

Working Smarter, Together

MAY 15 - 17, 2012 | PHILADELPHIA, PA., USA



## Bentleyuser.dk Årsmøde 2012 Nordic Civil 2012

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Workshop – X7 Civil Design Review: 3D Modeling and Clash Detection

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## Preface

In this workshop, you will start by creating a roadway design using the Roadway Designer and display the 3D Components of that design in MicroStation. Then, you will use Bentley's civil design software to display the 3D graphics that represent the design of roadway drainage pipes and inlets. There is a conflict between the pipes and the roadway subgrade. You will use MicroStation's Clash Detection functionality to review the clashes. You will then publish an i-model and use Bentley Navigator to comment and markup locations of the clashes.

The workshop guide is yours to take with you. If you don't finish all the exercises, or just want to work with the dataset upon return to your office, the datasets (both initial and completed files) are provided on the Conference DVD. Many workshops will also have videos of all exercises on the DVD.

*Note* Prerequisite Knowledge Level: Participant should have a basic understanding of road design principles and in the use of MicroStation and the native application (InRoads or GEOPAK) or one of the Power products.



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# Chapter 1: Model the Corridor and Drainage

### **GETTING STARTED**

In this lesson, we will open the MicroStation Design file and open an InRoads Project file.



Exercise: Open the MicroStation File

#### Lesson Objective:

This exercise will guide you through the steps to start InRoads.

#### Procedure:

- 1. From the computer desktop double-click on the Power InRoads V8i icon.
- When the MicroStation Open dialog appears navigate to the following directory.
   C:\2012\_BT\_Civil\BC2WK3 Civil Design Review-3D Modeling and Clash Detection\DATA
- 3. Highlight the file *Corporate Drive.dgn* and click **Open.**



#### Exercise: Open the InRoads Project File

#### Lesson Objective:

This exercise will guide you through the steps to open a Project file.

#### Procedure:

- 1. From the InRoads menus, select File > Open.
- 2. Select the Project file named *Corporate Drive.rwk* from the *C:\2012\_BT\_Civil\BC2WK3 Civil Design Review-3D Modeling and Clash Detection\DATA* folder.
- 3. Click Open, and then Cancel.

This will open the following files:

Preference file:Bentley Training.xinGeometry Project:Corporate Drive.alg

Existing Ground Surface:	Corporate Drive.dtm
Roadway Design:	Corporate Drive.ird
Drainage Database:	Corporate Drive.sdb
Template Library:	Template Standards.itl



#### Exercise: Setup the Project Defaults

#### Lesson Objective:

This exercise will guide you through the steps to setup the Project Defaults.

#### **Procedure:**

- 1. From the InRoads menus, select **File > Project Defaults**.
- 2. Click the **New** button on the Project Defaults dialog.

🐂 Set Project Defaults		<b>—</b> ×-
Configuration Name:	<none></none>	Apply
Default Performance		Close
Default Preferences		New N
Preferences (* xin):		Copy
Turnouts (*.txt):		Bename
Drainage Structures (*.dat):		Delete
Rainfall Data (".idf):		Despie
Bridge Sections (*.txt):		Browse
Drafting Notes (*.dft):		Import
Pay Items (".mdb):		Export
Site Modeler Options (".spf):		<u>H</u> elp
Default Directory Paths ProjectWise Directory:		
Project Default Directory:		
Report Directory:		
Projects (".rwk):		
Surfaces (".dtm):		
Geometry Projects (", alg):		
Template Libraries (*.itl):		
Roadway Design (*.ird):		
Survey Data (*.fwd):		
Drainage (*.sdb):		
Style Sheet (".xsl):		
Quantity Manager (".mdb):		
Site Modeler Projects (".gsf)		
Default Grid Factor Grid Eactor: 1.00	Export Preferred Preference Active Only Name: Default	Default

- 3. Key in *Corporate Drive* for the Name and click **OK**.
- 4. Put your cursor Drainage Structures (\*.dat) and click the **Browse** button.
- 5. Select *InRoads Training Structures.dat* from the *C:\2012\_BT\_Civil\BC2WK3 Civil Design Review-3D Modeling and Clash Detection\Data\* folder location and click **Open.**
- 6. Click **Apply** on the Project Defaults dialog.
- 7. Close the Project Defaults dialog.



