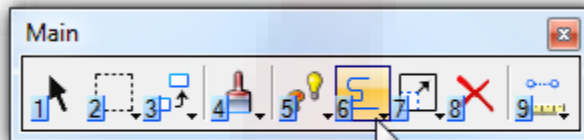
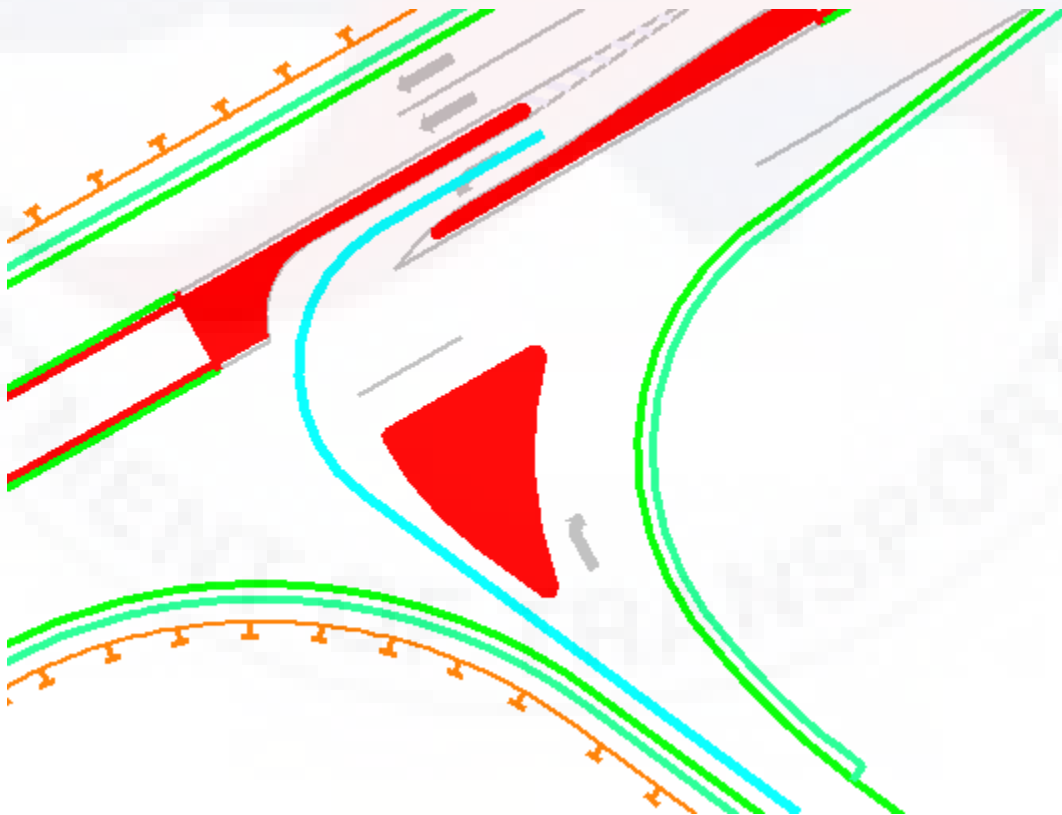
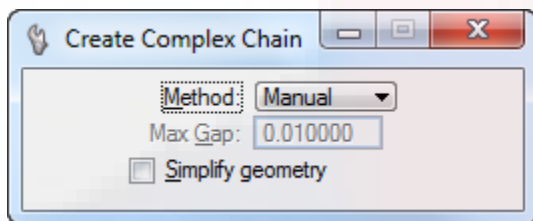


## Quick Reference Guide for AutoTurn 8.1

1. If the turning path consists of individual line and arc elements then it is recommended to use the Microstation tool **Create Complex Chain** to create one complex chain element.



