MONTANA
Department of Transportation

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MDT Civil 3D State Kit Overview

RELEASE 2026.1.0

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OVERVIEW

This document provides a user focused overview of the **MDT Civil 3D State Kit** (hereafter referred to as "**State Kit**") content. The State Kit is a collection of MDT AutoCAD and Civil 3D Standards files, MDT specific Design and Survey content files, MDT developed and 3rd Party custom tools that enhance the functionality of Civil 3D for MDT workflows, and an Updater application for installing updates and additions to the State Kit.

COMPANION DOCUMENTATION

MDT Civil 3D State Kit Subassembly and Assembly Guide

MDT Civil 3D State Kit Survey Tools

MDT Civil 3D State Kit User Tool Palette

MDT Project Development and Delivery Resources – MDT Civil 3D State Kit

DISCLAIMER

The State Kit is verified to work on internal MDT workstations and MDT internal networks. The customizations are also verified to work with a standard "out-of-the-box" Civil 3D installation. Every effort is made to make the State Kit compatible with any Civil 3D configuration, but in the event there are conflicts between State Kit customizations and your Civil 3D configuration, please Open a Case for guidance or assistance.

MDT CIVIL 3D STATE KIT USER GUIDE

INSTALLING AND UPDATING THE MDT CIVIL 3D STATE KIT

The State Kit is installed and updated via the **MDT State Kit Updater** application. The Updater is used for initial installation of the State Kit and for installing updates when they are released. A version of Civil 3D compatible with the State Kit must already exist on the target machine for the State Kit to install.

MDT EMPLOYEES AND INTERNAL USERS

The MDT State Kit Updater application is pre-installed on all MDT machines with Civil 3D installed.

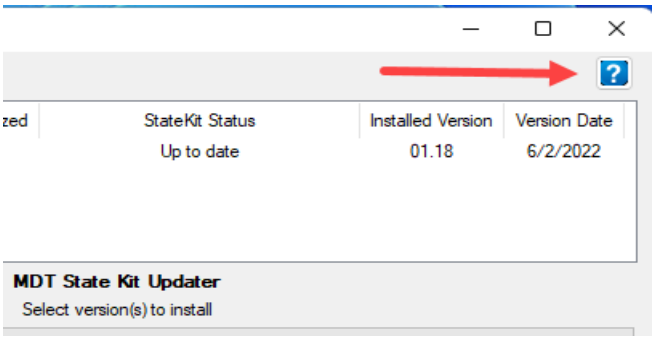
CONSULTANTS AND EXTERNAL USERS

Consultants and external users can download an MDT State Kit Updater installation package. A Windows Installer (MSI) is available from the MDT website.

THE MDT STATE KIT UPDATER APPLICATION

The Updater application can be accessed from the "**MDT State Kit Updater**" Desktop shortcut.

The Updater application displays the currently installed version of the State Kit and shows if there is an updated version available. Reference the **MDT State Kit Updater User's Guide** for instructions on how to use the Updater. The Guide can be accessed by clicking the "**?**" button in the Updater app.



The State Kit Updater is installed to:

C:\Program Files\MDT\MDT State Kit Updater

Note: External users can customize the operation of the Updater. Refer to the MDT State Kit Updater Operational Guide for more info.

C:\Program Files\MDT\MDT State Kit Updater\MDT_State_Kit_Updater_Operational Guide.pdf

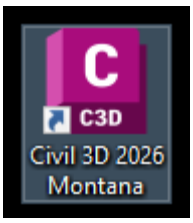
or

https://www.mdt.mt.gov/other/webdata/external/ESDC/library/MDT-StateKitUpdaterOperationalGuide.pdf

STARTING CIVIL 3D AND THE MDT CIVIL 3D STATE KIT

CIVIL 3D 2026 MONTANA DESKTOP SHORTCUT

To access the State Kit functionality users **must** start Civil 3D by using the "**Civil 3D 2026 Montana**" desktop shortcut.



Using the "**Civil 3D 2026 Montana**" desktop shortcut ensures that all the State Kit standards and customizations are available to a user during the application session.

Starting Civil 3D using any other method will not load the full State Kit functionality.

*Note: State Kit users should never double-click a *.dwg, *.dwt, or *.dst to open the file or start a Civil 3D application session. Not all MDT standards and customizations will be available if a Civil 3D file is opened this way.*

MDT CIVIL 3D STATE KIT FIRST RUN

During the process of opening Civil 3D immediately after a State Kit install or update, two **"Security – Unsigned Executable File"** warning dialog boxes may appear. The dialog boxes will warn that the publisher of specific executable files cannot be verified.

The file names in each dialog box are:

MDT2026-Startup.VLX and **MDT2026-Tools.VLX**.

These two MDT files are published by MDT, are safe, and are required for the State Kit to function. Please click the "**Always Load**" button for each of these files as shown below. Clicking the "Always Load" button will suppress these dialog boxes from appearing again until the next time the State Kit is updated.

MDT CIVIL 3D APPLICATION START

Upon launching Civil 3D with the "Civil 3D 2026 Montana" Desktop shortcut, Civil 3D will open to the "**Start**" tab. Users can open an existing drawing or sheet set, begin a new drawing, browse recently opened drawings, or browse to Autodesk Docs locations.

MDT CIVIL 3D USER INTERFACE (UI)

MDT CIVIL 3D USER INTERFACE SETTINGS

MDT Civil 3D user interface settings are stored in **Workspaces** and **Profiles**. Custom MDT tools and MDT drawing content are accessible from **MDT Tool Palettes** and **MDT Ribbon Tabs**.

CIVIL 3D WORKSPACES

A Civil 3D "Workspace" controls the UI elements that are visible during an application session. Multiple different Workspaces can be saved in a Civil 3D Profile. There are four standard Workspaces in the State Kit.

1. Civil 3D	Civil 3D specific tools and general AutoCAD tools
2. Drafting & Annotation	AutoCAD 2D drawing and annotation tools
3. 3D Modeling	AutoCAD 3D modeling tools
4. Planning and Analysis	Map 3D specific tools and general AutoCAD tools

A Workspace can be made active by selecting one from the Workspace menu in the Quick Launch Bar or from the Workspace Switching menu on the Status Bar. Upon opening a drawing, the State Kit default Workspace is "**Civil 3D**".

- The Workspace switcher is visible in the Quick Launch bar at the upper left of the application and the Workspace Switching menu is in the Status Bar
- The Civil 3D TOOLSPACE palette group is open and docked to the left side of the drawing window
- The default MDT Tool Palette Group is open and docked to the right side of the drawing window
- The Properties Palette is open.
- The Civil 3D Ribbon and Ribbon tabs are visible at the top of the application.
- The Drawing tabs are visible just below the Ribbon
- The Command Line is at the bottom of the drawing window
- The Layout tabs are below the Command Line to the left
- The Status Bar is below the Command Line to the right.

