

Getting the most from Templates and Roadway Designer

Nashville, Tennessee

Day One – Templates

Seminar

- Using the Create Template dialog
- Template Organizer and copying standard templates
- Creating a template with given components and end conditions
- The ins and outs of template points
- Constraints and what you can do with them
- Creating Template Components from scratch
- The five create component options and when to use each
- What component styles (materials) will do for you
- When you should merge components

Optional Hands-on Workshop

- Creating templates from given components
- Using Mirror and Reflect
- Merging components
- Creating components from scratch
- Creating basic end condition components

Evening Social Hour for Attendees and Guests

Day Two – Roadway Designer

Seminar

- Getting your corridor setup
- Template drops and transitioning
- When to ‘fix’ your transitions
- Making template changes
- Synchronizing templates
- Using Parametric Constraints to vary your template
- Point Controls for manipulating your design
- Superelevation setup with and without curves
- Setting up Superelevation from spreadsheets

Optional Hands-on Workshop

- Setting up a new Roadway Designer File
- Creating a Corridor
- Establishing Template Drops
- Using the Edit transition options
- Synchronizing templates from the template library
- Setting up Parametric Constraints
- Creating and modifying Superelevation controls

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Day Three – Templates part 2

Seminar

Efficient use of components to create templates
Components that are ‘linked’ to other components with parent/child relationships
Using Display Rules to control when a certain component is used
Triggers for activating Display Rules
Using constraints to your advantage
Create more complex sideslopes
What targets are available and when to use them
Setting the priorities of end conditions

Optional Hands-on Workshop

Adding a concrete liner only when a ditch is present
Automatically adding a barrier when median narrows
Using lesser known but very powerful constraints such as Project to Surface and Horizontal and Vertical Max and Min
Using display rules to change components under certain conditions
Benching in sideslopes
Intersecting multiple surfaces with one set of end conditions
Keeping sideslopes within right-of-way
Using multiple end conditions in the same template

Day Four – Roadway Designer part 2

Seminar

Point controls and how they can reduce the number of templates needed
Editing your design at individual stations
Editing templates within the IRD file
Using end condition exceptions: overrides, changing end conditions for a station range and setting a backbone only range
Setting up multiple corridors in one IRD
Using target aliasing to intercept another corridor
Using clipping options combine corridors into one surface

Optional Hands-on Workshop

Changing one occurrence of a template in the IRD file
Modifying the sideslopes of an individual template drop
Setting a backbone-only range for a bridge
Changing the end conditions for a station range without changing the template drops
Smoothing abrupt changes in end conditions
Creating multiple corridors for an intersection
Modeling multiple corridors to create one surface for an intersection
Creating multiple corridors for a divided highway and exit ramp