

10_2 Super Street Design: Monolithic Islands

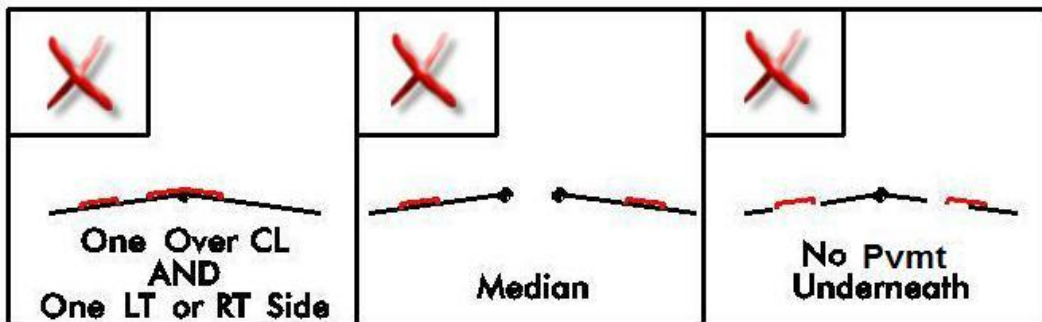
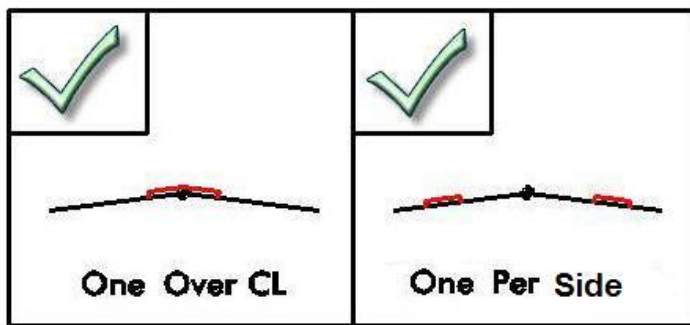
Question:

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

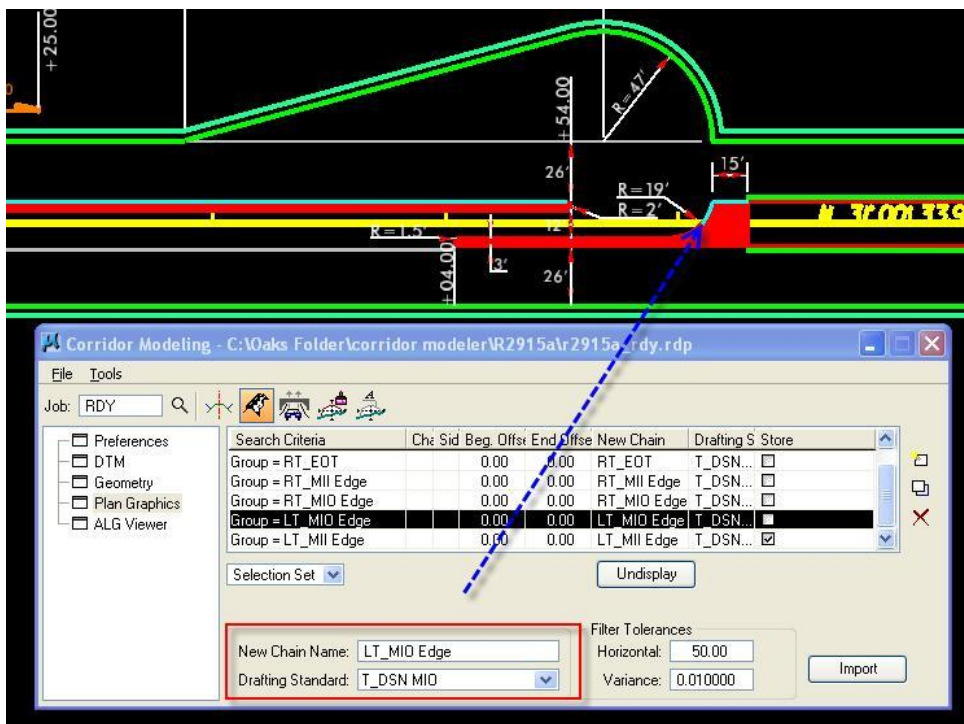
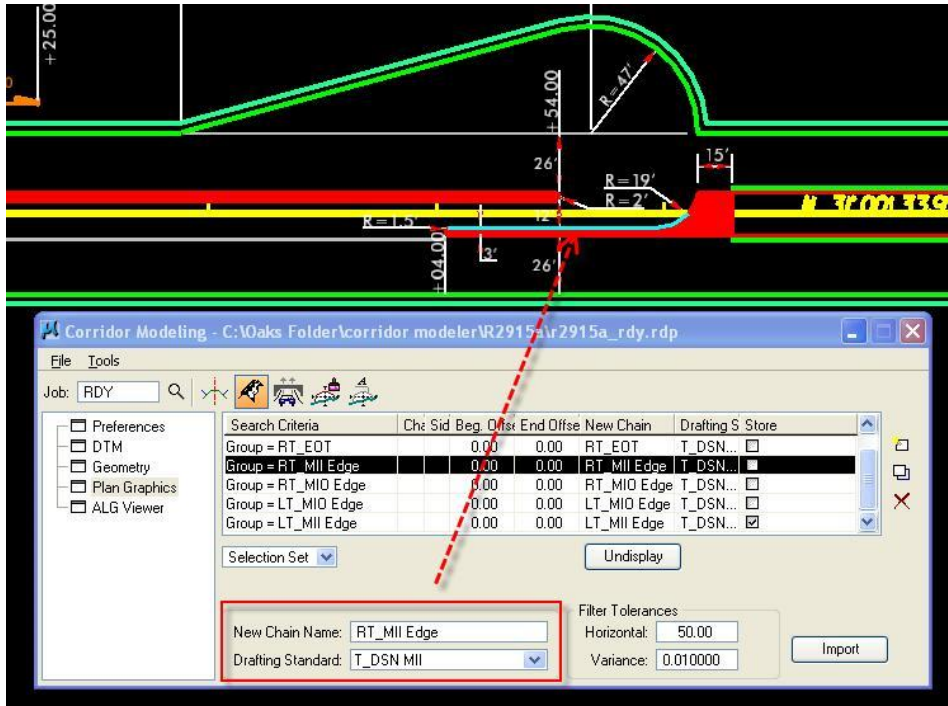
Answer:

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.

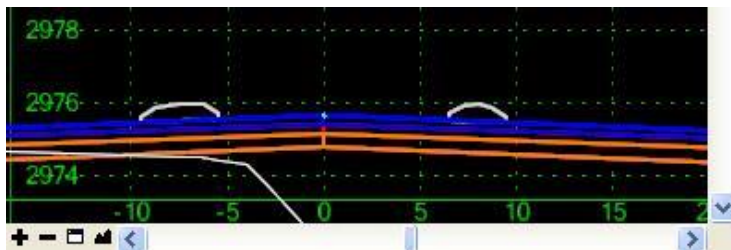
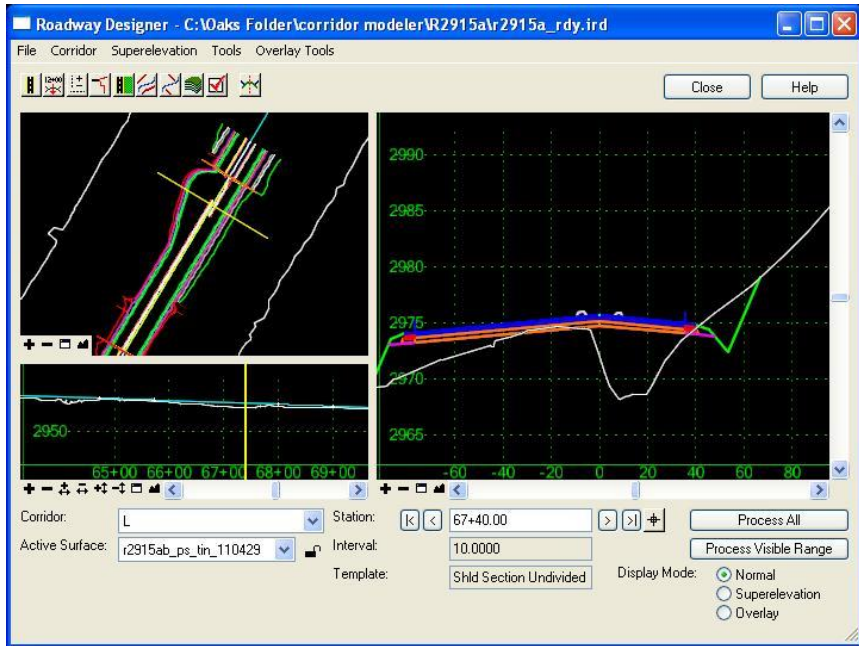
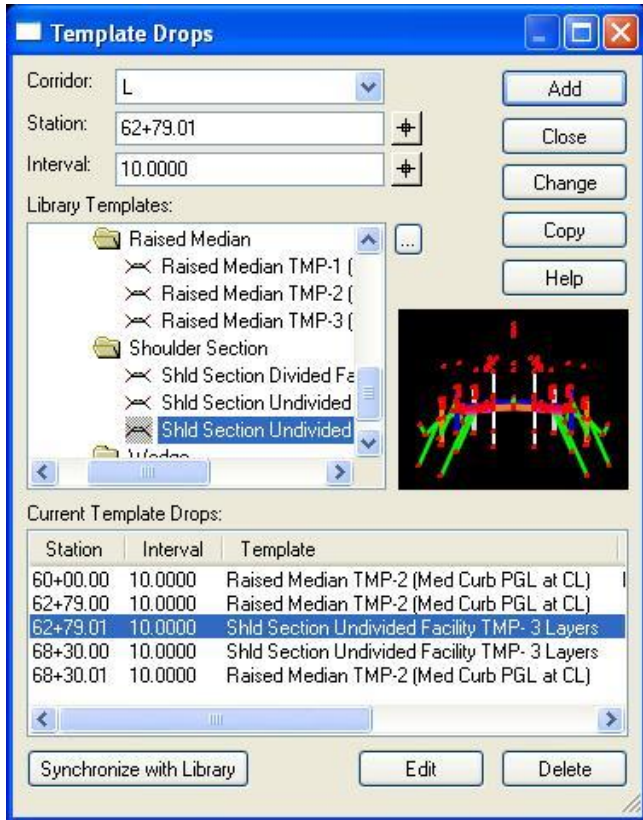
Just like Criteria, the same rules apply.

