

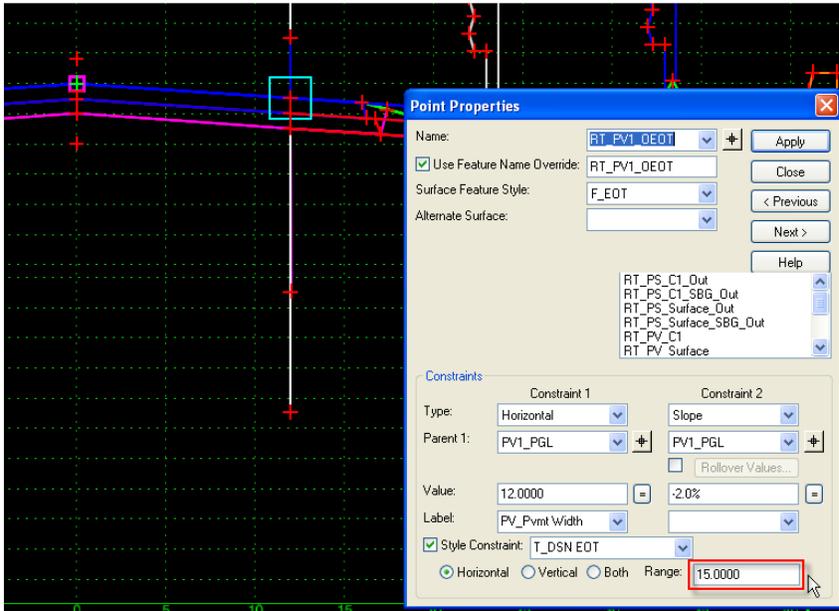
2_15 COMMON TARGETING GRAPHICS MISTAKES

Question:

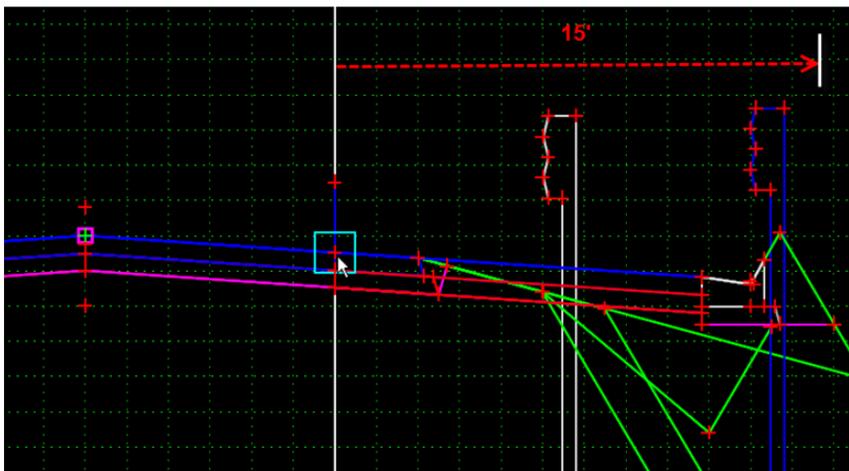
I have imported the guardrail graphics in Corridor Modeling, but why are they not showing up in Roadway Designer?

Answer:

As explained thoroughly in Dean's Corridor Modeling Manual (E4.7 Display References), most of the template points that are programmed to seek a graphical target style work off search ranges. For instance if you take a look at the PV1_OEOT point, the search range for the target EOT graphic (T_DSN EOT) is 15'.



This simply means the search range for the EOT graphics is 15' TO THE RIGHT OF THAT POINT.



Conversely the left PV1_OEOT point is programmed to seek 15' to the left of its location (-15). We can

programmed the template points to seek both sides for an infinite distance by keying in "0" as a search range value, but the risk is they will find the graphics on the other side of the centerline if the graphics on the near-side are not found. Thus, what happens when the graphics are located horizontally on the opposite side of the search range?

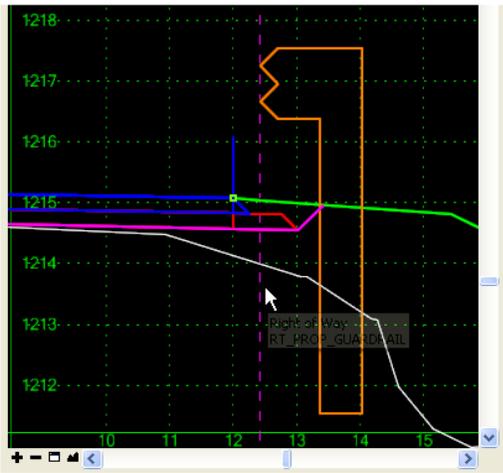
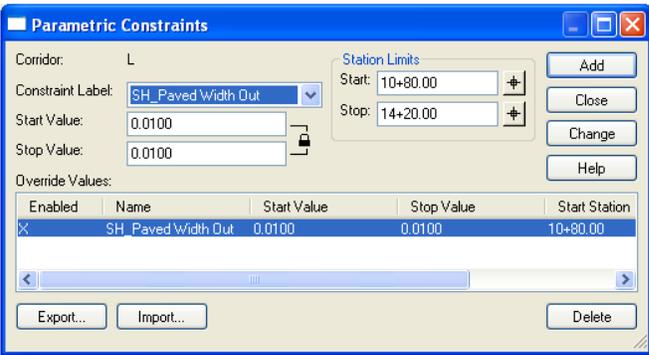


Since the EOT graphics cannot be located within the search range, the point does not move from its location.

Applying the same principle to the guardrail graphics problem, the search range is 25' from the outside edge of paved shoulder point (PS1_OEOP). Using Display References, the horizontal location of the imported guardrail graphics is near the beginning of the paved shoulder components.



Not only is this normally not constructed, but the guardrail graphics are on the opposite side of the search range. Change the paved shoulder width to 0.01' (assuming no paved shoulder) and now the guardrail graphics are displayed in Roadway Designer.



Note the priority of the guardrail graphics has recently been changed to override the guardrail fill height/slope warrant condition.