

# PokeIt

Version 7.2

For Bentley MicroStation

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## 1. WHAT IS IT?

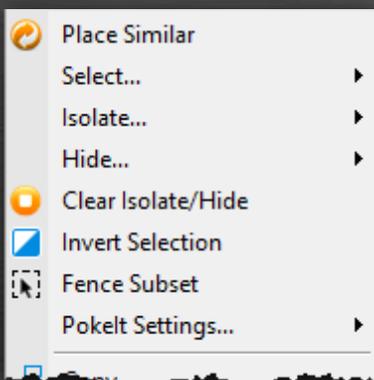
**PokeIt** is a MicroStation VBA macro. It's used to select, isolate, or hide elements based on their attributes, such as level, color, line style, etc. The filter criterion is populated from a selected, or "poked", element rather than from a list in a dialog box.

**PokeIt** is also used to create elements like a selected element.

There are also a couple of additional "bonus" commands.

**PokeIt** is accessed from the standard MicroStation context menu. To access this menu, with the **Element Selection** tool active, right press and hold on an element (this is equivalent to right-click in most programs).

The **PokeIt** commands begin with **Place Similar** and end with **PokeIt Settings**:



**PokeIt** is compatible with MicroStation CONNECT Edition and later. There are no plans to port it to earlier versions.

**PokeIt** is compatible with MicroStation base geometry element types. Support for vertical applications such as OpenRoads Designer and OpenBuildings Designer may be added later.

## 2. WHERE CAN I GET IT?

**PokeIt** doesn't ship with MicroStation; it's a VBA add-on. There are three files that comprise **PokeIt**:

- A MVBA file (the source code)
- A DGNLIB file (the user interface)
- A PDF file (these instructions)

These files can be found on the [Bentley Communities website](#).

Should the link above stop working, just Google "MicroStation PokeIt."

## 3. HOW DO I INSTALL IT?

It is always recommended that you first discuss add-on applications with your CAD manager before installing them.

The files need to be placed in specific locations for **PokeIt** to work. Because not all organizations that use MicroStation configure their workspaces the same, the following are general guidelines to help you locate possible folder locations. For more specific instructions, consult your CAD manager.

**NOTE:** For **ProjectWise** users, contact the ProjectWise administrator. He or she should know where to place the files in the ProjectWise managed workspace.

