




CONNECT Levels

The levels used for CONNECT workspace projects are provided in various level libraries. The main library for Bridge projects is IowaDOT_Bridge_Features_Levels_Elem Temp Imperial.dgnlib.

















































Placement of elements on levels is controlled by selection of features in several instances. For additional information refer to [CONNECT Feature Definitions](#).

The levels are shown below through views of Level Manager organized by application and use. The name, color, style, and weight of the levels are provided.












































OpenBridge Modeler levels for decorations for placement or information for the bridge model features. The text levels have the plot attribute turned off.

















































Name ^			
OBD_D_ApproachRefLine_text	0	0	0
OBD_D_ApproachSlab_Outline	51	0	6
OBD_D_Barrier_Outline	131	0	6
OBD_D_Beam_End	233	0	2
OBD_D_Beam_Layout	233	7	1
OBD_D_Beam_Layout_Text	233	0	0
OBD_D_Beam_PL_Offset	64	2	0
OBD_D_Bearing_Group	89	7	4
OBD_D_Bridge_Decorations	0	0	0
OBD_D_Cap	13	0	8
OBD_D_Column	13	0	8
OBD_D_CrossFrames	57	0	4
OBD_D_Deck_Outline	3	0	8
OBD_D_Diaphragm_Concrete	51	0	8
OBD_D_Field_splice	60	0	0
OBD_D_Footing	13	0	8
OBD_D_Piles	57	0	4
OBD_D_Piles_Arrow_Markers	21	0	0
OBD_D_Reports_Lines	36	0	0
OBD_D_Segmental_Deck_Outline	51	0	8
OBD_D_Segmental_Lines_Text	0	0	0
OBD_D_Shear_studs	20	0	4
OBD_D_SleeperSlab	59	0	6
OBD_D_Stiffeners	57	0	2
OBD_D_Sub	99	0	8
OBD_D_Sub_Text	146	0	0
OBD_D_Super	83	0	8
OBD_D_Super_Text	135	0	0
OBD_D_SupportLines_Text	182	0	0
OBD_D_Unit_Label	224	0	0
OBD_D_WingWall	13	2	0
OBD_D_WingWall_Footing	13	0	8
OBD_D_WingWall_Piles	57	0	8





















































OpenBridge Modeler levels for modeling bridge features. These levels have the plot attribute turned on except level OBD_Construction_Line.




































Name			
Auxiliary	 2	0	2
BridgeExistingStructure	 233	0	1
BridgeSubstructure	 1	0	8
BridgeSuperStructure	 3	0	8
ConcreteRustication	 3	0	1
Dirt	 4	0	4
FlowableMortar	 217	0	4
FlowageEasement	 5	0	1
Neoprene	 7	0	3
OBD_Abutment	 15	0	8
OBD_Approach_Ref_Line	 0	0	0
OBD_Approach_Slab	 174	0	0
OBD_Barrier	 206	0	6
OBD_Beam	 3	0	8
OBD_Bearing_Seats	 64	0	6
OBD_Bearings	 1	0	4
OBD_Bridge_Piling	 1	0	4
OBD_CheekWall	 15	0	6
OBD_Construction_Line	 0	0	1
OBD_CrossFrames	 1	0	4
OBD_Deck	 3	0	8
OBD_Diaphragm_Concrete	 174	0	8
OBD_Excavation	 231	3	4
OBD_FC_ConstructionLines	 1	0	0
OBD_Field_Splice	 7	0	4
OBD_Filler_Plate	 1	0	4
OBD_Footings	 15	0	8
OBD_Girder	 1	0	4
OBD_GroutPad	 206	0	6
OBD_Haunch	 206	0	8
OBD_Pier_Cap	 15	0	8
OBD_Pier_Column	 15	0	8
OBD_Point	 4	0	0
OBD_Shear_Stud	 1	0	4
OBD_Sleeper_Slab	 174	0	6
OBD_Stiffeners	 1	0	4
OBD_Struts	 1	0	4
OBD_Support_Line	 5	4	0
OBD_Tendon	 209	0	3
OBD_Tendon_Centerline	 0	3	1
OBD_Tub girder	 3	0	0
OBD_Tubs	 3	0	0
OBD_Wet Joint	 48	0	0
OBD_Wingwalls	 15	0	8
PVC	 1	0	3

ProStructures levels for elements modeled in ProStructures and rebar placement.
Multiple rebar placement guideline levels are provided for each type of component rebar.

