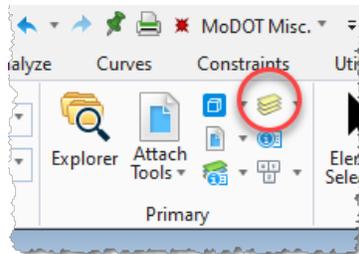


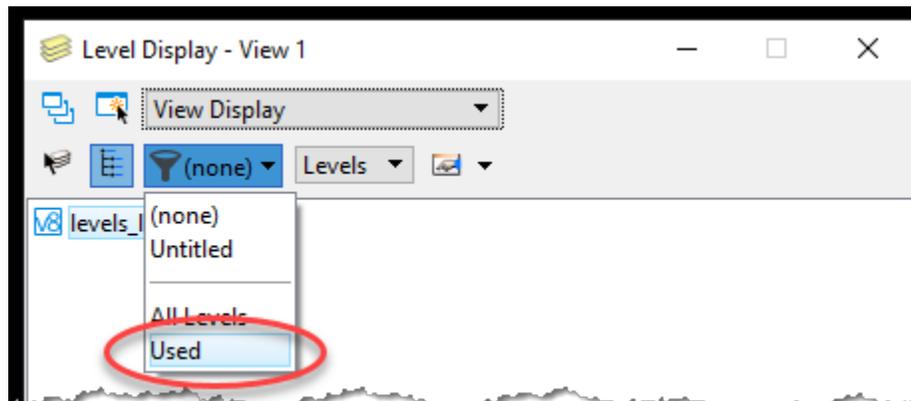
Levels Lab

Open the file **levels_lab.dgn** under your User folder.

Bring up the **Level Display** dialog box (when accessing the dialog box you must click the icon itself and not the down-arrow).



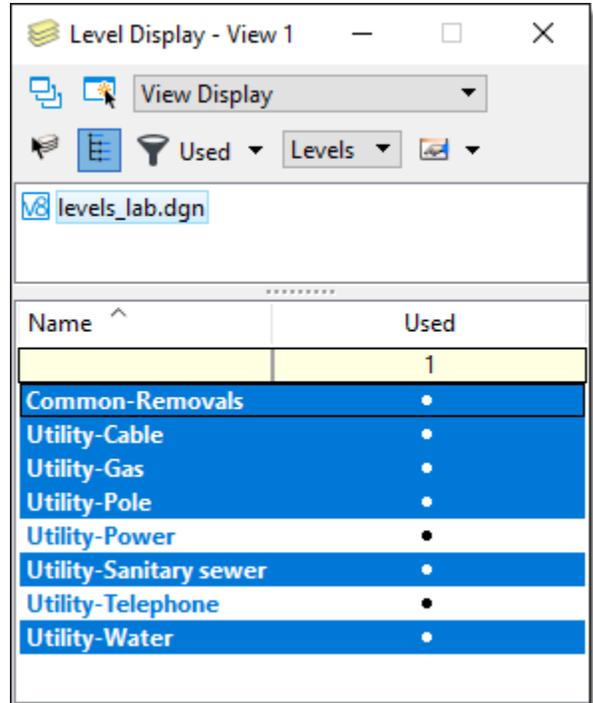
The first thing you will want to do is change the filter so that you don't have to scroll down through all the available levels. To accomplish this simply click on the **Filters** icon at the top of the dialog box. And from the available options choose the **"Used"** filter.