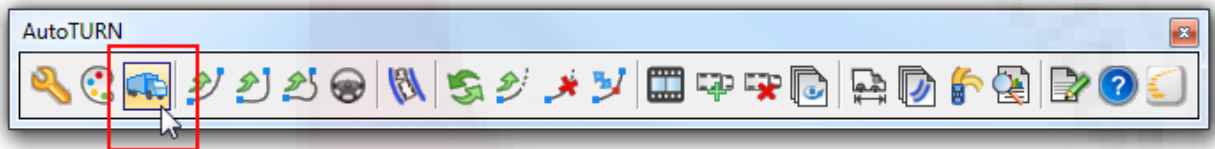
Groups - Main Task: Create Complex Chain



2. Launch **AutoTurn** from the **RD\_DSN** tool.



3. Click on the **Vehicle** icon to choose the desired type of vehicle to evaluate.



The 'Select Current Vehicle' dialog box displays a list of vehicle options on the left and a technical drawing of a truck on the right. The drawing shows dimensions in feet: 15.00 for the cab width, 4.00 for the cab height, 19.50 for the wheelbase, 3.00 for the trailer height, 0.00 for the trailer overhang, 45.50 for the trailer length, and 53.00 for the total length.

Group Vehicles By:

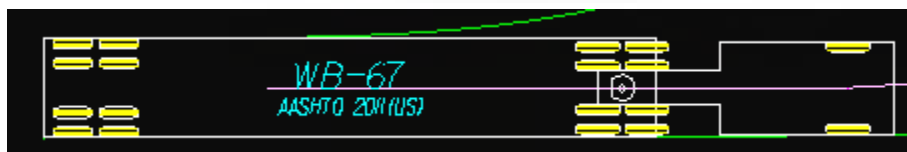
- Library
- Type
- Class
- Region
- # of Parts
- No Group
- Recent

5

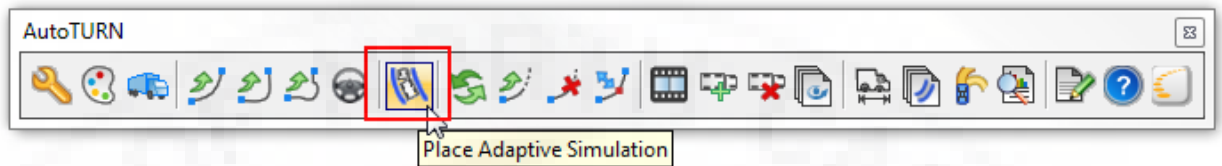
AASHTO 2001 (US)  
AASHTO 2004 (US)  
AASHTO 2011 (US)  
AASHTOM 2001 (US)  
AASHTOM 2004 (US)  
AASHTOM 2011 (US)  
ALBERTA INFRA-HGDG (CA)  
ARCHITECTURAL  
AUSTROADS (AU)  
AUSTROADS 2006 (AU)

Library	Vehicle Name	Type	Region	Lock	# Parts	Length	W
AASHTO 2011 (US)	SU-40	Heavy Truck CB	North America	31.8	1	39.50	25
AASHTO 2011 (US)	WB-40	Semitrailer CB1	North America	20.3	2	45.50	12
AASHTO 2011 (US)	WB-62	Semitrailer CB	North America	28.4	2	69.00	19
AASHTO 2011 (US)	WB-67	Semitrailer CB	North America	28.4	2	73.50	19
AASHTO 2011 (US)	WB-67D	Double Trailer CO-A2-1	North America	15.6	3	72.30	11
AASHTO 2011 (US)	WB-92D	Double Trailer CB-A1	North America	13.0	3	97.30	17

