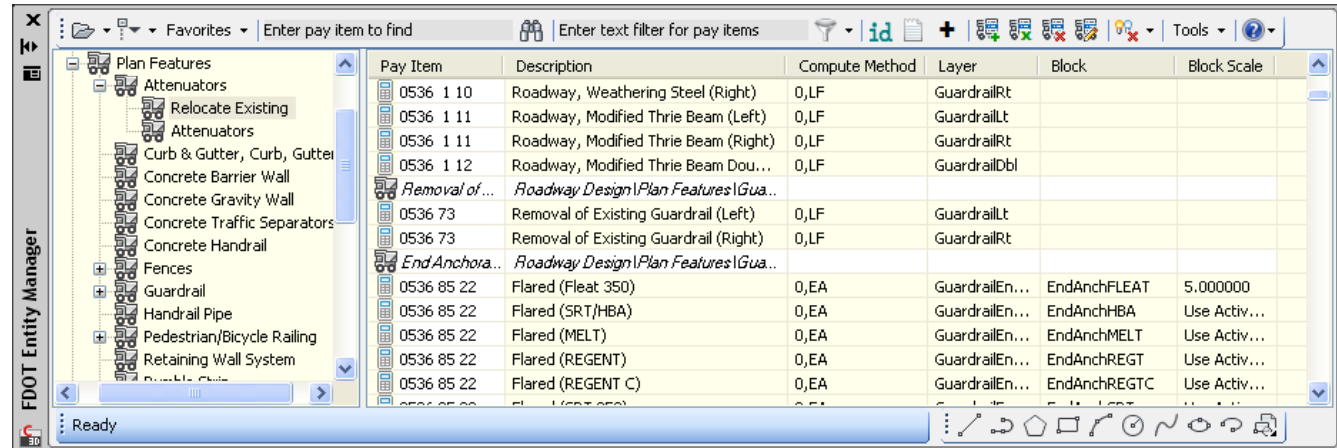


FDOT ENTITY MANAGER



Pay Item	Description	Compute Method	Layer	Block	Block Scale
0536 1 10	Roadway, Weathering Steel (Right)	0,LF	GuardrailRt		
0536 1 11	Roadway, Modified Thrie Beam (Left)	0,LF	GuardrailLt		
0536 1 11	Roadway, Modified Thrie Beam (Right)	0,LF	GuardrailRt		
0536 1 12	Roadway, Modified Thrie Beam Dou...	0,LF	GuardrailDbl		
0536 73	Removal of Existing Guardrail (Left)	0,LF	GuardrailLt		
0536 73	Removal of Existing Guardrail (Right)	0,LF	GuardrailRt		
0536 85 22	Flared (Fleet 350)	0,EA	GuardrailEn...	EndAnchFLEAT	5.000000
0536 85 22	Flared (SRT/HBA)	0,EA	GuardrailEn...	EndAnchHBA	Use Activ...
0536 85 22	Flared (MELT)	0,EA	GuardrailEn...	EndAnchMELT	Use Activ...
0536 85 22	Flared (REGENT)	0,EA	GuardrailEn...	EndAnchREGT	Use Activ...
0536 85 22	Flared (REGENT C)	0,EA	GuardrailEn...	EndAnchREGTC	Use Activ...



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CONFIGURATION

```
PublicKeyToken=b77a5c561934e089" >  
  <section name="EntityManager.My.MySettings" type="System.Configuration.ClientSettingsSection, System.Configuration, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089" allowExeDefinition="MachineToLocalUser" />  
</sectionGroup>  
</configSections>  
<userSettings>  
  <EntityManager.My.MySettings>  
    <setting name="FDOTPathEnvVariable" serializeAs="String">  
      <value>FDOT2011_C3D_LOCAL</value>  
    </setting>  
    <setting name="DefaultDatabasePath" serializeAs="String">  
      <value>Data\Pay Item Data\EntityManagerPayitemDatabase.txt</value>  
    </setting>  
    <setting name="PayitemCriteriaPath" serializeAs="String">  
      <value>Data\Pay Item Data\EntityManagerIntellassemblyTargets.xml</value>  
    </setting>  
  </EntityManager.My.MySettings>  
</userSettings>  
</configuration>
```

- Environment Variables
- Relative paths to support files
- Other setting options



STARTUP

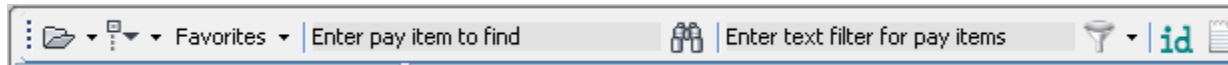
- During startup Entity Manager checks for the following; if they don't exist the execution is terminated:
 - System environment variables
 - Drawing template (FDOTmaster.dwt)
 - Pay Item database (EntityManagerPayitemDatabase.txt)
 - Pay Item Criteria (EntityManagerIntellAssemblyTargets.xml)
 - Rules Standards database (FDOT2010_V8i_MasterStandards.xlsx)
 - Block Library path



