Section 2 MicroStation User Setup

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- Settings
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 - AccuDraw
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- Oklahoma State Plane Coordinate System Zones
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 - Checking Active Coordinate Zone
- Seed Files
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Oklahoma Department of Transportation

WorkSpaces

A workspace is a custom working environment in MicroStation. When you run MicroStation, you enter a workspace. The following components make up a workspace:

User - The user configuration file and the user preference file Project - The (optional) project configurations file (and project folders) Interface - The user interface folder (and modification files)

Image: Sile Open - R:\CADD_Support\WorkSpace\Projects\Untitled\dgn\ Image: Sile Open - R:\CADD_Support\WorkSpace\Projects\Untitled\dgn\					
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Each workspace component holds information to customize the working environment.

The user configuration or UCF file holds configuration variables that are unique to a single user and are not intended to be shared with a group.

The user preference or UPF file holds user preference settings. User preference settings include all those settings found in the Preferences dialog box in MicroStation, plus other user specific settings such as file history, tool locations and settings boxes.

The Project Configuration (PCF) File and Folders hold standard resource files to be shared by all users working together on a particular project. The project configuration or PCF file holds configuration variables that point to the standards in the project folders.

Roadway Design uses a redirect file to maintain this basic configuration. This file points to a master configuration file on the R: Drive. The Master file controls the configuration variables that a standard Roadway user will need. Some of these Include print styles, line styles, dimension styles and text styles.

Once MicroStation software is loaded on a machine the **xRDYredirect.cfg** file should be copied into the following location:

C:\ProgramData\Bentley\MicroStation V8i (SELECTseries)\WorkSpace\Standards

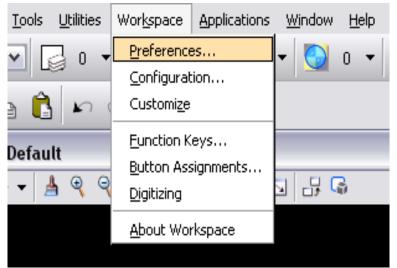
When MicroStation is launched the first time the following workspace settings should be active. This is the default and should not be changed.

User:	untitled 🔹
Project:	untitled 💌
Interface:	default 🔹

MicroStation User Preferences

User preferences are settings that control the operation of Microstation. This section covers the most common settings a user will change.

Users can adjust these settings to suit personal likes and dislikes without adjusting the settings of other users.



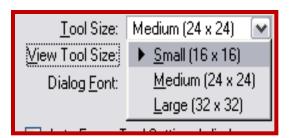
Preferences [untitled]	1
Category	Name for preferences Default Preferences
Category Database Input Look and Feel Mouse Wheel Operation Position Mapping Raster Manager Reference Spelling Tags Task Navigation Text View Options - Civil View Options	Name for preferences Set Database Preferences. Use Single AE/MSFORMS Tables Cancel Defaults Focus Item Description
·	For more options, click on the category list at left.

Preferences "Input"

Preferences [untitled]	
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Allow ESC key to stop current command		If on, pressing <esc> deactivates the selected tool and activates the default tool.</esc>
Locate Interiors: Rendered or Filled Pointer Size: ▶ Normal Pointer Type: Eull View Click Sensitivity: Normal	× ×	Sets the size of the pointer cross hairs.
Click Sensitivity: Morroal Click Click Reset Pop-up Menu: Press and Hold Hold Delay: Short	Long	Sets the reset button action. <u>Click-</u> the reset menu appears with one click. <u><i>Press and Hold-</i></u> holding the reset button causes the menu to appear.
Hold Delay: Short 10	Long	Sets the time interval, in ticks (60ths of a second), during which the Reset button must be pressed and held to cause the Reset pop-up menu to appear.

"Preferences Look and Feel"

Preferences [unt	tled]
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<u>S</u> ingle Click: <u>N</u> one Default Tool: ▶ <u>S</u> electio Highlight: Grav	n Sets the tool that is automatically selected if <esc> function is active or upon completion of a one-time function.(Default is Selection)</esc>
Layout: <u>S</u> mall (16 Tool Size: ▶ <u>M</u> edium (3 View Tool Size: Large (32	24 x 24)



Sets the size, in pixels, of tool icons in toolboxes docked to open view windows. The effect of this setting is visible only while Window > view toolbox is on.

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Preferences [untitled]	
Category Database Descartes Input Look and Feel Mouse Wheel Operation Position Mapping Raster Manager Reference Spelling Tags Task Navigation Text View Options - Civil View Options	Name for preferences Set Look and Feel Preferences. Single Click: Looked Default Tool: Selection Highlight: Gray Layout: Regular Tool Size: Medium (24 x 24) Marker Size Default (Tool Size) Dialog Eont: Microsoft Sans Serif, 9 Font Pont Auto-Focus Tool Settings Window Font Borderless Icons Image: Size Operating Settings Window Use Windows File Open Dialogs Image: Size Settings Settings Settings Setting Setings Setting Setting Settings Setting Setting Settings Setting Setting Setting Setting Setting Settings Setting Seting Seting Setting Setting Setting Setting Seting Seti
Place Line	Auto-Focus Tool Settings Window – when a tool has settings, the input focus (curser) automatically moves to the tools settings window (default is off).
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Icons with Border	Standard E
Contrasted Edges	Standard ⊠ 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Preferences "Look and Feel"

Preferences "Look and Feel

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Preferences "Operation"

Preferences [untitled]		
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Save Settings on Exit- (default is off)

If on, automatically saves settings such as active color and view setup along with the changes to the DGN file.



Automatically Save Design Changes-

(default is on) If on, automatically saves changes to the DGN file.



