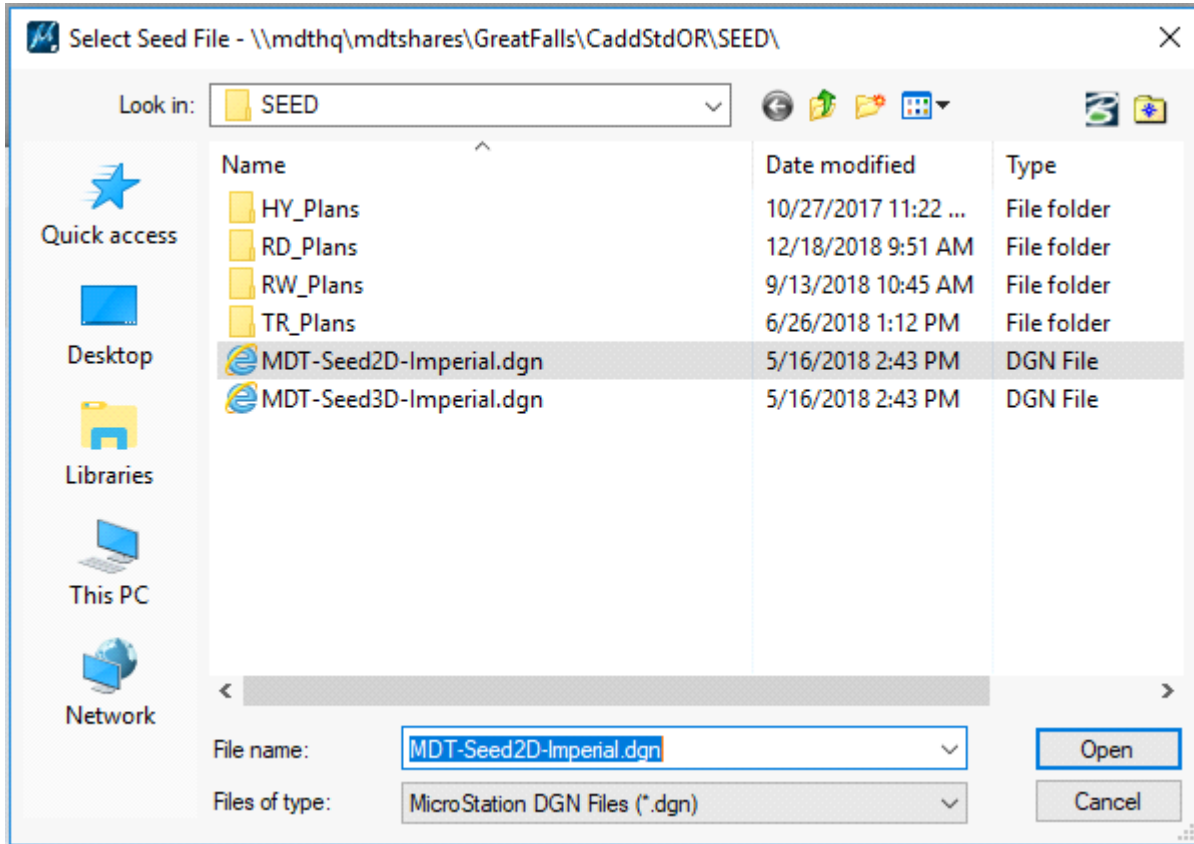Wednesday, April 3, 2019   6:29 AM

AREA FILE

Create a new OpenRoads file using the seed file MDT-Seed2D-Imperial.dgn.
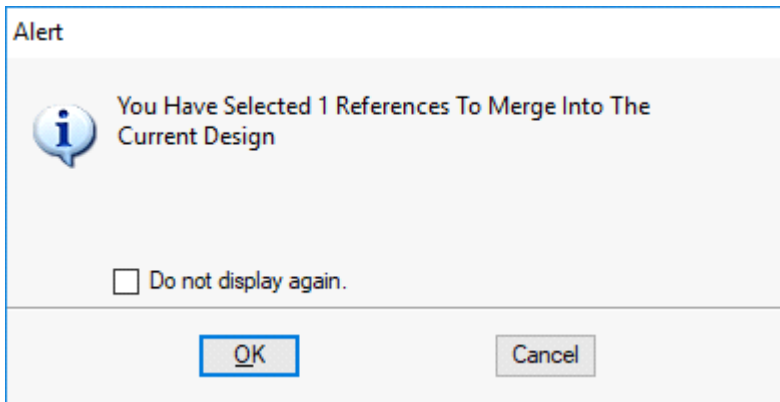

Save as XXXXXXXROARE001.dgn.

