File Batcher Help

The File Batcher tool is intended to run cleaning and other activities on multiple files, as well as help gather information on them and make copies to a folder.

It is the **PID** command. The basic steps to using it are:

Step 1 - Clear the file list

Step 2 – Add files by picking from folder, text file listing, clipboard…

Step 3 – Find and add Xrefs to the list (If you want)

Step 4 – Read file properties

Recursive option useful when hunting down App IDs.

Step 5 - Set desired activity. Read on property translation next page.

Save settings – may want to preserve date modified if just purging App IDs. The activity is always recorded in the drawing now, either way.

Step 6 – Use right click options to set To-Do status. Also to copy file info and files to another folder.

View history of saves and activities!

Use for General Cleaning of Files

The check boxes can be used for cleaning out simple things like excess Registered Application IDs (RegApps). This is the replacement of the PurgeIDs program.

Be careful about deleting Civil3D styles. Make use of the ability to check for Civil3D objects, and also pay attention to the warnings for files with -3D in the name.

You may check or uncheck the "Preserve Date…" item when using these, but checking it has the advantage of not triggering the new file to be backed up by the server backup system.

The Activity Column

Each time you run a purge or other action on a file, it is logged in the dwg file. You can view this log using the right click option.

You can also view the last entry for a given category, by setting the category pulldown as desired:

Set Category

View last time this activity was done.
None means never done previously.
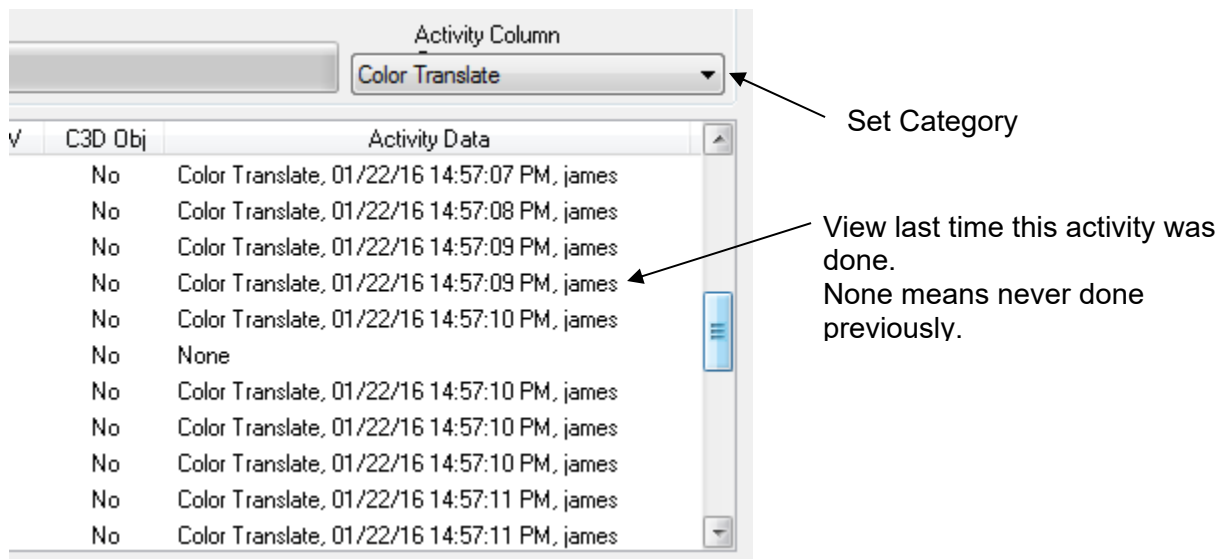
This is useful for several things. In particular, when you want to do things like a color translation, which should generally not be done twice on the same file.

In any case, it's very handy for seeing what's been done and by whom. The full activity listing from a right click might look like:
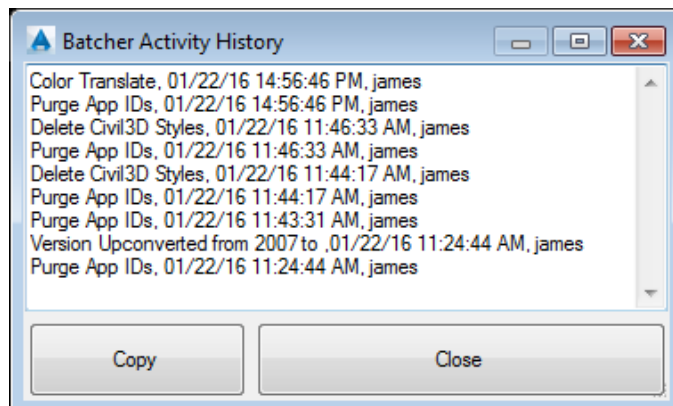
Property Translation Using Files

A major improvement of the File Batcher over PurgeIDs, is its ability to do several kinds of translations, or modifications, to many files fast.

