



Dynamic Modeling with InRoads

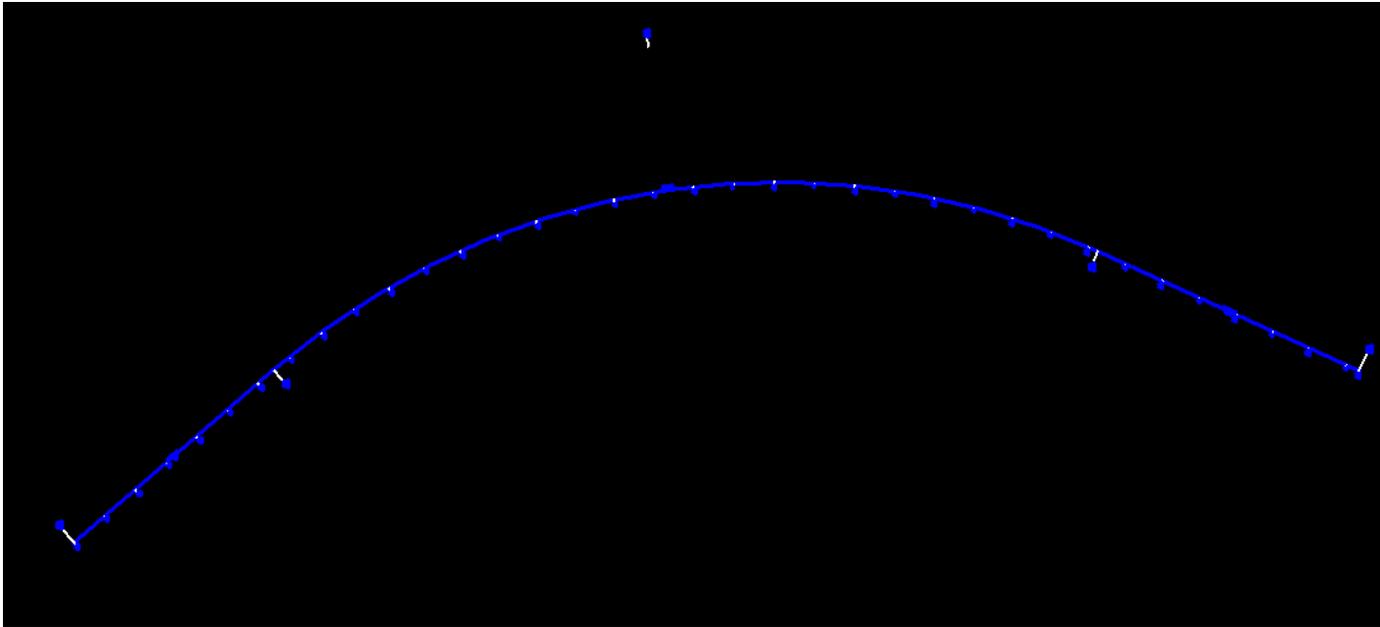
Kevin Jackson, Bentley

What we are going to cover

- Geometry Design & Annotation
 - Horizontal & Vertical
- Update Design Add-In
 - Where is it?
 - What is it?
- Update Design Settings
 - What are the settings?
- Update Design
 - What does it do?

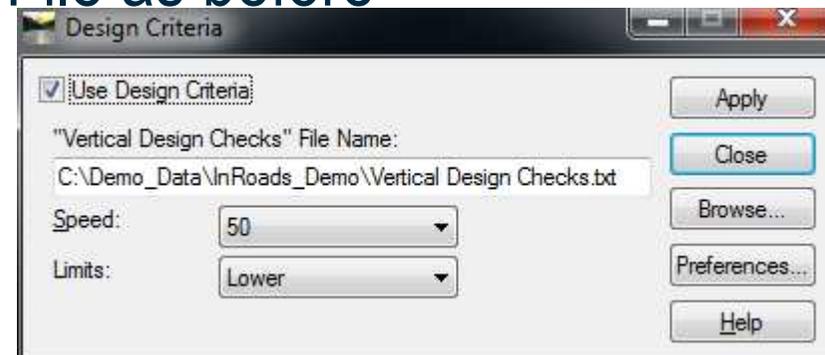
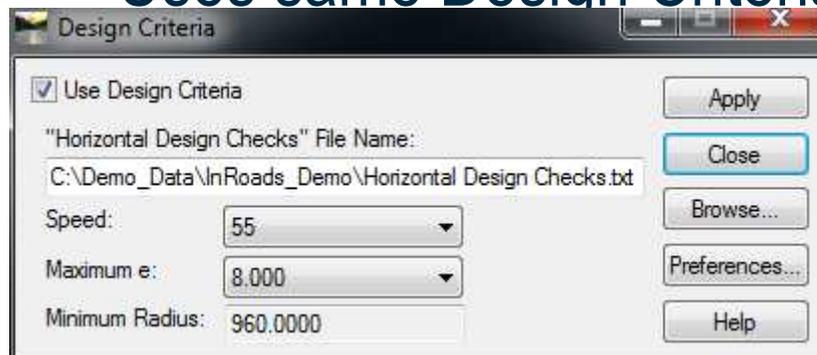
InRoads Geometry

