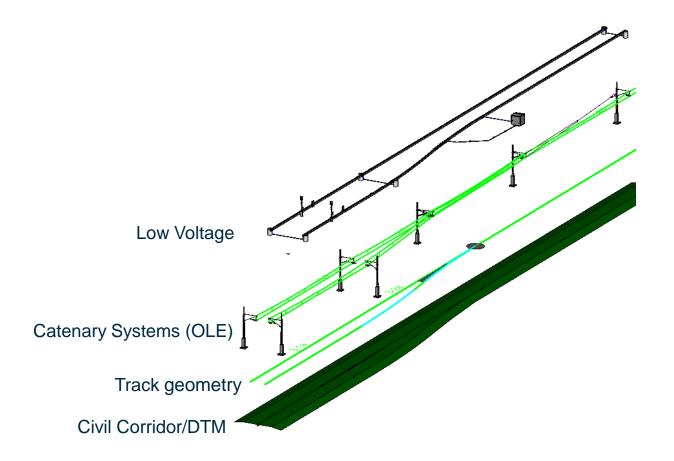


Bentley Systems, Civil - Håkan Norling

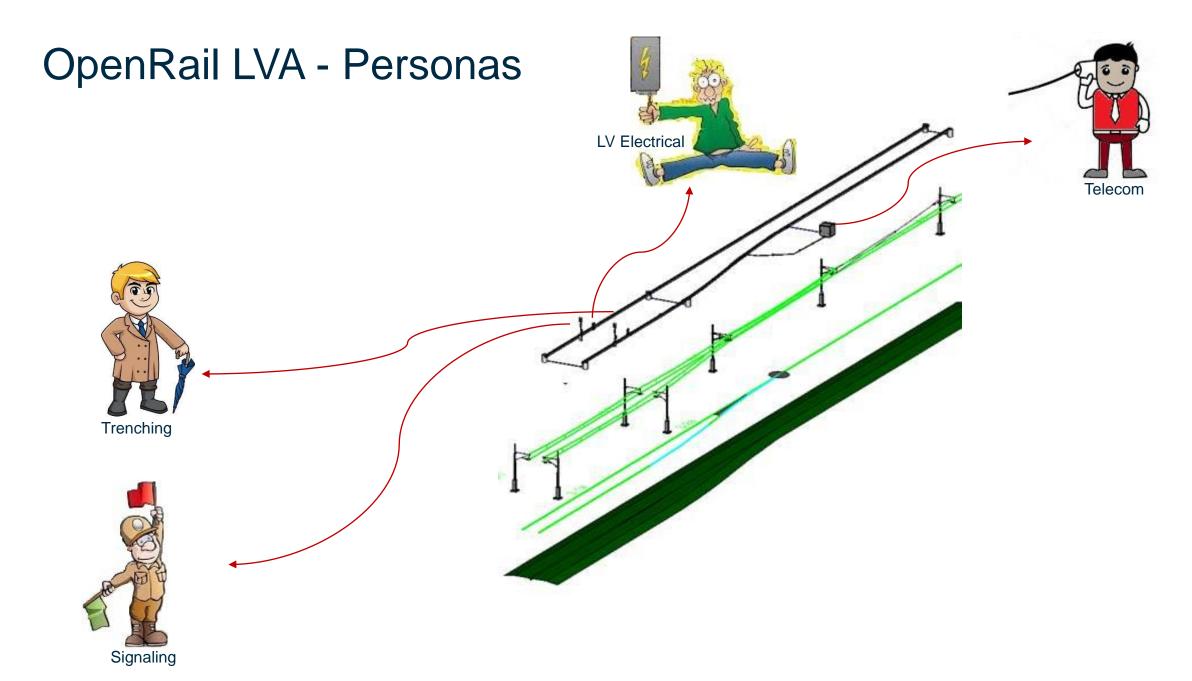


Overview, Rail Project

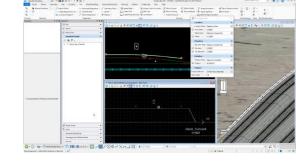
- Low Voltage Assets (LVA)
 - Signaling-, Electrical-, Telecom- objects, Trenches, Cables
- Catenary System/OLE (OpenRail Overhead Line Designer)
 - Utilize OLE structures for mounting LV/Signaling objects
 - Signal Sighting
- Track geometry
 - Track names, cant, station values, turnouts etc.
- **Civil Corridor/DTM (incl. reality data)**





