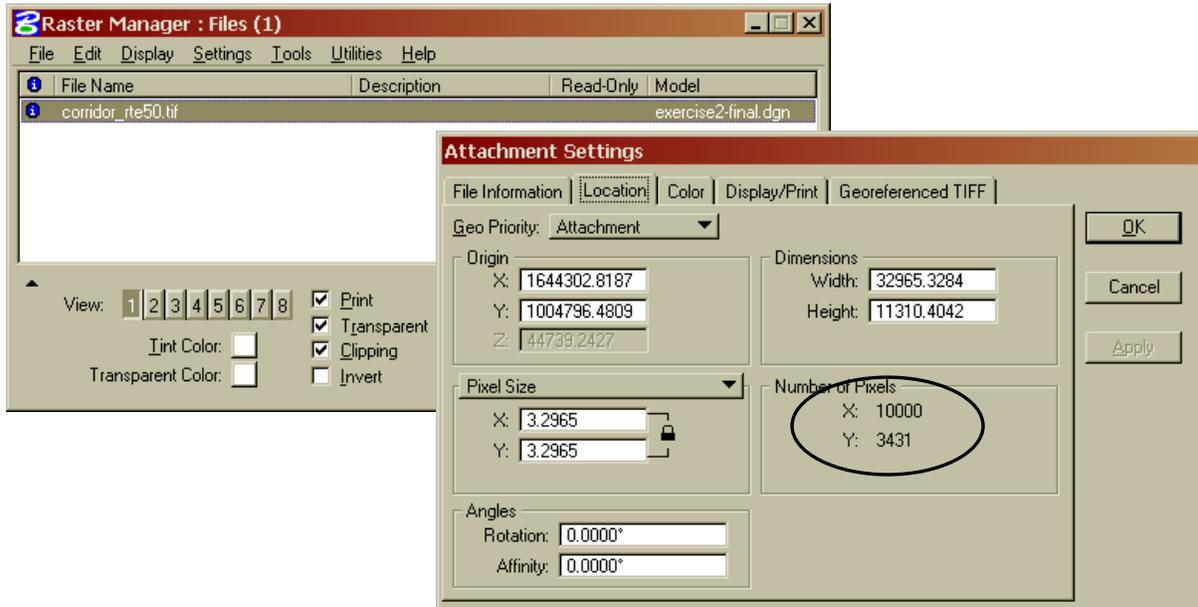


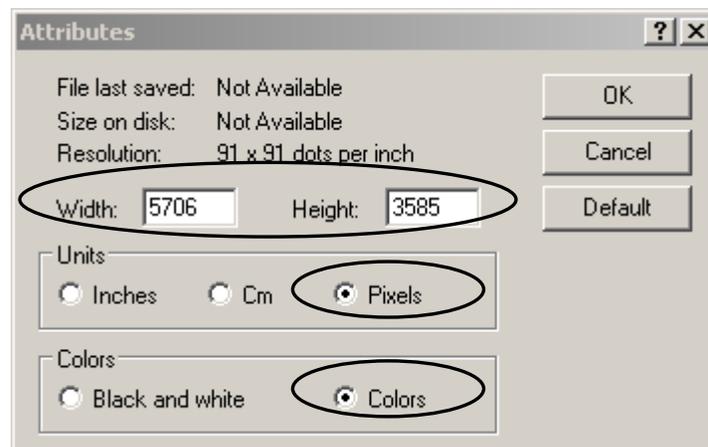
Exercise 4 Creating Overlays

1. Open the Microstation file **exercise2.dgn**
2. Open the **Raster Manager** to verify the pixel size of the raster image attached.