#### Exercise: Displaying 3D Drainage Graphics

#### Lesson Objective:

In this lesson, we will display 3D Drainage graphics using InRoads.

#### Procedure:

- 1. Select **Tools > Application Add-ins** from the InRoads menus.
- 2. Enable the View Drainage as Solids Add-in and click OK.

and the second		_
Available:	ОК	1
Translate Leica DBX Add-In		- 4
Traverse Edit Add-In	Cance	el
Tunnel Surface Commands Add-In		_
Tumouts Add-in	Неір	
Update Design Add-In		
Upload Trimble Add-In		
Variable Manager Add-In		
View Bathymetric Elevation Add-In		
Wiew Drainage as Solids Add-In Description The Turnouts Add-In provides commands for the creation connecting geometry.	and editing of tumouts and	
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Wiew Drainage as Solids Add-In           Description           The Turnouts Add-In provides commands for the creation connecting geometry.           Command           Geometry>View Geometry>All Turnouts	and editing of turnouts and	
Wew Drainage as Solids Add-In           Description           The Turnouts Add-In provides commands for the creation connecting geometry.           Command           Geometry>View Geometry>All Turnouts           Geometry>Turnouts-Create Turnout	+	
View Drainage as Solids Add-In     Description     The Turnouts Add-In provides commands for the creation     connecting geometry.     Command     Geometry>New Geometry>All Turnouts     Geometry>Turnouts>Create Turnout     Geometry>Turnouts>Create Diamond Crossing	T and editing of turnouts and	
Mew Drainage as Solids Add-In     Description     The Tumouts Add-In provides commands for the creation     connecting geometry.     Command     Geometry>View Geometry>All Tumouts     Geometry>Tumouts>Create Tumout     Geometry>Tumouts>Create Damond Crossing     Geometry>Tumouts>Create Connection	editing of turnouts and	
Wew Drainage as Solids Add-In           Description           The Turnouts Add-In provides commands for the creation connecting geometry.           Command           Geometry>View Geometry>All Turnouts           Geometry>Turnouts-Create Turnout           Geometry>Turnouts-Create Damond Crossing           Geometry>Turnouts>Create Connection           Geometry>Turnouts>Create Connection	-	a de la constante de

- 3. Select **Tools > Locks > Style Lock** from the InRoads menus.
- 4. Select Drainage > View > Drainage as Solids.

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1		١.

Exercise: Displaying Roadway Components

#### **Lesson Objective:**

In this lesson, we will display 3D Roadway Component graphics using InRoads.

- 1. Select **Tools > Locks > Style Lock** from the InRoads menus.
- 2. Select Modeler > Roadway Designer.
- 3. Review the roadway design using the Roadway Designer.
- 4. Select Corridor > Create Surface from the Roadway Designer dialog.
- 5. Enable the **Components** option in the Display in Plan View portion of the Create Surface dialog.
- 6. Key in **Finished** as the **Name** of the Surface.
- 7. Click Apply and then click Close.
- 8. Select File > Save As.
- 9. Change the Save as type to Surfaces (\*.dtm).
- 10. Change the Active to Finished.
- 11. Click the **Save** button.

Save As				<b></b> X
Save in:	鷆 Data	•	• 🧿 🤌 🔛 🛄	-
Recent Places	Name GEOPAK Corporate D	rive.dtm	Date modified 5/2/2011 9:57 PI 3/25/2011 3:16 F	Type M File folder M DTM File
Network	File name: Save as type: Active:	Finished.dtm Surfaces (*.dtm)	•	Save Cancel

12. Click Cancel.

## **Chapter 2: Clash Detection**

#### **CLASH DETECTION WORKFLOW IN MICROSTATION**

In this lesson, we will detect clashes between the drainage pipes and asphalt road surface. We will also find pipes that are closer than 3 feet to the asphalt surface.