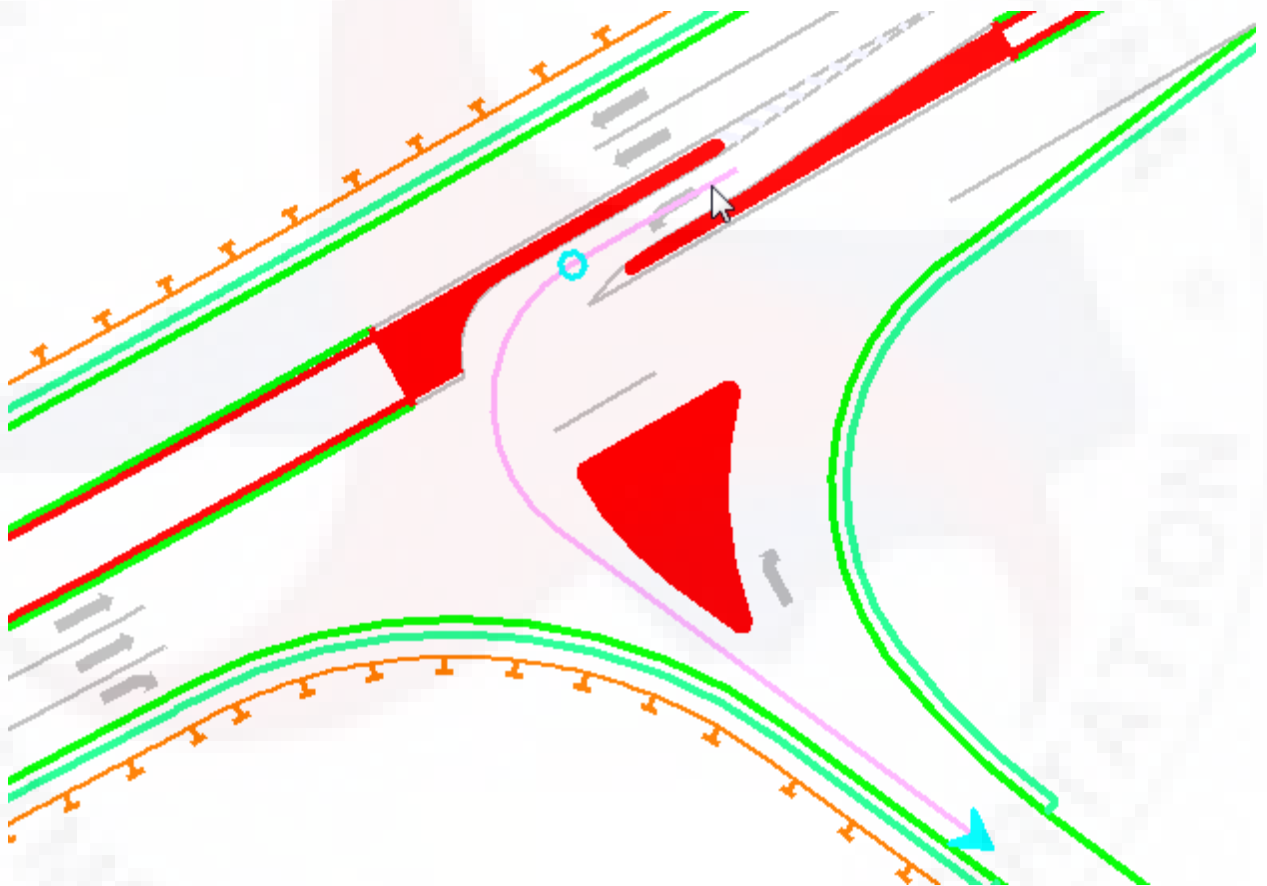
OK Cancel Help



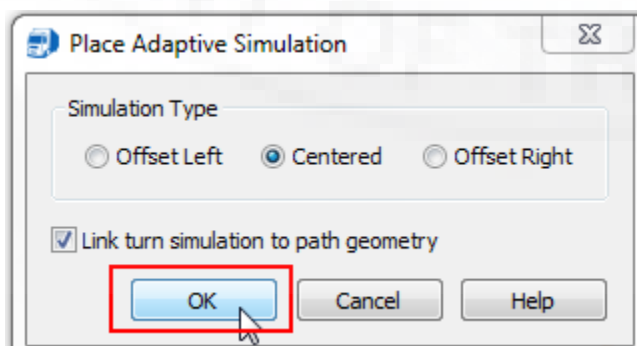
4. Click on the **Place Adaptive Simulation** icon to define the turning path.