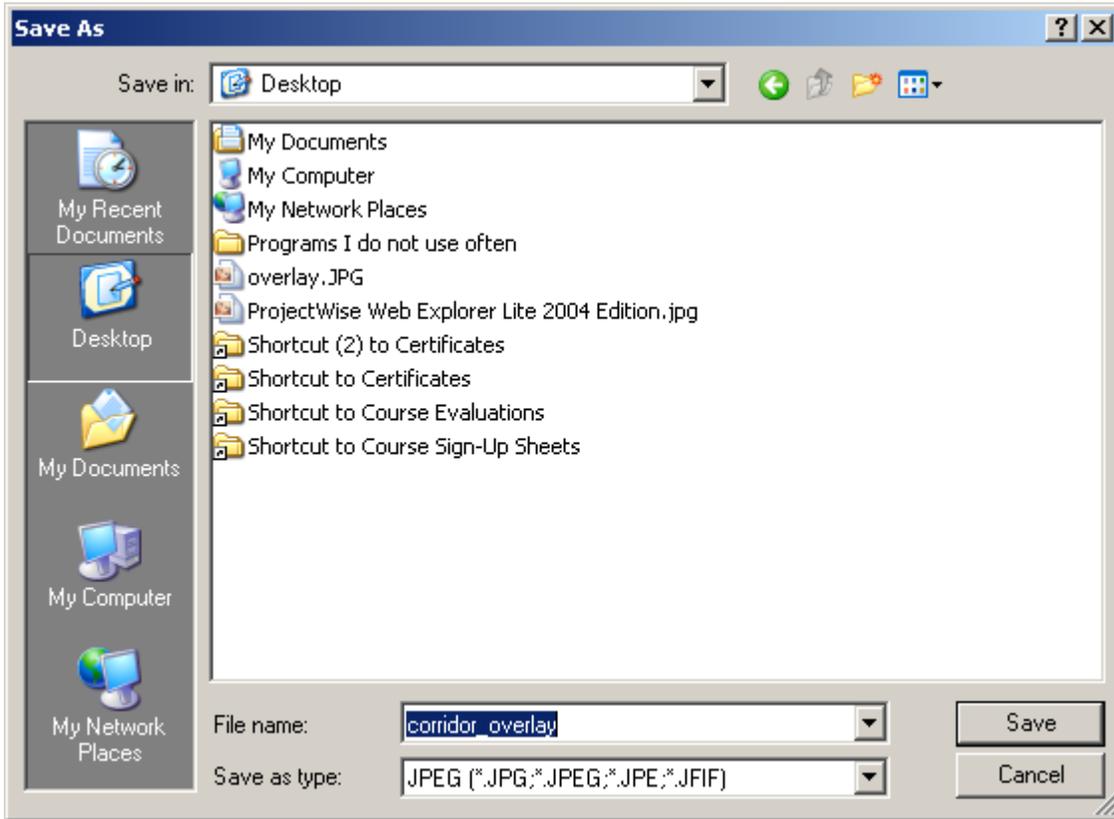
You can get the **Attachment Settings** dialog box by double clicking on the raster image name in the **Raster Manager** dialog box or through the **Settings** pull down and selecting the **Attachment** option.

3. Open the Microsoft Paint program. Click on **File – New** to create a new white image. Under the **Image-Attributes** pulldown, place your values for height (Y) and width (X), making sure your units are set to pixels.

