

## Introduction

The default layer definition file (BiscoDxf.lay<sup>1</sup> 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 database<sup>2</sup>).

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.

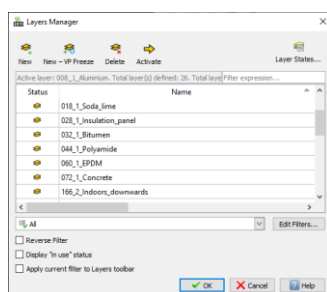
The default layer definition file is stored in the application data folder<sup>3</sup>.

## Manage the Default layer definition file

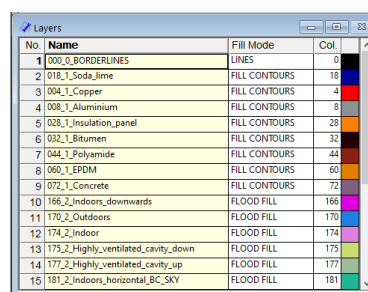
[Default\\_layer\\_definitions.dxf](#)

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](#)).

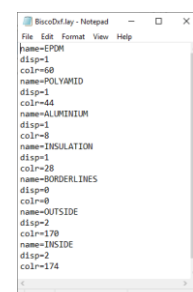
- 1) [Default\\_layer\\_definitions.dxf](#) is a file containing all your frequently used layer names. These can be common layer names or names containing a prefix for direct recognition of the colour and fill mode (see 'H3 - How to assign colour properties to DXF-layers?').
- 2) Import the DXF-file 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



Generate/adjust BiscoDxf.lay via BiscoDxf



BiscoDxf.lay

<sup>1</sup> See 'How to assign colour properties to DXF layers?'

<sup>2</sup> See 'How to modify the Colour database?'

<sup>3</sup> C:/Users/username/AppData/Roaming/Physibel/BISCO12.