Exercise: Create a Clash Detection Job

#### Lesson Objective:

This exercise will guide you through the steps to create a Class Detection Job.

#### **Procedure:**

- 1. Select File > Open from the MicroStation menus.
- 2. Select Corporate Drive Clash Detection.dgn from the C:\2012\_BT\_Civil\BC2WK3 Civil Design Review-3D Modeling and Clash Detection\Data folder location and click Open.
- 3. Select Tools > Clash Detection > Clash Detection from the MicroStation menus.
- 4. Select Jobs > New from the Clash Detection dialog.
- 5. Key in **3 FT Pipe Clearance** in the Name field.

Clash Detection - Untitled Jo Job Results	b		-	
	Criteria Rules Results			
	🤗 Levels	*	Set A	*
	(none)	•	Soft Clearance: 0.0000 US Survey Feet	
			Self Check	
	24		Dara itara ƙara tak	
	Default		Drag items from left	
	Drainage			
	Drainage Areas			
	E_CNTR_SurveyControl		Set B	*
	E_COGO_PropertyCorner		Soft Clearance: 0.0000 US Survey Feet	
	E_COGO_PropertyLine		Self Check	
	E_DRAIN_Area			
	E_DRAIN_Culvert	-	Drag items from left	
			Dray tona non reit	
	Car References	•		
	Named Groups	*	L	
			Process	Close



Exercise: Define Clash Detection Criteria

#### Lesson Objective:

This exercise will guide you through the steps to define Class Detection Criteria.

#### Procedure:

- 1. Select the level named **P\_DRAIN\_StormSewer** from the Levels list in the **Criteria** tab.
- 2. Drag and drop the level named **P\_DRAIN\_StormSewer** to the **Set A** field.
- 3. Review the CAD graphics.

- 4. Key in 3.00 for the **Soft Clearance** in **Set A**.
- 5. Select the level named **P\_ROAD\_Asphalt** from the Levels list in the **Criteria** tab.
- 6. Drag and drop the level named **P\_ROAD\_Asphalt** to the **Set B** field.



7. Review the CAD graphics.

#### **Exercise:** Define Clash Detection Rules

#### **Lesson Objective:**

This exercise will guide you through the steps to define Class Detection Rules.

- 1. Select the **Rules** tab from the Clash Detection dialog.
- 2. Disable the Suppress clashes between elements that are touching option.

Clash Detection - Untitled J		
Job Results		
1 B B 🕹 🗙	Criteria Rules Results	
3 FT Pine Clearance	Touching Elements	
	Tolerance: 0.0033 US Survey Feet	
	Suppress clashes between elements that are touching	
	Suppression Rules	
	🕞 New 🔝 Duplicate 🐹 Delete	⊕ Up ⊕ Down
	Check rules to activate (applied in the order shown)	
	<	F.
	Rule description (Click the underlined values to edit)	
	Process	Close

Exercise: Process and Review the Clash Detections

#### Lesson Objective:

This exercise will guide you through the steps to process and review the Class Detections.

#### Procedure:

- 1. Select **Results > Display Settings > Animate Transitions** from the Clash Detection dialog (this should be checked On).
- 2. Click the **Process** button.
- 3. This should result in 5 clashes.