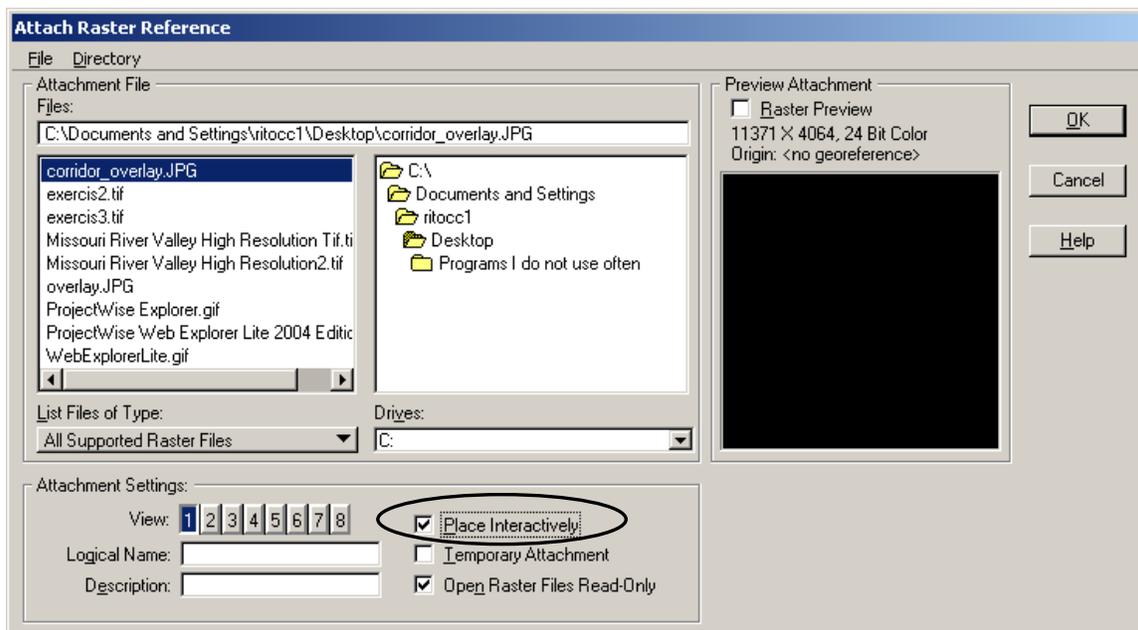


You will want all the colors available so make sure that the **Colors** button is clicked on.

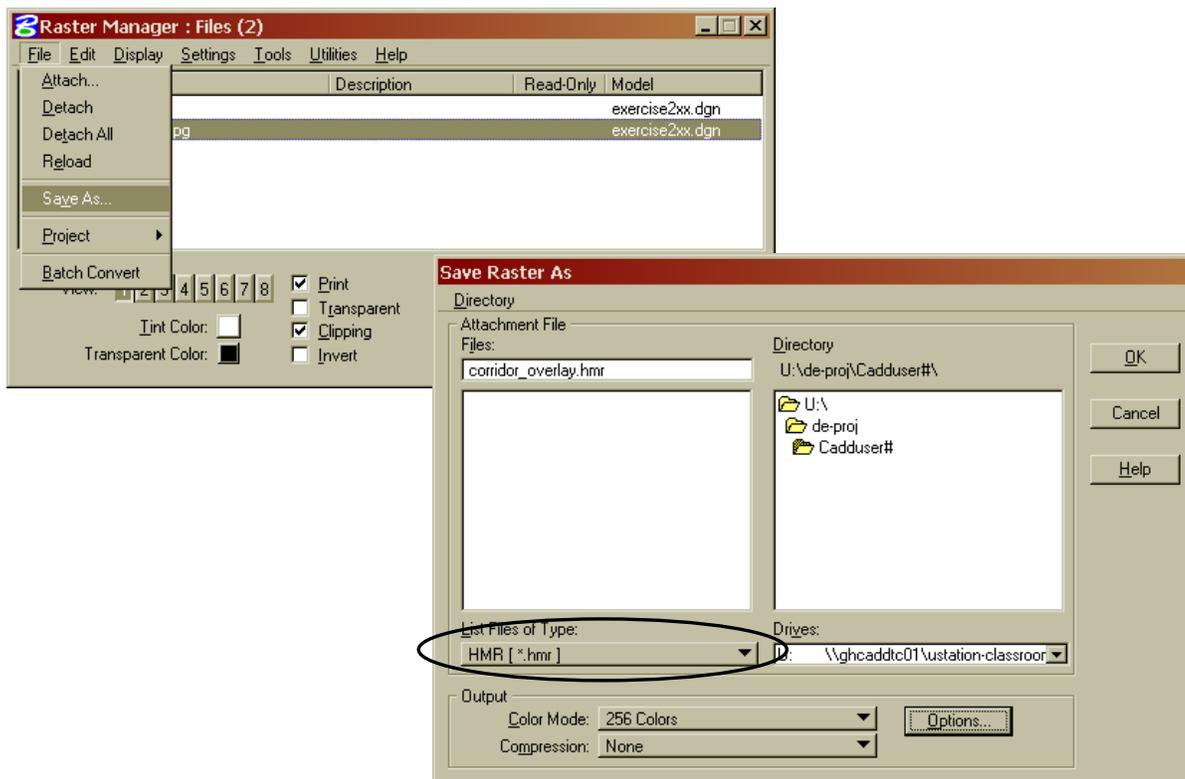
Save the file on a local drive, and then bring it into ProjectWise.