Name ^			
PC_ABUT	 13	_____ 0	===== 8
PC_APPROACH	 35	_____ 0	===== 8
PC_BARRIER	 131	_____ 0	===== 6
PC_BEAM	 19	_____ 0	===== 8
PC_BEARING	 89	_____ 0	===== 2
PC_COLUMN	 13	_____ 0	===== 8
PC_CONCRETE	 3	_____ 0	===== 8
PC_CONCRETE_MISC	 3	_____ 0	===== 8
PC_COVER	 32	_____ 0	_____ 0
PC_CULVERT_CIP	 35	_____ 0	===== 8
PC_CULVERT_PC	 46	_____ 0	===== 8
PC_DECK	 3	_____ 0	===== 8
PC_DIAPHRAGM_CONC	 51	_____ 0	===== 8
PC_FTG	 13	_____ 0	===== 8
PC_MARKER	 6	_____ 0	_____ 0
PC_OBJECT	 2	_____ 0	_____ 0
PC_PADFOOTING	 13	_____ 0	===== 8
PC_PIER_CAP	 13	_____ 0	===== 8
PC_PIER_COLUMN	 13	_____ 0	===== 8
PC_REBAR	 12	_____ 0	===== 3
PC_REBAR GL	 16	----- 4	_____ 0
PC_REBAR GL 1	 16	----- 4	_____ 0
PC_REBAR GL 2	 16	----- 4	_____ 0
PC_REBAR GL 3	 16	----- 4	_____ 0
PC_REBAR GL 4	 16	----- 4	_____ 0
PC_REBAR GL 5	 16	----- 4	_____ 0
PC_REBAR_ABUT	 28	_____ 0	===== 3
PC_REBAR_ABUT GL	 16	----- 4	_____ 0
PC_REBAR_ABUT GL 1	 16	----- 4	_____ 0
PC_REBAR_ABUT GL 2	 16	----- 4	_____ 0
PC_REBAR_ABUT GL 3	 16	----- 4	_____ 0
PC_REBAR_ABUT GL 4	 16	----- 4	_____ 0
PC_REBAR_ABUT GL 5	 16	----- 4	_____ 0
PC_REBAR_APPROACH	 82	_____ 0	===== 3
PC_REBAR_APPROACH GL	 16	----- 4	_____ 0
PC_REBAR_APPROACH GL 1	 16	----- 4	_____ 0
PC_REBAR_APPROACH GL 2	 16	----- 4	_____ 0
PC_REBAR_APPROACH GL 3	 16	----- 4	_____ 0
PC_REBAR_APPROACH GL 4	 16	----- 4	_____ 0
PC_REBAR_APPROACH GL 5	 16	----- 4	_____ 0




















Name ^			
PC_REBAR_BARRIER	 34	———— 0	———— 3
PC_REBAR_BARRIER GL	 16	----- 4	———— 0
PC_REBAR_BARRIER GL 1	 16	----- 4	———— 0
PC_REBAR_BARRIER GL 2	 16	----- 4	———— 0
PC_REBAR_BARRIER GL 3	 16	----- 4	———— 0
PC_REBAR_BARRIER GL 4	 16	----- 4	———— 0
PC_REBAR_BARRIER GL 5	 16	----- 4	———— 0
PC_REBAR_BEAM	 60	———— 0	———— 3
PC_REBAR_BEAM GL	 16	----- 4	———— 0
PC_REBAR_BEAM GL 1	 16	----- 4	———— 0
PC_REBAR_BEAM GL 2	 16	----- 4	———— 0
PC_REBAR_BEAM GL 3	 16	----- 4	———— 0
PC_REBAR_BEAM GL 4	 16	----- 4	———— 0
PC_REBAR_BEAM GL 5	 16	----- 4	———— 0
PC_REBAR_CULVERT_CIP	 12	———— 0	———— 3
PC_REBAR_CULVERT_CIP GL	 16	----- 4	———— 0
PC_REBAR_CULVERT_CIP GL 1	 16	----- 4	———— 0
PC_REBAR_CULVERT_CIP GL 2	 16	----- 4	———— 0
PC_REBAR_CULVERT_CIP GL 3	 16	----- 4	———— 0
PC_REBAR_CULVERT_CIP GL 4	 16	----- 4	———— 0
PC_REBAR_CULVERT_CIP GL 5	 16	----- 4	———— 0
PC_REBAR_CULVERT_PC	 12	———— 0	———— 3
PC_REBAR_CULVERT_PC GL	 16	----- 4	———— 0
PC_REBAR_CULVERT_PC GL 1	 16	----- 4	———— 0
PC_REBAR_CULVERT_PC GL 2	 16	----- 4	———— 0
PC_REBAR_CULVERT_PC GL 3	 16	----- 4	———— 0
PC_REBAR_CULVERT_PC GL 4	 16	----- 4	———— 0
PC_REBAR_CULVERT_PC GL 5	 16	----- 4	———— 0
PC_REBAR_DECK	 18	———— 0	———— 3
PC_REBAR_DECK GL	 16	----- 4	———— 0
PC_REBAR_DECK GL 1	 16	----- 4	———— 0
PC_REBAR_DECK GL 2	 16	----- 4	———— 0
PC_REBAR_DECK GL 3	 16	----- 4	———— 0
PC_REBAR_DECK GL 4	 16	----- 4	———— 0
PC_REBAR_DECK GL 5	 16	----- 4	———— 0
PC_REBAR_DIAPHRAGM	 12	———— 0	———— 3
PC_REBAR_DIAPHRAGM GL	 16	----- 4	———— 0
PC_REBAR_DIAPHRAGM GL 1	 16	----- 4	———— 0
PC_REBAR_DIAPHRAGM GL 2	 16	----- 4	———— 0
PC_REBAR_DIAPHRAGM GL 3	 16	----- 4	———— 0
PC_REBAR_DIAPHRAGM GL 4	 16	----- 4	———— 0
PC_REBAR_DIAPHRAGM GL 5	 16	----- 4	———— 0
PC_REBAR_DOWELS	 10	———— 0	———— 3
PC_REBAR_DOWELS GL	 16	----- 4	———— 0
PC_REBAR_EPOXY	 18	———— 0	———— 3
PC_REBAR_EPOXY GL	16	----- 4	———— 0

