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.
2. Launch **AutoTurn** from the **RD_DSN** tool.

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