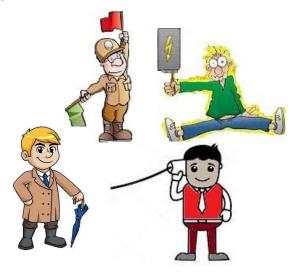


OpenRail Low Voltage Assets/Signaling



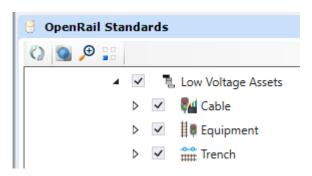
4 disciplines/personas,

- Signaling
- LV Electrical
- Telecom
- Trenching



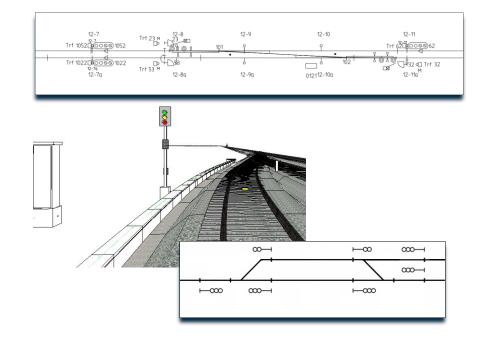
3 object types,

- Equipment
- Trenches
- Cables



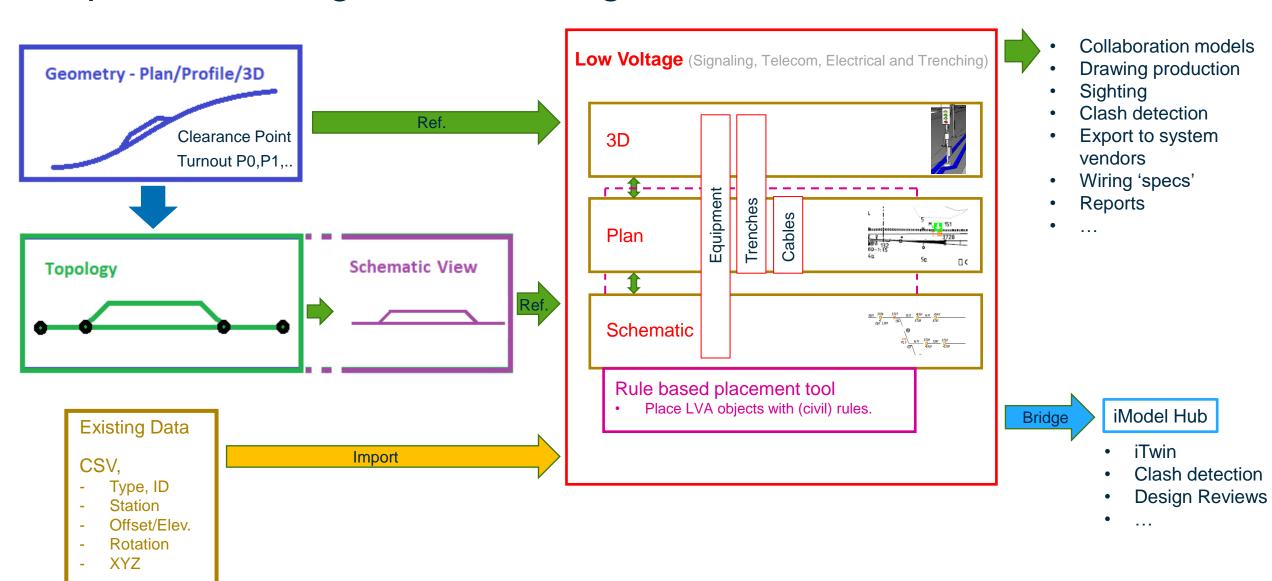
3 models,

- 2D Plan/Profile
- 3D
- Schematic



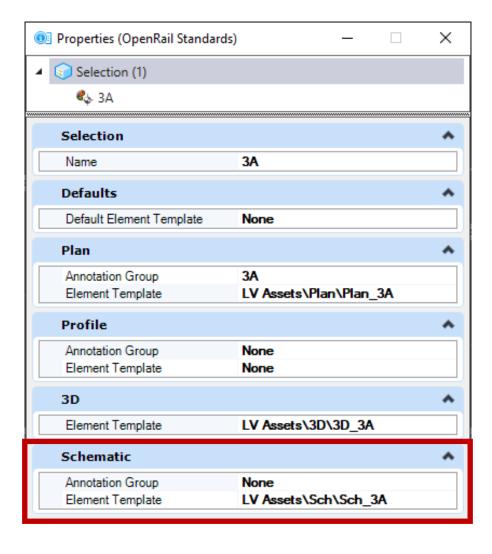


OpenRail Designer LVA configuration and architecture



OpenRail Designer – Schematic model

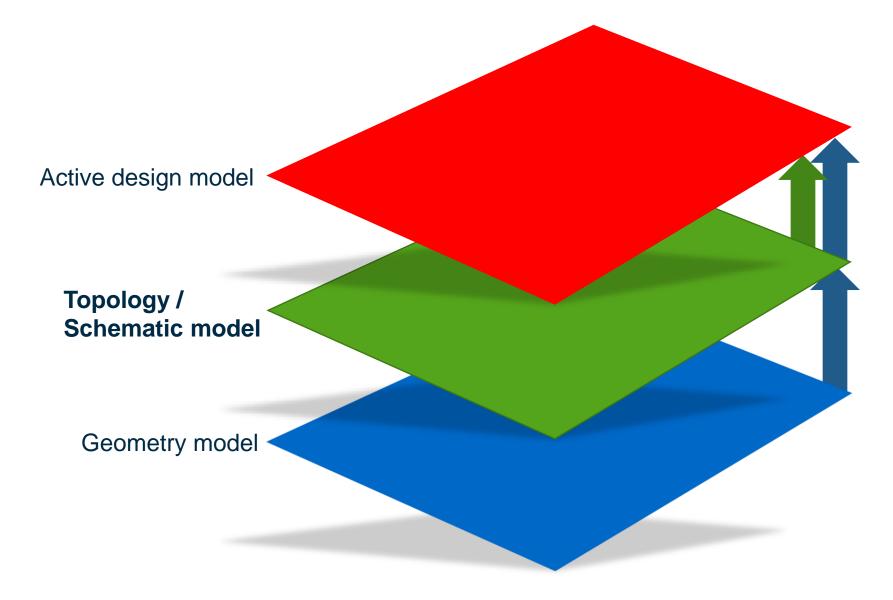