FEATURES

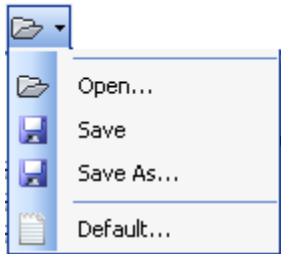
- Part 1
 - Navigation tools
- Part 2
 - Manipulation tools
- Part 3
 - Display tools
 - Configuration tools
- Part 4
 - Context Menus





NAVIGATION TOOLS

- The first section of tools is for navigating through the Pay Item tree.

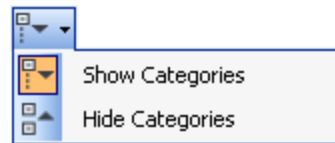


Open – reads the custom pay item database.

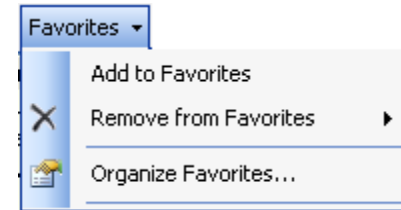
Save – saves the database to the default Autodesk location.

Save As – saved the name and location dictated by the user.

Default – opens and loads the original pay item database .txt file.



Shows or Hides the pay item category tree view. (left tree view pane)

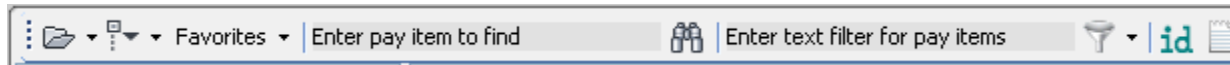


Adds – pay items to a favorites list

Removes – selected pay items for favorites list.

Organize – opens a dialog box that allows user to edit list, import list or export list.





NAVIGATION TOOLS

Enter pay item to find

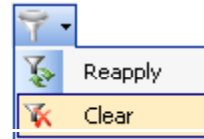
Enter pay item to find
– type the pay item id to locate, it jumps to category in the listing. Type the first characters (numbers) to display dropdown list of pay items.



Binocular icon – searches for the next occurrence of the pay item id.

Enter text filter for pay it

Enter text filter – type text to filter pay item id or de-scriptions. Finds the first occur-rence and and lists all matching items.



Filter icon
– **reapply** the current filter to redisplay the filtered items or **clear** the current filter to display the full list of pay items.

id

ID icon – displays the selected entity properties palette and loads the properties with attached XData information.



Properties icon – displays the properties palette.





MANIPULATION TOOLS



Plus + –
adds the current pay item to the Selected Pay Item list on the Pay Item Properties palette



Truck + –
appends selected pay item data to selected entities.



Truck X (green) –
appends selected pay items data to selected entities by replacing the original data.



Truck X (red) –
removes all Entity Manager pay item data from selected objects.

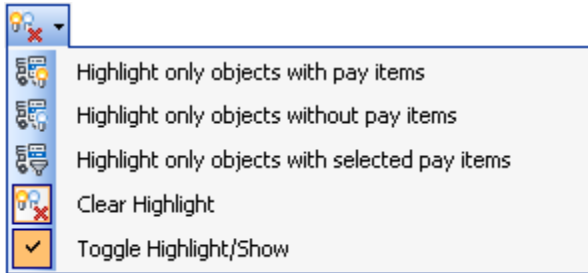


Truck Pencil –
displays “Edit Entity Attributes/ Adhocs” dialog for each entity selected.

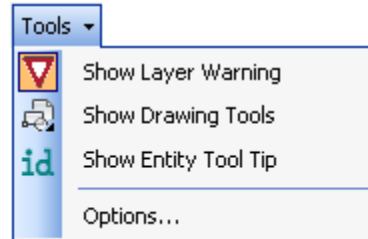




DISPLAY AND CONFIGURATION TOOLS



These options have dual purposes – the **Toggle Highlight/Show** changes the options from either Highlight only objects to Show only objects.

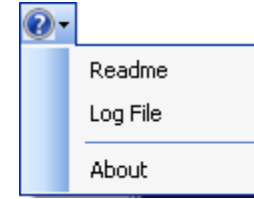


Show Layer Warning – when selected the user will be prompted when the current layer is not found in the FDOT level rules database for the current drawing name.

Show Drawing Tools – when selected the tools menu will display for drawing objects and attaching pay item data.