Name ^			
PC_REBAR_FOOTING	 42	———— 0	———— 3
PC_REBAR_FOOTING GL	 16	----- 4	———— 0
PC_REBAR_FOOTING GL 1	 16	----- 4	———— 0
PC_REBAR_FOOTING GL 2	 16	----- 4	———— 0
PC_REBAR_FOOTING GL 3	 16	----- 4	———— 0
PC_REBAR_FOOTING GL 4	 16	----- 4	———— 0
PC_REBAR_FOOTING GL 5	 16	----- 4	———— 0
PC_REBAR_MISC	 12	———— 0	———— 3
PC_REBAR_MISC GL	 16	----- 4	———— 0
PC_REBAR_MISC GL 1	 16	----- 4	———— 0
PC_REBAR_MISC GL 2	 16	----- 4	———— 0
PC_REBAR_MISC GL 3	 16	----- 4	———— 0
PC_REBAR_MISC GL 4	 16	----- 4	———— 0
PC_REBAR_MISC GL 5	 16	----- 4	———— 0
PC_REBAR_PIER_CAP	 10	———— 0	———— 3
PC_REBAR_PIER_CAP GL	 16	----- 4	———— 0
PC_REBAR_PIER_CAP GL 1	 16	----- 4	———— 0
PC_REBAR_PIER_CAP GL 2	 16	----- 4	———— 0
PC_REBAR_PIER_CAP GL 3	 16	----- 4	———— 0
PC_REBAR_PIER_CAP GL 4	 16	----- 4	———— 0
PC_REBAR_PIER_CAP GL 5	 16	----- 4	———— 0
PC_REBAR_PIER_COL	 26	———— 0	———— 3
PC_REBAR_PIER_COL GL	 16	----- 4	———— 0
PC_REBAR_PIER_COL GL 1	 16	----- 4	———— 0
PC_REBAR_PIER_COL GL 2	 16	----- 4	———— 0
PC_REBAR_PIER_COL GL 3	 16	----- 4	———— 0
PC_REBAR_PIER_COL GL 4	 16	----- 4	———— 0
PC_REBAR_PIER_COL GL 5	 16	----- 4	———— 0
PC_REBAR_PILE	 12	———— 0	———— 3
PC_REBAR_PILE GL	 16	----- 4	———— 0
PC_REBAR_PILE GL 1	 16	----- 4	———— 0
PC_REBAR_PILE GL 2	 16	----- 4	———— 0
PC_REBAR_PILE GL 3	 16	----- 4	———— 0
PC_REBAR_PILE GL 4	 16	----- 4	———— 0
PC_REBAR_PILE GL 5	 16	----- 4	———— 0
PC_REBAR_STAINLESS	 41	———— 0	———— 3
PC_REBAR_STAINLESS GL	 16	----- 4	———— 0
PC_REBAR_STAINLESS GL 1	 16	----- 4	———— 0
PC_REBAR_STAINLESS GL 2	 16	----- 4	———— 0
PC_REBAR_STAINLESS GL 3	 16	----- 4	———— 0
PC_REBAR_STAINLESS GL 4	 16	----- 4	———— 0
PC_REBAR_STAINLESS GL 5	 16	----- 4	———— 0
PC_REBAR_WALL	 10	———— 0	———— 3
PC_REBAR_WALL GL	 16	----- 4	———— 0
PC_REBAR_WALL GL 1	 16	----- 4	———— 0
PC_REBAR_WALL GL 2	 16	----- 4	———— 0
PC_REBAR_WALL GL 3	 16	----- 4	———— 0
PC_REBAR_WALL GL 4	 16	----- 4	———— 0
PC_REBAR_WALL GL 5	 16	----- 4	———— 0

