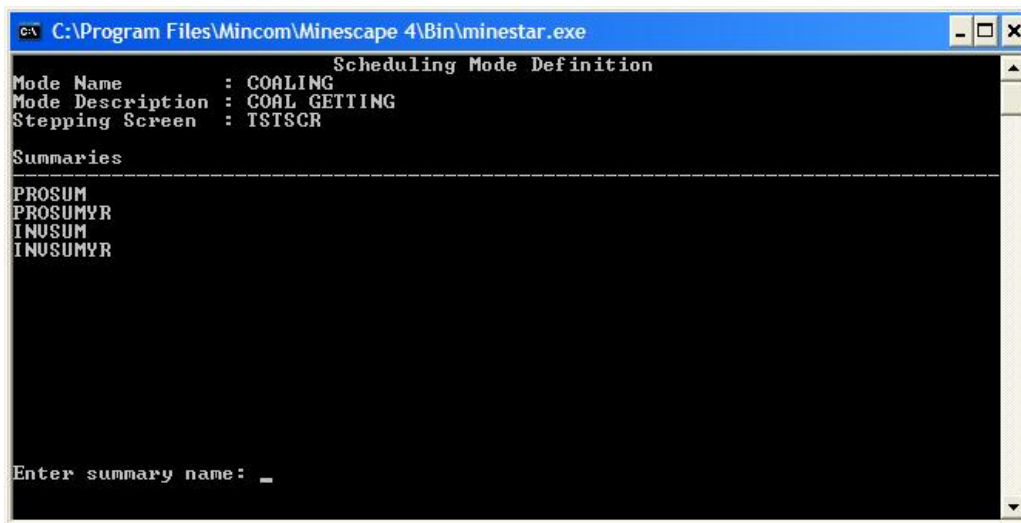
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Scheduling Mode Definition


Enter name of mode: coaling_
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen : TSTSCR

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name: _
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen : TSTSCR

Breakpoints
-----
COAL_TAR_MON

Enter breakpoint name:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen : TSTSCR

Mode Update Items:-----
      C_MINEDIR
-----

Enter item to update: _
```

TABLE FUNCTION

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 2
List Name: COMMAND

13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
> 21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: TBLFUNCT

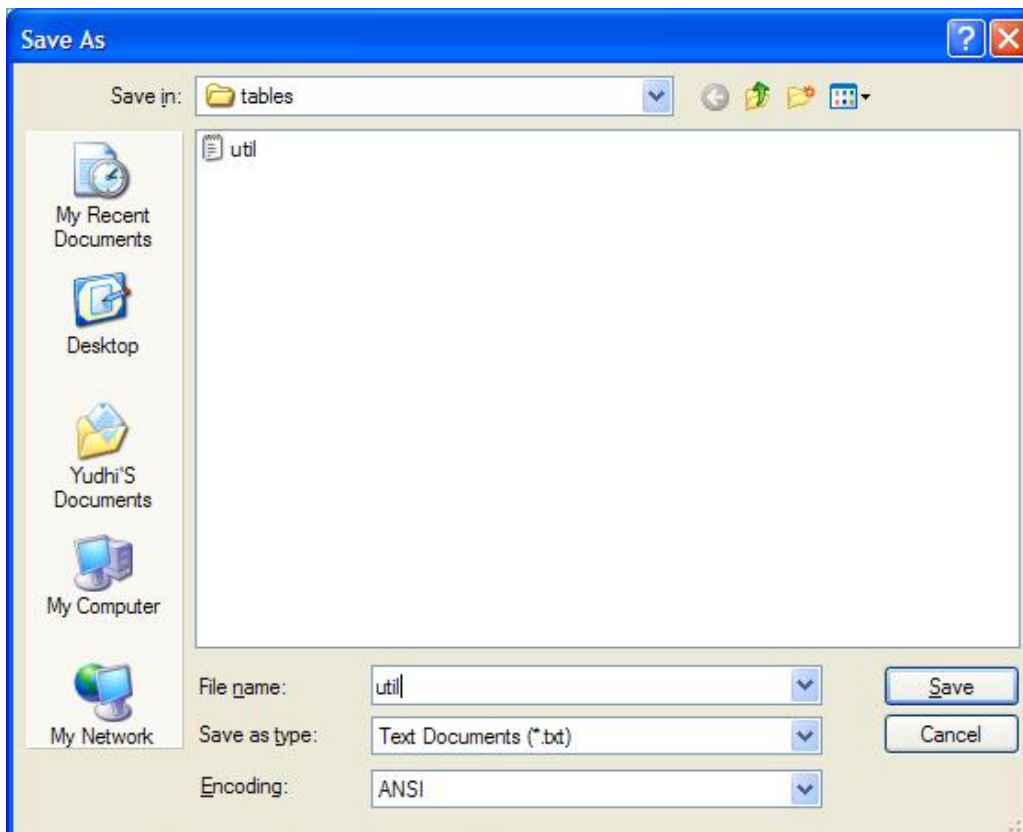
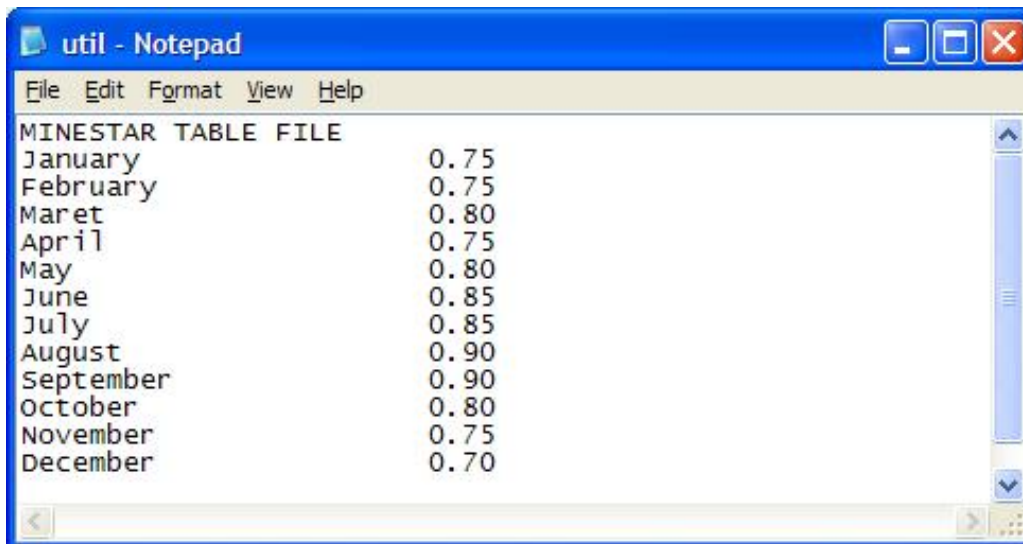
> 1. TABLELOAD .....Load a Table file
2. TABLELIST .....List the contents of a Table
3. TABLECAT .....List Tables
4. TABLEPLOT .....Plot a Table
5. TABDELETE .....Delete a Table

Enter Option: _
```

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Dibuat table yang berisi bulan penambangan dan utilitas mesinnya dengan wordpad kemudian disimpan di folder table dalam directory minestar (harus selalu memakai header MINESTAR TABLE FILE) :



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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
  3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter table file name: util.txt
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: TBLFUNCT
  1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
> 3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                        Table Catalog
Table File      Number of Values  First Value - Last Value
UTIL.TXT        12 <      JANUARY,      0.75> to
                <      DECEMBER,     0.70>
```

Press <CR> to continue:

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Kembali ke Machine Function untuk diedit sesuai dengan variable utilitas perbulannya
sebagaimana tercantum dalam table di atas :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1 ...
                          List Name: COMMAND
1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATEFUNCT .....Calendar Functions ( Real Dates )
> 10. MCFUNCT .....Machine Functions
11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions
13. POLFUNCT .....Polygon Functions

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
                          List Name: MCFUNCT
> 1. MACHINES .....Maintain Machines
2. MGCOPY .....Copy a nominated Machine
3. MCLIST .....List Machines
4. MCGATA .....Catalog Machines
5. MCDELETE .....Delete a Machine
6. MCSET .....Set the current Machine
7. MCLOCATE .....Show Machine locations at a specified Time
8. MCBACK .....Backtrack one machine to a selected time
9. MCTIMESET .....Set the time of a selected machine
10. MCMAKEGAP .....Make a time gap in a machines schedule

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          Machine Definition
                          Machine : SHU1
                          UNIT FOR OB REMOVAL
                          Calendar : OB_CAL
Machine Rate Expression-----
> 900*table(util.txt,k_tmonth)

TOP
Edit command>
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : SHU2
UNIT 2 FOR OB REMOVAL
Calendar : OB_CAL
Machine Rate Expression-----
1200*TABLE<UTIL.TXT,K_TMONTH>
>
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : PC1
UNIT FOR COAL GETTING
Calendar : COAL_CAL
Machine Rate Expression-----
400*TABLE<UTIL.TXT,K_TMONTH>
>
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Machine Definition
Machine : PC2
UNIT 2 FOR COAL GETTING
Calendar : COAL_CAL
Machine Rate Expression-----
700*TABLE<UTIL.TXT,K_TMONTH>
>
Edit command>
```

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A screenshot of the MINESTAR application window. The title bar shows the path 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The window content displays a menu titled 'List Name: COMMAND' with the following options:

```
Project: MSTAR_TCM          - M I N E S T A R -          Page: 2
List Name: COMMAND
13. POLFUNCT .....Polygon Functions
14. REGFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
> 21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option: _
```

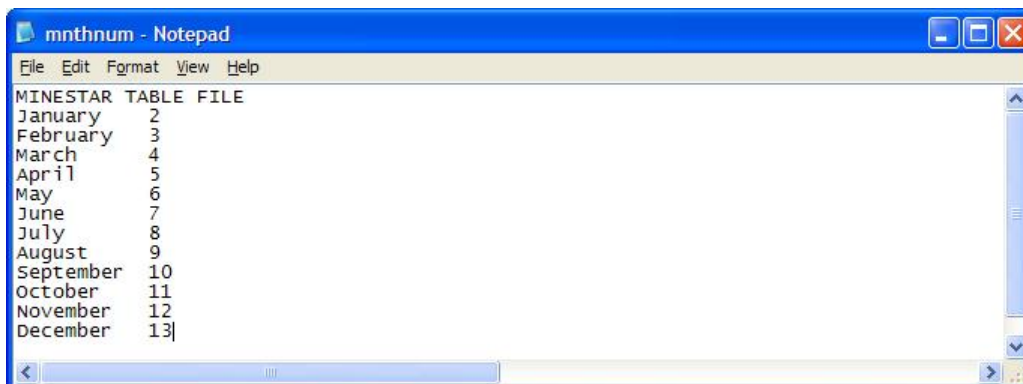


A screenshot of the MINESTAR application window showing the 'TBLFUNCT' sub-menu. The title bar is the same as the previous screenshot. The window content displays a menu titled 'List Name: TBLFUNCT' with the following options:

```
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
2. TABLELIST .....List the contents of a Table
3. TABLECATA .....List Tables
4. TABLEPLOT .....Plot a Table
5. TABDELETE .....Delete a Table

Enter Option:
```

Kemudian di-load tabel penomoran bulan (MNTNUM.TBL), pemfraksian bulan (MNTHFRAC.TBL), penentuan nomor warna bulan (PPCLRMNTH1.TBL dan PPCLRMNTH2.TBL), dan penentuan nomor warna tahun (PPCLRYEAR.TBL) :

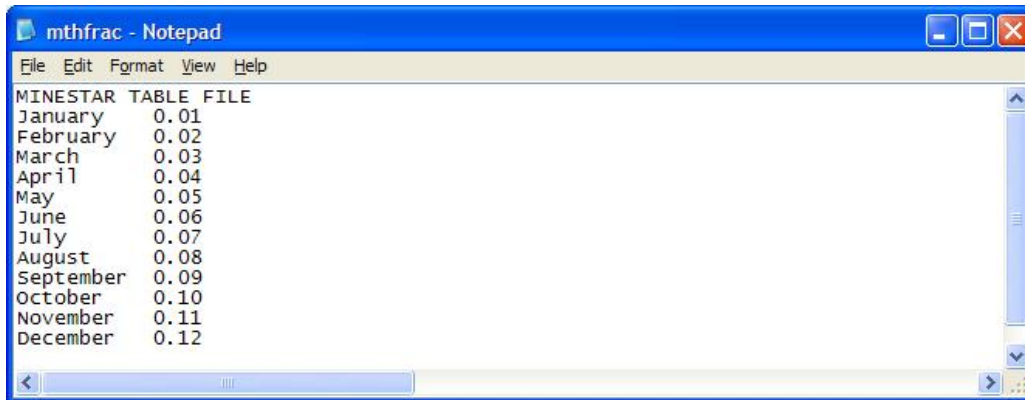


A screenshot of a Notepad window titled 'mntnum - Notepad'. The window content shows the following text:

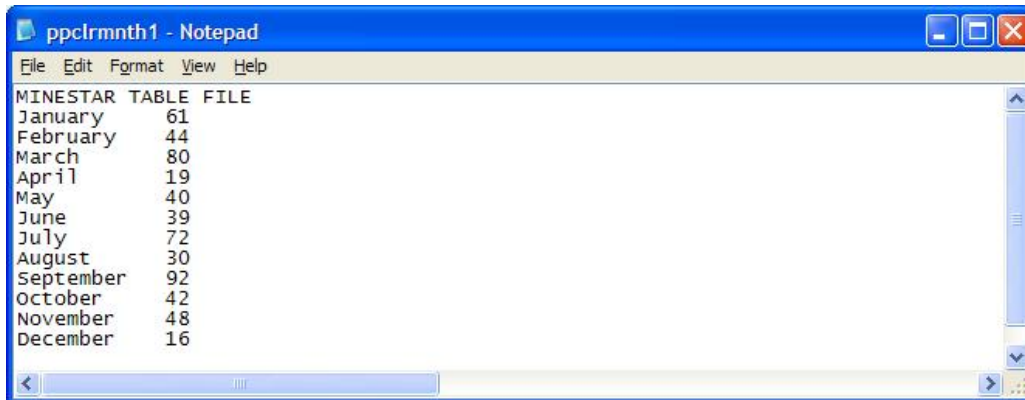
```
File Edit Format View Help
MINESTAR TABLE FILE
January 2
February 3
March 4
April 5
May 6
June 7
July 8
August 9
September 10
October 11
November 12
December 13
```

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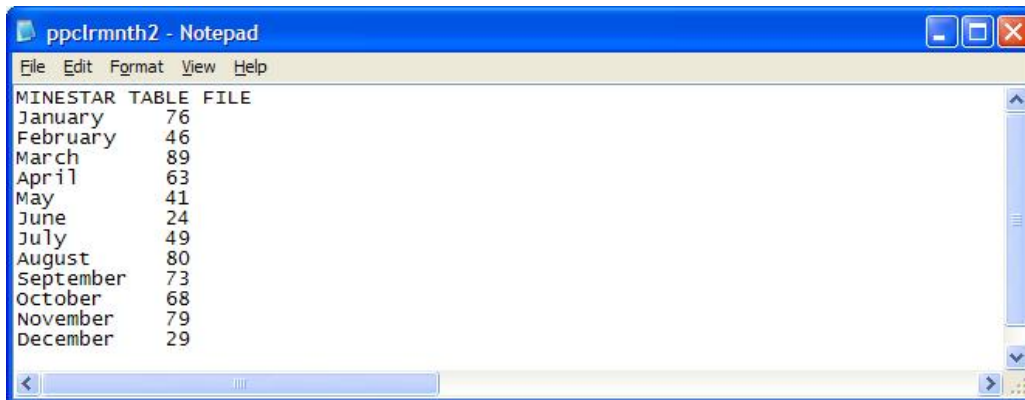
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```
File Edit Format View Help
MINESTAR TABLE FILE
January 0.01
February 0.02
March 0.03
April 0.04
May 0.05
June 0.06
July 0.07
August 0.08
September 0.09
October 0.10
November 0.11
December 0.12
```



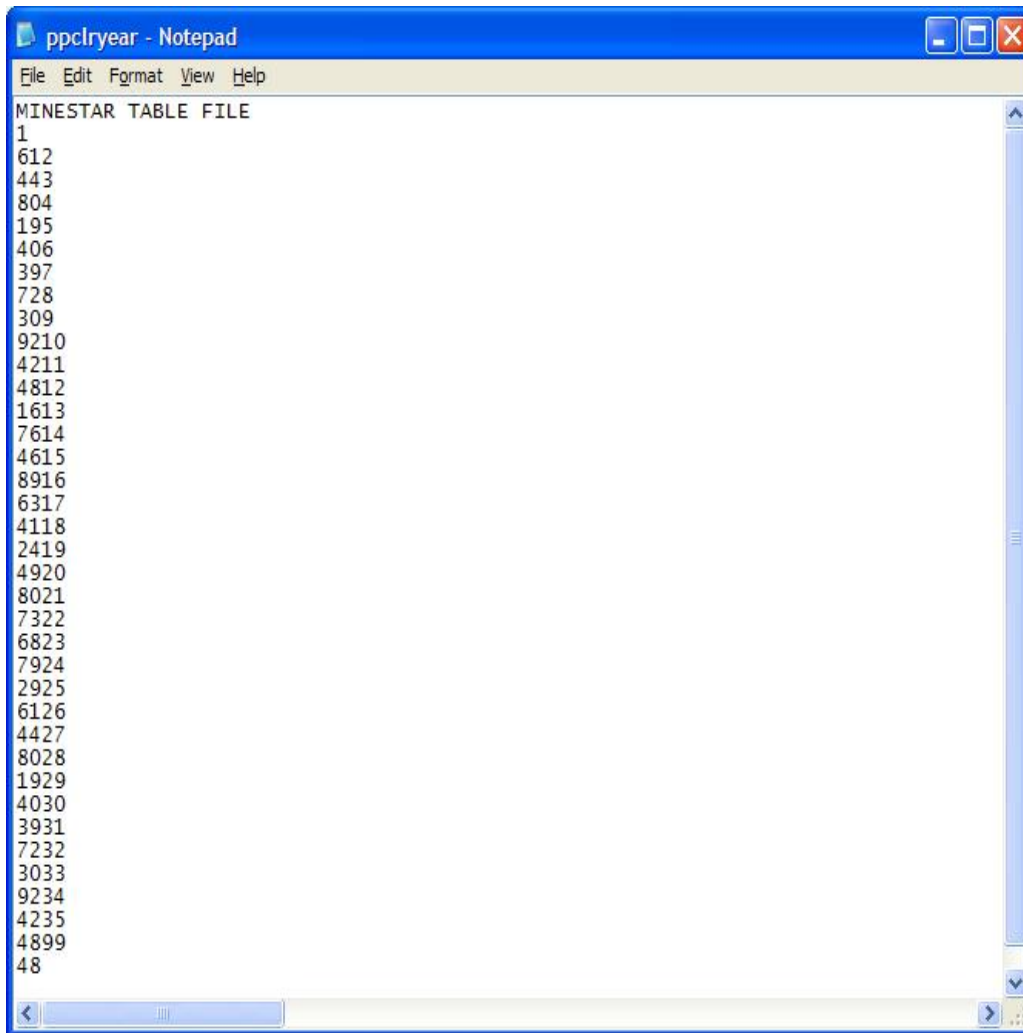
```
File Edit Format View Help
MINESTAR TABLE FILE
January 61
February 44
March 80
April 19
May 40
June 39
July 72
August 30
September 92
October 42
November 48
December 16
```



```
File Edit Format View Help
MINESTAR TABLE FILE
January 76
February 46
March 89
April 63
May 41
June 24
July 49
August 80
September 73
October 68
November 79
December 29
```

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```
ppclryear - Notepad
File Edit Format View Help
MINESTAR TABLE FILE
1
612
443
804
195
406
397
728
309
9210
4211
4812
1613
7614
4615
8916
6317
4118
2419
4920
8021
7322
6823
7924
2925
6126
4427
8028
1929
4030
3931
7232
3033
9234
4235
4899
48
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Project: MSTAR_TCM - M I N E S T A R - Page: 1
List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
2. TABLELIST .....List the contents of a Table
3. TABLECAT .....List Tables
4. TABLEPLOT .....Plot a Table
5. TABDELETE .....Delete a Table

Enter table file name: MNTHNUM.TBL
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
  3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter table file name: MTHFRAC.TBL_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
  3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter table file name: PPCLRMNTH1.TBL_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
  3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter table file name: PPCLRMNTH2.TBL_
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: TBLFUNCT
> 1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
  3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter table file name: PPCLRYEAR.TBL_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: TBLFUNCT
  1. TABLELOAD .....Load a Table file
  2. TABLELIST .....List the contents of a Table
> 3. TABLECATA .....List Tables
  4. TABLEPLOT .....Plot a Table
  5. TABDELETE .....Delete a Table

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Table Catalog
Table File      Number of Values  First Value - Last Value
UTIL.TXT       12 < JANUARY, 0.75> to
               < DECEMBER, 0.70>
MTHNUM.TBL     12 < JANUARY, 2.00> to
               < DECEMBER, 13.00>
MTHFRAC.TBL    12 < JANUARY, 0.01> to
               < DECEMBER, 0.12>
PPCLRMNTH1.TBL 12 < JANUARY, 61.00> to
               < DECEMBER, 16.00>
PPCLRMNTH2.TBL 12 < JANUARY, 76.00> to
               < DECEMBER, 29.00>
PPCLRYEAR.TBL  36 < 1.00, 61.00> to
               < 99.00, 48.00>

Press <CR> to continue: _
```

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SUMMARY FUNCTION



```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: SUMFUNCT

> 1. SUMGROUP .....Maintain Summary groups
  2. SUMGDELETE .....Delete selected Summary groups
  3. SUMMARIES .....Maintain Summaries
  4. SUMDELETE .....Delete selected Summaries
  5. SUMSHOW .....Summary Display
  6. SUMCATA .....Summary Catalogue
  7. SUMON .....Activate a Summary
  8. SUMOFF .....Deactivate a Summary
  9. SUMRECALC .....Calculate scheduled Summaries
 10. SUMINIEDIT .Interactively set a summaries initial values
 11. SUMINIHLK .....Calculate initial values from blocks
 12. SUMINISTEP .Calculate initial values from schedule steps
 13. SUMINICOPY .....Copy initial values

Enter Option:
```

Dibuat grup bernama PROGRP :



```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: SUMFUNCT

> 1. SUMGROUP .....Maintain Summary groups
  2. SUMGDELETE .....Delete selected Summary groups
  3. SUMMARIES .....Maintain Summaries
  4. SUMDELETE .....Delete selected Summaries
  5. SUMSHOW .....Summary Display
  6. SUMCATA .....Summary Catalogue
  7. SUMON .....Activate a Summary
  8. SUMOFF .....Deactivate a Summary
  9. SUMRECALC .....Calculate scheduled Summaries
 10. SUMINIEDIT .Interactively set a summaries initial values
 11. SUMINIHLK .....Calculate initial values from blocks
 12. SUMINISTEP .Calculate initial values from schedule steps
 13. SUMINICOPY .....Copy initial values

Enter summary group name: PROGRP_
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_BURDEN
Item Type      : Numeric
Item Length    :
Item Description : BURDEN A
Item Base Type : BURDEN
SEAM PART      : A
               : UPR

Source Expression-----
>TRANSACT A BURDEN

Enter PART qualifier for A_BURDEN: UPR
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_MASS
Item Type      : Numeric
Item Length    :
Item Description : MASS A
Item Base Type : MASS
SEAM PART      : A
               : UPR

Source Expression-----
>TRANSACT A MASS_

Enter PART qualifier for A_MASS: UPR
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_UOL
Item Type      : Numeric
Item Length    :
Item Description : UOL A
Item Base Type : UOL
SEAM PART      : A
               : UPR

Source Expression-----
>
  TRANSACT A UOL

TOP
Edit command>
```

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DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_CU
Item Type     : Numeric
Item Length   : SEAM           : A
              : PART           : UPR
Item Description : CU A
Item Base Type : CU
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A CU

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_ASH
Item Type     : Numeric
Item Length   : SEAM           : A
              : PART           : UPR
Item Description : ASH A
Item Base Type : ASH
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A ASH

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_TS
Item Type     : Numeric
Item Length   : SEAM           : A
              : PART           : UPR
Item Description : TS A
Item Base Type : TS
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A TS

TOP
Edit command> _
```

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DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_RD
Item Type      : Numeric
Item Length    : SEAM           : A
Item Description : RD A          PART       : UPR
Item Base Type : RD
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A RD

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_FC
Item Type      : Numeric
Item Length    : SEAM           : A
Item Description : FC A          PART       : UPR
Item Base Type : FC
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A FC

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_UM
Item Type      : Numeric
Item Length    : SEAM           : A
Item Description : UM A          PART       : UPR
Item Base Type : UM
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A UM

TOP
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_IM
Item Type      : Numeric
Item Length    : SEAM           : A
                PART           : UPR
Item Description : IM A
Item Base Type : IM
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A IM

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_THK
Item Type      : Numeric
Item Length    : SEAM           : A
                PART           : UPR
Item Description : THK A
Item Base Type : THK
Weight average on : A_MASS

Source Expression-----
>
  TRANSACT A THK

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_TOTMAT
Item Type      : Numeric
Item Length    : SEAM           : A
                PART           : UPR
Item Description : TOTMAT A
Item Base Type : TOTMAT

Source Expression-----
>
  TRANSACT A TOTMAT

TOP
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_HRS
Item Type      : Numeric
Item Length    :
Item Description : HRS A
Item Base Type : HRS
SEAM          : A
PART         : UPR

Source Expression-----
>
  TRANSACT A HRS

TOP
Edit command> _
```

Selanjutnya dengan urutan yang sama dimasukkan item-item dari seam A1, A2, dan B.

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : IT_BURDEN
Item Type      : Numeric
Item Length    :
Item Description : BURDEN IT
Item Base Type : BURDEN

Source Expression-----
>
  TRANSACT RECORD BURDEN

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : IT_MASS
Item Type      : Numeric
Item Length    :
Item Description : MASS IT
Item Base Type : MASS

Source Expression-----
>TRANSACT RECORD MASS

Enter PART qualifier for IT_MASS: -
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_UOL
Item Type     : Numeric
Item Length   :
Item Description : UOL TT
Item Base Type : UOL

Source Expression-----
>
  TRANSACT RECORD UOL

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_CU
Item Type     : Numeric
Item Length   :
Item Description : CU TT
Item Base Type : CU
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD CU

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_ASH
Item Type     : Numeric
Item Length   :
Item Description : ASH TT
Item Base Type : ASH
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD ASH

TOP
Edit command>
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_TS
Item Type      : Numeric
Item Length    :
Item Description : TS TT
Item Base Type : TS
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD TS

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_RD
Item Type      : Numeric
Item Length    :
Item Description : RD TT
Item Base Type : RD
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD RD

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_FC
Item Type      : Numeric
Item Length    :
Item Description : FC TT
Item Base Type : FC
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD FC

TOP
Edit command>
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_UM
Item Type      : Numeric
Item Length    :
Item Description : UM TT
Item Base Type : UM
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD UM

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_IM
Item Type      : Numeric
Item Length    :
Item Description : IM TT
Item Base Type : IM
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD IM

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_THK
Item Type      : Numeric
Item Length    :
Item Description : THK TT
Item Base Type : THK
Weight average on : TT_MASS

Source Expression-----
>
  TRANSACT RECORD THK

TOP
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_TOTMAT
Item Type      : Numeric          SEAM          : FULL
Item Length    :
Item Description : TOTMAT TT
Item Base Type : TOTMAT

Source Expression-----
>
TRANSACTION RECORD TOTMAT

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : TT_HRS
Item Type      : Numeric
Item Length    :
Item Description : hrs tt
Item Base Type : HRS

Source Expression-----
>
transaction record hrs

TOP
Edit command> _
```

Dibuat grup bernama INVGRP :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: SUMFUNCT
> 1. SUMGROUP      .....Maintain Summary groups
  2. SUMGDELETE   .....Delete selected Summary groups
  3. SUMMARIES    .....Maintain Summaries
  4. SUMDELETE    .....Delete selected Summaries
  5. SUMSHOW      .....Summary Display
  6. SUMCATALOG  .....Summary Catalogue
  7. SUMON        .....Activate a Summary
  8. SUMOFF       .....Deactivate a Summary
  9. SUMRECALC    .....Calculate scheduled Summaries
 10. SUMINIEDIT   .....Interactively set a summaries initial values
 11. SUMINIBLK    .....Calculate initial values from blocks
 12. SUMINISTEP   .....Calculate initial values from schedule steps
 13. SUMINICOPY   .....Copy initial values

Enter summary group name: INVGRP
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_INUTON
Item Type      : Numeric
Item Length    :
Item Description : invton a
Item Base Type : INUTON
SEAM          : A
PART         : UPR

Source Expression-----
>
raw a mass * miss((transact a burden)/(raw a burden),0)-
transact a mass

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_INUCU
Item Type      : Numeric
Item Length    :
Item Description : invcv a
Item Base Type : INUCU
Weight average on : A_INUTON
SEAM          : A
PART         : UPR

Source Expression-----
>
((raw a mass*(transact a burden/raw a burden))*raw a cv -
miss ((transact a mass*transact a cv),0))/
(raw a mass*(transact a burden/raw a burden)-transact a mass)

BOTTOM
Edit command>
```

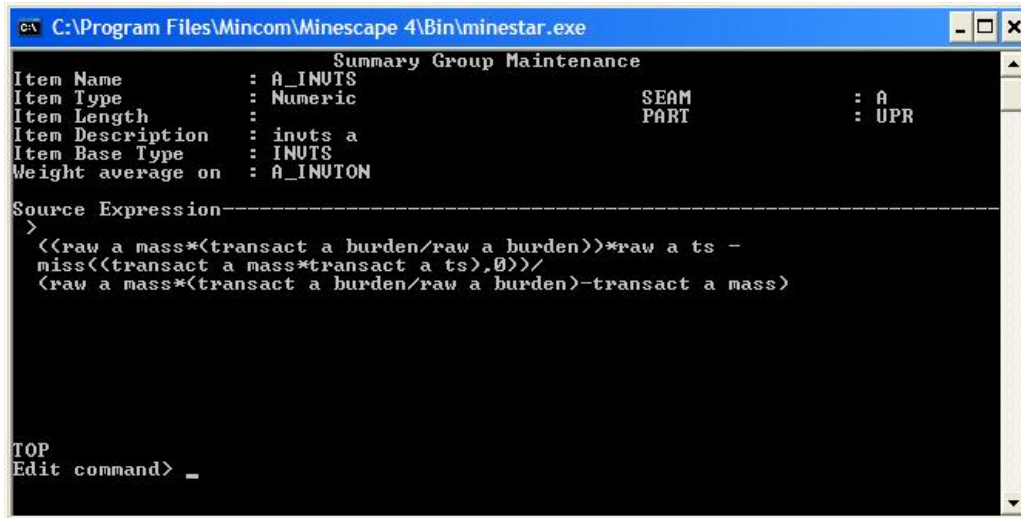
```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : A_INVASH
Item Type      : Numeric
Item Length    :
Item Description : invash a
Item Base Type : INVASH
Weight average on : A_INUTON
SEAM          : A
PART         : UPR

Source Expression-----
>
((raw a mass*(transact a burden/raw a burden))*raw a ash -
miss((transact a mass*transact a ash),0))/
(raw a mass*(transact a burden/raw a burden)-transact a mass)

TOP
Edit command>
```

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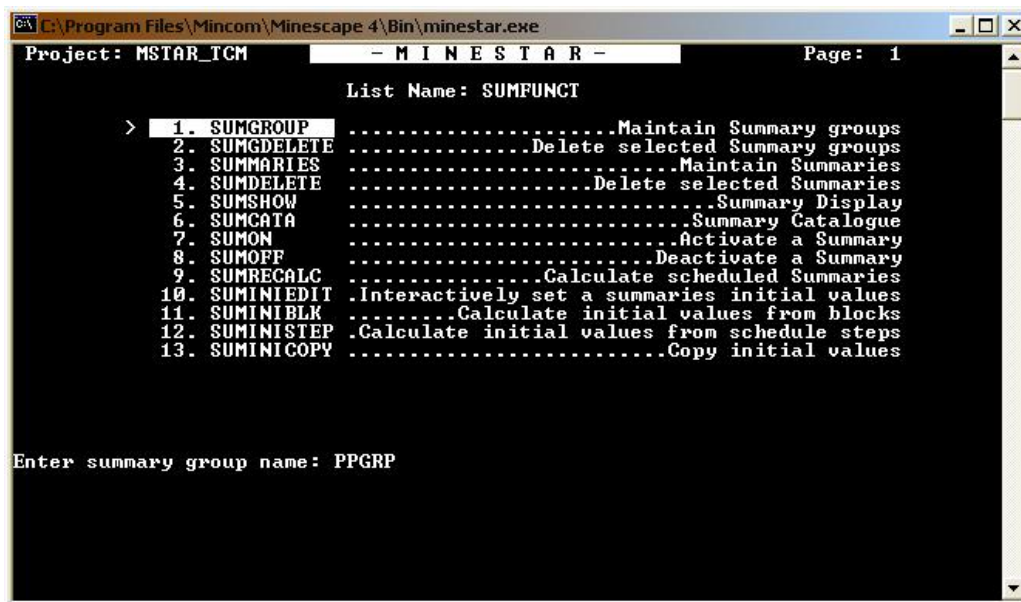
```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Summary Group Maintenance
Item Name      : A_INUTS
Item Type     : Numeric
Item Length   :
Item Description : inuts a
Item Base Type : INUTS
Weight average on : A_INUTON

Source Expression-----
>
((raw a mass*(transact a burden/raw a burden))*raw a ts -
miss((transact a mass*transact a ts),0))/
(raw a mass*(transact a burden/raw a burden)-transact a mass)

TOP
Edit command> _
```

Selanjutnya juga dimasukkan data quality inventory untuk seam A1, A2, dan B dengan ekspresi yang sama namun nama seamnya diubah sesuai seamnya.

