















Best Practices In Roadway Designer

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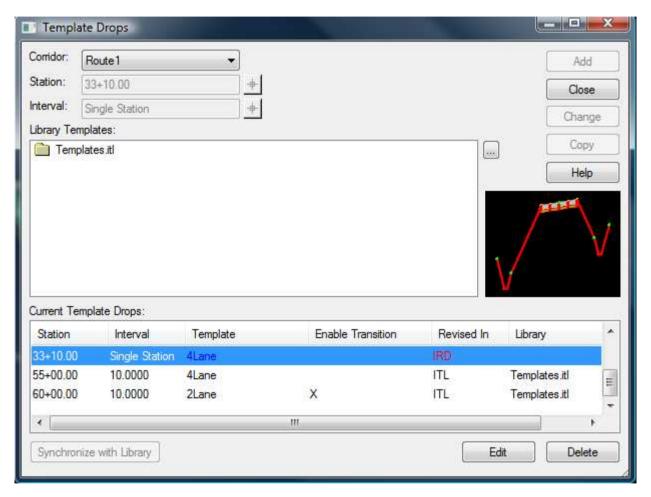


Bad Practices ...





Single Template Drop Caveats





Single Template Drop Caveats

Intended use → final design "touch-ups".

WYSIWYG template (static)

Tight intervals may force quick changes

No processing or point control usage



Single Template Drop Caveats

 Use for fixing "challenging / unique areas" not handled by templates

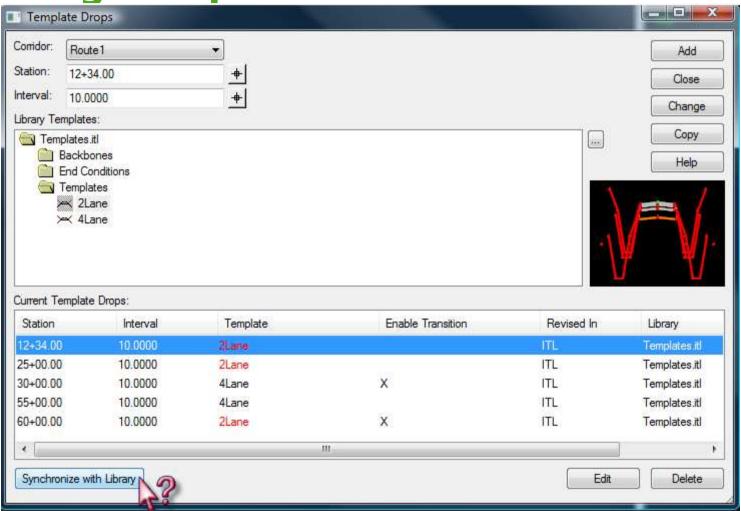
Culvert crossings

Cross-overs

Not intended for end condition overrides



Syncing Templates – When & Where





Syncing Templates - When & Where

 ITL changes vs. IRD changes → Preliminary design vs. final design

Bulk "batch" edits belong in the ITL file

Long corridors may require many template drops

ITL changes allow quick preliminary design changes



Syncing Templates - When & Where

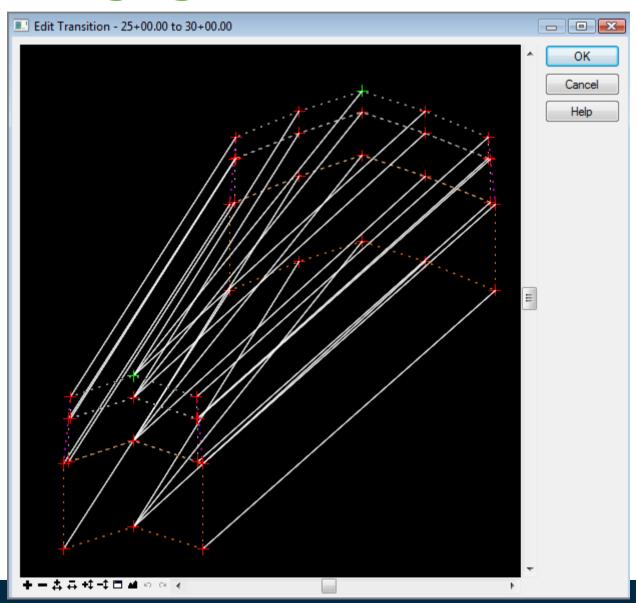
- ITL changes allow quick preliminary design changes
 - Pavement layer thicknesses
 - Curb types
 - End conditions
 - Etc.



