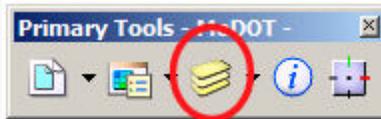


Level Symbology in V8i

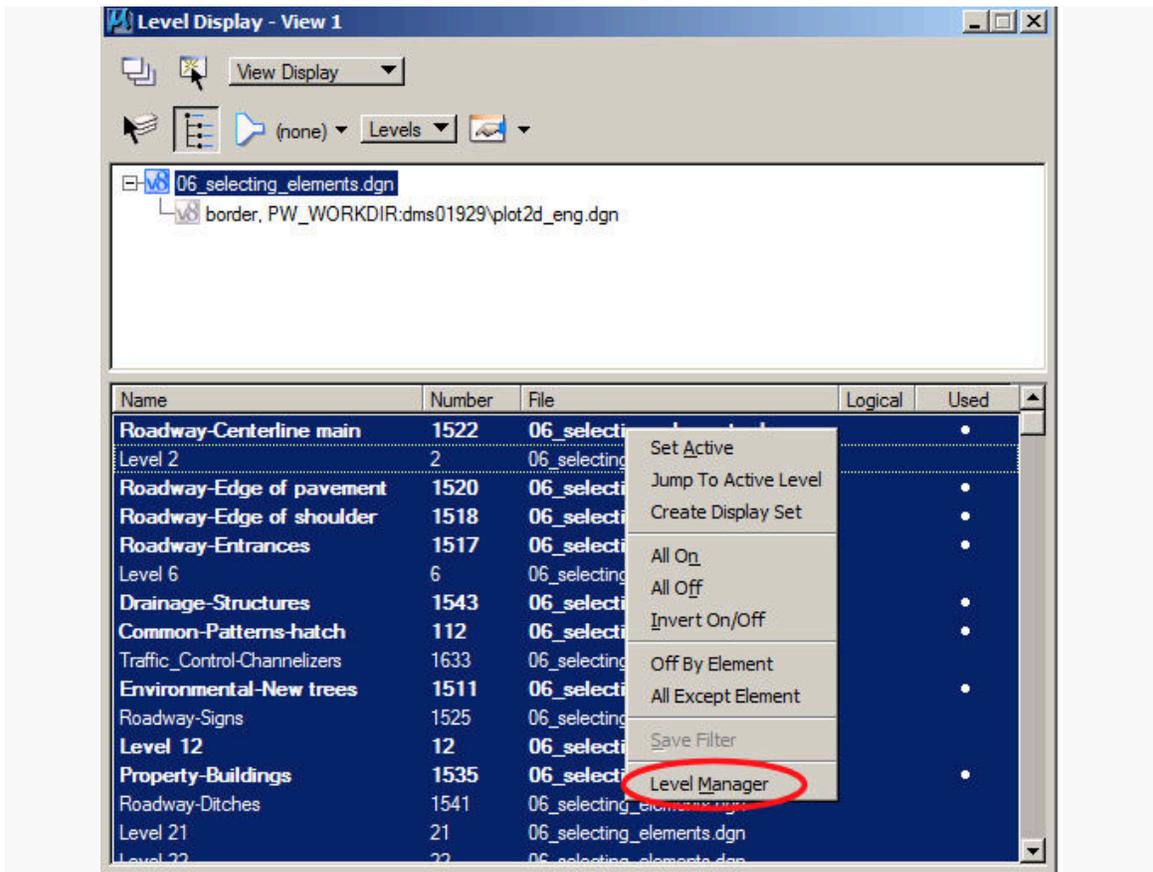
There are times when a drawing needs to be used or created for a public display. When we create a drawing, we place elements that adhere to our CADD Standards. Sometimes these lines are very light in color, such as yellow. If we plot the file in color, some elements will not show up clearly. In order to "fix" this, we can apply what we call Level Symbology. This will take an element and make it appear in a different color, style, and/or weight so it can be readily seen by the viewing public.

To Setup Symbology for a Level:

1. Access the Level Display dialog box. Accessing either the dialog box or the drop-down panel will work for our purposes.