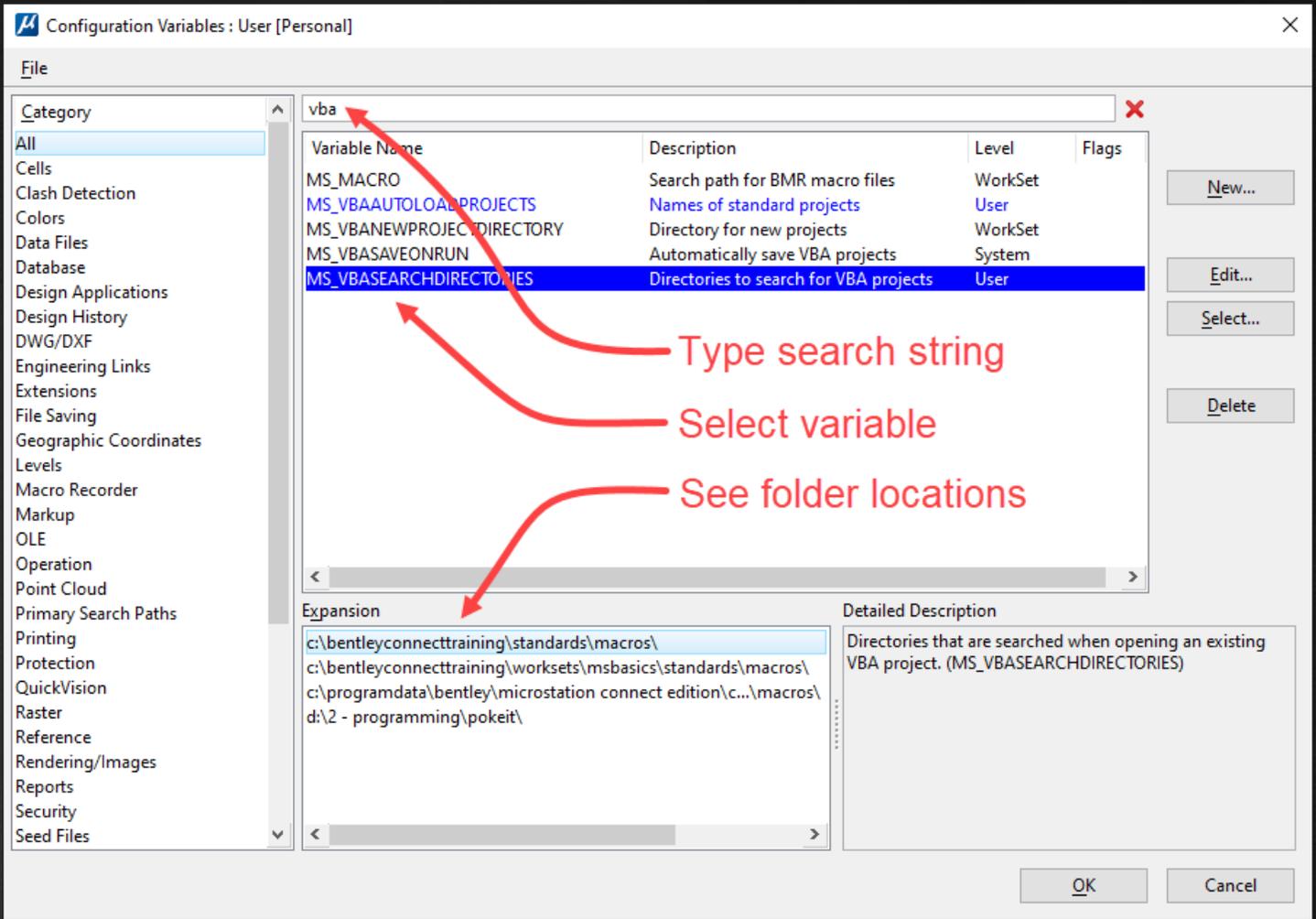
Otherwise...

Place the DGNLIB file in a folder pointed to by the MS\_GUIDGNLIBLIST configuration variable.

Place the MVBA file in a folder pointed to by the MS\_VBASEARCHDIRECTORIES configuration variable.

Place the PDF file in the same location as the MVBA file.

You can use the **Configuration Variables** dialog to search for where the variables are pointing (**File > Settings > Configuration > Configuration Variables**). See the following image.

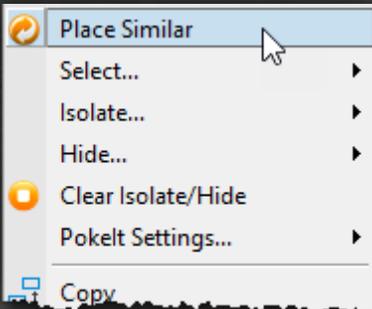


A restart of MicroStation will be required.

## 4. HOW DO I USE IT?

### Place Similar

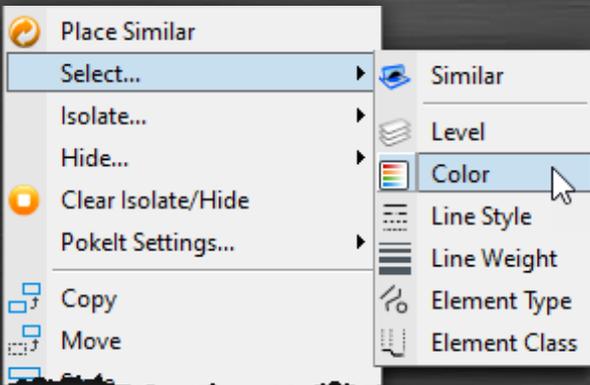
In the context menu, select **Place Similar**:



**PokeIt** matches the attributes of the selected element and activates a tool appropriate for creating a similar element. For example, if a line is selected, the attributes will be matched and the **Place SmartLine** tool will be activated.