The following commands can be used to show/hide the basic UI elements:

RIBBON / **RIBBONCLOSE**	show/hide Ribbon
TOOLSPACE	show/hide TOOLSPACE
TOOLPALETTES / **TOOLPALETTESCLOSE**	show/hide Tool Palettes
PROPERTIES / **PROPERTIESCLOSE**	show/hide Properties Palette
COMMANDLINE / **COMMANDLINEHIDE**	show/hide Command Line
FILETAB / FILETABCLOSE	show/hide Drawing Tabs

*Note: If the Command Line is hidden, Dynamic Input must be turned on to type the COMMANDLINE command. Toggle **F12** on keyboard to turn Dynamic Input on/off.*

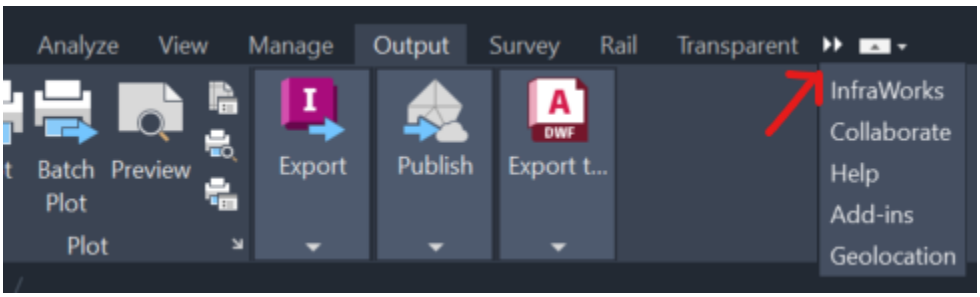
The following system variables can be set to show/hide some basic UI elements:

STATUSBAR	0 = Status Bar off	1 = Status Bar on
LAYOUTTAB	0 = Layout Tabs off	1 = Layout Tabs on

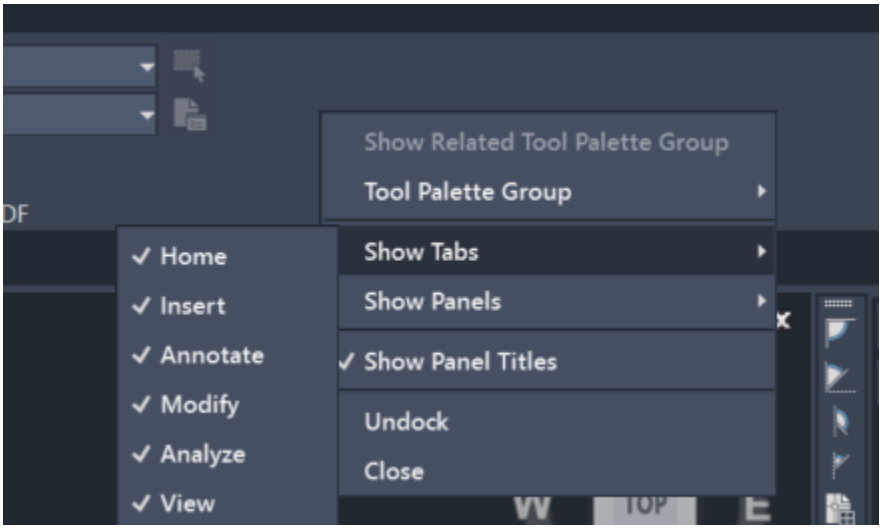
DISPLAYING RIBBON TABS

Release 2024, Version 2.0.0 of the MDT State Kit introduced “MDT” ribbon tabs. These tabs are set to appear at the far right of the Ribbon bar. If other Civil 3D Add-ins or third-party companion applications are installed on a system, some Ribbon tabs may “disappear” off the screen. The tabs may not appear due to there being many tabs, or the system screen size or resolution prevents their view.

To view the tabs, select the double-right arrow at the right side of the tab list. This will reveal a menu with additional tabs.



Tabs that are not used often can also be hidden to create more space. Right-click on any open area of a Ribbon tab and select the “Show Tabs” menu. Tab names will appear in a list. Check or uncheck to show/hide.



SAVING CIVIL 3D WORKSPACE SETTINGS

Users can override the default Workspace settings if desired. A user can arrange UI elements across one or more monitors, and they can appear at the same position and size as they were when Civil 3D was last closed or when a Workspace was switched.

To save Workspace changes automatically:

1. Type **WSSETTINGS** at the command line.
2. Select "**Automatically save workspace changes**" and click "**OK**".

CUSTOMIZE DISPLAY SETTINGS

Users can customize display elements without affecting State Kit functionality.

1. Type **OPTIONS** at the command line.
2. Click the **Display** tab.

Settings for window elements, color theme, layout elements, display resolution, performance, crosshair size, and fade control can be customized. Drawing Window colors can be changed by clicking the **Colors…** button.

CIVIL 3D PROFILES

The default State Kit profile is named "**MDT_2026**". AutoCAD profiles store application settings such as search paths, file names, file locations, display settings, system settings, user preferences, and other default settings.

There are specific profile settings required for State Kit tools and workflows. The MDT_2026 profile must be used to enable all State Kit functionality. This profile is automatically loaded when the "Civil 3D 2026 Montana" desktop shortcut is used to start Civil 3D. Users can customize profile settings, but be aware, some settings are reset when State Kit updates are installed.

Note: Use caution if making changes to profile settings. Changes may result in lost State Kit functionality.

RESETTING THE PROFILE

If the MDT_2026 profile becomes corrupt or undesirable changes have been made, the State Kit has a workflow to reset the MDT_2026 profile to the default settings. The "Remove Current Profile" command can be accessed from the **Ribbon > MDT Tools tab > MDT System panel > Remove Current Profile,** or by typing **MDTRemoveCurrentProfile** at the command line. Exit Civil 3D and restart Civil 3D using the "**Civil 3D 2026 Montana**" desktop shortcut.

SAVING AND RESTORING USER SETTINGS

Some user settings can be saved before a profile reset or State Kit update and then restored. There are two commands:

Ribbon > MDT Tools tab > MDT System panel > User Settings dropdown > Save User Settings

Ribbon > MDT Tools tab > MDT System panel > User Settings dropdown > Restore User Settings

The commands will save and restore the MyPlaces, command line, toolbar, and drawing window registry settings, along with a select group of system variables that do not affect State Kit functionality.

MDT RIBBON TABS

Two custom "MDT" ribbon tabs are loaded with the State Kit. These ribbon tabs hold custom MDT and 3rd party tools and commands. These ribbon tabs appear at the far-right side of the ribbon. The ribbon tabs can be turned off/on manually with the **MDTRIBBONOFF** and **MDTRIBBON** commands. These ribbon tabs may evolve as MDT workflows are developed and refined, and tools may be added or removed in future State Kit updates.

