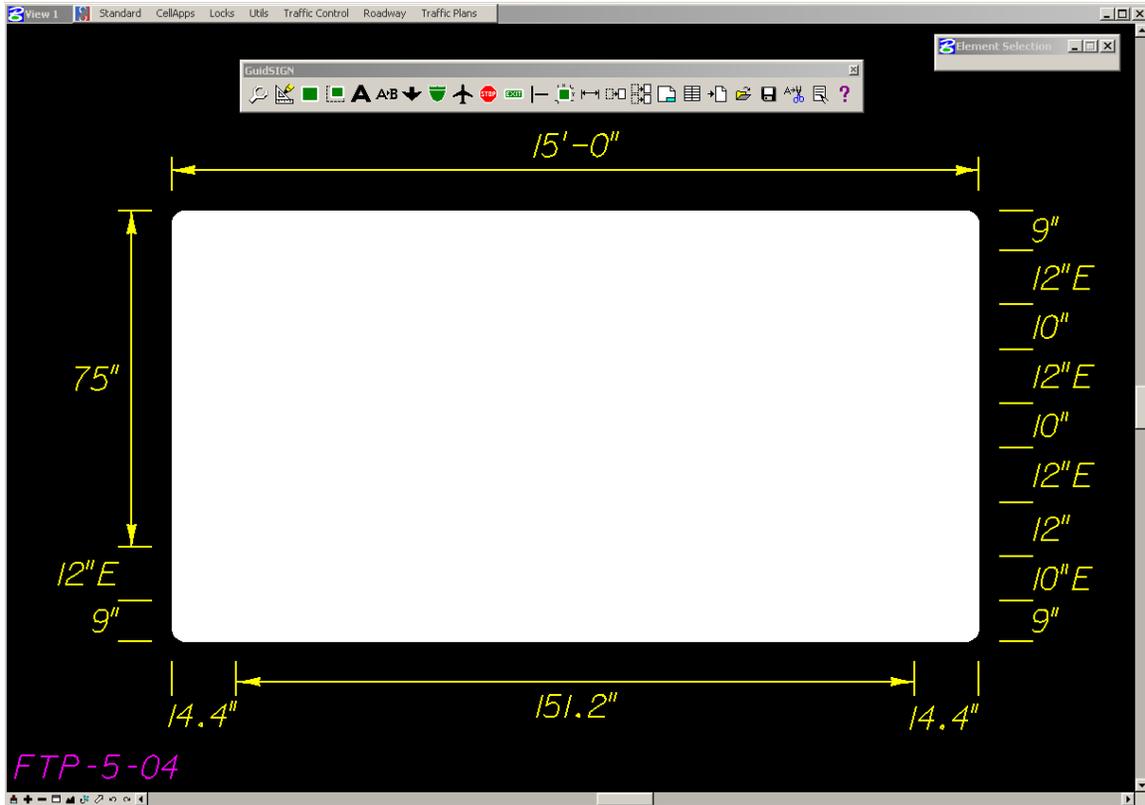


## Updating Existing Sign Panel with GuidSIGN, by Bradley C. Eiler

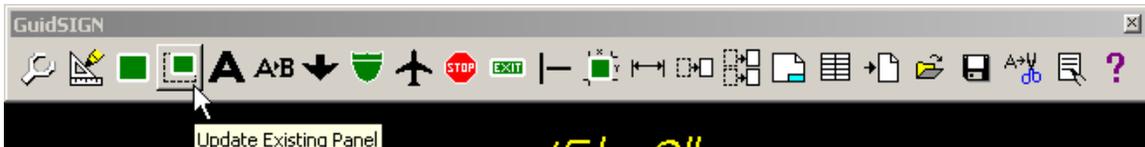
This article is to show how to update a sign panel created with the GuidSIGN program version 4.1 or higher.



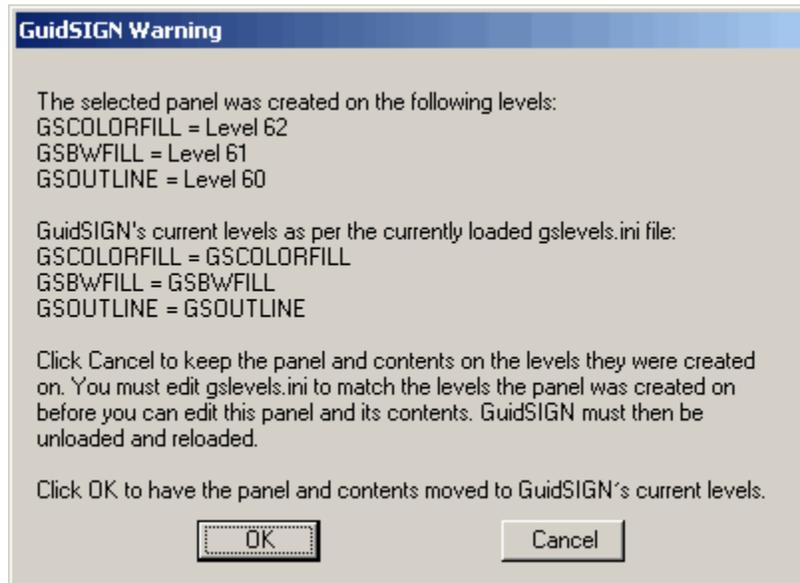
The above image is of a sign panel created with a version of GuidSIGN prior to GuidSIGN 4.3. The \*.dgn was created in MicroStation J version 7 and opened directly in MicroStation 2004 version 8 which changed the file format only. No other conversion has been done to the file.

