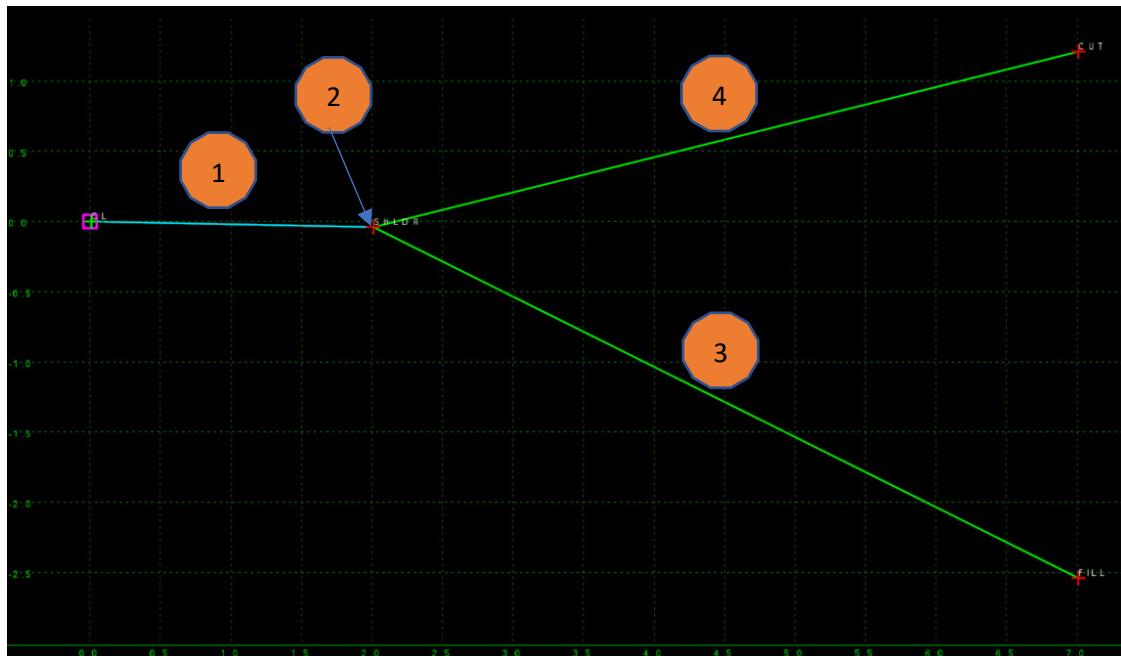


End Condition Corridor Horizontal & Vertical Shoulder Tie-in Point Controls Tutorial

By: Glenn Burgmeier



1. End Condition

End Condition Properties:

Target Type: Linear Both

Linear Target: Use logical name (ex: **Target Prop EOP**)

Priority 1

Component Properties

Name:

☐ Use Name Override:

Description:

Feature Definition:

Display Rules:

Parent Component:

☐ Exclude From Top/Bottom Mesh

End Condition Properties

Target Type: Priority:

Linear Target: ☐ Benching Count:

Fillet Tangent Length:

Offsets: Horizontal Vertical Rounding Length

2. End condition Point name: Logical name (ex: SHLDR)

Point Properties:

(Set later to Do not Display)

Check for Interception

End Condition is Infinite

Place Point at Intersection

Horizontal Feature Constraint active:

Target = Feature style of referenced pavement corridor shoulder

(ex: Linear/Shoulder/ROAD_RT_SHOULDER)

To hold limits to the right side of the road:

Horizontal Constraint: 2.00 (Starts 2 FT RT of CL)

Range: 100 (Looks 100 FT Right of CL)

Point Properties

Name: SHLDR Apply

☐ Use Feature Name Override: SHLDR Close

Feature Definition: No Feature Definition < Previous

☐ Superelevation Flag Next >

Alternate Surface:

End Condition Properties

☒ Check for Interception

☒ Place Point at Intersection

☒ End Condition is Infinite

☐ Do Not Construct

Member of

align1

align12

Seek Prop EOP

Constraints

Constraint 1

Type: Slope

Parent 1: CL

Parent 2: ☐ Rollover Values...

