## 2_41 ADDING WEDGING TO A TEMPLATE

Question:

How do I add wedging components to the template "C&G Section Overlay and Widen Only/No Wedge TMP-3 Layers Fix" pavement depth?

Answer:

The pavement depths parametric constraints were fixed for the "C&G Section Overlay and Widen Only/No Wedge TMP-3 Layers" template.

For certain projects, use the regular "C&G Section TMP-3 Layers". The key is when and how you want to show wedging and widening, especially considering the accuracy of the preliminary TIN.

For example, if the beginning of the project is around 13+50, you may want to show wedging only on the right outside EOT. The "middle" and all of the left side should be new pavement. The problem is with the seek inside existing EOP points are "stuck" at the centerline position (even though they have the correct drafting standard/style constraint combo T_PLN IEEOP) , so it appears like you are showing wedging even though you are undercutting existing pavement.
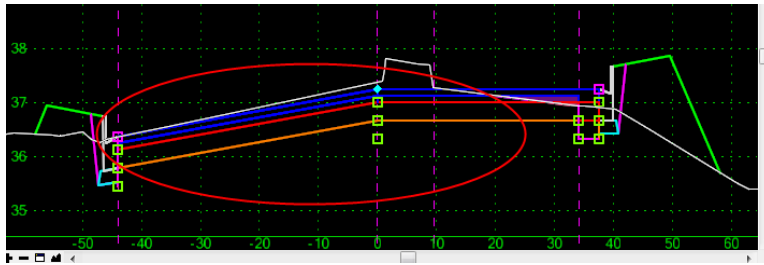
I just use point controls to move the right seek IEEOP point manually. The left seek point should stay at the default centerline location (no wedging – just new pavement).

Ena...	Priority	Name	Start Station	Stop Station	Mode	Type	Control	Desc
X	1	RT_PV1_OEOT	11+09.00	13+50.00	Vertical	Superelevation	L PV1_PGL-RT_...	
X	1	LT_PV1_OEOT	11+09.00	13+50.00	Vertical	Superelevation	L PV1_PGL-LT_...	
X	1	RT_PV1_OEOT	13+50.00	34+50.00	Vertical	Superelevation	L PV1_PGL-RT_...	
X	1	LT_PV1_OEOT	13+50.00	34+50.00	Vertical	Superelevation	L PV1_PGL-LT_...	
X	1	RT_Seek_IEEO...	13+50.01	33+15.50	Horizontal	Alignment	RT_IEEOP	
X	1	LT_Seek_OEEO...	13+50.01	34+50.00	Horizontal	Alignment	L	
X	1	LT_Seek_IEEOP...	13+50.01	34+50.00	Horizontal	Alignment	L	
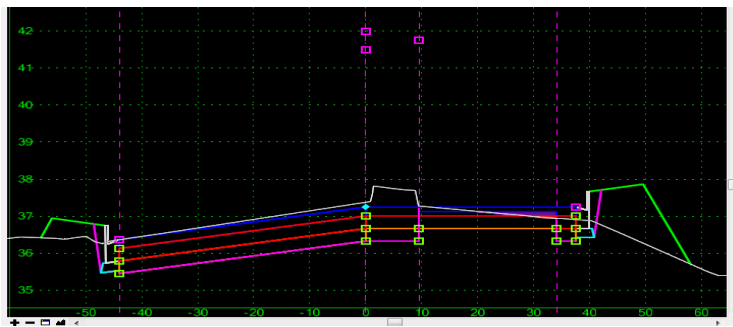
You can adjust these EOP graphics manually and "fake" Roadway Designer where you want to start the wedging/widening limits. They do not have to be the true existing EOP location (because you are undercutting existing pavement).