

# CREATE LEGENDS

This application is designed to create legends from levels and cells that are visible in the active file and any reference files.

It is designed to quickly create a legend that a user can readily edit as required.

CreateLegends does use anotation scale to size and position all components of the legends and will automatically turn on the annotationscale lock. The file should have the annotationscale set to the drawing scale.

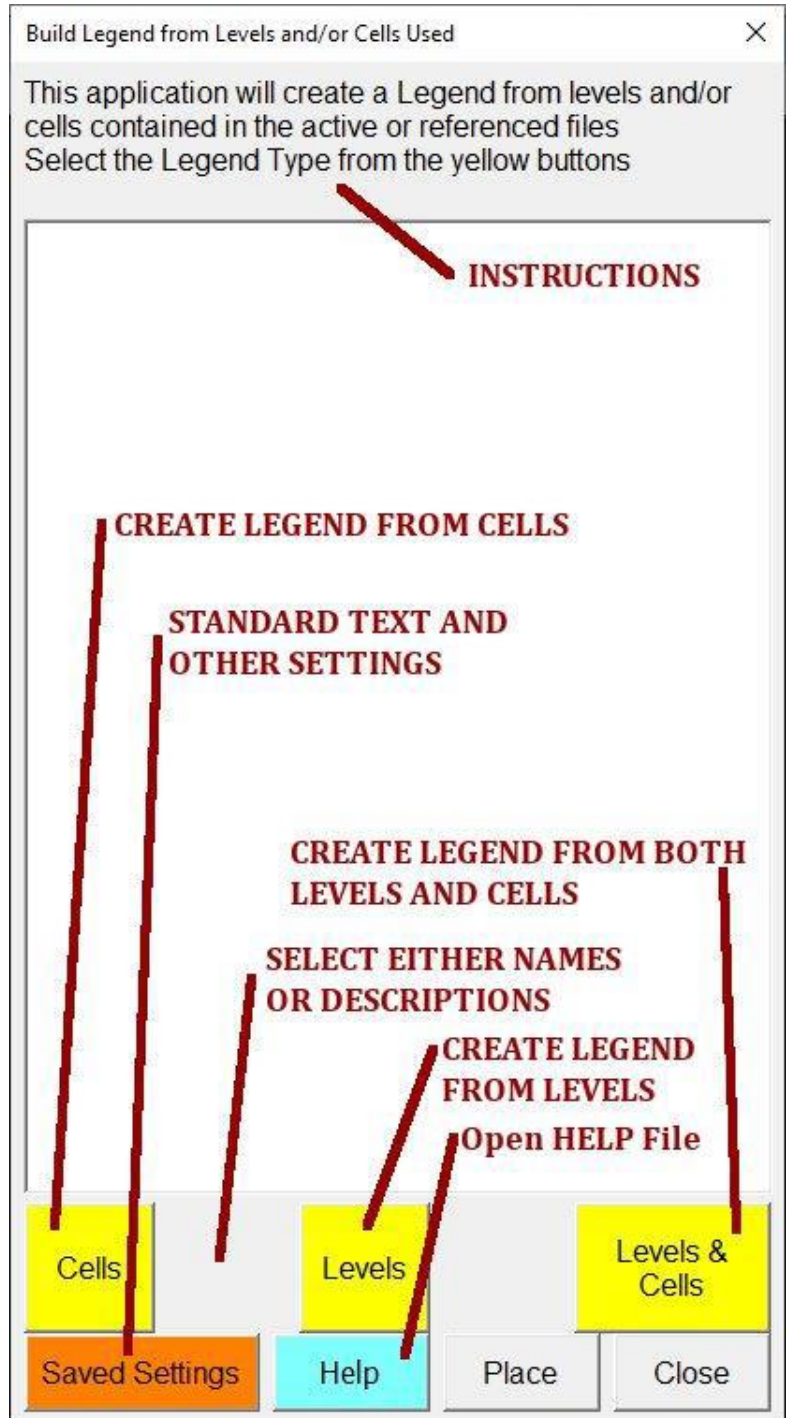
This Help file, **CreateLegends.pdf**, and application files **CreateLegends.mvba**, **Q\_Sort.mvba**, and **DialogPositioning.mvba**, need to be in the same folder within the **MS\_VBASEARCHDIRECTORIES** paths.