Syncing Templates - When & Where

- IRD Changes → Final design
 - Transitional widths for specific geometry
 - Specific station ranges
 - Corridors
 - Etc.







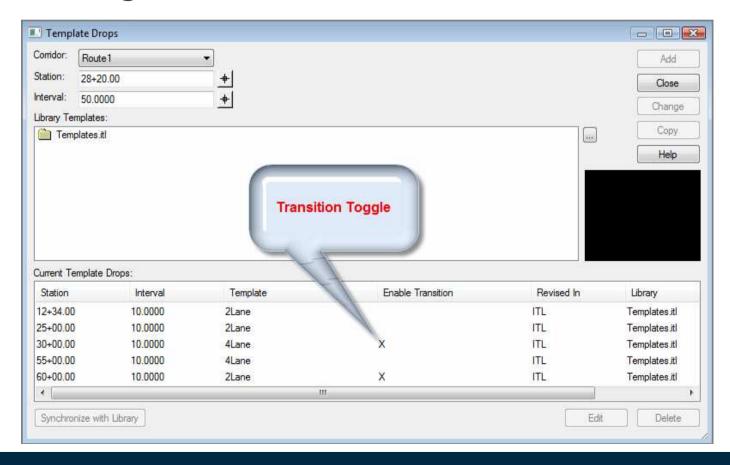
 MicroStation XM → Re-syncing templates to the ITL file resets transitions

MicroStation V8i → Transitions remain intact "if possible"

 No need to "re-do" transitions assuming point names are the same

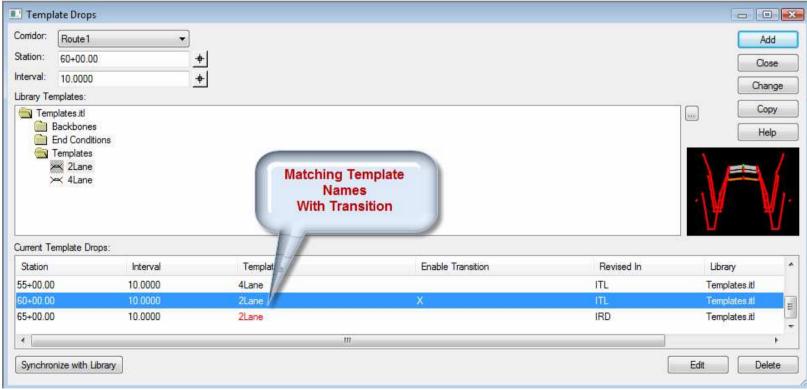


 MicroStation V8i → Added ability to enable or disable transitions directly in the template drop dialog.



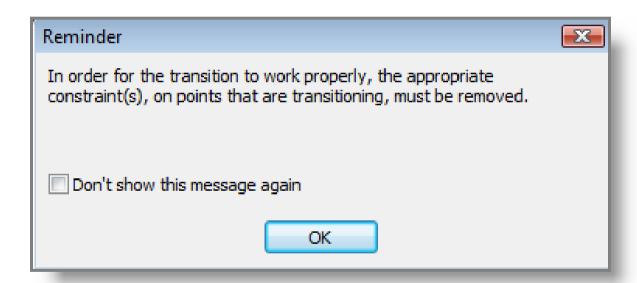


 MicroStation V8i → Added ability to transition between two templates of the same name

