

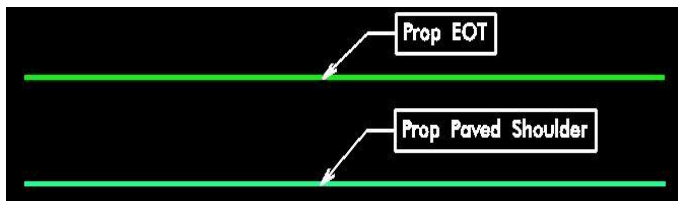
16_38 Re-Symbolize Existing Levels for Paved Shoulders

Question:

1. FOR VIEWING ON CADD SCREEN ONLY, CHANGE COLOR OF PROPOSED PAVED SHOULDERS
"Can the color for the proposed edge of travelway (EOT) or the proposed paved shoulder levels be changed to distinguish the difference between the two? Right now they are both same green."
2. FOR PLOTTING ONLY, CHANGE SHADE INTENSITY OF SIDEWALKS
"Can the shade intensity for the proposed sidewalks (EOT) or proposed concrete islands be changed to distinguish the difference between the two? Right now they are both lightly shaded."

Answer:

(1) The bylevel color of level "Prop Paved Shoulder" has been changed from color index of 2 (green) to 182 (lighter bluish-tint green). It is desired that the color change be "**conservative**" by design. Note that this change **will not** effect plotting (still plots black). This change only effects what appears on the CADD screen. See picture below. In addition, one of most powerful feature of Microstation V8 file models is for existing (already placed) paved shoulder lines (or elements), the new color will **automatically** update if placed bylevel originally. No manual modification to these elements to the new color is needed.



(2) For plotting purposes only, the proposed concrete sidewalk shapes will be shaded darker than the concrete island shapes. It is desired that this shade intensity change be "**conservative**" by design. Note that this change **will not** effect existing sidewalks already placed in Microstation file models. This change only effects what's being plotted. Thus be aware that for plan sheets with sidewalks, the new sheet being plotted will not have the same shade intensity as the old ones. See picture below. Also note the modification to the PSH Legend Sidewalk cell.

