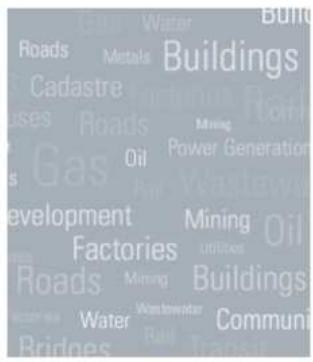
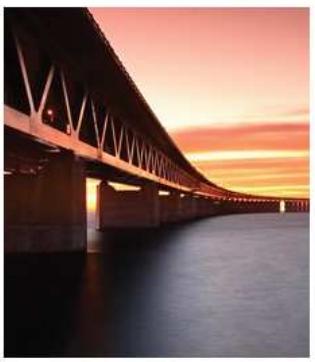
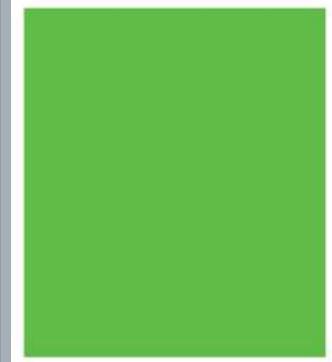
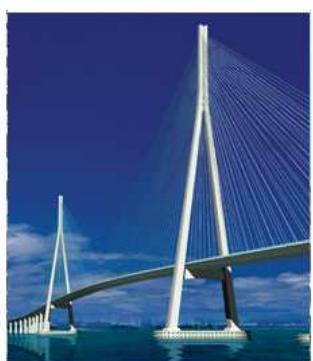
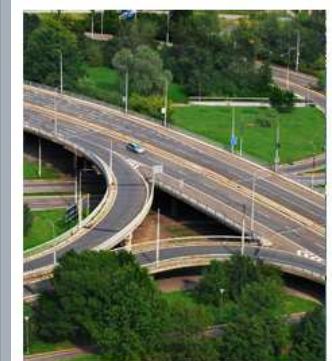


2009 ROADS AND BRIDGES CONFERENCE



Modeling with Bentley Rail

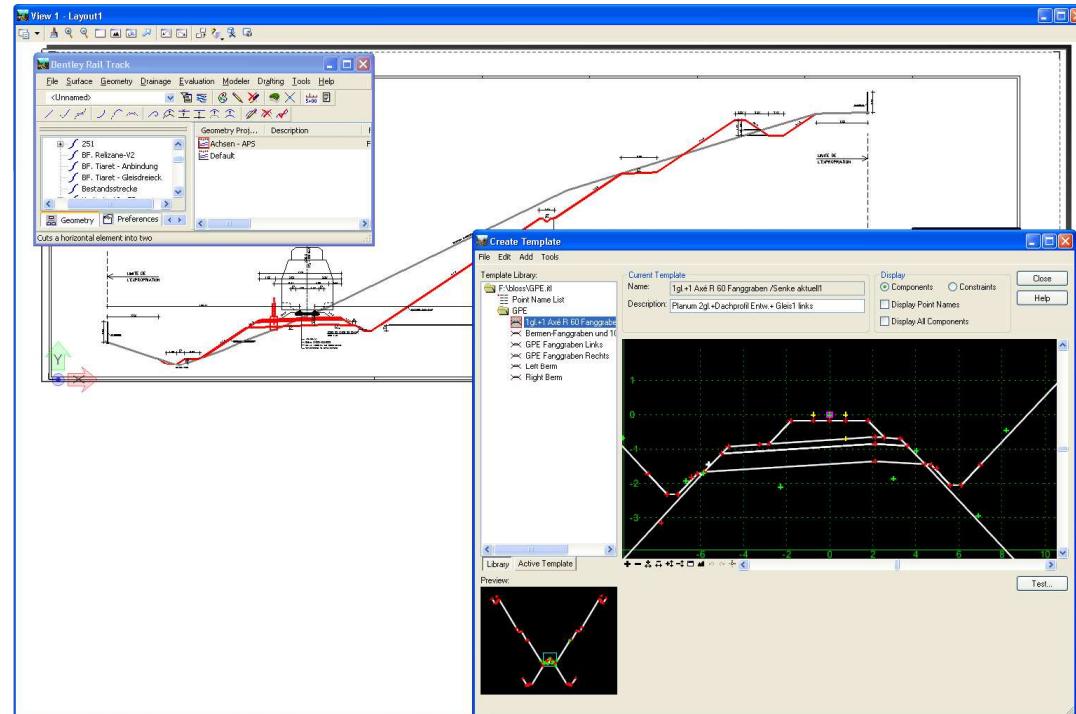
Robert Nice
Solutions Architect - Bentley Systems UK

Roadway Designer for Track

Utilizing Roadway Design for modeling track and earthwork.

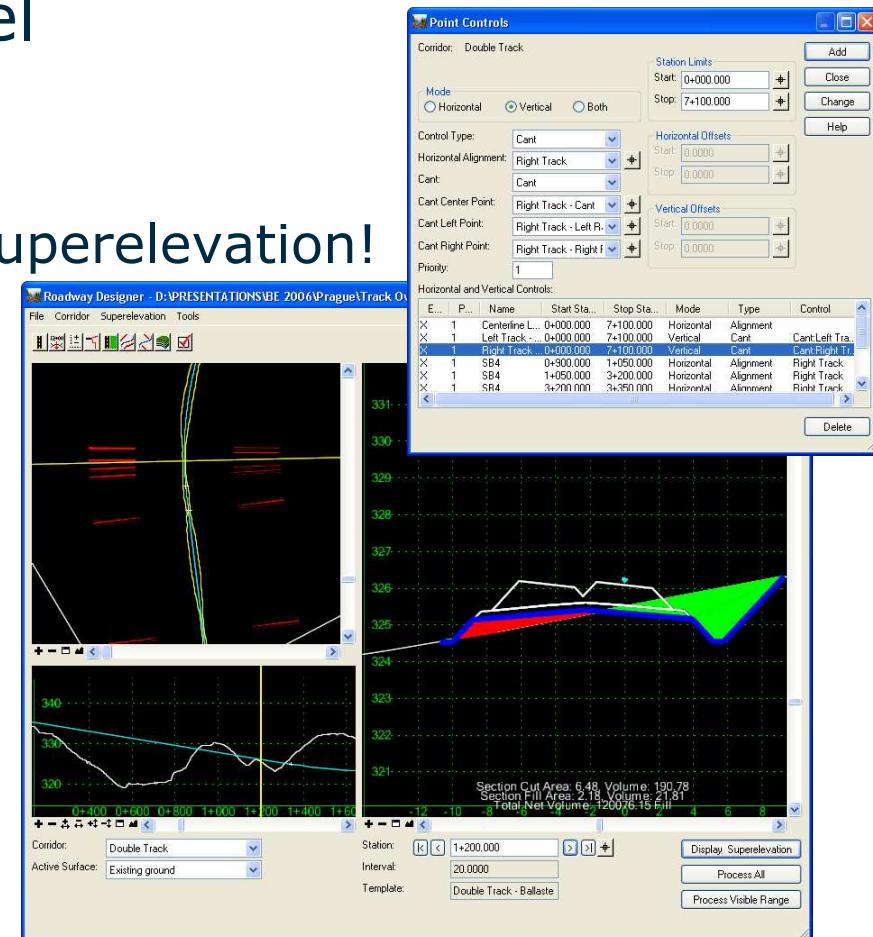
Earthwork Modeling & Templates

- Components
 - Closed shapes that represent “man-made” materials
 - Ballast
 - Subballast
 - Sleepers / ties
 - Other materials
- End conditions
 - Ditches
 - Cut / fill slopes
 - *Similar to roads!*