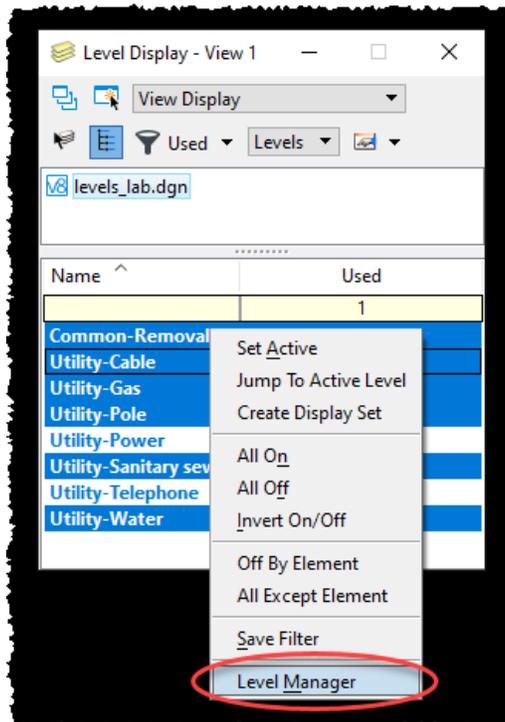
Now that the listing is reduced to only the levels that contain geometry it will be much easier to choose the levels that we need to turn off and those that we need to turn on.

From the available listing you will need to turn off the **Common-Removals** level. This is done by left-clicking on that item in the listing (if you accidentally double-click on the level it will become the active level and you will not be able to turn it off until you make another level active).

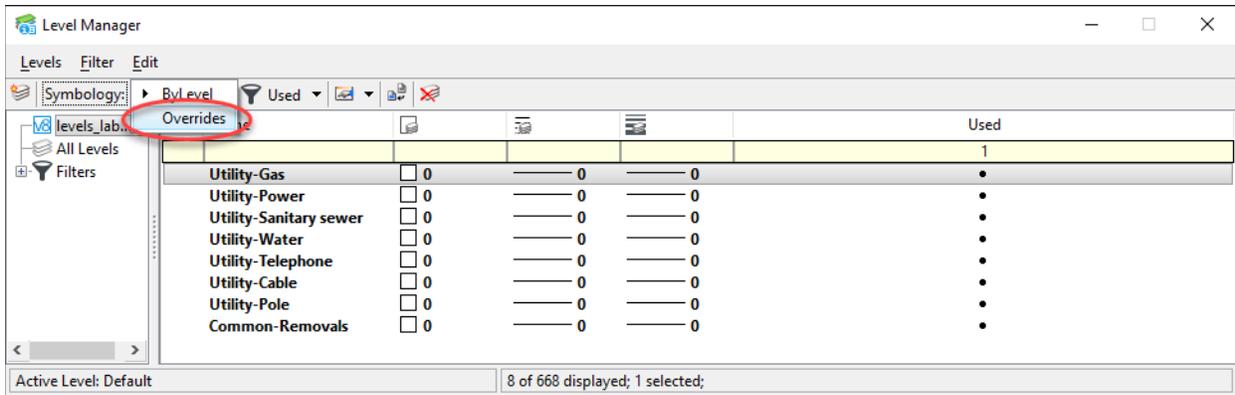
From the available listing you will need to turn on the **Utility-Power** level and the **Utility-Telephone** level. To do this just left-click on each level you want to turn on. These two levels will now highlight in the listing with a blue background and the geometry will now be displayed in our design file.



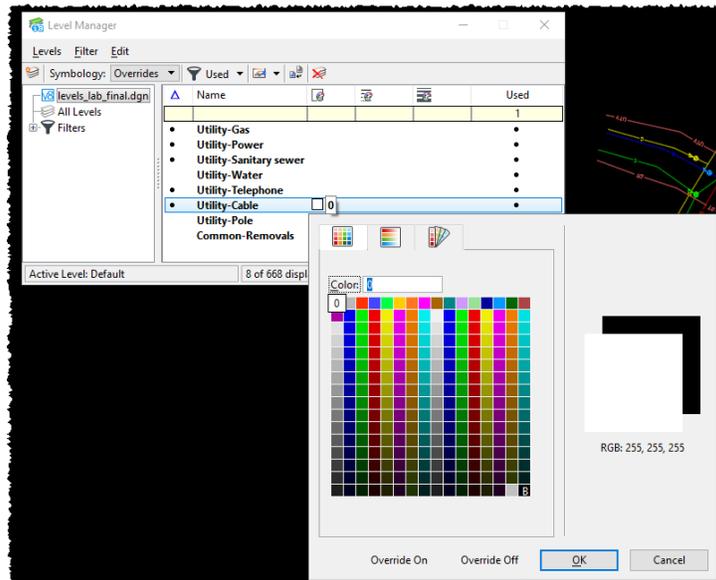
In order to set up the Level Overrides that we want we are going to have to access the Level Manager. You can open the **Level Manager** by right-clicking once over the level listing portion of the Level Display and choosing the **Level Manager** option from the context menu.



