

# RIFT TD

## VERSION 4.0 JUNE 2018

## ENHANCEMENTS

Rift TD, Version 4.0, is a major version release. Features include:

- **NEW** - Supernatant pond generation during deposition
- **NEW** - Target supernatant pond volume
- **NEW** - KML (Google Earth) export
- **NEW** - Generate pond boundary
- **NEW** - 64-bit
- **NEW** - Undo/Redo
- **Enhanced** - Default Shading
- **Enhanced** - Minor enhancements and bug fixes

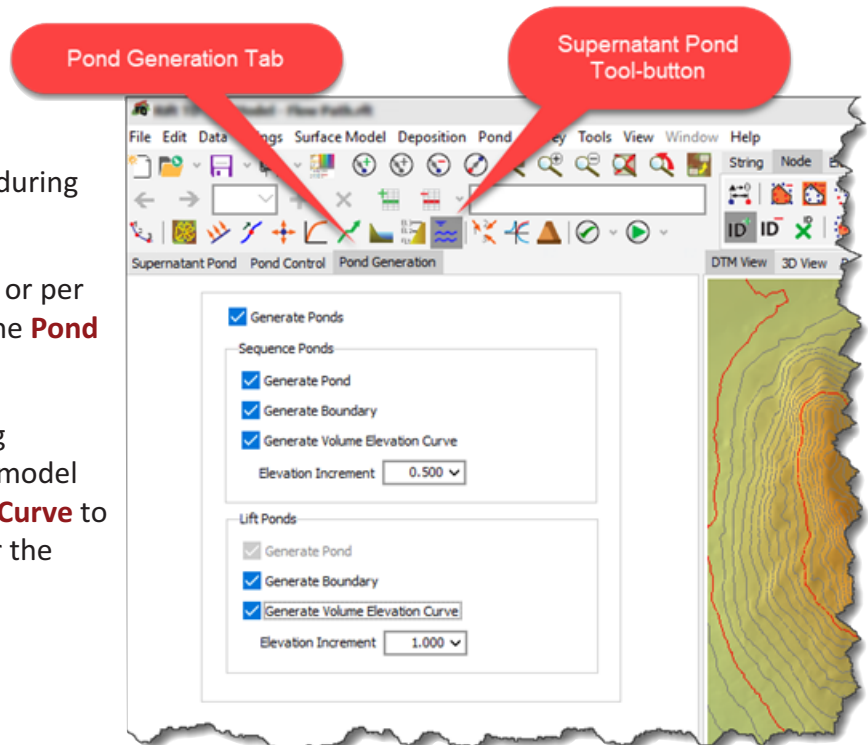
## SUPERNATANT POND GENERATION

Rift TD, Version 4.0, allows you to generate supernatant ponds, their volume elevation curves and boundaries during deposition modelling.

Ponds are generated either per sequence or per lift. Specify pond generation options on the **Pond Generation tab**.

**Right click** on the **Data Grid** while viewing deposition results following a deposition model run and select **Pond > Volume Elevation Curve** to view the pond volume elevation curve for the active (highlighted) raise results.

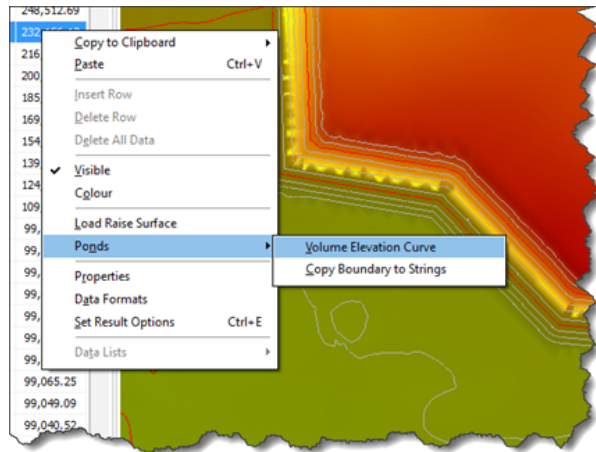
If generated, you can also copy the pond boundary to the **String Data Type**.



**Deposition Result Options** allow you to view:

- Pond elevation
- Pond basin plan area
- Pond basin slope area
- Pond volume

You may generate more than one pond; results are cumulative for all ponds. Use the volume elevation curve to get results for individual ponds.