MDT DESIGN RIBBON TAB

MDT Design generally contains design specific tools and model space commands. The MDT Design tab contains the following panels:

MDT Info: Links to MDT documentation and MDT web resources
MDT Drawing Settings: Edit Civil 3D drawing settings
MDT Ground Data: Tools for surface creation and editing
MDT Modeling: Tools to assist in Civil 3D object modeling
MDT Draw: 2D drawing tools and miscellaneous drawing commands
MDT Annotation: Annotation tools
MDT Layers: Layer commands
MDT Reference: Xref and image commands

MDT TOOLS RIBBON TAB

MDT Tools generally contain system utilities, drawing utilities, and tools for layouts. The MDT Tools tab contains the following panels:

MDT Info: Links to MDT documentation and MDT web resources
MDT System: Profile, interface, and settings utilities
MDT Utilities: Drawing maintenance utilities
MDT Components: Add/update MDT standards components
MDT Sheets: Sheet layout tools
MDT Palettes: Access to MDT & Autodesk tool palettes and tool palette groups
MDT Excel: Access to MDT Excel tools for use in Civil 3D

MDT TOOL PALETTES

Some State Kit standards content and custom tools can be accessed through MDT Tool Palettes. These tool palettes may evolve as MDT workflows are developed and refined, and tool palettes may be added or removed in future State Kit updates. Tool palettes can be accessed from the **Ribbon > MDT Tools tab > MDT Palettes panel**.

DEFAULT MDT TOOL PALETTE GROUP

The default “MDT” tool palette group is loaded upon initial open after a State Kit installation or update. This group contains the following tool palette tabs:

MDT Start tab: Default MDT tool palette.

The “MDT” tool palettes are locked to ensure consistent functionality between application sessions. Locked tool palettes cannot be edited. Any custom palettes added to an “MDT” tool palette group will be locked when Civil 3D is restarted.

If a user unlocks and alters a tool palette in an “MDT” tool palette group, the changes will be overwritten when the State Kit is updated. After an update, any changes made to an “MDT” tool palette will be lost, and any custom palettes added to an “MDT” tool palette group will not remain in the group.

To create and use custom tool palettes, add them to the **User Tool Palette Group**.

USER TOOL PALETTE GROUP

The State Kit includes a user editable tool palette group. Users can add content to the default “User” palettes or add personal tool palettes. The “User” palette group can be accessed from the **Ribbon > MDT Tools tab > MDT Palettes panel > User Palette Group**, or by typing **MDTPALETTE-USER** at the command line.

User palette files are stored in **C:\MDOH\StateKit\Civil 3D\User\Toolpalette**

The User Palette Group contains five default tool palettes:

Main tab: Suggested use: add frequently used content.

Subassemblies tab: Suggested use: add custom user subassemblies.

Assemblies tab: Suggested use: add custom user assemblies.

Blocks tab: Suggested use: add custom user blocks.

Tools tab: Suggested use: add custom user tools.

Press the “User Tool Palettes HELP” button on the Main tab to access documentation about how the user tool palette group functions.

GRADING OPTIMIZATION PALETTE TABS

If the optional Civil 3D Grading Optimization tools are installed, the Grading Objects tool palettes may be added by default to the active tool palette group upon application start. To hide these tool palettes, switch to any other palette group. To show the Grading Objects tool palettes: **Ribbon > MDT Tools tab > MDT Palettes panel > Autodesk Palette Groups menu > Grading Optimization Palettes**.

MDT CIVIL 3D STATE KIT MAIN FILETYPES

CIVIL 3D DRAWING FILES

A typical drawing file in Civil 3D is called a **DWG** and has a **.dwg** file extension. DWG files are the main Civil 3D file type used to store 2D & 3D design data and metadata for creating existing conditions models, design models, cadastral drawings, and survey drawings. DWG files can also be used for plan production drawings to create published or plotted output or used to store data such as AutoCAD block libraries, AutoCAD drawing components, or other static, reusable drawing content.

The current DWG file format version is **DWG 2018 (AC1032)** and is compatible with Civil 3D releases 2018 through 2026. This version is more commonly referred to as **AutoCAD 2018 Drawing (*.dwg)**. All MDT DWG files should be saved as a 2018 drawing unless the drawing file needs to be converted to a previous DWG file format version for compatibility with other software packages.

Note: Converting a Civil 3D drawing to a previous DWG file format version will result in the loss of some design data due to backwards compatibility issues. Users should not save a drawing backwards to a previous DWG version and then save the drawing forward to a more recent DWG version. Not all design data will make the round trip when saving between versions. While graphical elements may appear the same, Civil 3D object data may be lost, so design intent may no longer be clear.

CIVIL 3D DRAWING TEMPLATE FILES

A drawing template file in Civil 3D can be used to hold predefined drawing components, drawing settings, drawing references, blocks, Civil 3D Styles, and/or Civil 3D Label Styles. A drawing template file is called a **DWT** and has a **.dwt** file extension. DWTs can be used in Civil 3D to start new drawings, create new sheet layouts for plan production, or as reference templates.

The State Kit includes specific DWTs used for drawing start templates and drawing sheet templates. MDT start templates are used to create new drawings and MDT sheet templates are used to import sheet layouts into a drawing.

Some State Kit DWTs are also used as reference templates. Reference templates can be attached (referenced) to a DWG and used to share standards for drawing settings, AutoCAD component styles, Civil 3D Styles, Civil 3D Label Styles, and other content. An advantage to using reference templates to share standards is if there is an update or revision to any content or settings in a reference template, the changes automatically propagate into the DWGs it is attached to. In drawings that don't use reference templates standards changes have to be added manually.

The State Kit makes use of reference templates to control the flow of components, drawing settings, and Civil 3D Styles to the start drawing templates.

Note: Users should not edit MDT drawing template files. Altering MDT drawing template files will result in lost State Kit functionality. Drawing template file changes will only be saved to the local machine and drawings created from an altered template can have content or settings that may not be available when a drawing is opened on a different machine.

CIVIL 3D DRAWING STANDARDS FILES

A drawing standards file (**DWS**) can be used as a standard to check drawings for consistency. Standards define a set of common properties for named objects such as layers and text styles. DWS files have a **.dws** file extension and can be created by saving a DWG as a DWS.

The State Kit uses a drawing standards file for layer translation mapping from legacy DGN drawings to the current MDT DWG layer standard.

CIVIL 3D SHEET SET FILES

A sheet set is a collection of individual sheet layouts from one or more drawing files. A sheet set can be used to plot or publish multiple layouts from different drawing files without having to open each drawing file individually. The associations and information that define a sheet set are stored in a sheet set (**DST**) file with a **.dst** file extension.

Sheet set files can also be used to hold metadata that can be shared with other drawings in a sheet set. For example, a DST can contain the project name and project location and that metadata can be used to automatically populate text fields in a drawing, saving the trouble of entering that information into each individual drawing.

CIVIL 3D LAYER STATE FILES

Layer state files (**LAS**) are used to change layer property settings as a group. Layer state files have a **.las** file extension. Property settings for one or more layers can be preset and saved to a LAS file and then imported or exported from the Layer State Manager dialog box. Restoring a layer state will change all the current layer property settings to the settings in the layer state. Layer states can be leveraged to quickly

change layer display settings for various workflows and to set up a drawing for different plotting scenarios.

