

# NCDOT ROADWAY PUBLIC HEARING MAP

## CHAPTER 17: PROPOSED ROADWAY

Navigate to RDY PHM Prop Roadway Shape Model.

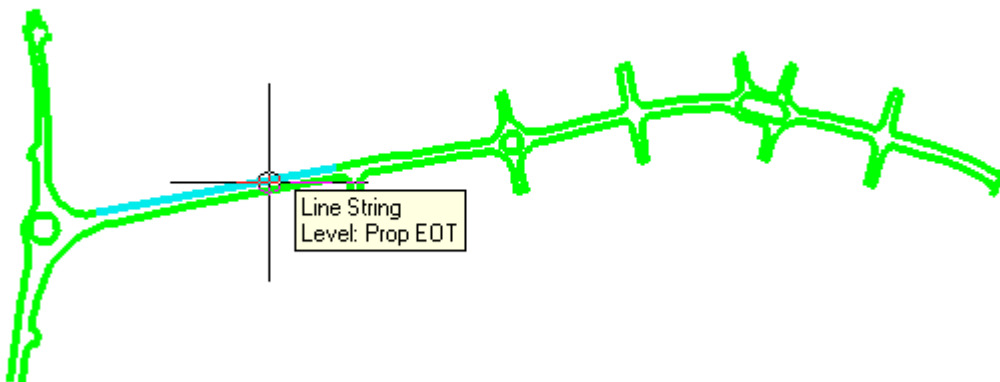
### Creating Proposed Roadway Shapes

#### Step 1.

Complete the process described in the **Turning Off All Levels Except** section of chapter 3. The referenced file model to be turned on is **RDY PHM Prop Design File**. The graphical element selected to be turned on and the rest of the levels to be turned off is the proposed roadway EOP line, usually on level name **Prop EOT**.

#### Step 2.

Complete the process described in the **Copying Individual Level from a Referenced File Model** section of chapter 3. Only elements on the proposed edge of travel lane (EOT) level are to be copied into this file model.



#### Step 3A.

Create shapes for the proposed roadway. Double-click on the **Proposed Roadway– Create Shape** item in D&C Manager. Make sure **Place Influence** is checked.

#### Step 3B.



Option: On some situations, the **Create Complex Shape** tool works better than the default **Create Region** command. While selecting **Proposed Roadway – Create Shape** item and having **Placed Influence** on (checked), click on the **Create Complex Shape** toolbox and identify the shape boundary elements. Remember the boundary elements do not have to close for this tool to work.

#### Step 4.

Last, once all Proposed roadway shapes have been created, delete all elements in the active file model except on level **Prop PHM Roadway Shape**, **Prop PHM Detour Shape**, **Prop PHM Future Road Shape**, and **Prop PHM Hatching Black**. Use the **Select by Attributes** tool (chapter 2) to accomplish this task.

# NCDOT ROADWAY PUBLIC HEARING MAP

## Creating Temporary/Detour Roadway Shapes

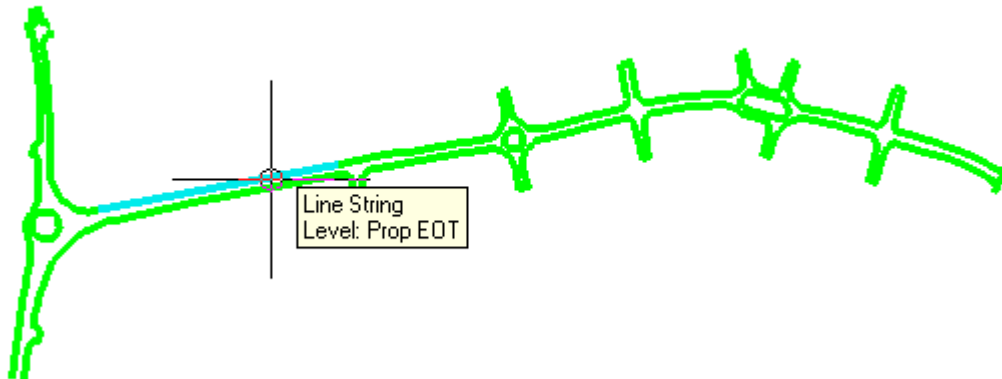
Navigate to RDY PHM Prop Roadway Shape Model.

### Step 1.

Complete the process described in the **Turning Off All Levels Except** section of chapter 3. The referenced file model to be turned on is **RDY PHM Prop Design File**. The graphical element selected to be turned on and the rest of the levels to be turned off is the proposed roadway EOP line, usually on level name **Prop EOT**.

### Step 2.

Complete the process described in the **Copying Individual Level from a Referenced File Model** section of chapter 3. Only elements on the proposed edge of travel lane (EOT) level are to be copied into this file model.



### Step 3A.

Create shapes for the proposed roadway. Double-click on the **Temporary Roadway/Detour – Create Shape** item in D&C Manager. Make sure **Place Influence** is checked.

### Step 3B.



Option: On some situations, the **Create Complex Shape** tool works better than the default **Create Region** command. While selecting **Temporary Roadway/Detour – Create Shape** item and having **Placed Influence** on (checked), click on the **Create Complex Shape** toolbox and identify the shape boundary elements. Remember the boundary elements do not have to close for this tool to work.

