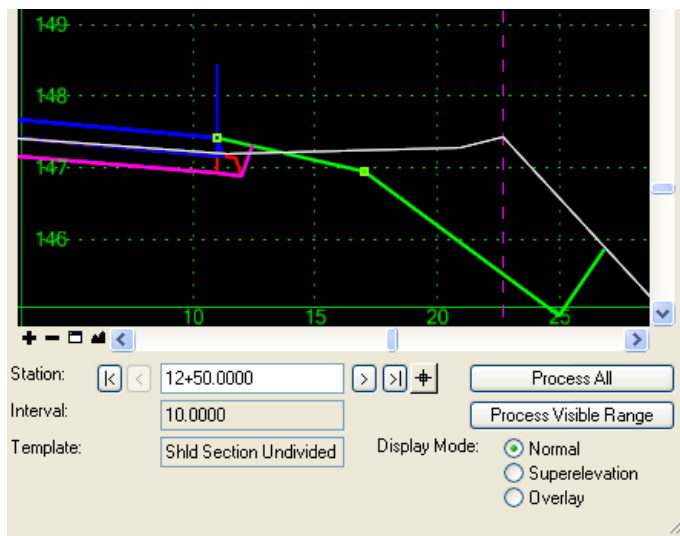## 2_12 TIE SHOULDER TO EXISTING GROUND OVERRIDE

Question:

Sometime I just want to tie my shoulders to the existing ground. How can do this with Roadway Designer?

Answer:

The standard templates were designed to complete the shoulder section first, then tie to the existing ground using a ditch or a fill slope. If you want to tie the shoulder to the existing ground, then you must modify the templates to evaluate the shoulders first. The problem with this route is you cannot have the templates do both, tie shoulders and ditch/fill slopes to existing for the sections that a normal cut or fill are appropriate. It's either or.

To accomplish this, our recommendation is to identify the station range where the shoulder override is to take place and make copies of the template in the IRD (template drops), instead of the project ITL. In the below example, I've identify the shoulder tie override should take place from station 12+50 to 13+60. A normal template without the override is added at station 13+70.

Click the **Edit** button and locate the shoulder point to edit in the template. In this example it is the "RT_GS_OS_CTL" point.
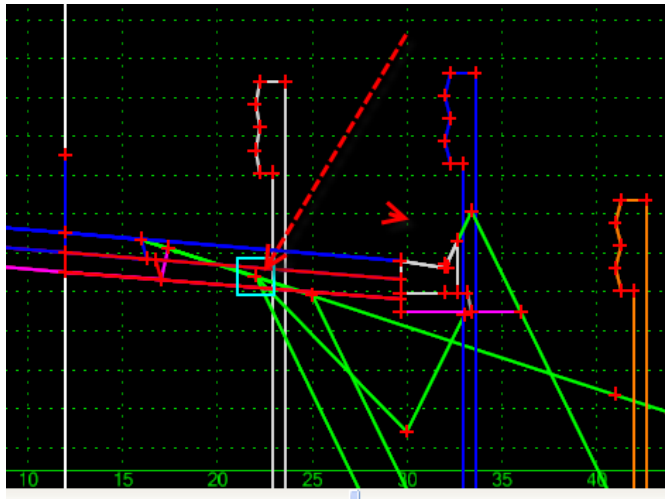
Checked both "Check for Interception" and "Place Point at Interception".
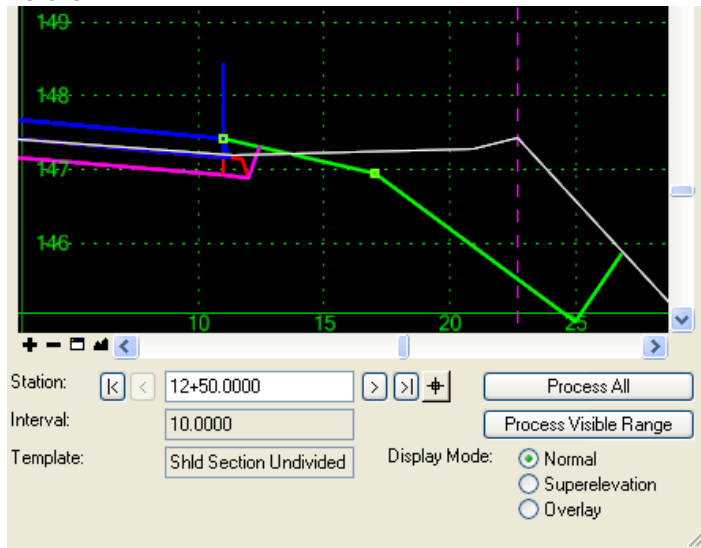

Apply and **Close** out of the Template dialog box. Repeat the procedure for template drop 13+60. Notice they are both red now signifying that the modified templates are stored in the IRD, not the ITL.
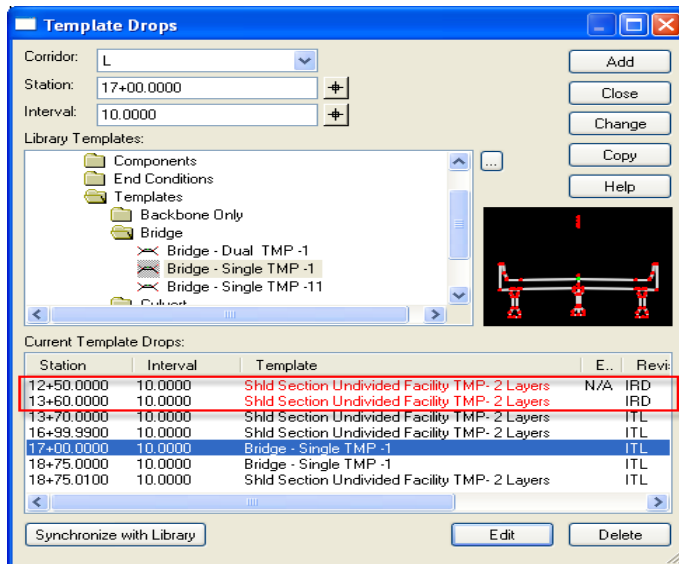
The result should look like this.

Before

After