MDT CIVIL 3D STATE KIT CONTENT

STATE KIT CONTENT OVERVIEW

The State Kit includes custom AutoCAD and Civil 3D content to aid in the creation of design drawings and plan documents, and to process survey data in association with MDT projects.

STATE KIT FILE STRUCTURE

The State Kit file structure is designed in a way so that the MDT CAD standards content is distributed into **single-source component files and reference files**. To the extent technically possible, content is not duplicated in these files, so each individual component file or reference file is a single source of specific drawing standards and settings. This creates a system that is easy to understand, easy to update, and easy to maintain. This system also serves as a standards verification method to minimize the need to reference external documentation. The individual standards and settings files serve as de facto CAD standards for the State Kit.

Most State Kit content and supporting Civil 3D application files have been moved from the default Autodesk install locations to local user storage to remove the need for a user to need administrative rights on a computer to install or update the State Kit.

The State Kit files are installed in three general locations.

1. MDT drawing (CAD) standards content:

   C:\MDOH\StateKit\Civil 3D\2026

2. MDT AutoCAD startup & settings files, MDT UI customization files, and MDT tools support files:

   %APPDATA%\Autodesk\ApplicationPlugins\MDTSK2026.bundle

3. MDT subassembly files (pre-2024), corridor design standards, and quantities report style sheets:

   C:\ProgramData\Autodesk\C3D 2026\enu

Note: Altering MDT State Kit files or directories may result in lost functionality.

MDT DRAWING (CAD) STANDARDS CONTENT

The State Kit makes use of predefined AutoCAD objects, object properties, object settings, Civil 3D Styles, and Civil 3D Label Styles to control the display, plot output, and content definition in MDT drawing files and plan sets. State Kit drawing standards content and default settings are preloaded into the MDT drawing start templates as a convenience.

Note: Drawing standards content files are to be treated as a reference only. Altering individual files will result in application errors and lost State Kit functionality.

MDT drawing standards content is located in:

C:\MDOH\StateKit\Civil 3D\2026

The content is organized into the following subfolders:

\Annotation
\Assemblies
\Blocks
\Drainage
\Hatch
\Layers
\Linetypes
\Plotting
\Subassemblies
\Survey
\Templates
\Toolpalette
\Tools

CUSTOM AUTOCAD BLOCKS

MDT has developed numerous custom MicroStation cells over the years to aid in the creation of CAD content. Many of these cells have been converted into AutoCAD blocks and are available for use with Civil 3D. In addition, many custom AutoCAD blocks have been created specifically for use with the State Kit. MDT custom blocks are stored in DWGs. The standard block files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Blocks

There are many ways to access this content in Civil 3D. Users can use AutoCAD Design Center, the AutoCAD Blocks Palette, MDT custom tool palettes, or the CLASSICINSERT dialog box to add blocks to a drawing.

LAYERS, LAYER STATES, AND LAYER FILTERS

The MDT **layers.dwg** drawing serves as the standard for layers in the State Kit.

The State Kit layer naming convention is based on the American Institute of Architects (AIA) CAD Layer Guidelines: U.S. National CAD Standards. Each layer name allows for the following:

- discipline designator (1 or 2-character abbreviation)
- major group (4-character abbreviation)
- minor group (optional, modifies major group, 4-character abbreviation)
- 2nd minor group (optional, modifies major or minor group, 4-character abbreviation)
- status/phase (optional, 1-character abbreviation)

Each grouping of characters described above is separated by a dash. Abbreviations for each layer are defined in the layer name description and may be reviewed from the Layer Properties.

The layer standards drawing is located here:

C:\MDOH\StateKit\Civil 3D\2026\Layers\layers.dwg

Layer standards can be enforced by layer states. Layer states can also be used to alter plot output or temporarily change display settings.

The **LAYERSTATE** command can be used to import LAS files into a drawing. MDT LAS files can be imported from:

C:\MDOH\StateKit\Civil 3D\2026\Layers

The State Kit uses layer filters to organize layer lists in the Layer Manager. These filters are preloaded into the start templates. To add MDT layer filters to a drawing that does not have them, layer filter (LFT) files can be imported into a drawing from:

C:\MDOH\StateKit\Civil 3D\2026\Layers

Note: Importing a layer filter file will overwrite any existing layer filters in a drawing.

TEXTSTYLES

There are three main textstyles in the State Kit, **MDT Arial**, **MDT Arial Italic**, and **MDT Arial Bold Italic**. A standard Microsoft True Type font was chosen for maximum software compatibility for both internal and external users of the State Kit. A standard font was also chosen to remove the need to license and distribute custom fonts with the State Kit.

These Arial-based textstyles are **annotative** (size adjusts according to annotation scale) and are set to a **zero text height**. A zero text height setting allows an AutoCAD textstyle to be used at any size. By turning the annotative setting on along with using a zero text height eliminates the need to have multiple textstyles of the same font type for different combinations of size and/or scale. For example, if 0.07 height Arial text is desired, set the textstyle to MDT Arial and set the text height in the object properties to 0.07. Because the annotative parameter of the textstyle is turned on, the text height will be automatically adjusted in model space to appear the desired size (0.07) in the sheet layouts according to the annotation scale.

A few extra “MDT” textstyles might be encountered in some MDT production DWG files or State Kit standards files. These textstyles are not annotative and have fixed text height. They should only be used for consistency with legacy drawings or with drawings brought forward from earlier State Kit versions. They will be removed from State Kit standards files in the future, so it is preferred to use the three main MDT Arial, MDT Arial Italic, and MDT Arial Bold Italic textstyles moving forward.

The textstyle drawing standards files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Annotation

DIMENSION STYLES, MULTILEADER STYLES, AND TABLES

The State Kit makes use of predefined dimension styles, multileader styles, and table styles to aid in the annotation of MDT drawings. All MDT annotation styles are preloaded into the start templates and subsets of these styles exist in other State Kit drawing templates and content drawings. The annotation drawing standards files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Annotation

LINETYPES

The State Kit uses both standard AutoCAD linetypes and custom MDT linetypes. There is a graphical reference drawing located at:

C:\MDOH\StateKit\Civil 3D\2026\Linetypes\linetypes.dwg

The linetype standards files consist of an AutoCAD LIN file and a reference template file (DWT). These two files are used to insert or reference the custom MDT linetypes into a drawing and they are located at:

C:\MDOH\StateKit\Civil 3D\2026\Linetypes\MDT_Linetypes.lin

C:\MDOH\StateKit\Civil 3D\2026\Linetypes\DGNlinetypes.dwt

DRAWING TEMPLATES AND SHEET SET TEMPLATES

The State Kit uses drawing templates (DWTs) and sheet set templates (DSTs) for specific purposes in the State Kit.