2. Once the Level Display is available, right-click in the level listing portion and choose the Level Manager option from the context menu.

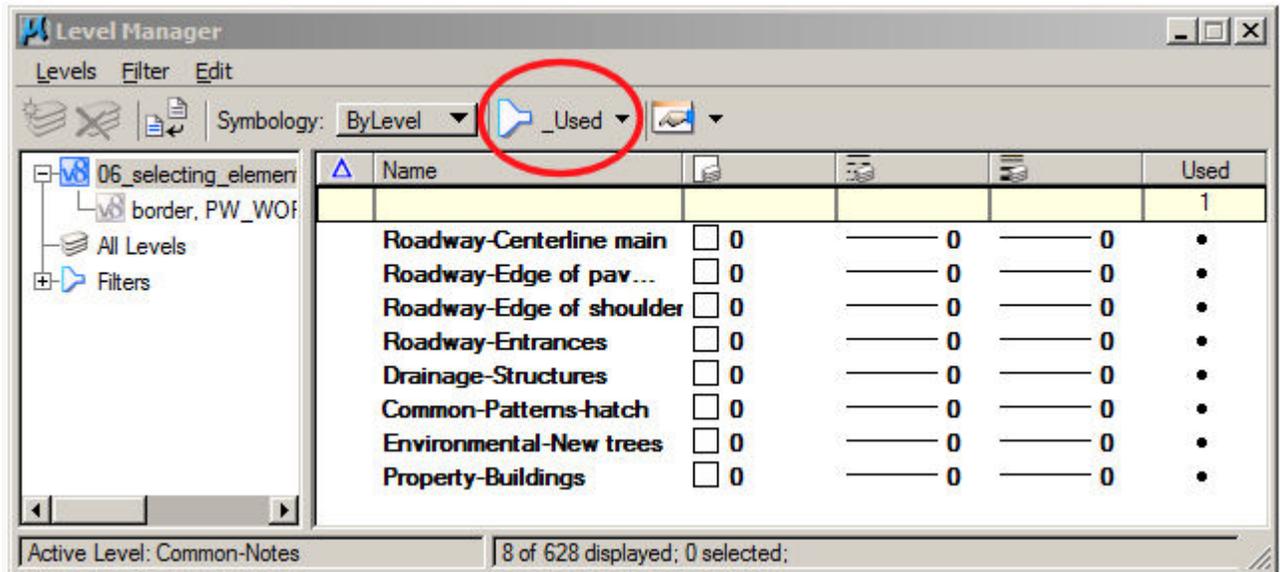


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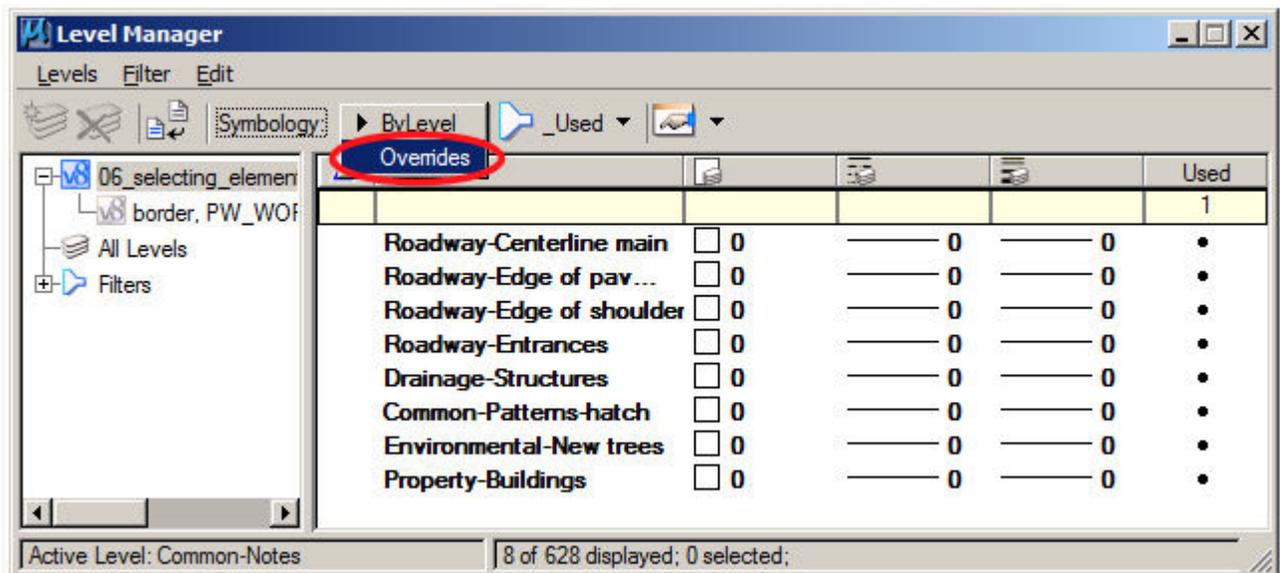
The Level Manager dialog box should now be available. This is where we will define the attributes for each level that we want to build symbology for.

