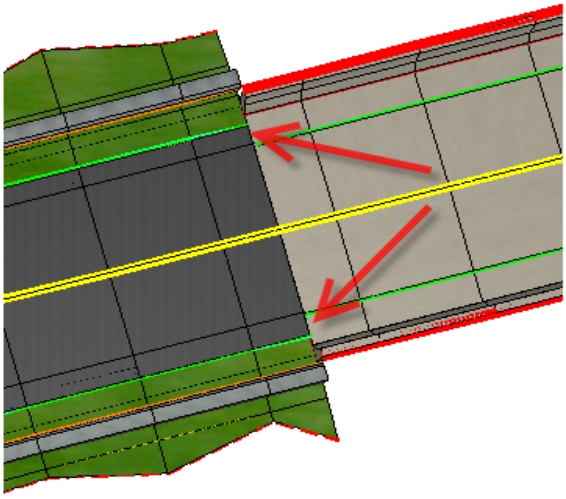
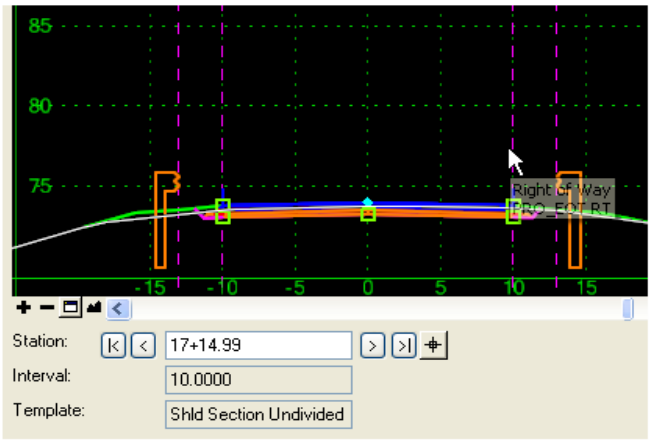
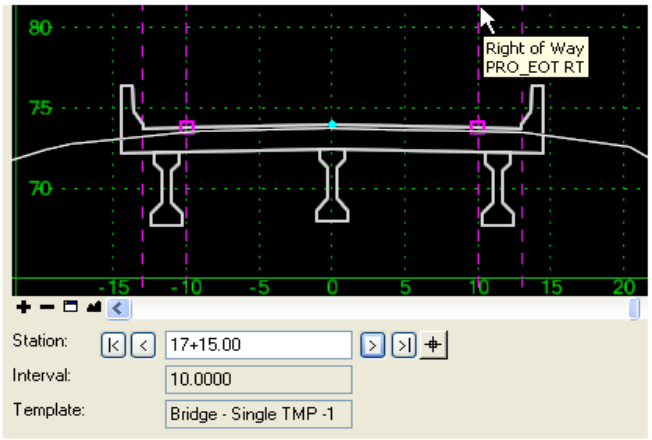
2_21 ROADWAY DESIGNER TO CREATE SURFACE “WALKING POINT” ISSUE

Question:

When creating the DTM surface, why is the width of the bridge different from the width of the road even though they are both targeting the same proposed EOT graphic line? They do however appear to be the same and correct in the Roadway Designer x-section view.







Answer:

From Bentley:

"In some instances, the number of times a point's location is calculated is different when creating a surface vs. displaying it in RD. This can cause a "walking point" issue. Particularly where style constraints are concerned. I have seen situations where this will cause the point to be in a different location, because it gets moved beyond the range where the style constraint is seeking. For instance, if the parametric constraint pushes the point too far, past the line they want it to target, then it won't find it the appropriate target for the style constraint. The solution for now is what they are doing or to use a point control to target the specific controlling element. I have a defect on this, or similar, but have not been able to affect a solution. SS3 should work better, because the final solution and what you see are the same. No recalc for display."

Basically it's a bug in SS2 Refresh and will not be an issue in SS3. For now the bridge templates will be fixed to have a target Style Constraint range of "0". The x-section tick marks will also appear slanted for the road sections. This can be fixed in a case by case.