Once the Level Manager dialog box is available you will need to change the Symbology setting from **ByLevel** to **Overrides**. This will clear out all the Color, Style, and Weight information for the listed levels.



The first level we want to set up **color override** for is the Utility-Cable level. To choose the desired color for this level simply left-click along that level's row under the Color column.

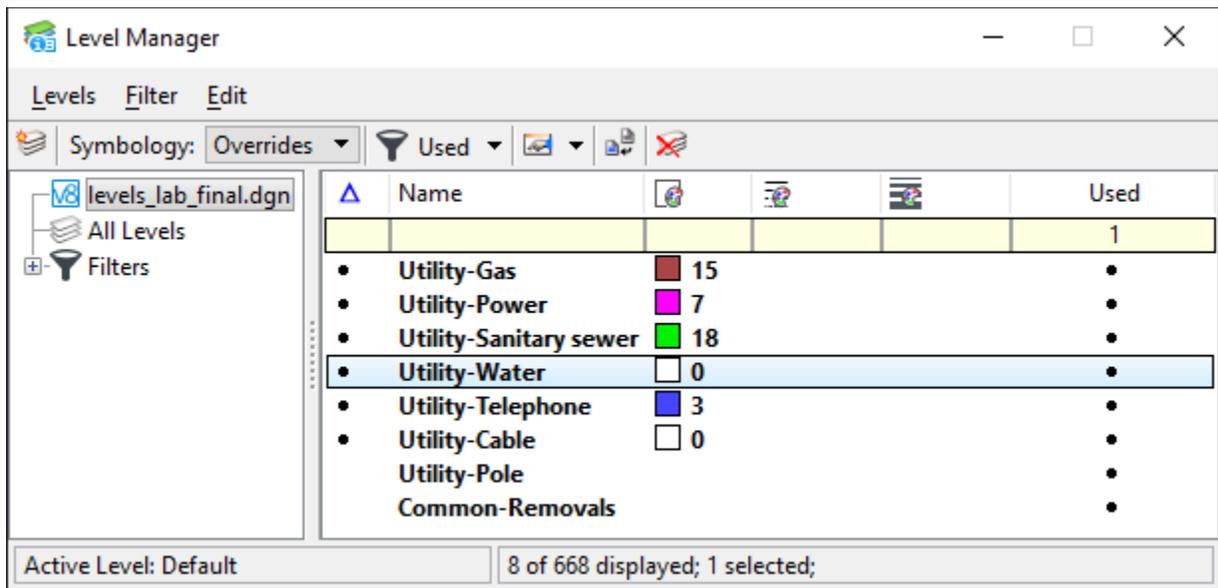


Once you left-click in this area a pop-up box with all the available colors will appear.

You will want to choose **Color 0** for this utility. Once you've selected the color for this level simply click the **OK** button at the bottom of the Overrides Color dialog box.