Follow the directions below to update an existing sign panel:

1. From the GuidSIGN toolbar, select the Update Existing Panel button and click in the sign panel to be updated.



2. If the style that the sign panel was originally created with does exist, the following dialog will appear.

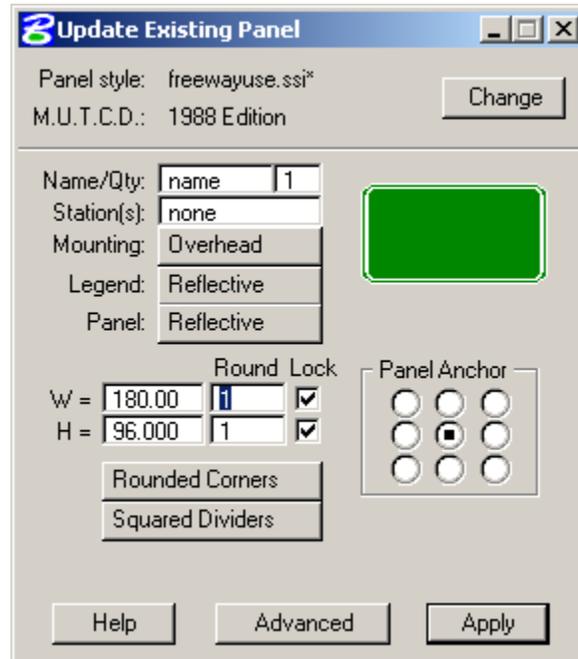


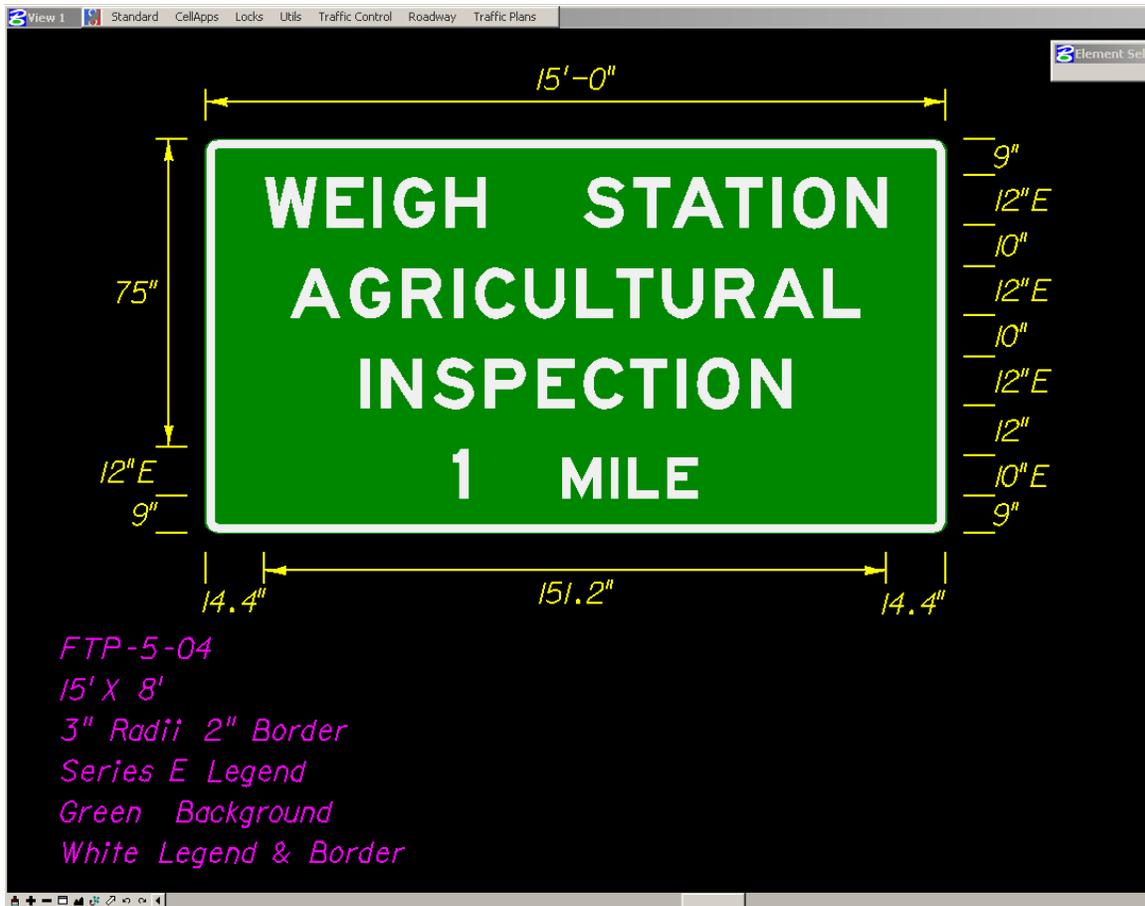
In order for the GuidSIGN program to modify the sign panel for this update procedure and for future use, the levels will have to be updated to match the levels specified in the GSLevels.ini file located in the server install directory Transoft folder. Click the OK button to move the sign panel and contents to MicroStation 2004 v8 levels.

**Note:** If the style that the sign panel was originally created with can not be located by the GuidSIGN program, a **GuidSIGN Alert** dialog will appear. Your only option is to click OK and the above **GuidSIGN Warning** dialog will appear.



3. The **Update Existing Panel** dialog will appear, giving the user an opportunity to modify the existing panel. The user can change the panel style name, quantity, stations (also from the advanced option), mounting, legend material, panel material, etc. Once the dialog is completed to the designers' specifications, click the Apply button to update the sign panel.





The sign panel should be updated. More objects may have to be updated by separate methods such as text (legend) color may have to be modified by selecting the Edit Highway Text button on the GuidSIGN toolbar, selecting the sign panel text to be modified and accessing the advanced dialog button by clicking the Advanced button.