DETAIL SHEETS – MICROSTATION (LEGACY)

Contents

Overview

Development of a Utility Plan Detail sheet in the Microstation legacy workspace.

Process Provenance

- Date of development: N/A

- Revision date: *N/A*

- Application/Tool(s): *MicroStation V8i SS10*

- Version(s): *N/A*

- Environment(s): *GEOPAK (Legacy) Workspace*

- Author: *MDT EngOps Workflow Steering Committee*

Statement of Need

This process develops a sheet that is a part of the Utility plans which play a vital role in moving MDT Highway projects toward completion.

Process Description and Examples

Section I.   Detail Sheet Creation

Procedure

Detail Sheet 1 – No Maps (Legacy Workspace)

1. Download the file from the <u>RD</u> workgroup in DMS that contains the details, usually named 1234000<u>RD</u>DET001. Copy this file to the directory c:\dgn\ref for referencing.

2. Open RD detail sheet, save it as UT detail sheet (ex. 1234000**<u>UTDET001</u>**.DGN)

   - Place a fence around all elements in the file, delete the active elements, and then compress the file.

3. Attach UTILITYV8_0.TBL (color table) and UTILITYV8_0E.CEL (cell library) from ftp://ftp.mdt.mt.gov/caddstd/WORKGROUP/UTSTD/ .

4. In 'Active file' 'View Attributes', turn on Level Overrides.

5. In 'Reference' 'Settings' 'Level Display', choose MTSTD:PLANE.REF, set filter to UTDET.

6. In 'Reference' 'Settings' 'Level Manager', choose MTSTD:PLANE.REF, set all style and weight attributes off, color attributes to 0 (white).

7. Attach RD Detail Sheet as a reference with RDDET-1 as the logical name.

   - Clip boundary around RDDET-1 to display the detail information.

   - In 'Reference' 'Settings' 'Level Manager', for the set the color to 0, line weight and symbology override to off.

8. Attach cell "STDSHTDF" from cell library. It is inserted at XY=50000, 50000.

   - Fill in the data for the project information. This cell contains the county name, project name, project UPN, project number, scale factor and sheet number data fields for the bottom of the pages.

   Detail Sheet 2 – With Maps (Legacy Workspace)

9. If the profile grid is shown, in 'Reference' 'Settings' 'Level Manager', choose MTSTD:PLANE.REF and set color attributes to as follows:

   - Levels 10111, 10113, 10202, 10204, 10304, & 10306 to color 40 (gray).

- Levels 10112, 10114, 10203, 10205, 10305, & 10307 to color 32 (light gray).

10. In 'Reference' 'Settings' 'Level Manager', choose the RD profile reference and set all style and weight attributes to off, color attributes to 0 (white).

11. In 'Reference' 'Settings' 'Level Display', choose the RDMAP and/or other MAP files as necessary and turn on levels showing proposed construction items.

- Set style, weight attributes to off and color to 0 (white).

12. In 'Reference' 'Settings' 'Level Display', choose the DIMAP and/or other MAP files as necessary and turn on levels showing the general topography.

- Set style, weight attributes to off and color to 80 (gray).

13. In 'Reference' 'Settings' 'Level Display', choose the UTMAP and/or UTSUE files as necessary and turn on levels showing the existing utilities.

- Set the line weight and symbology override to off and the color symbology as follows:

■	Water levels	color 1
■	Sanitary sewer levels	color 2
■	Power levels	color 3
■	TV levels	color 5
■	Communication levels	color 6
■	Gas levels	color 56
□	Drainage levels	color 0