

# Using Level Symbology Overrides

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## Speaker: Mark Mates, ProSoft

In addition to ByLevel symbology, you can define a secondary set of symbology attributes (color, line style and weight) called **level symbology overrides** in MicroStation®. Level symbology overrides are for display purposes only and do not actually modify element attributes. Level symbology overrides are useful when you wish to make all elements on a given level display with the same symbology attributes, regardless of whether they were placed with ByLevel symbology or element symbology. Based on excerpts from the **MicroStation Fundamentals** reference manual by ProSoft.



ProSoft

1776 North State, Suite 200  
Orem, Utah 84057  
(888) 263-0393

[www.prosoftnet.com](http://www.prosoftnet.com)  
[info@prosoftnet.com](mailto:info@prosoftnet.com)

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Level symbology overrides are not available in **DWG Restriction workmode**.

## Level Symbology Overrides

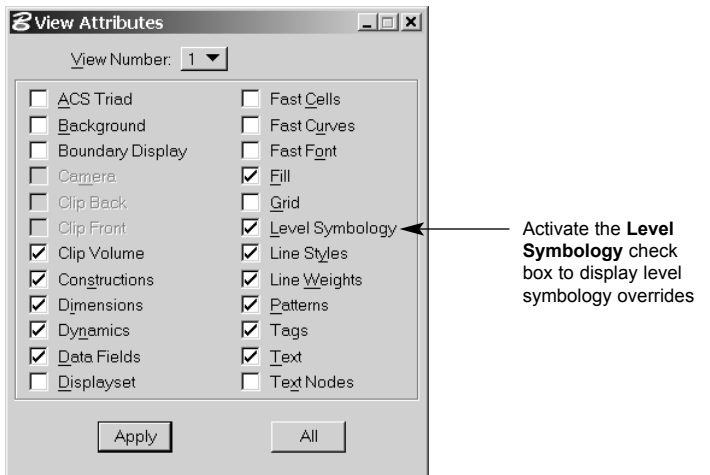
In addition to the ByLevel symbology, you can also define a secondary set of symbology attributes (color, line style and/or weight) for each level that can be toggled on and off as needed. These secondary attributes, called **level symbology overrides**, are for display purposes only; they do not actually modify element attributes. When activated, level symbology overrides temporarily override both ByLevel symbology and element symbology.

Level symbology overrides are useful when you wish to make all elements on a given level display with the same color, line style and/or weight, regardless of whether they were placed with ByLevel symbology or element symbology. For example, assume that you are designing a new building on an existing site. You may have several levels containing various types of existing features at the site. In order to distinguish between the existing features and your proposed design, you may wish to set the level symbology override color for all levels containing existing features to gray. Then, if you activate level symbology overrides, all elements representing existing features display in gray, regardless of the attributes with which they were placed.

## Displaying Level Symbology Overrides

You can toggle the display of level symbology overrides on and off with the **Level Symbology** check box in the View Attributes dialog box (**Settings > View Attributes**). When this check box is activated, elements are displayed with the level symbology override attributes of the level on which they reside. If this option is off, elements display with the symbology attributes with which they were created.

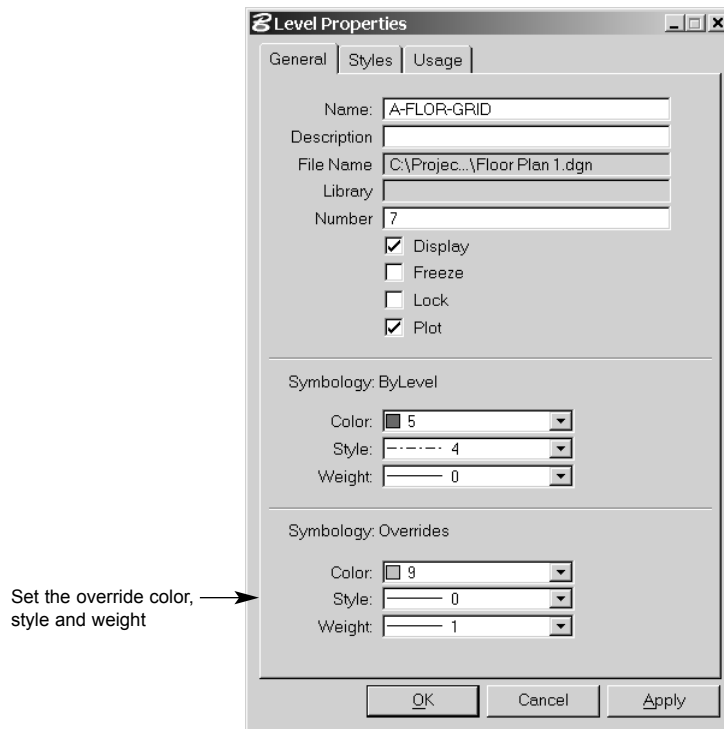
**Figure 1**  
Displaying Level Symbology Overrides



## Defining Level Symbology Overrides

You can define level symbology overrides in either the Level Properties dialog box or the Level Manager dialog box. To define level symbology overrides in the Level Properties dialog box, adjust the **Color**, **Style** and **Weight** options in the **Symbology: Overrides** section of the dialog box.