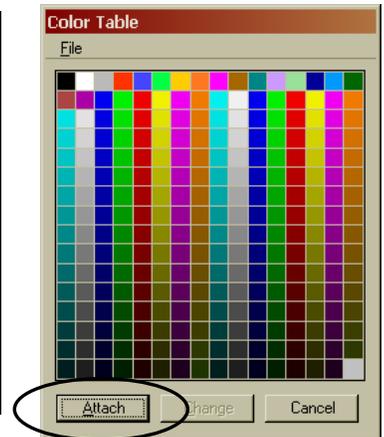
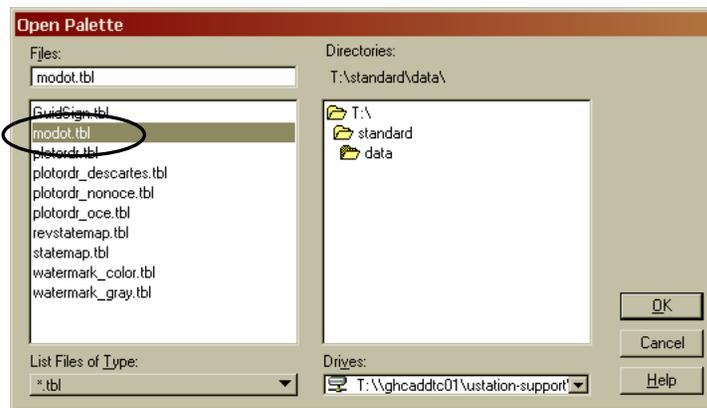
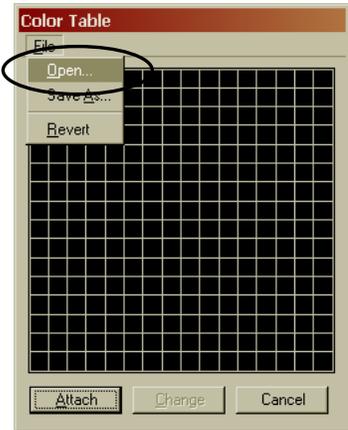
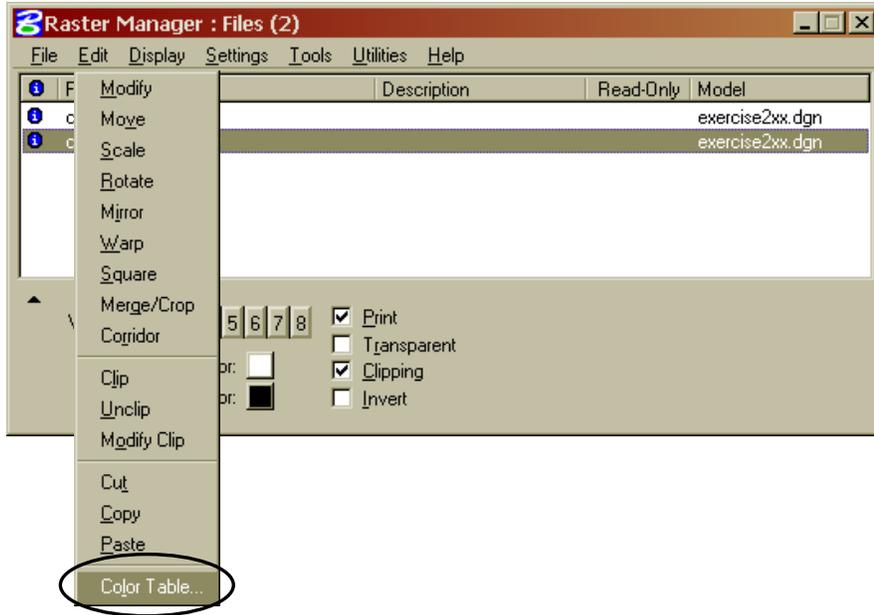
- Attach the **corridor_overlay.jpg** raster image to the Microstation file over the **corridor_rte50.tif** image. You will have to place the image interactively.