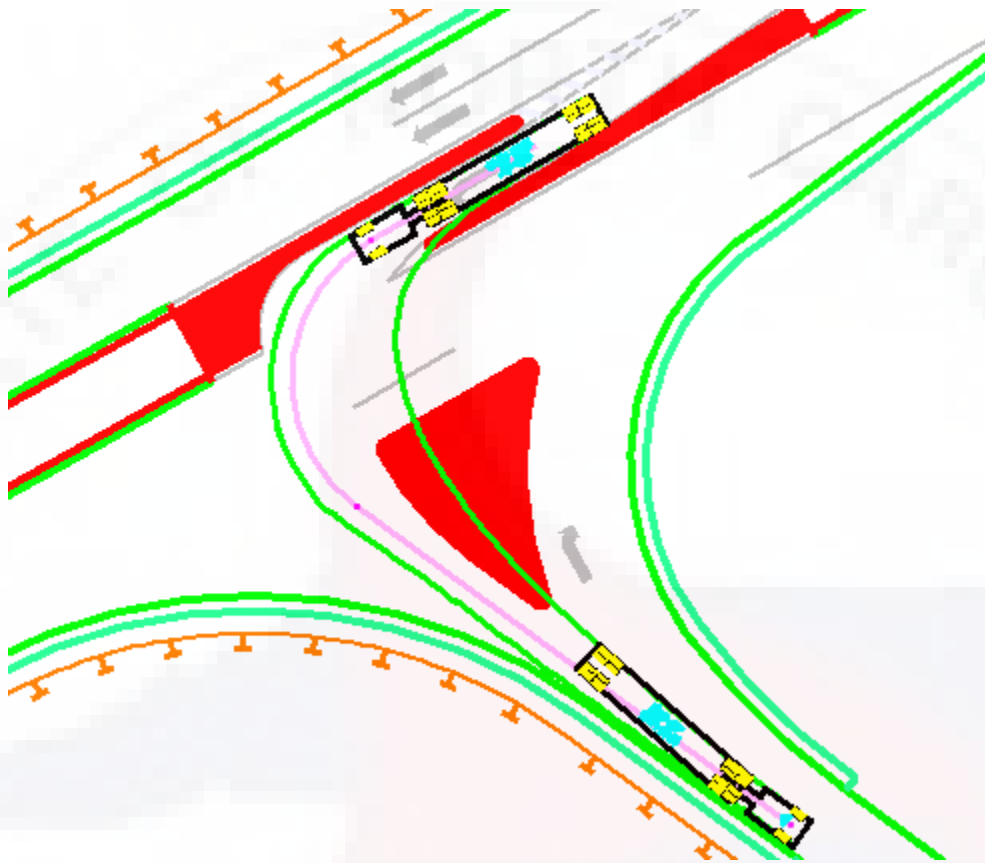
5. Select the turning path (complex chain from step 1). Click on the beginning of the path to determine the direction the vehicle will travel.



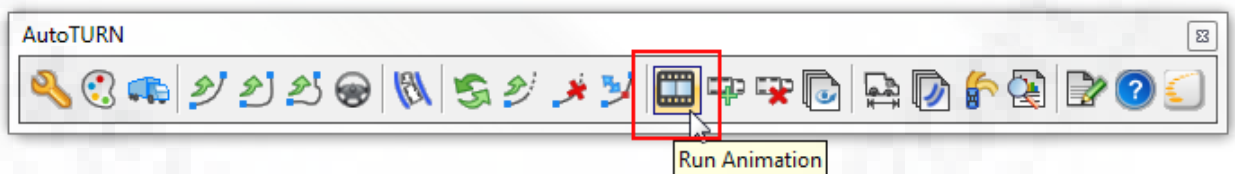
6. Select **OK** to the **Place Adaptive Simulation** dialog box.



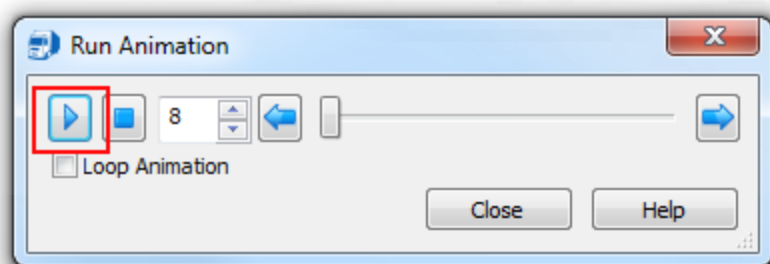
7. Note the vehicle body “envelopes” in green and the potential conflicts (the monolithic islands in red) as the vehicle makes its turn.