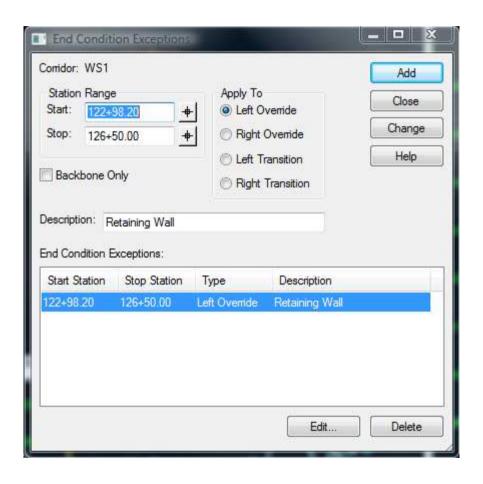




 MicroStation V8i → Added reminder prompt for releasing of constraints

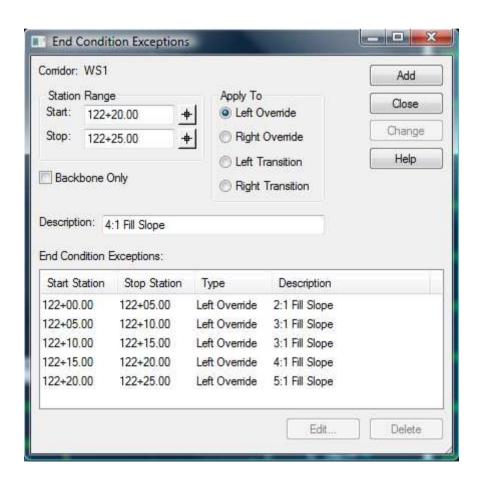








 Too many End Condition Exceptions may indicate the need for a template "re-design"

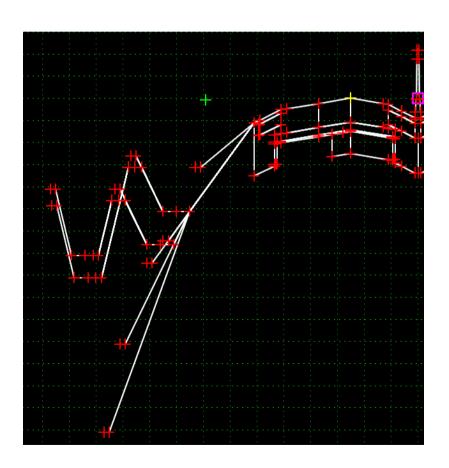




The Super Template



Be careful to avoid the "super template" approach



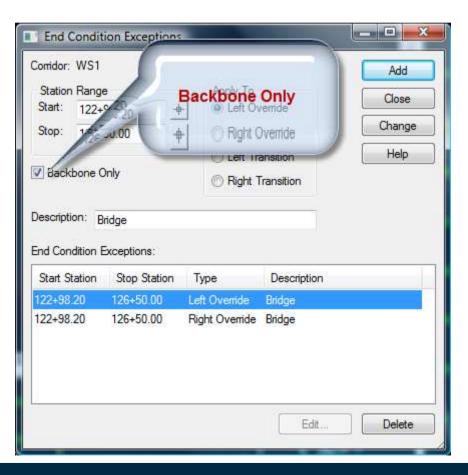


Be careful to avoid the "super template" approach

- A "happy medium" should be considered between too few and too many options
- Too few options results in a lot of End Condition Exceptions
- Too many options results in an unmanageable template
- Just because "You Can" doesn't mean "You Should"

