
MicroStation V8 XM Configuration Tricks

Some Variables You Might Enjoy

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P.H. Rhodes, Inc.

Training, Consulting and Support Services

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About the Presenter

Patrice Rhodes of P.H. Rhodes, Inc. is an independent consultant specializing in on-site customized software training, support and CAD management services. Patrice has provided CAD management services and extensive MicroStation training for clients in a variety of disciplines including civil, municipal, transportation, architectural, mechanical, electrical, environmental remediation and cartography, with a strong focus on incorporating client data and procedures into her training programs. Patrice has also designed custom training programs in areas related to document management, engineering safety procedures and insurance rate quoting software. She also conducts seminars on training and course development for her clients. Patrice has been creating and implementing successful training, support and CAD management programs for eighteen years, and is celebrating her thirteenth anniversary as President of P.H. Rhodes, Inc. in 2007. Patrice is a member of Mensa, Intertel and the NTA.

P.H. Rhodes, Inc.

Training, Consulting and Support Services

E8185 Hogsback Road
Reedsburg, WI 53959
(608) 524-0831

patrice@phrhodesinc.com

1. Mask the Ability to Create Graphic Groups

The ability to create graphic groups can be removed by adding the following capability masking variable:

_USTN_CAPABILITY < -CAPABILITY_GRAPHIC_GROUP

With this capability masking option set as shown:

- ❖ Users CANNOT create new graphic groups by using either the Add to Graphic Group tool or the *group add* key-in.
- ❖ Users CAN drop elements from existing graphic groups by using either the Drop from Graphic Group tool or the *group drop* key-in.

2. Mask the Ability to Lock Elements

The ability to lock elements can be removed by adding the following capability masking variable:

_USTN_CAPABILITY < -CAPABILITY_ELEMENT_LOCK

With this capability masking option set as shown:

- ❖ Users CANNOT lock selected elements by using either the Lock item in the Edit menu or the *change lock* key-in.
 - ❖ Users CAN unlock existing locked elements.
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3. Mask the Ability to Set the Active Element Class to Construction

The ability to set element class to Construction can be removed by adding the following capability masking variable:

_USTN_CAPABILITY < -CAPABILITY_ELEMENT_CLASS

With this capability masking option set as shown:

- ❖ Users CANNOT set Active Class to Construction by using either the Active Element Class menu in the Attributes tool box or the *active class construction* key-in.
- ❖ Users CANNOT change existing elements to Construction class by using either the Change Attributes tool or the *change class* key-in.

4. Mask the Ability to Set the Active Element Transparency

The ability to set element transparency can be removed by adding the following capability masking variable:

_USTN_CAPABILITY < -CAPABILITY_ELEMENT_TRANSPARENCY

With this capability masking option set as shown:

- ❖ Users CANNOT set the Active Transparency by using either the Active Element Transparency menu in the Attributes tool box or the *active transparency* key-in.
- ❖ Users CAN change the transparency of an existing element with the Change Attributes tool, but the Change Attributes tool will not change the Active Transparency setting.
- ❖ Users CAN change the transparency of an existing element to the Active Transparency with the *change transparency* key-in, but users will be unable to change the Active Transparency setting.

5. Mask the Ability to Set or Change Element Priority

The ability to set or change element priority can be removed by adding the following capability masking variable:

_USTN_CAPABILITY < -CAPABILITY_ELEMENT_PRIORITY

With this capability masking option set as shown:

- ❖ Users CANNOT set element priority by using either the Active Element Priority menu in the Attributes tool box or the *active priority* key-in.
- ❖ Users CANNOT change element priority with the Change Attributes tool.

6. Control the Display of Level Names

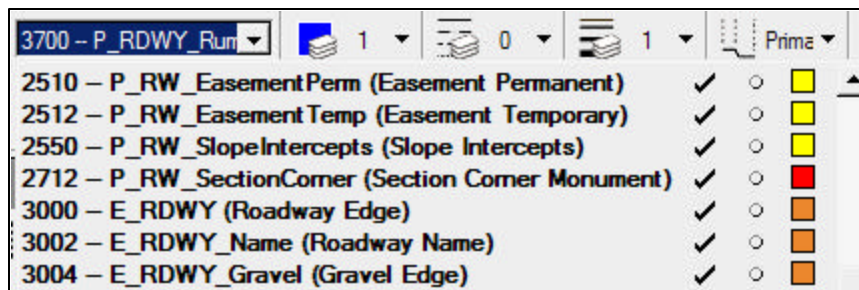
The display format for level names, numbers and/or descriptions in the Active Level menu in the Attributes tool box can be controlled by setting the following variable:

MS_LEVEL_DISPLAY_FORMAT = <format>

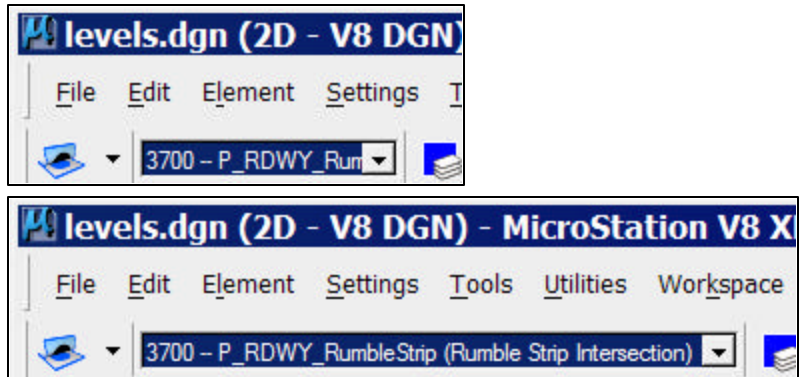
<format> can include any sequence of the following:

- N** - Displays level name
- D** - Displays level description
- C** - Displays level code (number)

<format> can also include most other keyboard characters. except **</>** and **<#>**.



7. Set the Active Level Menu Width



The width of the Active Level menu in the Attributes tool box can be controlled by setting the following variable:

MS_LEVEL_PICKER_WIDTH = <width>

The **<width>** value sets the menu width in pixels. The default is approximately 130.

8. Control the Use of Design History

The ability to access design history can be removed by setting the following variable:

_USTN_CAPABILITY <-CAPABILITY_DESIGN_HISTORY

Masking this capability prevents users from initializing, committing changes to and reviewing design history. Changes made to the design file while this capability is masked will appear as recent (uncommitted) changes in the Design History box when design history is enabled.

For those who use design history, the following three variables can be set to control how design history saves changes:

MS_DESIGN_HISTORY_COMMIT_ON_MODEL_SWITCH = 2
MS_DESIGN_HISTORY_COMMIT_ON_SAVE = 2
MS_DESIGN_HISTORY_COMMIT_ON_CLOSE = 2

Setting those three variables will cause design history to commit changes “silently” without prompting the user upon switching models, saving changes or closing a file, respectively.

9. Select Default View Menus

The following configuration variables select the default view tool boxes (that appear in the view borders) for 2D and 3D design files:

MS_VIEWTOOLBOX2D = <tool_box_name>

MS_VIEWTOOLBOX3D = <tool_box_name>

- ❖ The default view control tool box for 2D files is 2D View Control.
- ❖ The default view control tool box for 3D files is 3D View Control.
- ❖ Creating and selecting a custom tool box that contains view control tools along with other useful tools is a great way to make use of otherwise wasted screen space.



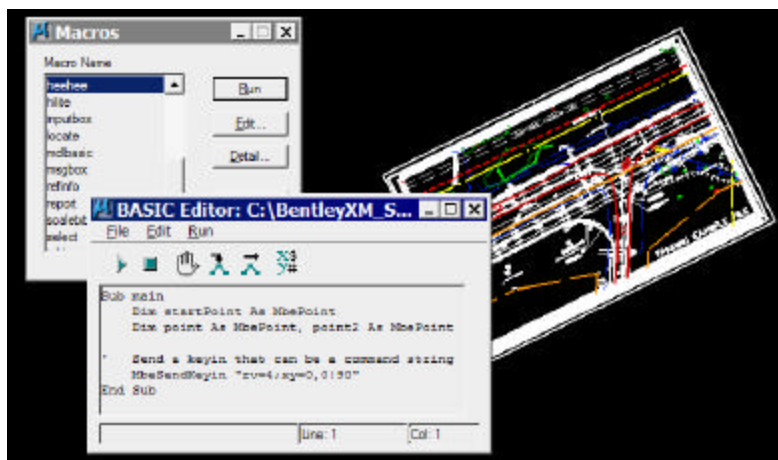
10. Assign a Macro to Run Each Time a Design File is Opened

The following configuration variables can be set to direct MicroStation to automatically run macros each time a design file is opened:

MS_DGNAPPS < RUNMACRO

MS_DGNMACROS < <macro_name>

The MS_DGNAPPS variable creates the MS_DGNMACROS variable. The MS_DGNMACROS variable assigns the names of macros to run each time a design file is opened.



Thank you!

I hope you enjoyed the session!

Need help with training or CAD management?

*If you would like some help with this or any other MicroStation topic,
I offer the very best consulting services
and the finest quality training programs,
customized to fit your standards.*

Patrice H. Rhodes
of
P.H. Rhodes, Inc.
Training, Consulting and Support Services
(608) 524-0831
patrice@phrhodesinc.com