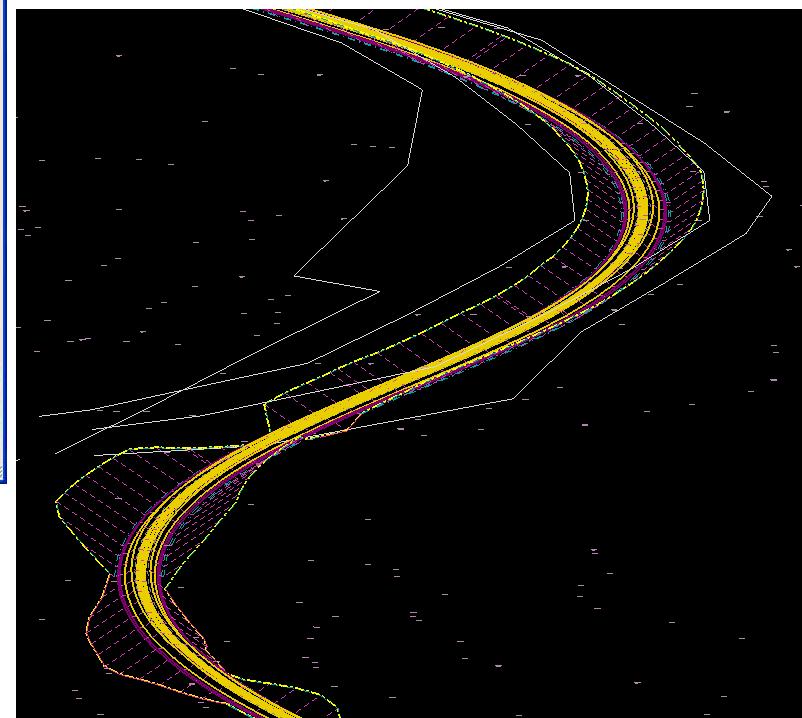
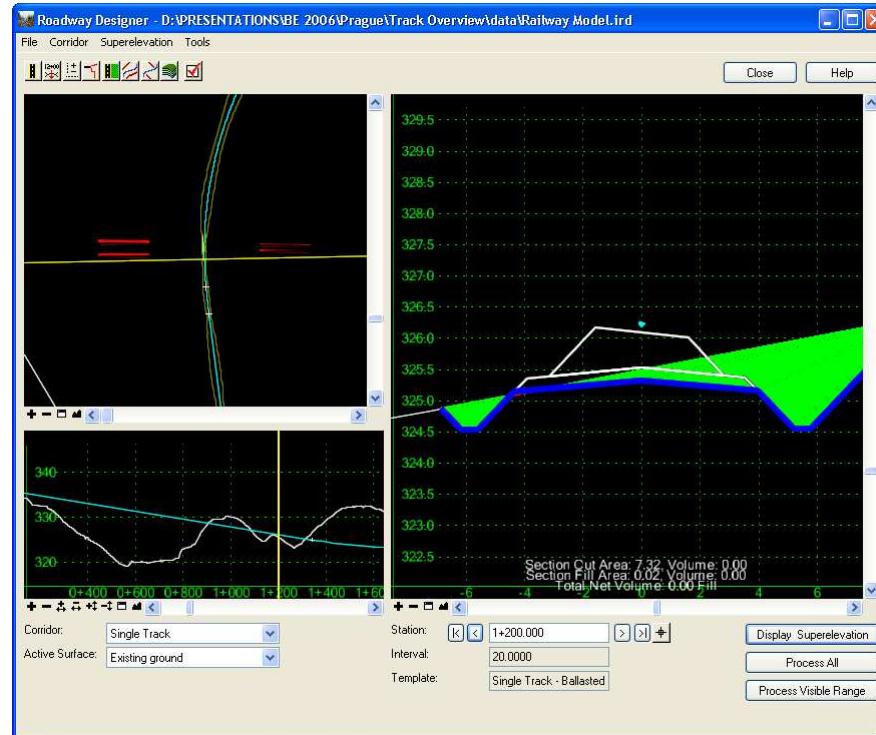


Earthwork Modeling & Roadway Designer

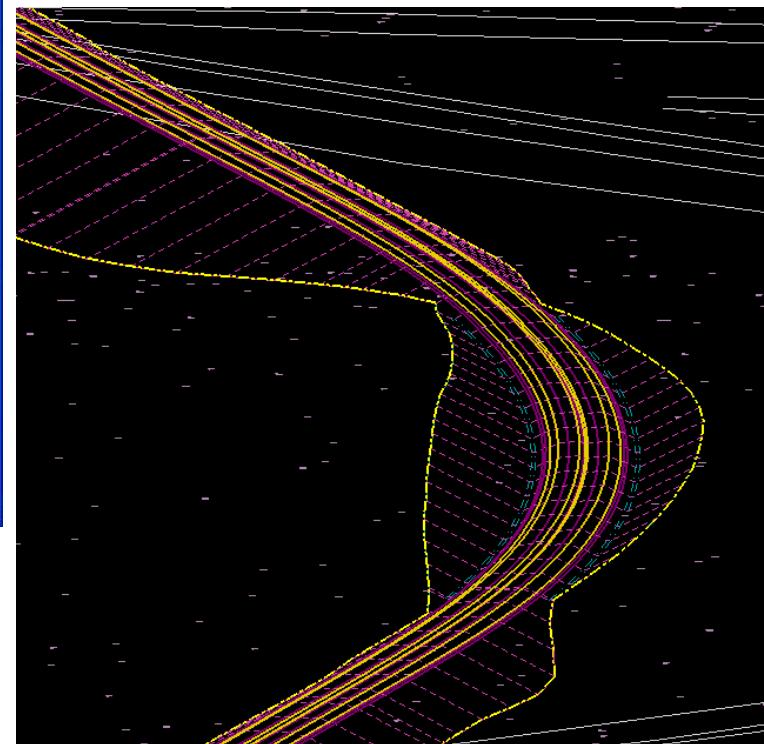
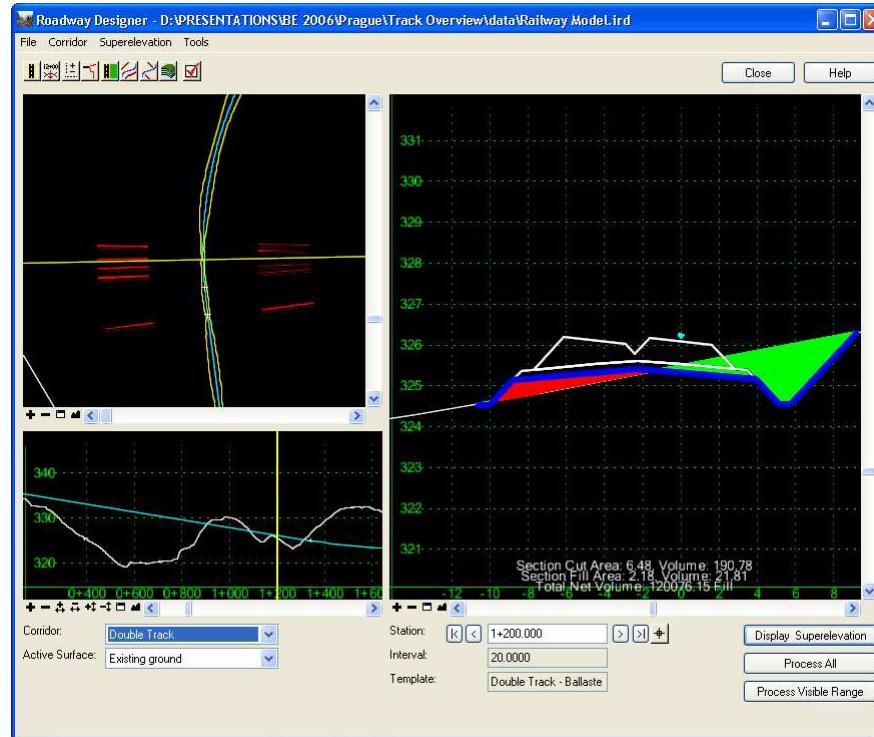
- Utilize alignment model
 - Horizontal
 - Vertical
 - Cant, which is railway superelevation!
- Define model specifics
 - Typical sections
 - Point controls
 - Cant
 - Shoulder widening
 - Minimum ballast depth
 - Etc.



Easily create new single track model...