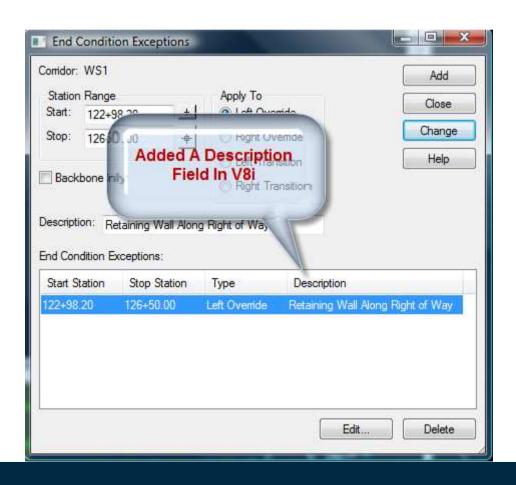


Use the Backbone Only option for bridges and intersections





Added a "Description" field in V8i to assist with Change tracking

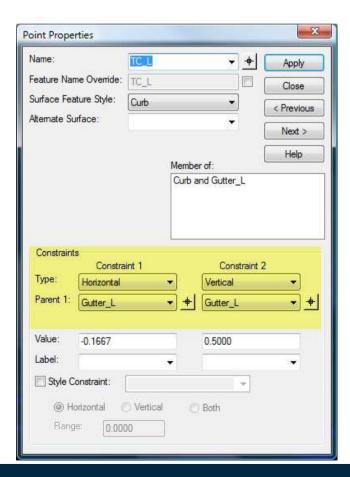




- There are several ways to "constrain" a template point
 - Conventional point constraints in a template
 - Parametric constraints
 - Style constraints
 - Point controls

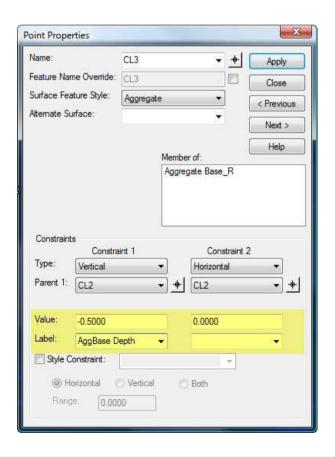


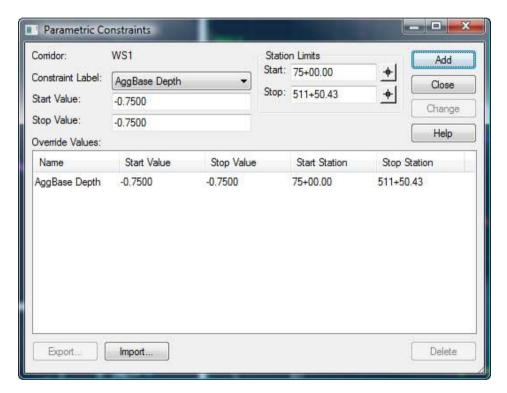
The least priority is the template point Constraint. The Constraints establish the "Starting Point".





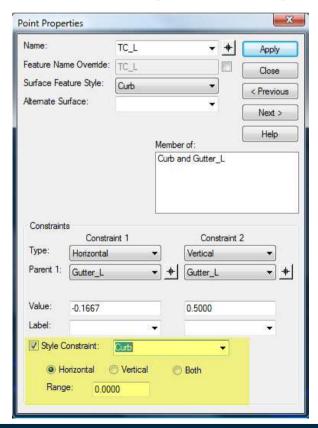
The second highest priority is the Parametric Constraint





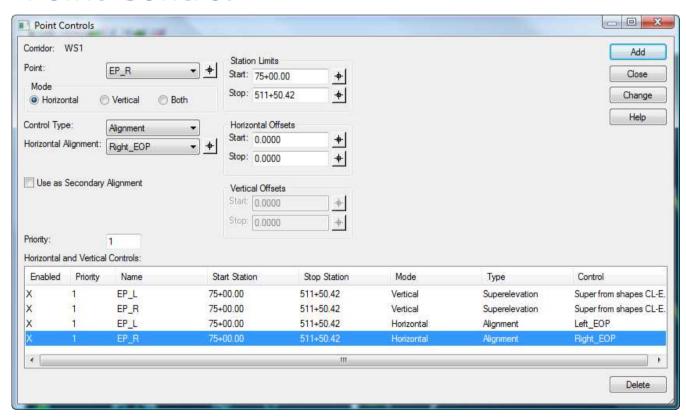


The third priority is the template point Style Constraint. This constraint overrides the "starting point" searching for alignments.





