

4.0 Levels

Levels within MicroStation are very much like a series of transparent overlays. These levels can be used to organize information within the design file. They also allow the user to interact with the design file more efficiently through the ability to turn on and off levels of information to enhance viewing and working within that file.

MicroStation V8 employs a “named” level system so levels can be easily identified. MoDOT will utilize a series of levels with names reflecting the type of elements that our different offices create or work with in their files. The first 63 levels in MoDOT’s new level system will correspond to the old numbered level system from MS J.

4.1 Level Display

The Level Display dialog is used to control whether a level is visible or not as well as other viewing aspects of the available levels.

The Level Display can be accessed through an icon on the Primary Tools tool bar. This icon allows the user to launch the Level Display dialog box as a floating tool box or the user can utilize the down-arrow next to the main icon to access the Level Display as a drop-down tool.



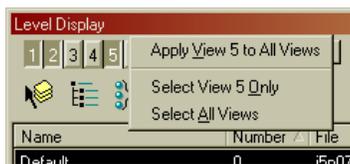
View Index

Once activated the Level Display gives the user a number of options for manipulating level viewing and interaction.

View Index

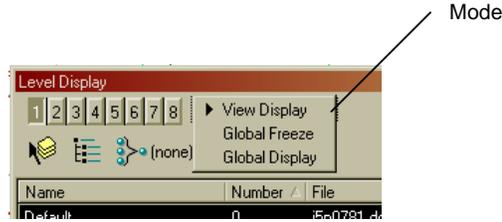
The View Index portion of the Level Display dialog box consists of a series of buttons representing the 8 available MicroStation views. When a view’s button is toggled to the “on” position any subsequent changes to the Level Display settings will be applied to that MicroStation view.

Right-clicking over any of the View Index buttons will give the user access to a context menu with more options for controlling view aspects.



Mode

The options available under the Mode drop-down menu control the operating mode for the Level Display dialog box.

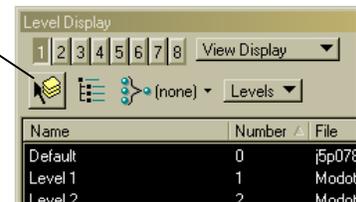


- View Display – Under this setting any changes made in the Level Display dialog box will affect the selected view in the active design file. This setting works for .DGN workmode only.
- Global Freeze – Under this setting changes made in the Level Display dialog box affect all views in the open file. When Global Freeze is on, elements on the frozen levels are not displayed and cannot be printed (plotted). The Global Freeze setting also affects references.
- Global Display — Under this setting changes made in the Level Display dialog box affect all views in the open file.

Change Level

This setting activates the Change Level tool which is used to toggle on or off the display of a level or to toggle the lock status of a level.

Change Level



- Display Only – This option is used to display only the items on the selected level of the design file.
- Display Off – This option turns off the display of all items in the selected level of the design file.
- Lock – This option is used to lock the selected level in its current state.
- UnLock – Used to unlock the display of the selected level.



To display only the items on a specific level –

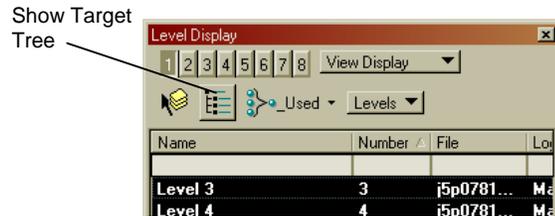
1. From the Level drop-down menu within the Change Level tool choose the “Display Only” option.
2. Select the element you wish to have displayed within the design file.
3. The display for all other levels is turned off.

To turn off the display of a specific level –

1. From the Level drop-down menu within the Change Level tool choose the “Display Off” option.
2. Select the element you wish to turn the display off for.
3. The display for the level of the selected element is turned off.

Show Target Tree

This setting toggles the display of the target tree within the Level Display dialog box. The target tree is used to set the target file for level display when reference files are being used.

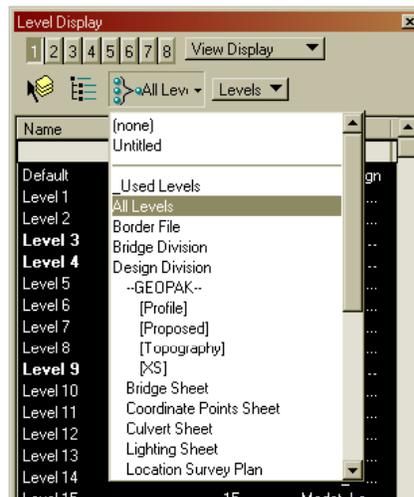
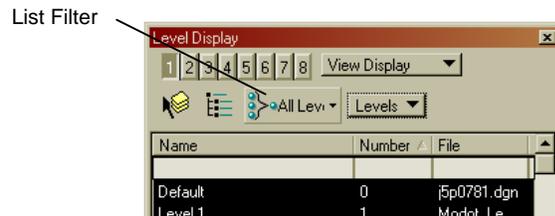


Level Display dialog box with target tree displayed.