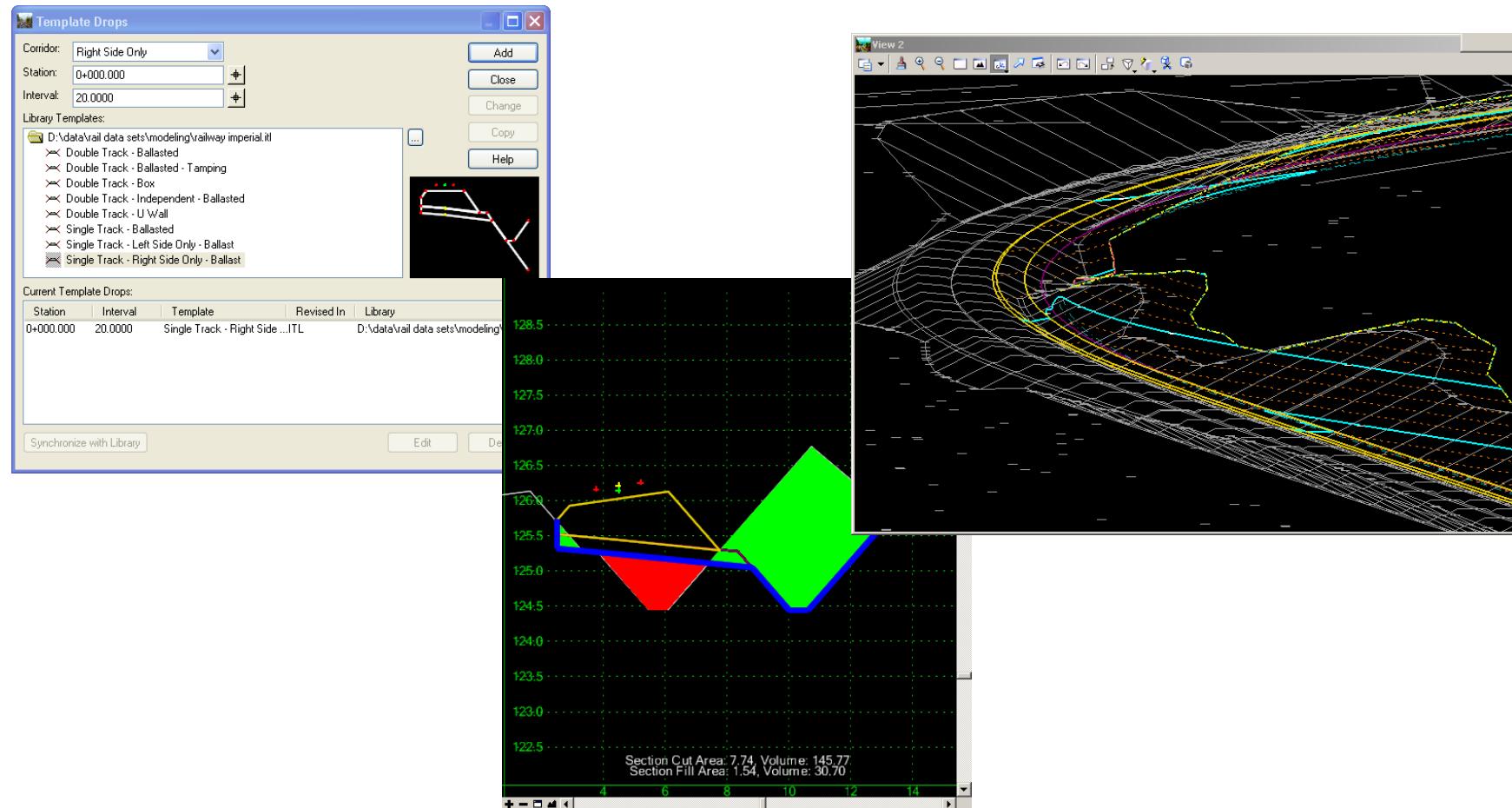


Or a New double track model...

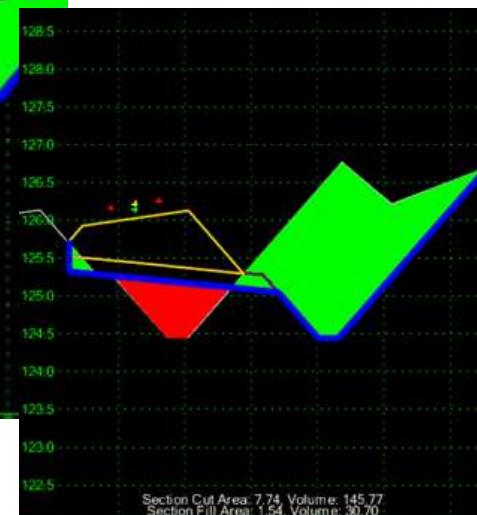
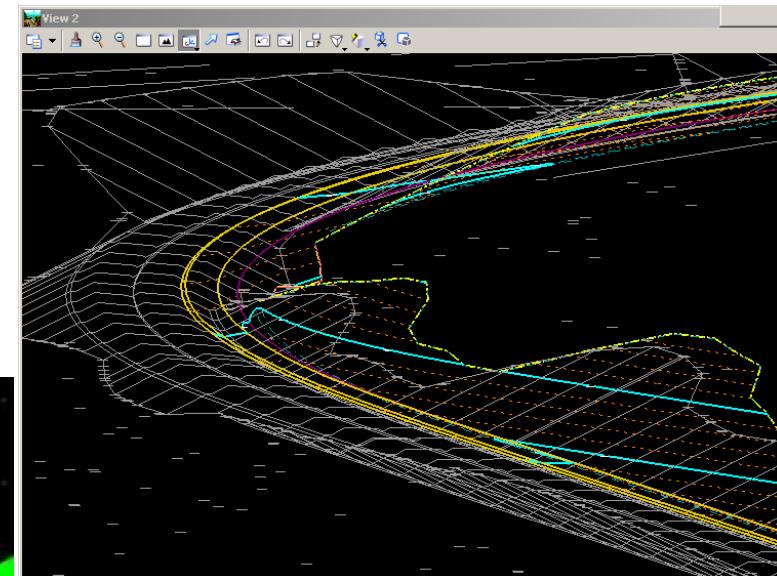


Or Even *Adding* Track to a Corridor!

- Parallel *existing* horizontal, vertical and cant



Easily create track models...

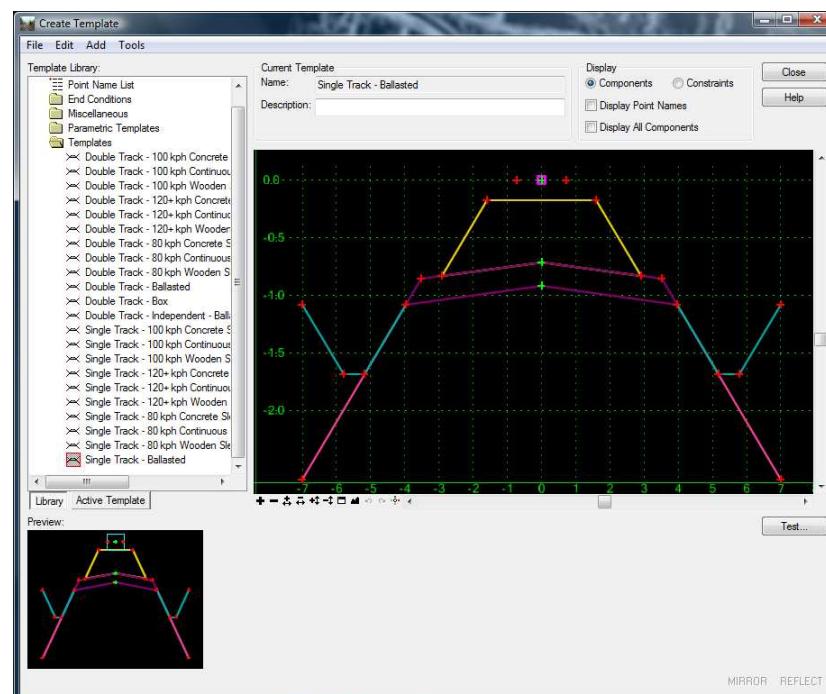


So lets look at some examples

How to model track with Roadway Designer

Single Track

- Characteristics
 - Single track
 - Ballast surface rotates with superelevation
 - Sub-grade widens to accommodate high side superelevation, but cross-slopes remain constant