Show Entity Tool Tip – when checked the tool tip display will show pay item data when the cursor passes over objects with pay item data.

Options – allows user to select what pay item categories will display. Displays the same items as will be saved on exit.



Readme – application and version information

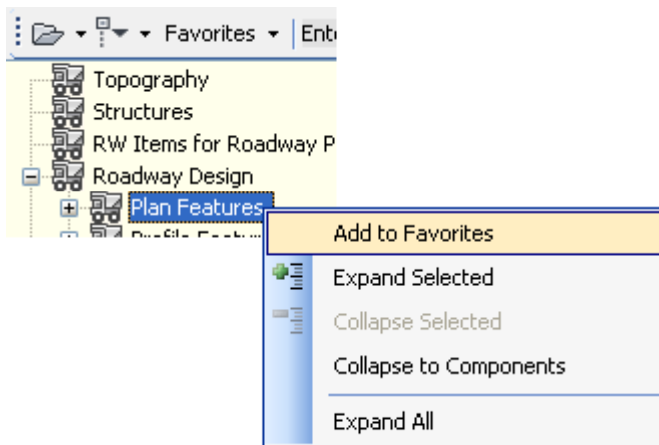
Log File – this file is used by support staff to assist in resolving issues.

About – displays the latest version number.

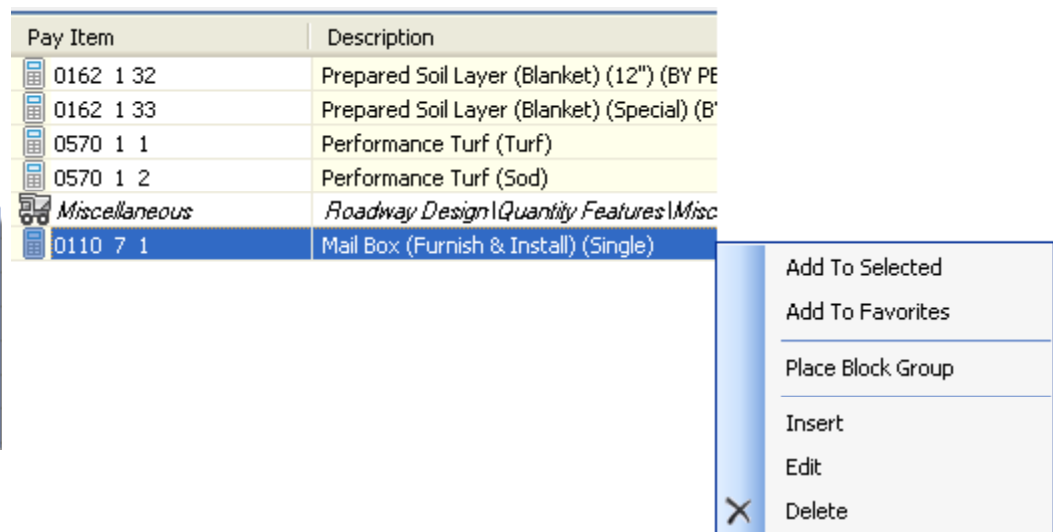


CONTEXT MENUS

Category Tree View



Pay Item List View



CONTEXT MENUS (CONT.)

Pay Item Properties (top tab)

The screenshot shows the 'Pay Item Properties' dialog box with the 'TOP' tab selected. The main area contains a table with columns 'Name' and 'Value'. A row is selected, and a context menu is open over it. The context menu has a single option: 'Select Pay Items'.

Name	Value
1001	<i>FDOTEntityManager</i>
1070	9
<i>PayItem</i>	0706 3
Description	Marker (MD/W)
ComputeMethod	3,EA
Layer	RPM1
Block	RPMWhtMono
Blockscale	1.000000
adhoc	"0706 3",1,1,"Reflective Pavement Markers (MD/W)"
adhoc	"0706 3",3,1,"EA"
adhoc	"0706 3",5,1,"1"
1001	<i>AeccUiQTOEntityPayItemData</i>
1070	2
1000	0706 3

Pay Item Properties (bottom tab)

The screenshot shows the 'Pay Item Properties' dialog box with the 'BOTTOM' tab selected. The main area contains a table with columns 'Pay Item Id' and 'Description'. A row is selected, and a context menu is open over it. The context menu has several options: 'Append Pay Items', 'Replace Pay Items', 'Move Top', 'Move Up', 'Move Down', 'Exclude Pay Item', and 'Clear List'.

Pay Item Id	Description
0110 7 1	Mail Box (Furnish & Install) #



THANK YOU FOR ATTENDING

- For further information about the use of the Entity Manager Tool for Civil 3D please look for this document on the FLUG presentation site at www.flugsite.com or contact Michele Guynn at michele.guynn@dot.state.fl.us