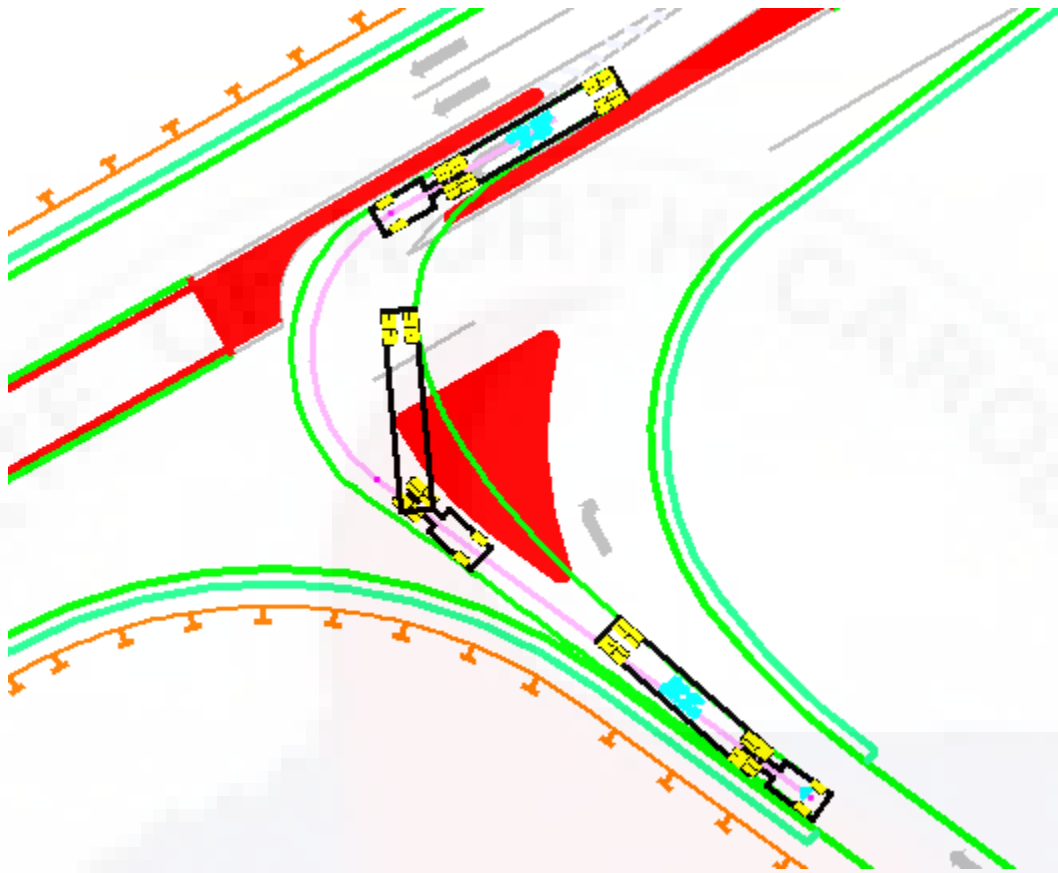


8. Optional: click on the **Run Animation** icon to simulate the vehicle movement around the turning path.

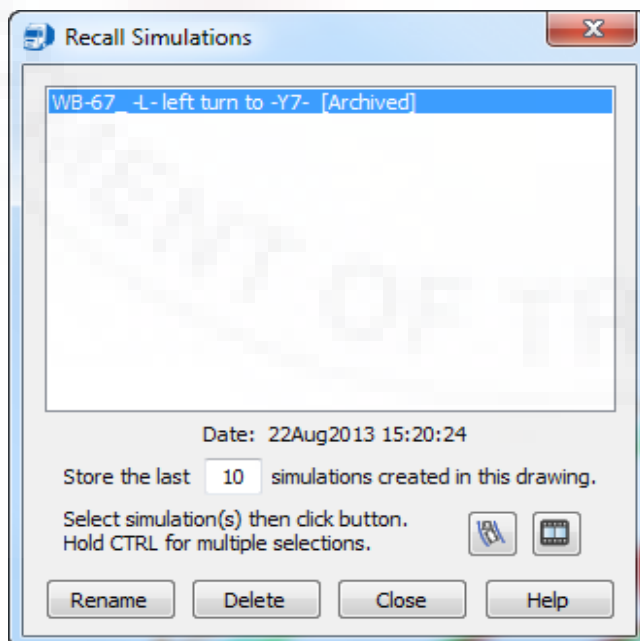


9. Click on the **Play Animation** button to run the animation.