To start the application, key-in,  
**vba run [CreateLegends] CreateLegend**

## Process Basics and Instructions for Use

**Fig 1.** Shows the opening screen with explanation of controls.

You should also look for **Instructions/Prompts** in the messages area at the bottom left of the screen as per all commands.



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**Fig 2.** Shows Levels & Cells has been selected.

Note you have the option to have the text in the legend come from either the **Cell or Level Names** or **Cell or Level Descriptions**. These options are only displayed when one of the Yellow buttons is selected.

The second column in the list indicates the item is either a Level or a Cell.

The blue rows with ticks indicate the row is selected.

In Fig 2 example Cell and Level Names have been selected for the legend items.

Click the Place button and you should see the Legend appear attached to the cursor ready for placement.

Note: For a large legend or a file with many levels and/or cells, there may be a slight lag in processing the list and or dynamic display.

Build Legend from Levels and/or Cells Used

Select location for LEGEND

<input type="checkbox"/>	Default	Level
<input type="checkbox"/>	Fence	Level
<input checked="" type="checkbox"/>	Fence-Electric	Level
<input checked="" type="checkbox"/>	Fence-Spiked	Level
<input checked="" type="checkbox"/>	Fill-PIR Coverage Area	Level
<input checked="" type="checkbox"/>	Fill-Zone 4 Area	Level
<input checked="" type="checkbox"/>	Fill-Zone 6 Area	Level
<input type="checkbox"/>	Legend	Level
<input type="checkbox"/>	Restricted	Level
<input type="checkbox"/>	Security	Level
<input type="checkbox"/>	Tag Element	Level
<input type="checkbox"/>	Tags-Text	Level
<input type="checkbox"/>	Sec-BRMSI	Cell
<input type="checkbox"/>	Sec-BRMS	Cell
<input checked="" type="checkbox"/>	Sec-CU1	Cell
<input checked="" type="checkbox"/>	Sec-UI	Cell
<input checked="" type="checkbox"/>	Sec-V	Cell
<input type="checkbox"/>	Sec-D	Cell
<input type="checkbox"/>	B1 (tags)	Cell