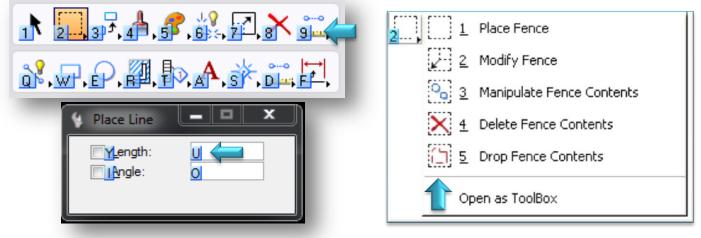
<u>Compress File on Exit-</u> (default is off)

If on, the active design file is automatically compressed when closed. The compression operation permanently removes elements marked for deletion (this action empties the undo buffer).

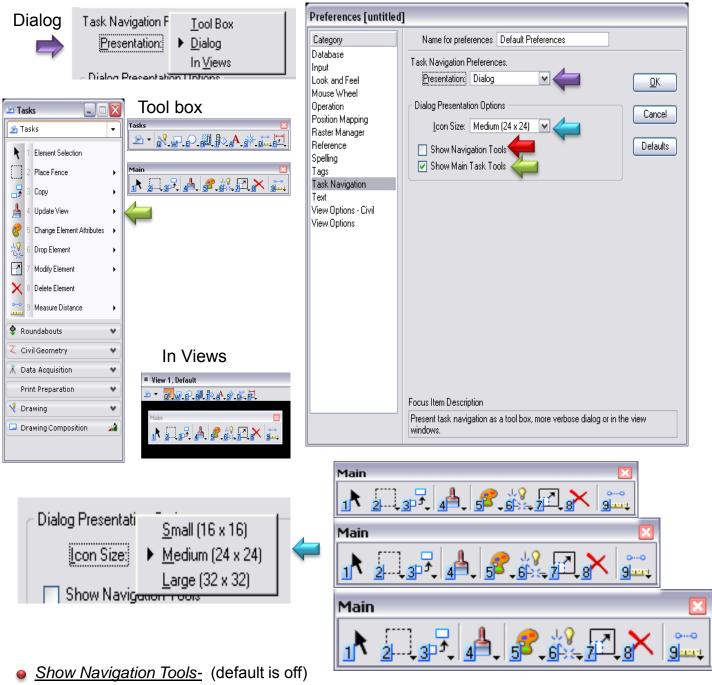
Preferences "Position Mapping"

Category	Name for preferences Default Preferences	1
Database Input Look and Feel Mouse Wheel Operation Position Mapping Raster Manager Reference Spelling Tags Task Navigation Text View Options - Civil View Options	Name for preferences Default Preferences Set Position Mapping Image: Concel Image: Show Position Mapping Aids Image: Concel Main Toolbox Keys: 1234567890 Main Toolbox Keys: Image: Concel Miew Toolbox Keys: Image: Concel Miew Toolbox Keys: Image: Concel Image: Tool Settings Keys: QWERTASDFGZXCVB Tool Settings Keys: YUIOPHJKL;NM,./	Use Position Mapping- (default is on) If on, it activates the positional keyboard navigation that is used to map the keyboard to collections of interface items. This technique lets you use the keyboard to select tools, open dialog boxes, and
	Main Toolbox Keys: 1234567890 View Toolbox Keys: YUIOPHJKL;NM,./ Tool Settings Keys: QWERTASDFGZXCVB Left Handed Right Handed Image: Setting Settin	 <i>Left handed and</i> <u>right handed buttons-</u> (right is the default) Sets task toolbox keys to the default mapping letters

<u>Show Position Mapping Aids-</u> (default is on) If on, the keyboard key labels are displayed on tool icons as navigational aids on tool icons accessible via positional keyboard navigation.



Preferences "Task Navigation"



If on, displays the navigation icons on the tasks dialog.

This tool allows you to move back and forth between task views or return to the task root .

🛥 Tasks 3 - 0 - 🐔

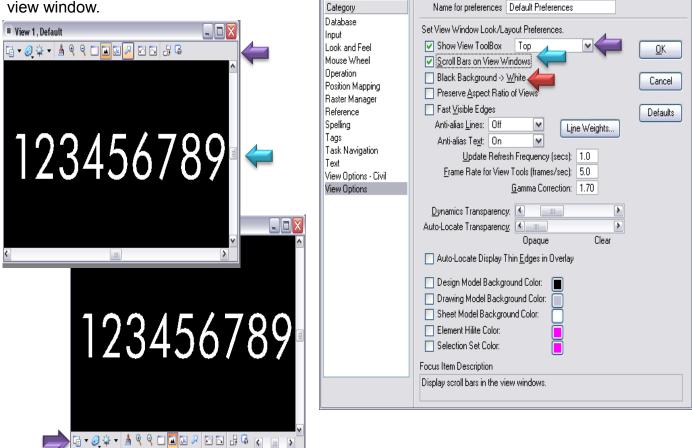
Show Main Task Tools- (default is on) If on incorporates the Main task into the Tasks dialog.

Preferences "Text"

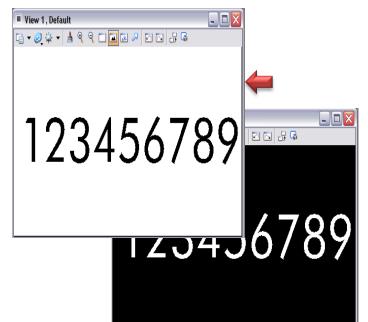
Preferences [untitled]			
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	<u>S</u> mallest Text: Degree Display Char: <u>Key-in</u> Text Editor Style: ↓ Word P			
-in : This editor does not give y	ou an "Apply" Button and you also lo	se some of the editing capabi	ilties. 💌 🕎	⊠ ₹ 7
Dialog box	W	ord processor		
Text Editor This editor gives you an "Apply" But will lose some of the editing capabilit		This editor does not of You apply by clicking This is the default pre	give you an "App on the viewing	oly" Butt

Preferences "View Options"

Show View ToolBox -(default is on & top) If on, sets the Preferences [untitled] position of where to dock the tools in a view window. Category Database View 1 , Default Input ₲ - @ ☆ - ▲ ९ ९ ा 🗖 ₪ 🖉 🗗 🖧



Scroll Bars on View Windows- (default is off) If on, view windows are displayed with the scroll bars. You may also set this under window>scroll bars.