There are currently several types of translations possible:

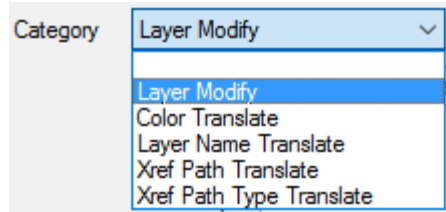| Category	Layer Modify ∨
	Layer Modify
	Color Translate
	Layer Name Translate
	Xref Path Translate
	Xref Path Type Translate

Layer Modify

This is useful for modifying layer properties. File format is:
Layer Modify ◄——————————————————— First line of the file, must be:
 ;Lines starting with ; are ignored Layer Modify
;one line per operation, allowed operations are:
;FREEZE, THAW, COLOR, ON, OFF, PLOT, NOPLOT, LOCK, UNLOCK, LTYPE, LWEIGHT
;Format of lines is:
;<layername>,<operation>,<value>
;Use * for widcard searches in names if desired
;Use *| to your advantage when dealing with xref layers
;so it is not too sensitive to inconsistent xref alias names.
;linetypes must already be loaded to use.
;values are not needed for operations like OFF, NOPLOT...

*Lotline,COLOR,6 ◄———————————————— * May be used in names to act
*|Curb,OFF as a wildcard
street*,LTYPE,DASH5
Viewport,PLOT

Color Translate

This is useful for modifying the colors of layers and entities, from one color to another.

This was written mainly to take files colored for one color table, and change them so they plot the same with another color table. The translation file format is:

Color Translate ◄———————————— First line of the file, must be:
;Lines starting with ; are ignored Color Translate
;format is from->to so 101->52 as an example ◄—— Lines starting with ; are
;for rgb (truecolor), use comma delim for rgb vals ignored. Add as many as you
;so 100,32,45->34,46,99 ◄———————— want.
;use x as wildcard, so 10x->5x number of x's must match RGB colors may be used, but
3x->2x no x's may be used for them.
4x->2x ◄————————————————————————
14x->7x Start color -> End color
251->252 ◄——————— X's do not have to be used. The x is like a wildcard.
252->253 If they are, they must match in So color 45 would become
position on both sides of the color 25.
expression.

Layer Name Translate

This is useful for modifying layer names using search and replace criteria. File format is:

Layer Name Translate ◄─────────────────────── First line of the file, must be:
;Lines starting with ; are ignored   Layer Name Translate
;format is from->to so Line01->Test25 as an example
Origlayer1->DestLayer1
Pipes*->WT-Pipes* ◄──────────── * May be used in names to act
Text2->Junk Layer   as a wildcard

Note that each layer is only processed once, an in order of the search/replace lines.
Once a layer is renamed, it will not change after that.

Xref Path Translate

This is useful for modifying xref paths using search and replace criteria. File format is:

Xref Path Translate ◄─────────────────────── First line of the file, must be:
;used to change xref paths using search and replace methodology   Xref Path Translate
;Lines starting with ; are ignored
;format is search->replace so
;F:\0001\Engineering\Base Files\1E-OA_PROJECT-CALC.DWG-
>F:\0001\Engineering\Base Others\1E-OA_PROJECT-CALC.DWG as an example
;use * as wildcard so like *1E-OA_PROJECT-CALC.DWG->*1E-OA_PROJECT-
EXRC.DWG

*Engineering\Base Files\ ->*Engineering\Base Others\ ◄──── This would modify just the
*1E-OA_PROJECT-CALC.DWG->*1E-OA_PROJECT-NewCALC.DWG   folder part of the paths.

This would switch the filename from
one to the other.

This has nothing to do with renaming
files, it simply changes where AutoCad
looks for the file.

Xref Path Type Translate

This will switch paths to Full, Relative, or Stripped (no folder in path). File format is:

Xref Path Type Translate ⬅—————————— First line of the file, must be:
;Lines starting with ; are ignored   Xref Path Type Translate
;used to change xref paths to
; Full, Relative, or Stripped (no folder in path)
;just place one value below

Full ⬅———————— Just one of the 3 types

Definition of the types:

Relative – means "relative to current drawing folder". It looks like:

 "..\..\Notes.dwg"

 with the .. and \ items. These are made so you can replicate a project directory structure somewhere, and the paths will all work. The downside is they break if you move the sheets or rename a planset folder. Sometimes people want them, so this tool will convert to them. Sometimes the conversion does not change them, as its only when you have folders in common between the current dwg path, and the xref paths that they change.

Full – the path you would get by converting a relative or stripped path to its found location. It also changes full paths so that the "found" location becomes the xref path. Keep in mind that autocad always looks in the current drawing folder for xrefs, before using the path. So it is quite easy to get different found and recoded xref paths.

Stripped – just the dwg name, not the folder its from. This is useful when sending a bunch of files all in one folder. You may not want the recipient to know where they came from on our side.