Cells

☒ Names  
☐ Desc's

Levels

☒ Names  
☐ Desc's

Levels & Cells

☒ Names  
☐ Desc's

Saved Settings

Help

Place

Close

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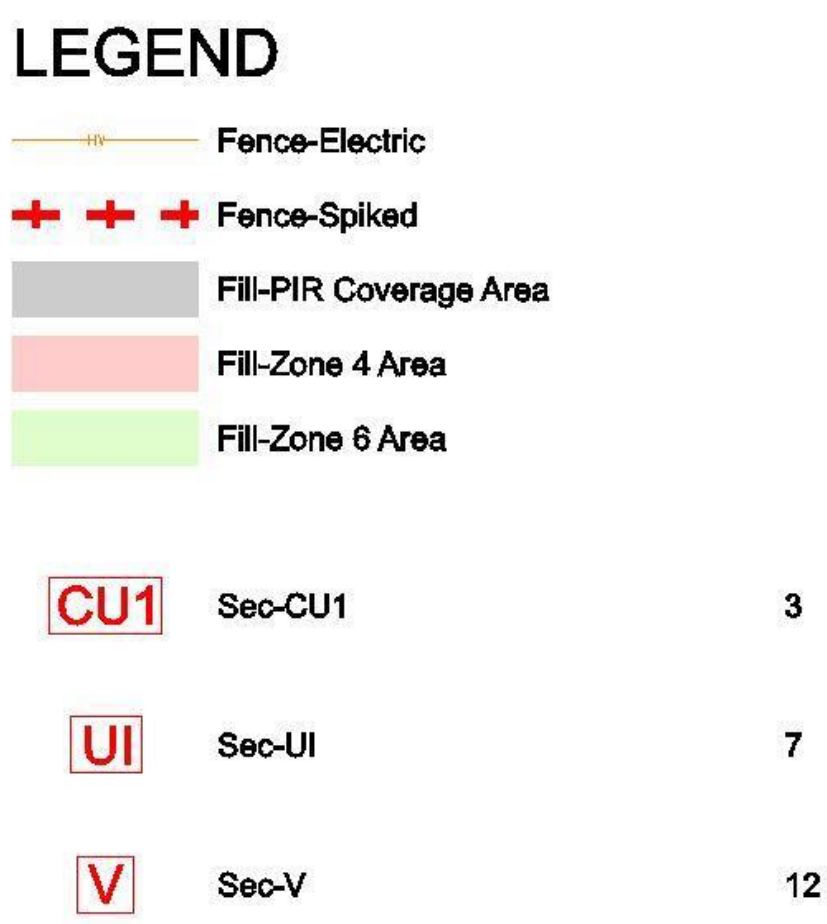
**Fig 3.** Shows the Legend after placement.

In this example the levels have the text displayed as per the level name and the cells have the text displayed as descriptions. The number after each cell represents how many of each cell is displayed in the view.

Displayed in the view means the element has display turned on for the view, it may not be showing on the screen if you are zoomed in to show only part of the view. Cells that are on in the view but not showing on the screen will be counted.

Cells are added to the Legend at the same scale as shown in the view and can be rescaled to suit your purpose.

Levels that meet the **Level Fill Code** criteria have been shown as a filled shape, refer Fig 4.



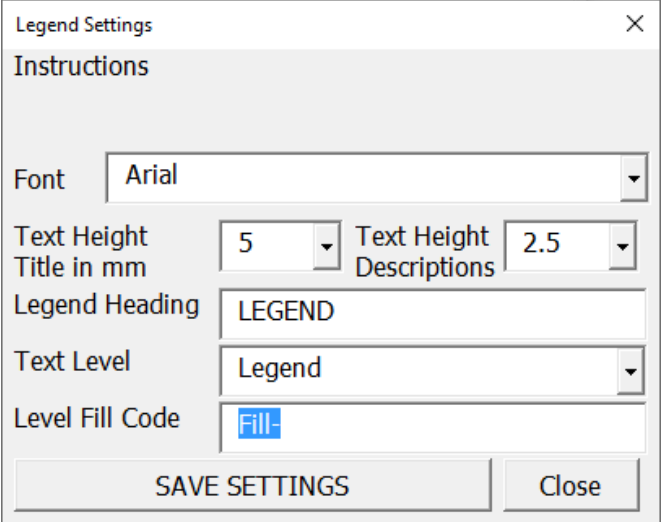
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**Fig 4.** Shows the Legend Settings dialog that is opened by clicking the Saved Settings button.

This is where you can save your desired settings for each part of the legends.

Note: In this example the Level Fill Code **Fill-**, matches part of the level names showing the coloured rectangles in Fig 3.

The settings are saved to your Personal.ucf, as are the screen locations for the dialogs so that they appear in the same place as they were last time used.



The image shows a 'Legend Settings' dialog box with a close button (X) in the top right corner. The dialog contains several settings:

- Font:** A dropdown menu showing 'Arial'.
- Text Height Title in mm:** A dropdown menu showing '5'.
- Text Height Descriptions:** A dropdown menu showing '2.5'.
- Legend Heading:** A text input field containing 'LEGEND'.
- Text Level:** A dropdown menu showing 'Legend'.
- Level Fill Code:** A text input field containing 'Fill-'.

At the bottom of the dialog, there are two buttons: 'SAVE SETTINGS' and 'Close'.