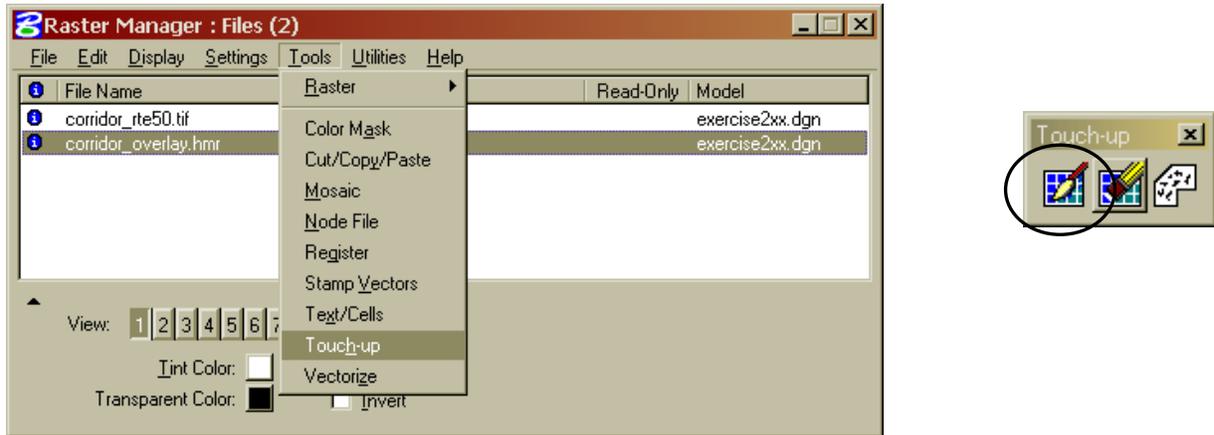
- Save the corridor_overlay image as a **.hmr**. It will ask you to save on a local drive, then it will prompt you to save it in ProjectWise. Place it in the same working directory as your .dgn file.