Dibuat grup bernama PPGRP :



```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: SUMFUNCT

> 1. SUMGROUP      .....Maintain Summary groups
  2. SUMDELETE    .....Delete selected Summary groups
  3. SUMMARIES    .....Maintain Summaries
  4. SUMDELETE    .....Delete selected Summaries
  5. SUMSHOW      .....Summary Display
  6. SUMCATA      .....Summary Catalogue
  7. SUMON        .....Activate a Summary
  8. SUMOFF       .....Deactivate a Summary
  9. SUMRECALC    .....Calculate scheduled Summaries
 10. SUMINIEDIT   .....Interactively set a summaries initial values
 11. SUMINIBLK   .....Calculate initial values from blocks
 12. SUMINISTEP   .....Calculate initial values from schedule steps
 13. SUMINICOPY   .....Copy initial values

Enter summary group name: PPGRP
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : STARTRATIO
Item Type      : Numeric
Item Length    :
Item Description : STARTING RATIO
Item Base Type : -

Source Expression-----
>
IF <T_MATERIAL='BURDEN'> THEN
<1-CURRENT MASS/RAW MASS>*100
ELSE
IF <T_MATERIAL='MASS'> THEN
<1-CURRENT MASS/RAW MASS>*100
ELSE
IF <T_MATERIAL='TOTMAT'> THEN
<1-CURRENT TOTMAT/RAW TOTMAT>*100

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : STARTRATIO
Item Type      : Numeric
Item Length    :
Item Description : STARTING RATIO
Item Base Type : -

Source Expression-----
<1-CURRENT MASS/RAW MASS>*100
ELSE
IF <T_MATERIAL='TOTMAT'> THEN
<1-CURRENT TOTMAT/RAW TOTMAT>*100
ELSE
100
ENDIF
ENDIF
XENDIF

Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : ENDRATIO
Item Type      : Numeric
Item Length    :
Item Description : ENDING RATIO
Item Base Type : -

Source Expression-----
>
IF <T_MATERIAL='BURDEN'> THEN
<1-CURRENT MASS/RAW MASS>*100
ELSE
IF <T_MATERIAL='MASS'> THEN
<1-CURRENT MASS/RAW MASS>*100
ELSE
IF <T_MATERIAL='TOTMAT'> THEN
<1-CURRENT TOTMAT/RAW TOTMAT>*100

TOP
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Group Maintenance
Item Name      : ENDRATIO
Item Type      : Numeric
Item Length    :
Item Description : ENDING RATIO
Item Base Type : -

Source Expression-----
<1-CURRENT MASS/RAW MASS>*100
ELSE
IF <T_MATERIAL='TOTMAT'> THEN
<1-CURRENT TOTMAT/RAW TOTMAT>*100
ELSE
100
ENDIF
ENDIF
XENDIF

Edit command>
```

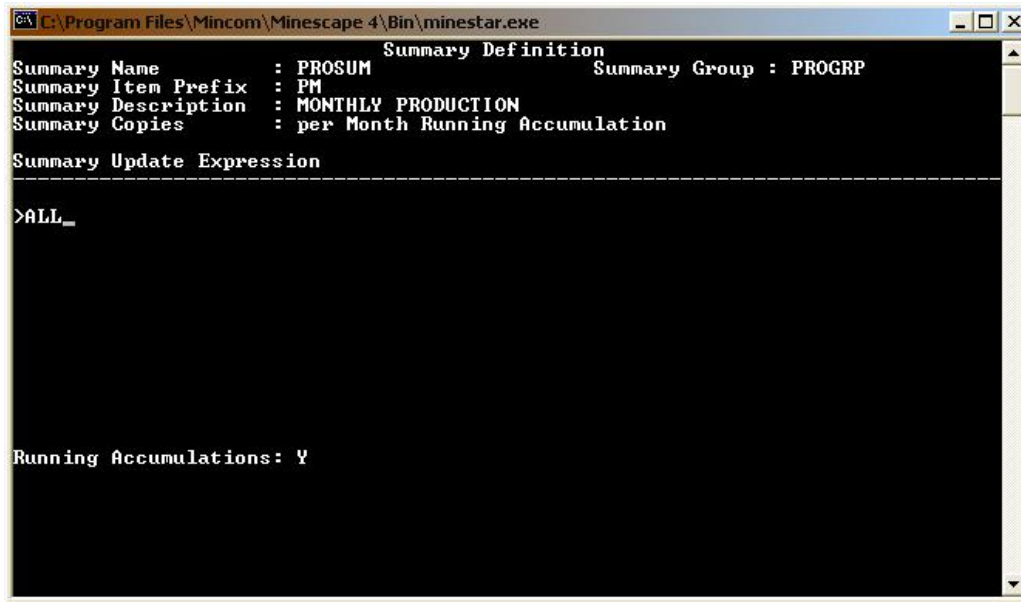
```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: SUMFUNCT

1. SUMGROUP      .....Maintain Summary groups
2. SUMGDELETE   .....Delete selected Summary groups
> 3. SUMMARIES   .....Maintain Summaries
4. SUMDELETE    .....Delete selected Summaries
5. SUMSHOW      .....Summary Display
6. SUMCATALOG  .....Summary Catalogue
7. SUMON        .....Activate a Summary
8. SUMOFF       .....Deactivate a Summary
9. SUMRECALC    .....Calculate scheduled Summaries
10. SUMINIEDIT  .....Interactively set a summaries initial values
11. SUMINIBLK   .....Calculate initial values from blocks
12. SUMINISTEP  .....Calculate initial values from schedule steps
13. SUMINICOPY  .....Copy initial values

Enter Option:
```

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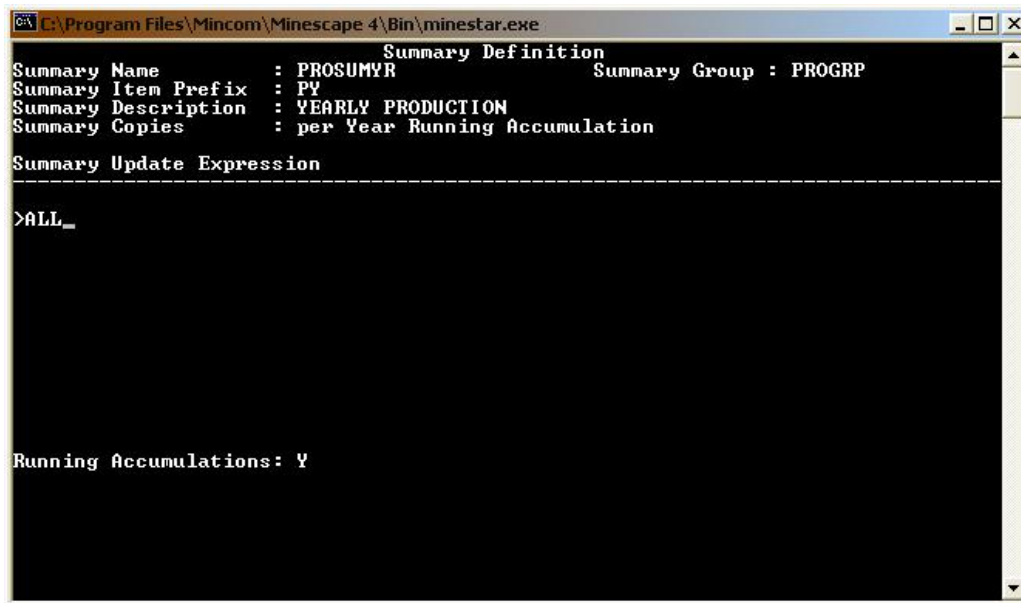
DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Definition
Summary Name      : PROSUM          Summary Group : PROGRP
Summary Item Prefix : PM
Summary Description : MONTHLY PRODUCTION
Summary Copies    : per Month Running Accumulation

Summary Update Expression
-----
>ALL_

Running Accumulations: Y
```



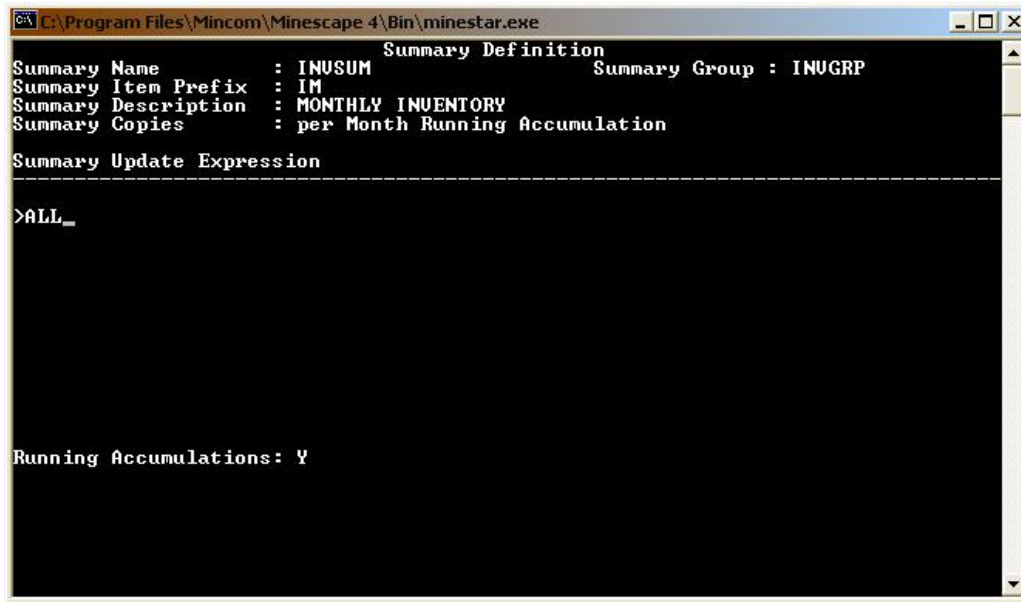
```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Definition
Summary Name      : PROSUMYR       Summary Group : PROGRP
Summary Item Prefix : PY
Summary Description : YEARLY PRODUCTION
Summary Copies    : per Year Running Accumulation

Summary Update Expression
-----
>ALL_

Running Accumulations: Y
```

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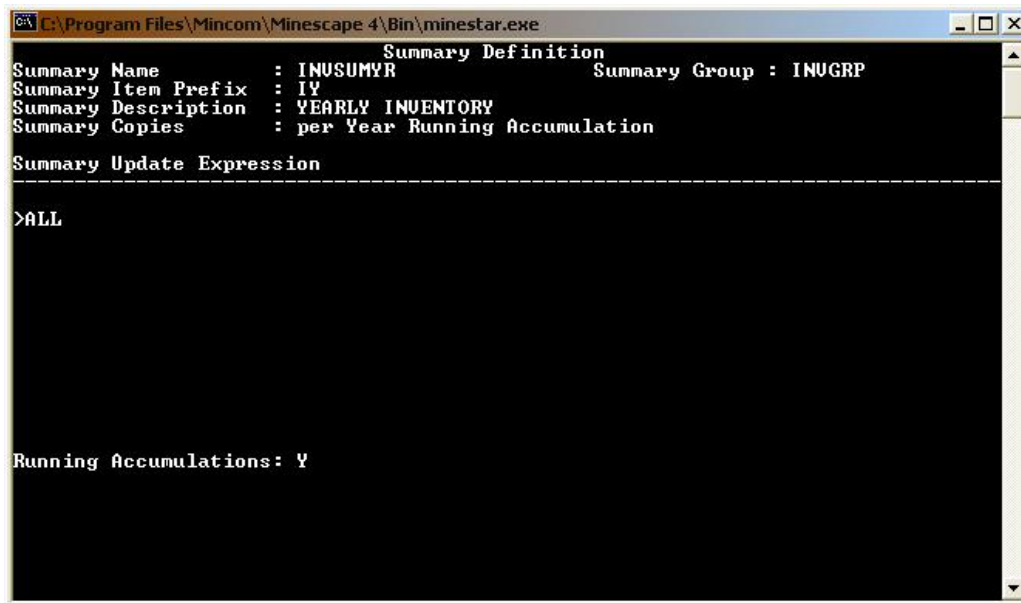
DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Definition
Summary Name      : INUSUM          Summary Group : INUGRP
Summary Item Prefix : IM
Summary Description : MONTHLY INVENTORY
Summary Copies    : per Month Running Accumulation

Summary Update Expression
-----
>ALL_

Running Accumulations: Y
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Definition
Summary Name      : INUSUMYR       Summary Group : INUGRP
Summary Item Prefix : IY
Summary Description : YEARLY INVENTORY
Summary Copies    : per Year Running Accumulation

Summary Update Expression
-----
>ALL

Running Accumulations: Y
```

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bit.ly/2mJJJys

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: SUMFUNCT
1. SUMGROUP      .....Maintain Summary groups
2. SUMGDELETE   .....Delete selected Summary groups
3. SUMMARIES    .....Maintain Summaries
4. SUMDELETE    .....Delete selected Summaries
5. SUMSHOW      .....Summary Display
> 6. SUMCATALOG .....Summary Catalogue
7. SUMON        .....Activate a Summary
8. SUMOFF       .....Deactivate a Summary
9. SUMRECALC    .....Calculate scheduled Summaries
10. SUMINEDIT   .....Interactively set a summaries initial values
11. SUMINIPLK   .....Calculate initial values from blocks
12. SUMINISTEP  .....Calculate initial values from schedule steps
13. SUMINICOPY  .....Copy initial values

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Summary Catalog
Group : TRANSACT
Group : PROGRP
  PROSUM      PM  MONTHLY PRODUCTION      By: Month
  PROSUMYR    PY  YEARLY PRODUCTION        By: Year
Group : INUGRP
  INUSUM      IM  MONTHLY INUENTORY        By: Month
  INUSUMYR    IY  YEARLY INUENTORY        By: Year
Group : PPGRP

Press <CR> to continue:
```

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Dibuat variable item untuk total inventory tonnase maupun quality :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 2
                          List Name: COMMAND
13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
> 15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
                          List Name: ITMFUNCT
> 1. ITEMS .....Maintain Useritems
2. ITEMcata .....Catalog of Minestar Items
3. ITEMSET .....Set the value of a User Constant
4. ITEMSHOW .....Show the current value of an item
5. ITEMINFO .....Display information about an item
6. COMEDIT .....Edit User Constants with a screen
7. ITEMPURGE .....Purge orphaned items

Enter Option:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : IM_IT_INUTON
Item Type     : Numeric
Item Length   :
Item Description : total inventory tonnes
Item Base Type : -

Source Expression-----
im_a_invtton+im_a1_invtton+im_a2_invtton+im_b_invtton
>

BOTTOM
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : IM_IT_INUCU
Item Type      : Numeric
Item Length    :
Item Description : total inventory cv
Item Base Type : -

Source Expression-----
>
miss <
  <im_a_invton*miss(im_a_invcv,0)+
  im_a1_invton*miss(im_a1_invcv,0)+
  im_a2_invton*miss(im_a2_invcv,0)+
  im_b_invton*miss(im_b_invcv,0)>/
  <im_a_invton+im_a1_invton+im_a2_invton+im_b_invton>
,0)
>

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : IM_IT_INUASH
Item Type      : Numeric
Item Length    :
Item Description : total inventory % ash
Item Base Type : -

Source Expression-----
miss <
  <im_a_invton*miss(im_a_invash,0)+
  im_a1_invton*miss(im_a1_invash,0)+
  im_a2_invton*miss(im_a2_invash,0)+
  im_b_invton*miss(im_b_invash,0)>/
  <im_a_invton+im_a1_invton+im_a2_invton+im_b_invton>
,0)
>

BOTTOM
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : IM_IT_INUTS
Item Type      : Numeric
Item Length    :
Item Description : total inventory % ts
Item Base Type : -

Source Expression-----
>
miss <
  <im_a_invton*miss(im_a_invt,0)+
  im_a1_invton*miss(im_a1_invt,0)+
  im_a2_invton*miss(im_a2_invt,0)+
  im_b_invton*miss(im_b_invt,0)>/
  <im_a_invton+im_a1_invton+im_a2_invton+im_b_invton>
,0)
>

TOP
Edit command>
```

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Dibuat record item tambahan untuk current dan transact item :



The screenshot shows the MINESTAR main menu. The window title is 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The project name is 'MSTAR_TCM' and the page number is 'Page: 2'. The menu is titled 'List Name: COMMAND'. It lists 13 numbered options, with option 14, 'RECFUNCT', highlighted. The options are: 13. POLFUNCT (Polygon Functions), 14. RECFUNCT (Record Functions), 15. ITMFUNCT (Item Functions), 16. REPFUNCT (Report Functions), 17. SCHFUNCT (Scheduling Functions), 18. SCRFUNCT (Screen Functions), 19. SPDFUNCT (Spread Sheet Functions), 20. SUMFUNCT (Summary Functions), 21. TBLFUNCT (Table Functions), 22. WRKFUNCT (Workstation Functions), 23. ADMFUNCT (Administration Functions), and 24. EXIT (Exit from Minestar). The prompt 'Enter Option:' is visible at the bottom.

```
Project: MSTAR_TCM      - M I N E S T A R -      Page: 2
List Name: COMMAND
13. POLFUNCT .....Polygon Functions
> 14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option:
```



The screenshot shows the RECFUNCT sub-menu. The window title is 'C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe'. The project name is 'MSTAR_TCM' and the page number is 'Page: 1'. The menu is titled 'List Name: RECFUNCT'. It lists 6 numbered options, with option 5, 'EXTEND', highlighted. The options are: 1. RECORDS (Maintain Userrecords), 2. RECDELETE (Delete selected Userrecords), 3. RECLIST (Display a Record), 4. RECCATA (Catalog Records), 5. EXTEND (Maintain Extension records), and 6. EXTDELETE (Delete Extension records). The prompt 'Enter Option: _' is visible at the bottom.

```
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: RECFUNCT
1. RECORDS .....Maintain Userrecords
2. RECDELETE .....Delete selected Userrecords
3. RECLIST .....Display a Record
4. RECCATA .....Catalog Records
> 5. EXTEND .....Maintain Extension records
6. EXTDELETE .....Delete Extension records

Enter Option: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : CX_IT_BURDEN
Item Type      : Numeric
Item Length    :
Item Description : TOTAL CURRENT BURDEN
Item Base Type : BURDEN

Source Expression-----
>
  C_A_BURDEN+C_A1_BURDEN+C_A2_BURDEN+C_B_BURDEN

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : CX_IT_MASS
Item Type      : Numeric
Item Length    :
Item Description : TOTAL CURRENT MASS
Item Base Type : MASS

Source Expression-----
>
  C_A_MASS+C_A1_MASS+C_A2_MASS+C_B_MASS

TOP
Edit command>
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : CX_IT_ASH
Item Type      : Numeric
Item Length    :
Item Description : TOTAL CURRENT ASH
Item Base Type : ASH
Weight average on : CX_IT_MASS

Source Expression-----
>
  C_A_ASH+C_A1_ASH+C_A2_ASH+C_B_ASH

TOP
Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : CX_IT_TS
Item Type      : Numeric
Item Length    :
Item Description : TOTAL CURRENT SULFUR
Item Base Type : TS
Weight average on : CX_IT_MASS

Source Expression-----
>
  C_A_TS+C_A1_TS+C_A2_TS+C_B_TS

TOP
Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : CX_IT_CU
Item Type      : Numeric
Item Length    :
Item Description : TOTAL CURRENT CU
Item Base Type : CU
Weight average on : CX_IT_MASS

Source Expression-----
>
  C_A_CU+C_A1_CU+C_A2_CU+C_B_CU

TOP
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : TX_IT_BURDEN
Item Type      : Numeric
Item Length    :
Item Description : TOTAL TRANSACT BURDEN
Item Base Type : BURDEN

Source Expression-----
>T_A_BURDEN+T_A1_BURDEN+T_A2_BURDEN+T_B_BURDEN_

Enter PART qualifier for TX_IT_BURDEN: -
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : TX_IT_MASS
Item Type      : Numeric
Item Length    :
Item Description : TOTAL TRANSACT MASS
Item Base Type : MASS

Source Expression-----
>T_A_MASS+T_A1_MASS+T_A2_MASS+T_B_MASS

Enter PART qualifier for TX_IT_MASS: -
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : TX_IT_ASH
Item Type      : Numeric
Item Length    :
Item Description : TOTAL TRANSACT ASH
Item Base Type : ASH
Weight average on : TX_IT_MASS

Source Expression-----
>T_A_ASH+T_A1_ASH+T_A2_ASH+T_B_ASH_

Enter PART qualifier for TX_IT_ASH: -
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : TX_IT_TS
Item Type      : Numeric
Item Length    :
Item Description : TOTAL TRANSACT SULFUR
Item Base Type : TS
Weight average on : TX_IT_MASS

Source Expression-----
>T_A_TS+T_A1_TS+T_A2_TS+T_B_TS

Enter PART qualifier for TX_IT_TS: -
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Block Extension EXTREC Maintenance
Item Name      : TX_IT_CU
Item Type      : Numeric
Item Length    :
Item Description : TOTAL TRANSACT CU
Item Base Type : CU
Weight average on : TX_IT_MASS

Source Expression-----
>T_A_CU+T_A1_CU+T_A2_CU+T_B_CU

Enter PART qualifier for TX_IT_CU: -
```

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Kemudian dibuat breakpoint untuk menentukan batasan produksi bulanan, semisal target produksi batubara per bulan :



```
Project: MSTAR_TCM - M I N E S T A R - Page: 1 ...
List Name: COMMAND
1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
> 4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATFUNCT .....Calendar Functions ( Real Dates )
10. MCFUNCT .....Machine Functions
11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option: _
```

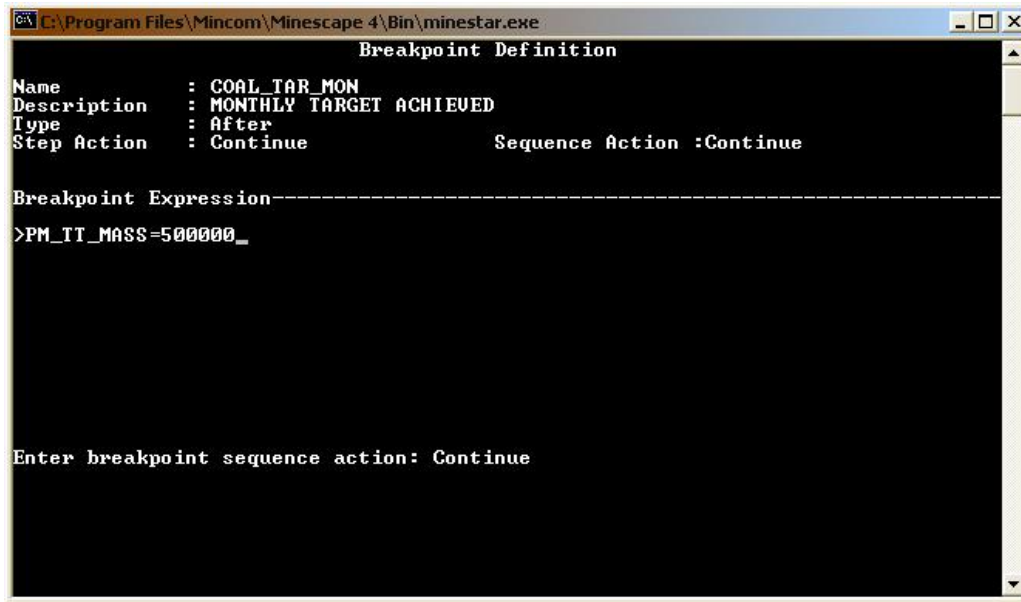


```
Project: MSTAR_TCM - M I N E S T A R - Page: 1
List Name: BRKFUNCT
> 1. BRKPOINTS .....Maintain Breakpoints
2. BRKCOPY .....Copy a nominated Breakpoint
3. BRKLIST .....List Breakpoints
4. BRKDELETE .....Delete Breakpoints
5. BRKCAT1 .....Catalog Breakpoints
6. BRKON .....Activate a Breakpoint
7. BRKOFF .....Deactivate a Breakpoint

Enter breakpoint name: _
```

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```
Breakpoint Definition
Name       : COAL_TAR_MON
Description: MONTHLY TARGET ACHIEVED
Type       : After
Step Action: Continue           Sequence Action :Continue

Breakpoint Expression-----
>PM_TT_MASS=500000_

Enter breakpoint sequence action: Continue
```

Kembali ke Mode Function untuk melengkapi Scheduling Mode Definition dengan summaries :



```
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1 ...
List Name: COMMAND

1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATFUNCT .....Calendar Functions ( Real Dates )
10. MCFUNCT .....Machine Functions
> 11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option:
```

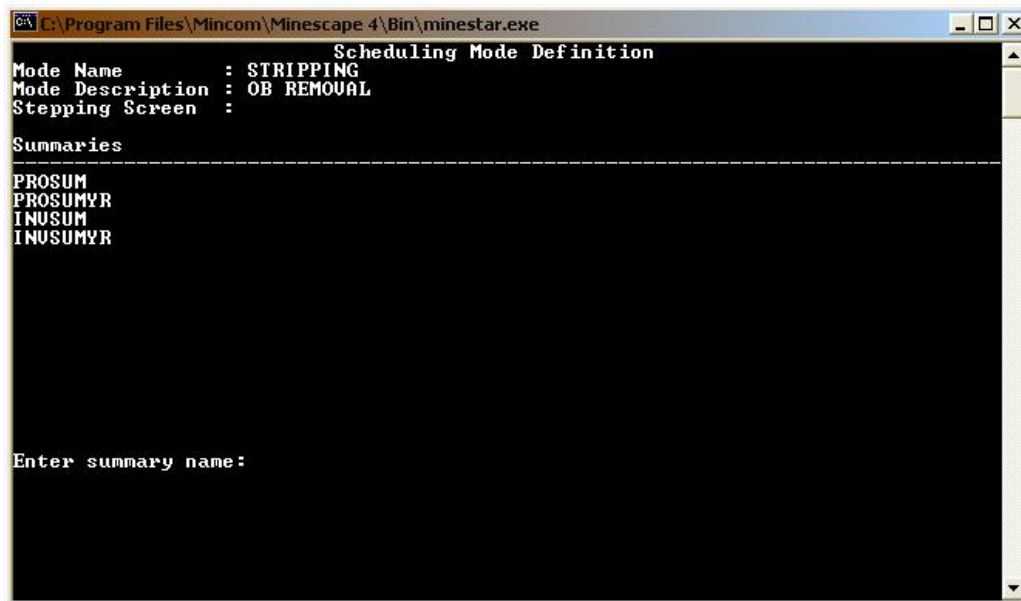
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
                          List Name: MDEFUNCT
> 1. MODES                .....Maintain Modes
  2. MODELIST             .....List the Modes
  3. MODECATA             .....Catalogue Modes
  4. MODEDELETE          .....Delete selected Modes
  5. MODESET             .....Set the current Mode

Enter Option:
```



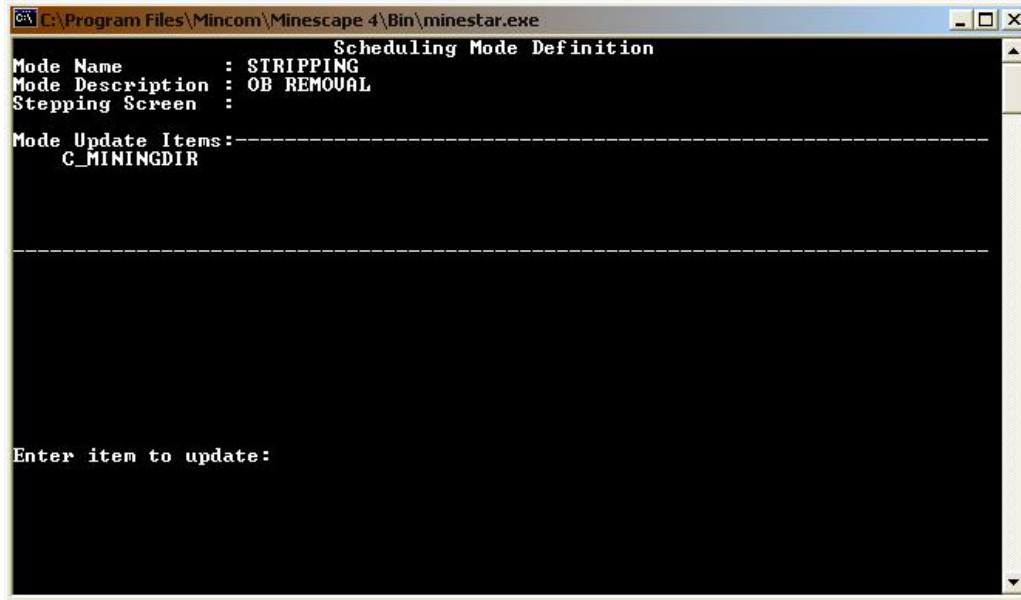
```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen :

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name:
```

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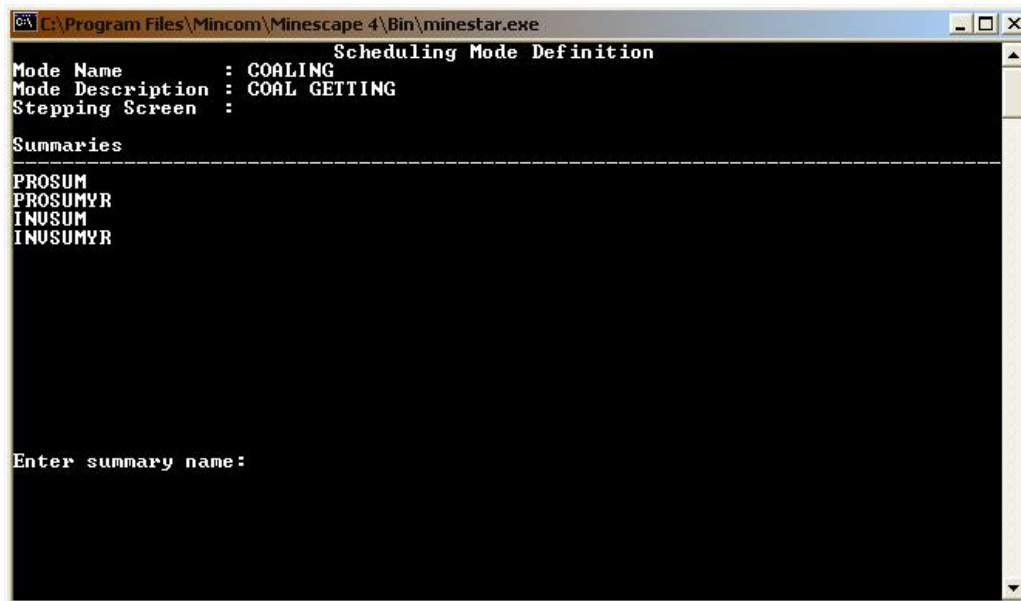


```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen :

Mode Update Items:-----
  C_MININGDIR

-----

Enter item to update:
```