The fourth and highest priority is the Point Control





Template Drops Versus Point Controls

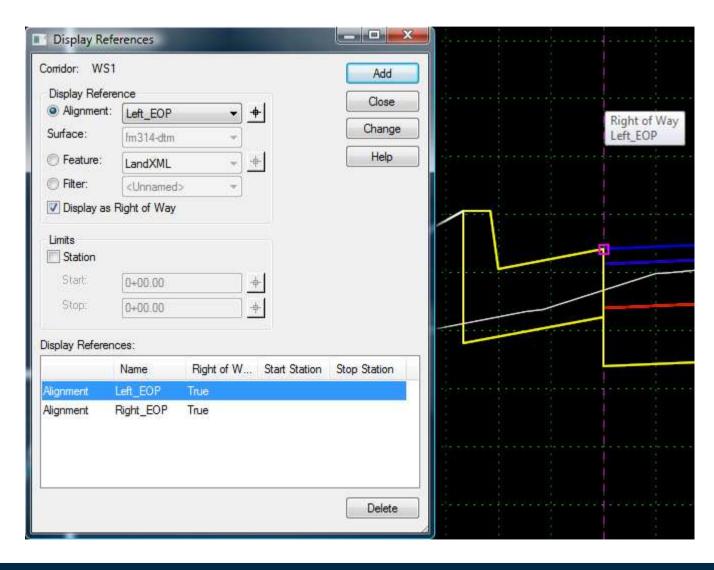
- Creating a new template for every little change is cumbersome and difficult to manage
 - Bulk changes for many templates takes time
 - Transitions will be numerous
 - Difficult to pass the project to another designer
 - Consider driveways for example...



Template Drops Versus Point Controls

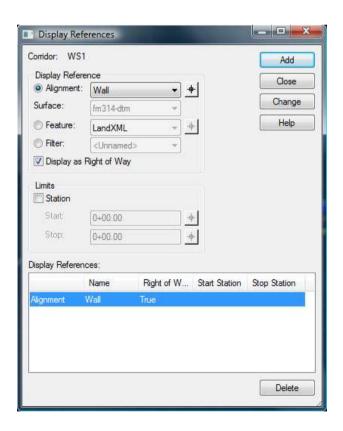
- Point Controls easily transform a "static" template into a "dynamic" template
 - Easily manage varying width pavements and shoulders
 - Used in conjunction with Component Display Rules to automate routine changes like driveways and side roads





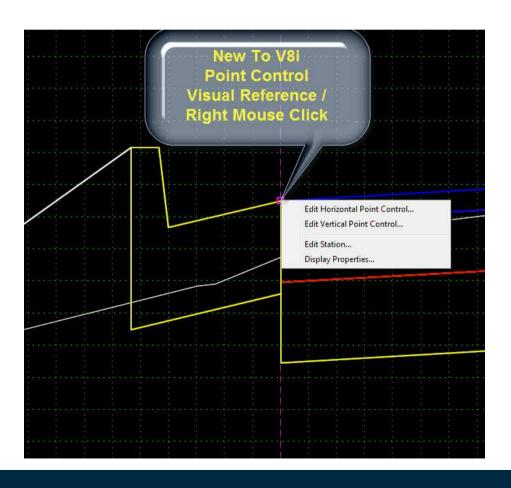


A good "rule of thumb" is to use Display References for items the designer is trying to avoid.