### Select

Mouse over **Select** and choose the attribute in the submenu to filter by:



Elements that pass the filter established from the source element are selected.

When choosing **Select > Similar**:

- Non-cell elements are filtered using the level, line style, line weight, element type and element class of the source element.
- Cells are filtered using the cell name of the source element.

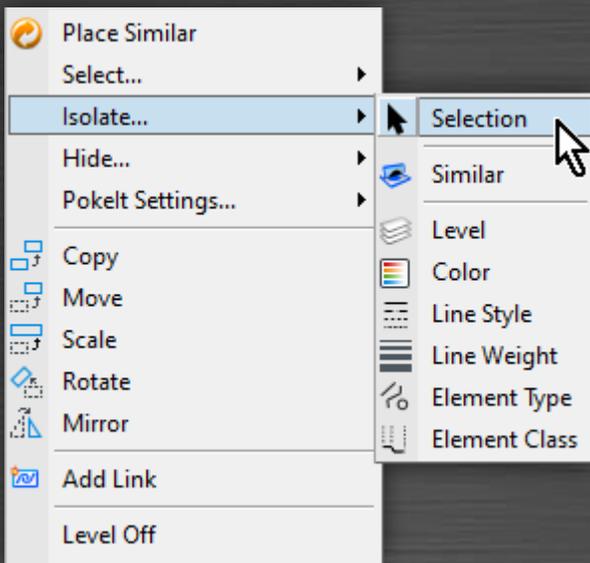
Some **PokeIt** commands support multiple element filter selections. For example, if the user wants to select all shapes and complex shapes:

1. Select a shape and a complex shape element
2. Right press and hold on one of the selected elements and then choose **Select > Element Type** (*all shapes and complex shape elements will be selected*)

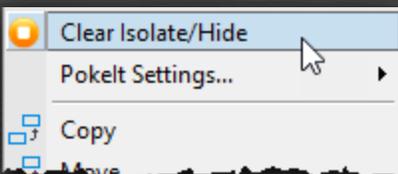
## Isolate and Hide

The options offered for **Select** are also available for **Isolate** and **Hide**, with the addition of **Selection**.

Choosing **Isolate** or **Hide Selection** results in selected elements being isolated or hidden:



To un-isolate or un-hide elements, choose **Clear Isolate/Hide**.\*



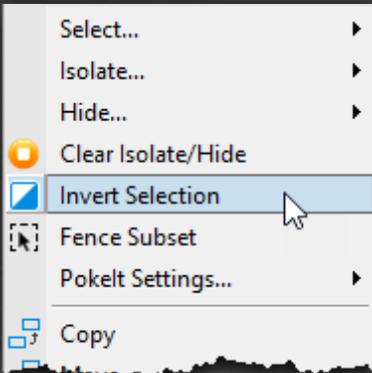
\***Isolate** and **Hide** apply a displayset to the affected view. Displaysets are designed to be transient and are NOT saved with the file. This means that **Isolate** and **Hide** cannot do any "damage" to a file that might confuse other users.

See the MicroStation help file for more information on displaysets.

## Invert Selection

This tool deselects the selected elements and selects the unselected ones. For instance, if the user wants to select all elements that *aren't* color 0:

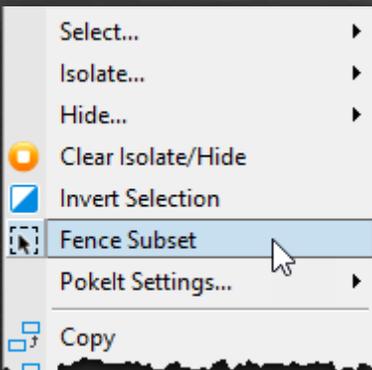
1. Select a color 0 element
2. Right press and hold on the element
3. Choose **Select > Color** (*all color 0 elements are selected*)
4. Right press and hold on a selected element
5. Choose **Invert Selection** (*all the non-0 color elements are selected*)



