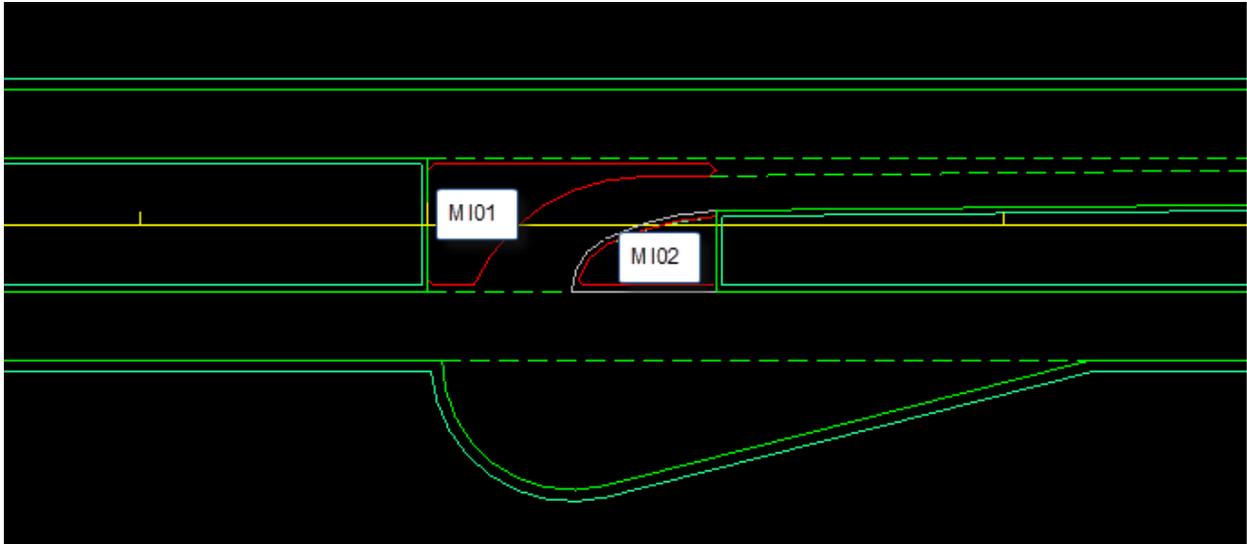


Monolithic Islands

Post Surface Creation

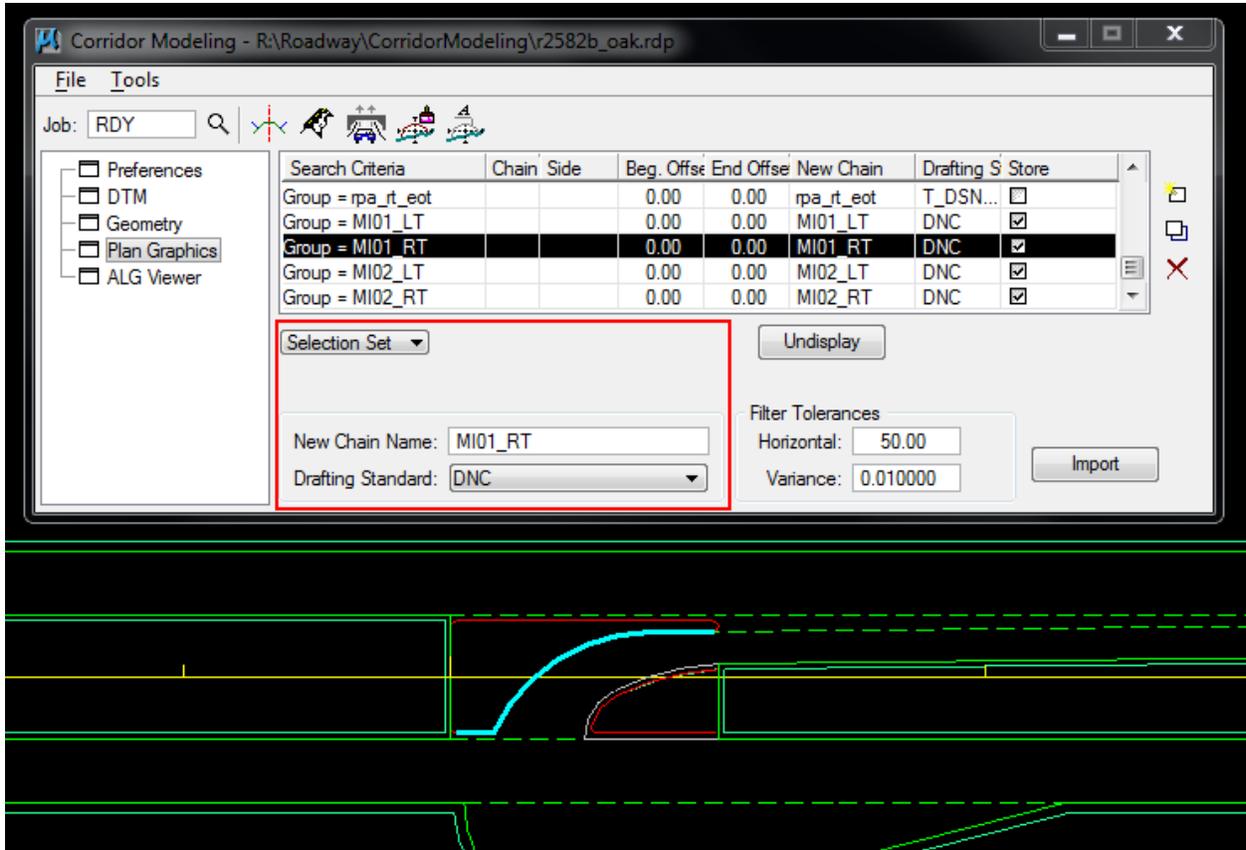
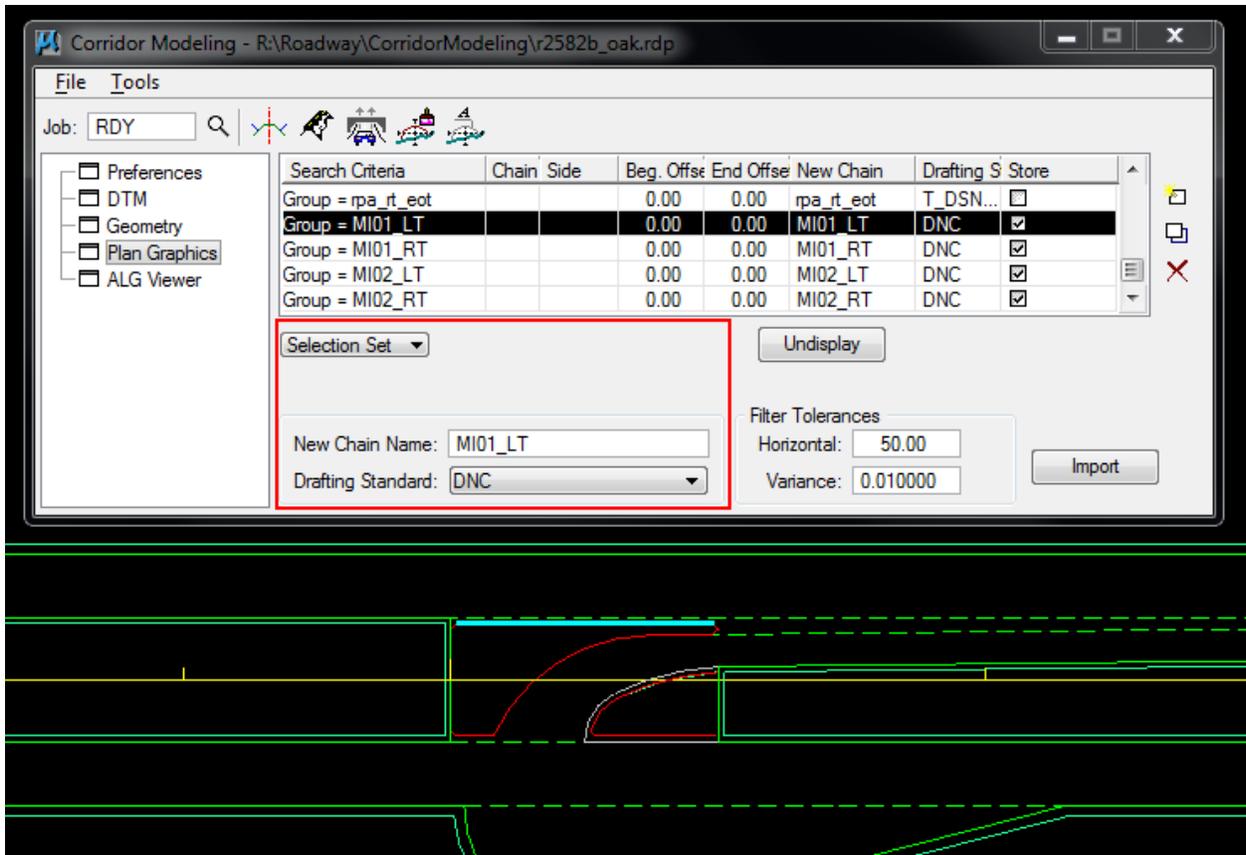
1. Each monolithic island is group individually as plan graphics. The naming convention is MI01, MI02, MI03, etc. from the beginning of the project to the end.