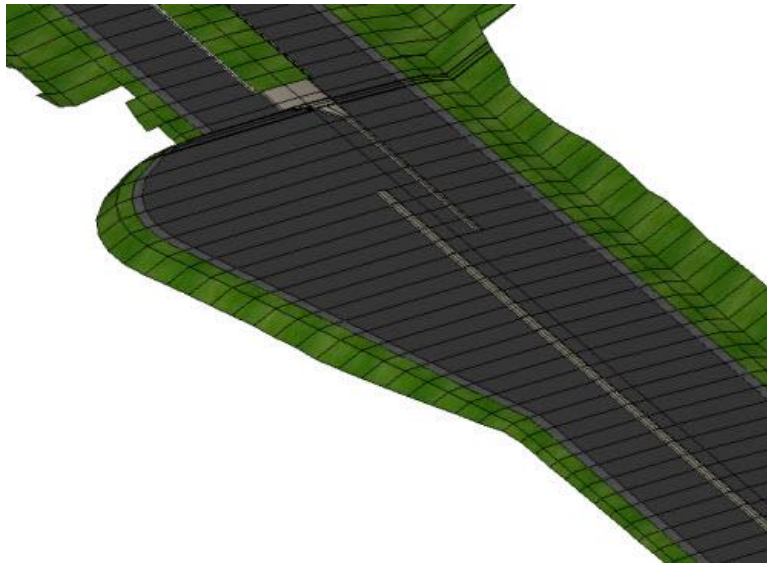


Store the monolithic island inside and outside edges as graphics (lines and arcs/no shapes) relative to the centerline of the road. Be careful when crossing over the centerline.

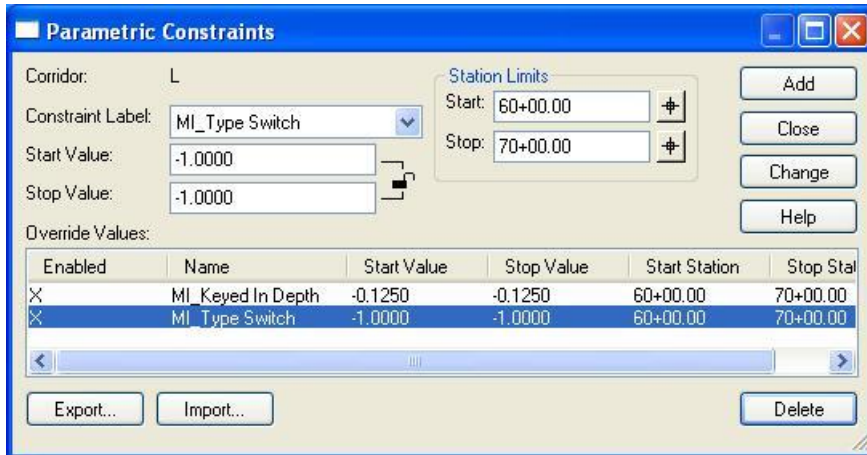


Use the new templates (just undivided facilities for now) with monolithic island and they will automatically seek the monolithic islands.





Two parametric constraints are available.



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.