Black Background -> White - (default is off) If on, the view background color (if set to black) is displayed in white.

Preferences "View Options"

Input

Tags

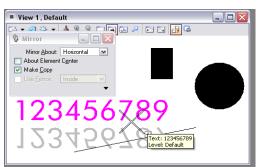
Text



Anti-alias lines (off is default) If on, angled lines appear smoother (jagged edges are smoothed) in views.

Anti-alias text (on is default) If on, truetype fonts appear smoother (jagged edges are smoothed) in views.

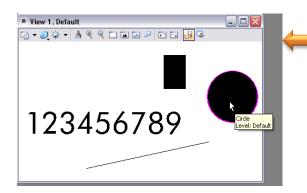


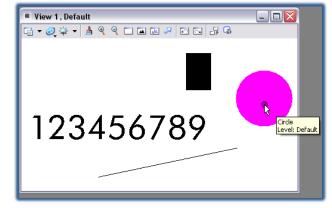


Preferences [untitled] Name for preferences Default Preferences Category Database Set View Window Look/Layout Preferences. Show View ToolBox Top $|\mathbf{v}|$ Look and Feel <u>0</u>K Mouse Wheel Scroll Bars on View Windows Operation Black Background -> White Cancel Position Mapping Preserve Aspect Ratio of Views Raster Manager Fast Visible Edges Reference Defaults Anti-alias Lines: Off Spelling ¥ Line Weights Anti-alias Te<u>x</u>t: On V Task Navigation Update Refresh Frequency (secs): 1.0 Frame Rate for View Tools (frames/sec): 5.0 View Options - Civil Gamma Correction: 1.70 View Options Dynamics Transparency: 🚺 Auto-Locate Transparency: 🚺 Opaque Clea Auto-Locate Display Thin Edges in Overlay Design Model Background Color: Drawing Model Background Color: Sheet Model Background Color: Element Hilite Color: Selection Set Color: Focus Item Description Display scroll bars in the view windows.

Dynamics Transparency - (default setting is moderately opaque)Sets the amount of transparency used to display elements in dynamics. This is particularly useful when working in shaded views.

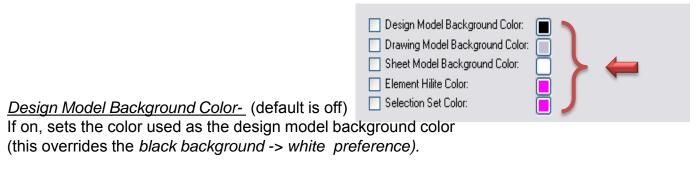
When set to opague, highlighted elements appear in the element highlight color. As the slider moves towards clear, progressively less of the highlight color and more of the original element color is seen.





Auto-Locate Display Thin Edges in Overlay-(The default is off) If on, auto-locate displays the edges of elements as they are highlighted in views.

Preferences "View Options"



<u>Drawing Model Background Color-</u> (default is off) If on, sets the color used as the drawing model background color.

<u>Sheet Model Background Color-</u> (default is off) If on, sets the color used as the sheet model background color..

Element Hilite Color- (default is off)

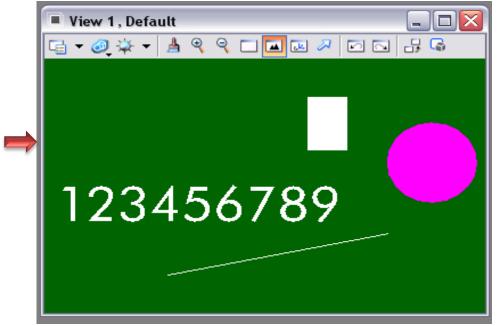
If on, sets the color used to highlight the active element (this overrides the element highlight color in the design file settings).

Selection Set Color- (default is off)

If on, sets the color used to display the selection set

(this overrides the selection highlight color in the design file settings).

To change the any color, click the color icon and select a color from the Color Override Preference dialog.



Settings "Task Dialog"



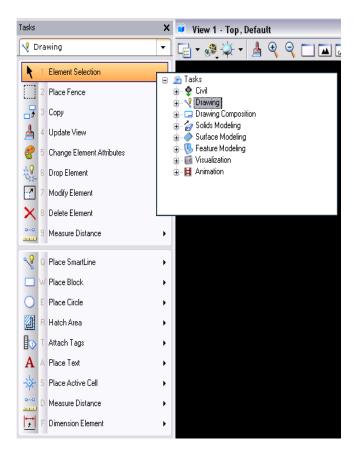


A Task is a set of tools grouped to facilitate a particular workflow. By defining and grouping tasks, you can create a task-based interface.

The tools grouped into a given task can be standard MicroStation tools, custom tools, or a mixture of both types.

Tasks contain references to tools, tool boxes, and tool frames, and can therefore contain overlapping sets of tools.

For example: a user-defined Drafting task and Drawing Composition task likely would both contain the text tools.