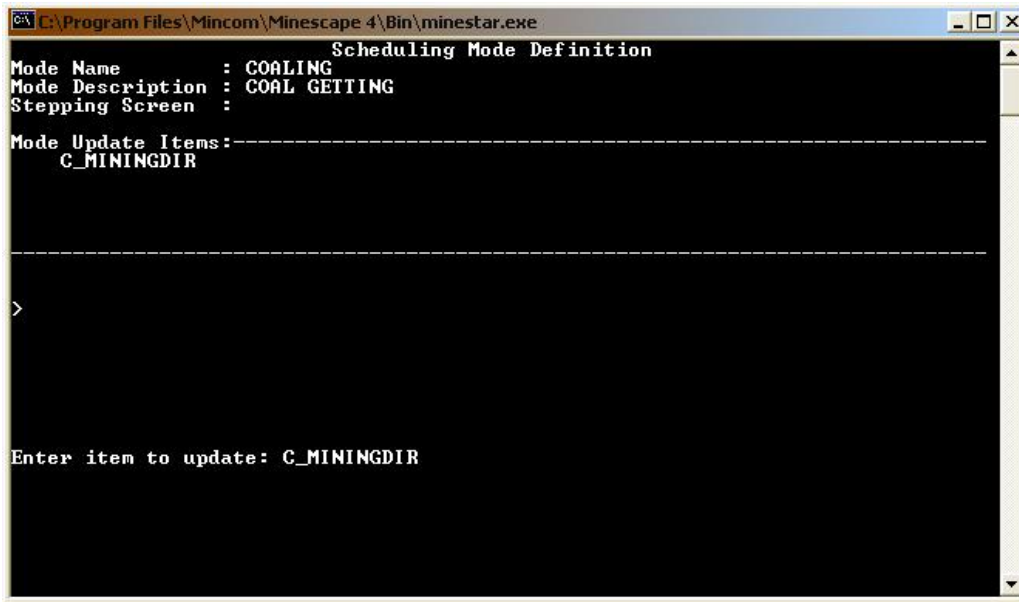
```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen :

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen :

Mode Update Items:-----
  C_MININGDIR

-----

>

Enter item to update: C_MININGDIR
```

Dibuat record item-item yang akan ditampilkan dalam screen :



```
C:\Program Files\Mincom\Minescape 4\Bin\minestarc.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 2
List Name: COMMAND

 13. POLFUNCT .....Polygon Functions
> 14. RECFUNCT .....Record Functions
 15. ITMFUNCT .....Item Functions
 16. REPFUNCT .....Report Functions
 17. SCHFUNCT .....Scheduling Functions
 18. SCRFUNCT .....Screen Functions
 19. SPDFUNCT .....Spread Sheet Functions
 20. SUMFUNCT .....Summary Functions
 21. TBLFUNCT .....Table Functions
 22. WRKFUNCT .....Workstation Functions
 23. ADMFUNCT .....Administration Functions
 24. EXIT .....Exit from Minestarc

Enter Option:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
                          List Name: RECFUNCT
> 1. RECORDS               .....Maintain Userrecords
  2. RECDELETE             .....Delete selected Userrecords
  3. RECLIST               .....Display a Record
  4. RECCATA               .....Catalog Records
  5. EXTEND                .....Maintain Extension records
  6. EXTDELETE             .....Delete Extension records

Enter name of user record: TCMREC
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          User Record Definition
Record Name       : TCMREC
Record Description: PRODUCTION SCREEN
-----
T_STEP            C_A_BURDEN          PM TT ASH
S_BLOCK           C_A1_BURDEN         PY TT BURDEN
S_MACHINE         C_A2_BURDEN         PY TT MASS
S_MODE            C_B_BURDEN          PY TT ASH
S_MATERIAL        C_A_MASS            CX TT BURDEN
S_RATE           C_A1_MASS           CX TT MASS
S_STEP            C_A2_MASS           CX TT ASH
S_QUALIFIER       C_B_MASS
S_AMOUNT          C_A_ASH
S_SEQUENCE        C_A1_ASH
F_NUMBER          C_A2_ASH
K_IDATE           C_B_ASH
K_TTIME           PM TT BURDEN
K_TMONTHHOURS     PM TT MASS

Enter record or item to include:
```

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Buka Windows page – Assecories – Command prompt ; jalankan program SCENT :

```
Command Prompt
Microsoft Windows 2000 [Version 5.00.2195]
(C) Copyright 1985-2000 Microsoft Corp.

C:\>d:
D:\>cd projects
D:\projects>cd mstar_tcm
D:\projects\Mstar_TCM>cd minestar
D:\projects\Mstar_TCM\minestar>scnt
```

```
Command Prompt - scnt

                SCENT
        Screen Entry System

        Released : 25-Nov-93
        Version  : 2.007
        Status   : Production

        Copyright (c) Mincom Limited, 1993

Create it? (Y/N) _ _ _ _ _ : N
Screen file ./scndef/screen.def not found.
```

```
Command Prompt - scnt

                - S C E N T -

=====

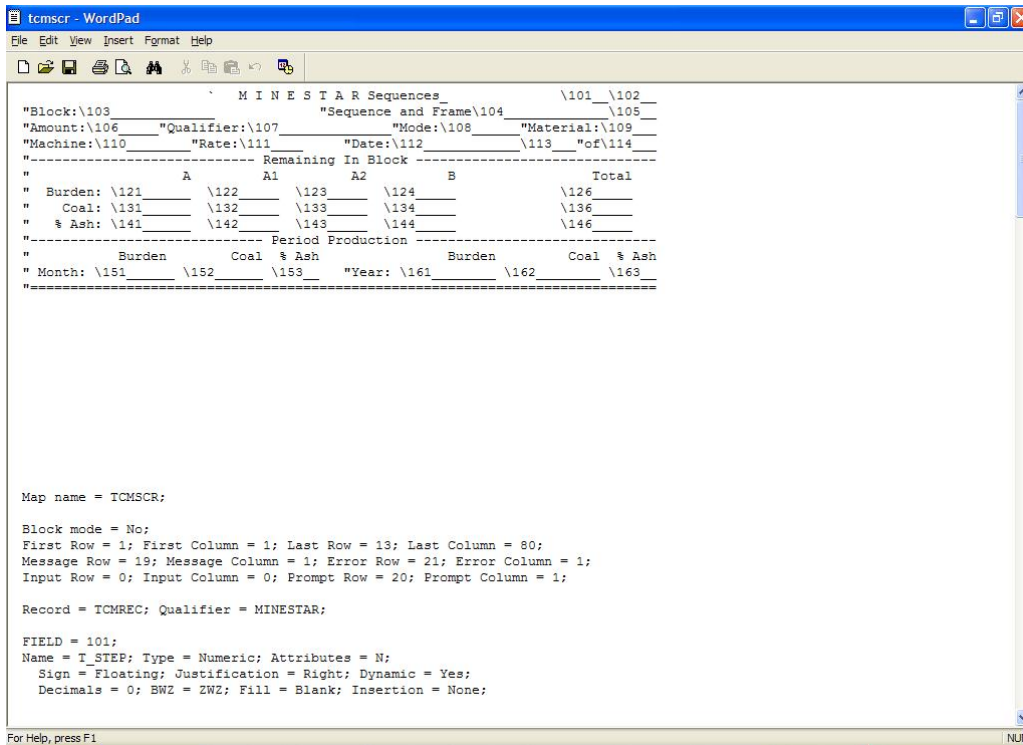
1. VIEW      - Display a SET or MAP      11. CATALOGUE - List SETs and MAPs
2. CREATE    - Create a SET or MAP      12. PRINT     - Print a MAP or SET
3. EDIT      - Edit a SET or MAP      13. UNLOAD   - Unload/Convert screen
4. COMPILER  - Compile a SET or MAP    14. LOAD     - Load SCENT screens
5. CICSDD    - Data Dictionary entries 15. MDUMP    - Dump MAP to edit file
6. GOBOL     - Generate COPY file     16. MLOAD   - Load MAP dump file
7. DELETE    - Delete a SET or MAP    17. TRACE    - Toggle TRACE file
8. COPY      - Copy a SET or MAP      18. UERSION  - Set/Report version
9. CICSCREATE- Create a TP MAP or SET  19. QUIT     - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

=====

Enter command_ _ _ _ _ : 16
```

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```
tcmscr - WordPad
File Edit View Insert Format Help
M I N E S T A R Sequences_ \101_ \102_
"Block:\103_ "Sequence and Frame\104_ \105_
"Amount:\106_ "Qualifier:\107_ "Mode:\108_ "Material:\109_
"Machine:\110_ "Rate:\111_ "Date:\112_ \113_ "of\114_
----- Remaining In Block -----
"
" A A1 A2 B Total
" Burden: \121_ \122_ \123_ \124_ \126_
" Coal: \131_ \132_ \133_ \134_ \136_
" % Ash: \141_ \142_ \143_ \144_ \146_
----- Period Production -----
" Burden Coal % Ash Burden Coal % Ash
" Month: \151_ \152_ \153_ "Year: \161_ \162_ \163_
-----

Map name = TCMSCR;

Block mode = No;
First Row = 1; First Column = 1; Last Row = 13; Last Column = 80;
Message Row = 19; Message Column = 1; Error Row = 21; Error Column = 1;
Input Row = 0; Input Column = 0; Prompt Row = 20; Prompt Column = 1;

Record = TCMREC; Qualifier = MINESTAR;

FIELD = 101;
Name = T_STEP; Type = Numeric; Attributes = N;
Sign = Floating; Justification = Right; Dynamic = Yes;
Decimals = 0; BWZ = ZWZ; Fill = Blank; Insertion = None;

For Help, press F1 NUM
```



```
Command Prompt - scent
- S C E N T -
=====
1. VIEW - Display a SET or MAP 11. CATALOGUE - List SETs and MAPs
2. CREATE - Create a SET or MAP 12. PRINT - Print a MAP or SET
3. EDIT - Edit a SET or MAP 13. UNLOAD - Unload/Convert screen
4. COMPILE - Compile a SET or MAP 14. LOAD - Load SCENT screens
5. CICSDD - Data Dictionary entries 15. MDUMP - Dump MAP to edit file
6. COBOL - Generate COPY file 16. MLOAD - Load MAP dump file
7. DELETE - Delete a SET or MAP 17. TRACE - Toggle TRACE file
8. COPY - Copy a SET or MAP 18. VERSION - Set/Report version
9. CICSCREATE - Create a TP MAP or SET 19. QUIT - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET
=====
Enter screen name to load_ _ _ _ _ : tcmscr_
```

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```
Command Prompt - scent
- S C E N T -
=====
1. VIEW      - Display a SET or MAP    11. CATALOGUE - List SETs and MAPs
2. CREATE   - Create a SET or MAP  12. PRINT     - Print a MAP or SET
3. EDIT     - Edit a SET or MAP    13. UNLOAD   - Unload/Convert screen
4. COMPILE  - Compile a SET or MAP  14. LOAD     - Load SCENT screens
5. GICSSDD  - Data Dictionary entries 15. MDUMP    - Dump MAP to edit file
6. COBOL    - Generate COPY file    16. MLOAD   - Load MAP dump file
7. DELETE   - Delete a SET or MAP   17. TRACE   - Toggle TRACE file
8. COPY     - Copy a SET or MAP     18. VERSION  - Set/Report version
9. GICSCREATE - Create a TP MAP or SET 19. QUIT    - Terminate the session
10. GICSEDT - Edit a TP MAP or SET

=====
Enter command_ _ _ _ _ _ _ _ _ _ _ : 4_
```

```
Command Prompt - scent
- S C E N T -
=====
-----COMPILE SCREEN-----
=====

Compile in TP format (Y/N) _ _ _ _ _ _ _ _ : N
```

```
Command Prompt - scent
- S C E N T -
=====
-----COMPILE SCREEN-----
=====

Enter screen name to compile _ _ _ _ _ _ _ : tcmscr
```

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```
Command Prompt - scent
- S C E N T -
=====COMPILE SCREEN=====

Screen name : TCMSCR

Screen file : ./SCNDEF/TCMSCR.SCR

Enter screen name to compile _ _ _ _ _: _
```

```
Command Prompt - scent
- S C E N T -
=====COMPILE SCREEN=====

1. UIIEW      - Display a SET or MAP      11. CATALOGUE - List SETs and MAPs
2. CREATE    - Create a SET or MAP      12. PRINT    - Print a MAP or SET
3. EDIT      - Edit a SET or MAP        13. UNLOAD   - Unload/Convert screen
4. COMPILE   - Compile a SET or MAP     14. LOAD     - Load SCENT screens
5. CICSDD    - Data Dictionary entries  15. MDUMP    - Dump MAP to edit file
6. COBOL     - Generate COPY file       16. MLOAD   - Load MAP dump file
7. DELETE    - Delete a SET or MAP      17. TRACE    - Toggle TRACE file
8. COPY      - Copy a SET or MAP        18. VERSION  - Set/Report version
9. CICSCREATE- Create a TP MAP or SET     19. QUIT     - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

Enter command_ _ _ _ _: 1
```

```
Command Prompt - scent
- S C E N T -
=====COMPILE SCREEN=====

1. UIIEW      - Display a SET or MAP      11. CATALOGUE - List SETs and MAPs
2. CREATE    - Create a SET or MAP      12. PRINT    - Print a MAP or SET
3. EDIT      - Edit a SET or MAP        13. UNLOAD   - Unload/Convert screen
4. COMPILE   - Compile a SET or MAP     14. LOAD     - Load SCENT screens
5. CICSDD    - Data Dictionary entries  15. MDUMP    - Dump MAP to edit file
6. COBOL     - Generate COPY file       16. MLOAD   - Load MAP dump file
7. DELETE    - Delete a SET or MAP      17. TRACE    - Toggle TRACE file
8. COPY      - Copy a SET or MAP        18. VERSION  - Set/Report version
9. CICSCREATE- Create a TP MAP or SET     19. QUIT     - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

Enter SET/MAP name to display_ _ _ _ _: tcmscr
```

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```
Command Prompt - scnt
M I N E S T A R Sequences 99999 99999
Block: XXXXXXXXXXXXXXXXXXXX Sequence and Frame XXXXXXXXXXXXXXXXXXXX 99999
Amount: XXXXXXXXX Qualifier: XXXXXXXXXXXXXXXXXXXX Mode: XXXXXXXXX Material: XXXXXXXX
Machine: XXXXXXXXXXXXXXX Rate: 99999999 Date: XXXXXXXXXXXXXXXXXXXX 9999999 of 9999999
----- Remaining In Block -----
Burden: 9999999999 A A1 A2 B Total
Coal: 9999999999 999999999 999999999 999999999 999999999
% Ash: 9999999999 999999999 999999999 999999999 999999999
----- Period Production -----
Month: 9999999999 Burden Coal % Ash Year: 999999999999 999999999999 999999
=====
```

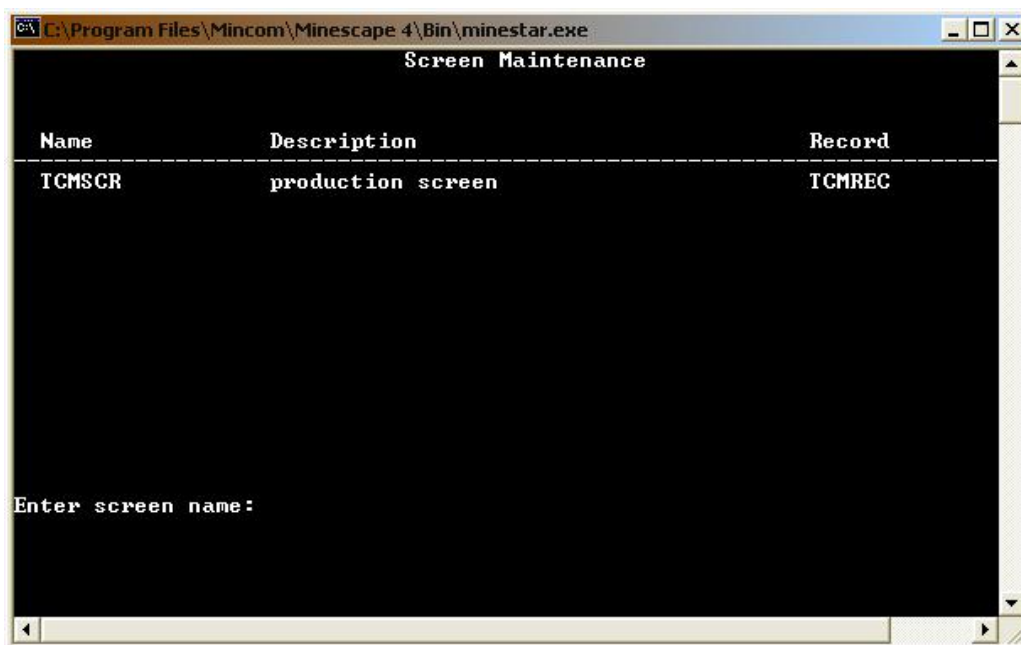
Mengeset screen ke dalam scheduling :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM - M I N E S T A R - Page: 2
List Name: COMMAND
13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
> 18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option:
```

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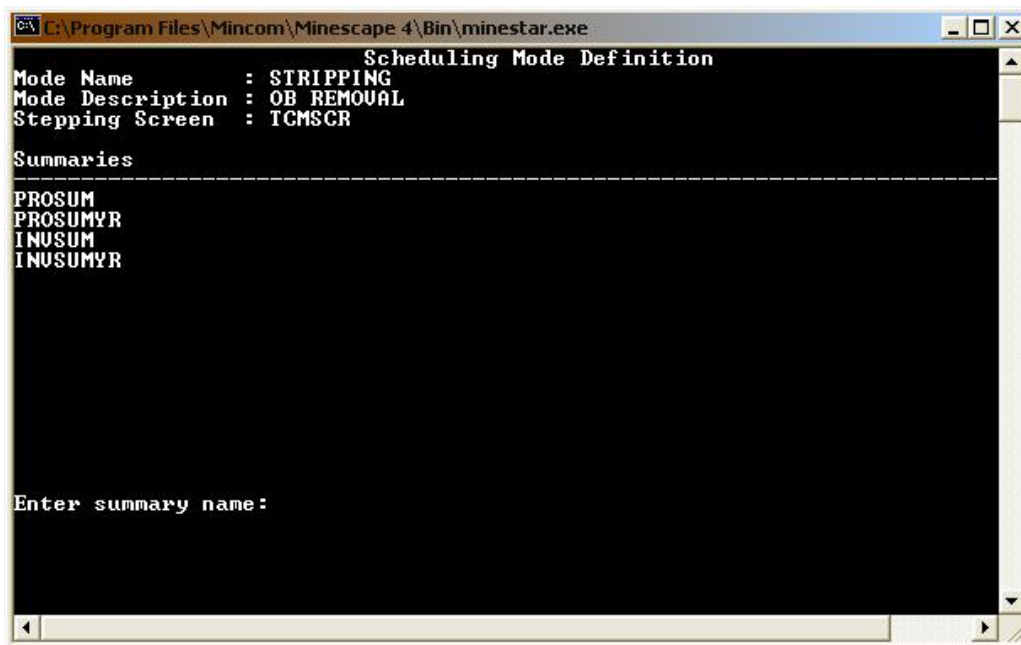
DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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A screenshot of a Windows command prompt window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window shows the main menu for the MINESTAR application. At the top, it displays "Project: MSTAR_TCM" and "Page: 1". Below this, it says "List Name: MDEFUNCT". The main menu consists of five numbered options:

- 1. MODESMaintain Modes
- 2. MODELISTList the Modes
- 3. MODEGATACatalogue Modes
- 4. MODEDELETEDelete selected Modes
- 5. MODESETSet the current Mode

At the bottom of the window, it prompts "Enter Option: _".



A screenshot of a Windows command prompt window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window shows the "Scheduling Mode Definition" screen. It displays the following information:

Mode Name : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen : ICMSCR

Below this, it says "Summaries" and lists four summary names:

- PROSUM
- PROSUMVR
- INUSUM
- INUSUMVR

At the bottom of the window, it prompts "Enter summary name:".

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen : TCMSCR

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: MDEFUNCT

1. MODES      .....Maintain Modes
2. MODELIST   .....List the Modes
3. MODECAT   .....Catalogue Modes
4. MODEDELETE .....Delete selected Modes
> 5. MODESET   .....Set the current Mode

Enter new mode name: STRIPPING
```

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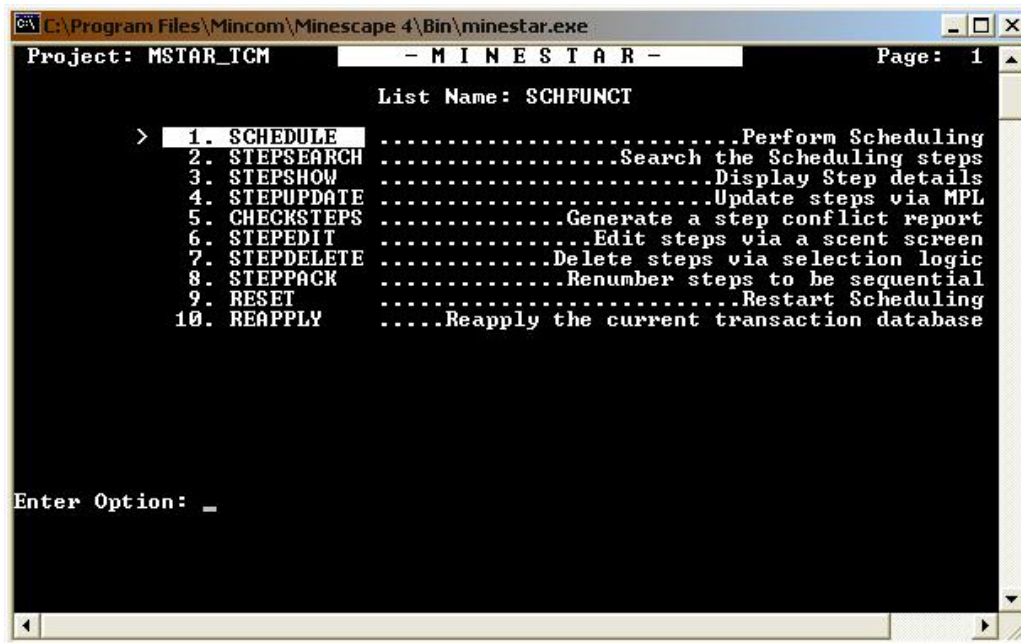


The screenshot shows a terminal window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window displays a menu for "Project: MSTAR_ICM" and "List Name: COMMAND". The menu items are numbered 13 to 24, with item 17, "SCHFUNCT", highlighted. The descriptions for each item are: 13. POLFUNCT (Polygon Functions), 14. RECFUNCT (Record Functions), 15. ITMFUNCT (Item Functions), 16. REPFUNCT (Report Functions), 17. SCHFUNCT (Scheduling Functions), 18. SCRFUNCT (Screen Functions), 19. SPDFUNCT (Spread Sheet Functions), 20. SUMFUNCT (Summary Functions), 21. TBLFUNCT (Table Functions), 22. WRKFUNCT (Workstation Functions), 23. ADMFUNCT (Administration Functions), and 24. EXIT (Exit from Minestar). At the bottom, it says "Enter Option: _".

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 2
List Name: COMMAND

13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
> 17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option: _
```



The screenshot shows a terminal window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window displays a menu for "Project: MSTAR_ICM" and "List Name: SCHFUNCT". The menu items are numbered 1 to 10, with item 1, "SCHEDULE", highlighted. The descriptions for each item are: 1. SCHEDULE (Perform Scheduling), 2. STEPSEARCH (Search the Scheduling steps), 3. STEPSHOW (Display Step details), 4. STEPUPDATE (Update steps via MPL), 5. CHECKSTEPS (Generate a step conflict report), 6. STEPEDIT (Edit steps via a scent screen), 7. STEPDELETE (Delete steps via selection logic), 8. STEPPACK (Renumbr steps to be sequential), 9. RESET (Restart Scheduling), and 10. REAPPLY (Reapply the current transaction database). At the bottom, it says "Enter Option: _".

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 1
List Name: SCHFUNCT

> 1. SCHEDULE .....Perform Scheduling
2. STEPSEARCH .....Search the Scheduling steps
3. STEPSHOW .....Display Step details
4. STEPUPDATE .....Update steps via MPL
5. CHECKSTEPS .....Generate a step conflict report
6. STEPEDIT .....Edit steps via a scent screen
7. STEPDELETE .....Delete steps via selection logic
8. STEPPACK .....Renumbr steps to be sequential
9. RESET .....Restart Scheduling
10. REAPPLY .....Reapply the current transaction database

Enter Option: _
```

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```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
----- M I N E S T A R Sequences -----
Block: P01B18S16                               Sequence and Frame          0      1
Amount:                               Qualifier:                               Mode: STRIPPING Material: BURDEN
Machine:                               Rate: 1.00                               Date: DD-MM-YY   HH:MM of 651
----- Remaining In Block -----
      A      A1      A2      B      Total
Burden:    0   1508806   8514   32555   1549874
Coal:      0   11421   38791   14932   65145
% Ash:     -     -     8.20   9.75     -
----- Period Production -----
      Burden      Coal      % Ash      Year:      Burden      Coal      % Ash
Month:           0           0           -           0           0           -
=====
Enter Option:
>AMOUNT      BLKSET      CROSS      MCSET
BACKTRACK    BRKSTEPS    DESTSET    MODESET
MCBACK       COMMENT     MCLOCATE   OOPS
  
```

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
List Name: MDEFUNCT
1. MODES      .....Maintain Modes
2. MODELIST   .....List the Modes
3. MODECATA   .....Catalogue Modes
4. MODEDELETE .....Delete selected Modes
> 5. MODESET   .....Set the current Mode
Enter new mode name: COALING
  
```

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
List Name: SCHFUNCT
> 1. SCHEDULE  .....Perform Scheduling
2. STEPSEARCH .....Search the Scheduling steps
3. STEPSHOW   .....Display Step details
4. STEPUPDATE .....Update steps via MPL
5. CHECKSTEPS .....Generate a step conflict report
6. STEPEDIT   .....Edit steps via a scent screen
7. STEPDELETE .....Delete steps via selection logic
8. STEPPACK   .....Renumber steps to be sequential
9. RESET      .....Restart Scheduling
10. REAPPLY   .....Reapply the current transaction database
Enter Option:
  
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
----- M I N E S T A R Sequences -----
Block: P01B18S16      Sequence and Frame      0      1
Amount:              Qualifier:                Mode: COALING      Material: MASS
Machine:             Rate: 1.00                Date:             DD-MM-YY      HH:MM of 651
----- Remaining In Block -----
      A      A1      A2      B      Total
Burden: 0      1508806      8514      32555      1549874
Coal:   0      11421      38791      14932      65145
% Ash:  -      -      8.20      9.75      -
----- Period Production -----
      Burden      Coal      % Ash      Year:      Burden      Coal      % Ash
Month: 0      0      -
-----
Enter Option: _
>AMOUNT      BLKSET      CROSS      MCSET
BACKTRACK    BRKSTEPS    DESTSET    MODESET
MCBACK       COMMENT     MCLOCATE   OOPS
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 2
List Name: COMMAND
13. POLFUNCT .....Polygon Functions
> 14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar
Enter Option:
```

Membuat record transact dan screennya :

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: RECFUNCT
> 1. RECORDS .....Maintain Userrecords
2. RECDELETE .....Delete selected Userrecords
3. REGLIST .....Display a Record
4. RECCATA .....Catalog Records
5. EXTEND .....Maintain Extension records
6. EXTDELETE .....Delete Extension records
Enter name of user record: tstrec
```

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```

E:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Record Definition
Record Name      : TSTREC
Record Description : TRANSACT SCREEN
-----
>T_STEP          T_A_BURDEN          PM TT ASH
S_BLOCK          T_A1_BURDEN         PY TT BURDEN
S_MACHINE        T_A2_BURDEN         PY TT MASS
S_MODE           T_B_BURDEN          PY TT ASH
S_MATERIAL       T_A_MASS             CX TT BURDEN
S_RATE           T_A1_MASS            CX TT MASS
S_STEP           T_A2_MASS            CX TT ASH
S_QUALIFIER      T_B_MASS
S_AMOUNT         T_A_ASH
S_SEQUENCE       T_A1_ASH
P_NUMBER         T_A2_ASH
K_IDATE          T_B_ASH
K_TTIME          PM TT BURDEN
K_TMONTHHOURS    PM TT MASS

Enter Option:
```

```

Command Prompt
Microsoft Windows 2000 [Version 5.00.2195]
(C) Copyright 1985-2000 Microsoft Corp.

C:\>d:
D:\>cd projects
D:\projects>cd mstar_tcm
D:\projects\Mstar_ICM>cd minestar
D:\projects\Mstar_ICM\minestar>scnt
```

```

Command Prompt - scnt

                          SCENT
                          Screen Entry System

                          Released : 25-Nov-93
                          Version  : 2.007
                          Status   : Production

                          Copyright (c) Mincom Limited, 1993

Create it? (Y/N) _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ : N
Screen file ./scndef/screen.def not found.
```

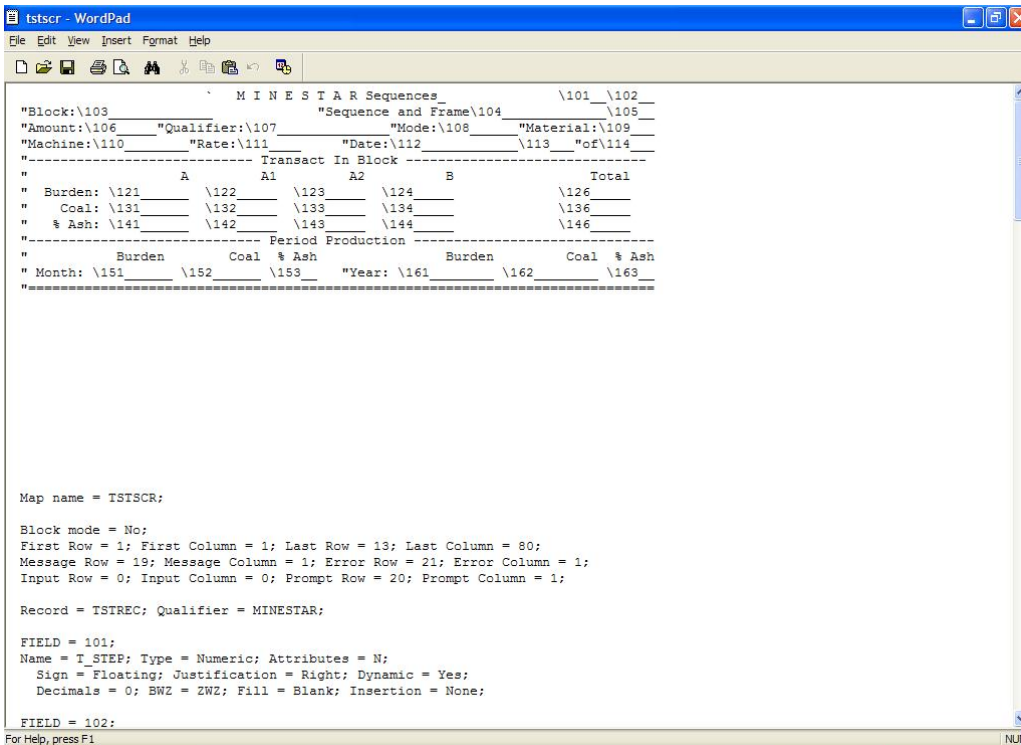
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```
Command Prompt - scent
- S C E N T -
=====
1. VIEW      - Display a SET or MAP      11. CATALOGUE - List SETs and MAPs
2. CREATE   - Create a SET or MAP   12. PRINT    - Print a MAP or SET
3. EDIT     - Edit a SET or MAP     13. UNLOAD  - Unload/Convert screen
4. COMPILE  - Compile a SET or MAP   14. LOAD    - Load SCENT screens
5. CICSDD   - Data Dictionary entries 15. MDUMP   - Dump MAP to edit file
6. COBOL    - Generate COPY file    16. MLOAD  - Load MAP dump file
7. DELETE   - Delete a SET or MAP   17. TRACE  - Toggle TRACE file
8. COPY     - Copy a SET or MAP     18. UERSION - Set/Report version
9. CICSCREATE - Create a TP MAP or SET  19. QUIT   - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

=====
Enter command_ _ _ _ _ _ _ _ _ _ : 16
```



```
tstscr - WordPad
File Edit View Insert Format Help
-----
"Block:\103_____ "MINESTAR Sequences_____ \101_ \102_
"Amount:\106_____ "Qualifier:\107_____ "Sequence and Frame\104_____ \105_
"Machine:\110_____ "Rate:\111_____ "Mode:\108_____ "Material:\109_
"Date:\112_____ \113_ "of\114_
-----
" Transact In Block -----
" A A1 A2 B Total
" Burden: \121_____ \122_____ \123_____ \124_____ \126_
" Coal: \131_____ \132_____ \133_____ \134_____ \136_
" % Ash: \141_____ \142_____ \143_____ \144_____ \146_
-----
" Period Production -----
" Burden Coal % Ash Burden Coal % Ash
" Month: \151_____ \152_____ \153_ "Year: \161_____ \162_____ \163_
-----

Map name = ISTISCR;

Block mode = No;
First Row = 1; First Column = 1; Last Row = 13; Last Column = 80;
Message Row = 19; Message Column = 1; Error Row = 21; Error Column = 1;
Input Row = 0; Input Column = 0; Prompt Row = 20; Prompt Column = 1;

Record = ISTIREC; Qualifier = MINESTAR;

FIELD = 101;
Name = T_STEP; Type = Numeric; Attributes = N;
Sign = Floating; Justification = Right; Dynamic = Yes;
Decimals = 0; BWZ = ZWZ; Fill = Blank; Insertion = None;

FIELD = 102;
For Help, press F1
```

