

3D MicroStation

Create Viewbox

Did you know that to show the display depth and active depth in a specified view, you can Key-In *CREATE VIEWBOX* to create a graphic (orphan cell) showing the display depth and active depth of a selected view?

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Display Depth Key-ins

Did you know that you can quickly Isolate graphics that are drawn at Elevation 0 by the Key-In *dp=-10,10* and select the view that you want to isolate the graphics in. This will reset the views display depth to 10 feet below and 10 feet above the active elements drawn at elevation 0. You can then either *Zoom Previous* or *Key-In dp=-10000,10000*. This will then allow you to see 10000 feet below and 10000 feet above all elements drawn at 0. For the designers working in the mountains, you may need to key-in display depths above 10000 feet, say *dp=-10000,15000* as a standard. These Key-Ins can be added to any unused function key to be pulled back quickly when needed. Sometimes the View Attributes, Clip Back and Clip Front is not applied to a specific view. If the display is not setting properly verify that these two settings are checked and apply the settings to the view. Note that you must save settings when making View Attributes changes.

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Isometric View Rotation

Did you know that you can rotate an isometric view in 90 degree increments by using the following *Key-Ins*; For a Clockwise rotation key-in: *RV=-54.5,-54.5,-90* and select the view for rotation, for a Counter-Clockwise rotation key-in:

RV=-54.5,54.5,90 and select the appropriate view.