- Design Standards
- Automatic Dynamic Annotation



InRoads Geometry Design Standards

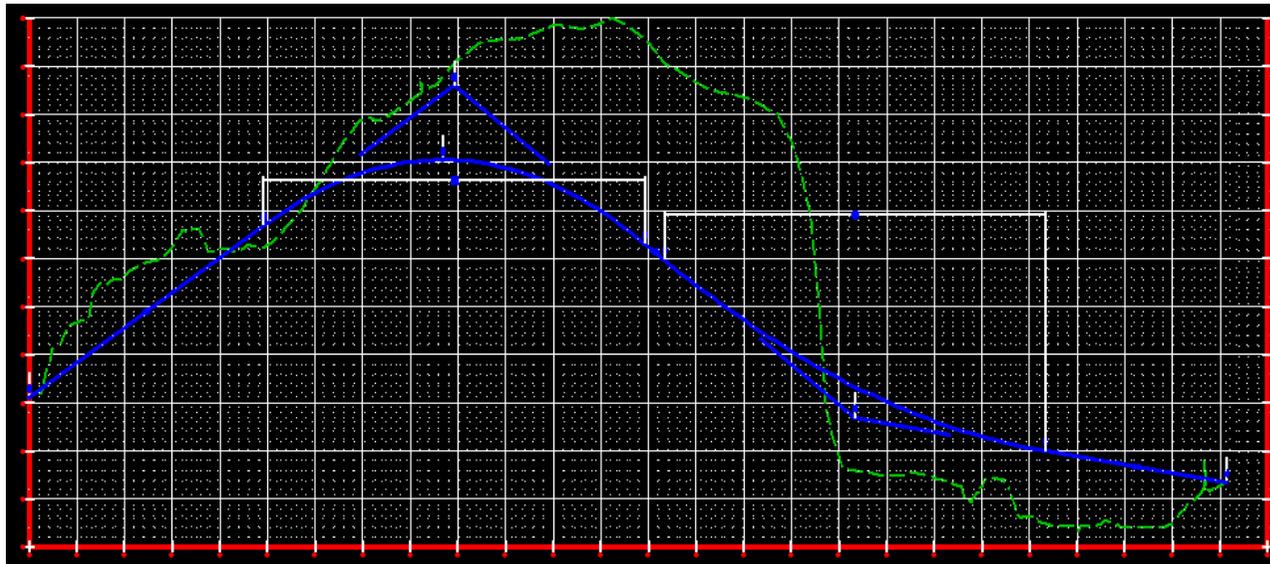
- Have been there for a while as an post check. (Still there.)
- Now we can apply at design time for automatic curve placement.
 - Geometry > Horizontal Curve Set> Design Criteria
 - Geometry > Vertical Curve Set > Design Criteria
- Uses same Design Criteria File as before



Demonstration

Automatic Dynamic Annotation

- Annotates Geometry as it is created, edited, moved, etc...
- Uses Alignment Style
- Works for Both Horizontal and Vertical Geometry

