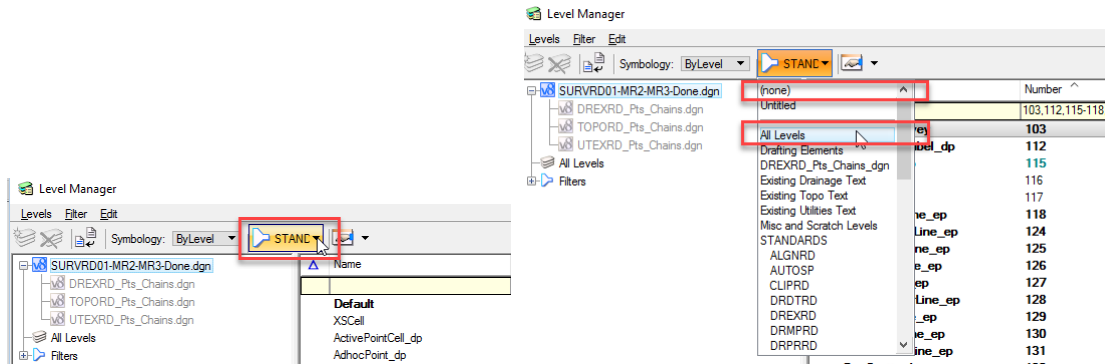


## Conversion of FDOTSS4 MR2 SURVRD to MR3

Below is a short, down and dirty, conversion of a Field Book DGN for **FDOTSS4 MR2** and previous versions to **FDOTSS4 MR3** in MicroStation. A Power Point with more detail will be created later along with a short video, but you all should be able to do this conversion from the process below.

**Important!** Please read the entire process before attempting it. You will need to decide if you are going to “Redraw” with or without macros activated.

1. **Open** the *SURVRD.dgn* file in FDOTSS4 MR3:
  - Make sure the *FDOT Menu Configuration* is set to **Roadway** and **Include Survey Features**.
  - If there are any warning triangles for features that need to be updated that must be done first.
  - There should not be anything on the **Default** level unless you put it there intentionally.
2. **REDRAW:** You can key in “*survey redraw*” <OR> right-click on the screen and select “*Redraw*” <OR> go the Bentley TASK Menu under *Civil Tools* > *Survey Processing* click the “*Redraw*” button. This will update all features to MR3 levels but will not get rid of old levels if used or renumber the levels. So even if everything looks good at this point please continue with the rest of the process.
3. **Open** your “**Level Manger**” to update Levels:
  - **Set** your *Filter* list (see below) to “**(none)**” or “**All Levels**”. This is *crucial* in order to see all levels.



- **Select** all levels. You can do this by right-clicking in the Level Manger on any level and selecting “**Select All**”.
  - Once all levels are selected, **right-click** on selected levels and select “**Update Levels**”. This will update all selected levels.
4. **Close** and **Re-Open** the file in a “*Generic Workspace*”. Meaning don’t open the file with FDOTSS4. You may be able to just double click on the file, if you don’t have multiple versions of Bentley installed. If not, then go down to your Windows Start button under **Bentley**, find your PowerGEOPAK <OR> MicroStation-GEOPAK (Select Series 4) and open it from there.

The main thing to remember is that you don’t open in the FDOT Workspace, because the FDOT Workspace locks the levels and you will not be able to delete unused levels.

5. When the file opens in the “Generic Workspace” it will ask for a Survey Feature XML file (Feature Table) to be attached. Navigate to **FDOTSS4/GEOPAK/databases** and attached the **Survey\_Display.xml** file. Otherwise the Field Book will not find the features and you end up with everything on **Default** levels plus warning triangles everywhere.

6. From the MicroStation menus up top select **File > Compress > Options** and check “**On**” the “**Delete Unused Levels**” option. **DO NOT select “OK”**. This will not delete levels.

You must click the “**Compress**” button. This will delete all the unused levels that were vacated when you did a “**Redraw**” in **step 2)** above.

7. **Close** and **Re-Open** the file in FDOTSS4 MR3 and do another “**Redraw**”. This is an assurance that all levels have been updated.

8. **Repeat Step 3)** – “**Update levels**”. This should complete the conversion.

When you are done with Step 8) and completed the conversion, your Level Manager should not have any levels less than number 63 – XSCell, except for **Default** which is always numbered zero (0). It should look like below.

△ Name	Number ^	Description
<b>Default</b>	<b>0</b>	
XSCell	63	GEOPAK Cross Section Cell/Block and Profile Cell/Block
ActivePointCell_dp	100	Active Point Cell
AdhocPoint_dp	101	Adhoc Points Placed by SheetInfo
Assembly_dp	102	Civil 3D Assemblies and Subassemblies
<b>BaselineSurvey</b>	<b>103</b>	<b>Baseline Survey</b>
CLConst_dp	104	Center Line of Construction
ClipBorder_dp	105	CLIP Border
ClipDrawingBound_dp	106	CLIP Drawing Boundary
Cloud_dp	107	Construction Cloud
COGO_dp	108	COGO Information

**Important!** At points in the process it may look as if you are done, but I would highly recommend that you complete the process. It literally only takes a few minutes, depending on “redraw” time.

**Important!** In reference to using labeling macros during this process, I would NOT recommend this. If you have labeling in the file, I would copy the labeling to text before you do this process.

**Important!** “Redrawing” without macros activated is going to un-rotate any Point Features. You will have to “redraw” with the macro activated after the process is complete to rotate them back.