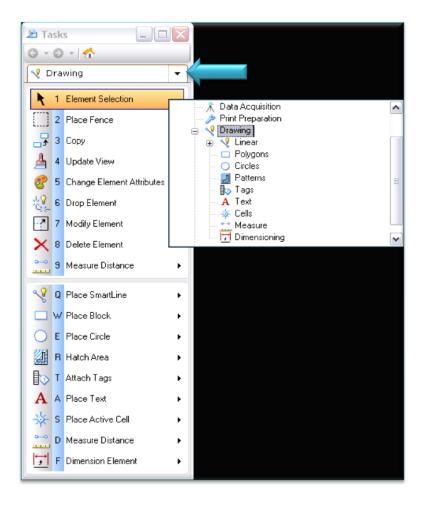


Settings "Task Dialog"

The Task Navigation default
preference for presentation is
dialog.

The task dialog can be accessed under tools>tasks

Task Navigation Preferences.					
Presentation:	Dialog	v			
C Dialog Presentati	ion Options				
<u>I</u> con Size:	Medium (24 x 24)	~			
Show Navig	jation Tools				
Show Main Task Tools					
<u></u>)			



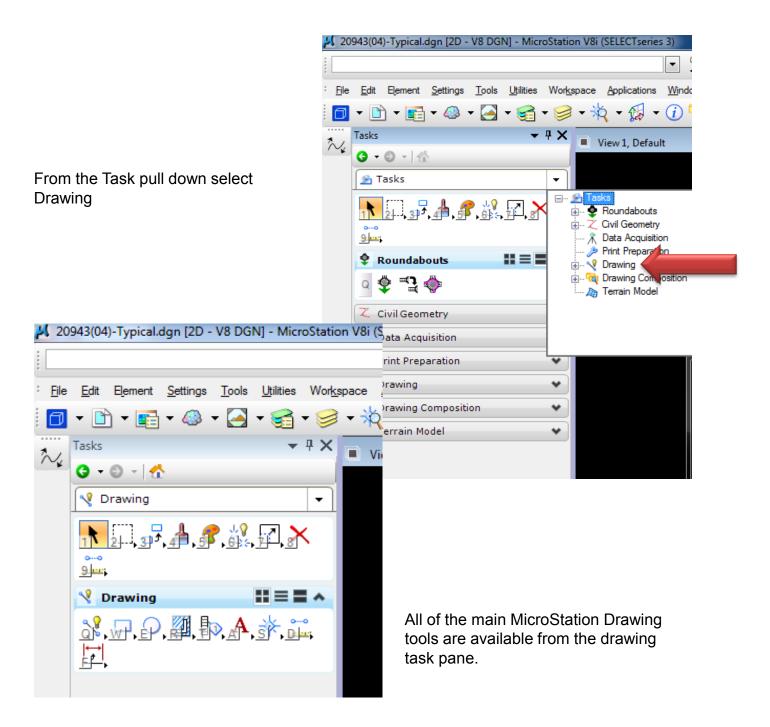
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v	<u>T</u> asks		
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Click the down arrow in the task dialog to access the drawing tools.

The Main And Drawing Tools Cover Most Of The Commands Commonly Used.

Settings "Task Dialog"

Depending on which task you select, different tools will be made available. If tasks is selected, most all tools will be made available.



Settings "Task Dialog Tools"

The Main toolbar is always present on the top of the task pane.

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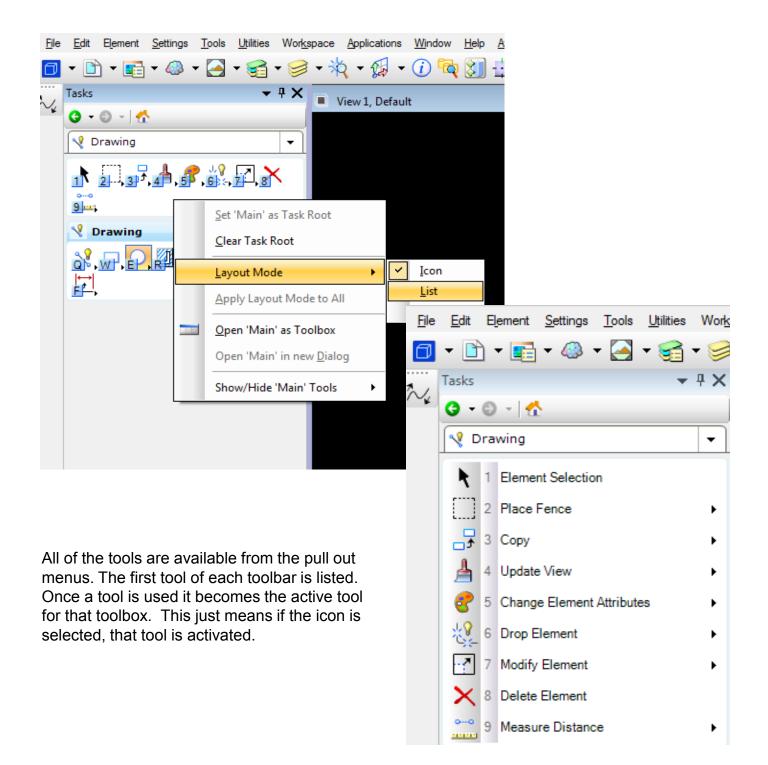
Settings "Task Dialog Tools"

The Drawing tasks contain the following toolbars.

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Polygons	W	
Circles	E	$\bigcirc \bigcirc $
Patterns	R	2 🎘 🔕 🍡 🚨 📑 💋
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Settings "Task Dialog Tools"

Right click on the main tools in the task pane and select layout mode> list.



Settings "AccuDraw"

AccuDraw is used to facilitate data point entry.

The AccuDraw window opens or closes when the AccuDraw icon is clicked on the Primary Tools toolbox.

Primary Tools		
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When using the default function key menu, pressing <F11> opens the AccuDraw window. If it is already docked or open, pressing <F11> sends focus to the AccuDraw window.

