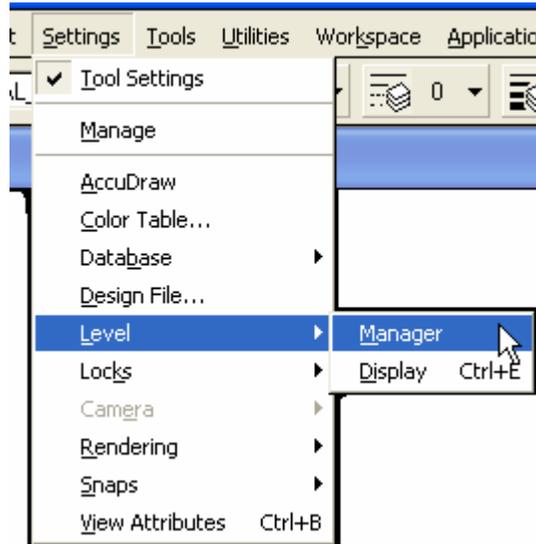
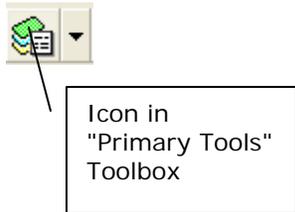
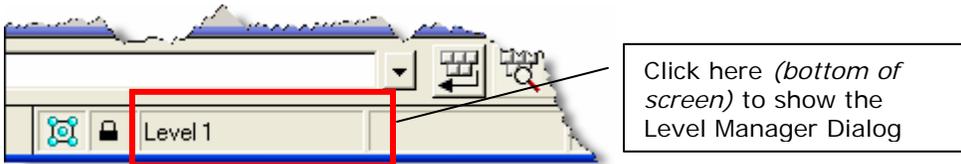


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Ways to Display Level Manager Dialog



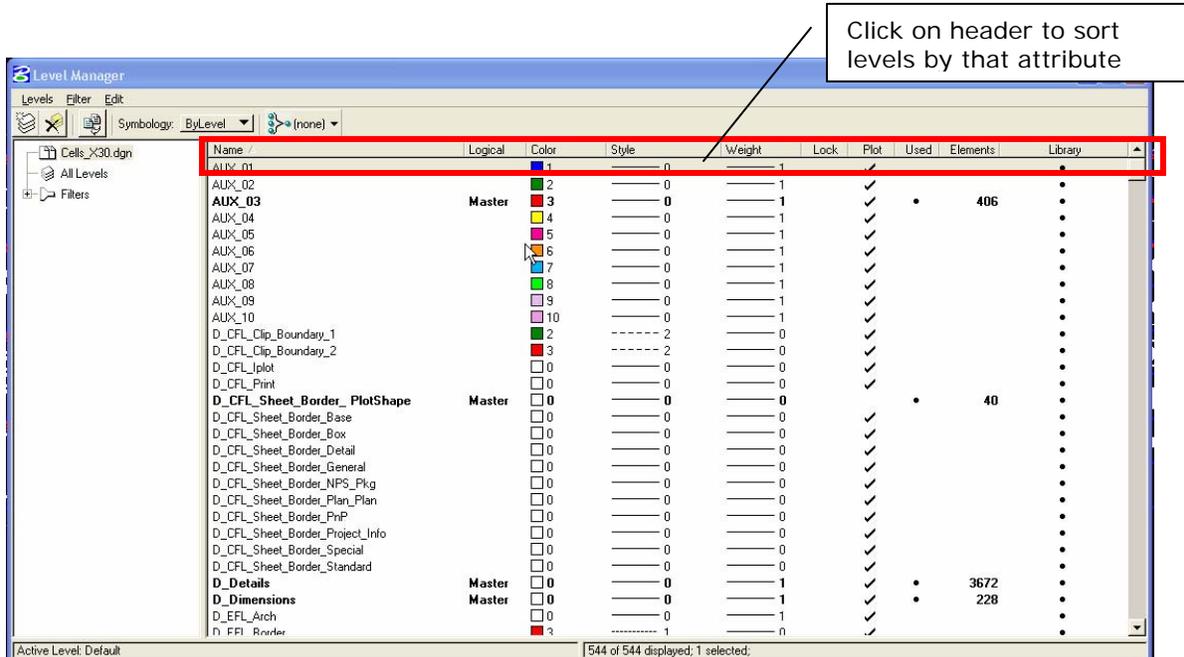
What you can do with Level Manager:

- Create/Delete Levels
- Change level symbology
- Display # of elements on levels.
- Set Active level
- Attach Level Library (is attached automatically)

Note: When you create a level it is not added to the "Level Library", it is only in the current drawing.