NOTE: MicroStation will only allow you to define attributes for a level that contains geometry.

3. Within the Level Manager make sure your level filter is set to `_Used`.



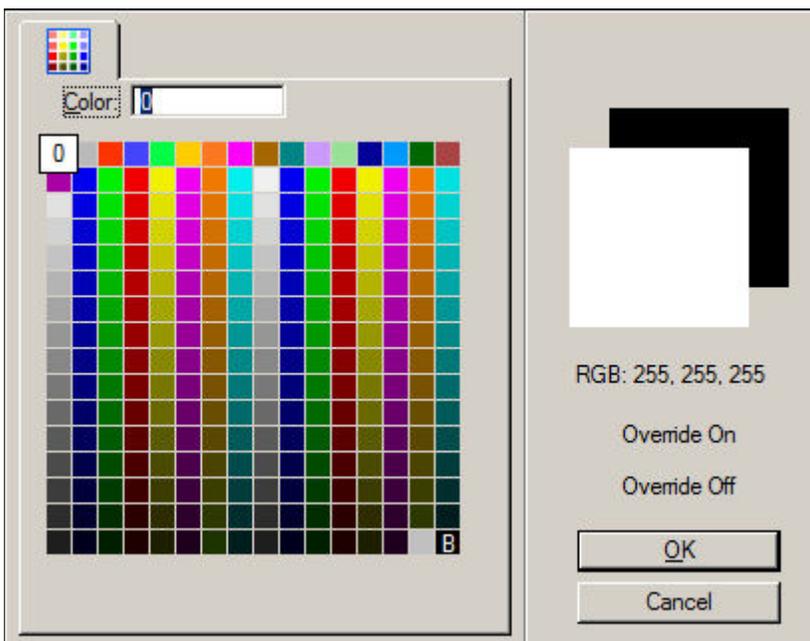
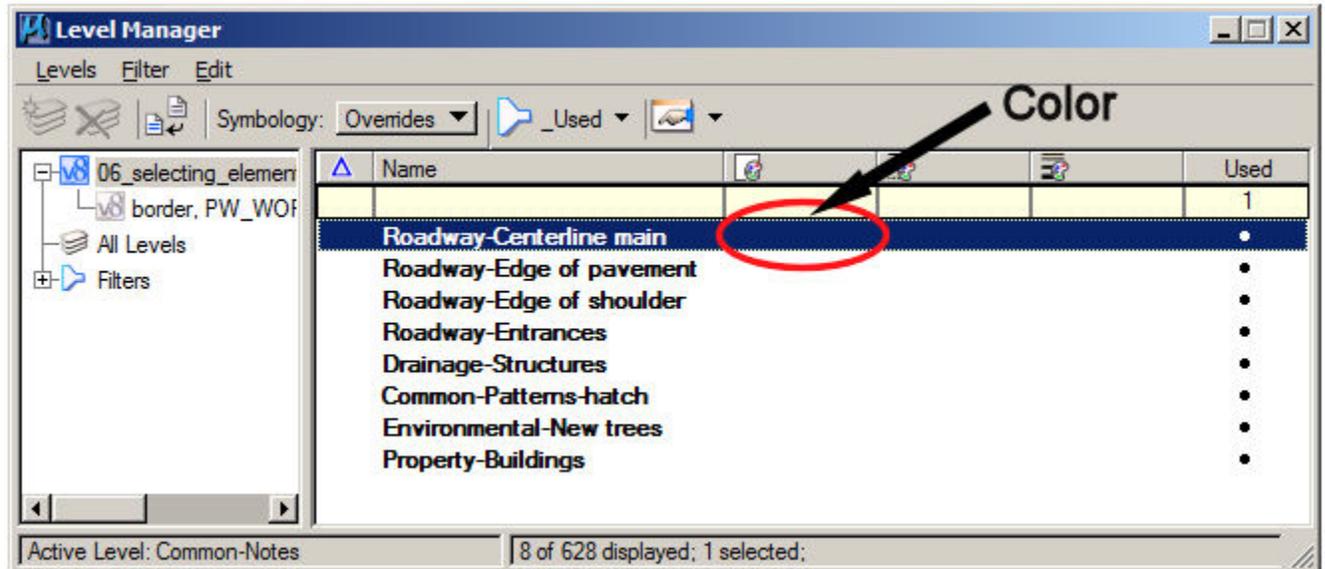
4. Under the Symbology portion of the dialog box, change the setting from `ByLevel` to `Overrides`. This setting will allow us to input attributes for each level that will “override” the element’s assigned attributes.