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```
Command Prompt - scent
- S C E N T -
=====
1. VIEW      - Display a SET or MAP    11. CATALOGUE - List SETs and MAPs
2. CREATE    - Create a SET or MAP  12. PRINT     - Print a MAP or SET
3. EDIT      - Edit a SET or MAP    13. UNLOAD    - Unload/Convert screen
4. COMPILE   - Compile a SET or MAP  14. LOAD      - Load SCENT screens
5. CICSDD    - Data Dictionary entries 15. MDUMP     - Dump MAP to edit file
6. COBOL     - Generate COPY file   16. MLOAD    - Load MAP dump file
7. DELETE    - Delete a SET or MAP  17. TRACE     - Toggle TRACE file
8. COPY      - Copy a SET or MAP    18. VERSION   - Set/Report version
9. CICSCREATE- Create a TP MAP or SET  19. QUIT      - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

=====
Enter screen name to load_ _ _ _ _ : TSTSCR
```

```
Command Prompt - scent
- S C E N T -
=====
1. VIEW      - Display a SET or MAP    11. CATALOGUE - List SETs and MAPs
2. CREATE    - Create a SET or MAP  12. PRINT     - Print a MAP or SET
3. EDIT      - Edit a SET or MAP    13. UNLOAD    - Unload/Convert screen
4. COMPILE   - Compile a SET or MAP  14. LOAD      - Load SCENT screens
5. CICSDD    - Data Dictionary entries 15. MDUMP     - Dump MAP to edit file
6. COBOL     - Generate COPY file   16. MLOAD    - Load MAP dump file
7. DELETE    - Delete a SET or MAP  17. TRACE     - Toggle TRACE file
8. COPY      - Copy a SET or MAP    18. VERSION   - Set/Report version
9. CICSCREATE- Create a TP MAP or SET  19. QUIT      - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

=====
Enter command_ _ _ _ _ : 4_
```

```
Command Prompt - scent
- S C E N T -
=====
-----COMPILE SCREEN-----
=====
Compile in TP format (Y/N) _ _ _ _ _ : N
```

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```
Command Prompt - scent
- S C E N T -
=====COMPILE SCREEN=====

Enter screen name to compile _ _ _ _ _ : TSTSCR
```

```
Command Prompt - scent
- S C E N T -
=====COMPILE SCREEN=====

Screen name : TSTSCR

Screen file : ./SCNDEF/TSTSCR.SCR

Enter screen name to compile _ _ _ _ _ :
```

```
Command Prompt - scent
- S C E N T -
=====COMPILE SCREEN=====

1. UIIEW      - Display a SET or MAP      11. CATALOGUE - List SETs and MAPs
2. CREATE    - Create a SET or MAP      12. PRINT    - Print a MAP or SET
3. EDIT      - Edit a SET or MAP        13. UNLOAD   - Unload/Convert screen
4. COMPILE   - Compile a SET or MAP     14. LOAD     - Load SCENT screens
5. CICSDD    - Data Dictionary entries  15. MDUMP    - Dump MAP to edit file
6. COBOL     - Generate COPY file       16. MLOAD    - Load MAP dump file
7. DELETE    - Delete a SET or MAP      17. TRACE    - Toggle TRACE file
8. COPY      - Copy a SET or MAP        18. VERSION  - Set/Report version
9. CICSCREATE- Create a TP MAP or SET    19. QUIT     - Terminate the session
10. CICSEDIT - Edit a TP MAP or SET

Enter command _ _ _ _ _ : 1
```

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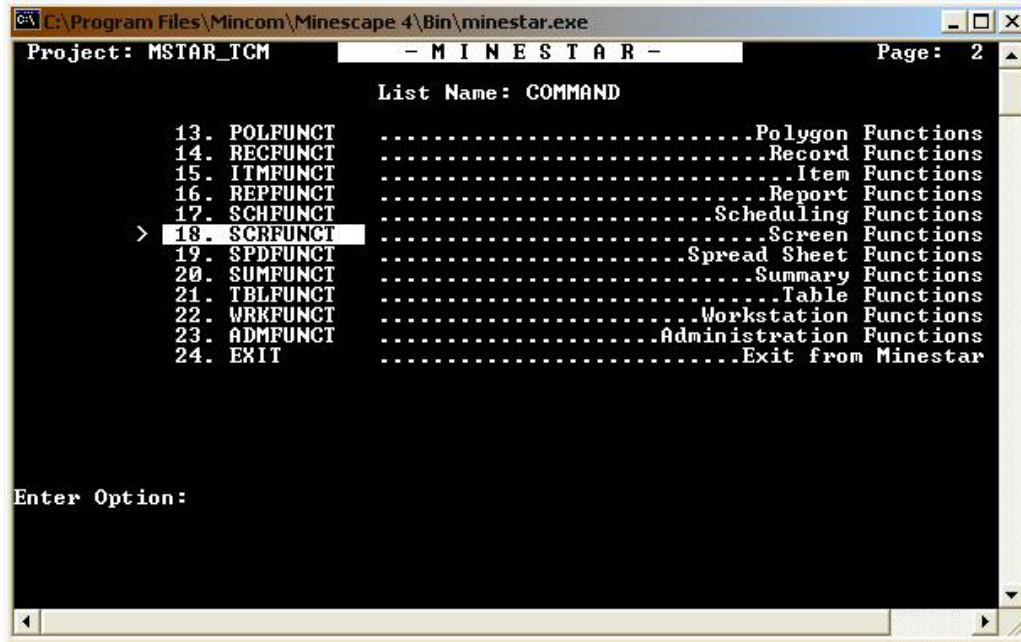
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```
Command Prompt - scent
- S C E N T -
=====
Enter SET/MAP name to display_ _ _ _ _: TSTSCR
```

```
Command Prompt - scent
M I N E S T A R Sequences 99999 99999
Block: XXXXXXXXXXXXXXXXXXXX Sequence and Frame XXXXXXXXXXXXXXXXXXXX 99999
Amount: XXXXXXXX Qualifier: XXXXXXXXXXXXXXXXXXXX Mode: XXXXXXXX Material: XXXXXXX
Machine: XXXXXXXXXXXX Rate: 9999999 Date: XXXXXXXXXXXXXXXXXXXX 999999 of 999999
----- Transact In Block -----
          A      A1      A2      B      Total
Burden: 999999999 999999999 999999999 999999999 999999999
Coal: 999999999 999999999 999999999 999999999 999999999
% Ash: 999999999 999999999 999999999 999999999 999999999
----- Period Production -----
          Burden      Coal      % Ash      Year: 999999999999 999999999999 99999
Month: 9999999999 9999999999 99999
```

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A screenshot of a DOS-style command window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window shows a menu titled "Project: MSTAR_TCM" and "List Name: COMMAND" on "Page: 2". The menu lists 12 options, with option 18, "SCRFUNCT", highlighted. The options are:

- 13. POLFUNCT Polygon Functions
- 14. RECFUNCT Record Functions
- 15. ITMFUNCT Item Functions
- 16. REPFUNCT Report Functions
- 17. SCHEFUNCT Scheduling Functions
- > 18. SCRFUNCT Screen Functions
- 19. SPDFUNCT Spread Sheet Functions
- 20. SUMFUNCT Summary Functions
- 21. TBLFUNCT Table Functions
- 22. WRKFUNCT Workstation Functions
- 23. ADMFUNCT Administration Functions
- 24. EXIT Exit from Minestar

At the bottom, it says "Enter Option:".



A screenshot of a DOS-style command window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window shows a menu titled "Project: MSTAR_TCM" and "List Name: SCRFUNCT" on "Page: 1". The menu lists 6 options, with option 1, "SCREENS", highlighted. The options are:

- > 1. SCREENS Maintain Screens
- 2. SCRCATA Catalogue Screens
- 3. SCRDELETE Delete selected Screens
- 4. SCRSET Set a Screen
- 5. SCR_DUMP Dump Screens
- 6. SCRREST Restore Screens

At the bottom, it says "Enter Option: _".

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Screen Maintenance

Name          Description          Record
-----
TSTSCR        transact screen     TSTREC

Enter screen name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA          - M I N E S T A R -          Page: 1
List Name: SCRFUNCT

1. SCREENS          .....Maintain Screens
> 2. SCRCATA        .....Catalogue Screens
3. SCRDELETE       .....Delete selected Screens
4. SCRSET          .....Set a Screen
5. SCR_DUMP        .....Dump Screens
6. SCRREST         .....Restore Screens

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Screen Catalog

Screen Name      Associated Record  Description
-----
TCMSCR           TCMREC            production screen
TSTSCR           TSTREC            transact screen

Press <CR> to continue: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: SCRFUNC

1. SCREENS      .....Maintain Screens
2. SCRCATA     .....Catalogue Screens
3. SCRDELETE   .....Delete selected Screens
> 4. SCRSET     .....Set a Screen
5. SCR_DUMP    .....Dump Screens
6. SCRREST     .....Restore Screens

Enter name of screen: TSTSCR
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
                        List Name: COMMAND

1. BASFUNCT    .....Basetype Functions
2. QUAFUNCT    .....Qualifier Functions
3. BLKFUNCT    .....Block Record Functions
4. BRKFUNCT    .....Breakpoint Functions
5. COMFUNCT    .....User Command Functions
6. EXPFUNCT    .....Expression Functions
7. HIEFUNCT    .....Hierarchy Functions
8. CALFUNCT    .....Calendar Functions ( Arbitrary )
9. DATFUNCT    .....Calendar Functions ( Real Dates )
10. MCFUNCT     .....Machine Functions
> 11. MDEFUNCT  .....Mode Functions
12. PLNFUNCT    .....Plot Functions
13. POLFUNCT    .....Polygon Functions

Enter Option:
```

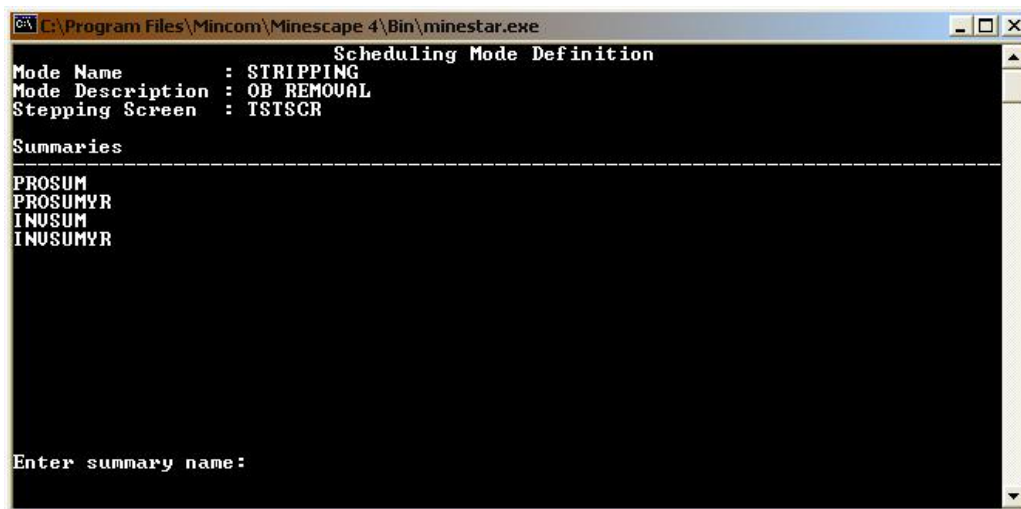
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
                          List Name: MDEFUNCT
> 1. MODES                .....Maintain Modes
  2. MODELIST             .....List the Modes
  3. MODEGATA            .....Catalogue Modes
  4. MODEDELETE          .....Delete selected Modes
  5. MODESET             .....Set the current Mode

Enter Option: _
```



```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
                          Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen : TSTSCR

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen : TSTSCR

Summaries
-----
PROSUM
PROSUMYR
INUSUM
INUSUMYR

Enter summary name: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: MDEFUNCT

1. MODES      .....Maintain Modes
2. MODELIST   .....List the Modes
3. MODECATA   .....Catalogue Modes
4. MODEDELETE .....Delete selected Modes
> 5. MODESET   .....Set the current Mode

Enter new mode name: STRIPPING
```

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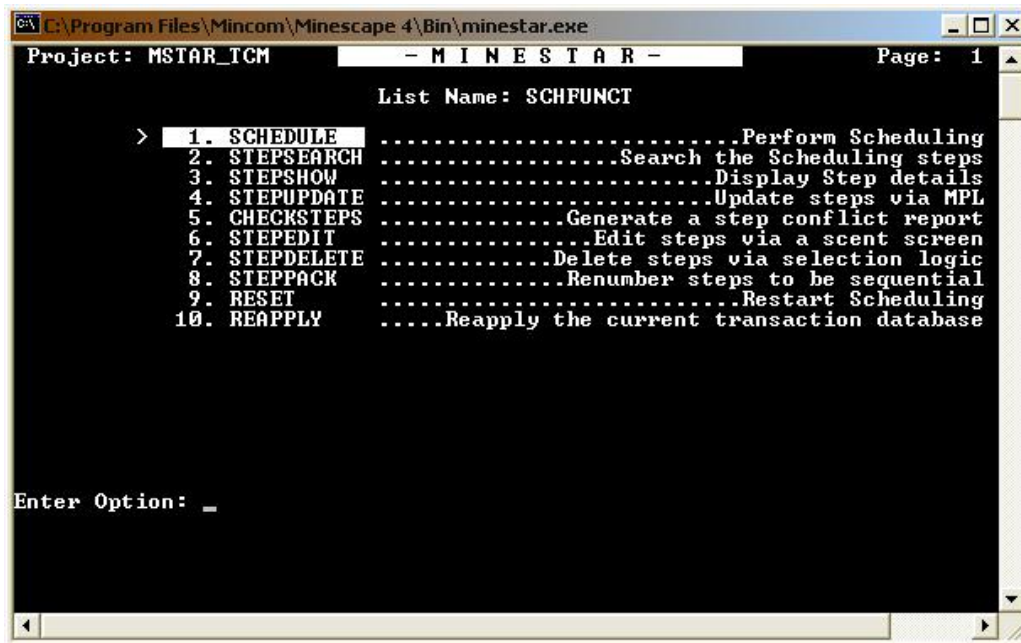


The screenshot shows a terminal window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window displays a menu for "Project: MSTAR_ICM" and "List Name: COMMAND". The menu items are numbered 13 to 24, with item 17, "SCHFUNCT", highlighted. The descriptions for each item are: 13. POLFUNCT (Polygon Functions), 14. RECFUNCT (Record Functions), 15. ITMFUNCT (Item Functions), 16. REPFUNCT (Report Functions), 17. SCHFUNCT (Scheduling Functions), 18. SCRFUNCT (Screen Functions), 19. SPDFUNCT (Spread Sheet Functions), 20. SUMFUNCT (Summary Functions), 21. TBLFUNCT (Table Functions), 22. WRKFUNCT (Workstation Functions), 23. ADMFUNCT (Administration Functions), and 24. EXIT (Exit from Minestar). At the bottom, it says "Enter Option: _".

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 2
List Name: COMMAND

13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
> 17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option: _
```



The screenshot shows a terminal window titled "C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe". The window displays a menu for "Project: MSTAR_ICM" and "List Name: SCHFUNCT". The menu items are numbered 1 to 10, with item 1, "SCHEDULE", highlighted. The descriptions for each item are: 1. SCHEDULE (Perform Scheduling), 2. STEPSEARCH (Search the Scheduling steps), 3. STEPSHOW (Display Step details), 4. STEPUPDATE (Update steps via MPL), 5. CHECKSTEPS (Generate a step conflict report), 6. STEPEDIT (Edit steps via a scent screen), 7. STEPDELETE (Delete steps via selection logic), 8. STEPPACK (Renumbr steps to be sequential), 9. RESET (Restart Scheduling), and 10. REAPPLY (Reapply the current transaction database). At the bottom, it says "Enter Option: _".

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_ICM          - M I N E S T A R -          Page: 1
List Name: SCHFUNCT

> 1. SCHEDULE .....Perform Scheduling
2. STEPSEARCH .....Search the Scheduling steps
3. STEPSHOW .....Display Step details
4. STEPUPDATE .....Update steps via MPL
5. CHECKSTEPS .....Generate a step conflict report
6. STEPEDIT .....Edit steps via a scent screen
7. STEPDELETE .....Delete steps via selection logic
8. STEPPACK .....Renumbr steps to be sequential
9. RESET .....Restart Scheduling
10. REAPPLY .....Reapply the current transaction database

Enter Option: _
```

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```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
----- M I N E S T A R Sequences -----
Block: -                               Sequence and Frame          0      1
Amount:                               Mode: STRIPPING Material: BURDEN
Machine: SHU1                           Rate: -                       Date: 01-Jan-04 07:00: of 690
-----
Transact In Block -----
Burden:      A      A1      A2      B      Total
Coal:        0      0      0      0      68759
% Ash:       0.00  0.00  0.00  0.00  41835
-----
Period Production -----
Month:      Burden  Coal  % Ash  Year:  Burden  Coal  % Ash
-----
Enter Option:
>AMOUNT      BLKSET      CROSS      MCSET
BACKTRACK    BRKSTEPS    DESTSET    MODESET
MCBACK       COMMENT     MCLOCATE   OOPS
  
```

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
List Name: MDEFUNCT
1. MODES      .....Maintain Modes
2. MODELIST   .....List the Modes
3. MODECATA   .....Catalogue Modes
4. MODEDELETE .....Delete selected Modes
> 5. MODESET   .....Set the current Mode
Enter new mode name: COALING
  
```

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
List Name: SCHFUNCT
> 1. SCHEDULE .....Perform Scheduling
2. STEPSEARCH .....Search the Scheduling steps
3. STEPSHOW   .....Display Step details
4. STEPUPDATE .....Update steps via MPL
5. CHECKSTEPS .....Generate a step conflict report
6. STEPEDIT   .....Edit steps via a scent screen
7. STEPDELETE .....Delete steps via selection logic
8. STEPPACK   .....Renumber steps to be sequential
9. RESET      .....Restart Scheduling
10. REAPPLY   .....Reapply the current transaction database
Enter Option:
  
```

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```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
----- M I N E S T A R Sequences -----
Block: -                               Sequence and Frame          0      1
Amount:                               Mode: COALING              Material: MASS
Machine: SHU1                          Rate: -                   Date: 01-Jan-04 07:00: of 690
-----
          A          A1          A2          B          Total
Burden:    0          0          0          0          68759
Coal:      0          0          0          0          41835
% Ash:     0.00      0.00      0.00      0.00      -
-----
          Burden          Coal          % Ash          Year          Burden          Coal          % Ash
Month:    0              0              -              Year:    0              0              -
-----
Enter Option: _

>AMOUNT      BLKSET      CROSS      MCSET
BACKTRACK    BRKSTEPS    DESTSET    MODESET
MCBACK       COMMENT     MCLOCATE   OOPS
  
```

Menambahkan item scheduling :

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 2
List Name: COMMAND

13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
> 15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option:
  
```

```

C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: ITMFUNCT

> 1. ITEMS .....Maintain Useritems
2. ITEMcata .....Catalog of Minestar Items
3. ITEMSET .....Set the value of a User Constant
4. ITEMSHOW .....Show the current value of an item
5. ITEMINFO .....Display information about an item
6. CONEDIT .....Edit User Constants with a screen
7. ITEMpurge .....Purge orphaned items

Enter Option:
  
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : LASTYRMONTH
Item Type     : Numeric
Item Length   :
Item Description : LAST YEAR MONTHLY PROGRESS PLAN
Item Base Type : -

Enter name of item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : SCHEDULEPERIOD
Item Type     : Character
Item Length   : 16
Item Description : PERIOD SCHEDULE
Item Base Type :

Enter name of item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : MESSAGESTRING
Item Type     : Character
Item Length   : 16
Item Description : STRING MESSAGE
Item Base Type :

Enter name of item:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : OTHERITEM
Item Type      : Character
Item Length    : 16
Item Description : OTHER ITEM FOR SHADING
Item Base Type :

Enter name of item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPFTYPE
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN FILL TYPE
Item Base Type : -

Source Expression-----
>1_

Enter base type of PPFTYPE:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPFSIZE
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN FILL SIZE
Item Base Type : -

Source Expression-----
>1_

Enter base type of PPFSIZE:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPFANGLE
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN FILL ANGLE
Item Base Type : -

Source Expression-----
>0_

Enter base type of PPFANGLE:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPLWEIGHT
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN LINE WEIGHT
Item Base Type : -

Source Expression-----
>1

Enter base type of PPLWEIGHT:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPFCOLOR
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN FILL COLOR
Item Base Type : -

Source Expression-----
IF <K_TYEAR <= LASTYRMONTH> THEN
IF <K_TYEAR - K_SYEAR <=0> THEN
TABLE <PPCLRMNTH1.TBL,K_TMONTH>
ELSE
TABLE <PPCLRMNTH2.TBL,K_TMONTH>
ENDIF
ELSE
>IF <K_TYEAR - K_SYEAR - 1 >0> THEN

Edit command> _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPFOLOR
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN FILL COLOR
Item Base Type : -

Source Expression-----
TABLE <PPCLRYEAR.TBL,K_TYEAR - K_SYEAR - 1>
ELSE
TABLE <PPCLRMNTH1.TBL,K_TMONTH>
ENDIF
ENDIF
>

INPUT < Type '<cr>' to exit input mode >
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPLCOLOR
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN LINE COLOR
Item Base Type : -

Source Expression-----
IF <K_TYEAR <= LASTYRMONTH> THEN
IF <K_TYEAR - K_SYEAR <=0> THEN
TABLE <PPCLRMNTH1.TBL,K_TMONTH>
ELSE
TABLE <PPCLRMNTH2.TBL,K_TMONTH>
ENDIF
ELSE
>IF <K_TYEAR - K_SYEAR - 1 >0> THEN

Edit command>
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
User Item Maintenance
Item Name      : PPLCOLOR
Item Type      : Numeric
Item Length    :
Item Description : PROGRESS PLAN LINE COLOR
Item Base Type : -

Source Expression-----
TABLE <PPCLRMNTH2.TBL,K_TMONTH>
ENDIF
ELSE
IF <K_TYEAR - K_SYEAR - 1 >0> THEN
TABLE <PPCLRYEAR.TBL,K_TYEAR - K_SYEAR - 1>
ELSE
TABLE <PPCLRMNTH1.TBL,K_TMONTH>
ENDIF
>ENDIF

Edit command> _
```

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SPREADSHEET FUNCTION

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 2
List Name: COMMAND

13. POLFUNCT .....Polygon Functions
14. RECFUNCT .....Record Functions
15. ITMFUNCT .....Item Functions
16. REPFUNCT .....Report Functions
17. SCHFUNCT .....Scheduling Functions
18. SCRFUNCT .....Screen Functions
> 19. SPDFUNCT .....Spread Sheet Functions
20. SUMFUNCT .....Summary Functions
21. TBLFUNCT .....Table Functions
22. WRKFUNCT .....Workstation Functions
23. ADMFUNCT .....Administration Functions
24. EXIT .....Exit from Minestar

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA          - M I N E S T A R -          Page: 1
List Name: SPDFUNCT

> 1. SPRDSPEC .....Maintain Spread specifications
2. SPRDCOPY .....Copy a nominated Spread specification
3. SPRDCATA .....Catalogue Spread specifications
4. SPRDCREATE .....Produce a Spread Report
5. SPRDDELETE .....Delete selected Spread specifications
6. SPRDDUMP .....Dump Spread specifications
7. SPRDREST .....Restore Spread specifications

Enter spread report name: prog_upr_burden
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance

LAYOUT

Output Format      : Dump          Database Loop      : TRANSACTIONS
Month Split

PROGRESS PLAN FOR UPPER BURDEN

Label item        : Automatic

Change Layout parameters: N
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
TABLE
>T_BLOCK Step Block
I_MACHINE Step Machine
I_STARTDATE Step start date
I_ENDDATE Step end date
I_MINEDIR bearing of mining
K_TMONTH To Month Name
K_TYEAR To Year
PPFCOLOR PROGRESS PLAN FILL COLOR
PPFTYPE PROGRESS PLAN FILL TYPE
PPFSIZE PROGRESS PLAN FILL SIZE
PPFANGLE PROGRESS PLAN FILL ANGLE
PPLCOLOR PROGRESS PLAN LINE COLOR
PPLWEIGHT PROGRESS PLAN LINE WEIGHT
STARTRATIO STARTING RATIO
ENDRATIO ENDING RATIO

Change this definition: M
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
CONTROL BREAK ITEMS
Table Display Control :Output table values
Item      Page  Accumulate  Rezero  Description
-----
K_TMONTH  Yes   Yes         Yes     TOTAL ACCUMULATION

Overall Total : No

--- Enter in decreasing order of precedence ---
Enter control break item: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SORT ITEMS
T_STEP      Ascending

--- Enter in decreasing order of precedence ---
Enter item name:
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SELECTION EXPRESSION

>T_QUALIFIER = 'UPR' & TRANSACT UPR BURDEN > 0_

Edit the selection expression: Y
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: SPDFUNCT

> 1. SPRDSPEC .....Maintain Spread specifications
  2. SPRDCOPY .....Copy a nominated Spread specification
  3. SPRDCATA .....Catalogue Spread specifications
  4. SPRDCREATE .....Produce a Spread Report
  5. SPRDDELETE .....Delete selected Spread specifications
  6. SPRDDUMP .....Dump Spread specifications
  7. SPRDREST .....Restore Spread specifications

Enter spread report name: PROG_UPR_COAL_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
LAYOUT

Output Format      : Dump           Database Loop      : TRANSACTIONS
                                      Month Split

PROGRESS PLAN FOR UPPER COAL

Label item        : Automatic

Change Layout parameters: N
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
TABLE
T_BLOCK Step Block
T_MACHINE Step Machine
T_STARTDATE Step start date
T_ENDDATE Step end date
>T_MINEDIR bearing of mining
K_TMONTH To Month Name
K_TYEAR To Year
PPFCOLOR PROGRESS PLAN FILL COLOR
PPFTYPE PROGRESS PLAN FILL TYPE
PPFSIZE PROGRESS PLAN FILL SIZE
PPFANGLE PROGRESS PLAN FILL ANGLE
PPLCOLOR PROGRESS PLAN LINE COLOR
PPLWEIGHT PROGRESS PLAN LINE WEIGHT
STARTRATIO STARTING RATIO
ENDRATIO ENDING RATIO

Enter command or item/record name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
CONTROL BREAK ITEMS
Table Display Control :Output table values
Item          Page  Accumulate  Rezero  Description
-----
K_TMONTH      Yes   Yes        Yes     ACC UPPER COAL

Overall Total : No

--- Enter in decreasing order of precedence ---
Enter control break item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SORT ITEMS
T_STEP                               Ascending

--- Enter in decreasing order of precedence ---
Enter item name: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SELECTION EXPRESSION

T_QUALIFIER = 'UPR' & TRANSACT UPR MASS > 0
>

BOTTOM
Edit command> _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM      - M I N E S T A R -      Page: 1
List Name: SPDFUNCT

> 1. SPRDSPEC .....Maintain Spread specifications
   2. SPRDCOPY .....Copy a nominated Spread specification
   3. SPRDCATA .....Catalogue Spread specifications
   4. SPRDCREATE .....Produce a Spread Report
   5. SPRDDELETE .....Delete selected Spread specifications
   6. SPRDDUMP .....Dump Spread specifications
   7. SPRDREST .....Restore Spread specifications

Enter spread report name: PROG_MID_BURDEN_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
LAYOUT

Output Format      : Dump           Database Loop      : TRANSACTIONS
                                     Month Split

PROGRESS PLAN FOR MIDDLE BURDEN

Label item        : Automatic

Label Report Values: Ț
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
TABLE
>T_BLOCK Step Block
I_MACHINE Step Machine
I_STARTDATE Step start date
I_ENDDATE Step end date
I_MINEDIR bearing of mining
K_TMONTH To Month Name
K_TYEAR To Year
PPFCOLOR PROGRESS PLAN FILL COLOR
PPFTYPE PROGRESS PLAN FILL TYPE
PPFSIZE PROGRESS PLAN FILL SIZE
PPFANGLE PROGRESS PLAN FILL ANGLE
PPLCOLOR PROGRESS PLAN LINE COLOR
PPLWEIGHT PROGRESS PLAN LINE WEIGHT
STARTRATIO STARTING RATIO
ENDRATIO ENDING RATIO

Change this definition: M
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
CONTROL BREAK ITEMS
Table Display Control :Output table values
Item      Page  Accumulate  Rezero  Description
-----
K_TMONTH  Yes   Yes         Yes     ACC MIDDLE BURDEN

Overall Total : No

--- Enter in decreasing order of precedence ---
Enter control break item:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SORT ITEMS
T_STEP      Ascending

--- Enter in decreasing order of precedence ---
Enter item name: _
```

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DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SELECTION EXPRESSION

>T_QUALIFIER = 'MID' & TRANSACT MID BURDEN

Enter item name:
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA - M I N E S T A R - Page: 1
List Name: SPDFUNCT

> 1. SPRDSPEC .....Maintain Spread specifications
  2. SPRDCOPY .....Copy a nominated Spread specification
  3. SPRDCATA .....Catalogue Spread specifications
  4. SPRDCREATE .....Produce a Spread Report
  5. SPRDDELETE .....Delete selected Spread specifications
  6. SPRDDUMP .....Dump Spread specifications
  7. SPRDREST .....Restore Spread specifications

Enter spread report name: prog_mid_coal_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
LAYOUT

Output Format      : Dump          Database Loop      : TRANSACTIONS
                                      Month Split

PROGRESS PLAN FOR MIDDLE COAL

Label item        : Automatic

Label Report Values: Y
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
TABLE
>T_BLOCK Step Block
T_MACHINE Step Machine
T_STARTDATE Step start date
T_ENDDATE Step end date
T_MINEDIR bearing of mining
K_TMONTH To Month Name
K_TYEAR To Year
PPFCOLOR PROGRESS PLAN FILL COLOR
PPFITYPE PROGRESS PLAN FILL TYPE
PPFSIZE PROGRESS PLAN FILL SIZE
PPFANGLE PROGRESS PLAN FILL ANGLE
PPLCOLOR PROGRESS PLAN LINE COLOR
PPLWEIGHT PROGRESS PLAN LINE WEIGHT
STARTRATIO STARTING RATIO
ENDRATIO ENDING RATIO

Change this definition: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
CONTROL BREAK ITEMS
Table Display Control :Output table values

Item          Page  Accumulate  Rezero  Description
-----
K_TMONTH      Yes    Yes         Yes     ACC MIDDLE COAL

Overall Total : No

--- Enter in decreasing order of precedence ---

Do you wish to change control breaks: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SORT ITEMS

T_STEP                               Ascending

--- Enter in decreasing order of precedence ---

Do you wish to change sort items: N
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SELECTION EXPRESSION

T_QUALIFIER = 'MID' & TRANSACT MID MASS > 0

Edit the selection expression: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
List Name: SPDFUNCT

> 1. SPRDSPEG .....Maintain Spread specifications
  2. SPRDCOPY .....Copy a nominated Spread specification
  3. SPRDCATA .....Catalogue Spread specifications
  4. SPRDCREATE .....Produce a Spread Report
  5. SPRDELETE .....Delete selected Spread specifications
  6. SPRDDUMP .....Dump Spread specifications
  7. SPRDREST .....Restore Spread specifications

Enter spread report name: prog_lwr_burden_
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
LAYOUT

Output Format      : Dump      Database Loop      : TRANSACTIONS
Month Split

PROGRESS PLAN FOR LOWER BURDEN

Label item        : Automatic

Label Report Values: Y
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
TABLE
>T_BLOCK Step Block
T_MACHINE Step Machine
T_STARTDATE Step start date
T_ENDDATE Step end date
T_MINEDIR bearing of mining
K_TMONTH To Month Name
K_TYEAR To Year
PPFCOLOR PROGRESS PLAN FILL COLOR
PPFTYPE PROGRESS PLAN FILL TYPE
PPFSIZE PROGRESS PLAN FILL SIZE
PPFANGLE PROGRESS PLAN FILL ANGLE
PPLCOLOR PROGRESS PLAN LINE COLOR
PPLWEIGHT PROGRESS PLAN LINE WEIGHT
STARTRATIO STARTING RATIO
ENDRATIO ENDING RATIO

Change this definition: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
CONTROL BREAK ITEMS
Table Display Control :Output table values

Item          Page  Accumulate  Rezero  Description
-----
K_TMONTH       Yes    Yes         Yes     ACC LOWER BURDEN

Overall Total : No

--- Enter in decreasing order of precedence ---

Do you wish to change control breaks: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SORT ITEMS

T_STEP                               Ascending

--- Enter in decreasing order of precedence ---

Do you wish to change sort items: N
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SELECTION EXPRESSION

T_QUALIFIER = 'LWR' & TRANSACT LWR BURDEN > 0

Edit the selection expression: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_YSA      - M I N E S T A R -      Page: 1
List Name: SPDFUNCT

> 1. SPRDSPEG .....Maintain Spread specifications
  2. SPRDCOPY .....Copy a nominated Spread specification
  3. SPRDCATA .....Catalogue Spread specifications
  4. SPRDCREATE .....Produce a Spread Report
  5. SPRDDELETE .....Delete selected Spread specifications
  6. SPRDDUMP .....Dump Spread specifications
  7. SPRDREST .....Restore Spread specifications

Enter spread report name: prog_lwr_coal
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
LAYOUT

Output Format      : Dump           Database Loop      : TRANSACTIONS
                                   Month Split

PROGRESS PLAN FOR LOWER

Label item        : Automatic

Change Layout parameters: N
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
TABLE
>T_BLOCK Step Block
T_MACHINE Step Machine
T_STARTDATE Step start date
T_ENDDATE Step end date
T_MINEDIR bearing of mining
K_TMONTH To Month Name
K_TYEAR To Year
PPFCOLOR PROGRESS PLAN FILL COLOR
PPFTYPE PROGRESS PLAN FILL TYPE
PPFSIZE PROGRESS PLAN FILL SIZE
PPFANGLE PROGRESS PLAN FILL ANGLE
PPLCOLOR PROGRESS PLAN LINE COLOR
PPLWEIGHT PROGRESS PLAN LINE WEIGHT
STARTRATIO STARTING RATIO
ENDRATIO ENDING RATIO

Change this definition: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
CONTROL BREAK ITEMS
Table Display Control :Output table values

Item          Page  Accumulate  Rezero  Description
-----
K_TMONTH      Yes    Yes         Yes     ACC LOWER COAL

Overall Total : No

--- Enter in decreasing order of precedence ---

Do you wish to change control breaks: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SORT ITEMS

T_STEP                               Ascending

--- Enter in decreasing order of precedence ---

Do you wish to change sort items: N
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Spread Definition and Maintenance
SELECTION EXPRESSION

T_QUALIFIER = 'LWR' & TRANSACT LWR MASS > 0

Edit the selection expression: N
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1 ...
List Name: COMMAND

1. BASFUNCT .....Basetype Functions
2. QUAFUNCT .....Qualifier Functions
3. BLKFUNCT .....Block Record Functions
4. BRKFUNCT .....Breakpoint Functions
5. COMFUNCT .....User Command Functions
6. EXPFUNCT .....Expression Functions
7. HIEFUNCT .....Hierarchy Functions
8. CALFUNCT .....Calendar Functions ( Arbitrary )
9. DATFUNCT .....Calendar Functions ( Real Dates )
10. MCFUNCT .....Machine Functions
> 11. MDEFUNCT .....Mode Functions
12. PLNFUNCT .....Plot Functions

Enter Option: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Project: MSTAR_TCM          - M I N E S T A R -          Page: 1
List Name: MDEFUNCT

> 1. MODES .....Maintain Modes
2. MODELIST .....List the Modes
3. MODECATA .....Catalogue Modes
4. MODEDELETE .....Delete selected Modes
5. MODESET .....Set the current Mode

Enter Option: _
```