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- Function K	eys
<u> </u>	
Key:	F11
Action:	accudraw dialog
L	
Key	Action:
F4	inputmanager currenttask
F5	dialog viewsettings popup
F6	dialog namedviews
F8	accudraw lock gridplane
F9	inputmanager cmdbrowse
F10	dialog toolsettings 🚬 🖳 🗌
F11	accudraw dialog
F12	inputmanager home
Ctrl+F1	inputmanager popupitem Primary Tools,1
Ctrl+F2	inputmanager popupitem Primary Tools,2
Ctrl+F3	inputmanager popupitem Primary Tools,3
Ctrl+F4	inputmanager popupitem Primary Tools,4
Ctrl+F5	inputmanager popupitem Primary Tools,5 🛛 🔪
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Once opened, the AccuDraw window automatically takes the focus whenever dynamic update occurs with a drawing tool selected.

The AccuDraw window is dockable.

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Settings "AccuDraw"

An option in AccuDraw is to use polar coordinates.

To shift from rectangular to polar coordinates, press the <spacebar>.

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l <u>∿</u> 0.0000°

Repeated pressing of the <spacebar> toggles between rectangular and polar coordinates. Rectangular or polar coordinates also

can be set from the AccuDraw settings dialog.

X (Rectangular coordinates only)

Sets the distance, in working units, along the drawing plane x-axis to locate the next data point. When a value is entered in the X field, the X button automatically is pressed to lock the pending data point to the specified distance, as indicated by dynamic update. The button automatically resets when the data point is entered.

Y (Rectangular coordinates only)

Sets the distance, in working units, along the drawing plane y-axis to locate the next data point. When a value is entered in the Y field, the Y button automatically is pressed to lock the pending data point to the specified distance, as indicated by dynamic update. The button automatically resets when the data point is entered.

Z (3D only)

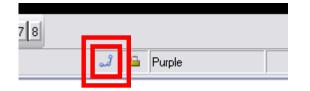
Sets the distance, in working units, along the drawing plane z-axis to locate the next data point. When a value is entered in the Z field, the Z button automatically is pressed to lock the pending data point to the specified distance, as indicated by dynamic update. The button automatically resets when the data point is entered.

Distance (Polar coordinates only)

Sets the distance, in working units, relative to the drawing plane origin to locate the next data point. When a value is entered in the Distance field, the Distance button automatically is pressed to lock the pending data point to the specified distance, as indicated by dynamic update. The button automatically resets when the data point is entered.

Angle (Polar coordinates only)

Sets the angle, in degrees, relative to the drawing plane origin to locate the next data point. When a value is entered in the Angle field, the Angle button automatically is pressed to lock the pending data point to the specified angle, as indicated by dynamic update. The button automatically resets when the data point is entered. Conventional angles are measured from the x axis.



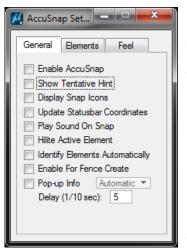
Button Bar

Opens when you select Snap Mode > Button Bar in the status bar. **Key-in:** DIALOG SNAPS <TOGGLE | ON | OFF> enough



AccuSnap

AccuSnap Settings dialog General tab contains controls to enable or disable AccuSnap, and to define the way it operates.



Enable AccuSnap- If on (default), AccuSnap is automatically turned on.

You can also turn AccuSnap on or off from the Toggle AccuSnap icon on the Snap Mode button bar.

Show Tentative Hint - If on (default), and the pointer is within the range of the Snap Tolerance, AccuSnap displays the nearest snap point with a cross-hair.

Display Snap Icon- If on (default), AccuSnap displays the icon of the current snap mode at the snap point.

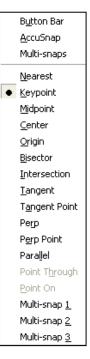


.evel: Default

Line

Update Statusbar Coordinates - If on, each time that AccuSnap snaps to a point on an element, or when you click the tentative point button, the coordinates for the snap point appear in the status bar. 106536.3849, -375169.7319 KeyPt

Play Sound on Snap- If on, a sound is played when you snap to an element.

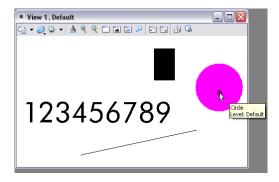


Hilite Active Element-

If on, the active element highlights as soon as the pointer is within the range of the Snap Tolerance. If off, the active element highlights only when a tentative

snap point is displayed.

Identify Elements Automatically- If on, elements are identified automatically, as you pass the pointer over them.



Enable For Fence Create- If on, AccuSnap is active when placing a fence.

Pop-up Info- If on, and you pause the pointer over a highlighted element, a pop-up displays information about the element. An option menu lets you define when this information appears.

(Automatic) Pop-up information appears whenever you pause the pointer over a highlighted element.

(Tentative) Pop-up information appears only when you manually snap a tentative point to an element and then hold the pointer over any part of the highlighted element.

AccuSnap Settings dialog Elements tab

Contains controls that enable/disable AccuSnap snapping to Curves, Dimensions, Text, or Meshes.

Curves, Dimensions, Text, & Meshes If on, AccuSnap can snap to these elements. If off, AccuSnap ignores these elements. * (When the pointer locates an element, and the Display Icon is turned on, AccuSnap displays an icon indicating that the element is being ignored. You can override this setting by entering a manual tentative snap point.)

(Find Elements By) Interior of Filled Elements If on, AccuSnap can snap to the interior area of filled elements.

(Sort Hits By) Element Class

If on, the order in which AccuSnap snaps to overlapping

elements is determined by their class — Primary elements first, followed, in order, by Construction, Pattern, and Dimension elements.

AccuSnap Settings dialog Feel tab

Contains controls that affect AccuSnap's sensitivity in locating elements.

Keypoint Sensitivity

Let's you adjust how close the screen pointer must be to the snap point, before AccuSnap snaps to it. Move the slider to the right (+) to increase, or to the left (-) to reduce, the allowable distance.

