

Saved Views i MicroStation V8

Utilities/Saved Views

- Lange navne, op til 512 tegn, inkl. ÆØÅ
- Hver model har sine egne Saved Views
- Et saved View gemmer alle view-parametre fra et bestemt View (1-8)
- Apply Options: Window, Camera position, View attributes, Clip Volume, Levels, Reference Settings (man vælger selv hvor meget man vil bruge)
- Gemmer tændte/slukkede lag fra referencer, men ikke Display On/Off
- Man kan importere Saved Views fra andre filer/modeller
- SV=<name>,[description] kan stadig bruges – og VI=<name>
- Kan bruges som "keyframes" ved 3D animation
- Fence???

View Groups

- Lidt af den samme funktionalitet som Saved Views og så alligevel ikke:
- Hver View Group peger på specifik model
- Gemmer 8 views på en gang
- Kan ikke bruges på tværs af filer eller modeller


Drawing Composition


- Der er ikke lige nu et samlet værktøj, men det kommer
- S sammensæt tegningen i en Sheet Model (MS_DEFAULTSHEETRGB variabel)
- Opret Saved Views i modelfilerne
- Reference attach, vælg Saved View – det giver både clip, navngivning og placering i en operation

Using Saved Views

A saved view is a view definition, which includes the level display for both the active model and references, the clip volume, and Other view attributes. The view definition is given a name and saved in the DGN file. You create the definition by setting up a source view as a template and saving it. The saved view can be recalled to a destination view window.

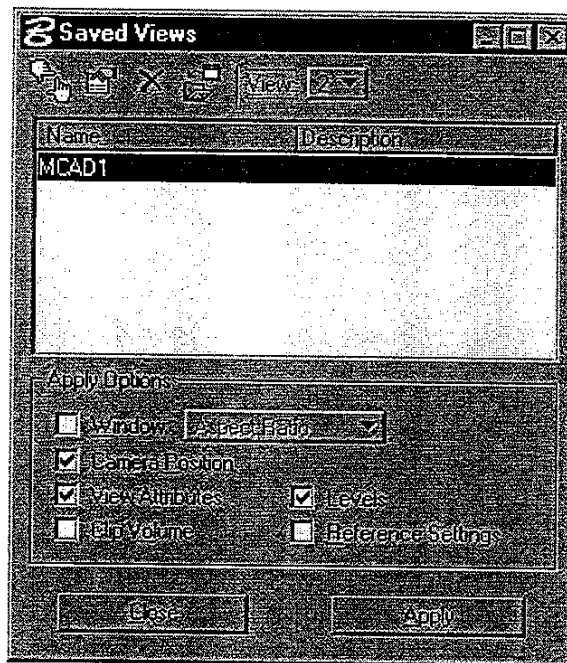
The Saved Views dialog box is used to name, save, recall, and delete saved views.

 The Saved Views dialog box is not accessible in the New User workspace user interface.

 For information about special ways to use saved views in 3D, see Using saved views in 3D.

To name and save a view

1. Set up the source view so that the desired portion of the design is displayed and the view attributes are as desired.
2. From the Utilities menu, choose Saved Views.
or
From any view window's control menu, choose View Save/Recall.
The Saved Views dialog box opens.



Saved Views dialog box

3. In the Saved View dialog box, click the Save View icon (at far left).
The Save View dialog box opens.
4. In the Name field, key in a name for the view.
The maximum number of characters in the name is limited to 511. Alphabetic and numeric characters and the "\$", ".", and "_" characters are valid. Lowercase characters are interpreted as uppercase.
5. (Optional) In the Description field, key in a description.
6. From the View option menu, choose the number of the source view.
7. Click OK.

To recall a saved view

1. From the Utilities menu, choose Saved Views.
or
From any view window's control menu, choose View Save/Recall.
The Saved Views dialog box opens.
2. From the View option menu, choose the number of the destination view.
3. In the list box, select the saved view you want to recall.
4. Click the Apply button.

To delete a saved view

1. From the Utilities menu, choose Saved Views.
or
From any view window's control menu, choose View Save/Recall.
The Saved Views dialog box opens.
2. In the list box, select the saved view you want to delete.
3. Click the Delete button.

Apply Options

Contains controls that allow you to use the selected attributes in your saved view.

Window

- Aspect Ratio — Keeps the saved view proportionate.
- Size — Keeps the exact size or is a 1:1 ratio.
- Size and Position — Keeps the exact size and position.

Camera Position

Places the camera in the exact position and direction.

View Attributes

Allows you to use the View Attributes of the saved view.

Clip Volume


Allows the clip volume to be used.

Levels

Uses only the levels that are turned on in the saved view and turns off all other levels.

Reference Settings

Allows you to use all Reference Settings of the saved view, which includes only the reference level masks.

 When applying a saved view created using one model in a file to a view in another model, some options will not be processed. Reference Settings is an option that will not be processed.

The model in effect, when the saved view was created, is not applied.

Drawing Composition

Drawing Composition automates the creation of drawing sheets, which is familiar to the draftsman who draws on paper, except that instead of redrawing the model's geometry for each view, you attach views of the model as references.

- Sheet model— The electronic drawing sheet.
- Attached view — A reference attachment to the sheet view.