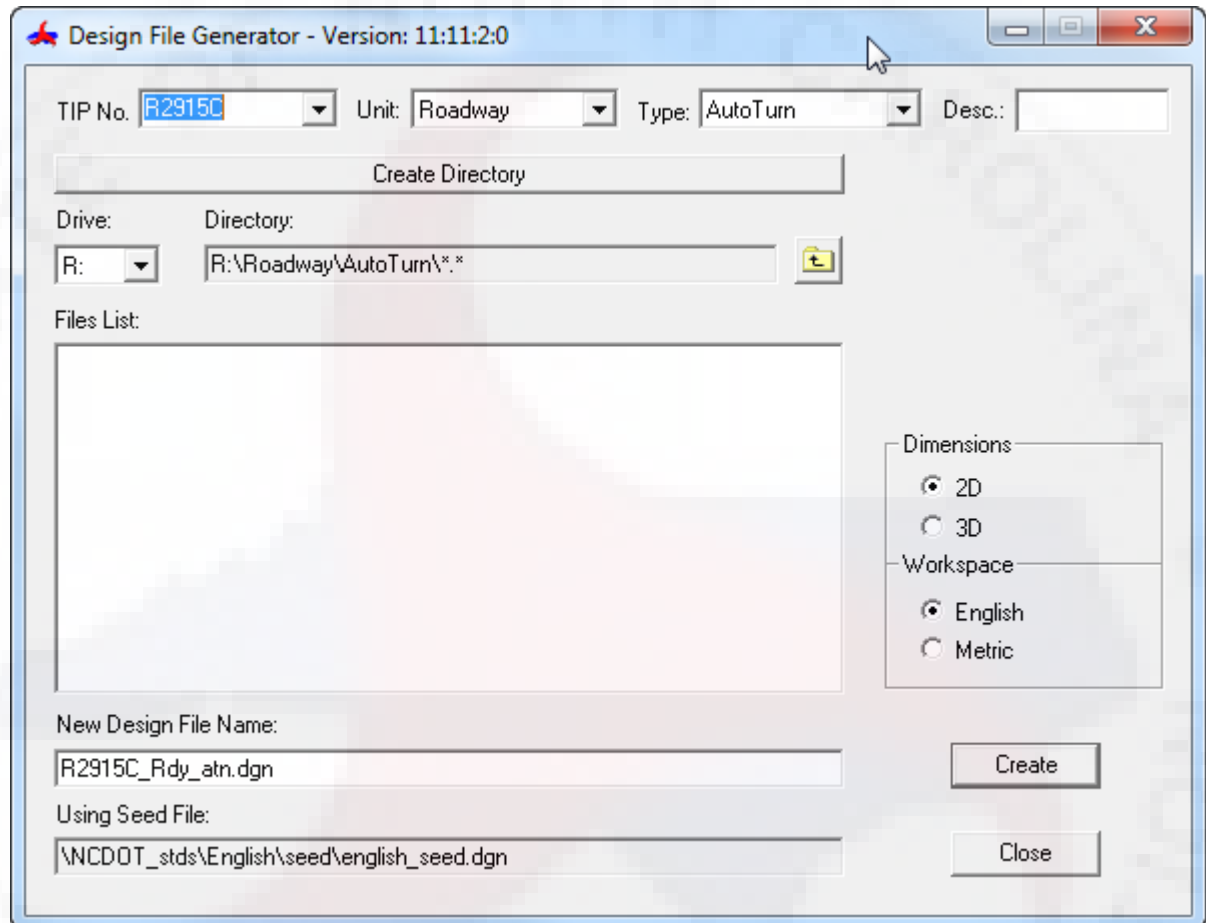


10. Simulations can be saved and recalled for later playback.



## Notes:

1. Use the Design File Generator to create the AutoTurn DGN File and place it in the AutoTurn folder.



2. Use the level **Prop AutoTurn Projected Path** to draw the turning path.