- A new model is introduced,
 - Schematic model





Topology/Schematic model - Federate project setup

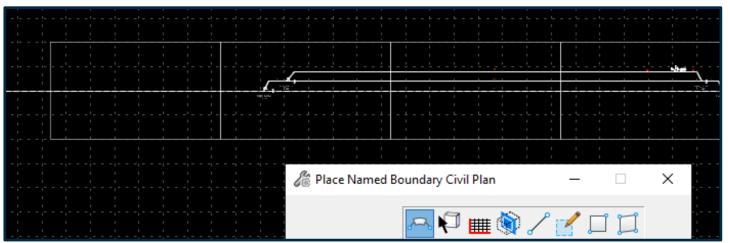






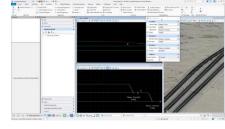
Schematic model – Drawing production

- Schematic model Edge is enabled for Drawing **Production**
 - Recognized by Named Boundaries

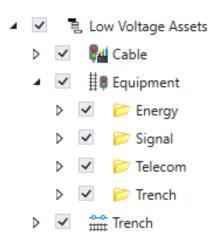




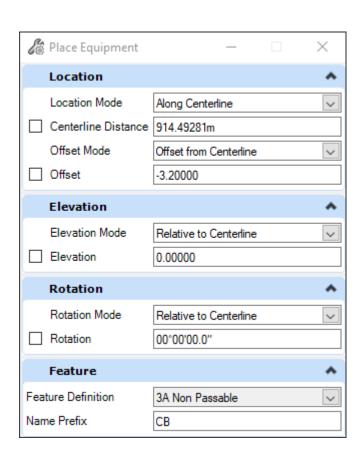
LVA - Equipment, Trenches and Cables



- Equipment
 - Point object
- Trenches
 - Linear object
- Cables
 - Connectivity object