### Step 4.

Last, once all Proposed roadway shapes have been created, delete all elements in the active file model except on level **Prop PHM Roadway Shape, Prop PHM Detour Shape, Prop PHM Future Road Shape, and Prop PHM Hatching Black**. Use the **Select by Attributes** tool (chapter 2) to accomplish this task.

# NCDOT ROADWAY PUBLIC HEARING MAP

## **Future Roadway**

Navigate to RDY PHM Prop Roadway Shape Model.

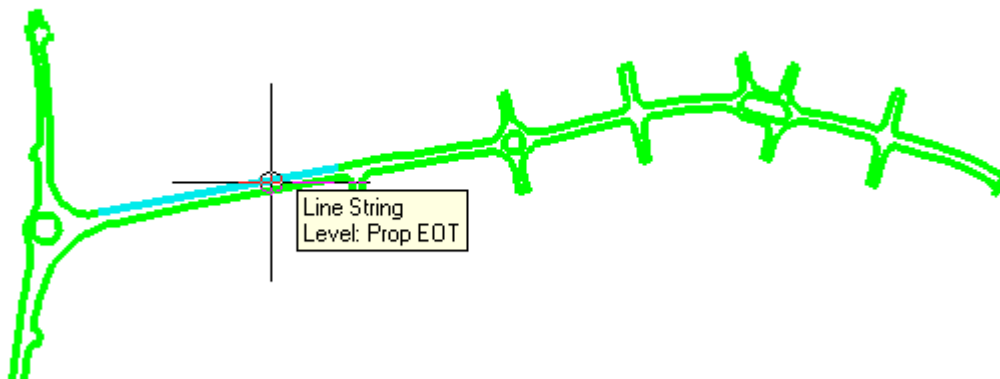
### Creating Future Roadway Shapes

#### **Step 1.**

Complete the process described in the **Turning Off All Levels Except** section of chapter 3. The referenced file model to be turned on is **RDY PHM Prop Design File**. The graphical element selected to be turned on and the rest of the levels to be turned off is the proposed roadway EOP line, usually on level name **Prop EOT**.

#### **Step 2.**

Complete the process described in the **Copying Individual Level from a Referenced File Model** section of chapter 3. Only elements on the proposed edge of travel lane (EOT) level are to be copied into this file model.



#### **Step 3A.**

Create shapes for the proposed roadway. Double-click on the **Temporary Roadway/Detour – Create Shape** item in D&C Manager. Make sure **Place Influence** is checked.

#### **Step 3B.**

Option: On some situations, the **Create Complex Shape** tool works better than the default **Create Region** command. While selecting **Temporary Roadway/Detour – Create Shape** item and having **Placed Influence** on (checked), click on the **Create Complex Shape** toolbox and identify the shape boundary elements. Remember the boundary elements do not have to close for this tool to work.

#### **Step 4.**

Last, once all Proposed roadway shapes have been created, delete all elements in the active file model except on level **Prop PHM Roadway Shape, Prop PHM Detour Shape, Prop PHM Future Road Shape, and Prop PHM Hatching Black**. Use the **Select by Attributes** tool (chapter 2) to accomplish this task.

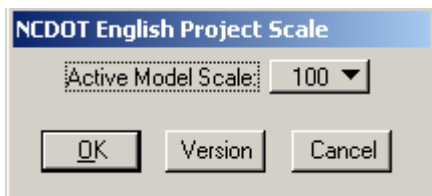
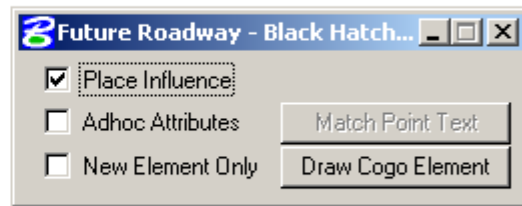
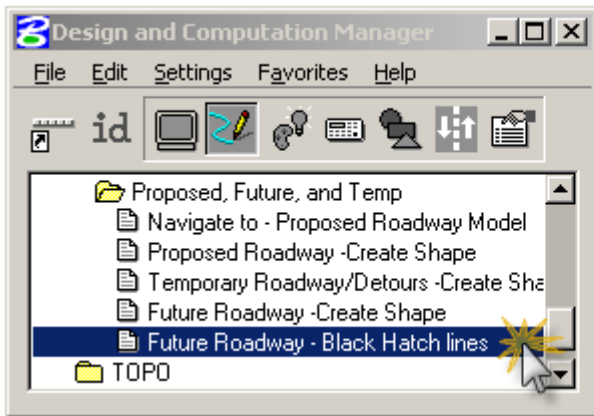
# NCDOT ROADWAY PUBLIC HEARING MAP

## Hatching Future Roadway Shapes

Navigate to RDY PHM Prop Roadway Shape Model.

### Step 1.

Double-click on the **Future Roadway - Black Hatch Lines** item. Make sure **Place Influence** is checked on. The spacing between hatch lines is determined by the Project Scale.



### Step 2.

Identify (1) the future roadway shape to hatch and click (2) anywhere on the screen to accept the shape to be hatched.