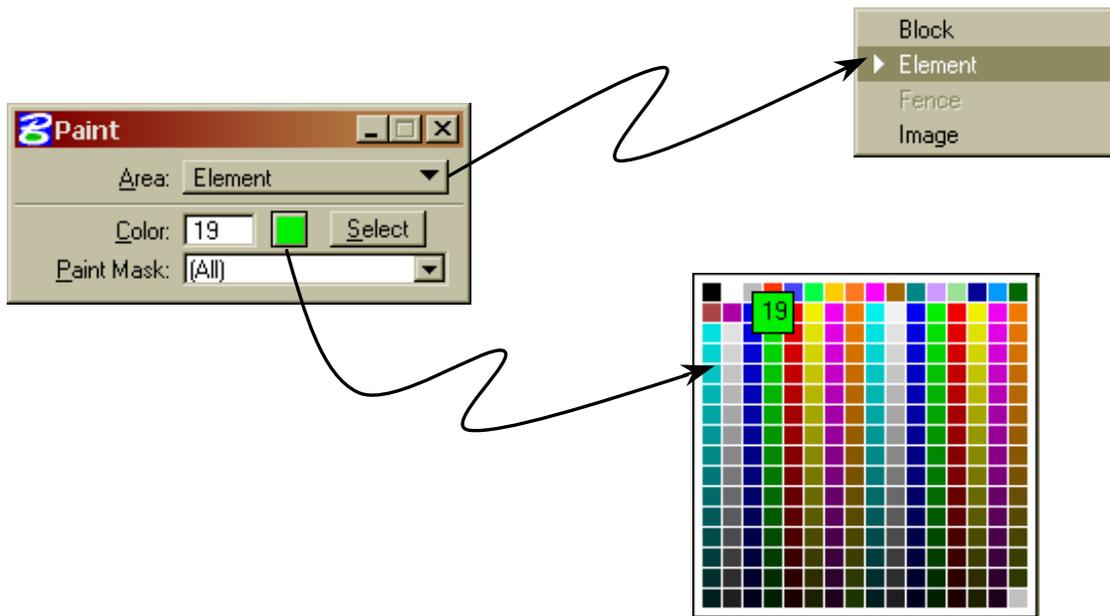
- 7. Attach the Modot 256 color table to the .hmr image so we will be able to apply colored overlays to our shapes later on. The path for the Modot color table is:
T:\Standard\Data\modot.tbl



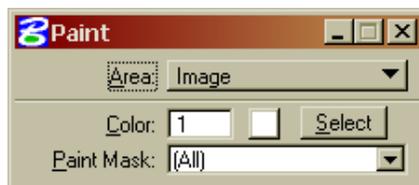
- With the color table attached, your .hmr image will probably turn black. We need to paint the image white next. To do this, choose **Tools** from the pull downs and click on the **Touch-up** option. This will bring up the Touch-up tool bar. The Touch-up tools will allow the image to be painted, erased, or cleaned up. We want to use the **Paint** option.



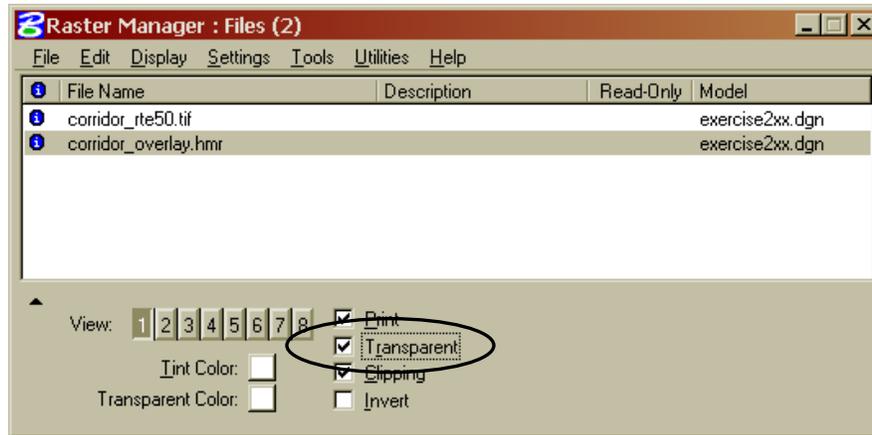
There are a few options within the Paint dialog.



