10_2 Super Street Design: Monolithic Islands

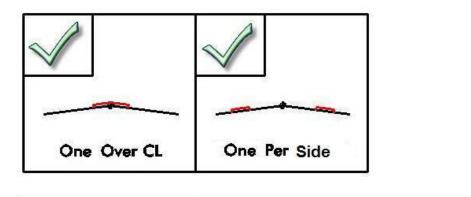
Question:

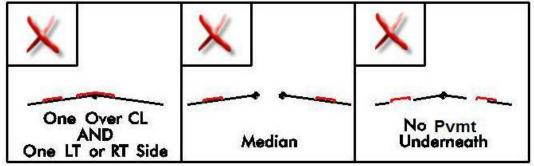
I have a project with concrete monolithic islands. Can corridor modeling be used?

Answer:

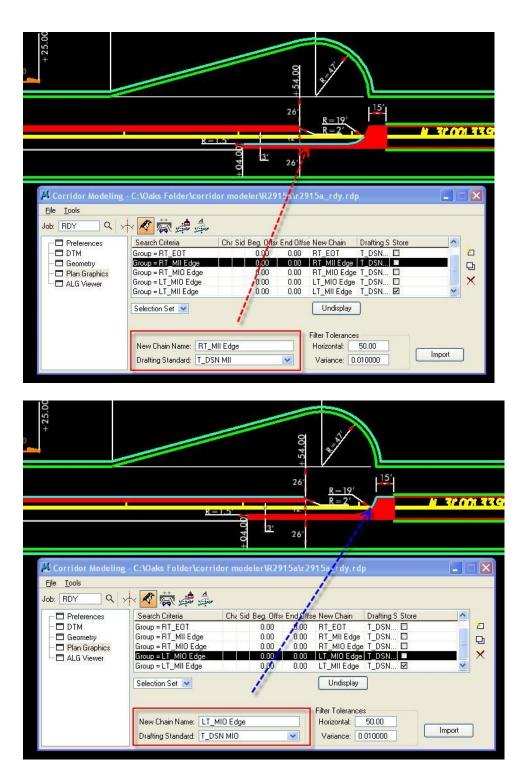
Looking at this project, it's classified as a "super-street" type of design, raised median with median crossovers, bulb type U-turns, and monolithic islands. We anticipate SS3 will handle super-street type designs with Civil Geometry and Civil Cells more efficiently than the current tools available with SS2. However, since Criteria was able to draw monolithic islands, we would like to offer the same type of functionality through corridor modeling.

Just like Criteria, the same rules apply.



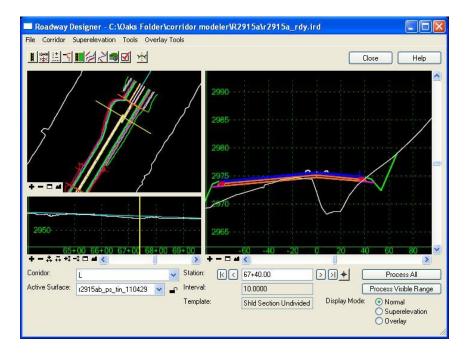


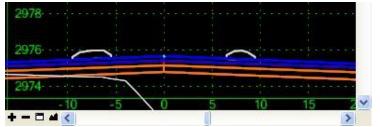
Store the monolithic island inside and outside edges as graphics (lines and arcs/no shapes) relative to the centerline of the road. Be careful when crossing over the centerline.

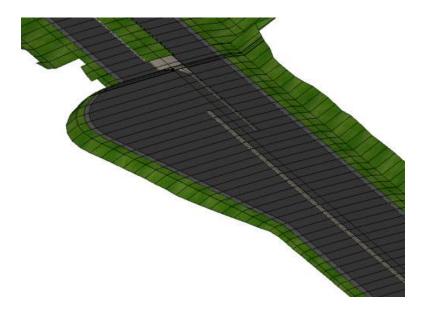


Use the new templates (just undivided facilities for now) with monolithic island and they will automatically seek the monolithic islands.

🔜 Temp	late Drops								
Corridor:	L	~		Add					
Station:	62+79.01		+	Close					
Interval:	10.0000		+	Change					
Library Templates:									
Raised Median X Raised Median TMP-1 (X Raised Median TMP-2 (X Raised Median TMP-3 (Shoulder Section X Shid Section Undivided Shid Section Undivided Under Section Undivided Current Template Drops:									
Station	Interval	Template							
60+00.00 62+79.00 62+79.01 68+30.00 68+30.01) 10.0000 10.0000) 10.0000	Raised Median TMI Raised Median TMI Shid Section Undiv Shid Section Undiv Raised Median TMI	P-2 (Med Curb ided Facility TI ided Facility TI	PGL at CL) MP-3 Layers MP-3 Layers					
<	nize with Libra		Edit	Delete					







Two parametric constraints are available.

Parametric	Constraints				
Corridor: Constraint Label: Start Value: Stop Value:	L MI_Type Switch -1.0000 -1.0000	St	tation Limits art: 60+00.00 op: 70+00.00		Add Close Change Help
Override Values:	1 15	1 2/ 55/2	1 2 200		
Enabled	Name	Start Value	Stop Value	Start Station	Stop Stal
X	MI_Keyed In Depth	-0.1250	-0.1250	60+00.00	70+00.00
×	MI_Type Switch	-1.0000	-1.0000	60+00.00	70+00.00
Export	Import			ſ	Delete
				-	

MI_Type Switch: -1 (default) for Surface Mount , or 0 for Keyed In **MI_Keyed In Depth**: -0.125 (default)

The monolithic island components satisfied the below typical sections.

