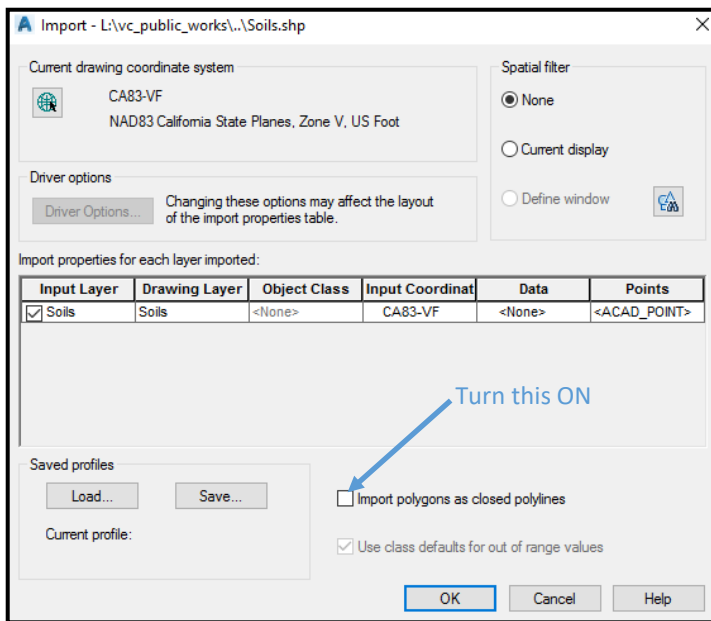
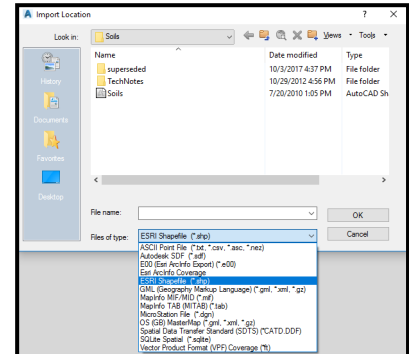
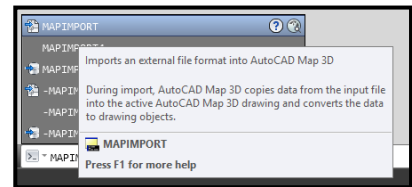
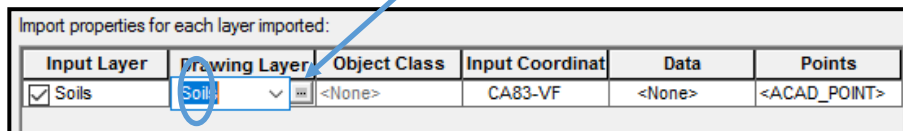


How to “Import” an ESRI Shape File into Map 3D 2017 or Civil 3D 2017

1. Launch Map 3D or Civil 3D
2. On Command Line type **“Mapimport”**
3. Change Files of Type to **ESRI Shapefile (*.shp)**
4. Locate your shapefile to import
5. Modify the import “Properties” see below



Click once on “Soils” in the “Drawing Layer box. You will see a tiny box appear, click once on it to bring up properties for the “Drawing Layer” choices.

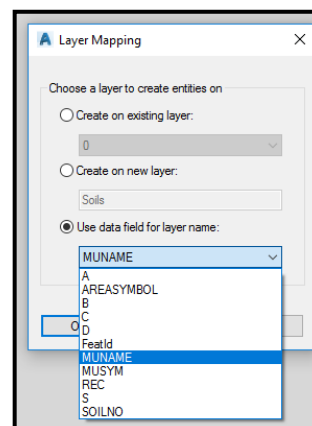
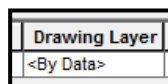


In the box to the right:

Select—”Use data field for layer name”

Highlight the property you wish program to use for unique layer names. I chose MUNAME, you may want SOILNO.

You will now see the Drawing Layer



Now do the same thing to the Data box.

Select—"Create object data"

Click OK

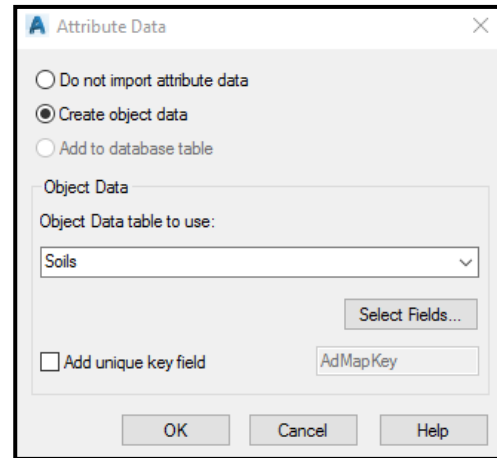
Click OK to start the import.

Data
<None>

6. Next you will see the **polygon boundary lines** for each soil layer on the screen. If you don't see anything type **Zoom, Extents**.

Open the **Layer Manger** to see all the layers. From here you can change **ByLayer** colors.

Or, simply select a line, right click and select **Properties** and make changes there.



Things I find helpful:

I lock my **Properties and Layer Manager** tool bars on the sides of my screen.

I use "**Quick Select**" to find all the objects on a particular layer.