START TEMPLATES

All new C3D models, design drawings, survey drawings, cadastral drawings, and plan production drawings should be created from a "start" template. "Start" templates are preloaded with MDT standards content and Civil 3D Styles necessary to create drawing files that adhere to MDT standards. There are three "start" templates located in:

C:\MDOH\StateKit\Civil 3D\2026\Templates_Start-Dwg

- **design-start.dwt:** For starting design, detail, or general-purpose drawings. Includes MDT-TMP (temporary) layout as a placeholder layout preceding insertion of sheet layouts.
- **survey-start.dwt:** For starting survey (including cadastral) drawings. Includes MDT-TMP (temporary) layout as a placeholder layout preceding insertion of sheet layouts.
- **x-mdt-build.dwt:** This is a special base template used only for creating new reference templates, creating new standards content drawings, or inserting drawing objects for export. This template contains no preloaded MDT content and no custom MDT Civil 3D styles. It is a clean base file on which to build from or insert objects into.

INSERTING OR UPDATING DRAWING STANDARDS CONTENT

All State Kit drawing standards content and default settings are preloaded into the start templates as a convenience, but as production drawings progress through changes and CAD standards evolve, discrepancies may exist between existing drawings and current CAD standards. MDT has developed custom commands that use the standards content files to add or update AutoCAD content in existing drawings.

There is a command to add or refresh all MDT AutoCAD Drawing Components (layers, linetypes, textstyles, dimension styles, multileader styles, and table styles). See Appendix A of this document for a list of all MDT custom AutoCAD commands.

SPEED SHEET TEMPLATES

Sheet types typically included in a plan set in numerous quantities and having repetitive content benefit from having predeveloped content and viewports pre-populated. Drawings started with a speed sheet are generally specific in nature, therefore, much of the MDT Standards content is not preloaded. State Kit drawing standards content may

be added to the production drawing on an as-needed basis. “Speed Sheet” templates are located in:

C:\MDOH\StateKit\Civil 3D\2026\Templates_Start-Dwg\Speed Sheet

SHEET TEMPLATES

Sheet templates are used to bring MDT sheet layouts into drawings. MDT sheet layouts contain pre-created sheet borders, companion blocks, and pre-loaded plot settings. Tool Buttons to insert MDT sheet layouts in a drawing are located on the **MDT Sheets** panel of the **MDT Tools** ribbon tab.

State Kit standard drawing sheet template files are stored in:

C:\MDOH\StateKit\Civil 3D\2026\Templates\Sheets

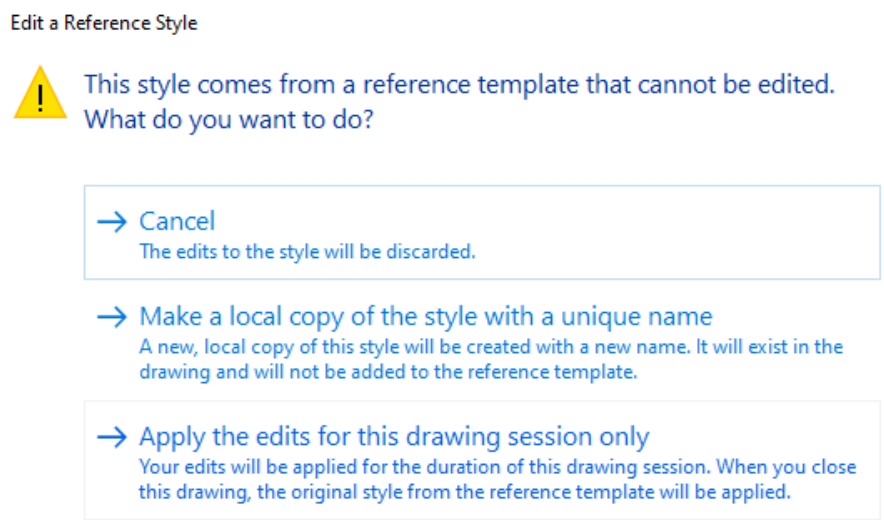
Note: Sheet templates do not have a complete set of MDT standards content or settings and ***should not be used to start a new drawing****.*

REFERENCE TEMPLATES

Reference templates are used as single-source reference files for Civil 3D Styles, Label Styles, Object Settings, and Drawing Settings. Reference templates are also used to funnel specific standards content into the individual “start” templates. The State Kit standard reference templates are located in:

C:\MDOH\StateKit\Civil 3D\2026\Templates\Reference

Note: Edits to Civil 3D Styles should not be made in the reference templates (DWTs). Instead, use the ***“Make a local copy of the style with a unique name”*** *option in the consuming drawing file (DWG), edit and rename the copy of the Style, and apply the new Style to the Civil 3D object.*



SHEET SET TEMPLATES

The State Kit uses sheet set templates (DSTs) with predefined metadata to populate some of the text in sheet borders.

MDT standard sheet set templates are located in:

C:\MDOH\StateKit\Civil 3D\2026\Templates\Sheets\Sheet Sets

Note: Civil 3D now includes two ways to open sheet sets, the Sheet Set Manager for Web and the "legacy" Sheet Set Manager palette. Introduced in Civil 3D 2023, Sheet Set Manager for Web was created to work with sheet set files (DSTs) on Autodesk Docs.

There is an issue with the new method. The automatic sheet field naming function does not work properly with the Sheet Set Manager for Web. When sheets are added to a DST file opened in SSM for Web, a sheet layout in Civil 3D is not able to read the custom properties. This is an issue because the MDT sheet border blocks use custom properties to populate some fields on the sheet layout.

To avoid this, the State Kit is set to open the "legacy" SSM by default, so operation will be the same as it was in Civil 3D 2022. This is done by setting the system variable SSMDETECTMODE to 0 at startup. To change the behavior to open DST files with the SSM for Web instead, set SSMDETECTMODE to 1 or "ON".

This only affects DST files that are opened from Autodesk Docs. DST files opened locally or on network drives are not affected.

PLOTTING

The State Kit uses **CTB** plot style tables. CTB plot style tables use the object or layer color setting to determine how the plotted output is displayed. Plot style tables can control color, screening, linetype, lineweight, end style, and join style among other settings, but the MDT plot style tables are mostly used just to control color output.

MDT CTB plot style tables can be found in:

C:\MDOH\StateKit\Civil 3D\2026\Plotting\Plot Styles

MDT - Standard.ctb is the standard plot style table used in all predefined layouts and page setups in the State Kit.

MDT - Standard.ctb produces grayscale output (black/gray/white) when using standard AutoCAD colors (1-255). The following plot style properties apply:

- Colors 1-9 plot black
- Even numbered colors plot black
- Colors ending in 7 (17, 27, 37, etc.) or 9 (19, 29, 39, etc.) plot black
- Colors ending in a 1 (11, 21, 31, etc.) plot dark gray (RGB - 84, 84, 84)

- Colors ending in a 3 (13, 23, 33, etc.) plot medium gray (RGB - 118, 118, 118)
- Colors ending in a 5 (15, 25, 35, etc.) plot light gray (RGB – 152, 152, 152)
- Colors 250-255 will plot true to the color displayed (black, gray, white)

Color plotting using this plot style table is supported by changing an object or layer to a “True Color” (RGB color) setting rather than “Index Color” within the Select Color dialog. Layer States can be used to facilitate the changing of color settings to allow different types of plotted output from one drawing.