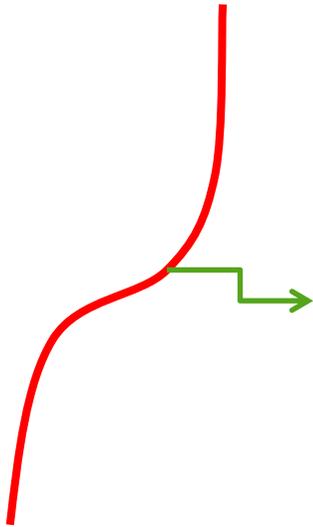
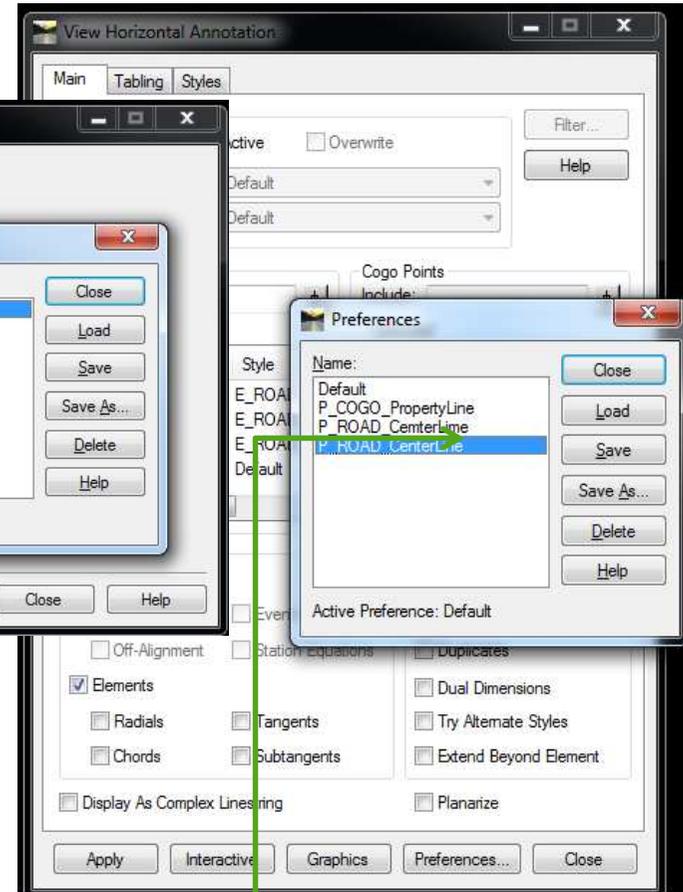
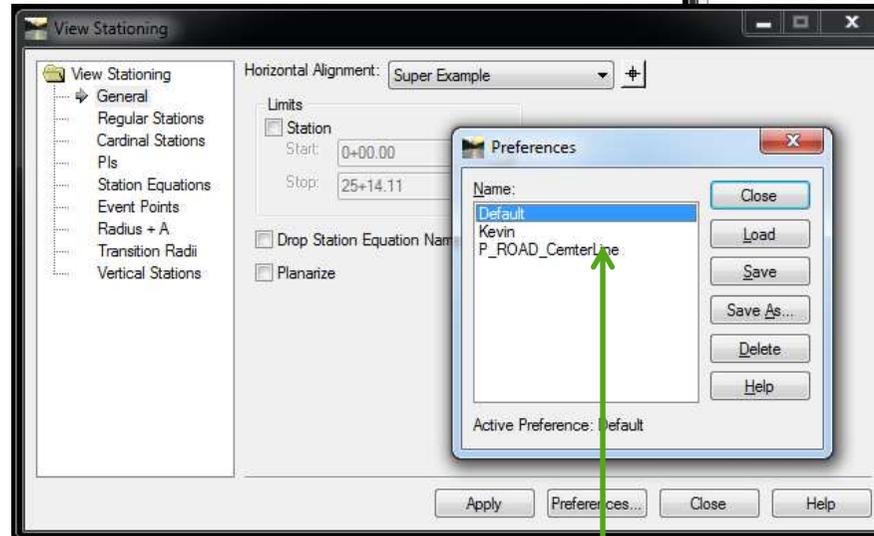