Value: -2.00%

Label:

Constraint 2

Type: Horizontal

Parent 1: CL

Parent 2: ☐ Rollover Values...

Value: 2.0000

Label:

☒ Horizontal Feature Constraint

Linear(Shoulder)ROAD_RT_SHOULDER

Range: 100.0000

3. Fill End condition:

Priority 2

Fill Point: End Condition is Infinite

Seek active surface

4. Cut End condition:

Priority 3

Cut Point: End Condition is Infinite

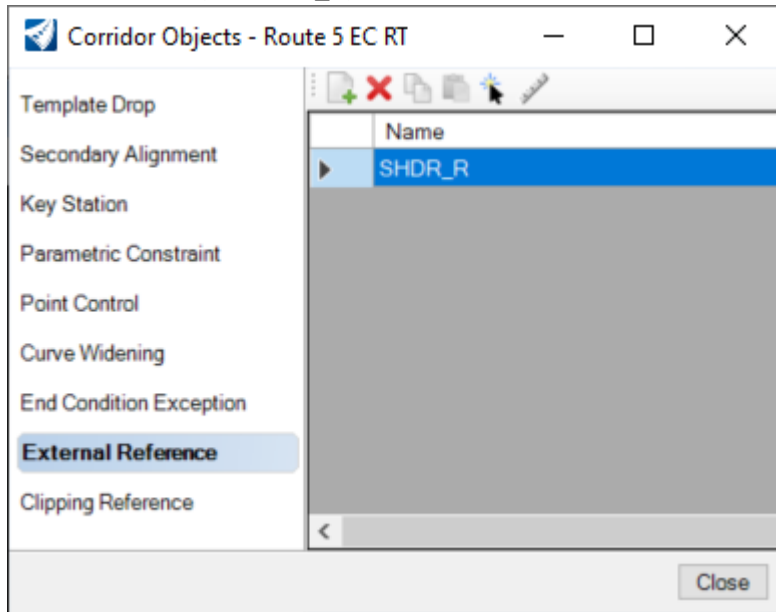
Seek active surface

End Condition Corridor Set-up:

Insert Template on roadway HCL

Horizontal SHDR Point Control:

Add Corridor External Reference: Referenced pavement corridor shoulder point
(ex: SHDR_R)



This action finds the template **Horizontal Feature Constraint**

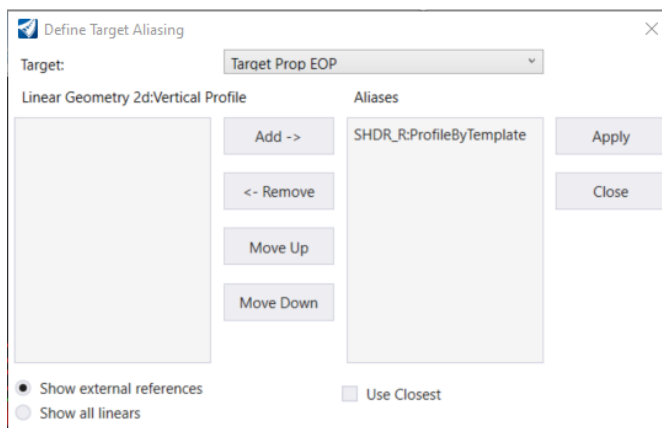
Vertical Control:

Define Target Aliasing for end condition

1

Target pulldown: Logical Name **Target Prop EOP** (Added during step 1 above)

Add External Reference Point (ex: SHDR_R)



This targets the corridor External Reference added above

Slope End Condition Active Surface Targeting:

Target: Set to Active Surface

Add OG Terrain Model to Alias column & apply

Define Target Aliasing

×

Target:

<Active Surface>

Surface or Corridor

Aliases

Terrain Model - x19v443og
Corridor - Mainline US 5_1_p

Add ->
< - Remove
Move Up
Move Down

Terrain Model - x19v443og

Apply
Close

☐ Use Closest