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```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : STRIPPING
Mode Description : OB REMOVAL
Stepping Screen : TSTSCR

Removal Material : BURDEN
Updated Materials
-----
TOTMAT          Remove extraction amount

Enter name of update material: _
```

```
C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe
Scheduling Mode Definition
Mode Name      : COALING
Mode Description : COAL GETTING
Stepping Screen : TSTSCR

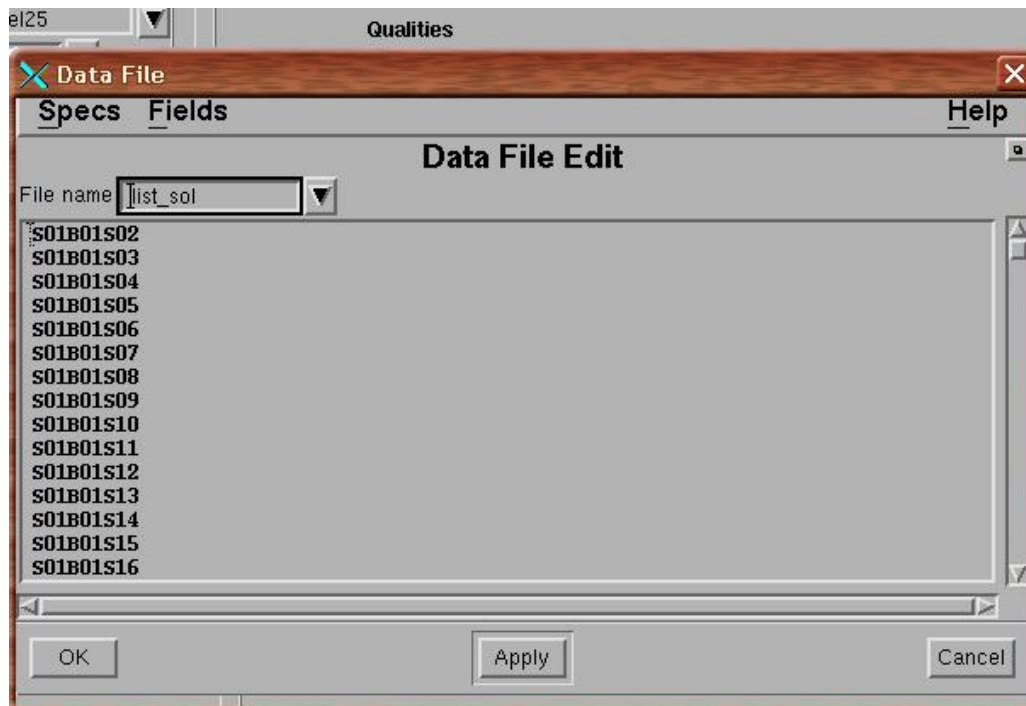
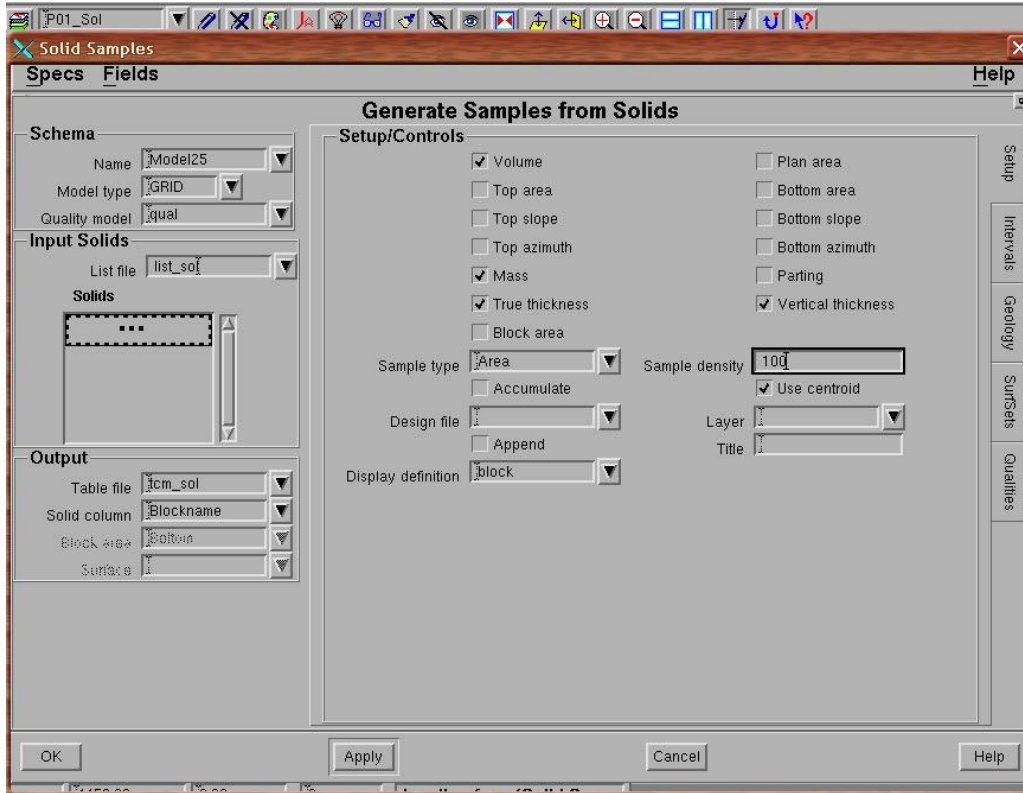
Removal Material : MASS
Updated Materials
-----
TOTMAT          Remove extraction amount
UOL             Remove proportional amount

