

Level utility for KeyCreator 8.0 & above

Use this program at your own risk

Before I go any further I would like to ask anyone who uses this program to consider a contribution of any amount, especially if you are using this program on a regular basis. The writing of a program takes time (in many cases, like this one, quite a bit of time) and it would be nice to be compensated for some of that time.

You may donate at www.jennicamolddesign.com/keycreator-cad/free-kxl-downloads/

Thank you in advance for your generosity, I truly appreciate it.

General note:

The program file to be executed is **LevOnOff.kxc**. It's best to assign shortcut.

I use Shift + L, however you may use any hotkey you want.

In this package is also a file called *LevOnOffFix.kxc*, this file is strictly for clearing the file specific variables in case of a problem. It is a precaution I took, since the variables, that this program generates, stay with the file. This way you can use this program between multiple open files, and it will execute file specific, meaning, if you execute the program in the current file, then switch to another open file and run the program again, it will treat each instance separately.

The only time I need to use the *LevOnOffFix.kxc* program is as follows: When I run the LevOnOff.kxc program, save the file and then exit the CKD file. The next time you open that CKD file and try to run the LevOnOff.kxc program you'll receive the following error:



Now you will have to run the *LevOnOffFix.kxc* program and all will be well.

Now some help:

This program deals with levels. It is written for model mode.

The main function is to switch the level configuration according to the user selection and then restoring it.

For example, when you run the program once, the menu below appears (by clicking inside the screen one time, it is set to Single). At this point you can simply select an **entity** (*without using any menu selection*) and the program will turn off all other levels, except the level of the selected **entity** and will set the system to the attributes of the selected **entity**, then the program exits. When the program is executed again, the system will be reset to what it was before.

Hint: You can accomplish the same by choosing Multiple, then selecting only one entity and hitting Enter, if you prefer that over clicking inside the screen.

1 Remove	_____	Remove Level(s)
2 Multiple	_____	Multiple Level(s)
3 Flip	_____	Flip Levels
4 Key-In	_____	Key-In Level(s)
5 Describe	_____	Describe Level
6 DelEmptLev	_____	Delete Empty levels
7 AllOn	_____	All Levels on
8 AllOff	_____	All Levels off
12 Save-On	_____	Save settings toggle

General note:

Setting the system and then resetting the system by running the program twice is valid for the following options: Single, Remove, Multiple, Flip, Key-In, AllOn & AllOff.

If an entity is selected, which resides on a child level, all the parent levels pertaining to that child level are turned on, in order to make the selected entity visible.

Remove:

This function lets you select a single or multiple entities and the levels belonging to these entities will be turned off. The active level does **not** change, so if the active level is turned off, anything you want to draw thereafter won't be visible.

Multiple:

This function lets you select a single or multiple entities and the levels belonging to these entities will stay turned on, all other levels will be turned off. The active level and attributes are changed to the first entity selected.

Flip:

This function flips the level structure. All levels turned on will turn off, and all levels turned off will turn on. The active level does **not** change, so if the active level is turned off, anything you want to draw thereafter won't be visible.

Key-In:

This function lets you select a range of levels. Like 10, 20-30 would turn on level 10, and levels 20 through 30. Child levels are not considered. The active level does **not** change, so if the active level is turned off, anything you want to draw thereafter won't be visible.

Describe:

This function lets you select a single entity and allows you to enter a new level description. This function will not change any level structure in any way.

DelEmptLev:

This function will delete all levels, including child levels, which contain no entities.

AllOn:

This function turns on all levels.

AllOff:

This function turns off all levels.

Save-On, Save-Off:

This is a toggle switch. By default, the save is always on, which means that the system is reset to the original settings, when the program is executed the second time. If this switch is set to Save-Off, then once any of the following functions is executed, Single, Remove, Multiple, Flip, Key-In, AllOn & AllOff, the system will not be restored, it stays as executed with the previous menu options mentioned.