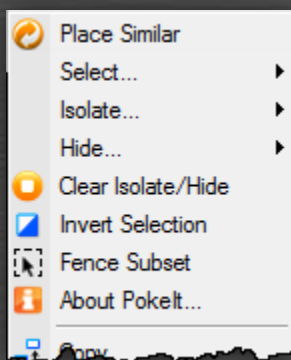# PokeIt

Version 5
For Bentley MicroStation

DESCRIPTION

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

PokeIt is also used to create elements similar to a selected, or "poked" element; hence the name "PokeIt".

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

PokeIt is accessed from the standard MicroStation context menu. To access this menu, 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 **About PokeIt**:
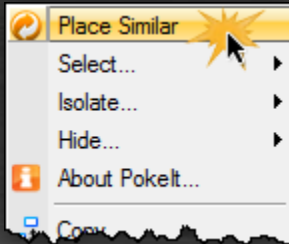

PokeIt is compatible with MicroStation V8i and later. There are no plans to port it to earlier versions.

PokeIt is compatible with MicroStation base geometry element types. Support for vertical applications such as InRoads and AECOsim Building Designer may be added later.
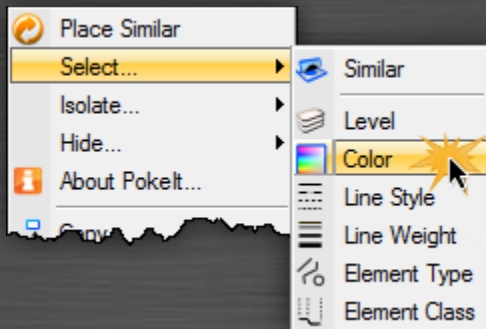
USAGE INSTRUCTIONS

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.

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.
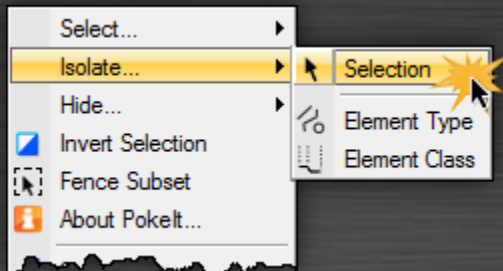- Cells are filtered using the cell name of the source element.

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 are selected)*
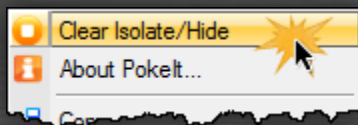
Isolate and Hide

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

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

Clear Isolate/Hide

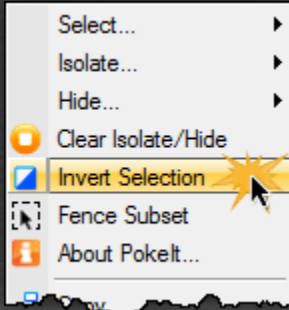To un-isolate or un-hide elements, choose **Clear Isolate/Hide**:*

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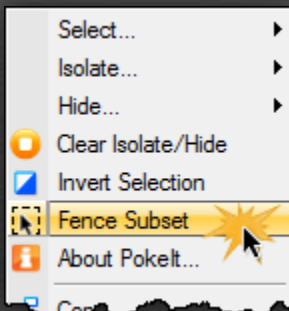
1. Select a color 0 element
2. Right press and hold on the element
3. Choose **Select > Color** *(all color 0 elements are selected)*
4. Right press and hold on a selected element
5. Choose **Invert Selection** *(all the non-0 color elements are selected)*

Select...
Isolate...
Hide...
Clear Isolate/Hide
Invert Selection
Fence Subset
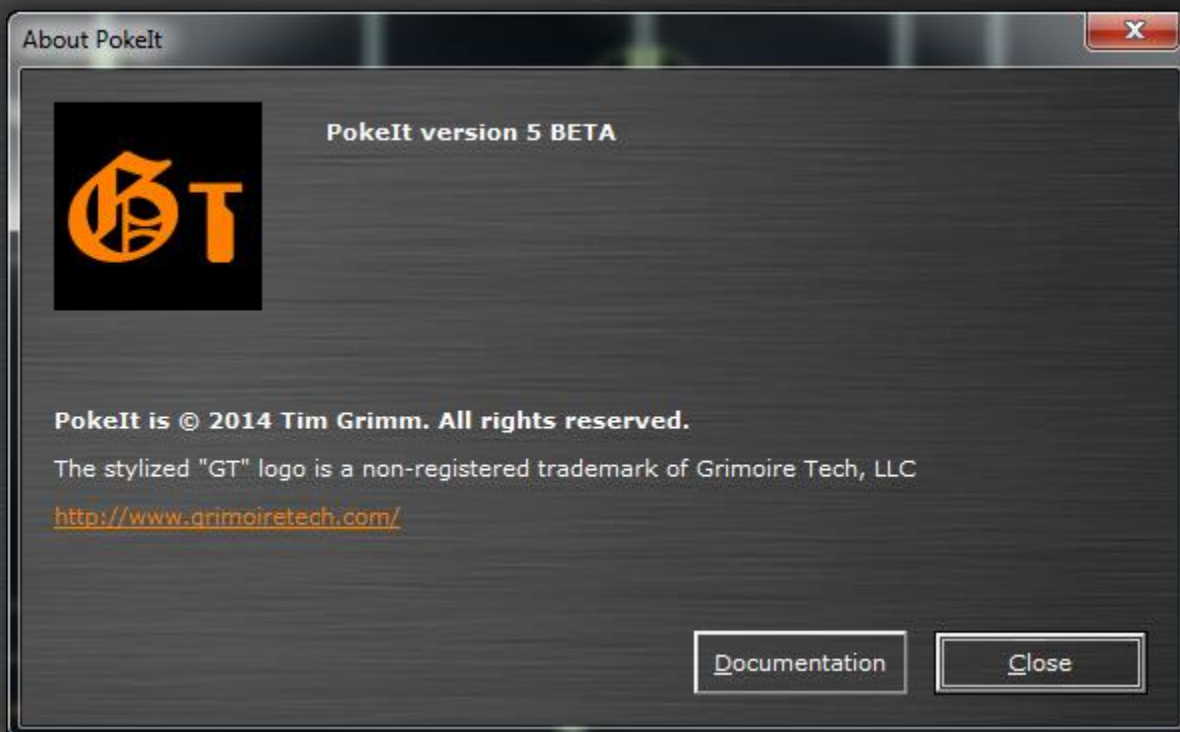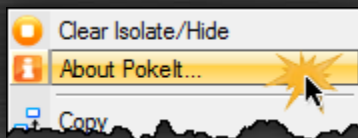About PokeIt...

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 definition are deselected)*

Select...
Isolate...
Hide...
Clear Isolate/Hide
Invert Selection
Fence Subset
About PokeIt...

About PokeIt

Displays the **About PokeIt** dialog box:

PokeIt version 5 BETA

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Documentation   Close

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**

INSTALLATION INSTRUCTIONS

Place the DGNLIB file in a folder pointed to by the MS_DGNLIBLIST and MS_GUIDGNLIBLIST configuration variables.

Place the MVBA file in a folder pointed to by the MS_VBASEARCHDIRECTORIES configuration variable.

A restart of MicroStation may be required.

CONTACT

http://www.grimoiretech.com/

DISCLAIMER

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

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