If no level symbology has been set up for this file in the past, then the Color, Style, and Weight columns should now be blank.

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5. In order to set up an attribute for a particular level all you have to do is left-click in the corresponding row and column. When you click in the Color, Style, or Weight column you should get a Symbology pop-up box with options for that particular attribute.

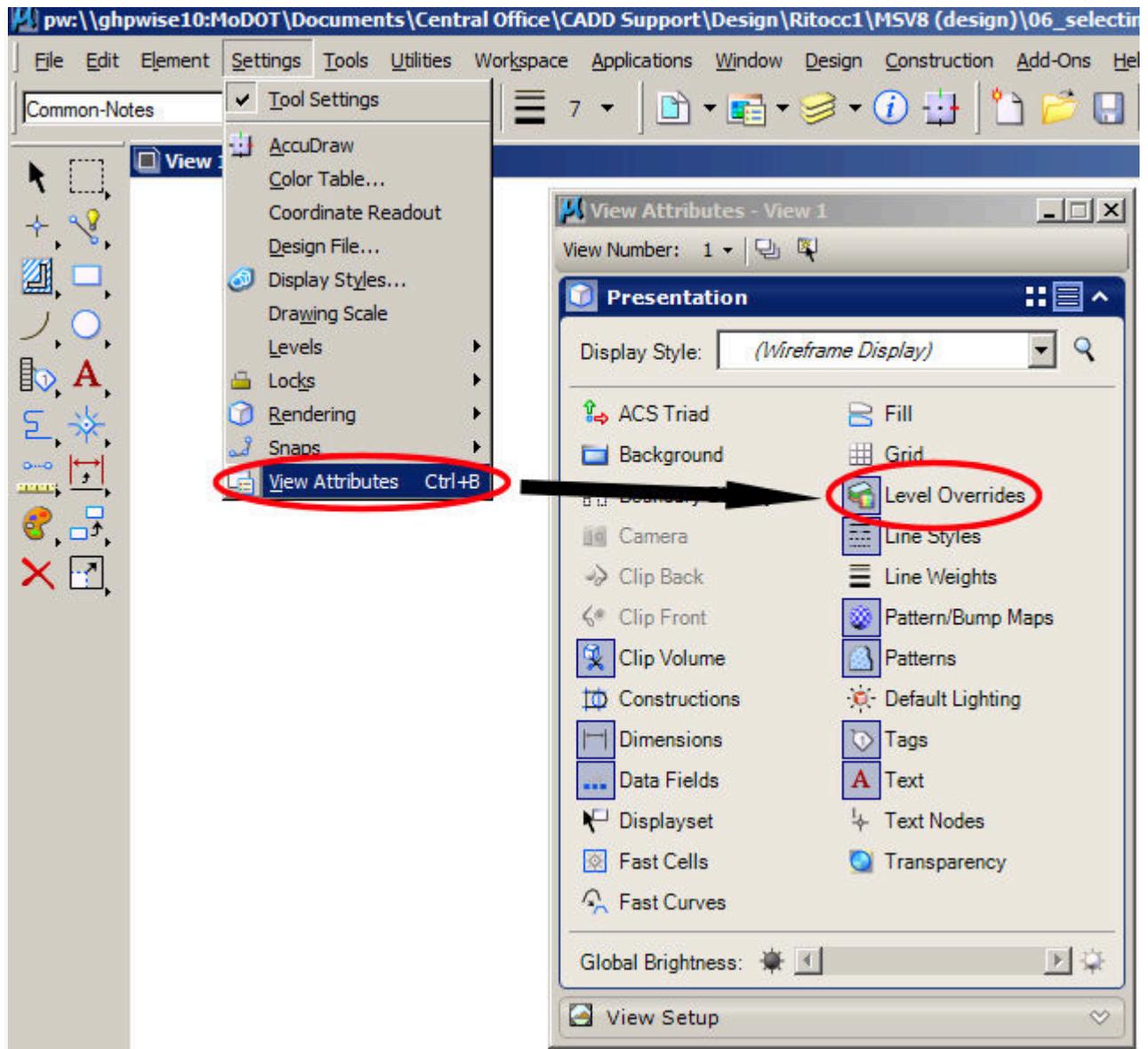


6. Once the Symbology pop-up is available, simply select the color, style, or weight that you would like to assign for that level.

7. After you have set up each level with the symbology that you want to display, you will need to go to the Settings menu at the top of the MicroStation screen and choose the View Attributes option. Within the View Attributes