Sheet models are created with attached references and saved views. By working with appropriate scaling, you can always create your drawing to the correct size, and then manipulate the output to suit your requirements. For example, with a map, you can place a life-size drawings within a scaled border and then print to whatever size is required. The tools in the Reference attachments simplify the process of creating sheet views in a number of ways:

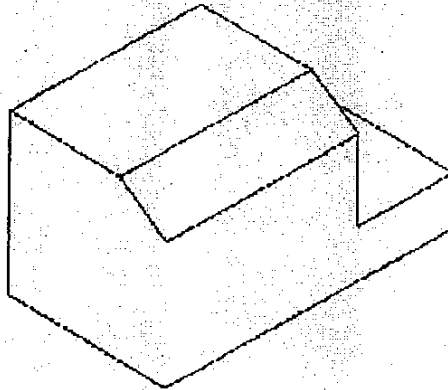
- An attached view in a sheet model can be any standard (Top, Bottom, Right, Left, Front, or Back) or any saved view of the model. Attachments can be clipped or set to display only certain levels. The attachments that can be placed via the Attached Reference dialog box, are primarily orthogonal and can be mirrored so no special procedures for placing folded images are included.
- An attached view of the model can placed in any position at any scale. Related attached views can be grouped in a separate Sheet.
- References may be mirrored.
- The Presentation of any attachments can be set independently, for example, you can show the Right view as hidden line.

General Procedure — To compose a sheet model

1. Create the design model.
2. To use a saved view(s) to define the attachments, set up each view. The aspect ratio and the display depth of each view should be adjusted so that the view encloses only the desired portion of the model.
3. Open the Models dialog box (File menu > Models) and click the Create Model icon.
4. Create a Sheet model, filling in a name and a description.
5. Use the Saved Views dialog box (Utilities menu > Saved Views) or the SV=<name>[description] key-in to save the views.
6. From the File menu, choose Reference.
The Reference dialog box opens.
7. From the Tools menu in the Reference dialog box, choose Attach.
8. Select the file to attach the references from.


 The default file is the last file referenced, which speeds the process.


9. Click OK.
10. From the Orientation list in the Attach Reference Settings dialog box, choose the desired view (for example, Top) of the reference attachment. This view will start the layout of the sheet model.



Isometric view of model used in illustrations of drawing composition tools.

11. If necessary, set the Scale for each attachment in the Attach Reference Settings dialog box and the reference Nest Depth.
12. Attach a border that is contained in a border file, which is a reference that contains the border for plotted output. You can attach either a saved view or a fitted view of the border file.
13. Attach the desired Reference or Saved views by choosing the appropriate item from the Reference menu or its submenus.
14. Place dimensions.
15. Place text.

 An attached view can be clipped, detached, grouped, moved, or scaled by choosing the appropriate item from the Tools menu.

 MS_DEFAULTSHEETRGB allows you to specify a different background color, which is used when you create the first sheet model.

To attach a reference using a saved view

1. Open the Sheet model, if not already opened.
2. Select File > Reference.
3. From the Reference tool, select Tools > Attach.
The Attach Reference dialog box opens.
4. From the Attach Reference dialog box, select the desired file and model.
5. Select the desired view name to attach from the Attach reference settings, by highlighting it.
6. Click OK.
The selected view is now attached to the cursor, with the outline lightly highlighted.
7. Place the view with a data point.

To copy a reference

1. From the References dialog box, choose Copy.
2. From the References dialog box, identify the reference to be copied.
3. Enter a data point to define the origin of the copy.
4. Enter a data point to define the destination of the copy.
5. Go back to step 2 to copy another attached view.
or
Reset to finish.

To detach a reference

1. From the References dialog box, select the view to detach.
2. From the Tools menu, select Detach.
3. Accept the detachment.
The reference is detached and the information is removed from the drawing.

To move a reference


1. From the References dialog box, select the reference to move.
2. Identify an element in the attached view to be moved.
3. Enter a data point to define the origin of the move.
4. Enter a data point to define the destination.

To scale a reference

1. From the References dialog box, choose Scale.
2. In the Scale Reference dialog box, key in the desired relative scale factors.
3. Identify an element in the attached view to be scaled.
4. Identify a point to scale the object about.
5. Accept the attached view.
6. Enter a data point about which the attached view will be scaled.

To change the presentation of a reference

1. From the References dialog box, select the view on which you wish to change the presentation.

 You cannot place dimensions on a hidden-line, Phong, or other rendered view.

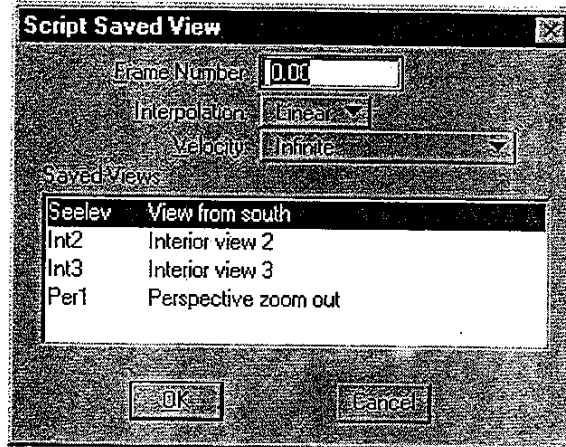
2. Select the Set Reference Presentation icon.
3. Select the presentation method.
4. Accept the reference.
The desired image type is displayed.

Scripting Saved Views

As well as the views from animation cameras, you can script saved views to be active during your animation sequences. A scripted saved view is sometimes called a key view. As with animation cameras, you can specify the transition method from one saved view to the next.

To script a saved view to be used during the animation

1. From the Animation Producer dialog box's Settings menu, choose Saved Views. The Script Saved View dialog box opens, displaying existing save views.



Script Saved View dialog box

2. In the Saved Views list box, select the required saved view.
3. In the Frame Number field, key in the frame number to begin using the saved view.
4. From the Interpolation option menu, choose the interpolation method — Linear or Spline — for the transition to the saved view.
5. From the Velocity option menu, choose the velocity type — Constant, Accelerate, Decelerate, Accelerate-Decelerate, or Infinite — for the transition to the saved view.
6. Click the OK button.
The script entry is added to the list in the Animation Producer dialog box.