

Introduction

The default layer definition file (BiscoDxf.lay¹ for BiscoDxf and TriscoDxf.lay for TriscoDxf, respectively) is a database which allows to link frequently used DXF layer names to Physibel colour information (Colour database²).

The use of a default layer definition file speeds up the geometrical input in BISCO or TRISCO. This Physibel How To explains how to set up and maintain the BiscoDxf.lay/TriscoDxf.lay file.

Default layer definition file (BiscoDxf.lay or TriscoDxf.lay)

The default layer definition file lists the colour information of frequently used DXF layer names:

- name: layer name used in the DXF file
- disp: fill mode for bitmap conversion: 0 = lines, 1 = fill contours, 2 = flood fill, 3 = skip
- colr: colour number for bitmap conversion (see Colour database).

The sequence of layers in the layer definition file determines the sequence in which the DXF layers are dealt with when creating the bitmap.

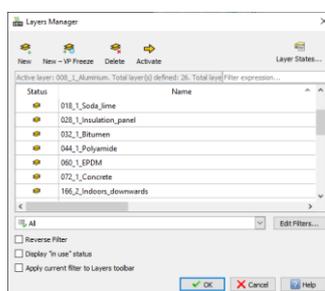
The default layer definition file is stored in the application data folder³.

Manage the Default layer definition file

[Default_layer_definitions.dxf](#)

This section describes a procedure to manage your default layer definition file from a DXF file defining all your frequently used layer names (e.g. [Default_layer_defintions.dxf](#)).

- 1) [Default_layer_definitions.dxf](#) is a file containing all your frequently used layer names. These can be common layer names or names containing a prefix for direct recognition of the colour and fill mode (see 'H3 - How to assign colour properties to DXF-layers?').
- 2) Import the DXF-file in BiscoDxf/TriscoDxf and 1) link (if needed) the correct colour and fill mode to the layer names and 2) adjust (if needed) the priority of the layers.
- 3) Go to *Layers* → *Save as Default Layer Definitions* to generate BiscoDxf.lay/TriscoDxf.lay
- 4) In a later stage, if you want to adjust or add new layers, the same procedure (step 1-2-3) should be followed but now your already defined layer names and their priority will be automatically recognized (via BiscoDxf.lay/TriscoDxf.lay) and information for the new layers in your [Default_layer_definitions.dxf](#) can be added.

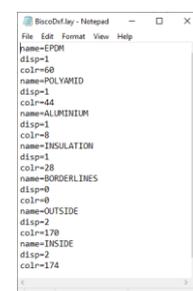


Default_layer_definitions.dxf



No	NAME	Fill Mode	Col.
1	000_0_BORDERLINES	LINES	0
2	018_1_Soda_line	FILL CONTOURS	18
3	044_1_Copper	FILL CONTOURS	4
4	008_1_Aluminium	FILL CONTOURS	8
5	038_1_Insulation_panel	FILL CONTOURS	28
6	032_1_Bitumen	FILL CONTOURS	32
7	044_1_Polyamide	FILL CONTOURS	44
8	060_1_EPDM	FILL CONTOURS	60
9	072_1_Concrete	FILL CONTOURS	72
10	166_2_Indoors_downwards	FLOOD FILL	166
11	170_2_Outdoors	FLOOD FILL	170
12	174_2_Indoor	FLOOD FILL	174
13	175_2_Highly_ventilated_cavity_down	FLOOD FILL	175
14	177_2_Highly_ventilated_cavity_up	FLOOD FILL	177
15	181_2_Indoors_horizontal_BC_SKY	FLOOD FILL	181

Generate/adjust BiscoDxf.lay via BiscoDxf



BiscoDxf.lay

¹ See 'How to assign colour properties to DXF layers?'

² See 'How to modify the Colour database?'

³ C:/Users/username/AppData/Roaming/Physibel/BISCO12.