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dialog box you will need to place a check mark in the Level Symbology check-box and then click the Apply button to make your symbology active for the desired levels.



One of the benefits of using level symbology is that you can create elements within a design file using MoDOT's standard attributes and then change the way those elements are displayed without actually changing those attributes. When you need to display those elements with the MoDOT standard attributes once more you can simply remove the check from the Level Symbology option in View Attributes, hit Apply, and your elements will then display with the attributes they were created with.

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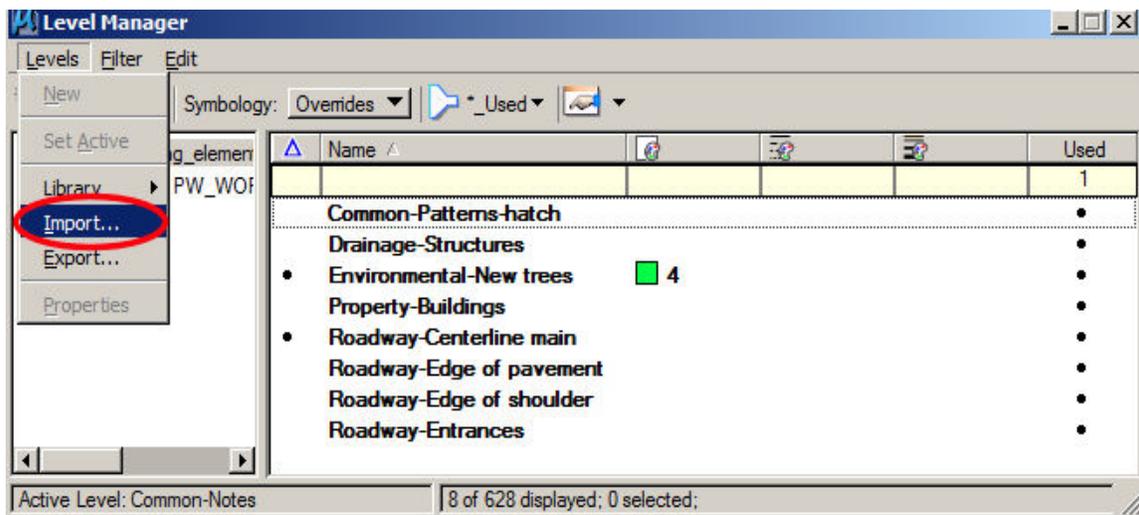
Another useful aspect of level symbology is the ability to import symbology settings from one design file to another.

