

Bentleyuser.dk 2007 MicroStation V8 XM edition Tips & Tricks

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ALM. TIPS

FIT SELECTED ELEMENTS TO VIEW

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Dialog Prope	rties		٤
Browse		Model	~
Organize B	у	None	
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ELEMENT INFORMATION TIL AT ÆNDRE PÅ ELEMENTER

Eksempelvis:

Change pattern parameters (en skråskravering kan ændres til en pattern med en celle eller en skråskravering etc.)

Ændre vinkel på tekster



Ændre cirkel størrelser

SELECT PREVIUS

Højrekliks menu

-	Сору
	Move
	Scale
0 .	Rotate
۸Ľ	Mirror
•	Select All
12	Select None
n	Select Previous
۲	Select Frevious
ž	Cut to Clipboard
۰ گ	Cut to Clipboard Copy to Clipboard
κ λ Δ	Cut to Clipboard Copy to Clipboard Paste from Clipboard
λ •	Cut to Clipboard Copy to Clipboard Paste from Clipboard Delete

MATCH – ALT VENSTREKLIK

God idé at ændre den så der vælges smartmatch istedet for attributes match.

Workspace \rightarrow Button assignments

ALT + DATA ændres til: match element fromcursor



Button Assignme	ents:\Workspace\interfaces\Buttons\default.btnmenu
<u>Fi</u> le	
Buttons	
<u> </u>	Alt Shift Data Remap Buttons
Button: Alt+Da	ata a
Action: match	element fromcursor
Button:	Action:
Shift+Data	pan scroll
Alt+Data	match element fromcursor
Ctrl+Tentative	buttonaction tentative;accudraw setorigin
Ctrl+Reset	inputmanager menu main
Ctrl+Shift+Reset	inputmanager currenttask
Alt+Reset	mdl keyin elementinfo element quickinfo fromcursor
XButton 1	pan drag
Shift+XButton 1	rotate view drag
Ctrl+XButton 1	navigate swivel
Alt+XButton 1	rotate view fromcursor
	<u>O</u> K Cancel

QUICK INFO - ALT HØJREKLIK

🖄 Quick Info		×
General		*
Description	Line String	
Level	A35—(Lofter)	*
Color	🔛 ByLevel (5)	
Line Style	🔛 ByLevel (0)	
Weight	🔛 ByLevel (0)	
Class	Primary	
Template	None	
Transparency	0	
Priority	0	



FUNKTIONSTASTER

Ctrl + Funktionstast = Primary toolbox

F.eks. reference dialogboks = CTRL + F2

Shift + funktionstast = Attributes toolbox

F.eks. Level picklist = SHIFT + F2

CLIP VOLUME (4 + R)

Som clip refererence bare på den aktive fil. – Virker også i 2D!

凶 Clip Volume	
P 🔲 🗰 🕄 🖓 🔍	
Display Clip Element	•

ARRAY ALONG PATH (3 + 6)

🖄 Construct Ar	ray 💶 🗖 🔀	
Method: 🛛 Along Path 🛛 😒		
M <u>o</u> de:	Number 💌	
<u>C</u> opies:	1	
Distance:	1.0000	
<u>R</u> otate Items		
Use <u>F</u> ence:	Inside 💉	

STRETCH (3 + 8)



MOVE TO CONTACT (3 + 0)



Angiv en retning hvor de valgte elementer skal "flyve" hen.



SHORTCUTS - ENTER, ESC, SPACE, TAB

- ESC Home (så virker de mange shortcuts)
- Enter Key-in browser
- Space Fokus i AccuDraw
- Tab Vælg det næste element under cursoren

DRAWING SCALE

Settings \rightarrow DrawingScale



Kan bruges til at ændre enhed, så man kan måle i millimeter eller meter.

Det er working units der ændres på, så hvis man vælger save settings gemmes den "nye" enhed.

GODE KEY-INS

Som f.eks. kan ligge i en knap...

SLUK FOR ALLE REFERENCER PÅ ÉN GANG:

REFERENCE DISPLAY OFF *.*

TÆND FOR ALLE REFERENCER PÅ ÉN GANG:

REFERENCE DISPLAY ON *.*

LEVEL OFF BY ELEMENT

LEVELMANAGER LEVEL OFFBYELEM

SHEET PLACERING

Model dialogboksen, vælg Define Sheet layout



A Mod	lels		
1) 🖻	X 🔗 🛅	\triangleright
Туре	2D/3D	Name	Description
٦		Default	Master Model
	Û	Plot	
<		Ш	>

Fjern fluebenet i orgin for at angive Sheet placering interaktivt (eller rotation)

🖄 Define Sheet I	Layout 🔳 🗖 🔀
🔽 Display She	et Layout
Border Attachment:	
Size:	ISO A1 H: 594.0000 W: 841.0000
✓ Origin: X:	0.000000 Y: 0.000000
Rotation:	0.0000

FLYTTE TIL EN BESTEMT KOTE

Vælg de elementer der skal flyttes

Vælg Move element (3 + 2)

Klik en enkelt gang

P (AccuDraw shortcut for XY =)

 $XY=\#,\,\#,\,KOTE$

CAD ADMIN TIPS

LEVEL DISPLAY FORMAT

MS_LEVEL_DISPLAY_FORMAT



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Configuration : User [TipsogTricks]		
<u>Fi</u> le		
Category	Modify levels related configuration variables.	
All (Alphabetical)	Level Display Format User 🛆 💽 🛛	
All (By Level)	Level Library Path System	
Archive	Edit Nested Attachment Levels Undefined Cancel	
Cells	V7 to V8 Level Name Prefix Undefined	
Colors	V7 to V8 Level CSV File Undefined	
Database	V7 to V8 Delete Unused Levels Undefined	
Data Files		
DWG/DXF	Edit Select Delete New	
Design Applications		
Design History =	Expansion	
Distributed DGN	N(D)	
Engineering Links	N(D)	
Extensions		
File Saving		
Levels		
MDL Development		
OLE		
Drinking	Description	
Protoction	Specifies the level name formatting to use when level lists are displayed	
Primany Search Paths	(MS_LEVEL_DISPLAY_FORMAT)	
Primary Search Paulis	N: Use level name	
Parter	D: Use level description	
Rendering /Images	C: Use level code:	
Security	Nore than one value can be specified. Example: N(U)	
Seed Files		
Spelling		
	For more options, click on the category list at left.	

SNAP

MS_SNAPMODE_SOURCE = 1

Sætter snap op til at køre efter upf filen istedet for DGN filen.

ÆNDRE PÅ NESTEDE REFERENCER'S LEVEL ATTRIBUTES

MS_LEVEL_EDIT_NESTED_ATTACHMENT_LEVELS