## Fence Subset

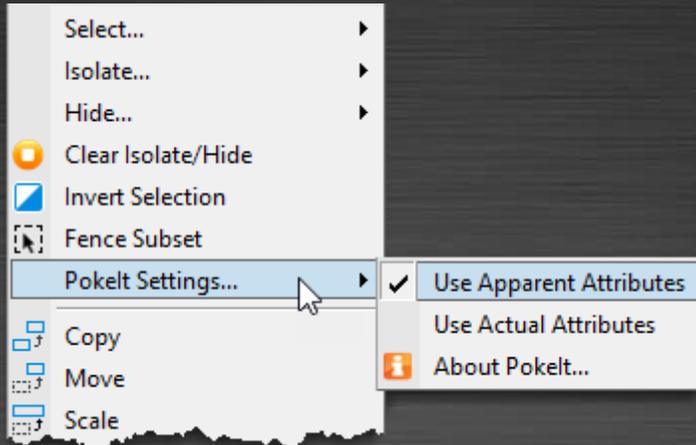
This tool allows users to create a "subset" from a selection set using a fence:

1. Create a selection set
2. Right press and hold on a selected element
3. Choose **Fence Subset**
4. Place a fence (*the selected elements not meeting the fence criteria are deselected*)



## PokeIt Settings

Displays the **PokeIt** settings:



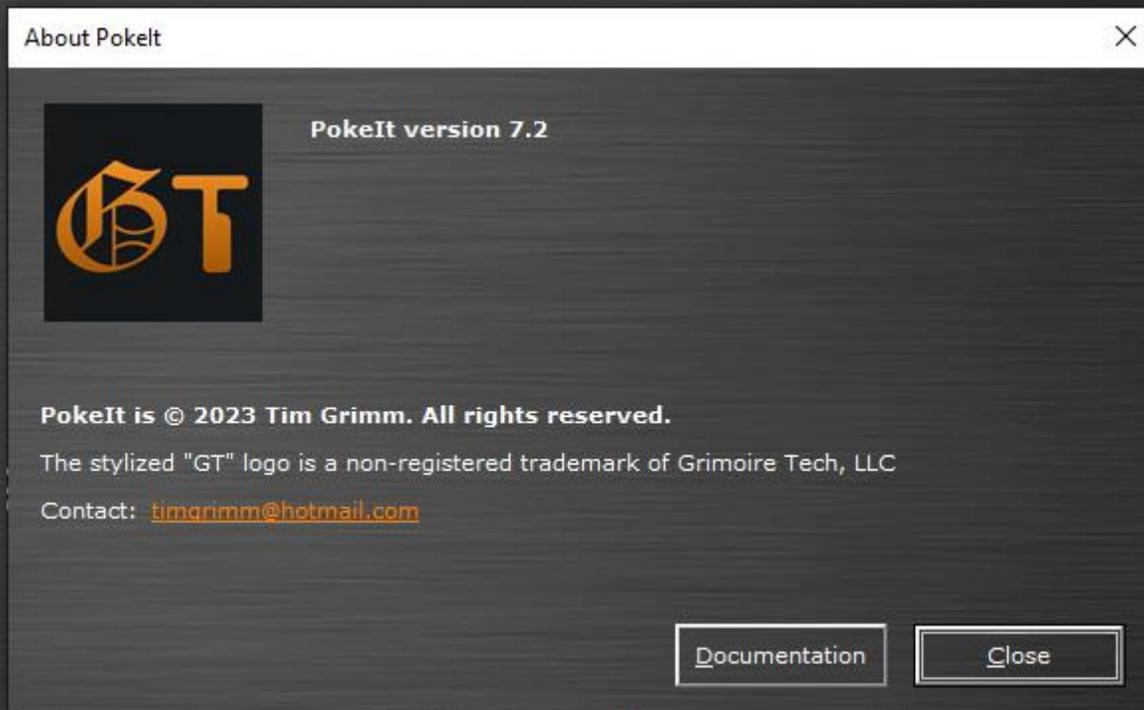
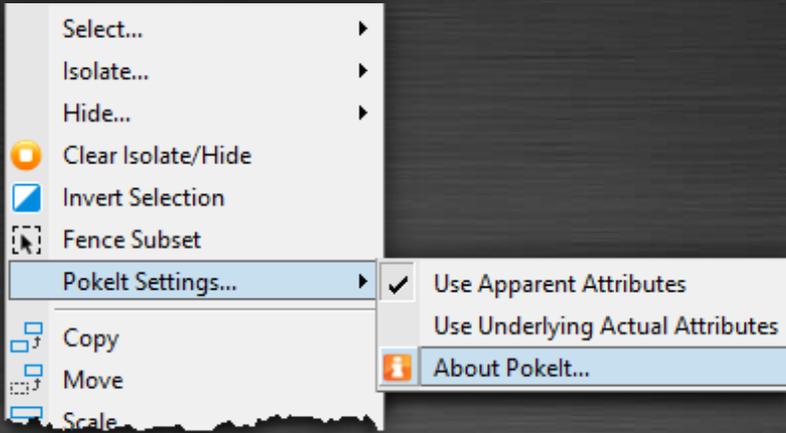
There are two options under **PokeIt Settings**, **Use Apparent Attributes** and **Use Actual Attributes**. **Use Apparent Attributes** will select elements based on the way they appear on the screen. For example, some elements may be red and some may be ByLevel red and some may have their Level Override set to red. With this setting active, all these elements would be selected in a single operation.