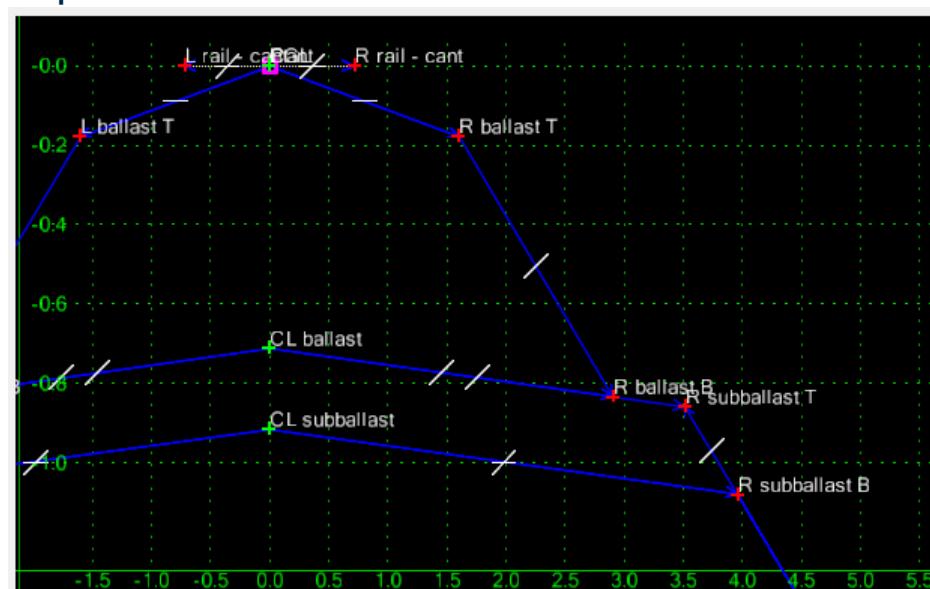
Ballast Rotation

- Ballast Rotation with Superelevation
 - PGL
 - Vertical alignment constraint
 - Cant
 - *L rail - cant*
 - *R rail - cant*
 - Horizontal & slope constraint



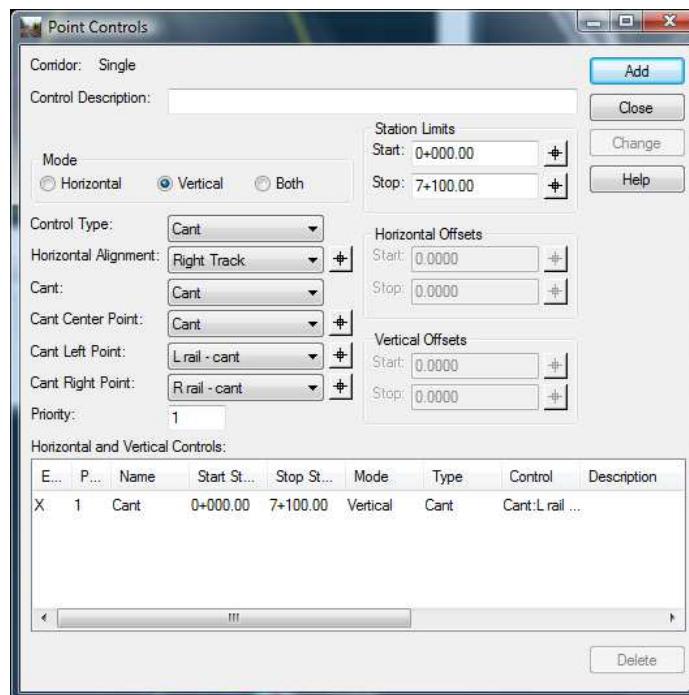
Sub-grade Widening

- Sub-grade shoulder widening (*high side super*)
 - *R subballast B*
 - Horizontal constraint
 - *R subballast T*
 - Two slope constraints
 - *R ballast B*
 - Two slope constraints



Point Controls

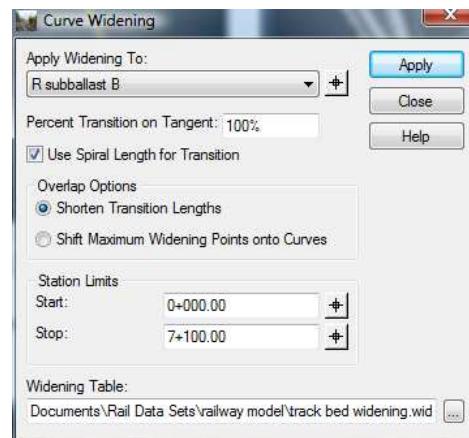
- Within **Roadway Designer** add the *Point Controls* for
 - Cant
 - Center, left rail and right rail



Curve Widening

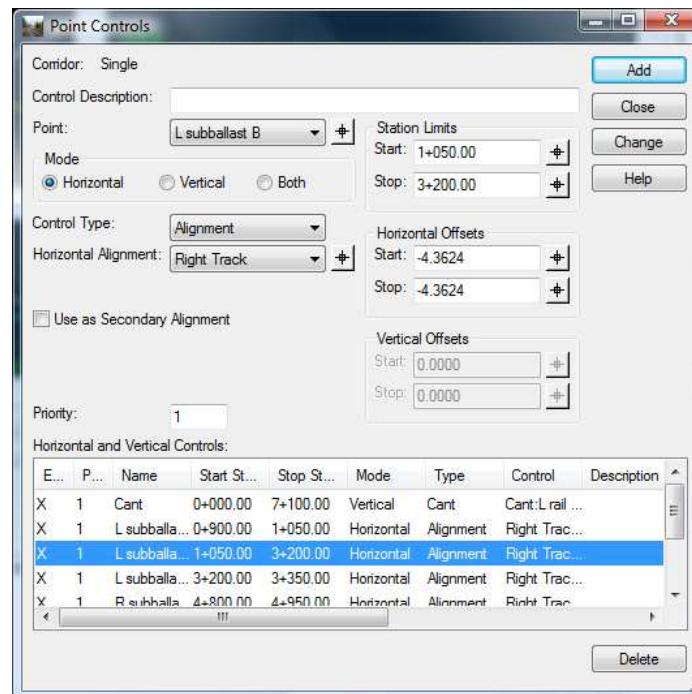
- Curve widening will be applied to
 - *R subballast B*
 - *L subballast B*
- *Based upon a widening table*
 - And widening the outside shoulder!

```
;radius inside_widening inside_length outside_widening outside_length
0      0          0        0.4      0
10000  0          0        0.4      0
```



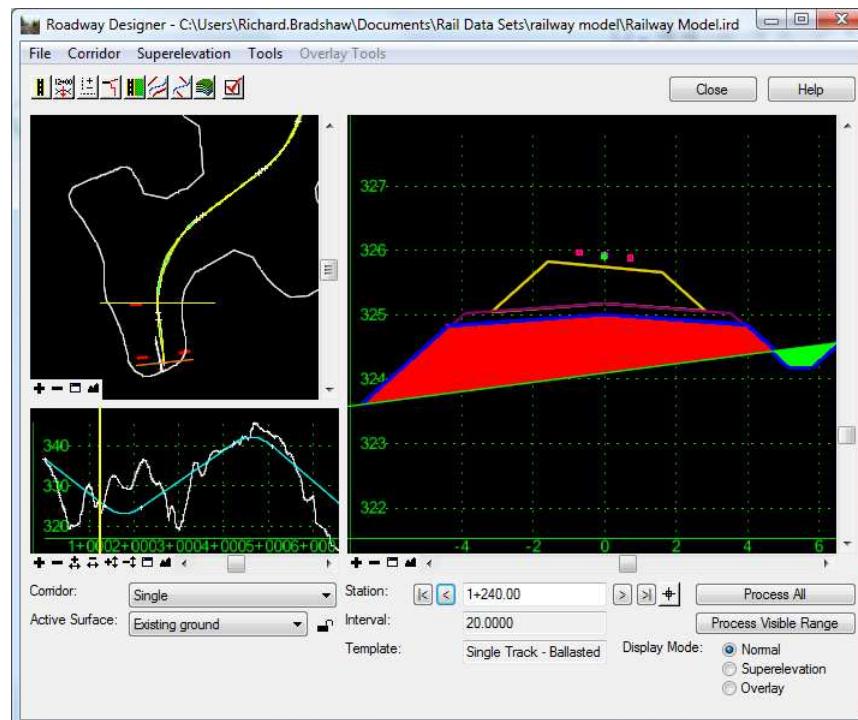
Final Point Controls

- After applying cant point controls and curve widening point controls, we will have the following:

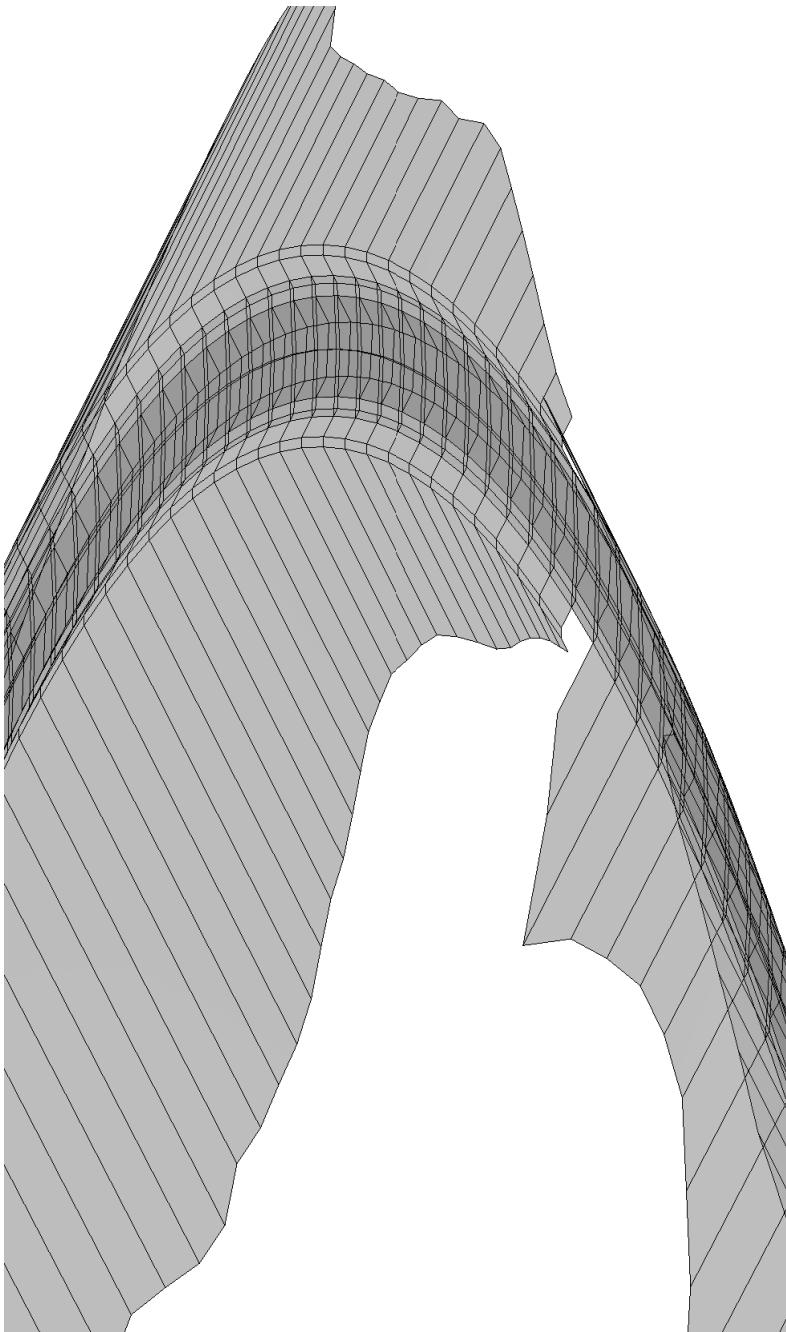


Within Roadway Designer...

- So a single template can model
 - Ballast rotation
 - Including the transition from tangent to circular arc
 - Left or right hand curves
 - Shoulder widening for “high side super”

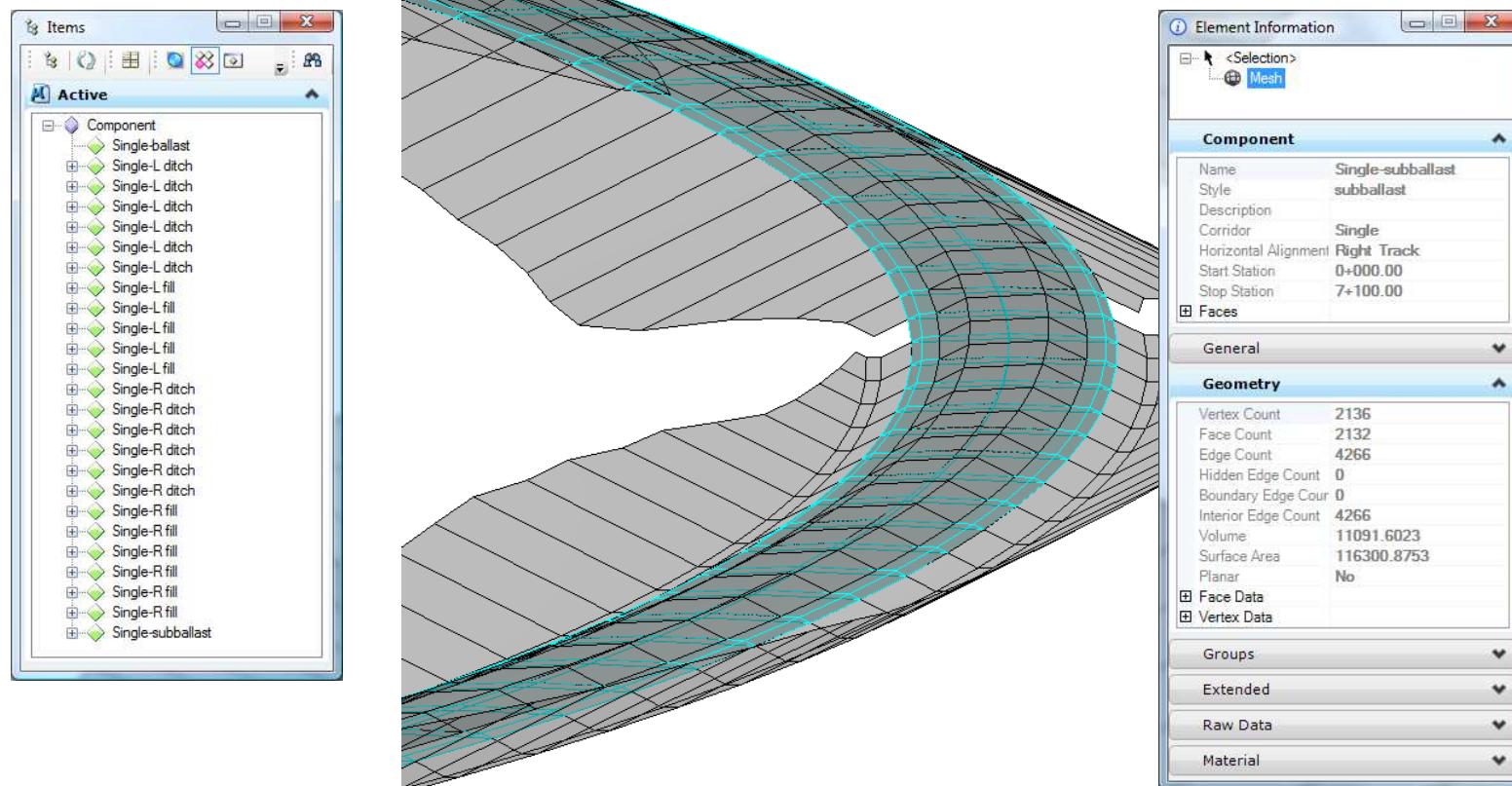


A 3D Model...



And ECXAttributes

- A means to share data without a specific application!