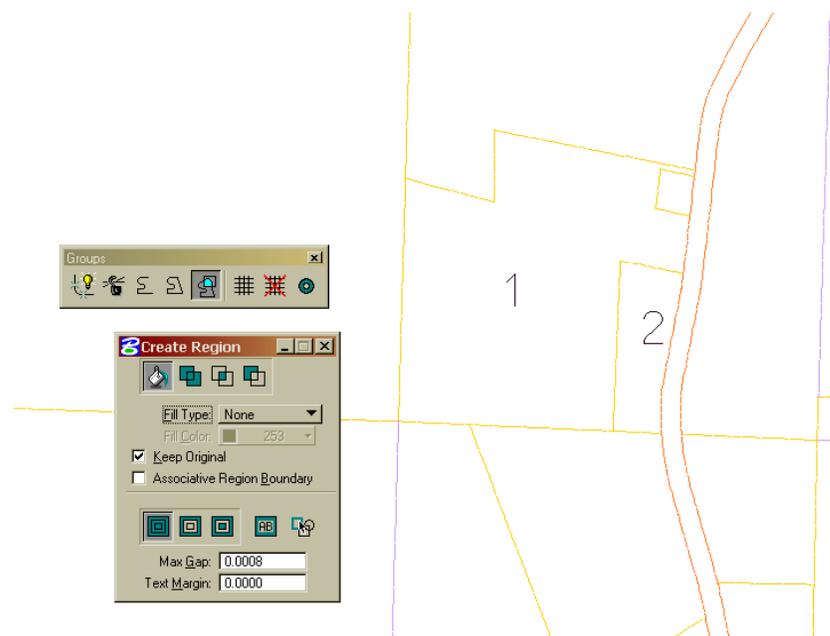
To paint the whole image white, change the Area option to **Image** and the Color option to **White (1)**. Then left click to accept the paint and the .hmr image will be painted.



9. To be able to see your other image (corridor_rte50.tif) over the overlay image, click on the *Transparent* option on the corridor_overlay image.



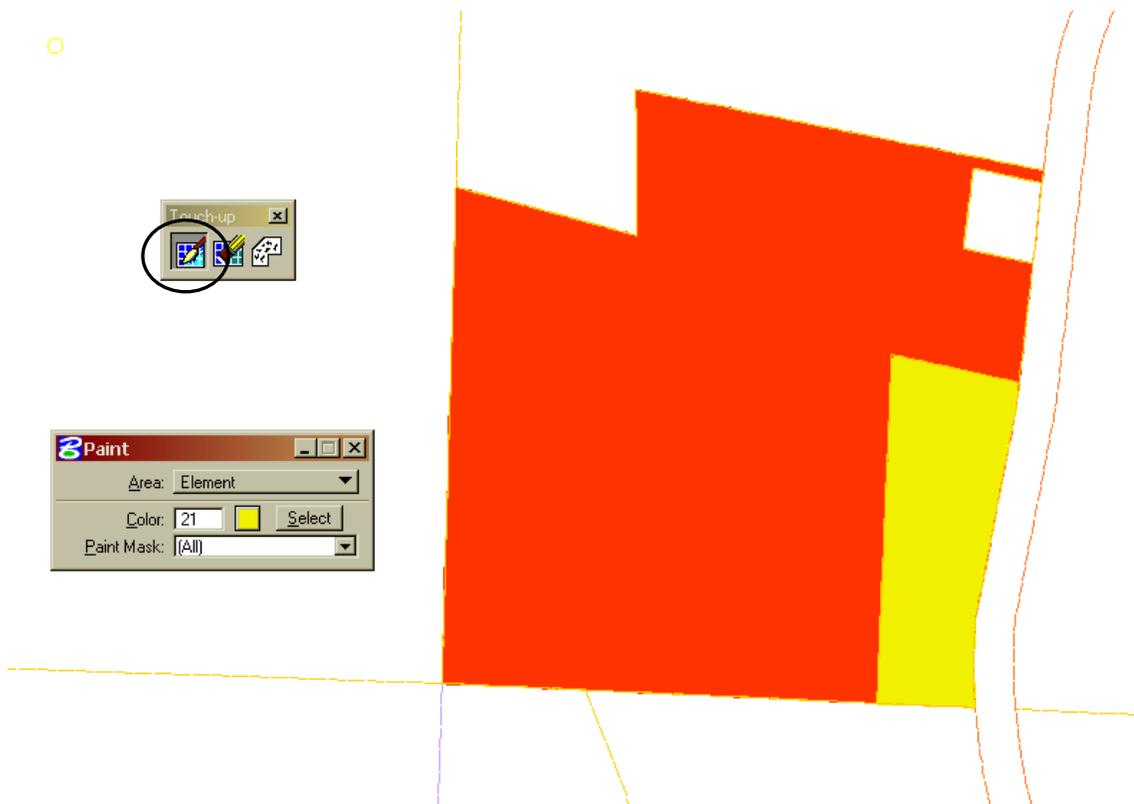
10. Zoom in to the area around 37+00 and turn off all levels except for Roadway Existing rw and Roadway-Land Lines.
11. Next create two regions so we can apply a color and transparency to it later. Make sure the Fill type is set to *None* and also have the *Keep Original* setting checked on.