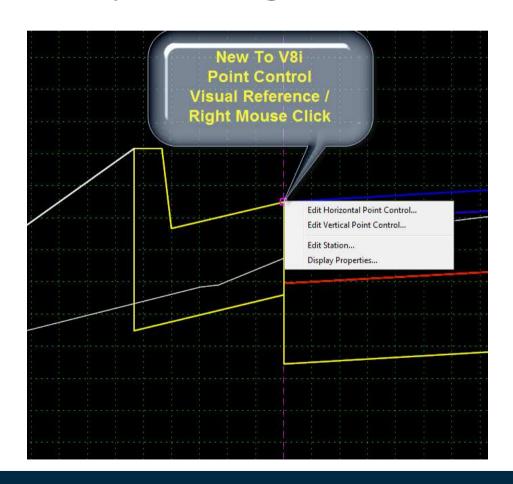


New to V8i, Point Control visual reference reduces the need for enabling as many Display References





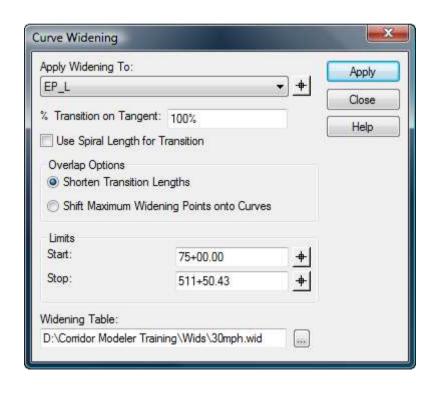
The more display references used... the **slower** the processing.

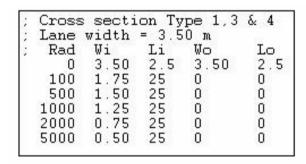




Automated Curve Widening

Curve widening tables allow for insertion of point controls through curves and transitions.





Where:

Rad = Radius

Wi = Widening inside of curve

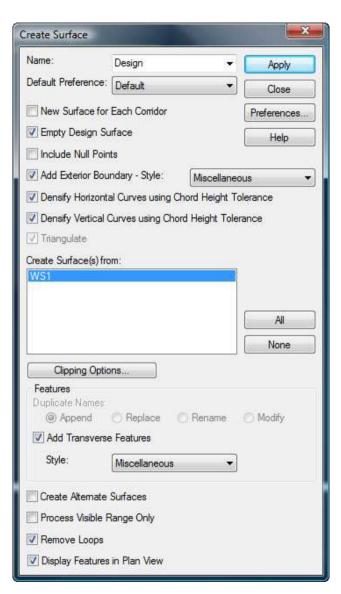
Li = Length of transition inside of curve

Wo = Widening outside of curve

Lo = Length of transition outside of curve

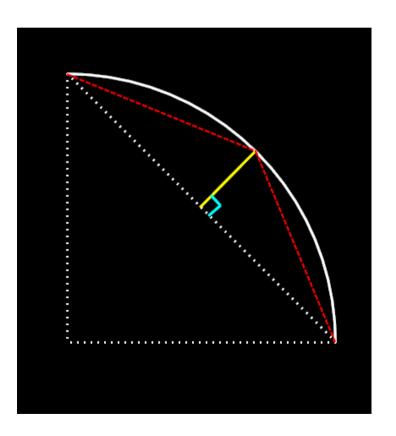


There are some important options that are sometimes overlooked...





Densify Horizontal / Vertical Curves





Densify Horizontal / Vertical Curves

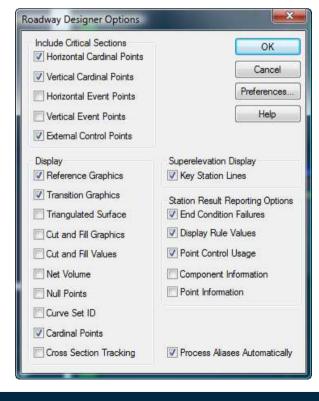
• Using horizontal and vertical chord height tolerances, more triangles will be introduced creating a "smoothing" effect.