With **Use Actual Attributes** active, all elements with their color attribute set to ByLevel would be selected in a single operation, regardless of what the ByLevel colors are.

**Use Apparent Attributes** is recommended.

## About PokeIt

Displays the **About PokeIt** dialog box:



## 5. WHAT ARE THE KEY-INS?

The following key-ins are provided for those who would like to assign **PokeIt** commands to function keys or other customizable interface items.

### Place Similar:

VBA Run [PokeIt]modPokeIt.Main **Place Similar**

### Select:

- VBA Run [PokeIt]modPokeIt.Main **Select Similar**
- VBA Run [PokeIt]modPokeIt.Main **Select Level**
- VBA Run [PokeIt]modPokeIt.Main **Select Color**
- VBA Run [PokeIt]modPokeIt.Main **Select Line Style**
- VBA Run [PokeIt]modPokeIt.Main **Select Line Weight**
- VBA Run [PokeIt]modPokeIt.Main **Select Type**
- VBA Run [PokeIt]modPokeIt.Main **Select Class**

### Isolate:

- VBA Run [PokeIt]modPokeIt.Main **Isolate Selection**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Similar**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Level**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Color**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Line Style**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Line Weight**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Type**
- VBA Run [PokeIt]modPokeIt.Main **Isolate Class**

### Hide:

- VBA Run [PokeIt]modPokeIt.Main **Hide Selection**
- VBA Run [PokeIt]modPokeIt.Main **Hide Similar**
- VBA Run [PokeIt]modPokeIt.Main **Hide Level**
- VBA Run [PokeIt]modPokeIt.Main **Hide Color**
- VBA Run [PokeIt]modPokeIt.Main **Hide Line Style**
- VBA Run [PokeIt]modPokeIt.Main **Hide Line Weight**
- VBA Run [PokeIt]modPokeIt.Main **Hide Type**
- VBA Run [PokeIt]modPokeIt.Main **Hide Class**

### Clear Isolate/Hide:

VBA Run [PokeIt]modPokeIt.Main **Displayset Clear**

### Invert Selection:

VBA Run [PokeIt]modPokeIt.Main **Invert Selection**

### Fence Subset:

VBA Run [PokeIt]modPokeIt.Main **Fence Subset**

### About PokeIt:

VBA Run [PokeIt]modPokeIt.Main **About PokeIt**

## 6. WHO DO I CONTACT?

[timgrimm@hotmail.com](mailto:timgrimm@hotmail.com)

### Disclaimer

The developer assumes no liability for damages, direct or indirect, which may result from the use of this application.

### Copyright notices

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