In order to import symbology you must have a file with symbology already created for the levels that you are wanting to effect. 'For instance:' You have 8 files that contain geometry on the Environmental-Landscaping level and you are wanting to display that geometry with color 170 (dark green) instead of the MoDOT standard of color 4. You can set up level symbology for one of the 8 files by assigning color 170 to this level and then simply import this scheme to the remaining 7 files.

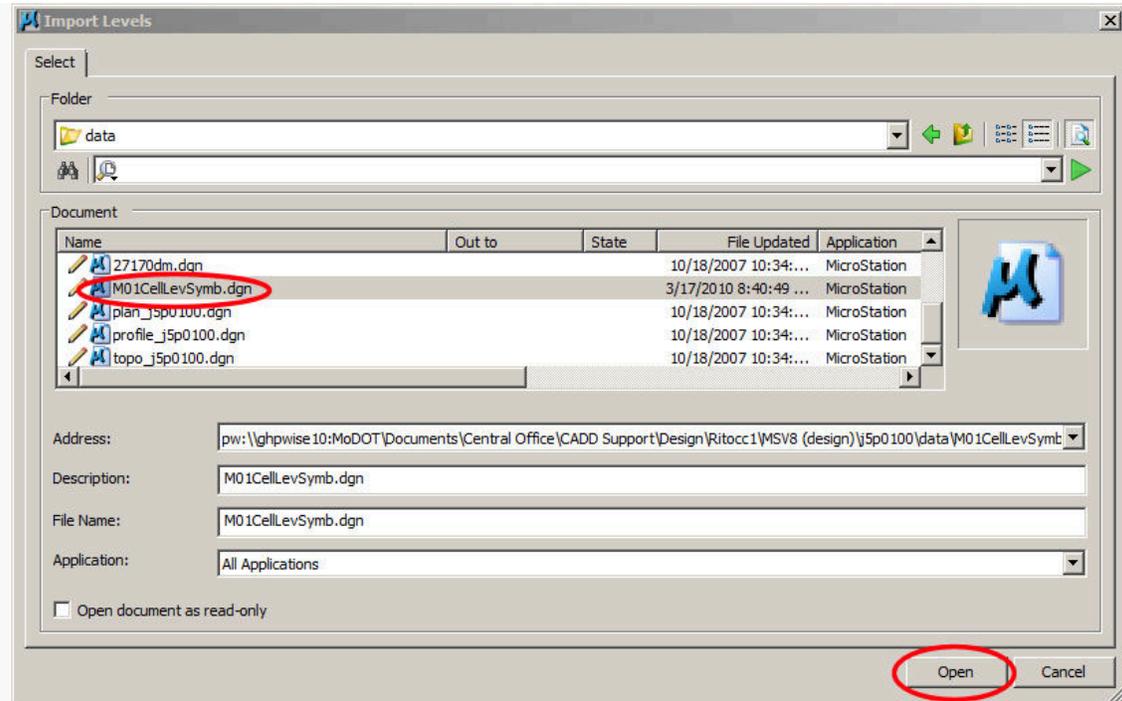
To Import Symbology:

1. Open the design file that you are wanting to create symbology for.
2. Go to the Level Manager and choose the Import option from the Levels menu at the top of the dialog box.

This will bring up the Import Levels dialog.