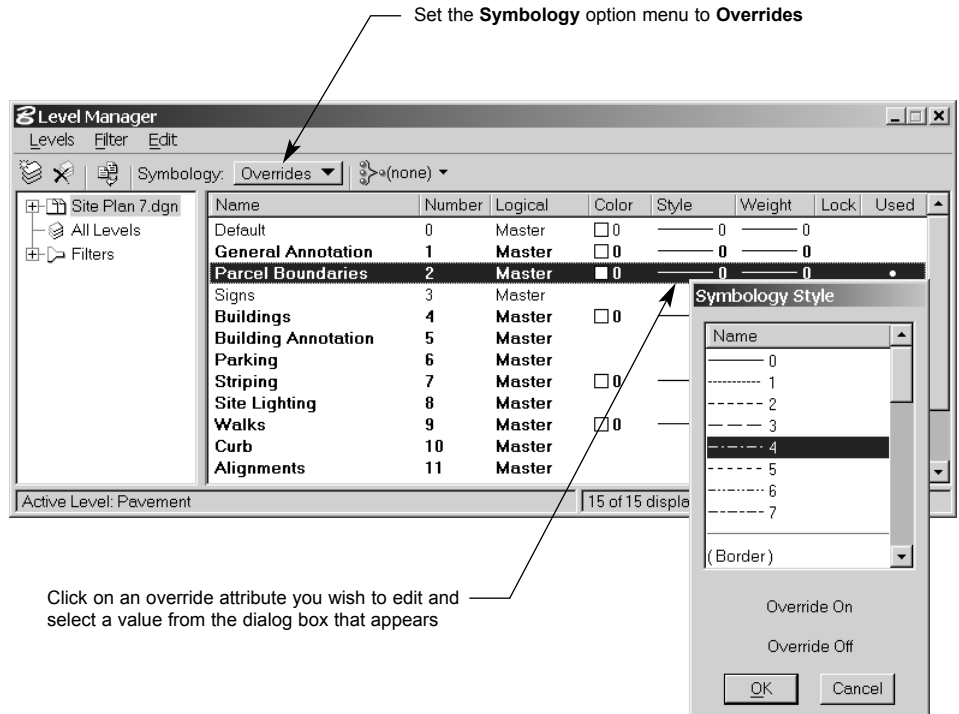
**Figure 2**  
Defining Level Symbology Overrides in  
the Level Properties Dialog Box



## Using Level Symbology Overrides

To define level symbology attributes in the Level Manager dialog box, set the **Symbology** option menu to **Overrides** and edit the **Color**, **Style** and **Weight** values as desired.

**Figure 3**  
Defining Level Symbology Overrides in  
the Level Manager Dialog Box





### To define level symbology overrides in the Level Properties dialog box:

1. Open the Level Manager dialog box.
2. In the Level list box, select one or more levels whose level symbology overrides you wish to set.
3. Choose **Levels > Properties**, or right-click on a selected level and choose **Properties** from the menu that appears. The Level Properties dialog box appears.
4. Set the **Color**, **Style** and **Weight** options in the **Symbology: Overrides** section of the dialog box as desired. If you do not want a particular level symbology override to display when the Level Symbology option is activated, set the override option to **Off**.
5. Click the **OK** button to dismiss the Level Properties dialog box and apply the changes. If you selected more than one level in step 2, the changes will be applied to all selected levels.



### To define level symbology overrides in the Level Manager dialog box:

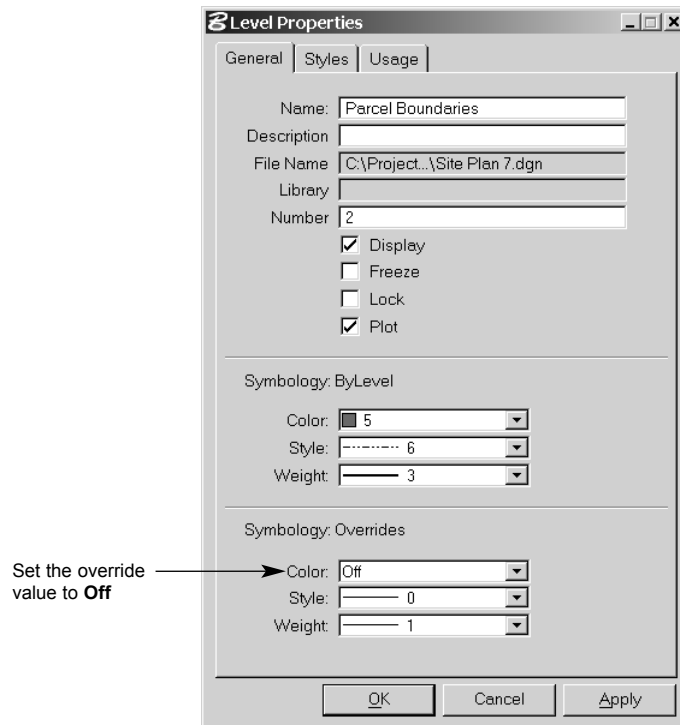
1. Open the Level Manager dialog box.
2. Set the **Symbology** option menu to **Overrides**.
3. In the Level list box, select one or more levels whose level symbology overrides you wish to set.
4. Click on an override attribute, such as **Color**, **Style** or **Weight**, of one of the levels you selected in step 3. A dialog box appears where you can set the override attribute.
5. Set the selected override attribute as desired, and click the **OK** button. If you do not want a particular level symbology override to display when the Level Symbology option is activated, click the **Override Off** button. If you selected more than one level in step 3, the changes will be applied to all selected levels.
6. Repeat this process to set other override attributes.

## Disabling Level Symbology Overrides

If there are levels that you do not wish to display with override attributes when the **Level Symbology** option is activated in the View Attributes dialog box, you can simply turn off the override attributes for those levels.

To turn off a level's overrides in the Level Properties dialog box, set the options in the **Symbology: Overrides** section to **Off**.

**Figure 4**  
Disabling Level Symbology Overrides in  
the Level Properties Dialog Box



## Using Level Symbology Overrides

To turn off overrides in the Level Manager dialog box, click on an override attribute, and then click the **Override Off** button in the dialog box that appears.

**Level 5**  
Disabling Level Symbology Overrides in the Level Manager Dialog Box