Enter name of update material:
```

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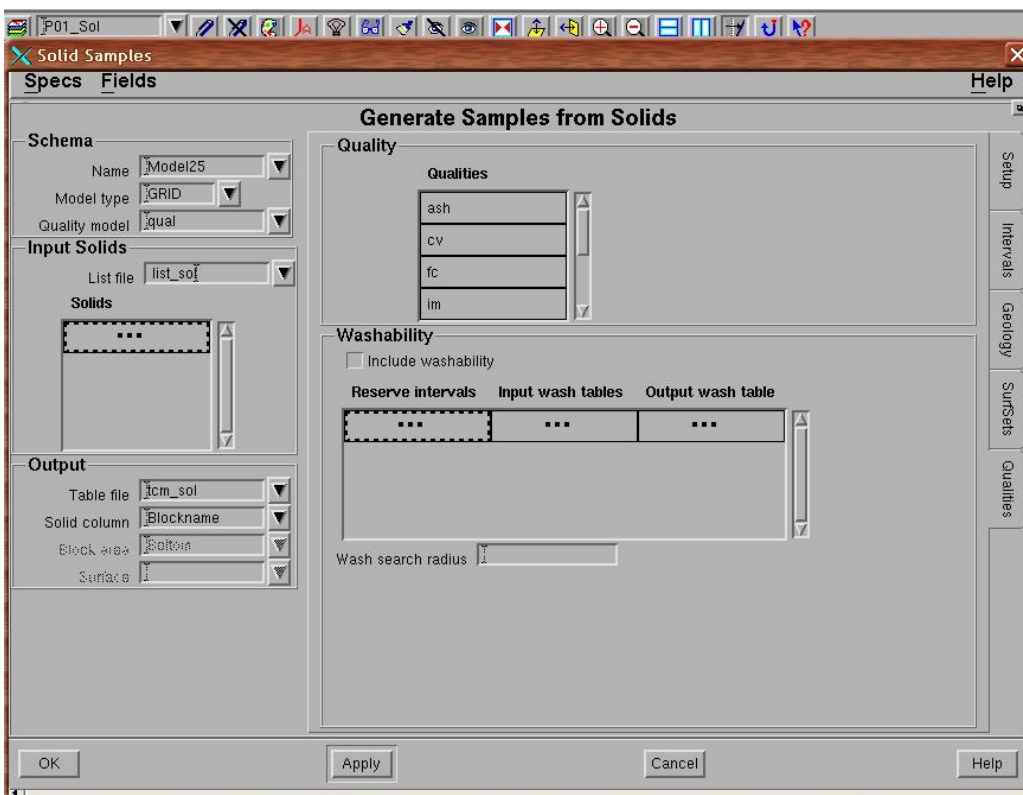
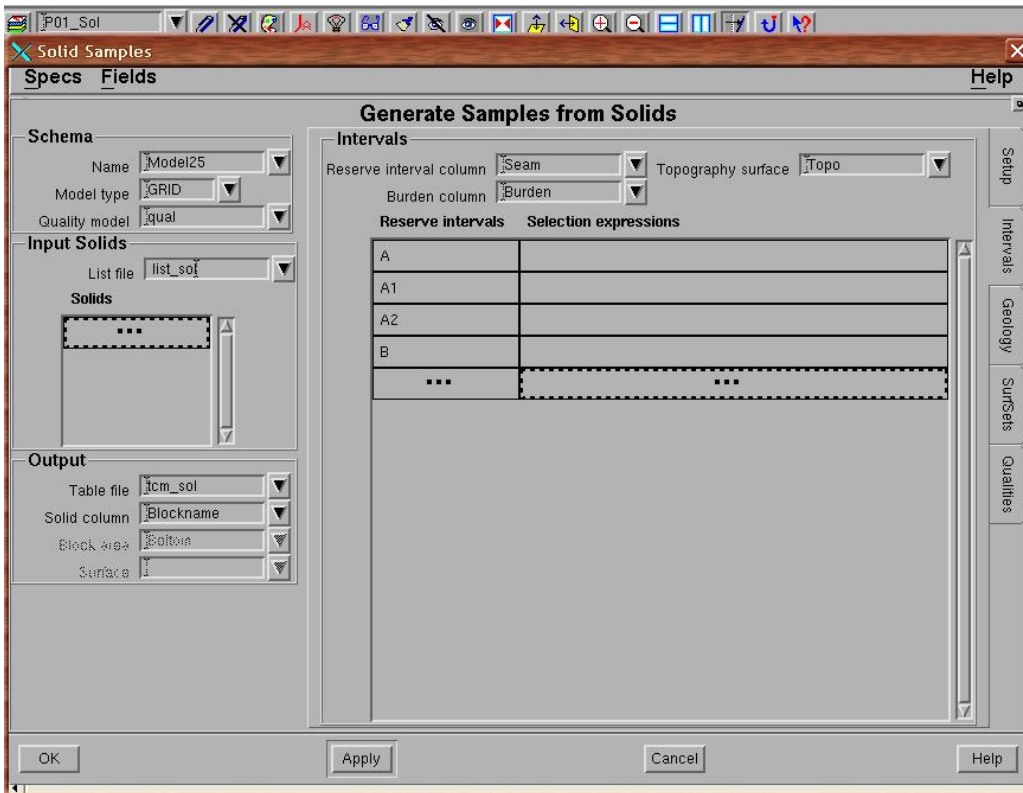
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OPENCUT PAGE – RESERVES – SAMPLE – SOLIDS



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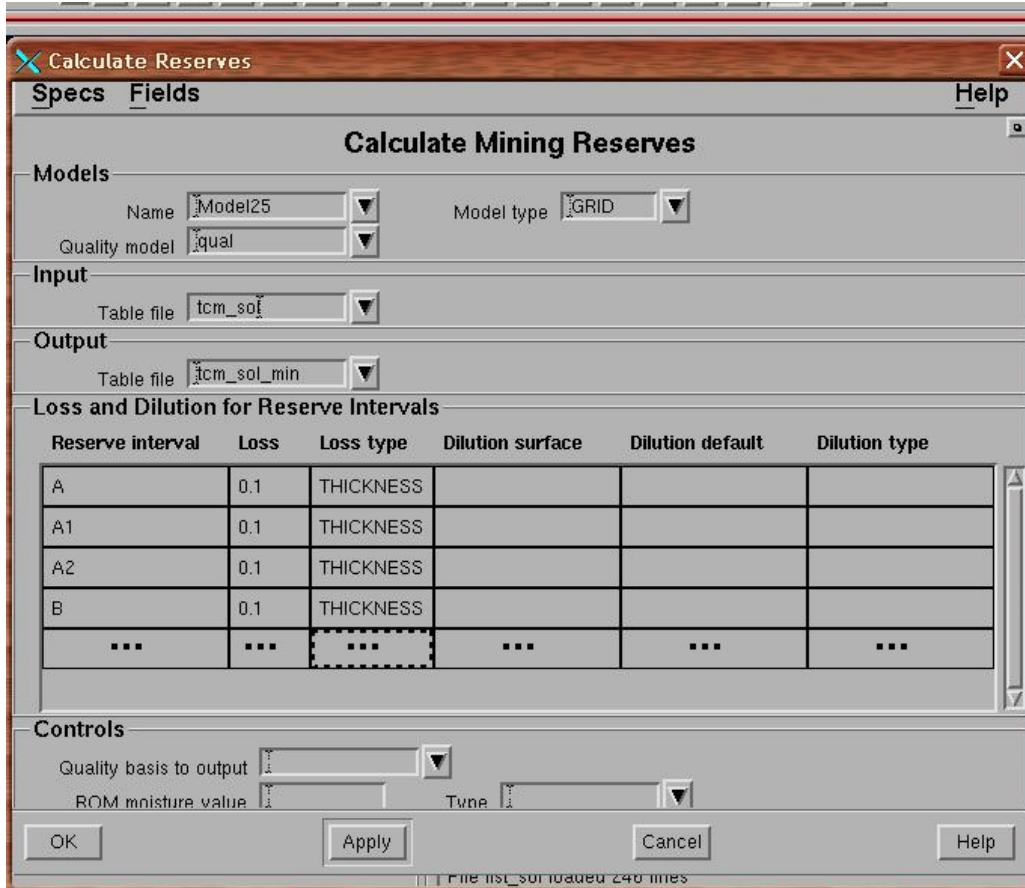
DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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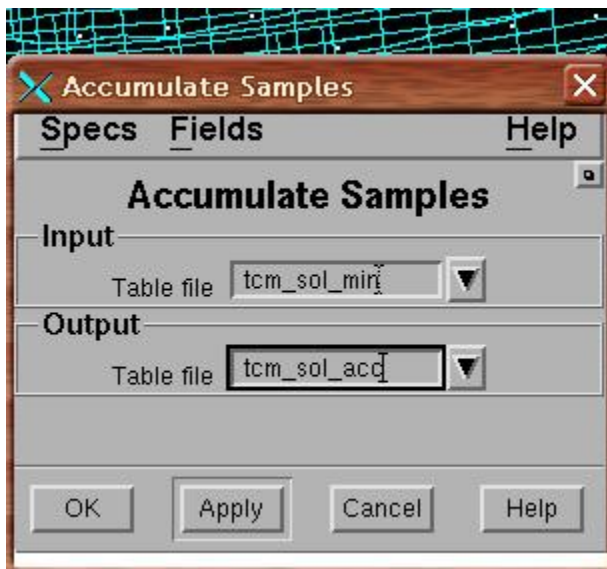
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OPENCUT PAGE – RESERVES – EVALUATE SAMPLES – MINING RESERVES



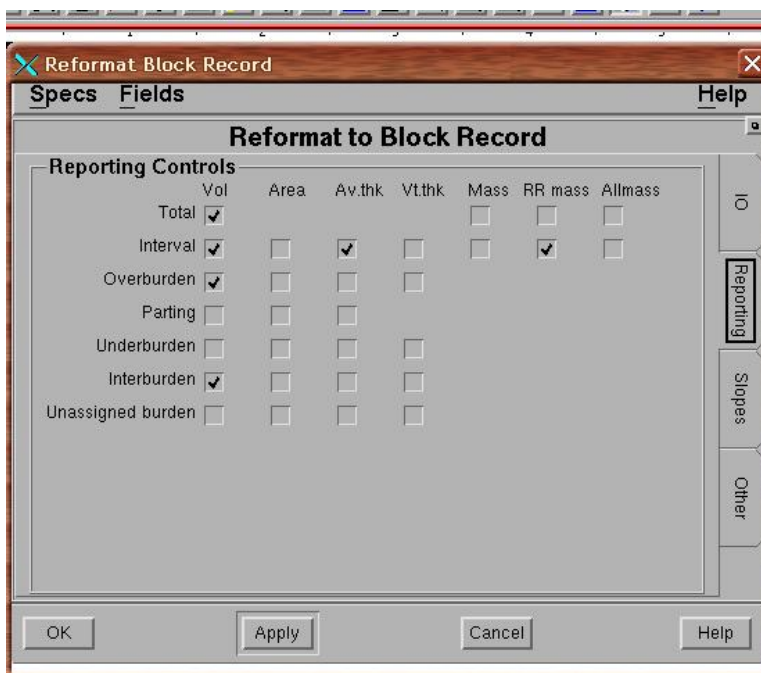
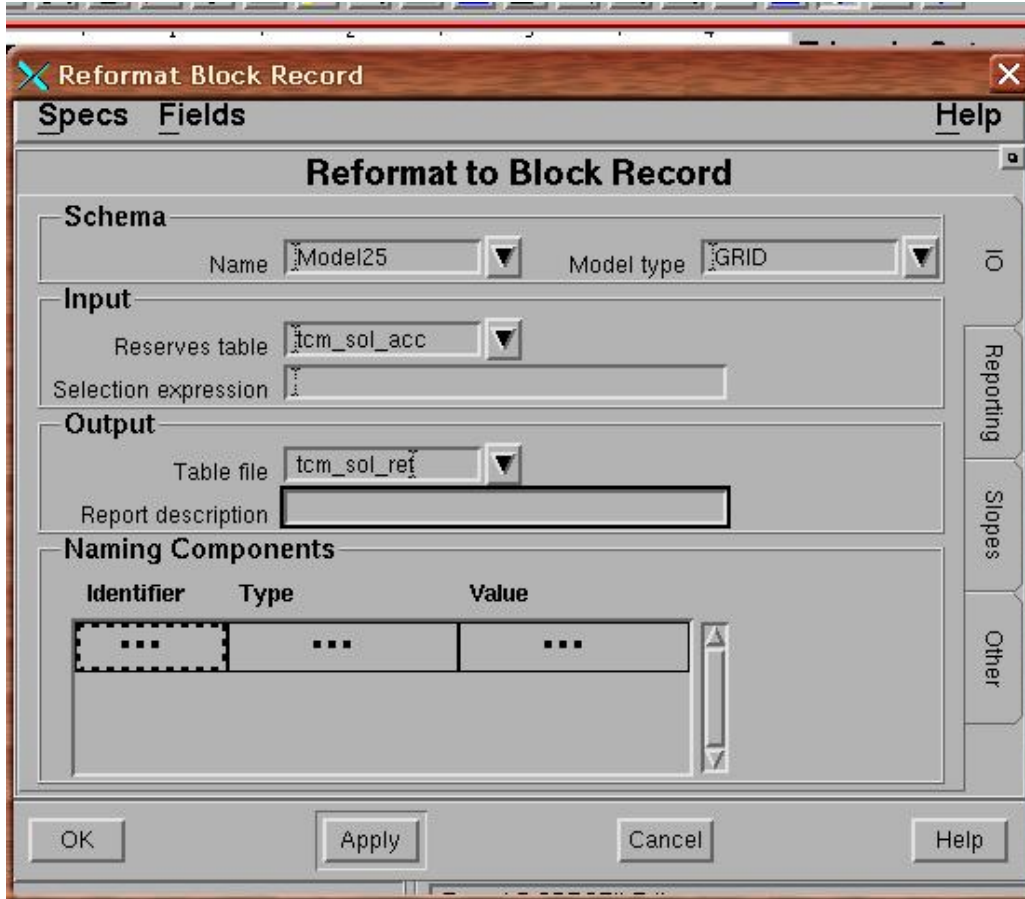
OPENCUT PAGE – RESERVES – ACCUMULATE SAMPLES



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OPENCUT PAGE - RESERVES – REFORMAT SAMPLE – BLOCK



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MINESCAPE EXPLORER – TABLE FILES – EXPORT



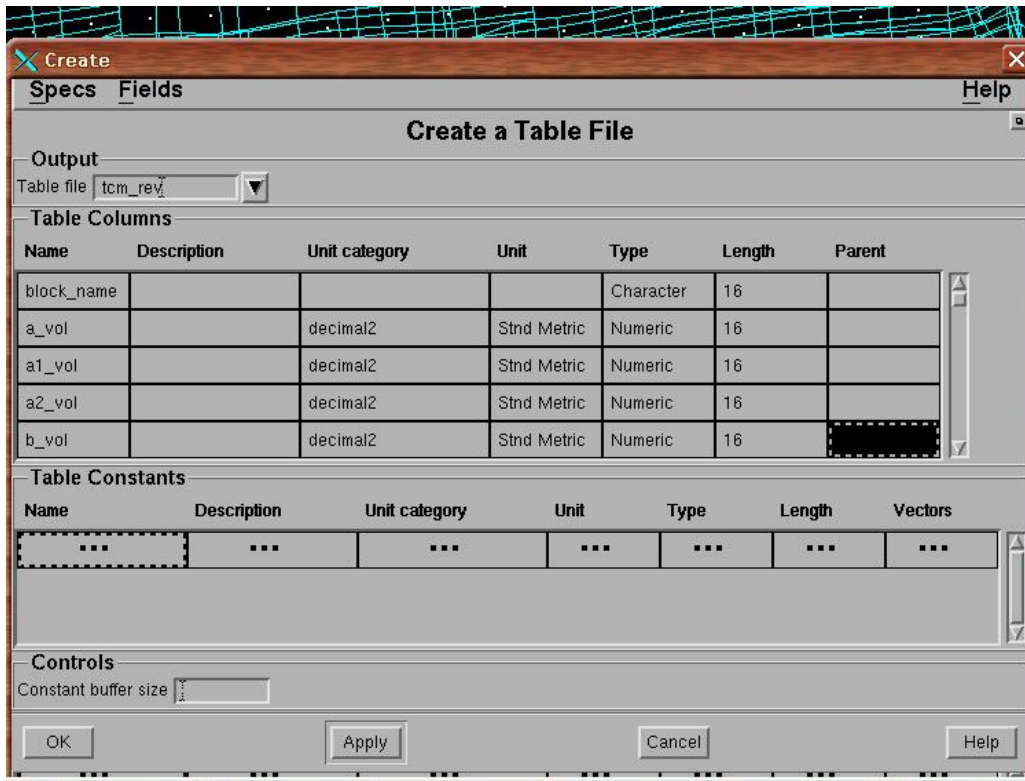
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Data output tersebut dibuka di Excel dan diedit sehingga susunan headernya menjadi Block_name, A_vol, A1_vol, A2_vol, B_vol, A_volume, dst dengan item volume, mass, ash, ts, cv, fc, vm, im, rd, thk, dan terakhir TOTMAT. Kemudian disave dalam CSV format.

Pada minescape explorer dibuat tabel dengan format header sesuai dengan format data di atas.

MINESCAPE EXPLORER – TABLE FILES – CREATE

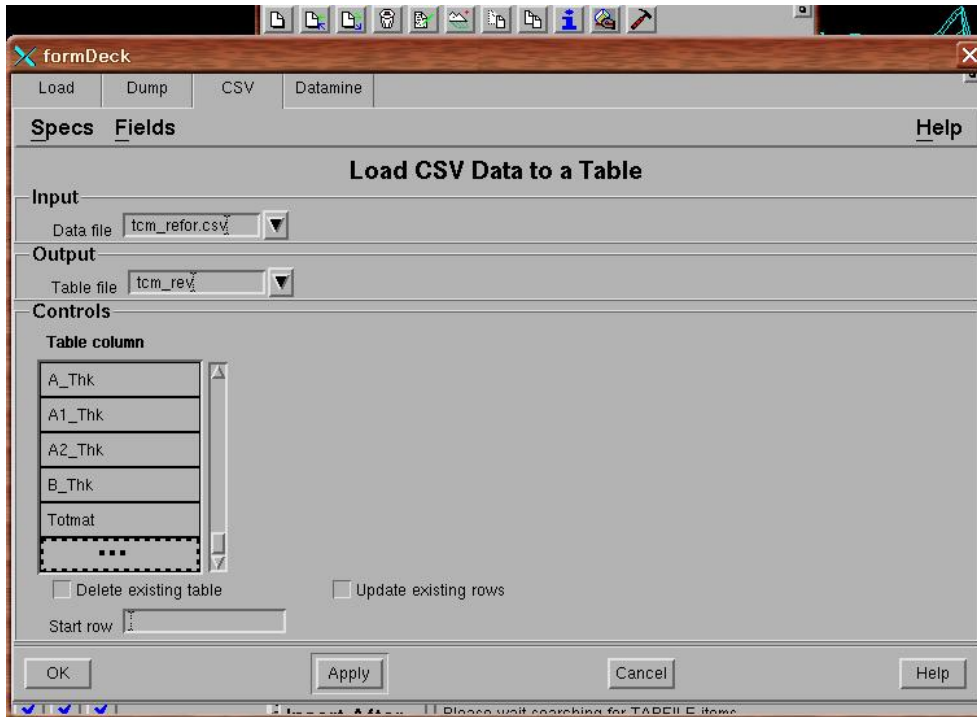


Setelah ada format tablenya, data di atas diimport ke table baru tersebut.

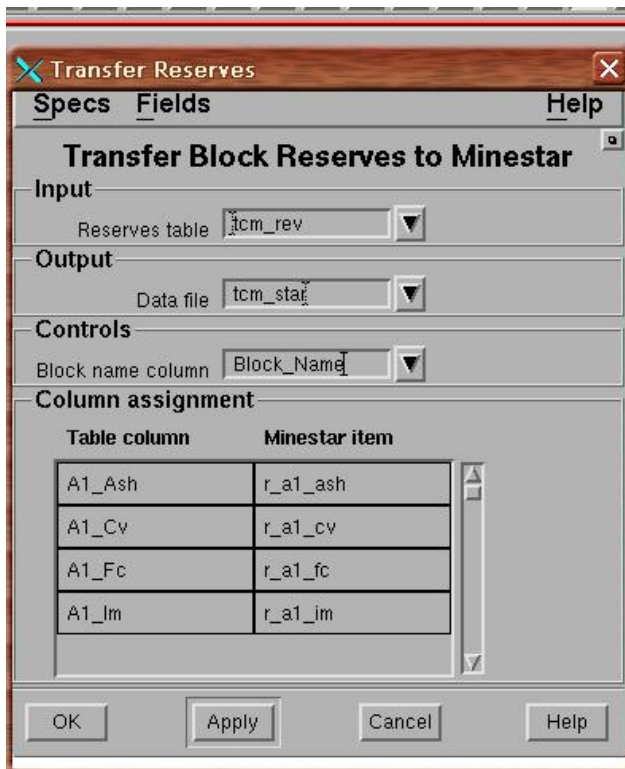
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DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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MINESCAPE EXPLORER – TABLE FILES – IMPORT



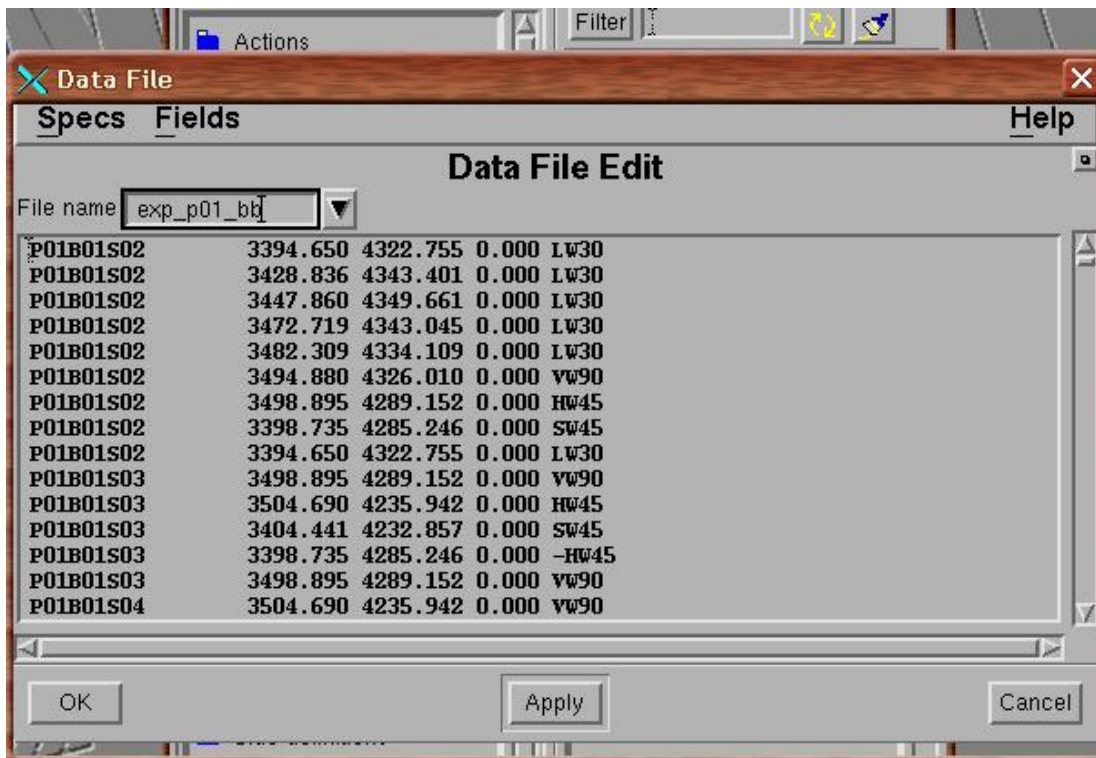
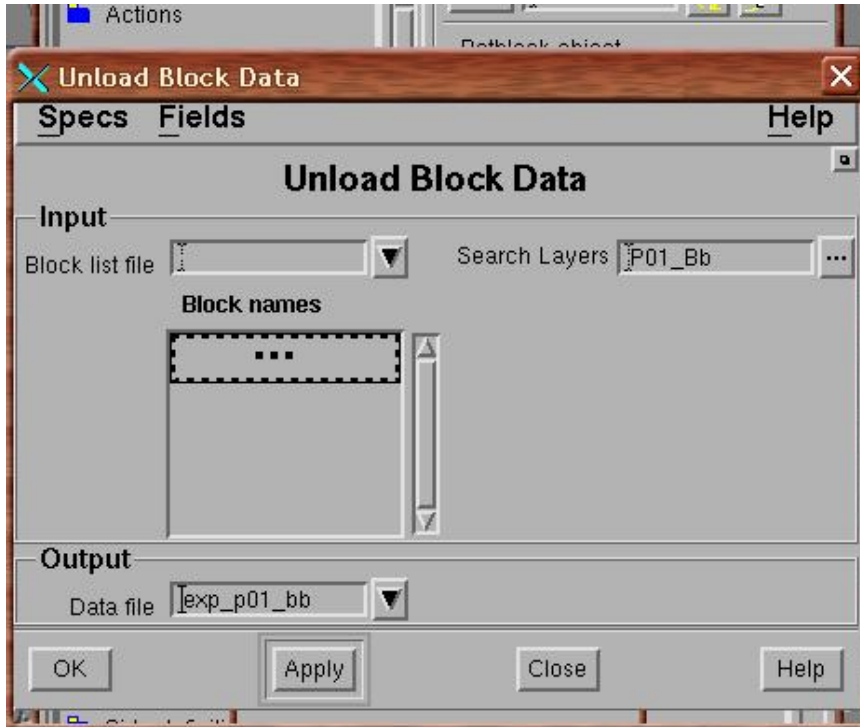
OPENCUT PAGE - RESERVES – REFORMAT SAMPLE – MINESTAR



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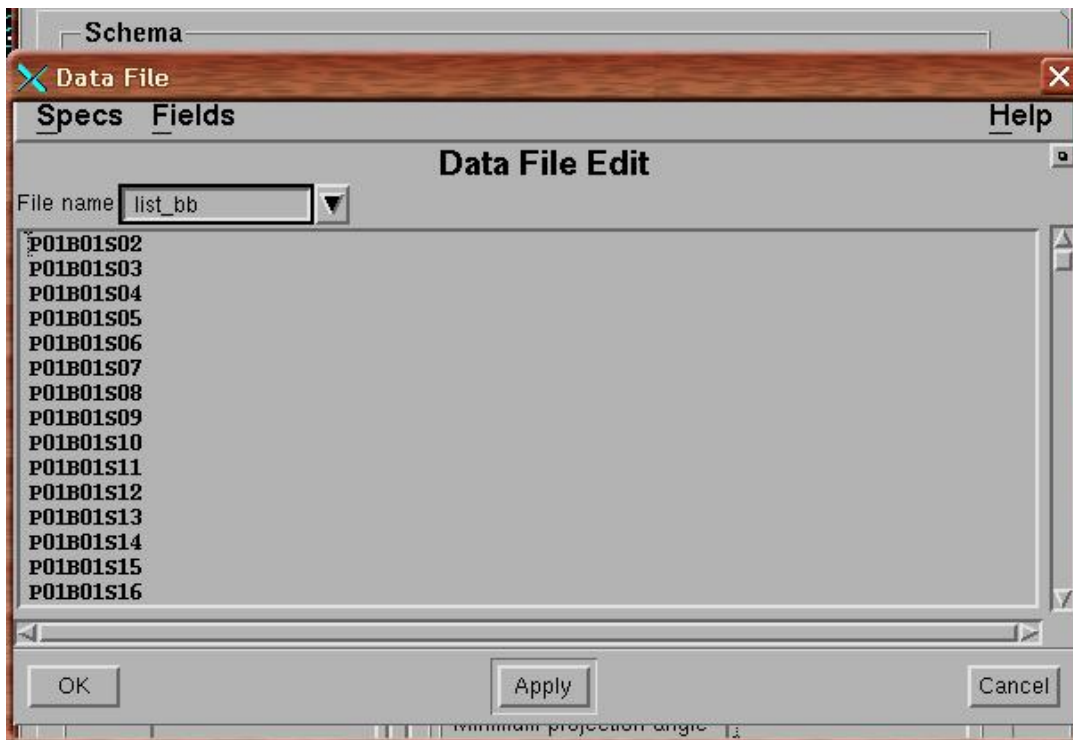
SCHEDULE PAGE – MINESCAPE EXPLORER – BLOCKS - EXPORT



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DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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OPENCUT PAGE – STRIP_DESIGN – PROJECT SOLIDS



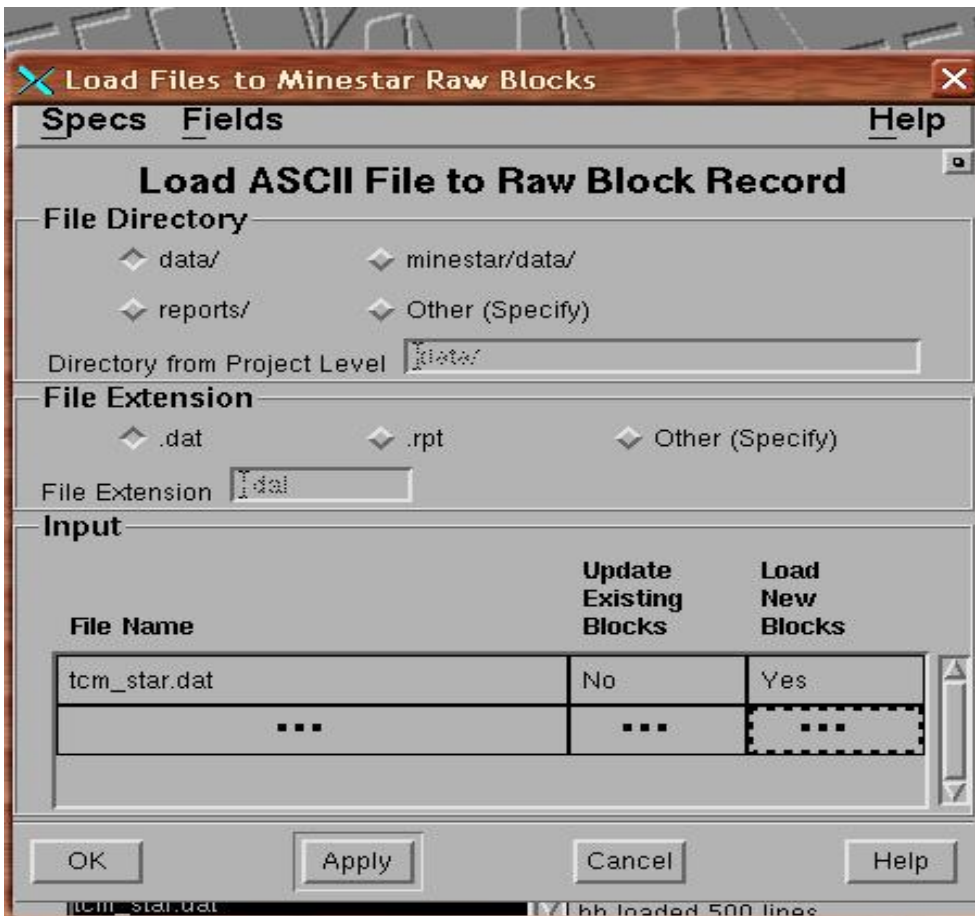
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DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
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SCEHEDULE PAGE – TOOLS - BLKS - BlkDelList



SCEHEDULE PAGE – TOOLS - BLKS - BlkLoad

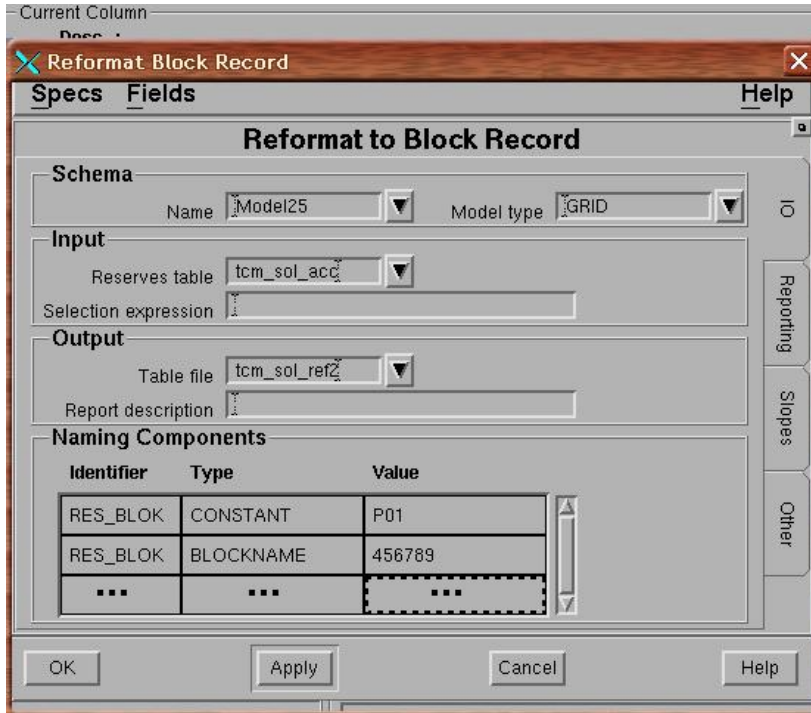


DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

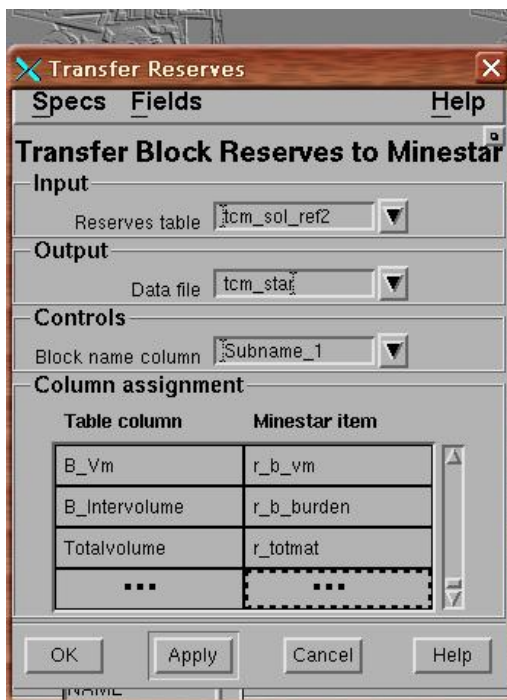
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Jika data dari tabel excel tidak bisa terbaca oleh minestar maka bisa diambil dari tabel minescape (tabel reformat) :

OPENCUT PAGE - RESERVES – REFORMAT SAMPLE – BLOCK



OPENCUT PAGE - RESERVES – REFORMAT SAMPLE – MINESTAR



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Project: Mstar_Tcm

Table Editor

Table: tcm_sol_ref2.tab
Rows: 246
Columns: 51
Mode: read/write

Current Column: Desc.: Name RES_BLOK
Unit Cat.:
Units:
Parent Col.:

SUBNAME_1 247

	NAME	SUBNAME_1	A_INTAVTH	A_VOLUME	A_BRMAS	A_OVERVOLU	A_INTERVOLU	AI_INTAVTH	AI_VOI
1	S01B01S02	P01B01S02	2.98	25871.16	32711.50	36183.65	0.00	0.00	
2	S01B01S03	P01B01S03	4.20	41846.88	53551.77	76293.17	0.00	0.00	
3	S01B01S04	P01B01S04	4.05	41081.79	52546.80	131470.93	0.00	0.00	
4	S01B01S05	P01B01S05	4.02	39163.37	49967.80	185724.85	0.00	0.00	
5	S01B01S06	P01B01S06	3.82	37267.60	47441.85	237287.46	0.00	0.00	
6	S01B01S07	P01B01S07	3.74	35915.69	45630.86	340315.56	0.00	0.00	
7	S01B01S08	P01B01S08	3.96	36364.99	46125.82	514458.66	0.00	0.00	
8	S01B01S09	P01B01S09	3.91	37400.02	47367.44	565002.99	0.00	0.00	
9	S01B01S10	P01B01S10	4.27	39107.18	49466.80	71138.28	0.00	0.84	
10	S01B01S11	P01B01S11	2.71	8693.76	10969.41	0.00	0.00	0.91	

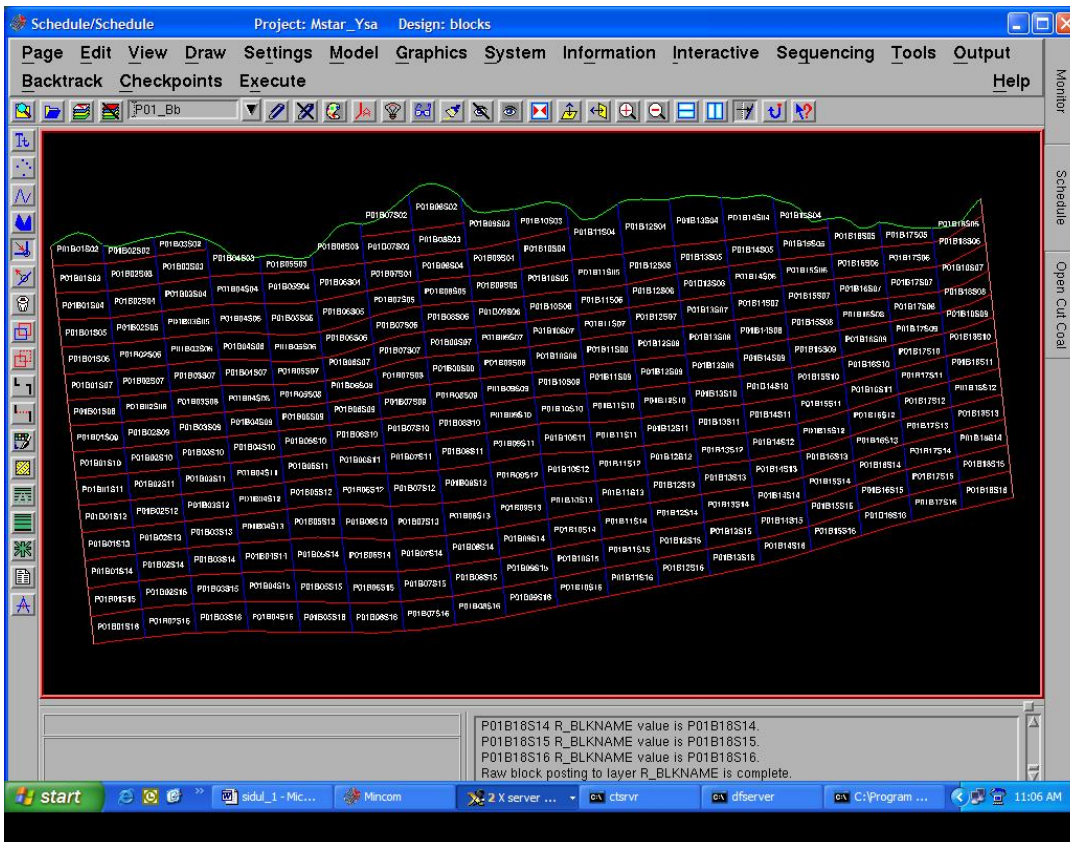
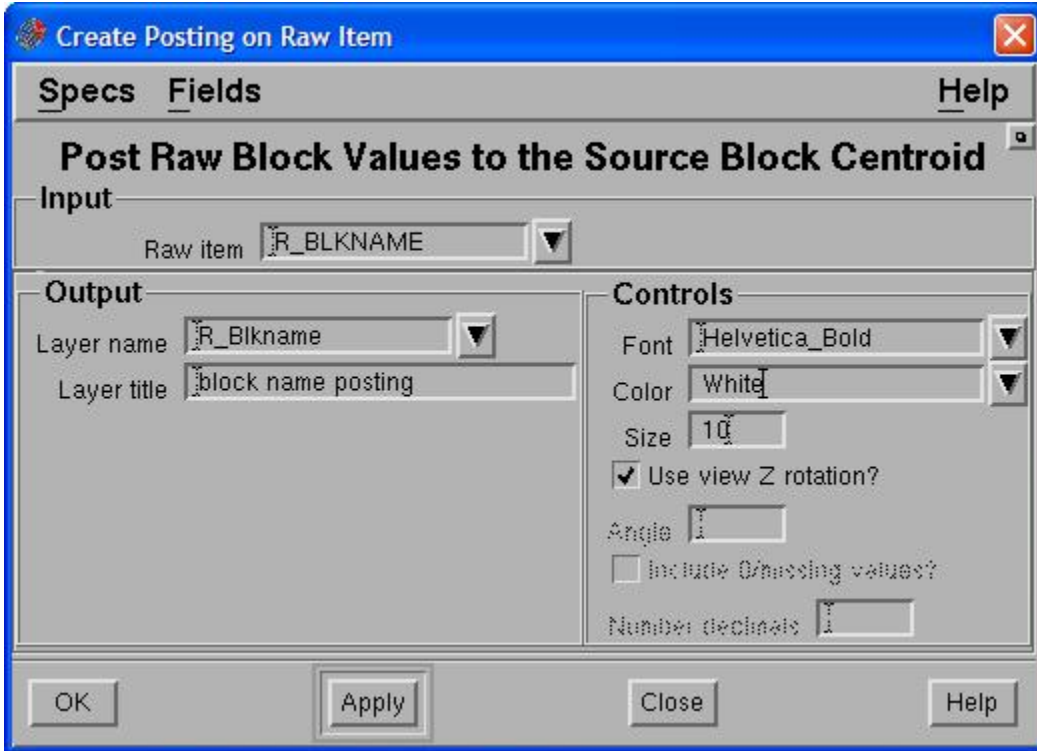
Starting "Design Files" Server
CAD server started for product Open Cut Coal

0.00 0.00 0.00 0

DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

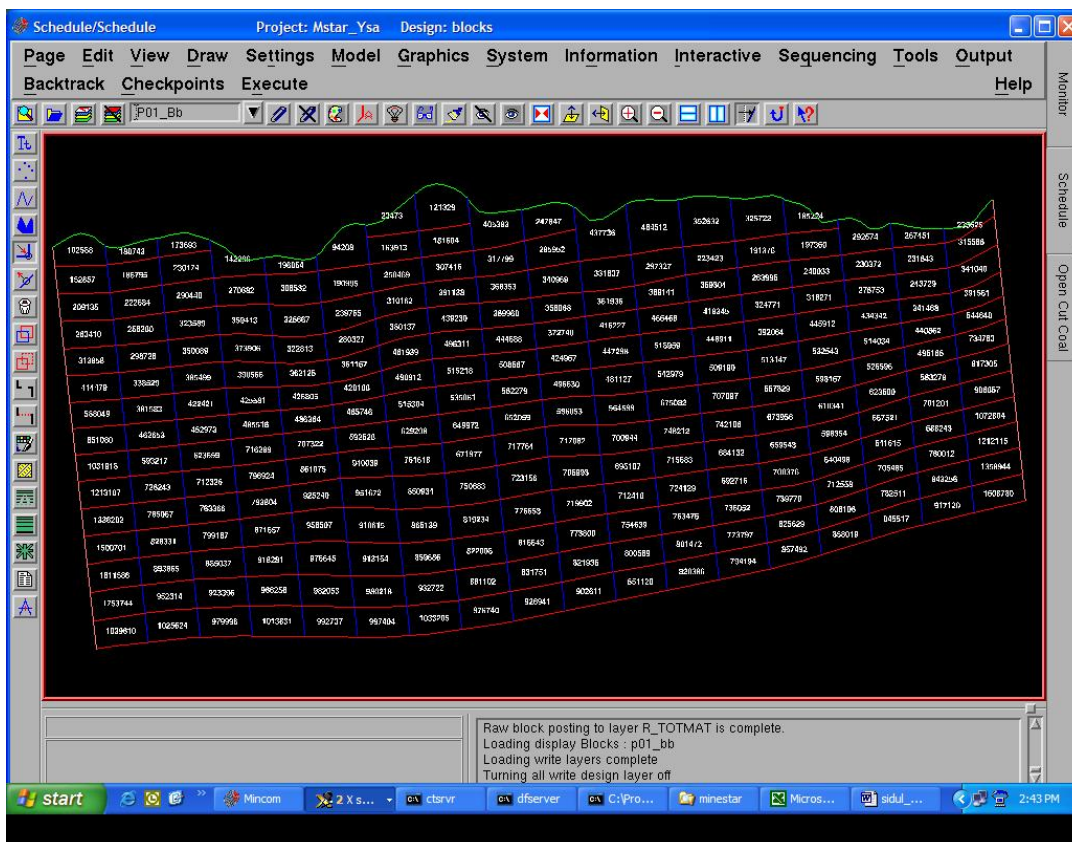
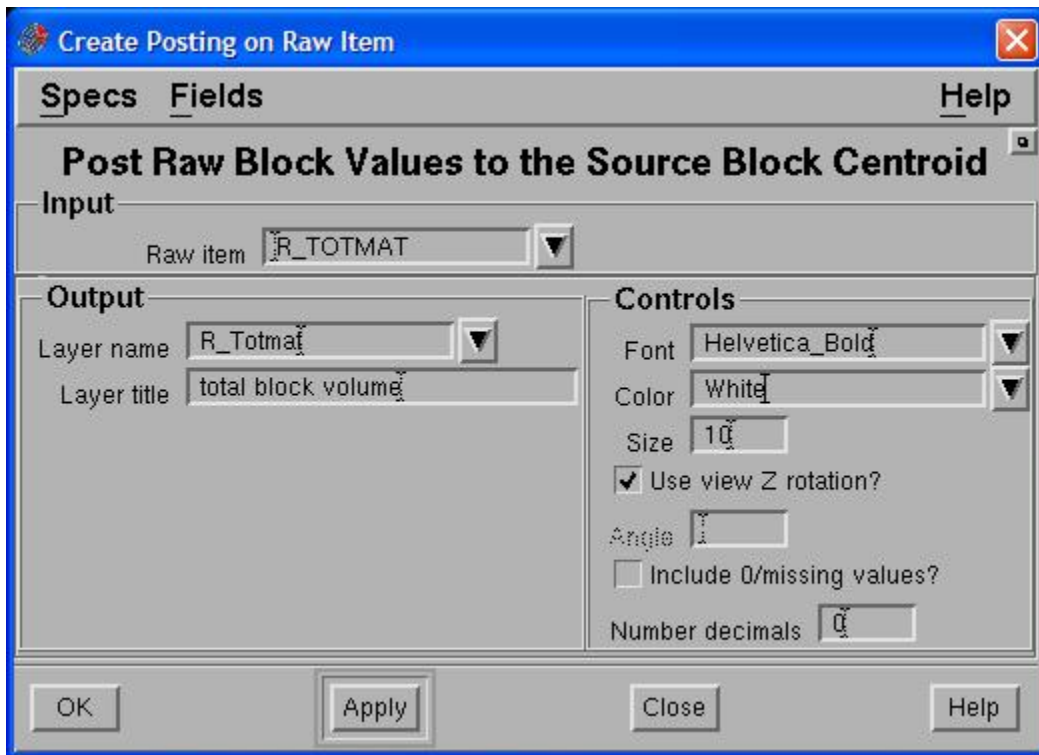
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SCHEDULE PAGE – OUTPUT – RAW ITEM POST



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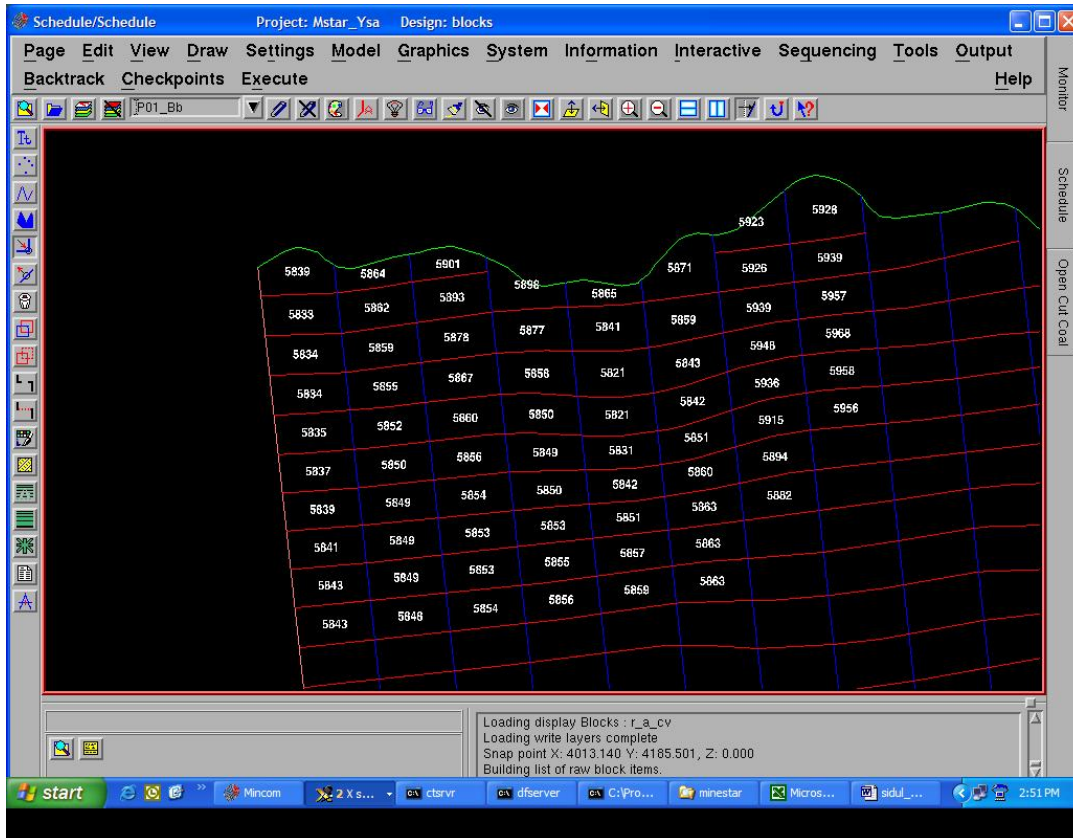
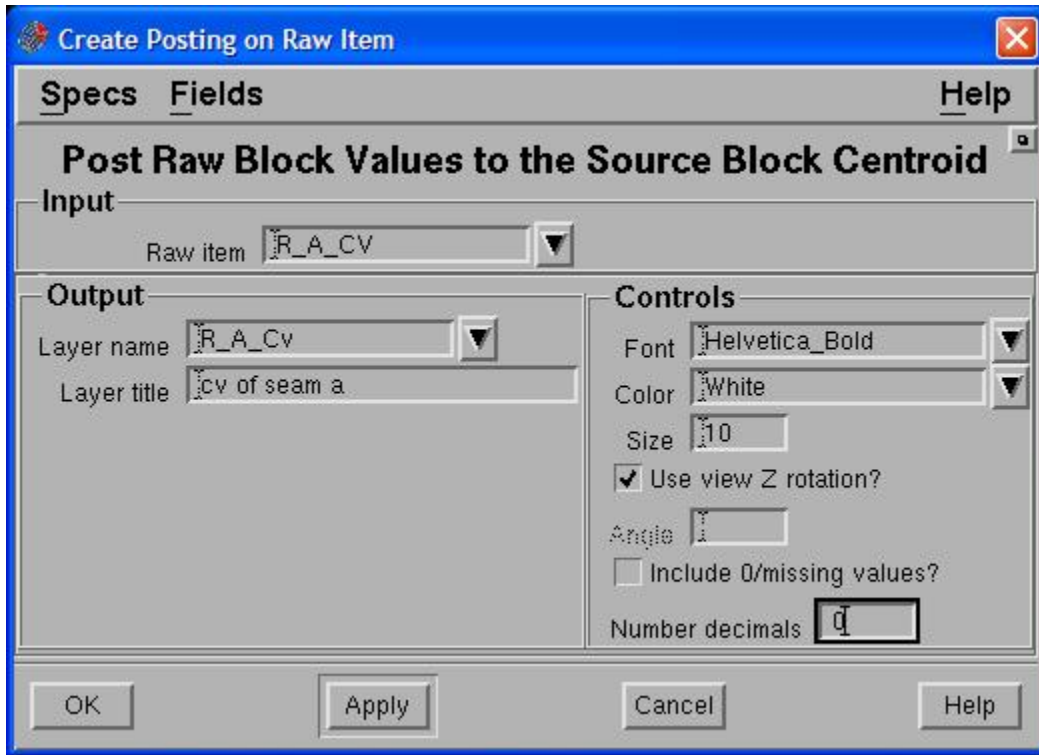
DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys



DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

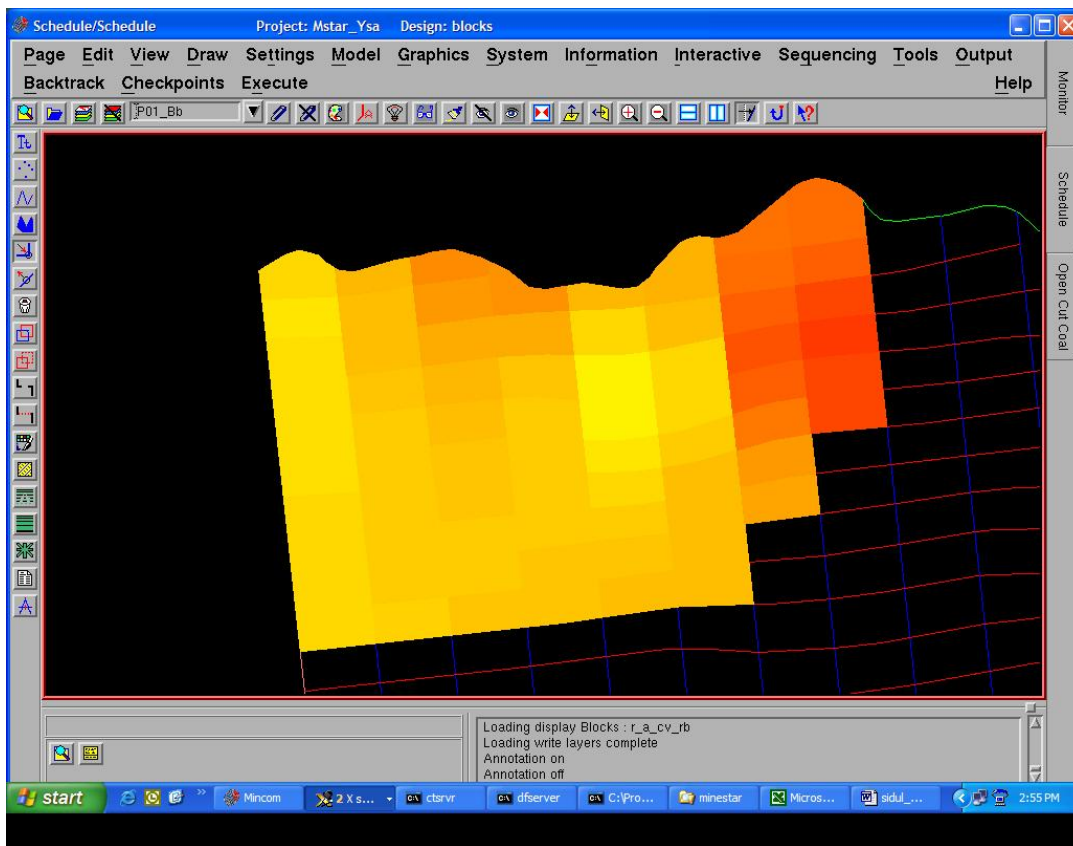
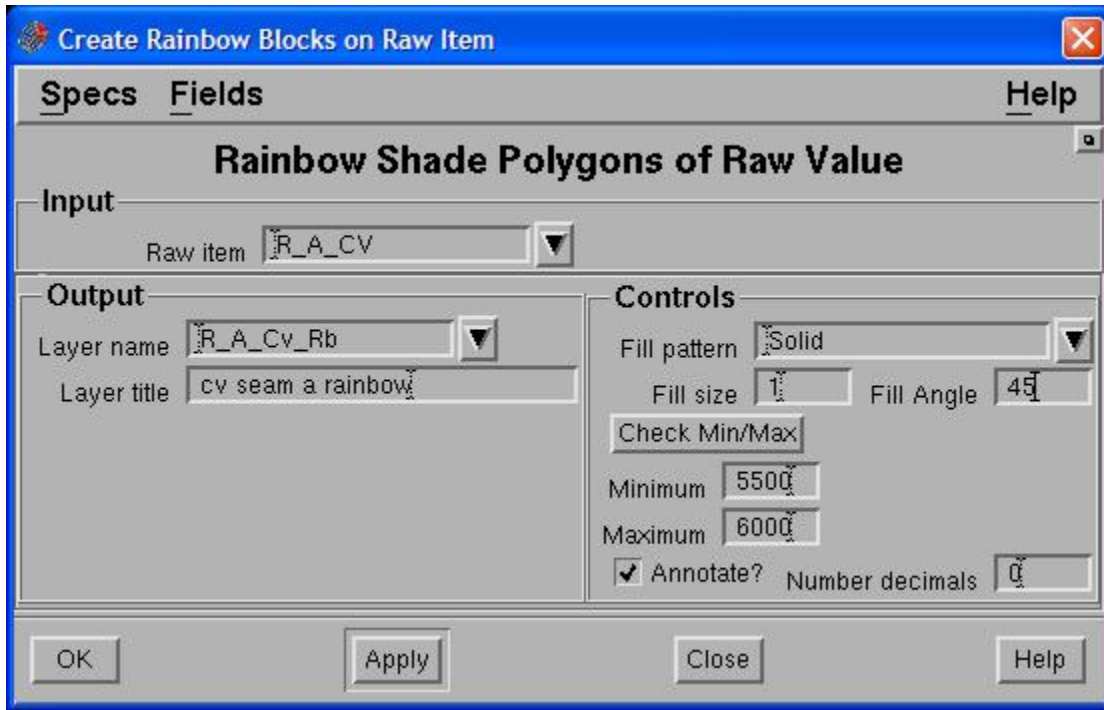
Dicoba untuk membuat posting dan rainbow shade, semisal untuk R_A_CV :



DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

DOWNLOAD TUTORIAL MINESCAPE, XPAC dan SURPAC :