Demonstration

Dynamic Horizontal Annotation

View Horizontal Annotation

View Stationing

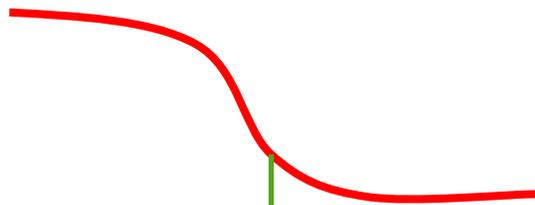


Alignment Style Name

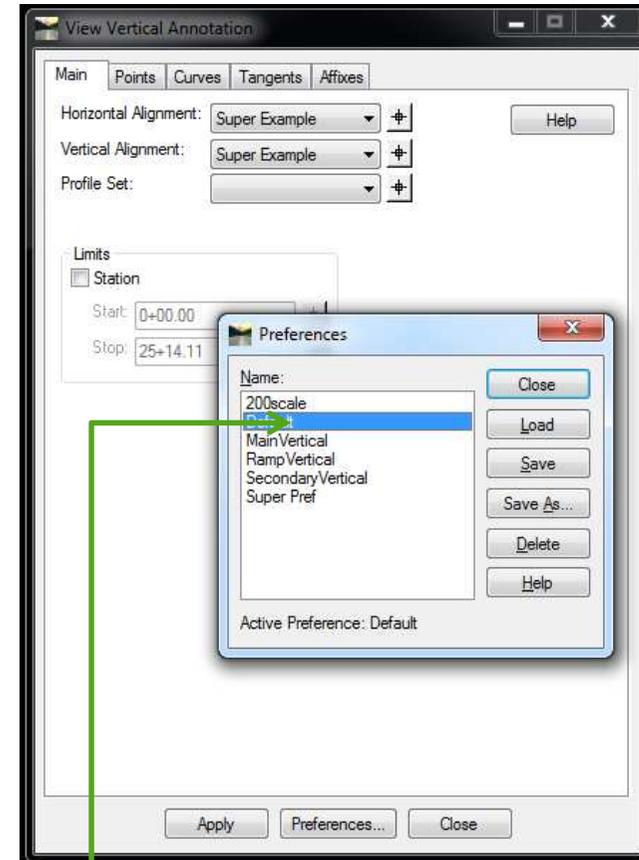
Alignment Style = Preference Name

Dynamic Vertical Annotation

View Vertical Annotation



Alignment Style Name



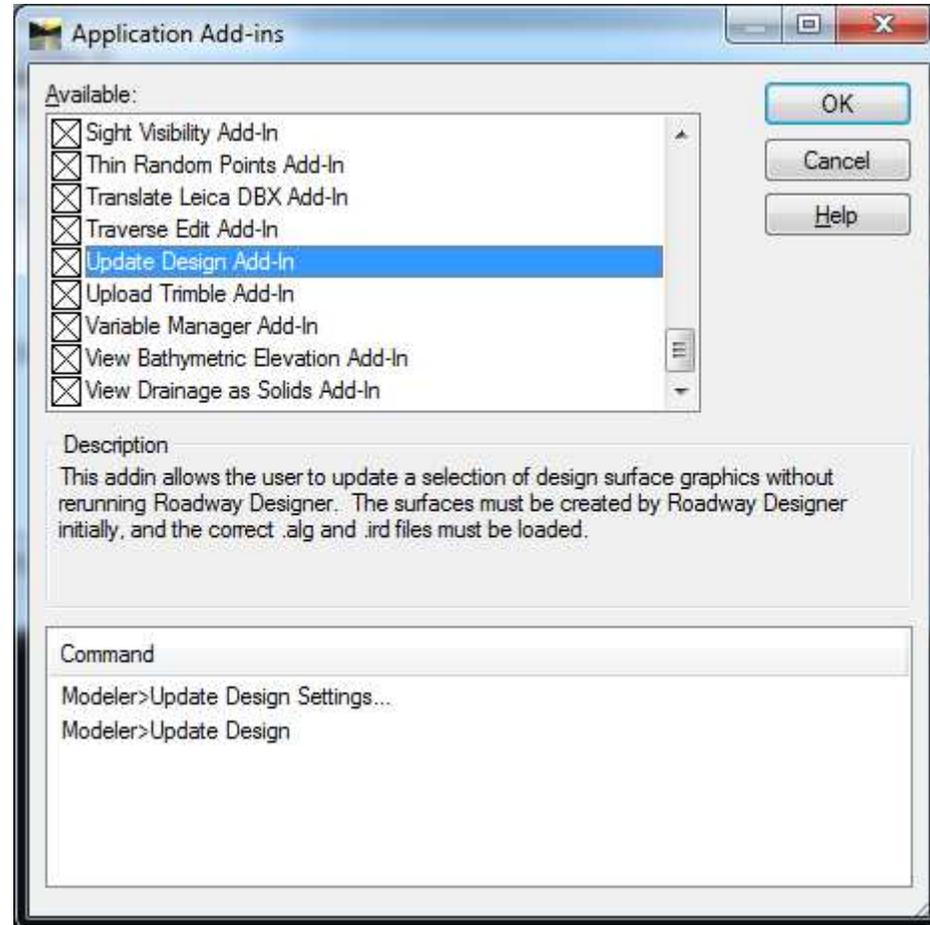
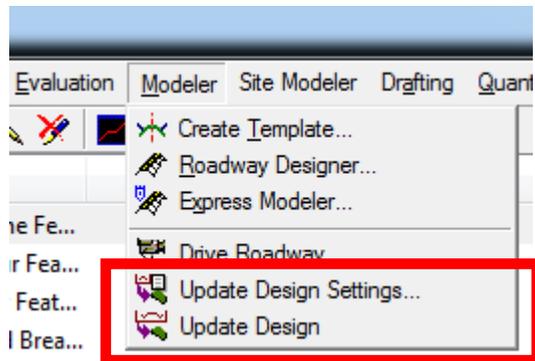
Alignment Style = Preference Name