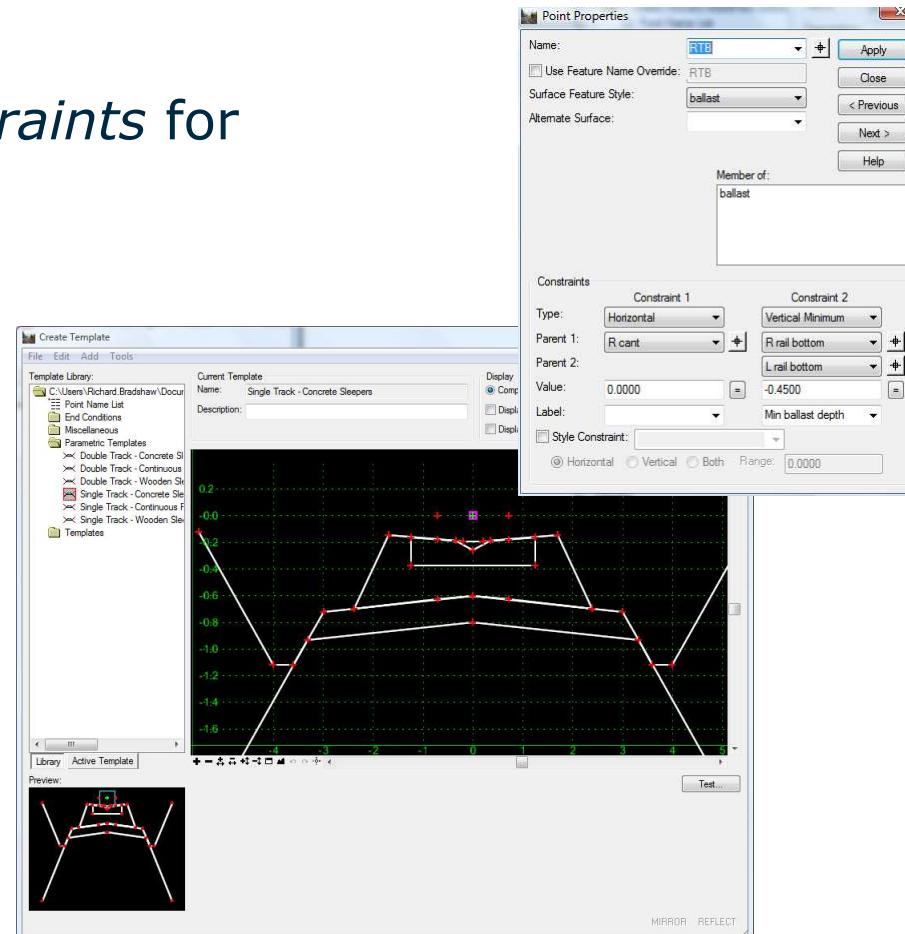


Lets extend our solution

Building on top of the rail superelevation solution by adding more constraints into the template.

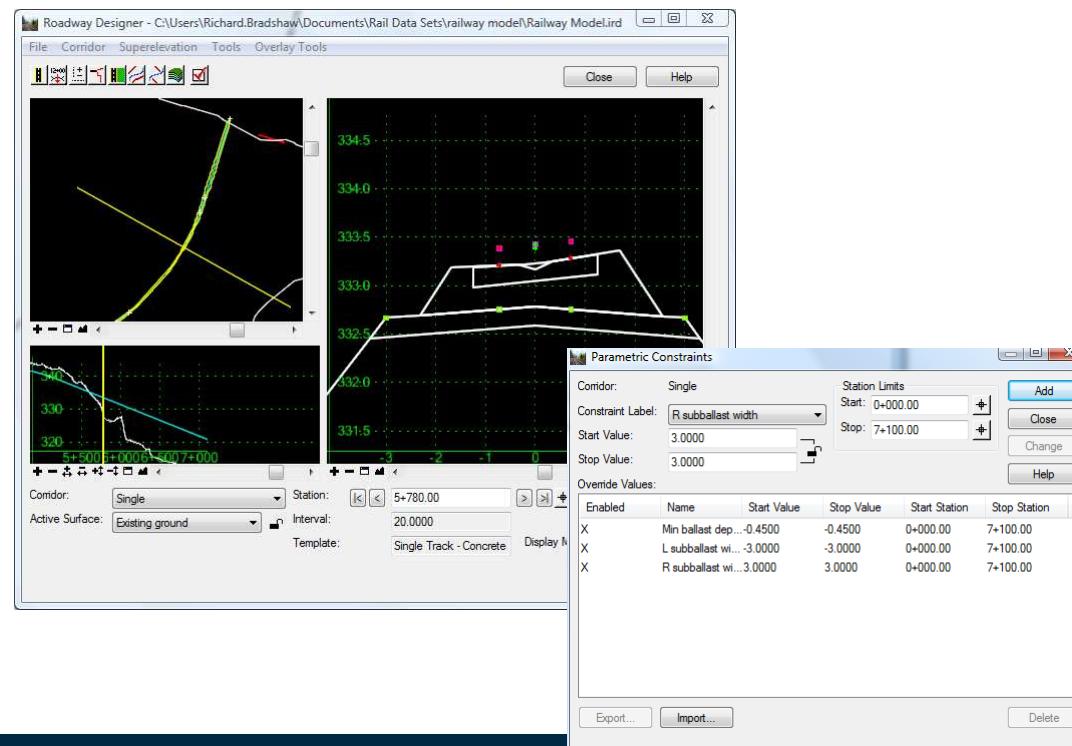
Parametric & Other Constraints

- One point under each rail for minimum depth
- Constraints
 - *Parametric Constraints* for
 - Depth
 - Sub-grade widths
 - *Horizontal*
 - *Vertical Minimum*



Parametric Constraints

- Parametric Constraints
 - *Min ballast depth*
 - Default to 450mm, but user can over-ride
 - *L subballast width & R subballast width*
 - Default to 3 m, but again it can be over-ridden