Attach the ROALN file which contains proposed r/w, construction permits and easements. In the References dialog box select Tools\Attach, select the ROALN file, set Orientation to Coincident - World and Nested Attachments to No Nesting. Double click the reference to include the correct logical name and Logical Prefix.
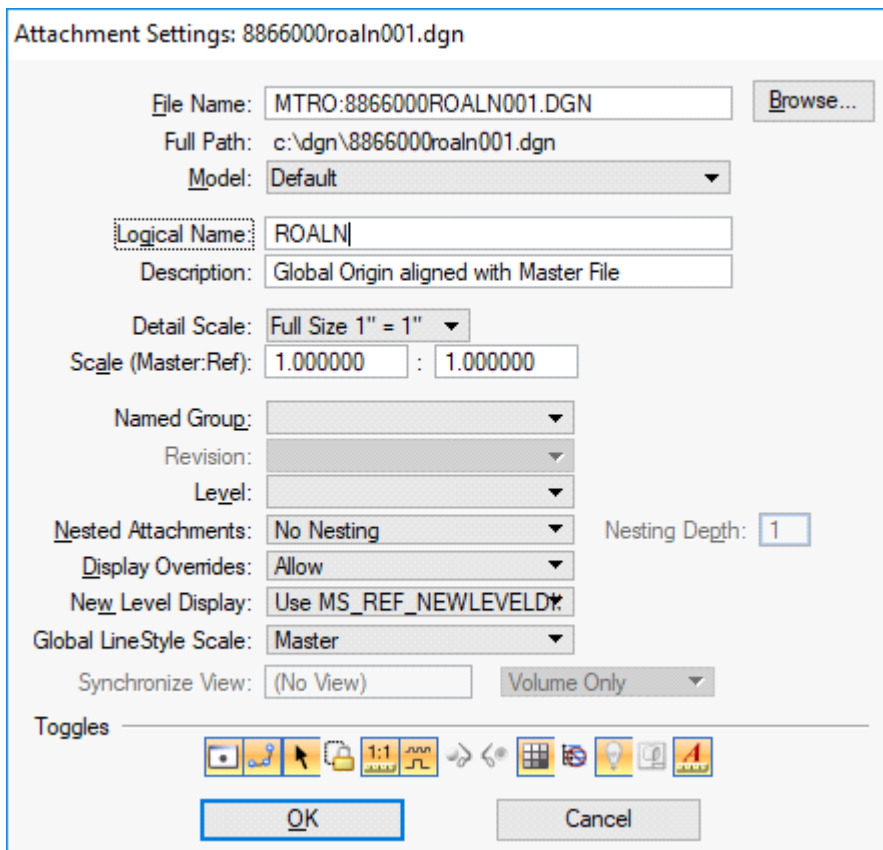
Civil lines cannot be copied but they can be turned into regular lines by merging the ROALN file into the ROARE file. In the References dialog box select Tools\Merge into Master.
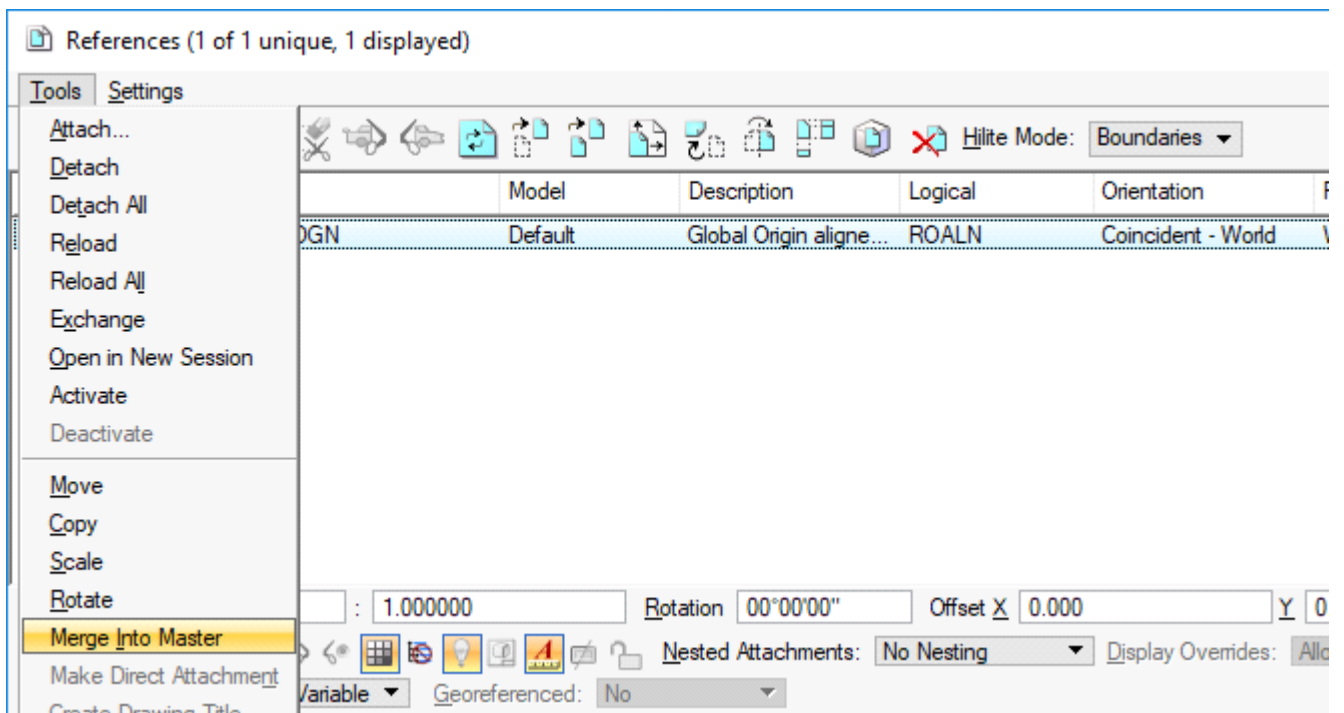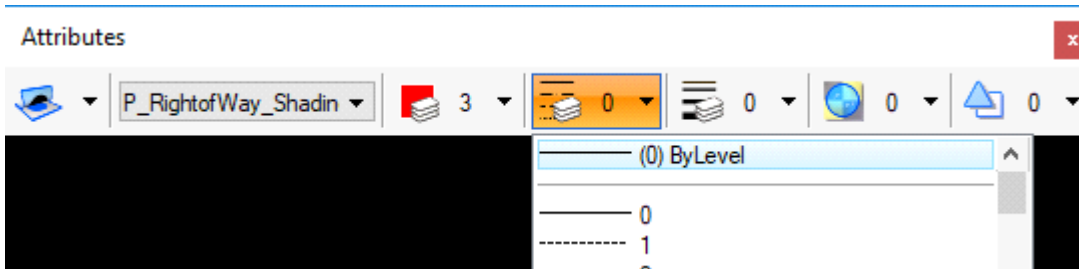