Dynamic Modeling

- Update Design Add-In
 - Where is it?
 - What is it?
- Update Design Settings
 - What are the settings?
- Update Design
 - What does it do?
- Dynamic Update of Design Graphics
 - In Variable Manager

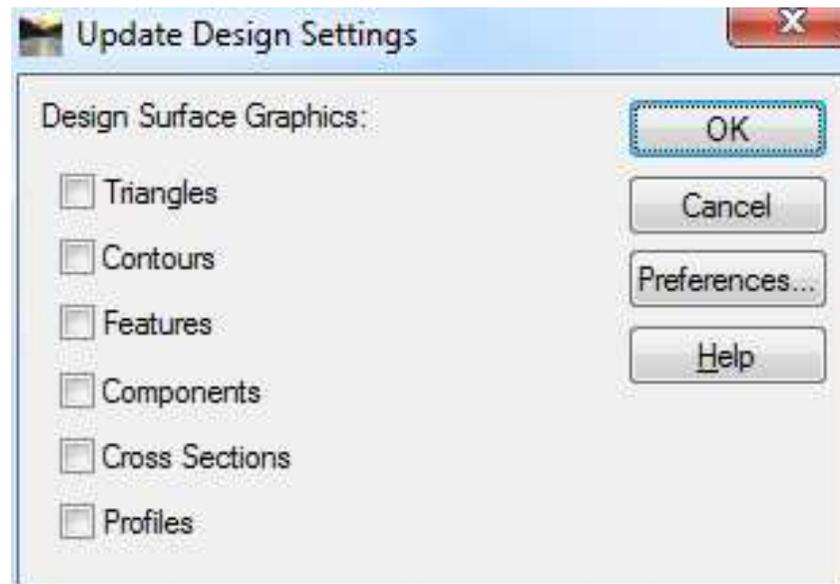
Update Design

- Application Add-In



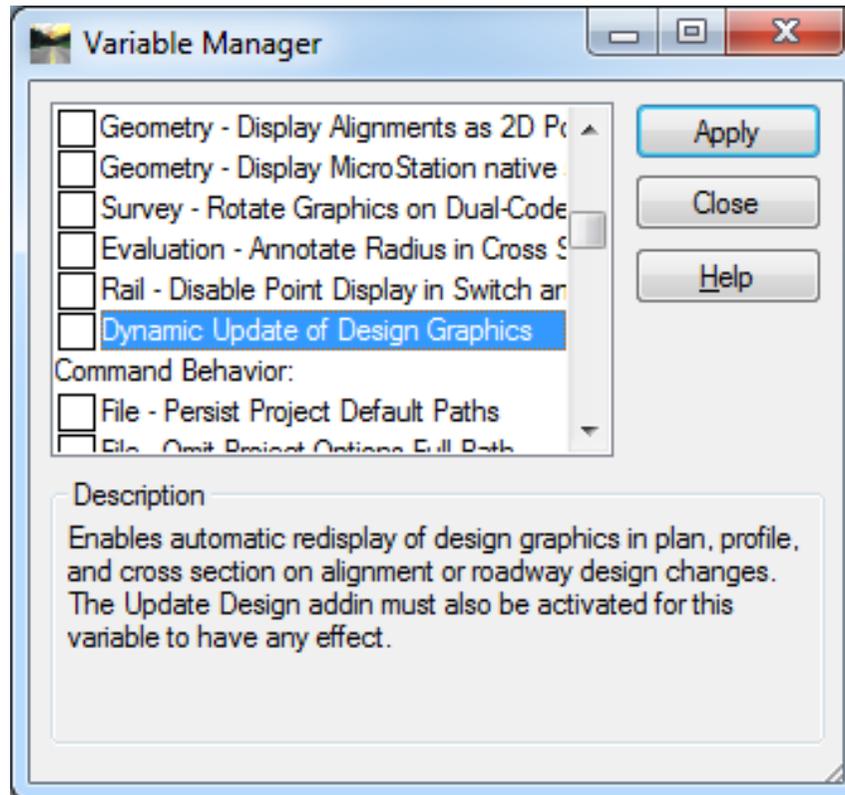
Update Design Settings

- What is to be updated



What we are going to cover

- Variable Manager
 - Application Add-In
 - Dynamic Update of Design Graphics



What we are going to cover

- Variable Manager
 - Set a Hot Key
 - Must be used with the funckey.mnu file

inroadstools setvariable DynamicUpdate; inroadstools getvariable DynamicUpdate

inroadstools setvariable DynamicUpdate (Sets the variable on or off)

inroadstools getvariable DynamicUpdate (Returns the state <null> value when off)

- Hit function key to turn on or off

Demonstration