PC_REBAR_WINGWAL GL	 16	----- 4	———— 0
PC_REBAR_WINGWAL GL 1	 16	----- 4	———— 0
PC_REBAR_WINGWAL GL 2	 16	----- 4	———— 0
PC_REBAR_WINGWAL GL 3	 16	----- 4	———— 0
PC_REBAR_WINGWAL GL 4	 16	----- 4	———— 0
PC_REBAR_WINGWAL GL 5	 16	----- 4	———— 0
PC_REBAR_WINGWALL	 28	———— 0	——— 3
PC_REPAIR_EXISTING	 230	———— 0	———— 1
PC_REPAIR_REMOVAL	 228	———— 0	——— 2
PC_REVISION_ANNOTATION	 5	———— 0	——— 5
PC_SHADING	 233	———— 0	———— 0
PC_SLAB	 99	———— 0	——— 8
PC_STRIPFOOTING	 115	———— 0	——— 8
PC_STRUCT_WALL	 19	———— 0	——— 8
PC_WALL	 13	———— 0	——— 8
PS_BOLT	 57	———— 0	——— 2
PS_CONST	 0	———— 0	———— 0
PS_DAWA	 5	———— 0	———— 0
PS_DIM	 0	———— 0	———— 0
PS_Elev_flag	 0	———— 0	———— 0
PS_GIRDER	 57	———— 0	——— 4
PS_HANDRAIL	 62	———— 0	——— 4
PS_HATCH	 3	———— 0	———— 0
PS_HIDDEN	 2	--- 3	———— 0
PS_KOTE	 4	———— 0	———— 0
PS_MID	 5	----- 7	———— 0
PS_OBJECT	 2	———— 0	———— 0
PS_PLATE	 1	———— 0	——— 4
PS_POS	 1	———— 0	———— 0
PS_RoofWall	 5	———— 0	———— 0
PS_SHAPE	 7	———— 0	——— 4
PS_SOLID	 7	———— 0	———— 0
PS_TEXT	 0	———— 0	———— 0
PS_WELD	 1	———— 0	——— 4
PS_WORKFRAME	 6	———— 0	———— 0

Additional levels used for CONNECT workspace projects are provided in
IowaDOT_FeatureDefinitions_ElementTemplates_Annotation_Levels.dgnlib
These are primarily for use with OpenRoad Designer processes.

These levels may be used for modeling or detailing structures also. Those listed below
are levels more typically used for structure projects. This is not intended to be an all-
inclusive list. Levels available that are logical for placement of various elements can be
used. These levels have the plot attribute turned on.

Name			
Aluminum	 194	_____ 0	_____ 4
BentoniteSlurry	 197	_____ 0	_____ 4
BridgeSubstructureExisting	 234	_____ 0	_____ 0
BridgeSubstructureProposed	 3	_____ 0	_____ 0
BridgeSuperStructureExisting	 234	_____ 0	_____ 0
BridgeSuperStructureProposed	 3	_____ 0	_____ 0
BridgeTemporaryStructure	 15	_____ 0	_____ 3
CulvertExisting	 234	_____ 0	_____ 0
CulvertProposed	 3	_____ 0	_____ 0
Joints	 31	_____ 0	_____ 3
Removals	 228	----- 2	_____ 3
Revetment	 206	_____ 0	_____ 1
Revisions	 0	_____ 0	_____ 0
Steel	 57	_____ 0	_____ 4
Timbers	 6	_____ 0	_____ 4
WireMesh	 71	_____ 0	_____ 3