子 AccuSnap Settings 🖃 🗆	X
General Elements Feel	
Keypoint Sensitivity:	+
Stickiness:	+
Snap Tolerance:	+

Stickiness

Lets you adjust the sensitivity of AccuSnap to the current element. When you are snapped to an element, as long as you move the pointer along that element, the snap system will have a preference for that element over other elements that may have snap points closer to the cursor. The further to the right (+) that you set the Stickiness slider, the further away from the active element you can have the pointer without AccuSnap snapping to another element. Alternatively, the further to the left (-) that you set the Stickiness slider, the closer to the element you must be for AccuSnap to "stick" to the active element.

Snap Tolerance

Let's you adjust how close the pointer must be to an element in order to snap a tentative point to it. Move the slider to the right (+) to increase, or to the left (-) to decrease, the snap tolerance.

Multi-snaps dialog

Used to set up groups of snaps known as multi-snaps. Opens when Settings > Snaps > Multi-snaps is chosen.



When a multi-snap is active, AccuSnap and Tentative Point snap processes the list of snaps that it represents. To change the order in which the snaps are processed, drag and drop the list entries.

Icon bar (Top)-Used to set the multi-snap mode to define. Multi-snap 1 by default: Intersection, Keypoint, Nearest. Multi-snap 2 by default: Intersection, Keypoint, Center. Multi-snap 3 by default: Midpoint, Intersection, Center.

Snap Modes : Sets the manner in which tentative points can be snapped to elements or used to constrain elements.

B <u>u</u> tton Bar	Snap Mode	Tentative Points Snap To
<u>A</u> ccuSnap Multi spaps	Keypoint	Pre-defined keypoints on elements.
Multi-snaps	Midpoint	The midpoints of elements and segments of elements.
Nearest	Center	The centers and centroids of elements.
Keypoint	Origin	The origins of cells.
Midpoint	Bisector	The midpoints of entire elements.
<u>C</u> enter <u>O</u> rigin	Intersection	Intersect another element with the point of intersection at its starting or ending point.
<u>B</u> isector Intersection	Tangent	Be tangent to another element.
Tangent	Tangent Point	Be tangent to another element at a specific point.
Tangent Point	Perp	Be perpendicular to another element.
Perp	Perp Point	Be perpendicular to another element at a specific point.
P <u>e</u> rp Point	Parallel	Be parallel to another element.
Para <u>l</u> lel	Point Through	Pass through a particular point on the design plane.
Point T <u>h</u> rough <u>P</u> oint On	Point on	Constrains an element to begin or end on an element in the design file.
Multi-snap <u>1</u>	Multisnap1,	
Multi-snap <u>2</u>	Multisnap2,	Multiple snap modes
Multi-snap <u>3</u>	Multisnap3	

Key-in: LOCK SNAP [NEAREST | KEYPOINT | MIDPOINT | CENTER | ORIGIN | BISECTOR | INTERSECTION | TANGENCY | PTTANGENT | PERPENDICULAR | PTPERPENDICULAR | PARALLEL | PTTHROUGH | POINTON | MULTISNAP1 | MULTISNAP2 | MULTISNAP3]

Working Units and Global Origin

Note: The working units and global origin have already been set in the Roadway Design Seed Files. Using a preset seed file eliminates having to setup the working units in the drawing files.

English (Imperial):

Master Units: Sub Units:	US Survey Feet* US Survey Inches
Resolution:	1200 per Distance US Survey Foot
Working Area:	1421593635 Square Miles (X and Y Axis) 677.868669 Miles (Z Axis)
Global Origin:	Lower Left 2d => GO = 0.0000, 0.0000 3d => GO = 0.0000, 0.0000, 0.0000

* One International foot equals 0.999998 U.S. Survey feet. OR One U.S. Survey foot equals 1.000002 International feet. It might not seem like much, but over a distance of miles this will add up and will cause points and elements to be in the wrong location.

Metric:

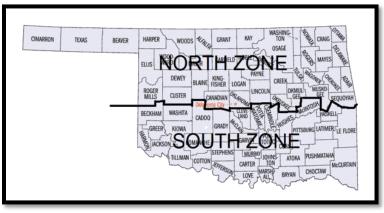
Master Units: Sub Units:	Meters Centimeters
Resolution:	1200 per Distance Foot
Working Area:	1421590791 Square Miles (X and Y Axis) 677.867313 Miles (Z Axis)
Global Origin:	Lower Left 2d => GO = 0.0000, 0.0000 3d => GO = 0.0000, 0.0000, 0.0000

Oklahoma State Plane Coordinate System Zones

Oklahoma statute establishing state plane coordinate systems Title 60. Property Chapter 19 - Oklahoma Coordinate Systems Section 1001 - Official System of Coordinates

