MS_see – Display Utility

User Guide

1.Introduction

MS_see is a MDL (MicroStation Development Language) routine designed to provide MicroStation users with the ability to re-sequence elements within their design files by level, colour, fence, font, etc. The commands manipulate and move elements into the required order.

In MicroStation, the order of element display follows the chronological order of placement in the design file. MS_see allows the operator to raise text above linework and colour fill polygons. Elements may also be raised by selecting elements by colour, level or fence commands to reorder the file and give the desired display.

2.Installation

The software is normally downloaded from our web site or E-mailed by Lilac Crest. To load the software, copy MDL routine ms_see.ma into the MicroStation subdirectory defined by the MS_MDL MicroStation environment variable. Please make sure that ms_see.ma file is write enabled. In addition ms_see online help file ms_see.chm needs to be copied into your nominated help directory, which should be included in the paths defined by MS_HELPPATH MicroStation environment variable.

3.Running MS_see

In MicroStation , type mdl l ms_see in the MicroStation Command Window, or select the Utilities->MDL Applications from the pull down menu, select MDL application, and then load **MS_see**

The very first time when **MS_see** is loaded, the initial Dialog Box describing the license conditions will appear. This dialog enables the user to enter Organization name and software serial number, which in turn activates **MS_see** (unless demo version with predefined demo serial number is used). The serial number is obtained from **Lilac Crest Pty. Ltd.** (or your dealer) when the software is purchased or provided as a demo copy.

Once the organization and the serial number are keyed and the **Verify** button is pressed, the serial number is verified and if successful, this information is saved.

By selecting the **Verify** button, the user accepts the license conditions.

Next time when the software is run and proper license information was entered, this menu will not be displayed. By hitting **Done** the above dialog box is dismissed and the main working menu is displayed.

See also About MS_see

4.Menus

The main MS_see menu provides access to all other functions within the software.

There are 10 options available :

Raise Single Element

Raise Elements by Single Level

Raise Elements within Rectangular Fence

Raise Elements within Fence Shape

Raise Elements by Colour

Raise Text Elements

Raise Elements by Level

Change Element Opaque and Outline Colour

Online Help

About MS_see - ordering and license information

Depending on the command selected, either a new menu is displayed or the prompts are displayed in the MicroStation Command window.

5.Raise Single Element

This command enables the user to move a single element to the end of the design file, which means that this element will then be displayed last and on top of other elements.

The user has to select the element of interest by using a Data Point.

The sequence of prompts is as follows :

Prompt: Identify element to be raised

User action : Use data point to select element

Prompt : Accept/Reject (select next input)

6.Raise Elements by Single Level

The command moves elements on the same level to the end of design file. Once this command is selected a new dialog box is displayed. The user has to select the level from the list, and then press**"Apply"** to process. Once the processing is finished an information message is displayed (i.e.. Moved 3 of 3 elements). The first number indicates how many elements were moved, whereas the second number shows how many elements were initially selected. In the majority of cases these two numbers are the same.
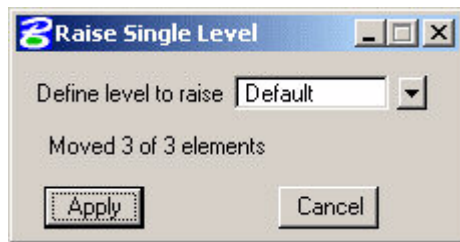
Corrupted elements, which meet the search criteria and are not manipulated will remain at their original position in the file. In this instance the system will respond with a different number executed to the number selected. In order to dismiss his dialog box, the **"Cancel"** button needs to be selected.

7.Raise Elements within Rectangular Fence

This command results in the selected elements being displayed as the very last elements painted on the screen. The fence clip lock is **NOT** supported.

The series of prompts is as follows :

Prompt : Enter first fence point

User action : Use data point to define first fence corner

Prompt : Enter opposite corner

User action : Use data point to define other fence corner

Prompt : Data Point to process/ Reset to complete

User action : Use data point to confirm the processing

Prompt : Data Point to process/ Reset to complete

User action : Use rest button to have the fence outline dismissed.

8.Raise Elements within Fence Shape

The command above is very similar to the command described earlier i.e. **"Raise elements within rectangular fence"**. The only difference is that the fence doesn't need to be rectangular and could be of any shape.

Once this command is invoked following prompts appear

Prompt : Enter first fence point

User action : Use data point to define first fence vertex

Prompt : Enter second fence point

User action : Use data point to define second fence vertex

Prompt : Enter next fence point/Reset to complete

User action : Use data point to define next fence vertex

Use data point until the required fence shape has required number of vertices. Use the Reset button to indicate that the fence shape is defined.

Once the fence shape has been defined the processing prompts appear as follows:

Prompt : Data Point to process/Reset to complete
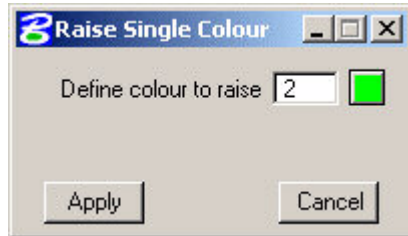
User action : Use data point to confirm processing.

Prompt : Data Point to process/Reset to complete

User action : Use Reset button to have the fence outline dismissed

9.Raise Elements by Colour

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When this command is selected a new dialog box is displayed.

The user has to key in required colour number and hit **"Apply"** in order for processing to take place. As described above, when the processing is finished, the information detailing the total number of the selected elements and the elements processed is displayed. By selecting **"Cancel"** button this menu is dismissed.