USE LEVELS IN THE LEVEL LIBRARY

- Levels you create are not supported for plotting.
- Do not change level attributes, it may not work with criteria or plotting.



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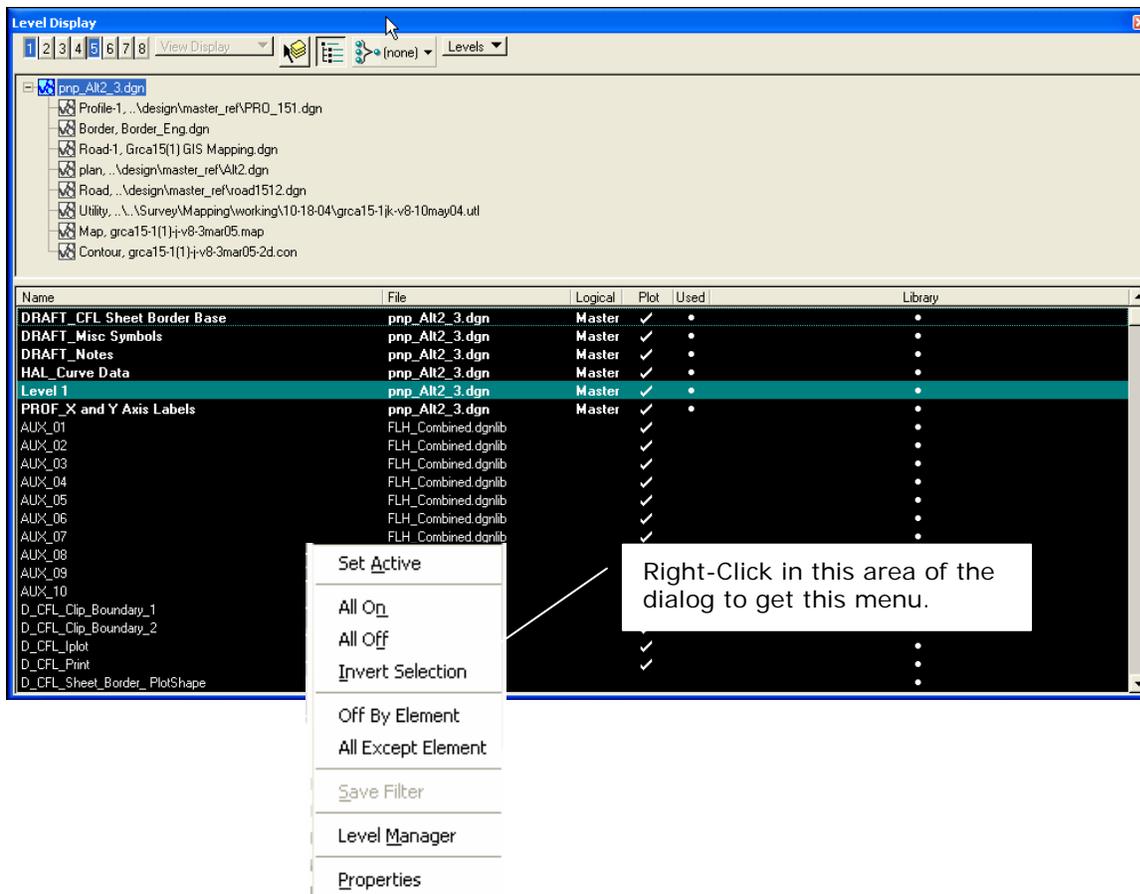
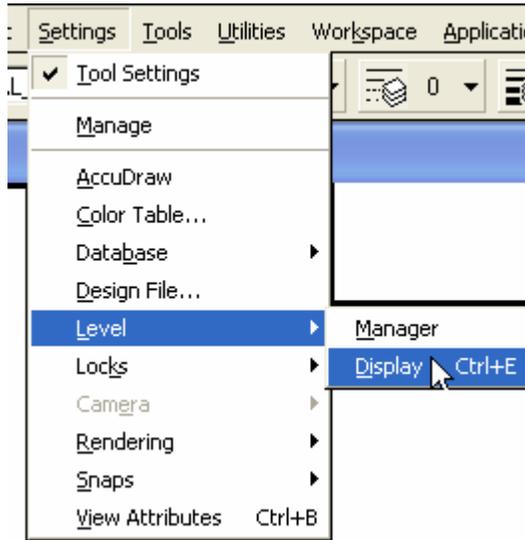
Ways to Display Level Display Dialog



