

## Key-Ins and Applications

A standard set of key-ins and MDL applications is provided with MX in MicroStation. These are described under the appropriate heading.

### Key-ins

Key-ins are available for all the main MX commands. In the key-in window, select each of the following keywords to display a list of the related options:

- mxanalysis
- mxdesign
- mxdisplay
- mxdraw
- mxfile
- mxmodify
- mxreport
- mxtools
- mxview
- mxvisualise

The following additional key-ins are available:

- Key-in *reg\_drawing\_mfm all* - forces all MX elements in a drawing to be updated.
- Key-in *reg\_drawing\_mfm* - forces only those MX elements whose symbology has not changed in a drawing to be updated.
- Key-in *conv\_linestyles\_mfm* - converts MicroStation line styles to MX macro lines. See *Convert Line Styles in Related Topics* for further details.
- Key-in *convert\_to\_feature #MODEL(<model>) #FEATURE(<feature>)* - converts selected MicroStation elements to an MX feature. For example, *convert\_to\_feature #MODEL(Existing Ground) #FEATURE(Hedges)*
- Key-in *mx* - allows you to specify an MX linemode command from MicroStation. These commands can be joined together in sequence using an & separator, and accessed from a custom tool box. For example, the following key-in reports all the strings beginning with the character C in the model SIMPLE DESIGN:

```
mx report, simple design &991,C
```

- Key-in *rename\_cells* - renames any cell in the current selection to the specified name, for example:

```
rename_cells spots
```

This ensures that all cells which look identical but may have different names are mapped to the same MX macrosymbol.

- Key-in *simp\_geom* - creates simplified geometry for any subsequently selected elements which are accepted.
- Key-in *simpgeom\_dlg* - displays the simplified geometry configuration panel.

- Key-in *page* - displays the specified page from a multi-paged MX drawing. For example, to display page 5, type *page 5*.
- Key-in *apply\_macro* - applies a macro to selected DGN files. For example, to run the macro *change\_col.bas*, type *apply\_macro change\_col.bas* and then open the DGN files on which the macro is to be run.
- Key-in *del\_vert\_profile* - deletes a vertical profile from the current DGN. Select the profile and then type the key-in, or type the key-in and you will be prompted for the profile.
- Key-in *move\_to\_eof* - changes the drawing order of the selected elements so that they are drawn on top of any underlying elements.
- Key-In *MX\_OPEN\_INPUT* - opens the MX file input dialog.
- Key-in *MX\_FOCUS* - changes the focus from CAD to MX or MX to CAD.
- Key-in *new\_project\_mfm* - creates a new MX project.
- Key-in *close\_project\_mfm* - closes the current MX project.
- Key-in *export\_option\_mfm* - displays the MicroStation to MX configuration preferences.
- Key-in *del\_annotations* - deletes final drawings plan, profile and cross section annotation.
- Key-in *mxeh\_unlock* - enable a 'locked' MX string to be editable, ie unlocked. Any edits will not be saved to the model file. *mxeh\_unlock all* will allow all strings in the current drawing to be edited. In an MX session, **graphical manipulation** must be on.
- Key-in *mx export mesh2tria <model name>* - Google Earth tools in Microstation allow the capture of the current Google earth view and terrain. Terrain imagery is captured as a mesh or a B-spline surface, with the image attached to it as a material. The captured image will be at screen resolution and in monochrome (a Google Earth restriction). See CAD Help for full information on interaction with Google Earth.  
The terrain can now be imported into MX as an initial Triangulation model by selecting the destination MX Triangulation model / string for the currently selected mesh.  
The conversion process does not automatically display the resulting triangulation, as the recommended workflow would be to retain the imported mesh and applied material as a separate drawing that could be referenced rather than redisplaying using MX.  
This process supports the import of meshes not originating from Google Earth.
- Key-in *mx output\_window* - opens or closes the output window.
- Key-in *mx snap <toggle / master / geometry>* - sets the MX snap to snap to points on a master string, or to points on a geometry string. *Toggle* switches between *geometry* and *master*.

## MDL applications

- MDL application *moss\_enquire* - reports the model, object and string name of selected MX elements in the MX output window.
- MDL application *moss\_select* - selects elements according to specific MX criteria, for example, you can select all elements of a specific feature type.
- MDL application **JoinLines** - searches within a tolerance and joins the elements found.
- MDL application *DrawPages* - reads a page layout (\*.apl) file and creates a separate DGN containing the page outlines. This can be used as a reference file to show the orientation of the pages.
- MDL application **ConvertText** - replaces individual text characters with defined cells.
- MDL application *mxStart* - enables you to start and stop MX from the MicroStation *Applications* menu.

-  Before using an MDL application, you must load it using the key-in *mdl load <appname>*, where <appname> is the name of the MDL application, eg, *moss\_enquire*.
-  You may find it convenient to add these commands to a custom tool box or frame. For details of how to do this, refer to the MicroStation help.
-  MX MDL applications are located in the ...\\mfw\\mfm folder.