bit.ly/2mJJJys

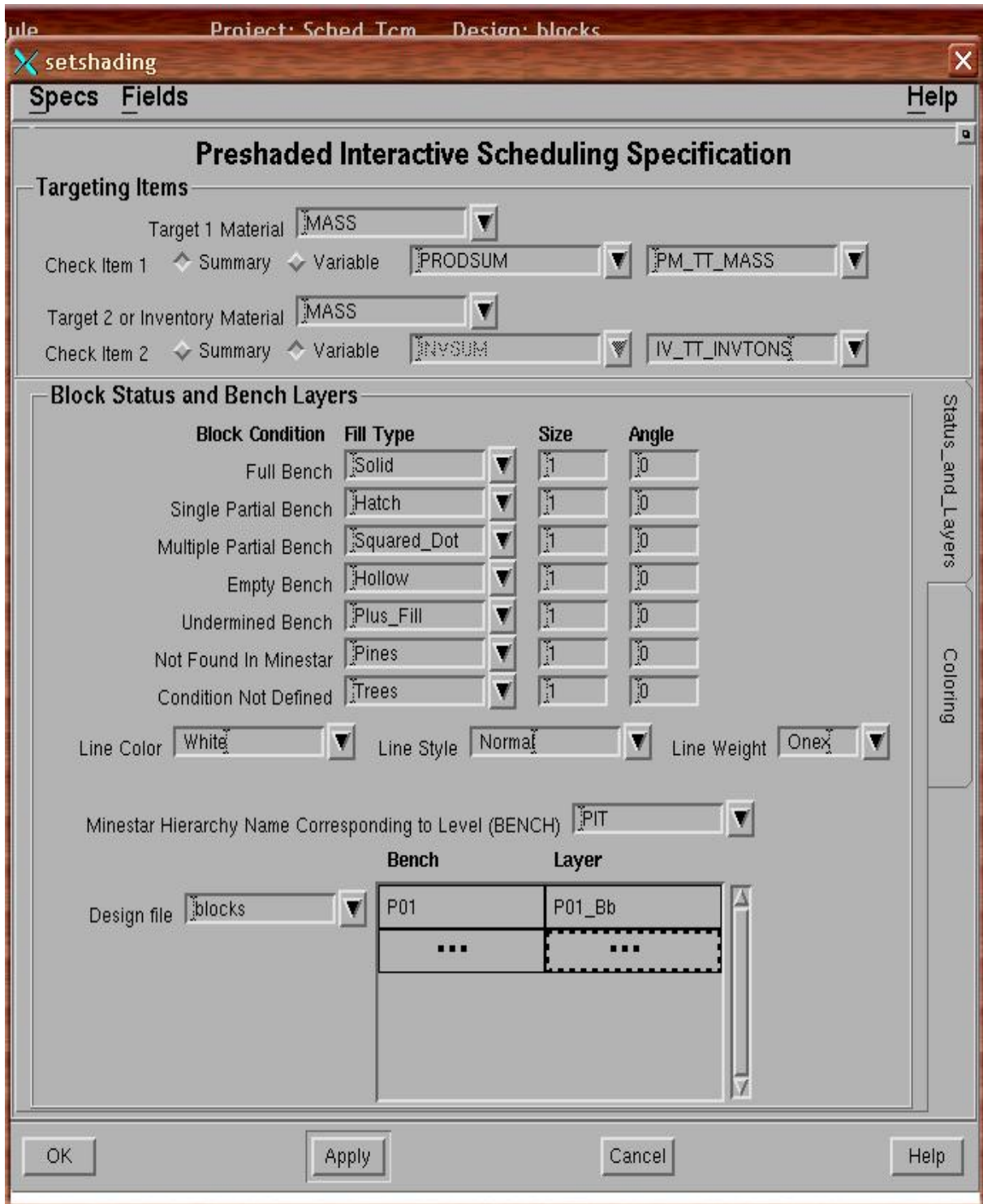
SCHEDULE PAGE – OUTPUT – RAW ITEM COLOR



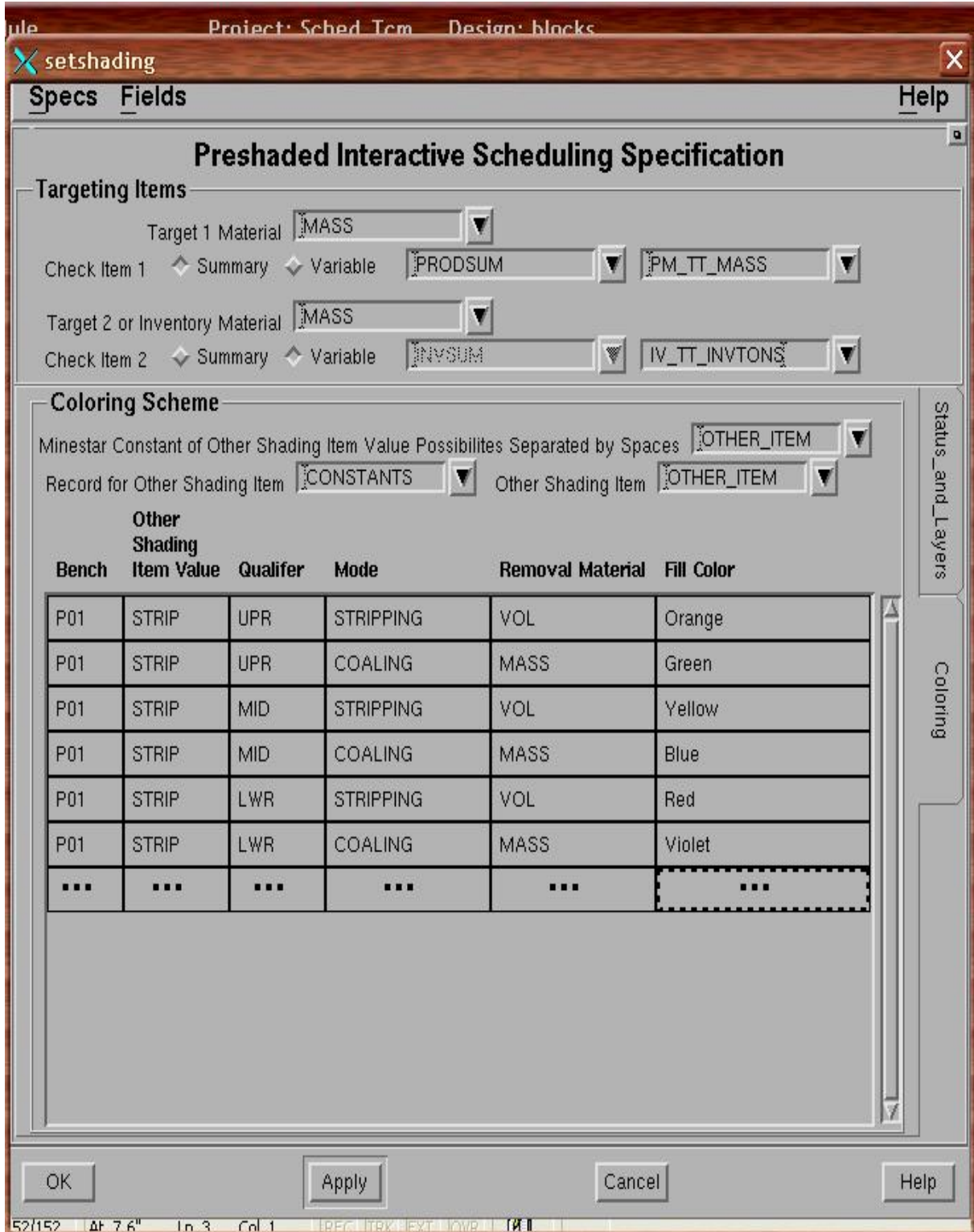
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SCHEDULE PAGE - INTERACTIVE – SETUP – SHADING SPEC



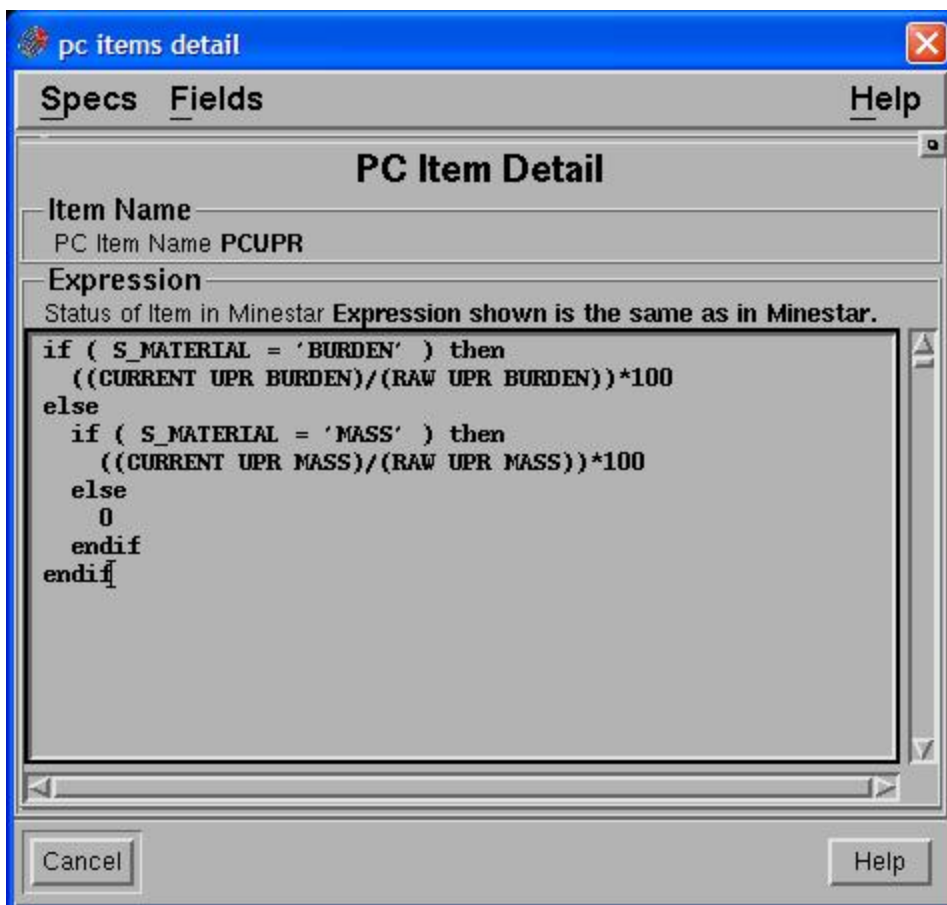
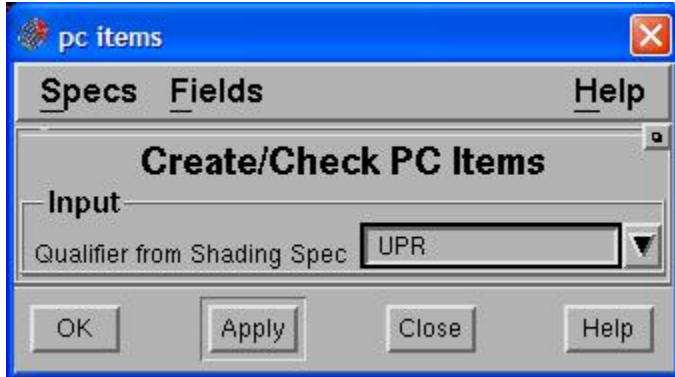
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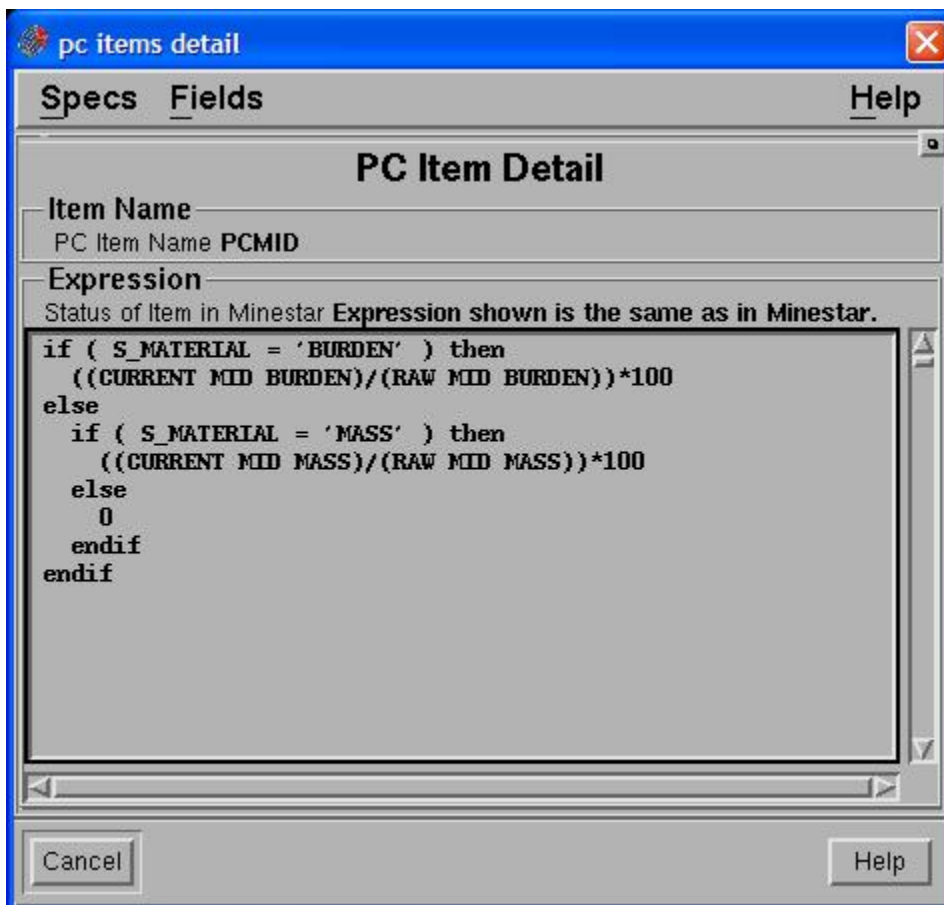
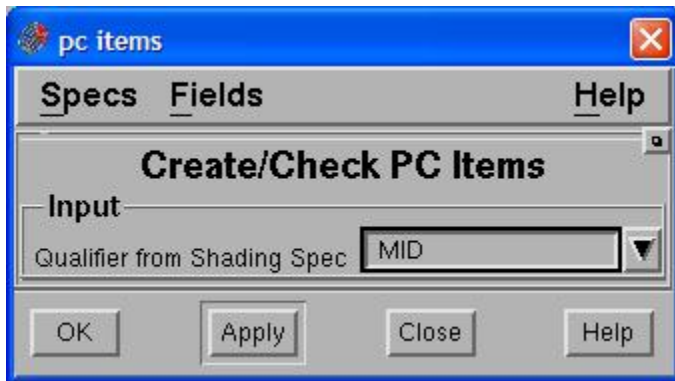
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INTERACTIVE – SETUP – PC ITEMS



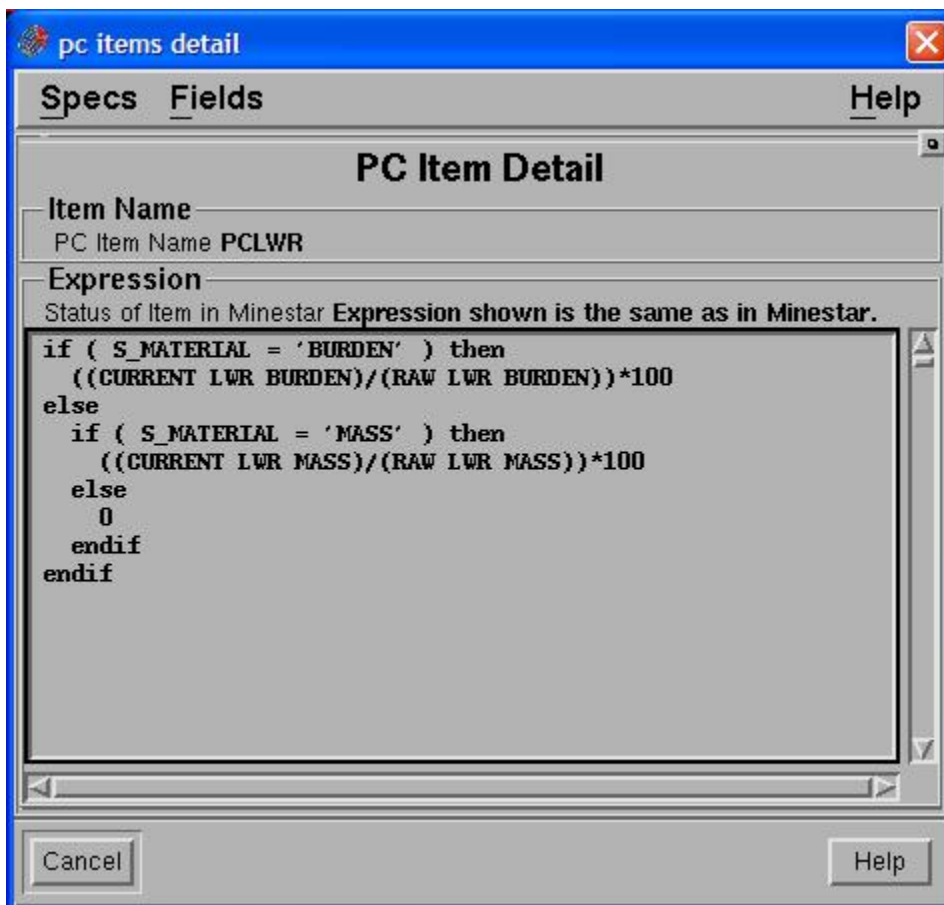
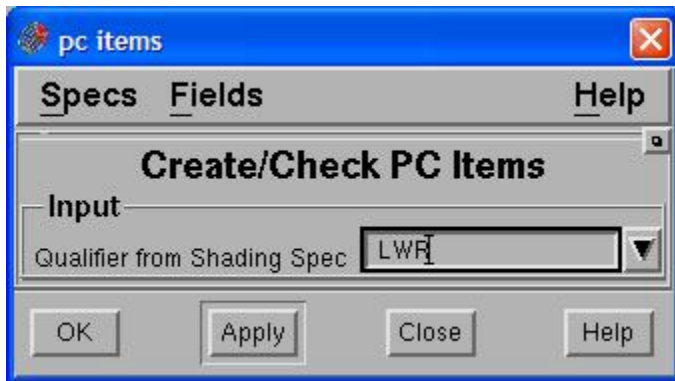
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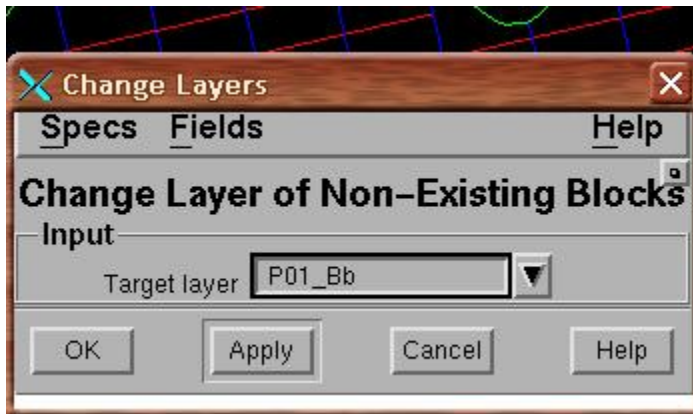
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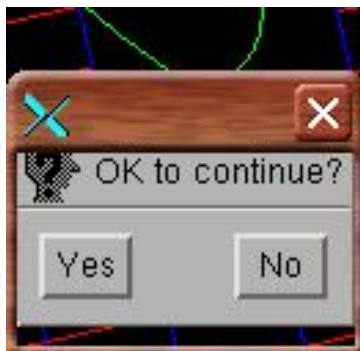
INTERACTIVE – SETUP – CR MACH MRK



INTERACTIVE – RAW_BLOCKS – BLKNOEXIST



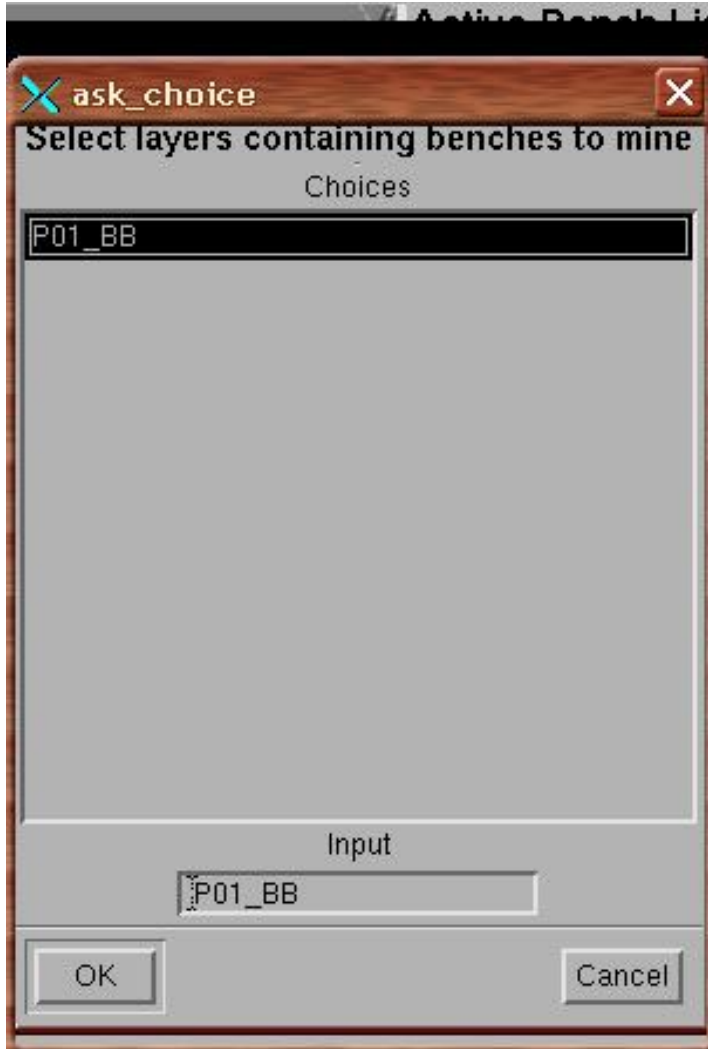
INTERACTIVE – RAW_BLOCKS – BLKINIT



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INTERACTIVE – ACTIVE BENCH LIST



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INTERACTIVE – SYSTEM – RECORD

settings [X]

Specs **Fields** **Help**

Change System Settings

Cross
 Cross End Abort Interval []

Machine
Name [SHV1]

Mode
Name [STRIPPING]

Qualifier
List [UPR]

Amount
 % Current % Raw Hours Quantity [C]
 100 66.67 33.33 Other [100]
Setting [100C]

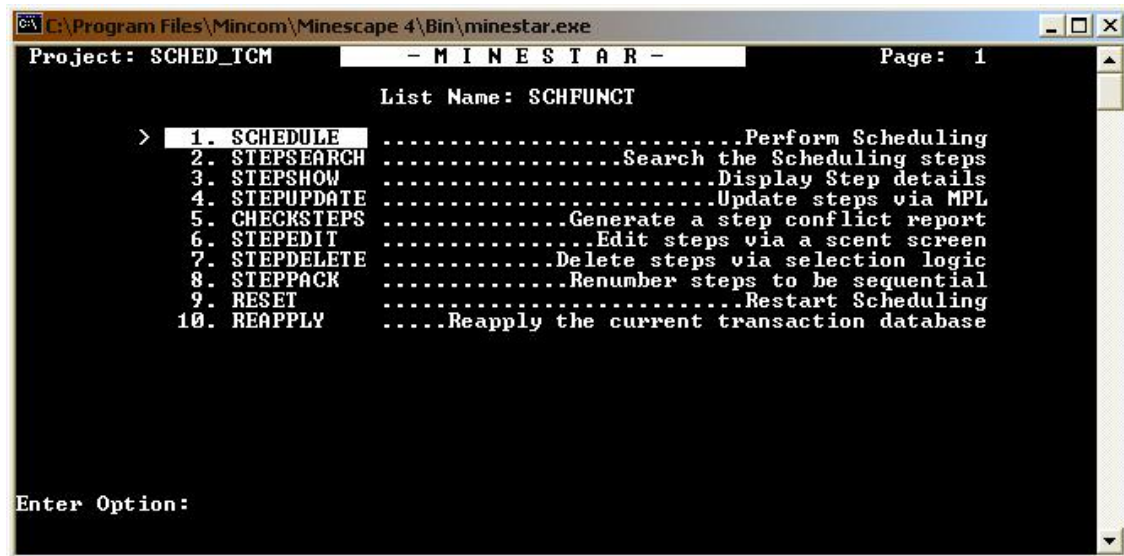
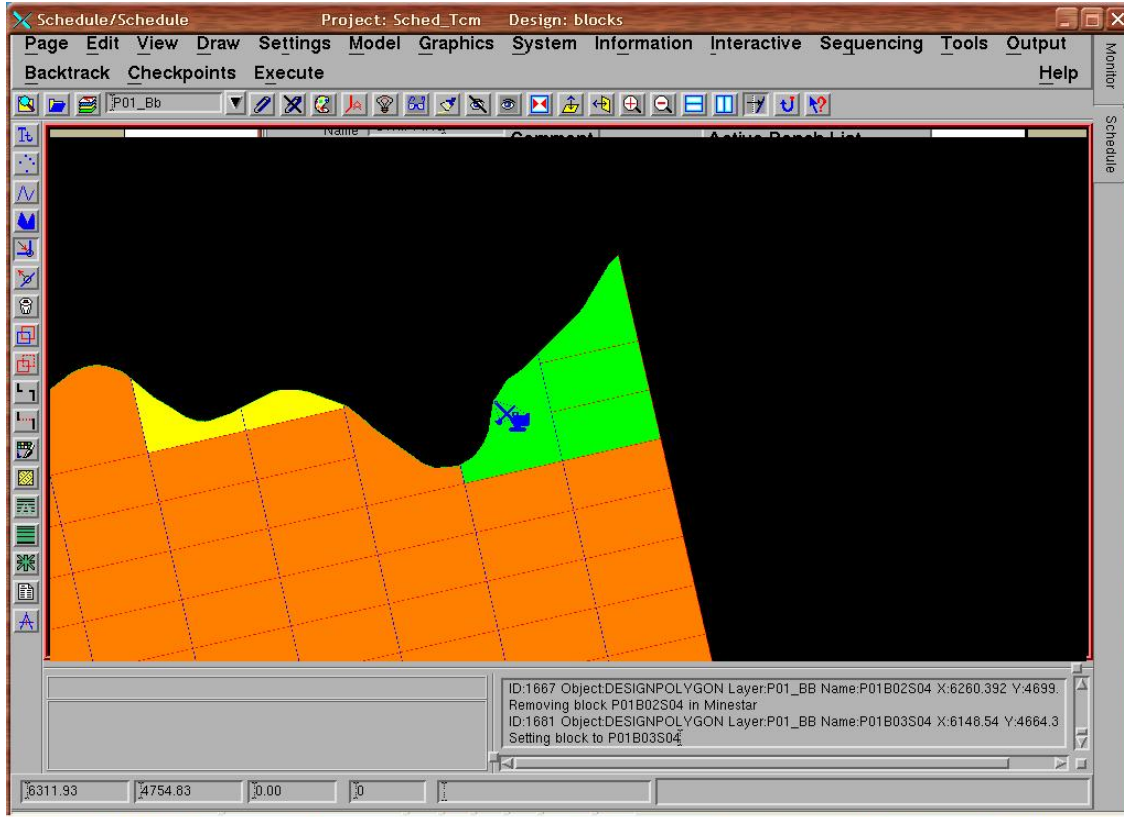
Hard Splitting
 Enable Disable Period []

OK Apply Cancel Help

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INTERACTIVE – REMOVE SINGLE



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M I N E S T A R Interactive

Block: P01B03S04
Amount: 100C
Machine: SHU1
Qualifier: UPR
Rate: 249.75
Mode: STRIPPING
Material: UOL
Date: Aug-15-03 02:18 of 576

		Remaining In Block					
	A	A1	A2	B	Unass	Total	
Burden:	6622	0	0	45934	3150	55706	
Coal:	2708	0	0	16083		18791	
% Ash:	6.92			13.53		12.58	

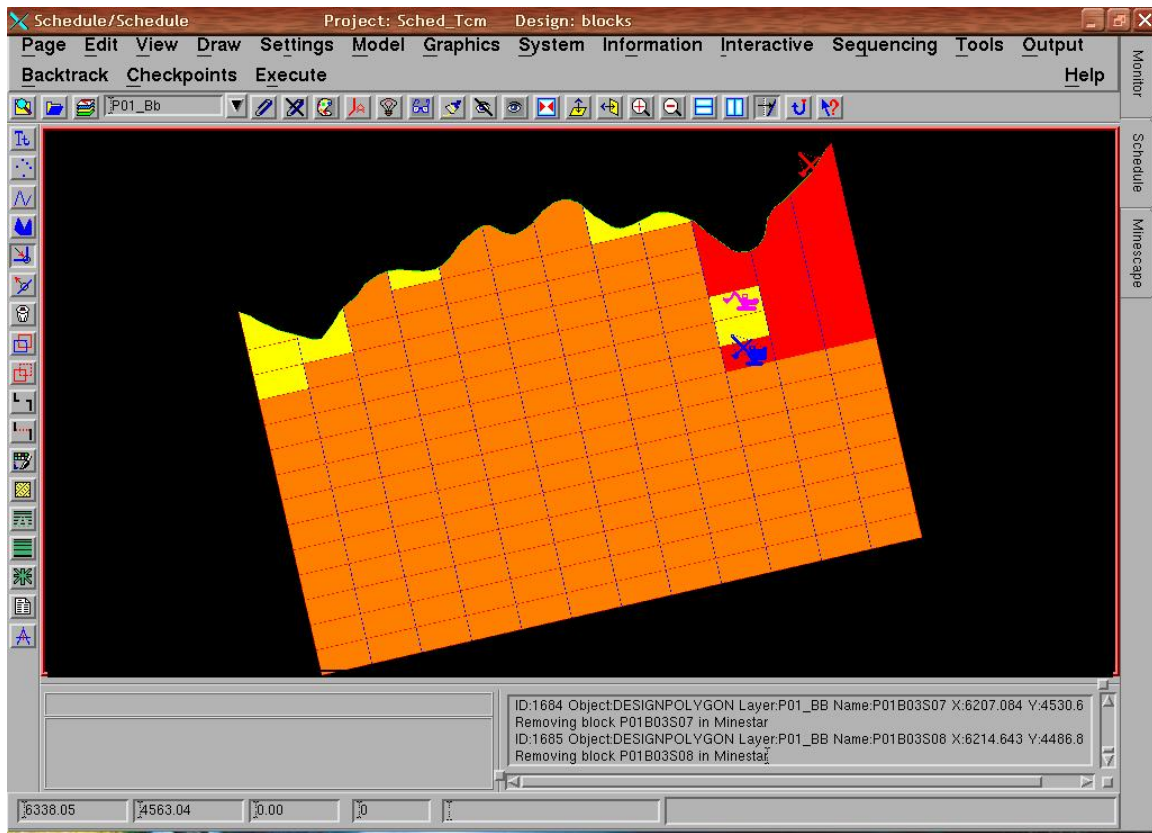
		Period Production					
	SHU1	SHU2	FEL1	Other	Total	Total Yr	
Burden:	42533	0	0	0	42533	42533	
Coal:	0	0	0	0	0	0	
% Ash:							

		Ending Pit Inventory					
	A	A1	A2	B	Total	Total	
Tonnes:	71372	0	0	0	71372	71372	
% Ash:	7.28					7.28	

Enter Option: _

>AMOUNT	BLKSET	CROSS	MCSET
BACKTRACK	BRKSTEPS	DESTSET	MODESET
MCBACK	COMMENT	MCLOCATE	OOOPS

SIMULASI SEQUENCE DENGAN TARGET 1 JUTA TON COAL / YR



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C:\Program Files\Mincom\Minescape 4\Bin\minestar.exe

M I N E S T A R Interactive

Block: P01B03S08
 Amount: 100C
 Machine: SHU1

Qualifier: UPR
 Rate: 249.75

Mode: COALING
 Date: Sep-10-04 11:29 of 720
 Material: MASS

Remaining In Block

	A	A1	A2	B	Unass	Total
Burden:	0	0	0	36437	0	36437
Coal:	0	0	0	17401		17401
% Ash:	7.09	-	-	13.78		13.78

Period Production

	SHU1	SHU2	FEL1	Other	Total	Total Yr
Burden:	0	0	0	0	0	472903
Coal:	56816	0	0	0	56816	1046449
% Ash:	7.09	-	-	-	7.09	7.20

Ending Pit Inventory

	A	A1	A2	B	Total
Tonnes:	0	0	0	0	0
% Ash:	8.50	8.39	-	0.00	0.00

Enter Option: _

PREVIEW	REPCREATE	CHECKSTEPS	STEPDELETE
QUALSET	>RESET	STEPUPDATE	MCMMAKEGAP
REMOVE	REAPPLY	MCTIMESET	STEPPACK

Stratmodel/Schedule Project: Sched_Ysa Design: blocks

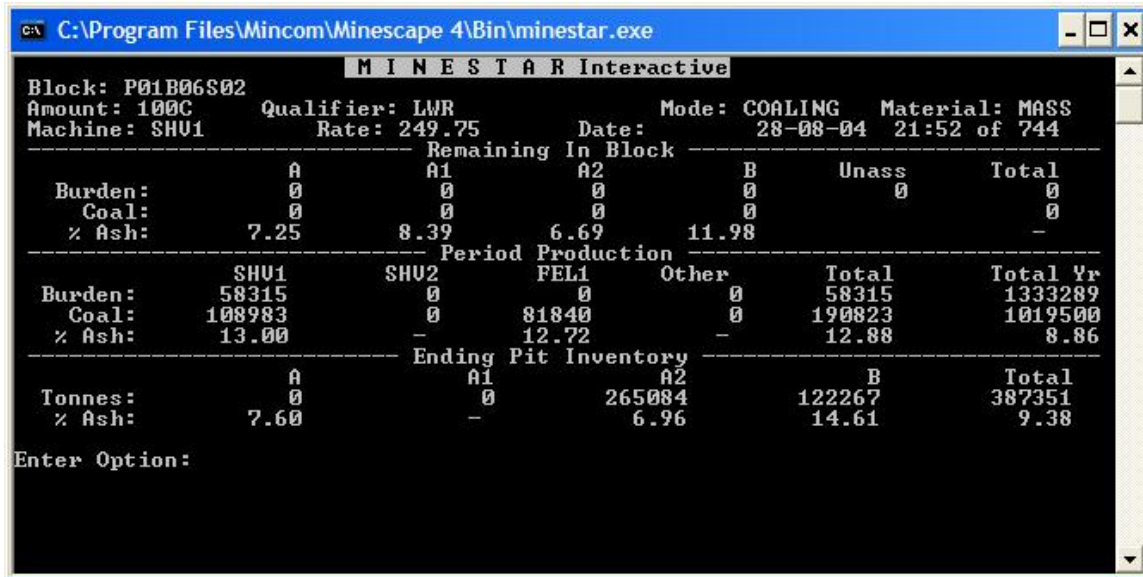
Page Edit View Draw Settings Model Graphics System Information Interactive Sequencing Tools Output
 Backtrack Checkpoints Execute Help

ID:1710 Object:DESIGNPOLYGON Layer:P01_BB Name:P01B05S03 X:5944.312 Y:4880.9
 Removing block P01B05S03 in Minestar
 ID:1724 Object:DESIGNPOLYGON Layer:P01_BB Name:P01B06S02 X:5853.021 Y:4730.2
 Removing block P01B06S02 in Minestar

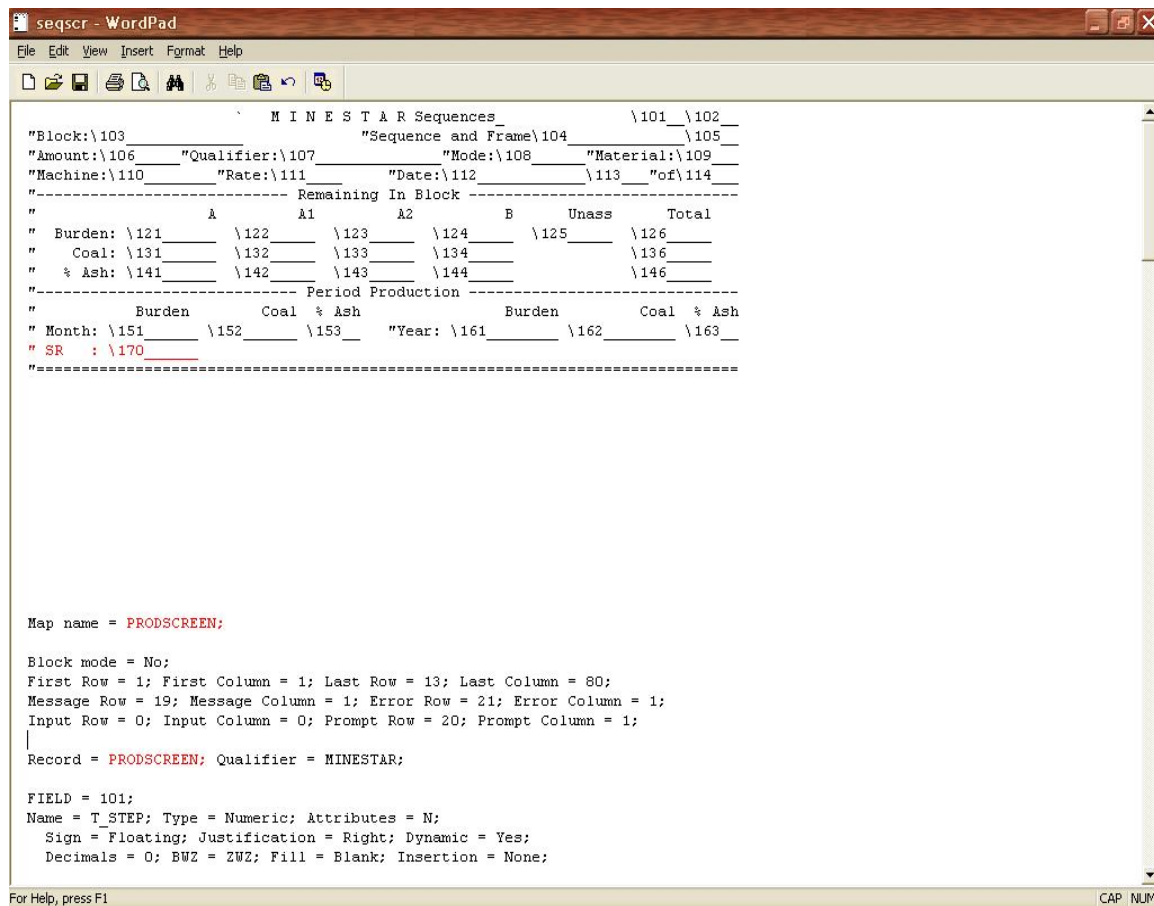
6073.03 4807.34 0.00 0

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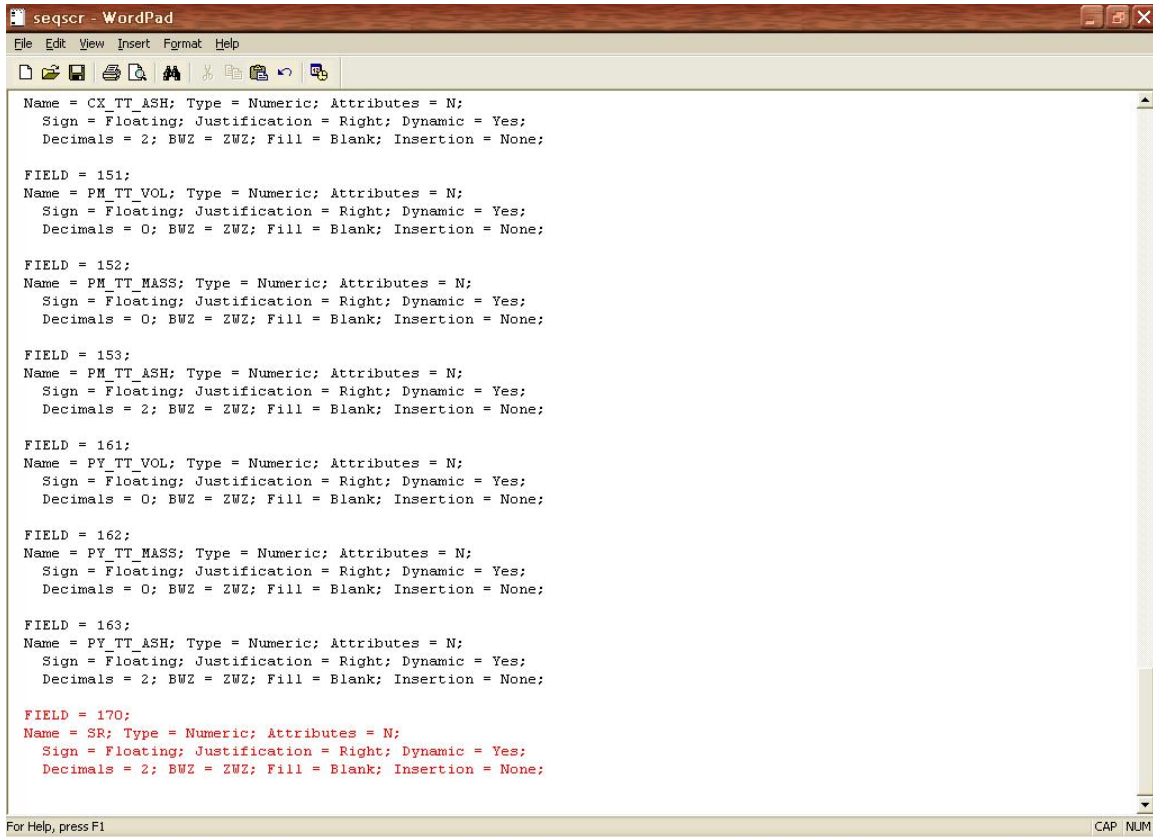


MENAMBAHKAN ITEM SR



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```
seqscr - WordPad
File Edit View Insert Format Help
Name = CX TT ASH; Type = Numeric; Attributes = N;
Sign = Floating; Justification = Right; Dynamic = Yes;
Decimals = 2; BWZ = ZWZ; Fill = Blank; Insertion = None;

FIELD = 151;
Name = PM TT VOL; Type = Numeric; Attributes = N;
Sign = Floating; Justification = Right; Dynamic = Yes;
Decimals = 0; BWZ = ZWZ; Fill = Blank; Insertion = None;

FIELD = 152;
Name = PM TT MASS; Type = Numeric; Attributes = N;
Sign = Floating; Justification = Right; Dynamic = Yes;
Decimals = 0; BWZ = ZWZ; Fill = Blank; Insertion = None;

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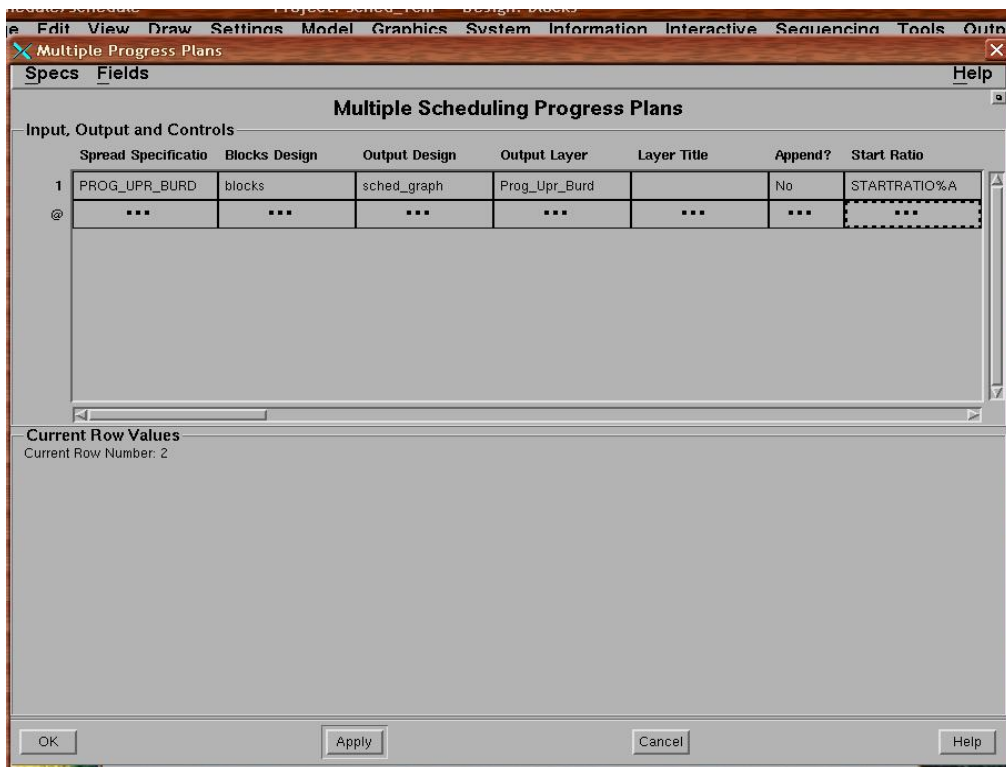
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Decimals = 2; BWZ = ZWZ; Fill = Blank; Insertion = None;

FIELD = 170;
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Sign = Floating; Justification = Right; Dynamic = Yes;
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For Help, press F1 CAP NUM
```