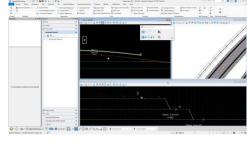


- Placement options,
 - Location
 - Along centerline
 - Relative a point
 - Absolute
 - Offset
 - Centerline
 - Closest rail
 - Elevation,
 - Centerline
 - Closest rail
 - Terrain
 - Absolute
 - Rotation
 - Centerline
 - Absolute

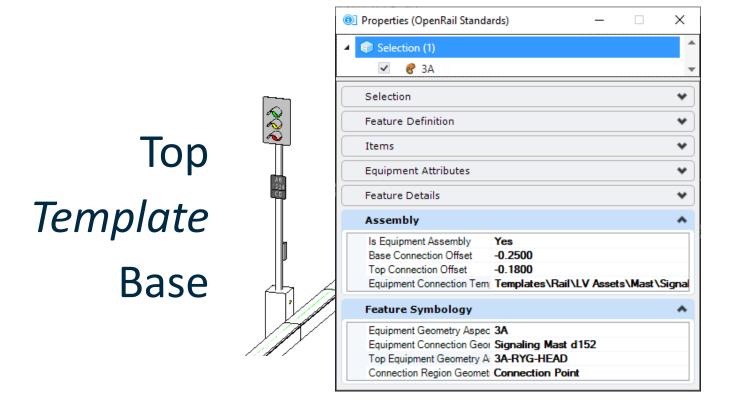




LVA – Equipment Assembly



- Two Elevations,
 - Base- and Top have separate Elevation
- Better accuracy when modeling the Equipment





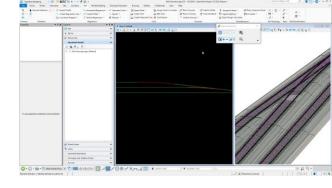
LVA – Populate existing objects/survey points (import)

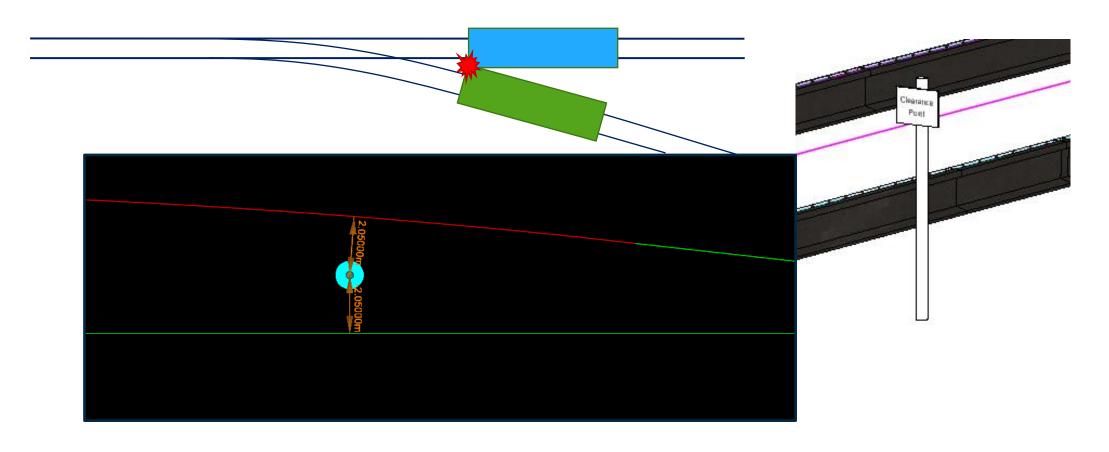
- LVA Equipment key-in command accepts arguments
 - This can be utilized with MicroStation Batch Process
- Arguments,
 - Feature Definition
 - Name/ID
 - Location data,
 - Linear referencing
 - XYZ coordinates



New tool - Clearance Point

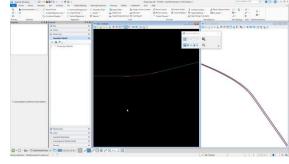
Offset – offset ruled to two geometries







Ruled objects will update if geometry is changed



- User alert!
 - Geometry has changed and following Equipment are moved...

