

Differences between Voxel Analyst CLIX vs NT

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

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

		as good as on Clix because of hardware available on GLZ.
Orientation Axis	N/A	View Axis are displayed and can be toggled
Sample Point Input	N/A	Allows a one line header to be put into the sample point file.
Stereo	LCD stereo	LCD stereo Not Available
Annotation	Available	Hopefully available as a patch 1 month after product release.
Output	Output to MicroStation .dgn files	Output to MicroStation .dgn files or AutoCad .dwg files

Windows95 issues

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

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