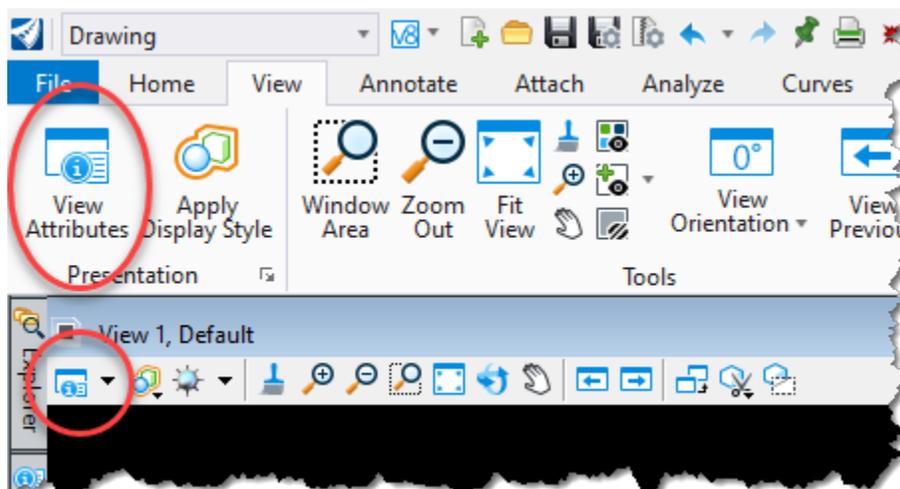
You should see the selected color show up now in the Color column for the effected level.

Once you have the color set for the Utility-Cable level, you can set up the color override for the other levels. Use the following information for the remaining levels:

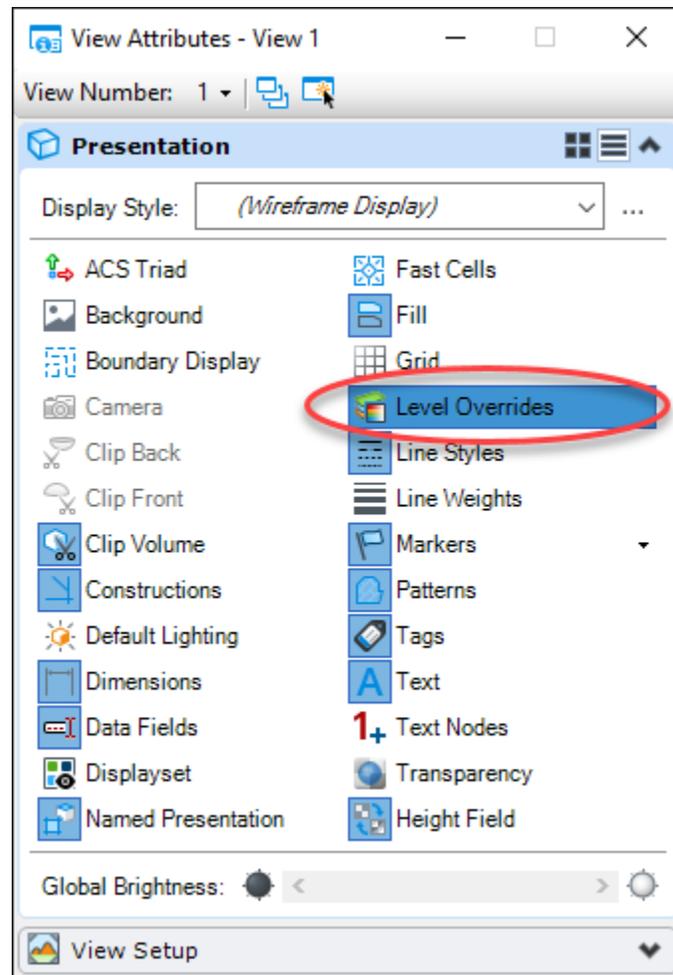


You can now close the Level Manager dialog box and the Level Display dialog box.

The last step in displaying elements in your design file with Level Overrides is to enable this feature through the View Attributes dialog box. You can access the **View Attributes** dialog box by going to the **View Ribbon** under any of the Workflows and selecting **View Attributes** in the Presentation Group. You can also access the View Attributes from a view you have open by selecting the icon in the upper right corner or by selecting **CTRL+B** on your keyboard.



In the View Attributes dialog box, you will need to select the **Level Overrides** option.



You can now close the View Attributes dialog box and see the change in color for the geometry in our file. If you want to see the utilities with the MoDOT standard colors again, you simply select the **Level Overrides** option in the View Attributes dialog box to turn the override off.

You have finished the Levels Lab.