Color values can be changed on multiple layers using the Layer Colors Manager tool. The Layer Colors Manager tool converts the color values of multiple layers between Index Color values and True Color values and maintains the existing layer color. The “Layer Colors Manager” tool can be accessed from the **Ribbon > MDT Design tab > MDT Layers panel > Layer Color Manager.**

Plot style tables may be added or removed in future updates as MDT workflows are developed and refined.

PC3 files are used to store preset plotter settings. PC3 files can be created for physical or virtual plotters. The State Kit includes a PC3 file for publishing to PDF:

C:\MDOH\StateKit\Civil 3D\2026\Plotting\Plotters\MDT PDF (General Documentation).pc3

SUBASSEMBLIES

MDT has developed custom subassemblies that aid in the creation of Civil 3D corridors that adhere to MDT standards and practices. Some of these MDT subassemblies have functionality that is not available in the standard “out-of-the-box” Civil 3D subassemblies.

The subassemblies are accessible from the **MDT Subassemblies** tool palette by pressing the **MDT Assemblies & Subassemblies** button on the **MDT Design** ribbon tab. Out-of-the-box Civil 3D subassemblies can be accessed by pressing the **Civil 3D Subassemblies** button on the **MDT Design** ribbon tab.

The auxiliary subassemblies are accessible from the **MDT Subassemblies** tool palette by pressing the **MDT Auxiliary Subassemblies** button on the **MDT Design** ribbon tab.

Custom MDT subassembly files are stored in **PKT** files located in:

C:\MDOH\StateKit\Civil3D\2026\Subassemblies

MDT Civil 3D State Kit Subassembly and Assembly Guide is available for further information.

ASSEMBLIES

The State Kit includes predefined assembly drawing files. These files contain pre-built assemblies that are made up of MDT and/or Autodesk subassemblies. The assemblies are constructed from subassemblies with default settings preset to MDT design standards and practices. These assemblies can be inserted into a drawing from the **MDT Assemblies** tool palette tab. The assembly drawings are located in:

C:\MDOH\StateKit\Civil 3D\2026\Assemblies

MDT Civil 3D State Kit Subassembly and Assembly Guide is available for further information.

TOOL PALETTES

The State Kit uses custom Tool Palettes to provide access to MDT drawing content.

MDT tool palette files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Toolpalette

MDT PIPE NETWORK CATALOG

The State Kit uses a custom Civil 3D Pipe Network catalog.

The MDT pipe catalog files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Drainage

The catalog path is set automatically by the State Kit profile and predefined parts lists exist in the reference templates.

MDT DESIGN CRITERIA FILES

The State Kit includes a design criteria file (XML) that includes MDT specific road design criteria.

The MDT design criteria file is located in:

C:\ProgramData\Autodesk\C3D 2026\enu\Data\Corridor Design Standards\Imperial

MDT CUSTOM TOOLS

MDT is developing custom AutoCAD and Civil 3D tools to aid in MDT specific content creation workflows and data processing. Access to some MDT tools will be incorporated directly into the MDT Civil 3D user interface.

Other standalone tools can be found in:

C:\MDOH\StateKit\Civil 3D\2026\Tools

PROJECT EXPLORER

Project Explorer style files have .xmp* file extensions and can be used to load custom styles for specific project development processes within the Project Explorer.

Project Explorer style files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Tools\Project Explorer

MDT AUTOCAD STARTUP FILES, CUSTOMIZATION FILES, AND SETTINGS

A State Kit AutoCAD plugin loads the necessary customization files, startup settings, and custom commands for the State Kit to function.

These files are located in:

%APPDATA%\Autodesk\ApplicationPlugins\MDTSK2026.bundle

A file listing is located at:

%APPDATA%\Autodesk\ApplicationPlugins\MDTSK2026.bundle\README.md

Note: This information is for reference only. Altering, moving, or deleting any files in the \MDTSK2026.bundle directory will result in lost State Kit functionality.

MDT SURVEY DATABASE SETTINGS FILES

MDT Survey Database settings files consist of an MDT Linework Code Set file, an MDT Figure Prefix Database file, and an MDT Survey User Settings file.

Survey Database files are located in:

C:\MDOH\StateKit\Civil 3D\2026\Survey

MDT LEGACY SUBASSEMBLY FILES

MDT legacy (pre-2024) subassembly files are included with the 2026 State Kit for backwards compatibility with drawings created with the 2021 or 2022 State Kit and are located in:

C:\ProgramData\Autodesk\C3D 2026\enu\Imported Tools

Note: Users should not alter MDT subassembly files or directories. This will result in lost subassembly functionality.

MDT TEMP DIRECTORY

Many temporary files are created during a Civil 3D application session. These files can remain between sessions causing Civil 3D performance issues. Temporary files should be periodically deleted. The State Kit stores Civil 3D's temporary files in a separate location from the Windows **%temp%** directory. A dedicated location provides an easy way to find and remove Civil 3D temporary files. It also makes it easier to identify temporary files that can be used for troubleshooting or drawing recovery. The directory is located here:

C:\MDOH\StateKit\Civil 3D\Temp

The State Kit includes a tool to delete temporary files. This tool attempts to clear the C:\MDOH\StateKit\Civil 3D\Temp and Windows %temp% directories. (Files in use cannot be deleted.) It is recommended to remove temporary files frequently and especially after a Civil 3D crash. **Civil 3D must be closed before running the tool**.

A shortcut to the tool is located here:

C:\MDOH\StateKit\Civil 3D\2026\Tools\Clear Temp Files

The shortcut can be run directly from the \Tools folder, or it can be copied to the Desktop if desired.

MDT USER DIRECTORY

The State Kit provides a local "User" directory for users to add personal Civil 3D content. The directory structure also allows users to add custom tool palettes that can be used alongside the default State Kit tool palettes. The "User" directory is isolated from the rest of the State Kit content. Files and folders can be freely added under the "User" directory.

The User directory is located at:

C:\MDOH\StateKit\Civil 3D\User

The “User” directory and “User” tool palettes are not overwritten when the State Kit is updated.

Note: Do not remove the C:\MDOH\StateKit\Civil 3D\User\Toolpalette folder. User Tool Palette functionality will be lost.

APPENDIX A: MDT CIVIL 3D STATE KIT CUSTOM COMMANDS

The State Kit includes custom AutoCAD and Civil 3D command functions to aid in content creation, workflows, and as a general convenience. Some of the commands are accessible in the UI via tool palettes and/or ribbon tabs, but all can be accessed through the command line.