the second se	Criteria Rules	Results								
S FT Pipe Clearance	***	E s	٤							
A STREET	Name	Status	Туре	Clearance	Assigned To	Found By	Found On	Accepted By	Accepted On	Ass
	Oash1     Oash1	New	Hard	Less Than Zern		Dan Eskin	2011-05-0			
	Clash2 Clash3	New	Clearance	2.9209	-	Dan Eskin	2011-05-0	-		-
	Clash4	New	Clearance	2.3527		Dan Eskin	2011-05-0			
	Clash5	New	Gearance	2 3057		Dan Eskin	2011-05-0			
	<b>x</b>			m		_				_
	Element	info				lement Info B -				
	PointEr	tity2d				Compon	ent			*
	ID Width		P11 18,0000			Name	R_As	phalt AD Amhalt		
	Height		18.0000			Description	Asph	alt suite Drive		
	Slope		9.06% BCP - Bread			Pay Item Horizontal J	liorene Come	vale Drive		
<u> </u>										_
							l	Process	CI	ose
Click the <b>Sh</b> Click the <b>Ne</b>	ow Bac xt Clasl	kgro h bu	<b>ound</b> utton.	button		10				
Click the <b>Sh</b> Click the <b>Ne</b> Review the p	ow Bac xt Clasl graphic	<b>kgr</b> o n bu s.	<b>ound</b> utton.	button		10				
Click the <b>Sh</b> Click the <b>Ne</b> Review the Click the Sh	ow Bac xt Clasl graphic ow Elen	kgro n bu s. nen	<b>ound</b> utton. t B bu	button X						
Click the <b>Sh</b> Click the <b>Ne</b> Review the Click the Sh Click the <b>Ne</b>	ow Bac xt Clasl graphic ow Elen xt Clasl	kgro n bu s. nen n bu	ound utton. t B bu utton.	utton.						
Click the <b>Sh</b> Click the <b>Ne</b> Review the Click the Sh Click the <b>Ne</b> Right-click o	ow Bac xt Clasl graphic ow Elen xt Clasl on the C	kgro n bu s. nen n bu lasl	ound utton. t B bu utton. h <b>3</b> an	button wtton. d select	Add 1	Гo Se	lectio	on Set		
Click the <b>Sh</b> Click the <b>Ne</b> Review the p Click the Sh Click the <b>Ne</b> Right-click o Review the p	ow Bac xt Clasl graphic ow Elen xt Clasl on the C graphic	kgro n bu s. nen n bu lasl s.	ound utton. t B bu utton. h <b>3</b> an	button utton. SX d select	Add 1	Го Se	lectio	on Set	:.	
Click the <b>Sh</b> Click the <b>Ne</b> Review the p Click the Sh Click the <b>Ne</b> Right-click o Review the p Close the Cl	ow Bac xt Clasl graphic ow Elen xt Clasl on the C graphic ash Det	kgro n bu s. nen n bu lasl s. ect	ound utton. t B bu utton. h <b>3</b> an ion di	button utton. d select	: Add 1	Го Se	lecti	on Set	t.	
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Click the <b>Ne</b> Review the p Click the Sho Click the <b>Ne</b> Right-click o Review the p Close the Cli This will brin	ow Bac xt Clasi graphic ow Elen xt Clasi on the C graphic ash Det ng up ai	kgro n bu s. nen n bu lasl s. ect n Al	ound utton. t B bu utton. h <b>3</b> an ion di ert di	button utton. d select ialog. ialog.	Add T	Γo Se	lecti	on Set	:.	

13. Click No on the Alert dialog.

<u>Y</u>es

No Cancel

#### **CLASH DETECTION WORKFLOW IN BENTLEY NAVIGATOR**

In this lesson, we will use Bentley Navigator to markup clash detections.



Exercise: Publish an i-model

#### Lesson Objective:

This exercise will guide you through the steps to publish an i-model.

#### Procedure:

- 1. Select File > Publish i-model from the MicroStation menus.
- 2. Enable the **Create a Package** option.
- 3. Click OK on the Publish i-model dialog.

Publish i-model						
<ul> <li>Force republishing of all files</li> <li>Create a package</li> </ul>						
Package: Corporate Drive Clash Detectio i.dgn						
Protection: Everyone						
Rights: ✓ View ✓ Export Edit ✓ Pint						
Expires: YYYY/MM/DD						
<u>OK</u> Cancel						

4. Exit MicroStation.



Exercise: Start Bentley Navigator

#### Lesson Objective:

This exercise will guide you through the steps to start Bentley Navigator.