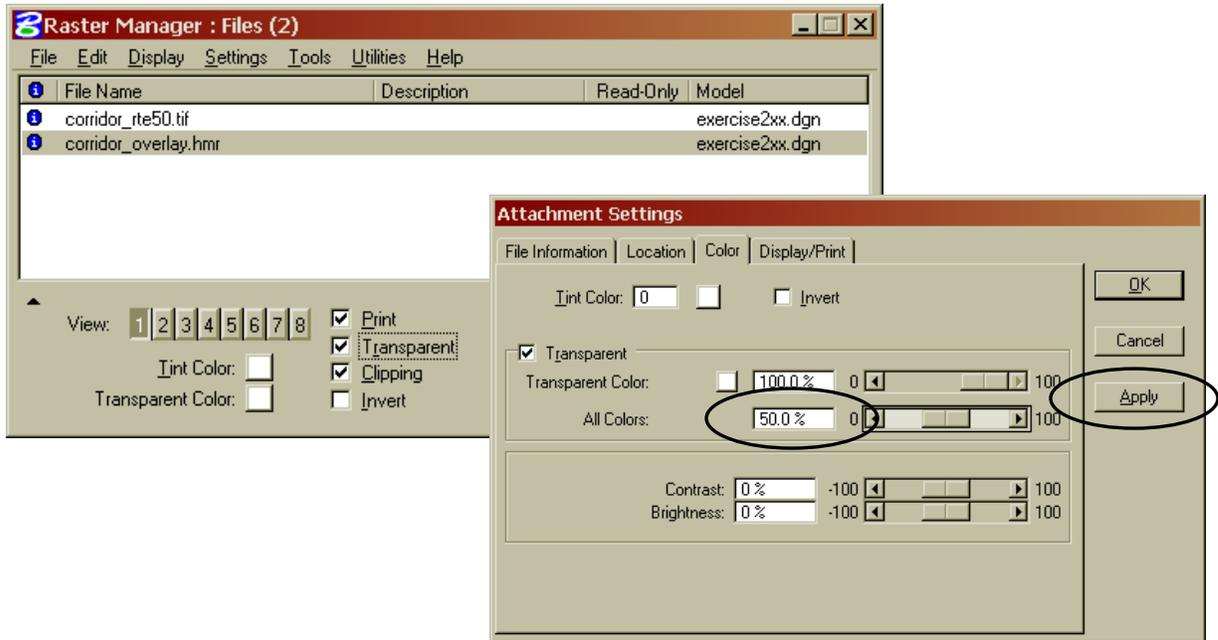
- With the *Raster Manager* dialog box open, go under *Tools* and open up *Touch_up*.



- Click on the *Paint* icon on the Touch-up toolbar and select a color of your choice to paint one of the regions you created earlier. Choose a different color to paint the other region. Make sure you have the *Area* set to *Element* so all you have to do is select a region then left click to accept it.



14. With the **Raster Manager** dialog box open, select the **corridor_overlay.hmr** image. Next double click the image in the Raster Manager box or go under **Settings – Attachment** and click on the color tab to adjust the transparency. Adjust the **All Colors** option to your choice and **Apply** the transparency.



15. Turn on all the **Levels** again and you are finished!!! You just created an overlay for a couple of properties where the new roadway is going through.