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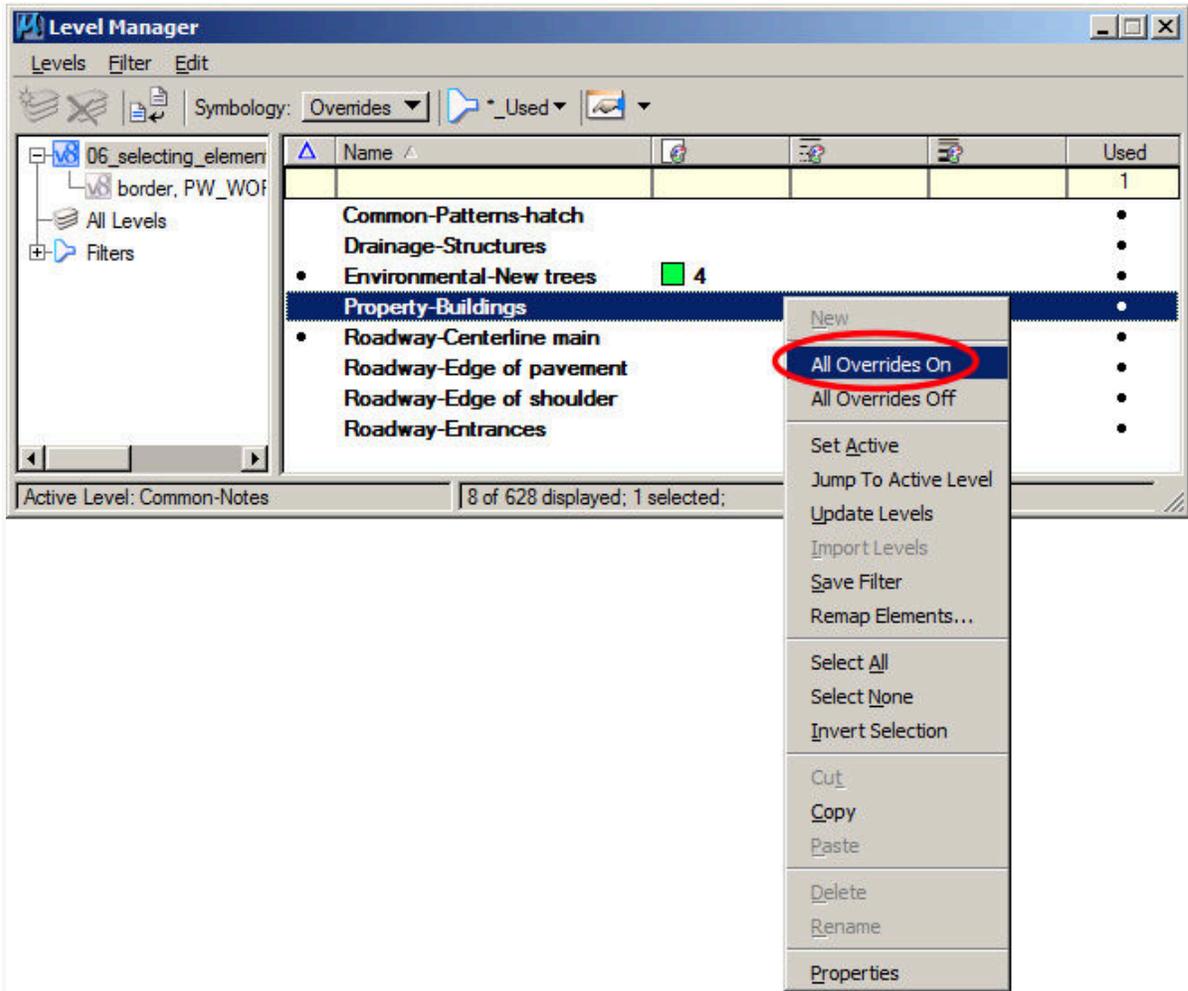
3. Navigate to the file that you are importing symbology from, choose that file from the Files listing, and hit the Open button.

4. At this point there should be symbology set up for each level in the active file that had symbology defined for the corresponding level in the file that was imported.

5. Now simply right-click in the Color column for any level and choose All Overrides On from the pop-up menu.

This will populate the color column for all the remaining levels with the color 0 which will plot black.

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If you are importing symbology for a file that contains reference files and you need to import symbology for elements in one or more of the reference files you will need to left-click the small "-" to the left of the active file listing in the target tree for the Level Manager dialog box. This will change the "-" symbol to a "+" symbol and will sink all the reference files into the active file listing. Now, with the active file highlighted, you can choose the Import option from the Levels menu and proceed with importing level symbology. This should import the symbology for not only the active file, but also for affected levels in all the reference files.

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