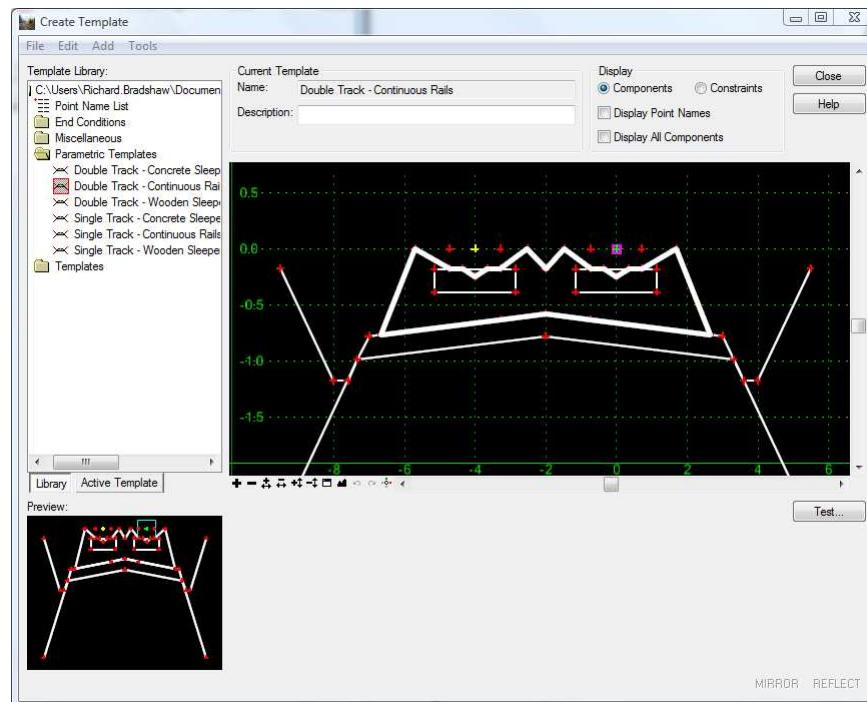


And lets extend it some more

Building upon our previous solutions to arrive at a more advanced solution

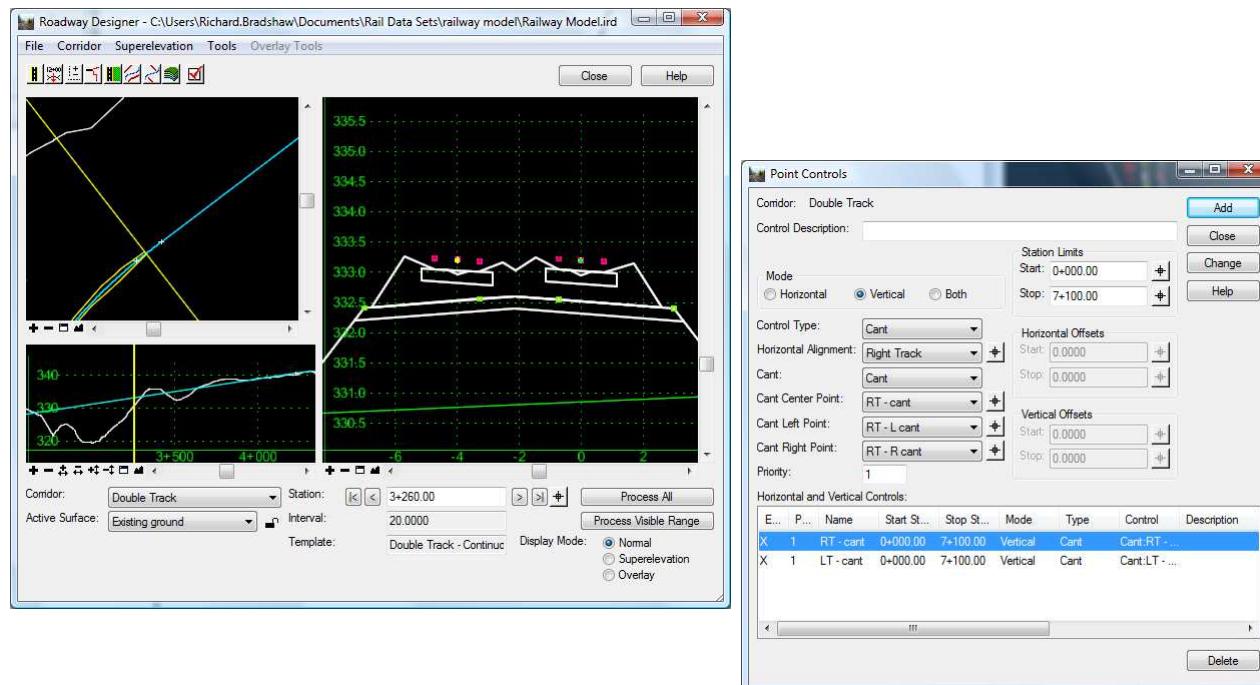
Multiple Track Alignments

- Constraints
 - Horizontal & slope constraints for superelevation
 - Minimum vertical depth under each rail to sub-grade
 - Note “end of sleeper ballast build-up”

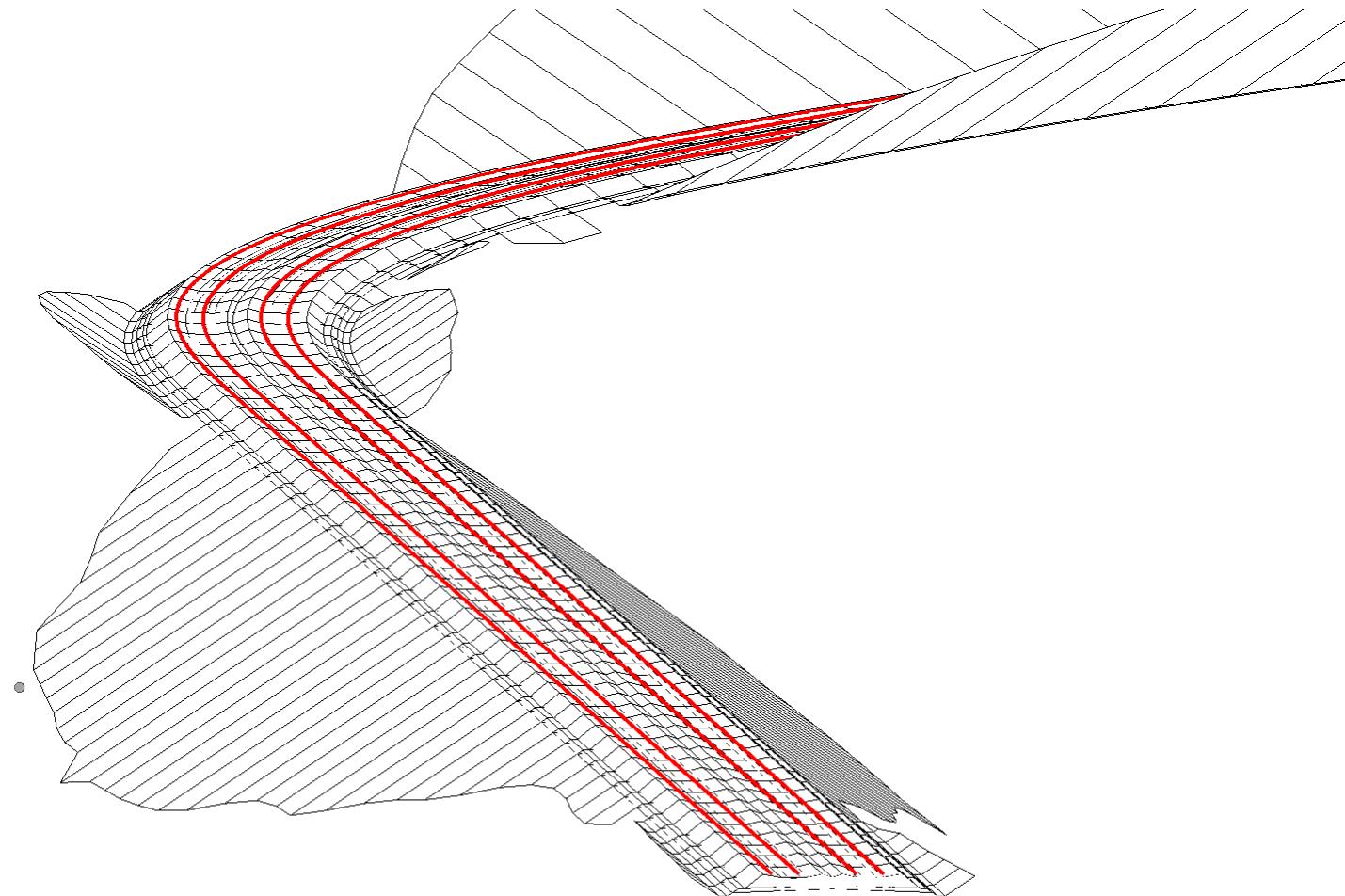


Adding Multi-alignment Point Controls

- Points Controls
 - Right track *superelevation*
 - Left track *superelevation*
 - *Minimum vertical depth*
 - Sub-grade widths

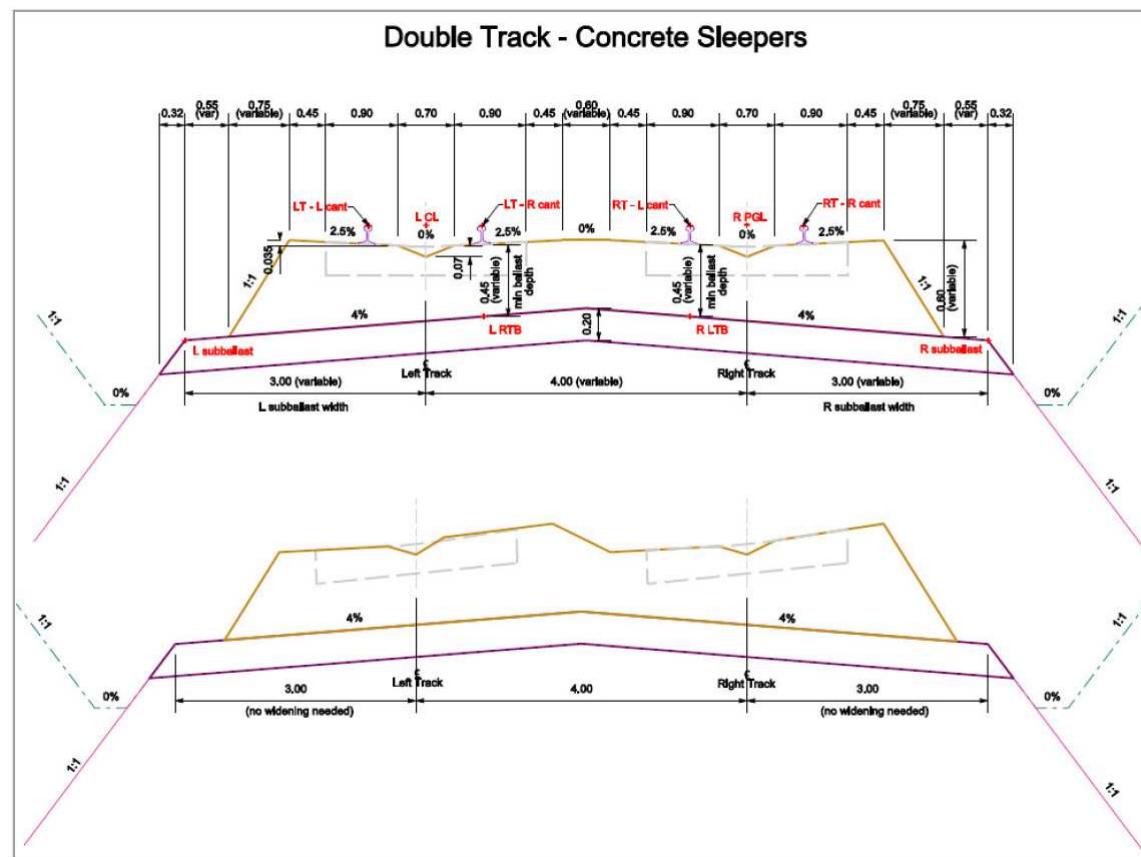


And the 3D model



If you need some help

- ..\samples\rail modeling
 - .itl and associated .pdf (linked to the .itl)