SCHEDULE PAGE – OUTPUT – MULTI PROGRESS PLAN



Multiple Progress Plans

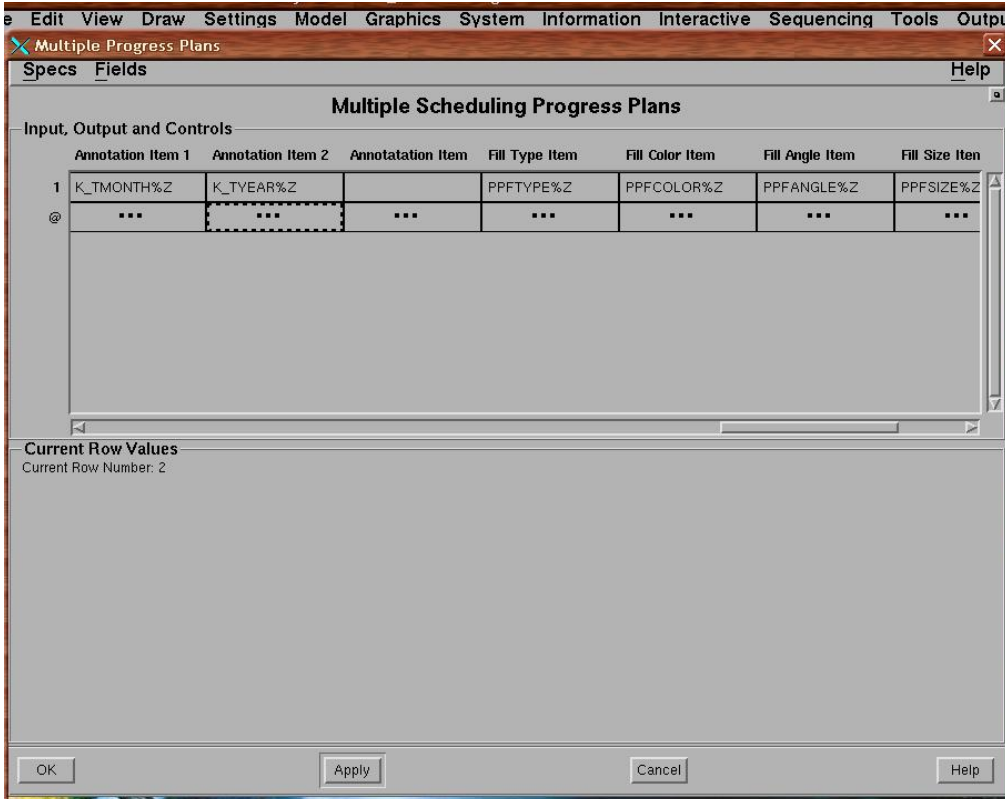
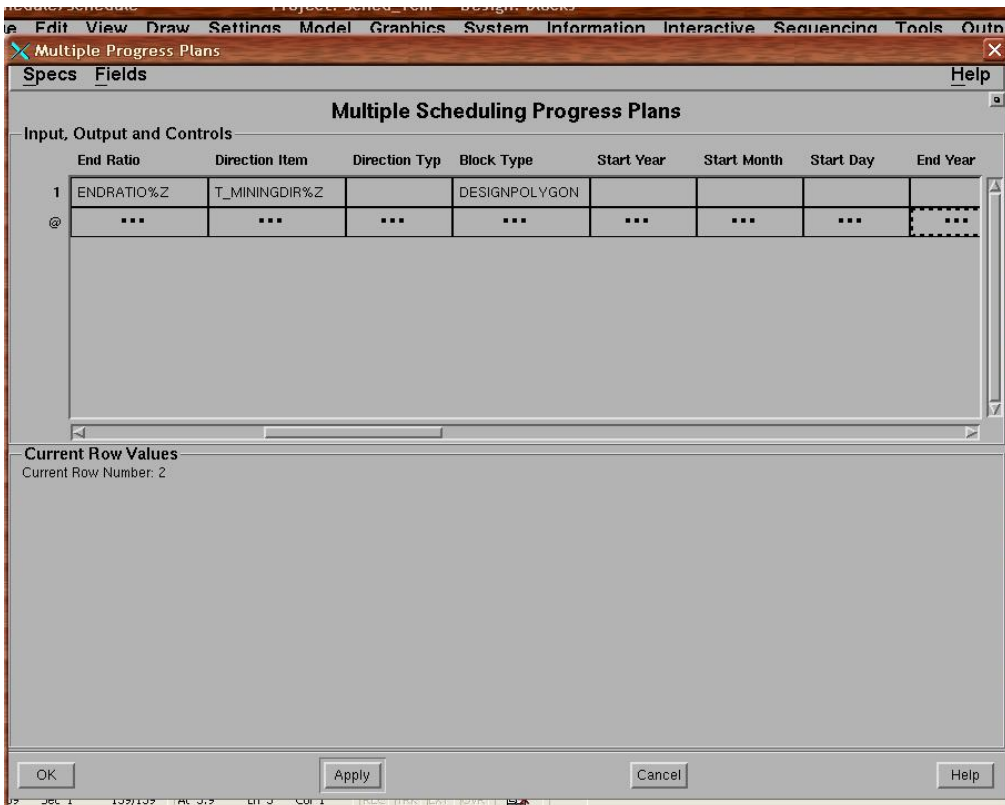
Spread Specification	Blocks Design	Output Design	Output Layer	Layer Title	Append?	Start Ratio
1 PROG_UPR_BURD	blocks	sched_graph	Prog_Upr_Burd		No	STARTRATIO%A
@

Current Row Values
Current Row Number: 2

OK Apply Cancel Help

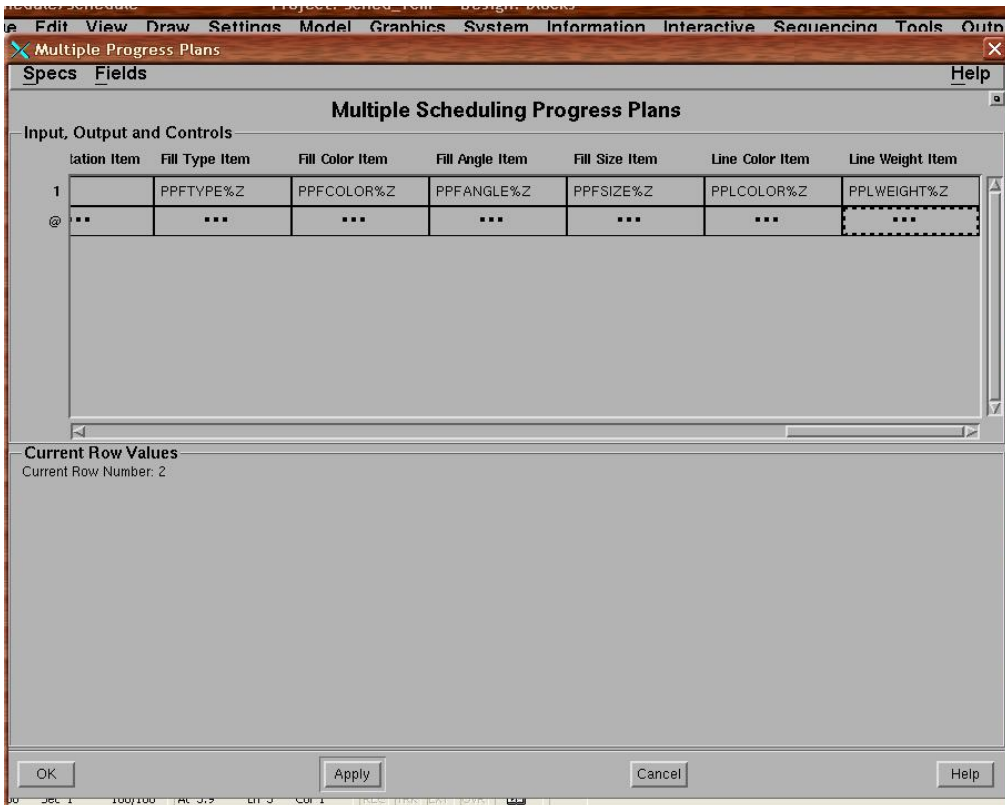
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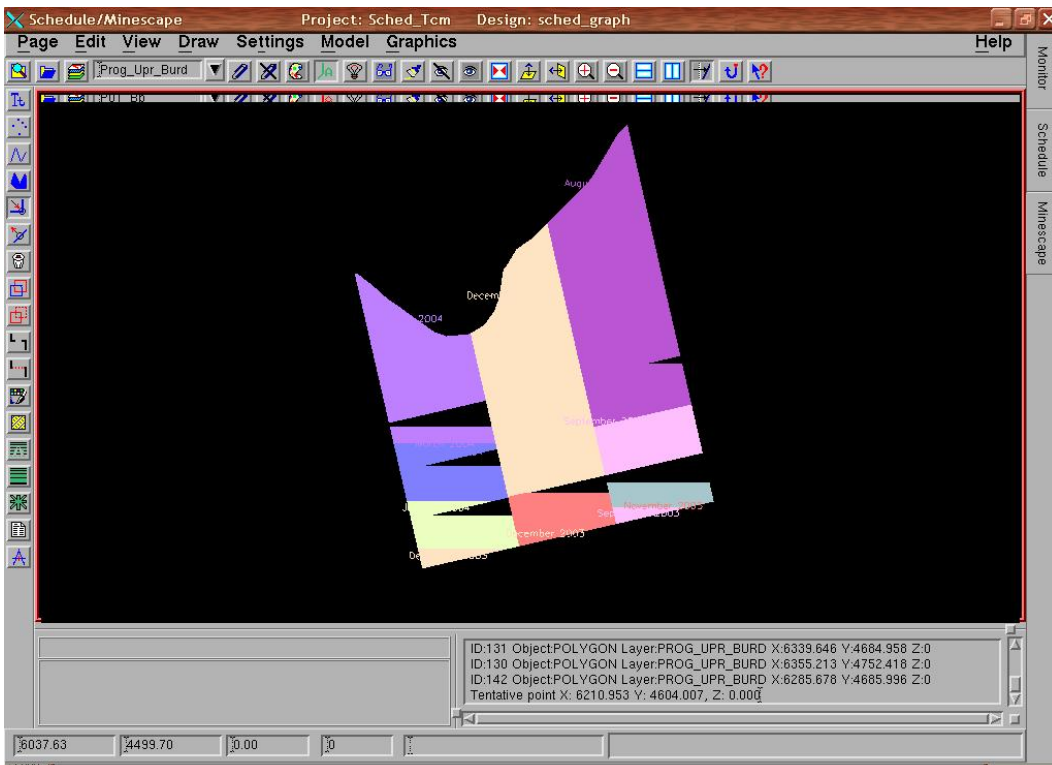


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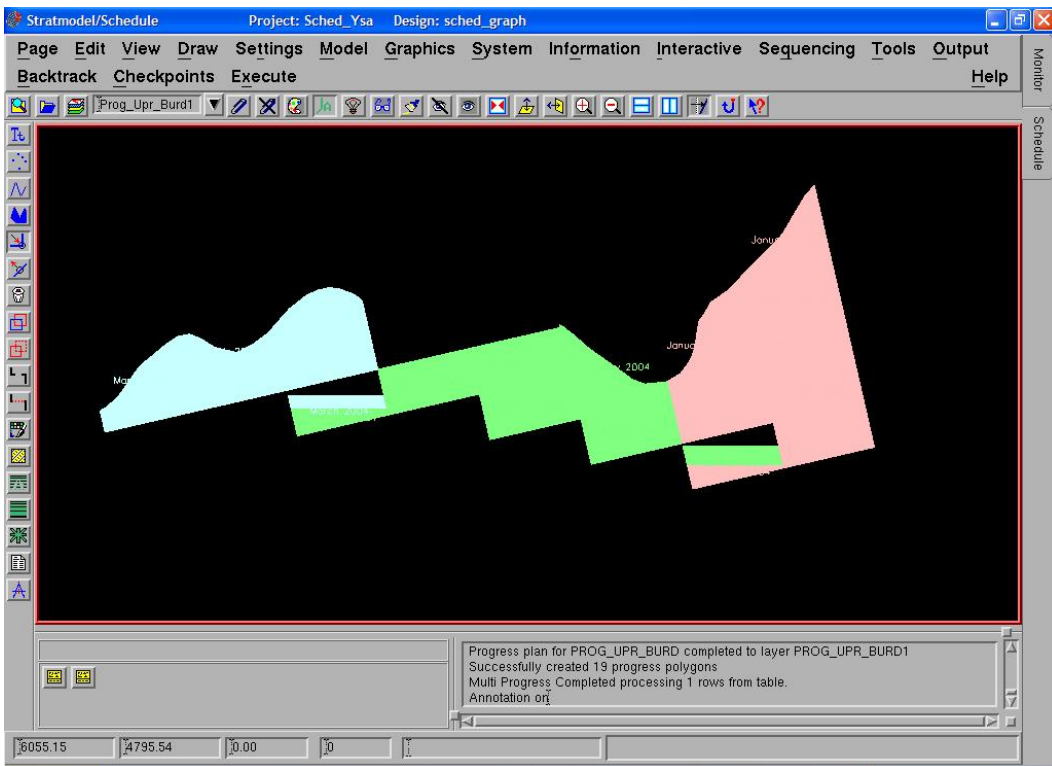
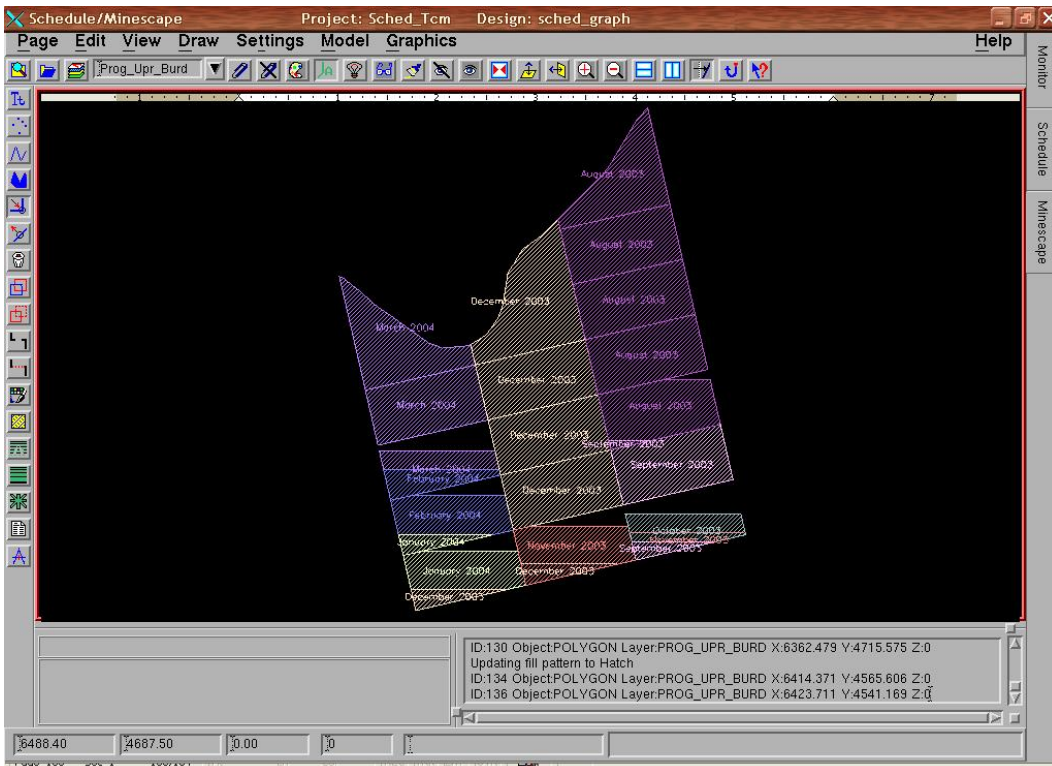


HASIL AKHIR GRAFIS SIMULASI SEQUENCENYA :



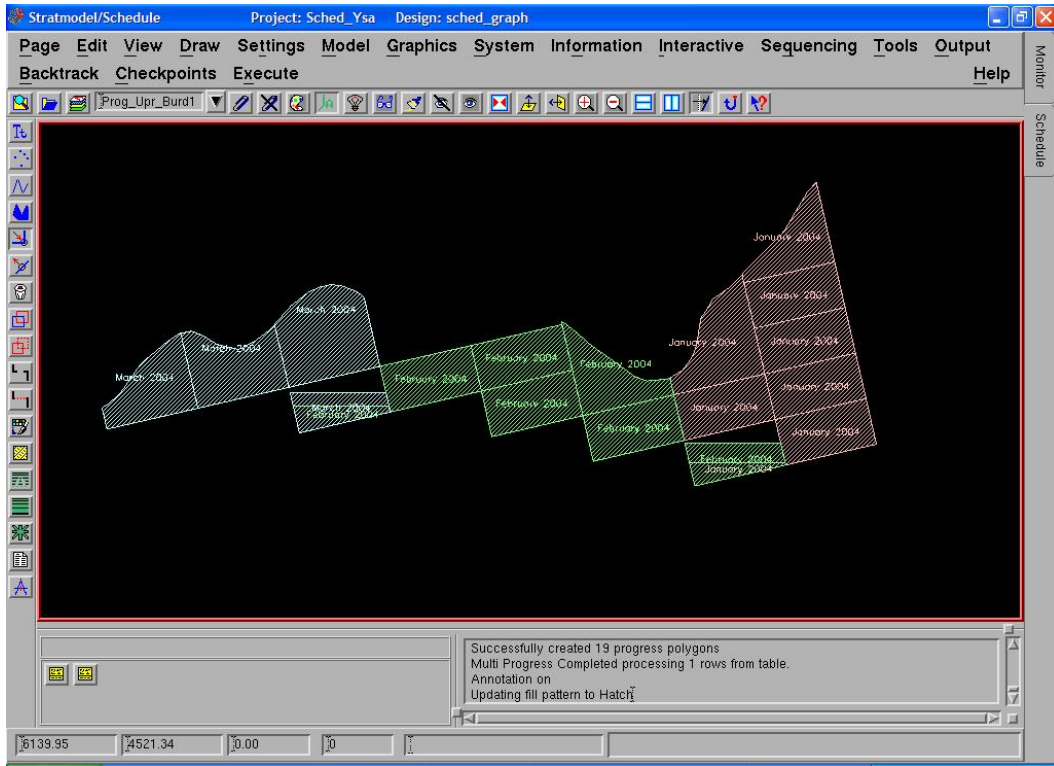
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