STATE KIT COMMAND LIST

Name	Description	Command Line
MDT Support	Launches browser to MDT Support webpage.	MDTSUPPORT
MDT State Kit "What's New"	"What's New" document for MDT State Kit	MDTSKUPDATES
MDT Civil 3D State Kit Overview	This document provides a user focused overview of the MDT Civil 3D State Kit.	MDTSKOVERVIEW
MDT Civil 3D Subassembly and Assembly Guide	This document describes the functionality of the MDT custom Assemblies and Subassemblies included in the MDT Civil 3D State Kit.	MDTSKSAGUIDE
MDT Survey Tools Documentation	This document describes the functionality of the MDT custom survey tools included in the MDT Civil 3D State Kit.	MDTSKSTDOC
MDT Manuals & Guides	Open browser to: MDT Manuals & Guides webpage	MDTMANUALS
MDT Project Development & Delivery Resources	Open browser to: MDT Project Development and Delivery Resources webpage	MDTPRJRES
Crop Surfaces	Creates cropped surfaces in the same drawing as the source surface.	MDTCreateCroppedSurfaces
Create Wall Surface	Creates a nearly vertical surface from wall breaklines.	MDTCreateWallSurface
Convert Feature Lines	Convert Feature Lines extracted from a Corridor to 3D Polylines and place them onto layers named by Feature Line name.	MDTCFLLAYER
Point SO to UDP	Writes alignment data such as station and offset to COGO points	MDTPOINTSOTOUDP
Import SOE File	Imports comma-delimited SOE (station, offset, elevation), SOD (station, offset, depth), TXT, CSV files into Civil 3D as cogo points.	MDTImportSOE
Repath Ref Templates	Allows for finding and replacing a text string in a reference template file path.	MDTUPDATEREFTEMPLATES
Reset Design Scales	Resets annotation scales to a default in design template.	MDTRESETDESIGNSCALES

Reset Survey Scales	Resets annotation scales to a default in survey template.	MDTRESETSURVEYSCALES
Station Increment Labels	Places alignment labels along offset objects based on an increment of an alignment.	MDTCreateStaIncLabels
Control Profile Editor	Provides an interface to create and manage PI-only profiles.	MDTControlProfileEditor
Create Cross Slope Profile	Create a profile of the cross slope between two offsets along an alignment on a surface.	MDTCreateCrossSlopeProfile
Create Superelevation Profiles	Create profiles of superelevation data along a selected alignment.	MDTCreateSuperelevationProfiles
Create Surface Profiles	Creates surface profiles for multiple alignments.	MDTCreateSurfaceProfiles
Profile from Point Group	Uses points within a Point Group to develop a profile.	MDTCreateProfileFromPointGroup
Adjust Profile View Range	Adjusts the minimum and maximum elevation for any number of profile views.	MDTProfileViewElevRange
Swap Network Parts	Swaps multiple pipes and/or structures in a pipe network simultaneously.	MDTSwapParts
Swap Parts List Styles	Changes the designated parts styles in a parts list to what is specified with option to update pipe network styles.	MDTSwapPartsListStyles
Adjust Structure Sumps	For structures with zero sump, this adds a sump equal to the lowest pipe wall thickness.	MDTAdjustSumps
Move Pipe End in 3D View	Move a pipe end to a location at a specified elevation in a 3D view. That elevation will be assigned by snapping to the X, Y, and Z coordinates of an object.	MDTMovePipeEnd
Move Pipe Along Profile	This tool adjusts the pipe length and location in the profile view.	MDTPipeAlongProfile
Pipe Separation at Structure	Checks the minimum chord distance between pipes at the inside wall of a selected cylinder structure.	MDTPipeSeparationAtStructure
Parts List Organizer	Provides an interface to re-order parts in a parts list and save the results as a new parts list.	MDTPartsListOrganizer
Label Assemblies	Creates pre-filled and pre-formatted Mtext labels containing the name of an assembly.	MDTLabelAssemblies
Copy Assembly	Makes it possible to copy an assembly within the same DWG or to another DWG.	MDTCopyAssembly
Create Corridor Surfaces	Create corridor surfaces for a selected corridor based on parameters specified in a csv file.	MDTCreateCorridorSurfaces
Shrinkwrap Corridor Surface	Creates a shrink wrap boundary for the selected corridor surface	MDTShrinkwrapCorridorSurface

	based on the selected point and/or link codes.	
Label Section Sheets	Place a number above each section view sheet.	MDTLabelSectionSheets
MDT Assemblies & Subassemblies	Loads the MDT subassembly and assembly palette group	MDTPalette-Assemblies
Civil 3D Subassemblies	Loads the Autodesk Civil 3D subassembly palette group	MDTPalettes-C3D
Rotate Model View	Rotate a plan view in model space without affecting the UCS.	MDTRotateView
Import Views	Imports named views from a drawing selected by the user.	MDTImportViews
Assign to Object Layers	Assign Civil 3D objects to the correct layer according to the drawing's Object Layer default settings. layer settings	MDTAssignObjectLayerDefaults
Prospector Object Folders	Creates object folders in Toolspace > Prospector for several object types; surfaces, alignments (each type), corridors, pipe networks, intersections, and view frame groups.	MDTCreateObjectFolders
Floating Curve	Arc Jigger that is tangent to a selected Arc, Circle, or Line object.	MDTDrawFloatingCurve
Floating Line	Line Jigger that is tangent to a selected Arc or Circle object.	MDTDrawFloatingLine
Draw LT to Scale	Draws a line or polyline with CELTSCALE set equal to CANNOSCALEVALUE	MDTDrawLinetypeToScale
Offset Xref Object	Copy/offset objects from an xref to the current drawing	MDTOFFXLINE
Replace Blocks	Replaces one or multiple block references in a drawing with another block reference in that same drawing.	MDTReplaceBlocks
Delete Blocks	Quickly delete and purge multiple blocks from a drawing	MDTDELBLOCKS
Total Length of Objects	Calculate the total length of a group of separate objects	MDTTLENGTH
MDT Annotation	Loads the MDT Annotation palette group	MDTPalette-Anno
Draw Multileader	Custom multileader command to prompt for the multileader style. If the style does not exist, it is imported from the specified source.	MDTDrawMultileader
Mask Block	Adds a MPolygon as a mask behind the selected block reference. The MPolygon is assigned to the maskLayerName. If the maskLayerName does not exist, it is created with the maskColor.	MDTMaskBlock