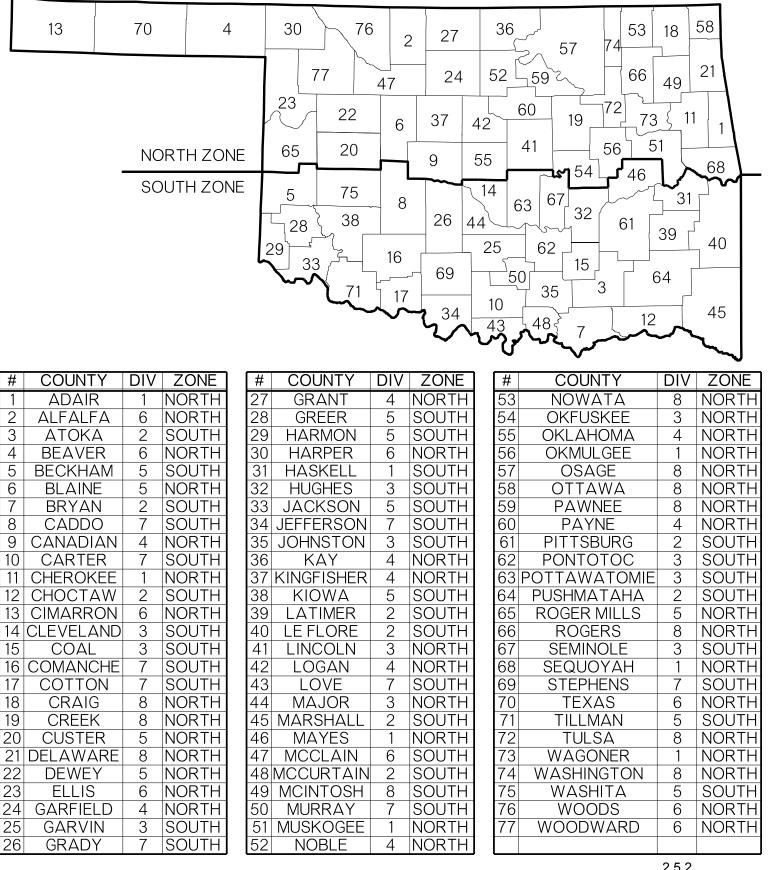
A. The systems of plane coordinates which have been established by the National Ocean Service/National Geodetic Survey, formerly the United States Coast and Geodetic Survey, or its successors for defining and stating the geographic positions or locations of points on the surface of the earth within the State of Oklahoma are hereafter to be known and designated as the Oklahoma Coordinate System of 1927 and the Oklahoma Coordinate System of 1983.

For the purpose of the use of these systems, the state is divided into a North Zone and a South Zone.



B. 1. As established for use in the North Zone, the Oklahoma Coordinate System of 1927 or the Oklahoma Coordinate System of 1983 shall be named; and in any land description in which it is used, it shall be designated the "Oklahoma Coordinate System of 1927 North Zone" or the "Oklahoma Coordinate System of 1983 North Zone".

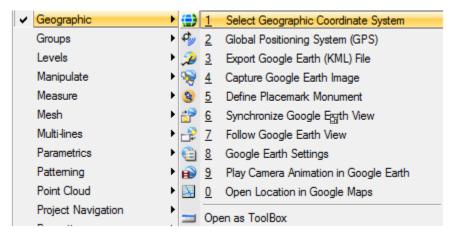
2. As established for use in the South Zone, the Oklahoma Coordinate System of 1927 or the Oklahoma Coordinate System of 1983 shall be named; and in any land description in which it is used, it shall be designated the "Oklahoma Coordinate System of 1927 South Zone" or the "Oklahoma Coordinate System of 1983 South Zone".



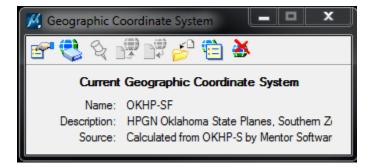
Oklahoma North and South Zone Map

Checking Active Coordinate Zone

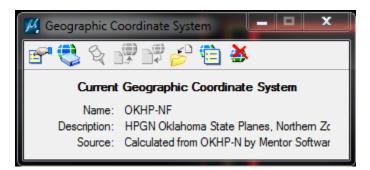
In the Microstation window navigate to the Tools>Geographic>Select Geographic Coordinate System tool.



When the "Select Geographic Coordinate System" tool is activated a new window will open. Here you can see the name of the currently activated system and details about it.



In this example the System is set to OKHP-SF which is the South Zone.



If the zone is set to the North zone then the name will be OKHP-NF

Checking Active Coordinate Zone

If no coordinate system is active or if the wrong coordinate system is active then it is possible to change it from this menu by pressing the "load from library" button.

🧏 Geographic Co	oordinate System			
🚰 😍 🛯	# 🛱 🤌 🔁 🐱			
Current Geographic Coordinate System				
	OKHP-NF HARN (HPGN) Oklahoma State Planes, No			
Source:	Calculated from OKHP-N by Mentor Softwar			

If no Coordinate System is active then you must navigate to Oklahoma's North and South zone. The path is Library>Projected (northing, easting, ...)>North America>Oklahoma>HARN (HPGN) Oklahoma State Planes, North Zone, US Foot OR HARN (HPGN) Oklahoma State Planes, South Zone, US Foot

Libray Projected (northing, easting, _) Arica Arica Arica Ariatica Aisi Cantral America and Caribbeans Cantral America and Caribbeans Carital America Carita
Africa Aritica Aritatica Aritatica Aritatica Aritatica Central America and Caribbeans Central America and Caribbeans Europe United East Middle East North America Oranda Oranda Oranda Duhied Maxican States (Mexico) Outied States of America Aitanaa Aritanaa Aritanaa Dolarado Aritanaa Oranecticut Oleaware Oleaware Oleaware Oranda Oranda Oranda Oranda Oranaa Oranaaa Oranaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
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Asia Central America and Caribbeans Europe Indian Ocean Middle East North America Oranda
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OK83-NF - NAD83 Oklahoma State Planes, North Zone, US Foot
OK83-SF - NAD83 Oklahoma State Planes, South Zone, US Foot
OK83/2011-NF - NAD83/2011 Oklahoma State Planes, North Zone, US Foot
OK83/2011-SF - NAD83/2011 Oklahoma State Planes, South Zone, US Foot OK83/2011-SF - NAD83/2011 Oklahoma State Planes, South Zone, US Foot
EPSG:2267 - NAD83 / Oklahoma North (tUS)

