MicroStation - AccuSnap

Overview

AccuSnap allows you to snap elements with a single mouse click. By default, AccuSnap is toggled ON when MicroStation is opened. Notice that whenever the cursor is waiting for a data point and it nears an element, two symbols will appear and an element in the file is highlighted. This is AccuSnap locating a point to snap to automatically.

One of the symbols is the snap mode. By default, MicroStation uses the keypoint snap mode. As you change snap mode, this symbol will change to match.

The other symbol is the tentative point. In the past, this has been a large, thin crosshair. With AccuSnap it appears as a smaller crosshair. When the pointer is within *Keypoint Sensitivity* range, AccuSnap displays the tentative snap point as a heavy line weight "X". A data point at this stage will be placed at the tentative snap point location.

AccuSnap will also highlight the closest element that applies to the current snap mode. When there is more than one element in an area, simply move the cursor over the element to be snapped from.

Another aspect of AccuSnap is that it will highlight the nearest element whenever a command is waiting to select an element. For instance, with AccuSnap turned on, select the delete command. When the cursor passes over an element, it will highlight. A single click will delete it.

To access the AccuSnap settings, go to the *Settings > Snaps > AccuSnap* command, or key-in: *DIALOG ACCUSNAP*. To toggle AccuSnap on and off key in: *ACCUSNAP TOGGLE*.

The General Tab

This tab contains controls to enable or disable AccuSnap, and to define the way it operates.

Enable AccuSnap

AccuSnap is automatically enabled when you start MicroStation. When using AccuSnap, in conjunction with AccuDraw, you can use the following AccuDraw shortcuts:

U — suspends AccuSnap for one data point

J — toggles AccuSnap off/on

NOTE: Toggle AccuSnap on or off from the *Toggle AccuSnap* icon on the *Snap Mode* button bar.
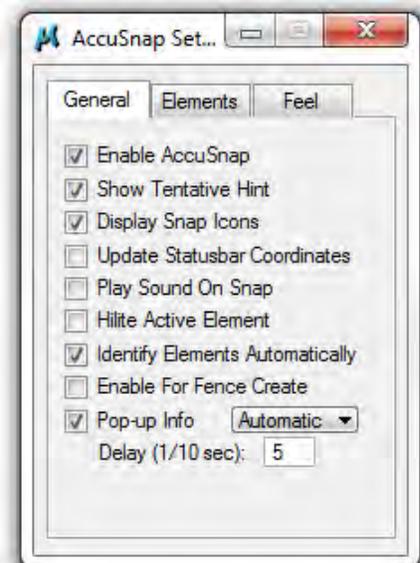
Show Tentative Hint

If the pointer is within the range of the Snap Tolerance, AccuSnap displays the nearest snap point with a cross-hair.

Display Snap Icon

AccuSnap displays the icon of the current snap mode at the snap point.

Update Status bar Coordinates

If enabled, the coordinate readout in the status bar updates for each tentative snap point. That is, each time that AccuSnap snaps to a point on an element, or when you press the tentative point button, the coordinates for the snap point appear in the status bar.

Play Sound on Snap

If enabled, a sound is played when you snap to an element.

Hilite Active Element

If enabled, AccuSnap highlights the active element as soon as the pointer is within the range of the *Snap Tolerance*. If disabled, AccuSnap highlights the active element only when a tentative snap point is displayed.

Identify Elements Automatically

If enabled, elements are identified automatically as you pass the pointer over them.

Enable for Fence Create

If enabled, AccuSnap is active when placing a fence.

Pop-up Info

If enabled, pause or hover the pointer over a highlighted element and a pop-up displays information about the element. An option menu defines when this information appears.

- Automatic — Pop-up information appears whenever you pause or hover the pointer over a highlighted element.

- Tentative — Pop-up information appears only when you manually snap a tentative point to an element and then hold the pointer over any part of the highlighted element.

The Elements Tab

This tab contains controls for snapping to specific element types, their fills, and sorting of snap hits.

Turn snapping on for:

Controls in this group let you control whether or not AccuSnap snaps to Curves, Dimensions, Text, and/or Meshes. When snapping is turned off for any of these, AccuSnap will not snap to the particular element, but it will display an icon to show that the element is being ignored.

NOTE: You can override these setting by entering a manual tentative point.

Find Elements By: Interior of Filled Elements

If enabled, AccuSnap can snap to the interior area of filled elements.

Sort Hits By: Element Class

If enabled, the order in which AccuSnap snaps to overlapping elements is determined by their class — *Primary* elements first, followed, in order, by *Construction*, *Pattern*, and *Dimension* elements.

The Feel Tab

The *Feel* tab contains controls that affect AccuSnap's sensitivity in locating elements.

Keypoint Sensitivity

Adjust how close the screen pointer must be to the snap point, before AccuSnap snaps to it. Move the slider to the right (+) to increase, or to the left (-) to reduce, the allowable distance.

Stickiness

Adjust the sensitivity of AccuSnap to the current element. When snapped to an element, move the pointer along that element, the snap system will have a preference for that element over other elements that may have snap points closer to the cursor.

The further to the right (+) that the *Stickiness* slider is set, the further away from the element the screen pointer can be to without AccuSnap snapping to another element. Alternatively, the further to the left (-) the *Stickiness* slider is set, the closer to the element screen pointer must be for AccuSnap to "stick" to the active element.

Snap Tolerance

Adjust how close the pointer must be to an element in order to snap a tentative point to it. Move the slider to the right (+) to increase, or to the left (-) to decrease, the snap tolerance.

For questions or comments on this tech note, contact your regional CAE Support Coordinator or the WSDOT CAE Help Desk at (360) 709-**8013**.