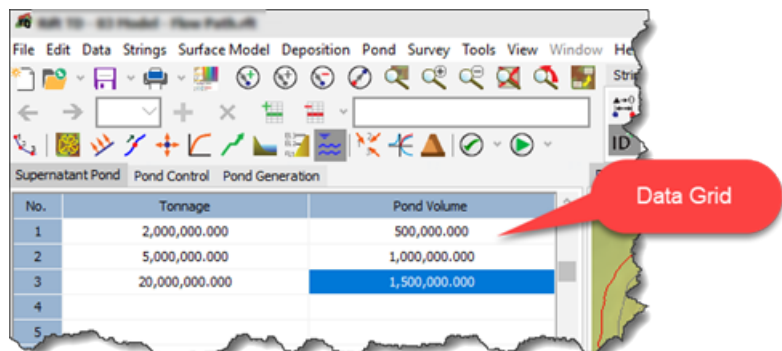
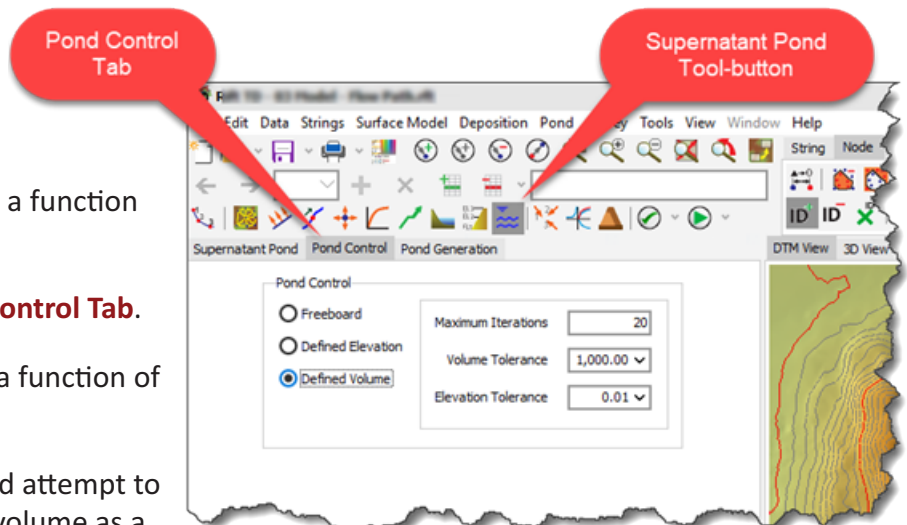
## TARGET POND VOLUME

**Rift TD Version 4.0** allows you to model the supernatant pond volume as a function of the cumulative deposition tonnage.

**Specify** the pond control on the **Pond Control Tab**.

**Enter** the supernatant pond volume as a function of cumulative tonnage on the **Data Grid**.

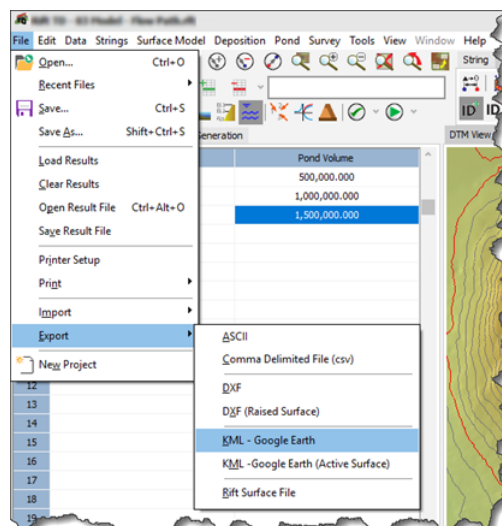
**Rift TD** will iterate during deposition and attempt to model the specified supernatant pond volume as a function of the cumulative deposition tonnage.



## GOOGLE EARTH (KML) EXPORT

**Rift TD version 4.0** allows you to export models as KML files for import into Google Earth.

Click **File > Export > KML - Google Earth** to generate a kml file.