Using Cardinal and External Control Points

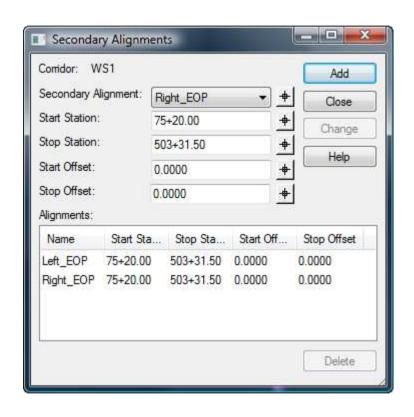
 These additional template drop locations assure a much more accurate

surface

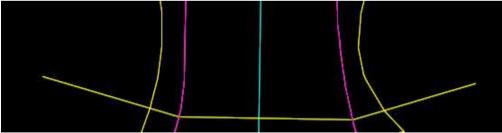




Secondary Alignments



 Modifies cross section direction. The cross section will be radial to each secondary alignment.





Secondary Alignments

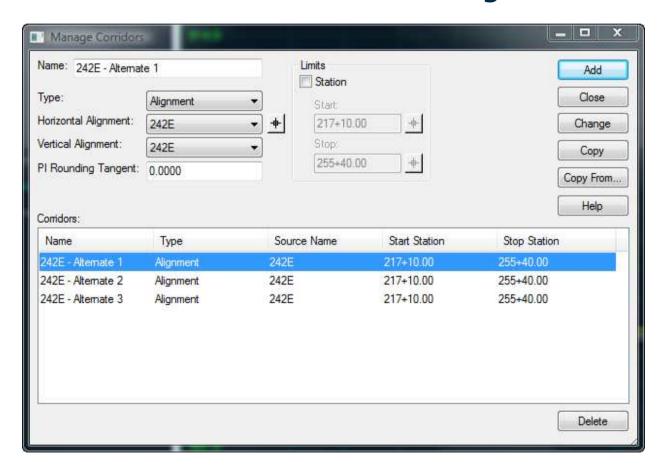
Mimics construction

More accurate DTM

• Minimizes "looping" in tight radii

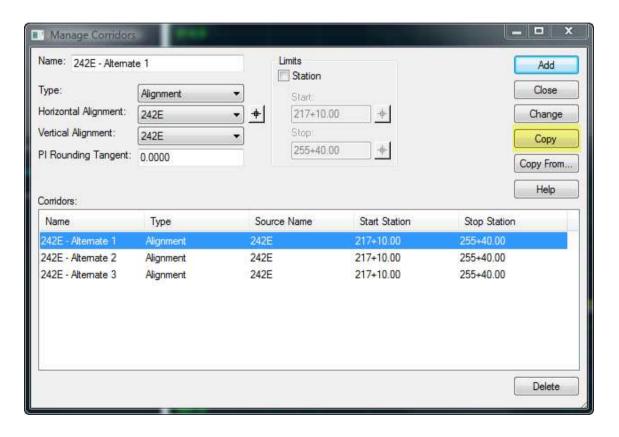


 The Corridor Management tool provides the means to evaluate several design alternatives.





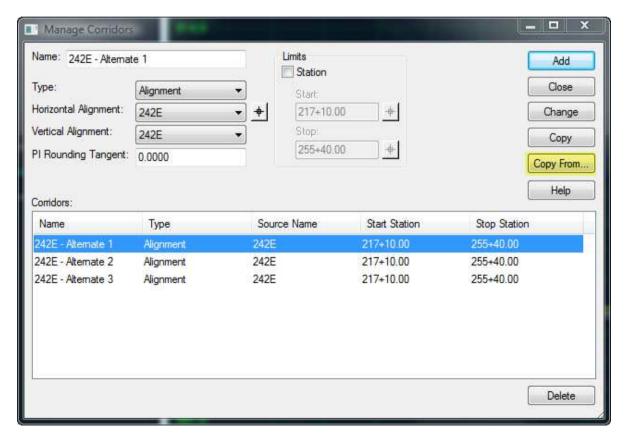
 Using the Copy command, a user can copy a complete design to an alternate Corridor name within the same design IRD file.





 Likewise using the Copy From command, a user can copy a complete design to an alternate Corridor name from within another design IRD

file.





- By copying a design corridor to a different alternate name a user can easily evaluate design changes such as:
 - Profile alternates
 - Design speed changes
 - Super elevation changes
 - Etc.



Questions?

