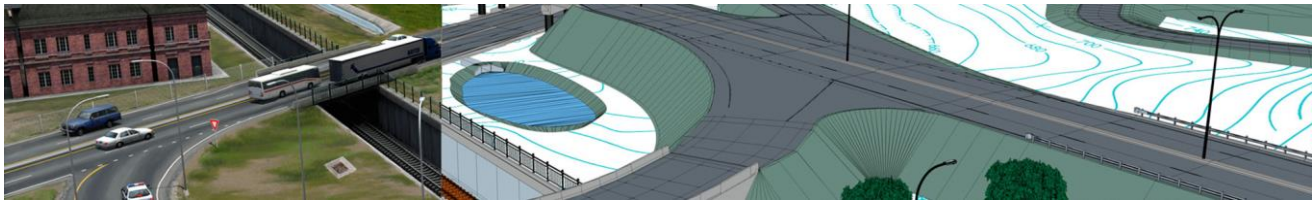

OpenRoads Designer CONNECT Edition
– *Utilities Training*

Assumptions:

- Have basic MicroStation skills
- Have basic Civil Engineering knowledge
- For all users … existing GEOPAK, InRoads or MX users, or New OpenRoads Designer users

QuickStart - Navigating the Interface

- Help Dialogs
- Connect Advisor-An Introduction
- Ribbons, Searching the Ribbons, and Quick Access
- Understanding 2d and 3d Models
- Multiple Views, Multiple Models
- Heads up Display and Properties Dialog
- Exploring the Explorer
- References

QuickStart for Geometry – Road

- Create Horizontal Tangent Elements
- Create Horizontal Alignment
- Existing Terrain Model and Define 2D and 3D Views
- Define Profile Model View
- Create, Edit and Review Vertical Geometry
- Create Dynamic Cross Sections off Horizontal Alignment

QuickStart for Terrain Display

- Introduction to Terrain Display
- Displaying Terrain Features and Changing Contour Intervals
- Using Feature Definitions to Display Terrains
- Referencing and 3D Terrain Model to a 2D Project File
- Using Override Symbology and Element Templates
- Label Contours and View Background Map
- Label and Analyze Terrain Points

QuickStart - Evaluating Subsurface Utilities

- Using Properties and Utility Properties dialogs
- Using Analytic Views (Labels and Color-coding)
- Using and Customizing FlexTables
- Printing and Exporting FlexTable data
- Creating Queries to Filter specific criteria

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OpenRoads Designer CE – *Utilities Training*

Detecting and Managing Utility Conflicts

- Open a file containing subsurface utilities and drainage features
- Define parameters for hard and soft conflict detection
- Run multiple conflict detection jobs
- Use FlexTables to review the results and create reports
- Delete results between processing jobs

Creating Utilities from Graphics

- Extract Utilities by Selection Sets
- Isolate Levels if necessary
- Extract Utilities by Utility Filters
- Extract Utilities by Utility Filter Groups
- Extract from 3D and 2D graphics
- Create a Utility Filter