List Filter

This setting gives the user access to a series of filters that can be used to manipulate the listing of levels within the Level Display dialog box.

When the List Filter option is selected a drop-down listing of the available filters is displayed.



List Filter drop-down menu displayed

When a filter is chosen from the listing the available levels within the Level Display dialog box changes to reflect that filter's setting.

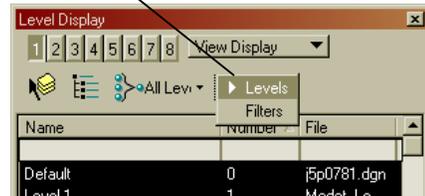
To display a listing of only the levels with geometry within a design file –

1. Select the List Filter setting from the Level Display dialog box.
2. From the available filter menu choose the “_Used Levels” option.
3. The listing of levels within the Level Display dialog box is limited to only those levels containing geometry.

Show Level Names or Filters

This setting controls whether the listing within the Level Display dialog box shows level names or the list of available filters.

Show Level Names or Filters

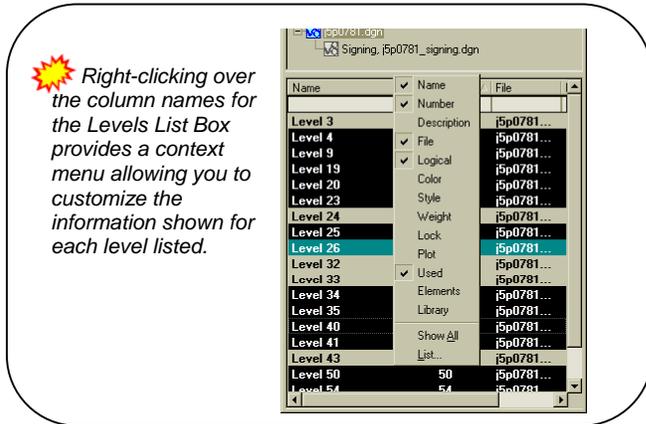
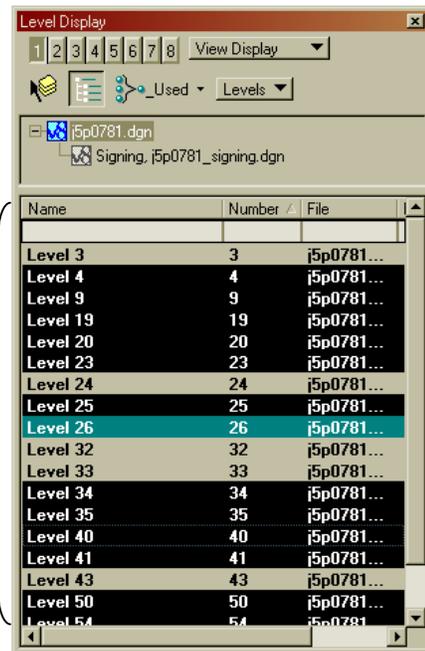


Levels List Box

This area of the Level Display dialog box shows the listing of available levels (or filters if that is set from the Show Level Names or Filters setting).

The display for any available level can be turned off or on by selecting that level from the Level List Box. Level names highlighted in black with white text are visible, unhighlighted names listed in black text are not displayed. The active level is listed in white text and highlighted in grey.

Levels List Box



Right-clicking within the Levels List Box provides the user with a context menu with additional options for manipulating level display.

- Set Active – By right-clicking over a particular level in the listing and choosing the Set Active option that level will be set as the active level.
- All On – Turns the display for all levels on.
- All Off – Turns the display for all levels off. The active level cannot be turned off so it will remain visible.
- Invert Selection – By selecting this option any level that is not currently displayed will become visible and any level that is visible will have its display turned off.
- Off By Element – Launches the Change Level tool in Display Off mode.
- All Except Element – Launches the Change Level tool in Display Only mode.
- Save Filter – Allows the user to save custom filters within the active design file. See MicroStation Help for additional information.
- Level Manager – Launches the Level Manager dialog box.
- Properties – Launches the Level Display Properties dialog box.

