

Seed Files

ODOT provides seed files for several different products in two locations: within the OregonDOT WorkSpace - accessible when you have a DGN open and wish to create a new DGN, and also in the ODOT ProjectWise datasource - for when you wish you use ProjectWise to create a new document. The table below describes the intended use for each different seed file.

File Name	Description
2025-01_Standard_Drawing_List_CONNECT.xlsx	Template for Linked Spreadsheet of Project Standard Drawings
2025-07_Standard_Drawing_List_CONNECT.xlsx	Template for Linked Spreadsheet of Project Standard Drawings
CellSeed.cel	Cell Library Seed
KeyNu.pset	Template for a Complete Project Print Set (PSET)
ODOT_ORD_seed.itl	ODOT Standard OpenX Template Library
Pipe_2022.xlsx	Template for Linked Spreadsheet for Pipe Data Table
Roadway_General_Construction_Notes.xlsx	Template for Linked Spreadsheet for Roadway General Construction Notes Table
seed_titleblock.dgn	2D Project Information Models
seed_TitleSheets.dgn	A-series sheet models with reference attachments to cache_tse.dgn
MicroStation_Seed2D.dgn	For 2D Drawing using MicroStation
MicroStation_Seed3D.dgn	For 3D Drawing using MicroStation
MicroStation_SeedTopoDOT.dgn	For Point Cloud Mapping with TopoDOT using MicroStation; has levels named with alpha codes
OpenBridge_Seed3D.dgn	Seed file for OpenBridge Modeler
OpenRoads_Seed2D.dgn	For Geometry, Corridors, Superelevation, All Container Files, OPNP and XSEC_bas Files, and 2D Drawing using OpenRoads
OpenRoads_Seed3D.dgn	For Terrains (NOT for Container Files) and 3D Drawing using OpenRoads
OpenRoads_SeedTopoDOT.dgn	For Point Cloud Mapping with TopoDOT using OpenRoads; has levels named with alpha codes
OpenSite_Seed2D.dgn	For use with OpenSite Designer; For Geometry, Corridors, Superelevation, All Container Files, 2D Drafting, OPNP and XSEC_bas
OpenSite_Seed3D.dgn	For use with OpenSite Designer; For Terrains and 3D Drafting; NOT for Container Files
OpenSite_SeedTopoDOT.dgn	For use with OpenSite Designer; For Point Cloud Mapping with TopoDOT; has levels named with alpha codes