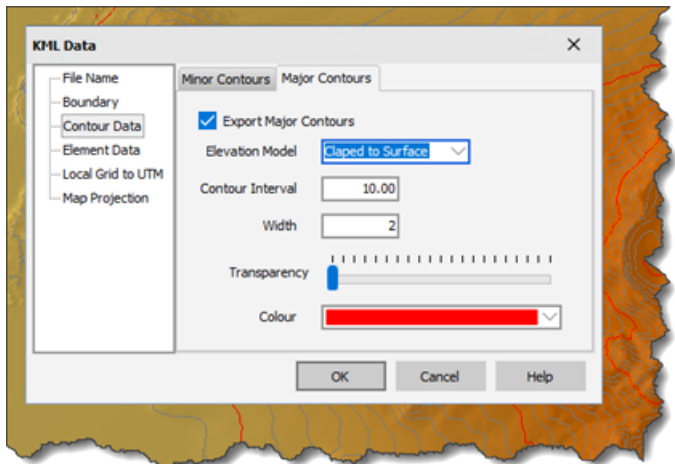
You can export:

- Contours
- Model boundaries
- Elements

You can also export only raised (deposition) surfaces;  
**File > Export > KML - Google Earth (Active Surface).**

You need to define a map projection to generate KML files. You can do this either using the Survey Menu (**Survey > Set Map Projection**), or on the KML Export dialog (Map Projection Tab).

**Rift TD** supports UTM coordinate systems. Use the Define Map Projection to view and/or add additional UTM projections (**Survey > Map Projections**).

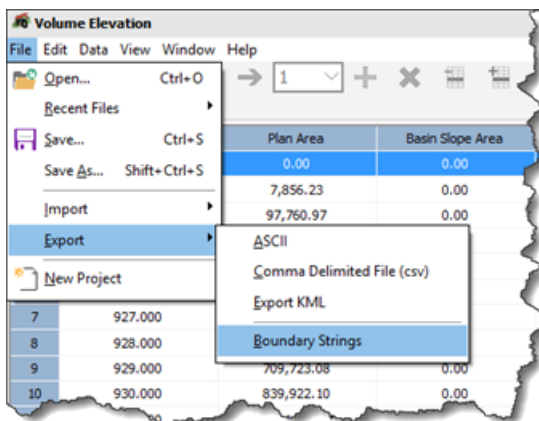
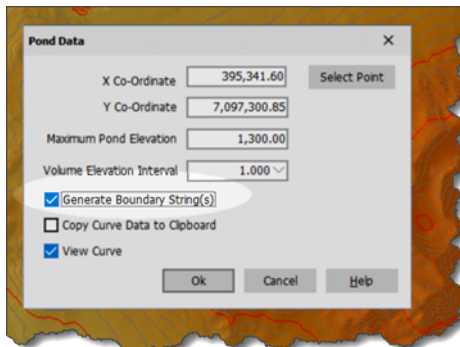


## GENERATE POND BOUNDARY

**Rift TD Version 4.0** allows you to generate pond boundaries and copy them to the string data type.

You can specify to generate pond boundaries on the

- **Pond Wizard** prior to generating a pond, or you can
- Generate them using the **Pond Volume Elevation Form** after you have generated a pond.



## 64 BIT SUPPORT

**Rift TD Version 4.0** is being distributed in both 32 and 64 bit variants.

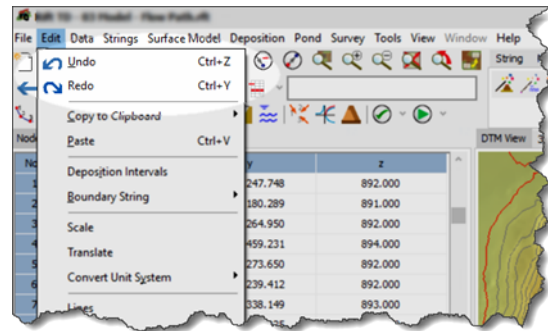
The 64 bit version allows additional memory to be accessed, increasing the size and complexity of models that **Rift TD** can accommodate.

# U NDO REDO

**Rift TD Version 4.0** includes undo/redo functionality. The Undo stack is limited to 100 items subject to available memory; the Redo stack is limited to one item.

Access undo redo using the **Edit menu** or shortcut keys:

- **Undo - Ctrl-Z**
- **Redo - Ctrl Y**



# D EFAULT SHADING

**Rift TD Version 4.0** introduces default model and value shading. This allows you to define the default shading to use for new models and value/deposition surfaces.

Edit default shading values using the **Model Options Dialog** (Edit > Model Options).

Specify shading colours on the **Surface Tab**.

To restore default shading, right click on the group boxes and click **Restore Default Shading**.