- 1. From the computer desktop double-click on the Bentley Navigator V8i (SELECTseries 4) icon.
- When the Bentley Navigator Open dialog appears navigate to the following directory: C:\2012\_BT\_Civil\BC2WK3 - Civil Design Review-3D Modeling and Clash Detection\DATA
- 3. Highlight the file *Corporate Drive Clash Detection.i.dgn* and click **Open.**
- 4. Select the Fit View icon at the top of the Bentley Navigator interface.



Exercise: Create a Clash Detection Job

#### Lesson Objective:

This exercise will guide you through the steps to create a Class Detection Job in Bentley Navigator.

#### Procedure:

- 1. Select **Tools > Clash Detection > Clash Detection** from the Bentley Navigator menus.
- 2. Select Jobs > New from the Clash Detection dialog.
- 3. Key in **Pipe Clashes** in the Name field.
- 4. Highlight the Job named **Pipe Clashes**.

諱 Clash Detection - Pipe Clashes				- • •
Job Results				
1 B B 🗈 🖻 🗙	Criteria Rules Results			
All Jobs	Sevels	*	🗮 Set A	^
Pipe Clashes	₿1	*	Soft Clearance: 0	.0000 US Survey Fee
	<sup>24</sup> ≈ 24		Self Check	
	Default			
	Drainage		Drag ite	ems from left
	Crainage Areas			
	E CNTR SurveyControl			
	E COGO PropertyCorner		🗮 Set B	*
	E COGO PropertyLine		Soft Clearance: 0	.0000 US Survey Fee
	SE DRAIN Area	-	Self Check	
			Drag its	ems from left
	References	*		
	Item Sets/Named Groups	*	L	
	· · · · · · · · · · · · · · · · · · ·			
			Process	Close



Exercise: Define Clash Detection Criteria

#### **Lesson Objective:**

This exercise will guide you through the steps to define Class Detection Criteria.

- 1. Select the level named **P\_DRAIN\_StormSewer** from the Levels list in the **Criteria** tab.
- 2. Drag and drop the level named **P\_DRAIN\_StormSewer** to the **Set A** field.
- 3. Review the CAD graphics.
- 4. Select the level named **P\_ROAD\_Asphalt** from the Levels list in the **Criteria** tab.
- 5. Drag and drop the level named **P\_ROAD\_Asphalt** to the **Set B** field.

Lash Detection - Pipe Clashes Job Results				
Al Jobs	Criteria Rules Results	*	Soft Clearance: 0.0000 Self Check P_DRAIN_StormSewer	US Survey Fee
	<ul> <li>P_ROAD_ConcreteMedianBarrier</li> <li>P_ROAD_Curb-Back</li> <li>P_ROAD_Curb-Face</li> <li>P_ROAD_CutLine</li> </ul>	-	Set B       Soft Clearance:       0.0000       Self Check       P_ROAD_Asphalt	VS Survey Fee
	References     Item Sets/Named Groups	*	Process	Close

6. Review the CAD graphics.



#### Exercise: Process and Review the Clash Detections

#### Lesson Objective:

This exercise will guide you through the steps to process and review the Class Detections.

- 1. Select **Results > Display Settings** from the Clash Detection dialog.
- 2. Enable the Animate transitions option.
- 3. Move the **Zoom extent** slider slightly to the right.
- 4. Click OK.

Clash Display Sattings					
Hard Clack Display					
Element A color:			205,	0, 0	-
Element A transparency:			25	5	-
Element B color:			0, 0,	205	-
Element B transparency:			25	5	-
🗯 Clearance Display					^
Element A color:			255, 9	7, 97	-
Element A transparency:			25	5	•
Element B color:			77, 166	6, 255	•
Element B transparency:			25	5	-
💥 Surroundings Display					^
Extent of surroundings:	-	•			+ +
Exclude obstructing elements	5				
🖓 Zoom					~
Zoom extent:	ବ୍	•			► @
Zoom only in active view					
Animate transitions					
			ОК		Cancel

5. Click the **Process** button.

Two clashes will result.



