

10_3 Corridor Modeling File Management

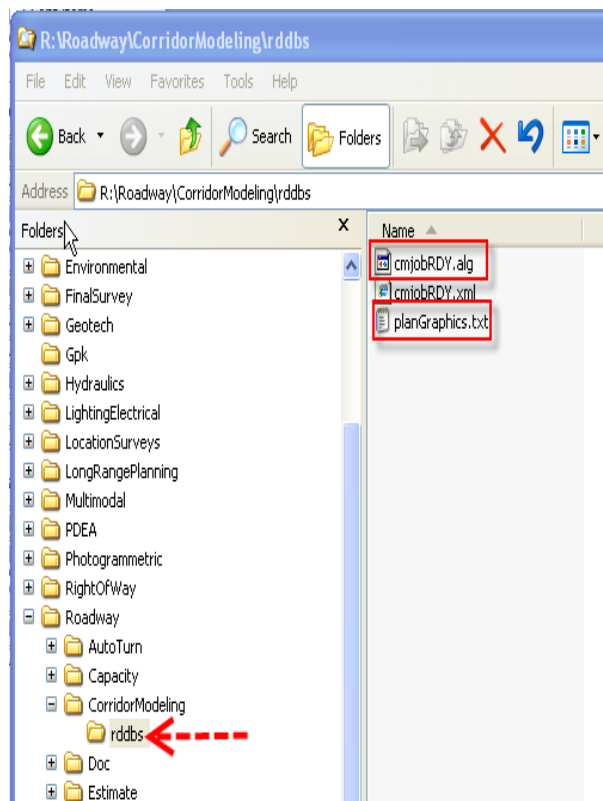
Question:

Is there a standard in managing Corridor Modeling files?

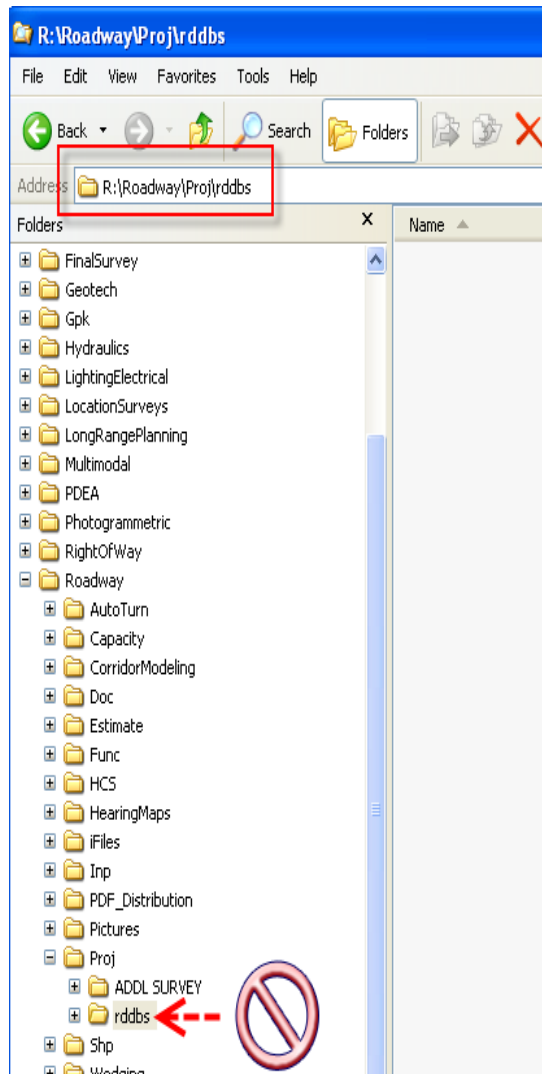
Answer:

Most of the files for CM should reside under the "R:\Roadway\CorridorModeling" folder. The exceptions are:

1. When referencing the DSN or EOP DGN file in the active CMD file and storing plan graphics is not working because of the global origin difference. If this is the case, then copy the DSN and/or EOP DGN file from the "Proj" folder place them in the "CorridorModeling" folder. Go into the actual DSN or EOP file (instead of referencing them) and store the plan graphics there. What this does is create a link from the active folder (CorridorModeling) to the ALG and the "planGraphics.txt" files in the "rddb" folder which is directly underneath the "CorridorModeling" folder.



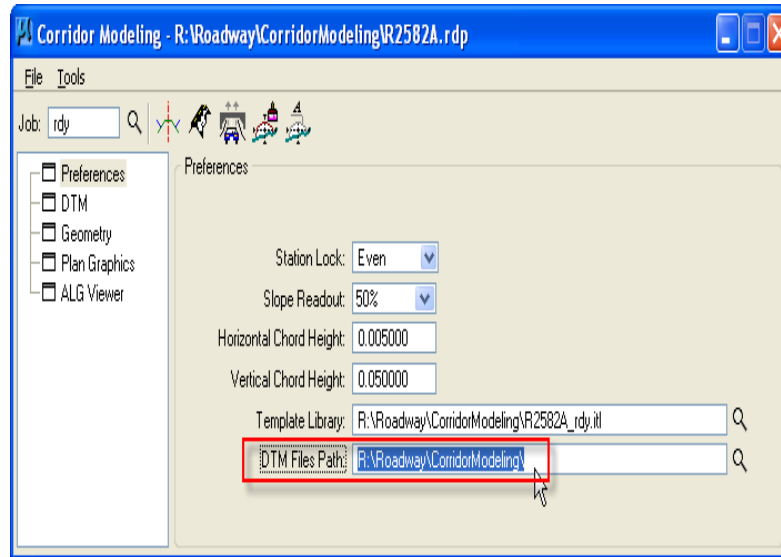
If you have stored the plan graphics in the DSN or EOP DGN file while under the original "Proj" folder, the ALG and planGraphics links are then stored incorrectly in the "RDDBS" folder under it.



When time to process graphics and alignments in the CMD DGN file under the "CorridorModeling" folder, and since the links are broken, Corridor Modeling will not work properly.

NOTE: Only copy the DSN/EOP DGN file to the "CorridorModeling" folder when store plan graphics does not work using them as referenced files in the 3D CMD DGN. 90% of the time, store plan graphics does work when these 2D DGN files are referenced in the 3D CMD DGN file.

2. The original ground TIN can remain in the DTM folder (read-only). When Corridor Modeling converts the existing TIN to DTM, the converted existing DTM should be placed in the "CorridorModeling" folder as set in the RDP.



3. The XSC and XPL created from Corridor Modeling should remain in the "CorridorModeling" folder. The proposed DTMs are linked to the ALG and "cmjobRDY.xml" files under the "RDDBS" folder. Other Units such Hydro, Geotech, and Utilities have to be notified of this location for the cross sections Roadway produces.