Create Data Link Table	Creates AutoCAD table from Excel data links.	MDTCreateDataLinksAndTables
Export C3D Table	Exports a Civil 3D table to Excel.	MDTExportC3DTable
Reset Xref Layers	Reset an xref's layer properties to source values	MDTRESETXLAYERS
All Xref Layers Off	Turn all Xref layers off	MDTXLAYERSOFF
All Xref Layers On	Turn all Xref layers on	MDTXLAYERSON
Layer Colors Manager	Provides an interface to managing layer colors and switching between ACI and RGB.	MDTLayerColorsManager
Apply Layer State	Applies the selected layer state to the active drawing, with the option to apply it to any corresponding XRef layers and save the layer state with the corresponding XRef layers.	MDTApplyLayerState
Auto Attach Xref	XReferences a drawing at 0,0,0, with a relative path, as an Overlay, and places on a new unique layer.	MDTATTXREF
Unload All Xrefs	Unload all xrefs at once	MDTUNLOADXREFS
Reload All Xrefs	Reload all xrefs at once	MDTRELOADXREFS
Remove Orphaned Images	Finds image files that are not referenced by a drawing in the selected directory/subdirectories.	MDTRemoveOrphanedImages
Save User Settings	Save a subset of profile settings before a profile reset or update	MDTSaveUserSettings
Restore User Settimgs	Restore a subset of profile settings before a profile reset or update	MDTRestoreUserSettings
Remove Current Profile	Removes the current AutoCAD settings profile to load a new AutoCAD settings profile.	MDTRemoveCurrentProfile
Coord Props Off	Customizes status bar with coordinate data including OSnapZ setting, Insertion Units, DWG Units, and Metric to Imperial Conversion units.	MDTToggleCoordPropsOff
Coord Props On	Customizes status bar with coordinate data including OSnapZ setting, Insertion Units, DWG Units, and Metric to Imperial Conversion units.	MDTToggleCoordPropsOn
OSnapZ Off	Osnap uses the actual Z-value of the specified point.	MDTOSNAPZOFF
OSnapZ On	Osnap substitutes the Z-value of the point with the elevation set for the current UCS.	MDTOSNAPZON
DWG Clean	Purges unnecessary objects in the DWG database and fixes any errors that may be in the drawing file.	MDTDWGCLEAN

Purge All Unused	This tool removes all unused items in the drawing.	MDTPURGEALL
Purge Data References	Runs the Purge Unused References dialog. Used to remove any unused data references and/or XReferences.	MDTPurgeUnusedReferences
Refresh All MDT Components	Add all MDT drawing components at once	MDTADDALLCOMP
Restore Layer Defaults	Import and restore "MDT All Layers (Standard)" layer state	MDTADDSLS
Add Layers	Add all MDT layers	MDTADDALLLAYERS
Add Layer Filters	Import MDT layer filters	MDTADDLFT
Add Linetypes	Add all MDT linetypes	MDTADDLTYPES
Add Textstyles	Add all MDT textstyles	MDTADDTSTYLES
Add Dimension Styles	Add all MDT dimension styles	MDTADDDSTYLES
Add Multileader Styles	Add all MDT multileader styles	MDTADDMLEADERS
Add Table Styles	Add all MDT table styles	MDTADDTABLES
Add Survey Description Key Set	Add Survey Description Key Set to existing drawing	MDTIMPORTDESCKEYSSU
Add XS Description Key Set	Add Cross Section Description Key Set to existing drawing	MDTIMPORTDESCKEYSXS
Add User-Defined Properties	Add UDPs used by some MDT tools to a drawing	MDTADDUDPS
Detail Layouts	Insert MDT Standard Detail Layouts	MDTLAYOUT-STANDARD-DETAIL
Electrical Layouts	Insert MDT Electrical Layouts	MDTLAYOUT-ELECTRICAL
Geometrics Layouts	Insert MDT Geometrics Layouts	MDTLAYOUT-GEOMETRICS
Hydraulics Layouts	Insert MDT Hydraulics Layouts	MDTLAYOUT-HYDRAULICS
Right of Way Layouts	Insert MDT Right of Way Layouts	MDTLAYOUT-RIGHTOFWAY
Road Layouts	Insert MDT Road Layouts	MDTLAYOUT-ROAD
Signing Layouts	Insert MDT Signing Layouts	MDTLAYOUT-SIGNING
Survey Layouts	Insert MDT Survey Layouts	MDTLAYOUT-SURVEY
Utilities Layouts	Insert MDT Utilities Layouts	MDTLAYOUT-UTILITIES
Plan View Layouts	Insert MDT Plan View Layouts	MDTLAYOUT-PLAN
Plan/Plan View Layouts	Insert MDT Plan/Plan View Layouts	MDTLAYOUT-PLAN-PLAN
Plan/Profile View Layouts	Insert MDT Plan/Profile View Layouts	MDTLAYOUT-PLAN-PROFILE
Profile/Profile View Layouts	Insert MDT Profile/Profile View Layouts	MDTLAYOUT-PROFILE-PROFILE
Cross Section Layouts	Insert MDT Cross Section Layouts	MDTLAYOUT-CROSS-SECTIONS
Number Layout Tabs	Automatically number layout tabs in order	MDTNUMBERLLAYOUTS
Copy to All Layouts	Copy object(s) To All Layouts (excluding current and Model)	MDTCTAL
Align North Arrow	Rotates the north arrow to match the rotation of the viewport	MDTRN
Renumber Layouts	Automatically sequentially renumber all paperspace layouts	MDTRENUMBERLAYOUTS

Align Viewport	Aligns a sheet viewport to a location in modelspace	MDTAlignViewport
Rotate VP Annotation	Rotate selected Multileaders, and/or Mtext, and/or blocks in model space so they are aligned within a viewport to be plan readable.	MDTRotateAnnoToViewport
Zoom Extents All Viewports	Zoom Extents all viewports	MDTZEAVP
Lock All Viewports	Locks all the viewports in all layouts	MDTVPLockAll
Unlock All Viewports	Unlocks all the viewports in all layouts	MDTVPUnlockAll
Current Page Setup to All	Set all layout tabs to the current layout tab's page setup.	MDTPS2LAYOUTS
Assign Page Setup Tool	Assign a page setup to multiple layouts at once.	MDTApplyPageSetup
MDT Start	Loads the MDT Start palette group	MDTPalette-Start
MDT Annotation	Loads the MDT Annotation palette group	MDTPalette-Anno
MDT Assembly/Subassembly	Loads the MDT assembly and subassembly palette group	MDTPalette-Assemblies
MDT Plotting	Loads the MDT Plotting palette group	MDTPalette-PageSetups
MDT Right of Way	Loads the MDT Right of Way palette group	MDTPalette-RW
Autodesk Misc. Palettes	Loads the Autodesk miscellaneous palette group	MDTPalettes-ADSK
Civil 3D Subassembly Palettes	Loads the Autodesk Civil 3D subassembly palette group	MDTPalettes-C3D
Grading Optimization Palettes	Loads the Autodesk Grading Optimization palette group	MDTPalettes-Groundforce
User Palette Group	Loads the User palette group	MDTPalette-User
MDT Excel Manager	Opens Excel macro-enabled MDT workbook to save for adding project specific data used for linking Civil 3D OLE objects.	MDTEXCELMANAGER
Excel SISUM Template	Opens Excel MDT Signing Summary workbook to save for adding project specific data used for linking Civil 3D OLE objects.	MDTSIEXCELMANAGER