Exercise: Create Markups for Clash1 and Clash2

#### **Lesson Objective:**

This exercise will guide you through the steps to markups for the Class Detections.

#### Procedure:

- 1. Ensure that **Clash1** is selected.
- 2. Click the Show Background button.
- 3. Zoom in closer to the pipe clash in View 1.
- 4. Click the **Create a markup for Clash1** button.
- Ð 5. Click the **Next Clash** button.
- 6. Zoom in closer to the pipe clash in View 1.
- 7. Click the **Create a markup for Clash2** button.
- 8. Select Job > Save Job to save the Job.
- 9. Close the Clash Detection dialog.
- 10. Select Review > Markup > Markups Dialog. This will bring up the Markups dialog.

15





- 11. Put your cursor in the **Assigned To** field in the Clash1\_Pipe Clashes row.
- 12. Key in Mr. French in the Assigned To field.

🗹 Markups	-							×
Active Markups	- 🗘 🐼 🖊 🔬 🕽	< 🔛 Switch to Re	eview 🛛 🍂 Previe	w 🔚 Comments [ 🏷				
Name	Description	Review Model	Created By	Date Created	Priority	Status	Assigned To	Арр
Clash1_Pipe Clashes	Pipe Clashes	Default	Dan.Eskin	5/3/2011 12:19:37 PM	Normal	Not started	Mr. French	
Clash2_Pipe Clashes	Pipe Clashes	Default	Dan.Eskin	5/3/2011 12:20:33 PM	Normal	Not started		2
•								۰,
Comment		Reviewer	Date					
Assigned To was change	d from "" to "Mr. French".	Dan.Eskin	5/3/2011 3:0	5:20 PM				

13. Change the **Priority** to from Normal to **High**.

🗹 Markups	-					-			x
Active Markups	- 🗘 🐼 🖊 🍐	🕻 🔝 Switch to Re	view 🛛 🍂 Previe	w   🔚 Ca	mments [ 🏷				
Name	Description	Review Model	Created By	Date	Created	Priority	Status	Assigned To	Аррг
Clash1_Pipe Clashes	Pipe Clashes	Default	Dan.Eskin	5/3/2	011 12:19:37 PM	Normal 👻	Not started	Mr. French	
Clash2_Pipe Clashes	Pipe Clashes	Default	Dan.Eskin	5/3/2	2011 12:20:33 PM	Low Nomal High	Not started		
Comment		Reviewer	Date						,
Assigned To was changed	d from "" to "Mr. French".	Dan.Eskin	5/3/2011 3:0	5:20 PM					

- 14. Click the Comments button.
- 15. Key in "This pipe is clashing with the asphalt" and click OK.

Markup:	Clash1_Pipe Clashes		
Comment			
inis piper	s daying mul ura ayyina		
		Canaal	

16. Right-click on the Clash1\_Pipe Clashes row and select **Open**.



Exercise: Redline Clash1 and Clash2

#### Lesson Objective:

This exercise will guide you through the steps to redline the Class Detections.

#### **Procedure:**

1. From the Task Menus, select the Redline tasks.



2. Select the Place Note command from the Redline menus.



- 3. Key in "Pipe is too high on this end" in the Text Editor dialog.
- 4. Click once near the pipe and click again to locate the text.



- 5. Repeat these steps for the Clash2.
- 6. Select **Review > Switch to Review** from the Bentley Navigator menus.
- 7. Exit Bentley Navigator.
- 8. This will bring up an Alert dialog.

Alert			
?	Save changes to: Corporate Drive (	Clash Detection.overlay.dgn	
	<u>Y</u> es	No	Cancel

- 9. Click **Yes** on the Alert dialog.
- 10. Click Save to save the Overlay file named Corporate Drive Clash Detection.overlay.dgn.