Checking Active Coordinate Zone

ahoma 🔺	Coordinate System	*
OK-N - NAD27 Oklahoma State Plar	Name	OKHP-NF
OK-S - NAD27 Oklahoma State Plar OK83-NF - NAD83 Oklahoma State	Description	HARN (HPGN) Oklahoma State
OK83-NF - NAD83 Oklahoma State	Projection	Lambert Conformal Conic
OK83/2011-NF - NAD83/2011 Okla	Source	Calculated from OKHP-N by Me
OK83/2011-NF - NAD83/2011 Okla	Units	US Survey Foot
EPSG:2267 - NAD83 / Oklahoma N	First Standard Parallel	36°46'00.0000"N
EPSG:2268 - NAD83 / Oklahoma N EPSG:2268 - NAD83 / Oklahoma S	Second Standard Parallel	35°34'00.0000"N
OK83-N - NAD83 Oklahoma State F	Origin Longitude	98°00'00.0000''W
OK83-S - NAD83 Oklahoma State P	Origin Latitude	35°00'00.0000"N
OK83/2011-N - NAD83/2011 Oklah ≡	False Easting	1968500
OK83/2011-N - NAD83/2011 Oklah	False Northing	0
OKHP-NF - HARN (HPGN) Oklahor	Quadrant	Positive X and Y
OKHP-NF - HARN (HPGN) Oklahom	Minimum Longitude	103°30'00.0000"W
	Maximum Longitude	94°00'00.0000''W
EPSG:2911 - NAD83(HARN) / Okla EPSG:2912 - NAD83(HARN) / Okla	Minimum Latitude	35°00'00.0000"N
OKHP-N - HARN (HPGN) Oklahoma	Maximum Latitude	37°30'00.0000"N
OKHP-N - HARN (HPGN) Oklahoma		
EPSG:2836 - NAD83(HARN) / Oklanoma	Datum	*
EPSG:2837 - NAD83(HARN) / Okla	Name	HPGN
EDCC-102224 NAD 1002 LADN C	Description	High Precision GPS Network (al
۰ III ا	Source	Derived by Mentor Software from

When changing between North and South zone the "Select Geographic Coordinate System" will automatically be in the right path, and the desired coordinate system simply needs to be selected.

Seed Files

A seed file is a MicroStation template used to create new design files. When using the File/New option, MicroStation generates a new file with the same content and settings as the original template. Seed files standardize and automate the design file creation process. Every new file will have the same models, elements, cell libraries, view groups, saved views, working units, color table, ACS location, global origin, geographic coordinate system and 2D or 3D environment as the seed file selected.

Roadway Designs Seed File Location: R:\CADD_Support\MicroStation\Seed Files\Roadway\(select the ZONE)North (or) South

Roadway Designs seed files are also available at: http://www.okladot.state.ok.us/roadway/CADD_Support/MicroStation/Seed_Files/

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/// 12345(04)-Align.dgn				
/# 12345(04)-Const.dgn				
// 12345(04)-Detail.dgn				
12345(04)-DetourXsec.dgn				
12345(04)-Erosion Control.dgn				
12345(04)-Geometric Detail.dgn				
12345(04)-Mass Diagram.dgn				
12345(04)-Notes.dgn				
12345(04)-PayQuantity.dgn				
/// 12345(04)-Profile.dgn				
// 12345(04)-ROW.dgn				
12345(04)-Summary.dgn				
/// 12345(04)-SWMP.dgn				
/// 12345(04)-Title.dgn				
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12345(04)-Utilities.dgn				
/// 12345(04)-Xsec.dgn				
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B SeedHostFile N 2D.dgn				
SeedHostFile N.dgn				

Scale Factors

Sheet Name	Scale as measured on Full Sheet	Full size Print Scale (24"x36")	Half Size Print Scale (11"x17")
Title*	1"= 10,560'	1"=1'	1"= 2'
	1" = 5280'	1"=1'	1"= 2'
	1" = 1760'	1"=1'	1"= 2'
	1" = 880'	1"=1'	1"= 2'
Typical	1"=1'	1"=1'	1"=2'
	1"=2'	1"=2'	1"=4'
	1"=3'	1"=3'	1"=6'
	1"=4'	1"=4'	1"=8'
	1"=5'	1"=5'	1"=10'
	1"=6'	1"=6'	1"=12'
	1"=7'	1"=7'	1"=14'
Plan and Profile	1"= 100'	1"=100'	1"=200"
	1"= 50'	1"=50'	1"=100'
	1"=20'	1"=20'	1"=40'
CrossSection	1"=10'	1''=10'	1"=20'
Mass Diagram	1"=Varies**	1'= 150'	1"=300'
Erosion Control Detail	1"= 100'	1"=100'	1"=200"
	1"= 50'	1"=50'	1"=100'
	1"=20'	1"=20'	1"=40'
Summary	1"=100'	1"=100'	1"=200'
Pay Quantity and Notes	1"=100'	1"=100'	1"=200'
Detail	Varies***	Varies***	Varies***

* = County map is scaled to fit the sheet border. Most commonly used scales are shown, but any scale that is divisible by or multiplied to 5,280 can be used. Regardless of scale, a print scale of 1"=1' for full size prints and 1"=2' for half size prints is to be used.

**= The Mass Diagram is scaled to fit the sheet border. The horizontal scale will be different than the vertical scale in most cases. For these reasons the scale of the Mass Line sheet is not noted on the plans. A print scale of 1"=150' for full size prints and 1"=300' for half size prints is always used regardless of drawing scale.

***= Detail sheets are unique drawings and come in a large variety of scales and sizes. It is up to the CADD designer to set drawing and print scales for detail sheets. The drawing scale should be noted on the plans.

Element Templates

An **element template** defines the properties of elements, and can be used to easily satisfy drawing standards. Element templates can be created by the CADD Manager for everyone to use or they can be created in a particular drawing by the CADD Specialist. They also make it easier to update drawings if the CADD Standards happen to change.