Icon in "Primary Tools" Toolbox

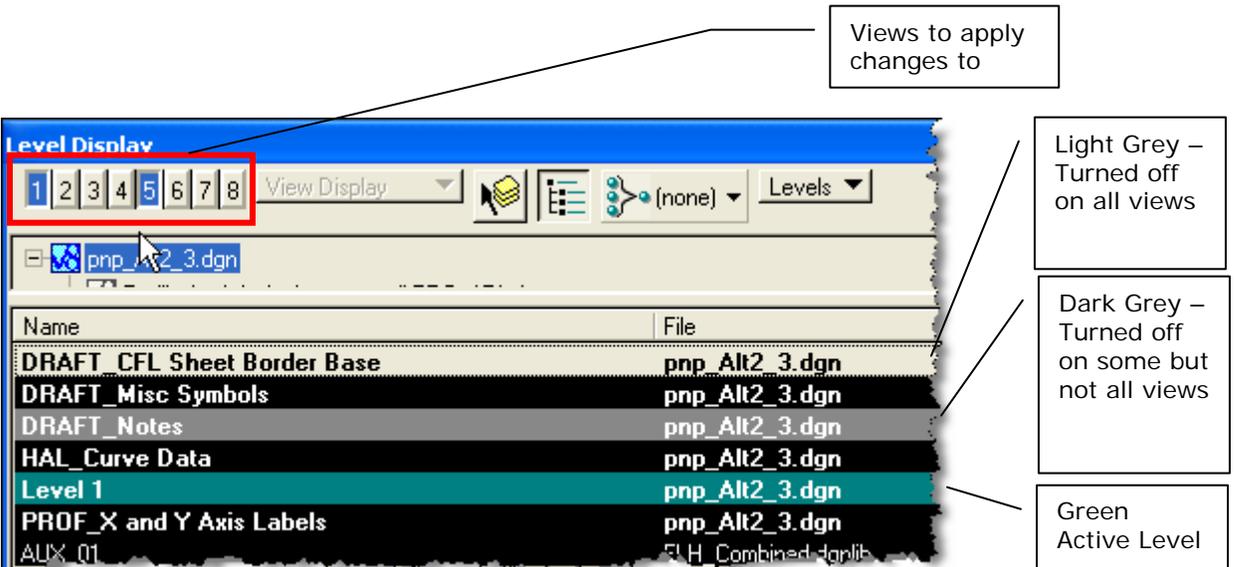
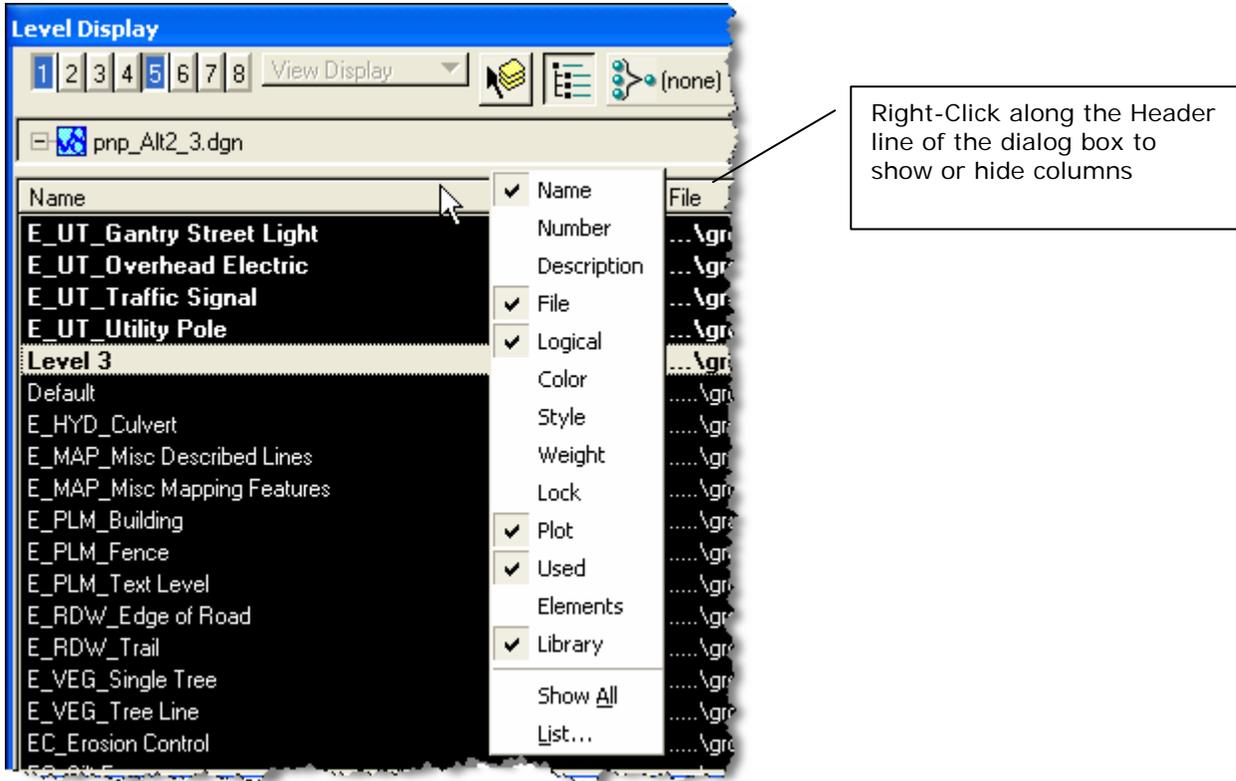
What you can do with Level Display:

- Turn on/off by view
- Set Active level



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- By sorting the level display by the "Used" column will reduce the amount of scrolling of the dialog box by putting all used levels at the top.
- Selecting "Off By Element" will allow you to pick an element either in the active file or any of the reference files and will turn off display of that level. Note that this will only turn off the level display only in the view that you pick the element in.

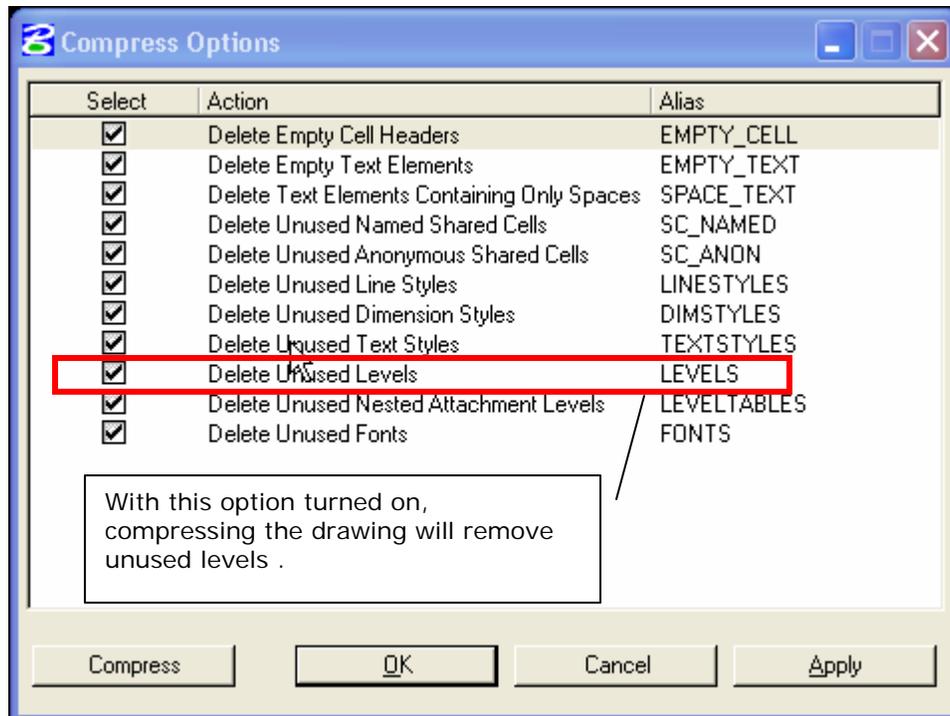
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- You can set the active level by:
 - From the *Attributes* tool box
 - Double click on the desired level in the *Level Manager*
 - Right-click and select *Set Active* from the *Level Manager*
 - *Change Element Attributes* with *Level* and *Use Active Attributes* enabled
 - *Match Element Attributes* with *Level* enabled.
 - *SmartMatch*
 - Double click the desired level in the *Level Display* dialog
 - Highlight the desired level followed by a *Right Click* > *Set Active* in the *Level Display* dialog
 - Keyin *LV=[level_number]*, ie: *LV=12*
 - Keyin *LV=[level_name]*, ie: *LV=annotation*
 - Keyin *Active Level [level_number]*
 - Keyin *Active Level [level_name]*

Deleting Unused Levels

(Such as Level 1 – Level 63 from v7 drawing)



You can also "Select All" levels in Level Manager and click the Delete icon,  only the "Non Library" levels will be deleted