10.Raise Text Elements

This command is again very similar to other commands previously described. What makes it unique, is the fact that it processes only text elements. When this command is selected, a separate dialog box is displayed.
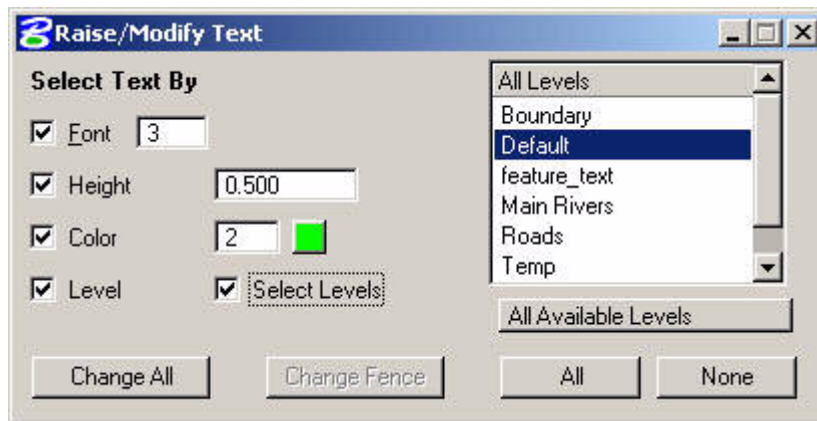
 The user has to define required elements to be processed. Again, information regarding processed and selected elements is displayed.

There are two possible modes - to process all required elements or required the one enclosed within a fence - the second options becomes available when the fence is placed and **"Change Fence"** button becomes active.

The user can select any combination of font, text height, colour and level to be used to select the elements. If none of the above is selected - all text elements are processes. On the other hand, if any of the above is selected by "ticking it on" in the toggle box then this option is used (is and-ed : with other conditions - e.g. if the font and colour are selected only the elements which have selected font number and colour are going to be processed.

If the user intends to use text elements level then the level toggle needs to be switched on. At the same time **"Select Levels" may** be switched on to display available level(s) for the selection - only selected levels will be used to define elements for processing.

The user can then select all the levels (by hitting **"All**" or clear them by hitting **"None"**). Once the required levels are selected then the menu could be sized down by switching off **"Select Levels" toggle**. When the levels are listed, the user can decide whether to have all available levels or only the levels, which have graphical elements. This option is activated by selecting "All Available Levels" (which is a default), or "All Used Levels".

11.Raise Elements by Level

Quite often, the user has to define a number of levels rather then one specific level. These levels may also need to be raised in a user specified sequence. Once this command is selected a new dialog box with all used levels are displayed
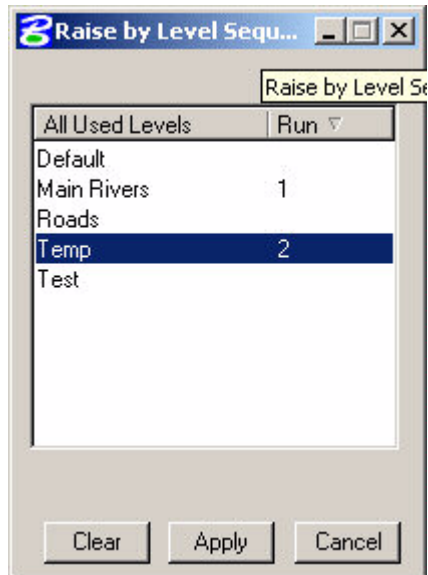
a. The required level sequence could be selected double click on a specific level (e.g. test level). If this specific level has no allocated run number, the software automatically does this and the next available number is used.

b. It needs to be remembered that not all the levels need to be selected, and the lower the run number, the higher display priority is used – i.e. the level with the lowest (1) number will be displayed on the top of the other elements.

If the run number for a specific level needs to be changed, that could simply by achieved by clicking on the run number and keying new number.
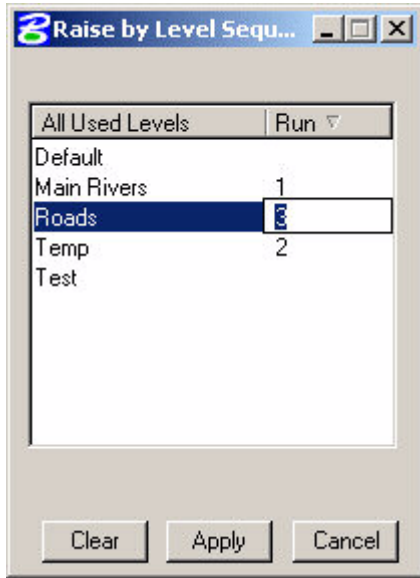
12.Change Element Opaque and Outline Colour

This specific function enables the change of shape (complex shape) opaque and/or outline colour. When selected, the following menu is displayed :

When the "To opaque" option is selected, each shape/complex shape will have the fill colour set to its colour,

On the other hand, when the "To outline" option is active, each selected shape/complex shape will have the outline colour set to the colour selected on the menu.

13.Online Help

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Once Help->Help command is selected from the main menu, the online ms_see help is displayed.

14. About MS_See

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The Help->About MS_see option provides the way to obtain more product information (e.g. Lilac Crest address, contact phone/fax number and E-mail address), it also gives the user the ability to update serial number when required (e.g. changing it from Demo to Full production).

When activated, this command displays the same menu as described at the very beginning of this document.

See Running MS_see

15.How to contact us

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