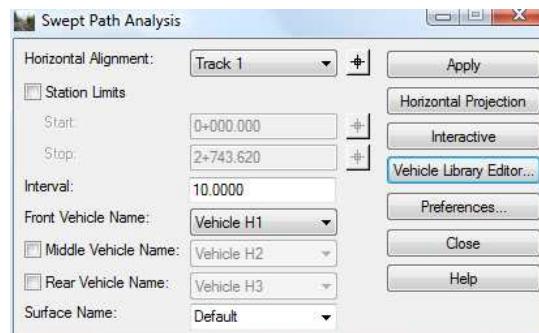


Swept Path Modeling

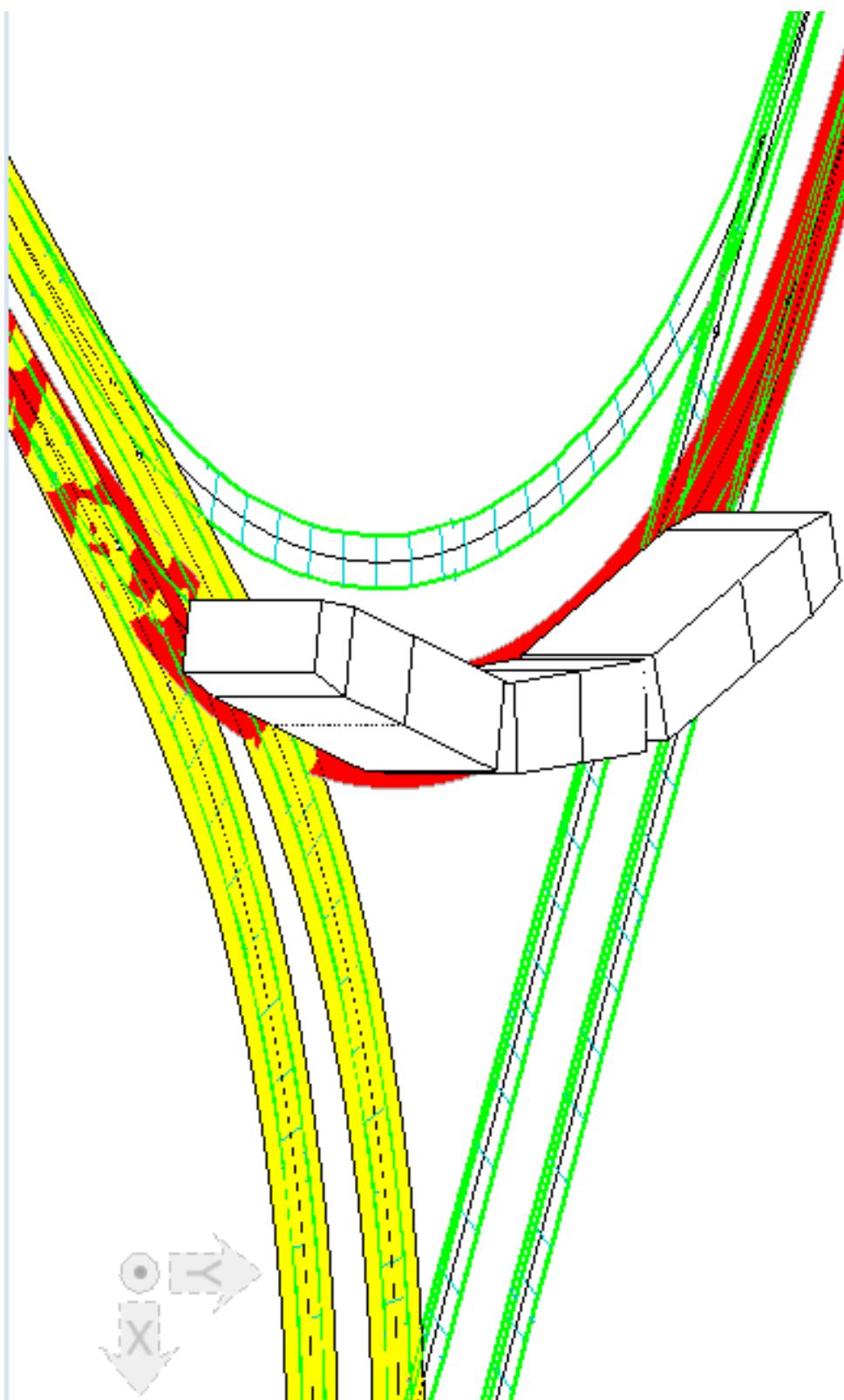
New functionality for the modeling of vehicle swept paths

Swept Path Modeling

- New functionality for the creation of swept path / vehicle envelopes
 - Results can be
 - Horizontal project only
 - Interactive or
 - 3D mesh
 - Up to 3 vehicles in tandem
 - Uses horizontal, vertical and cant geometries

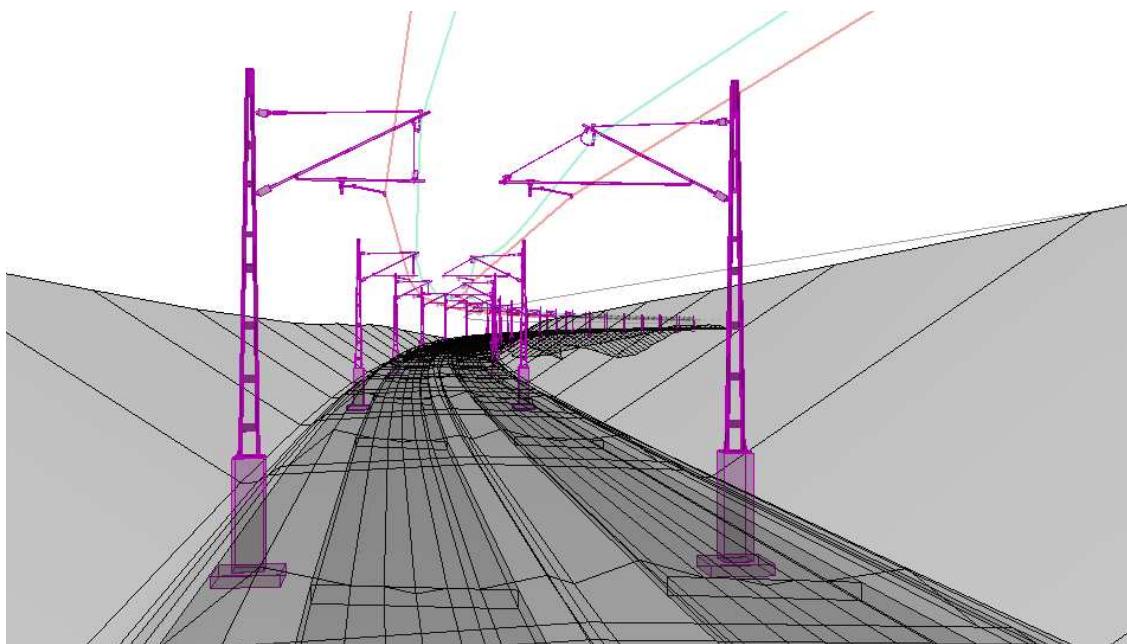


Interactive



And Combining Track & Overhead Line

- Creating the track model (geometry + surface) with **Bentley Rail Track**
- Creating the overhead line model, which is associated to the track geometry, with **Bentley Overhead Line**



Questions?