Select OK when the message below appears. The ROALN file will be removed from the references.

Alert

ⓘ You Have Selected 1 References To Merge Into The Current Design

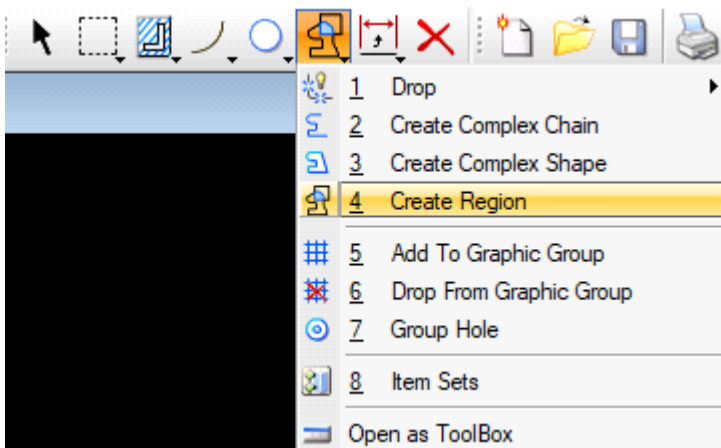☐ Do not display again.

[OK]   [Cancel]

Attach the ROMAP file to display section lines, property lines and existing right of way lines. The ROMAP file will also need to be merged into the ROARE file since the existing right of way lines are featurized.

When creating areas set the Active Color, Active Line Style and Active Line Weight to By Level. Colors have been set for each shading level.

Attributes

P_RightofWay_Shadin ▼   3 ▼   0 ▼   0 ▼   0 ▼   0 ▼

———— (0) ByLevel

———— 0

---------- 1

From the Main Classic toolbox select Groups Classic and Create Region

1	Drop	▶
2	Create Complex Chain	
3	Create Complex Shape	
4	Create Region	
5	Add To Graphic Group	
6	Drop From Graphic Group	
7	Group Hole	
8	Item Sets	
	Open as ToolBox	

Set the Fill Type to Opaque, the Fill Color to By Level and place a check in the box next to Keep Original
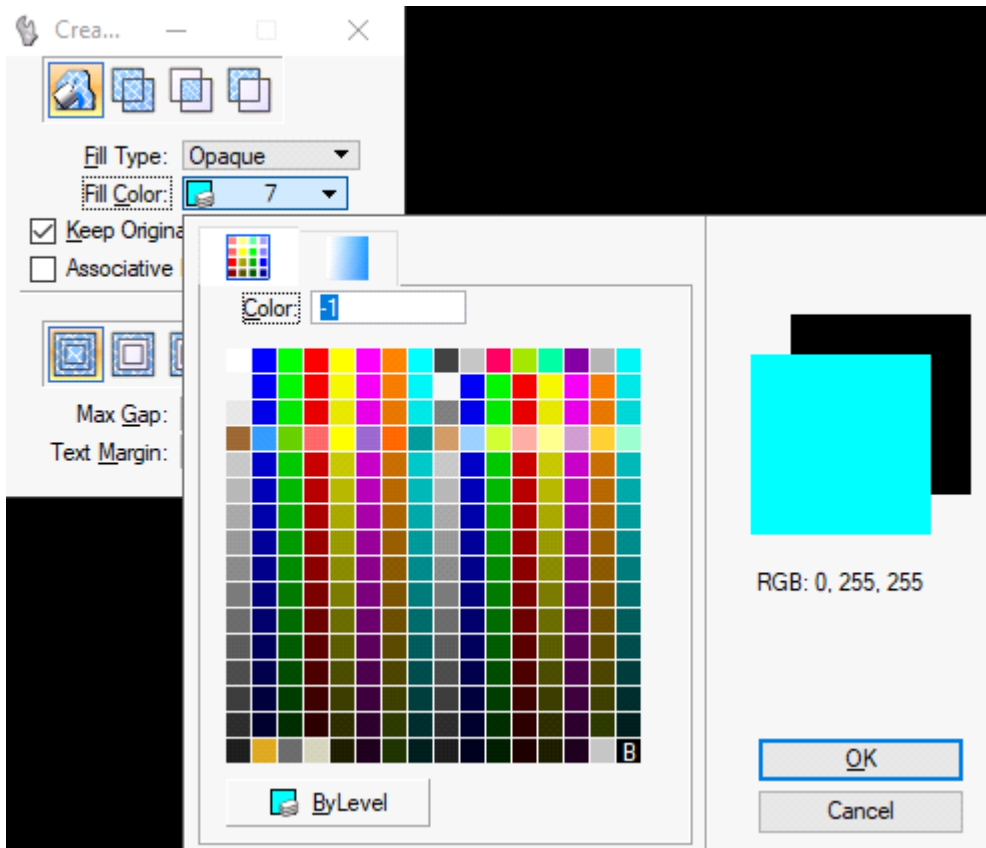
Select the correct level for the shading and within the Create Region box click on Flood, click in the area you want to shade and left click to accept. Turn the level with ownership dots off before shading so the shading goes to the property line. Additional levels may also need to be turned off.

If proposed right of way, easement or construction permit lines are revised the ROALN file will need to be merged into the ROARE file again. Delete lines in the ROARE file that are not on the shading levels before merging the ROALN file.