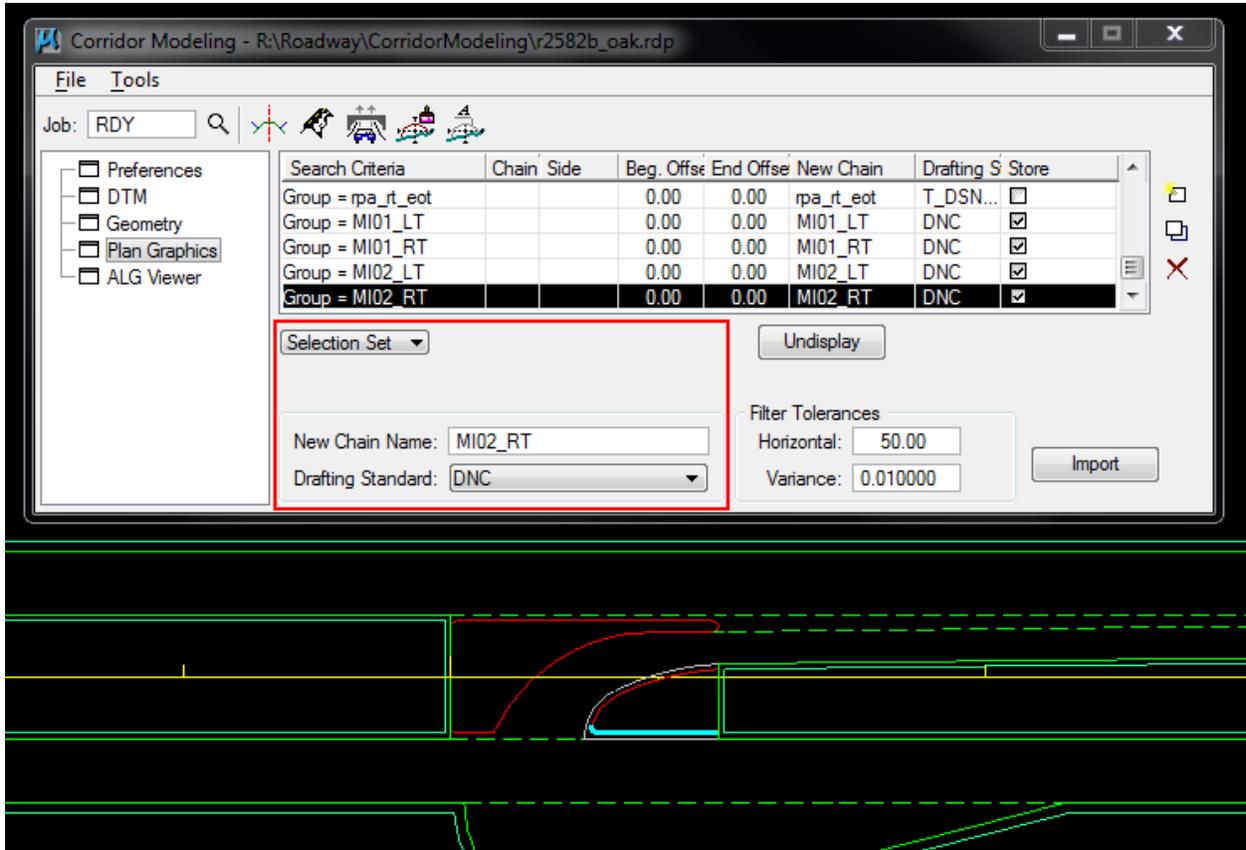
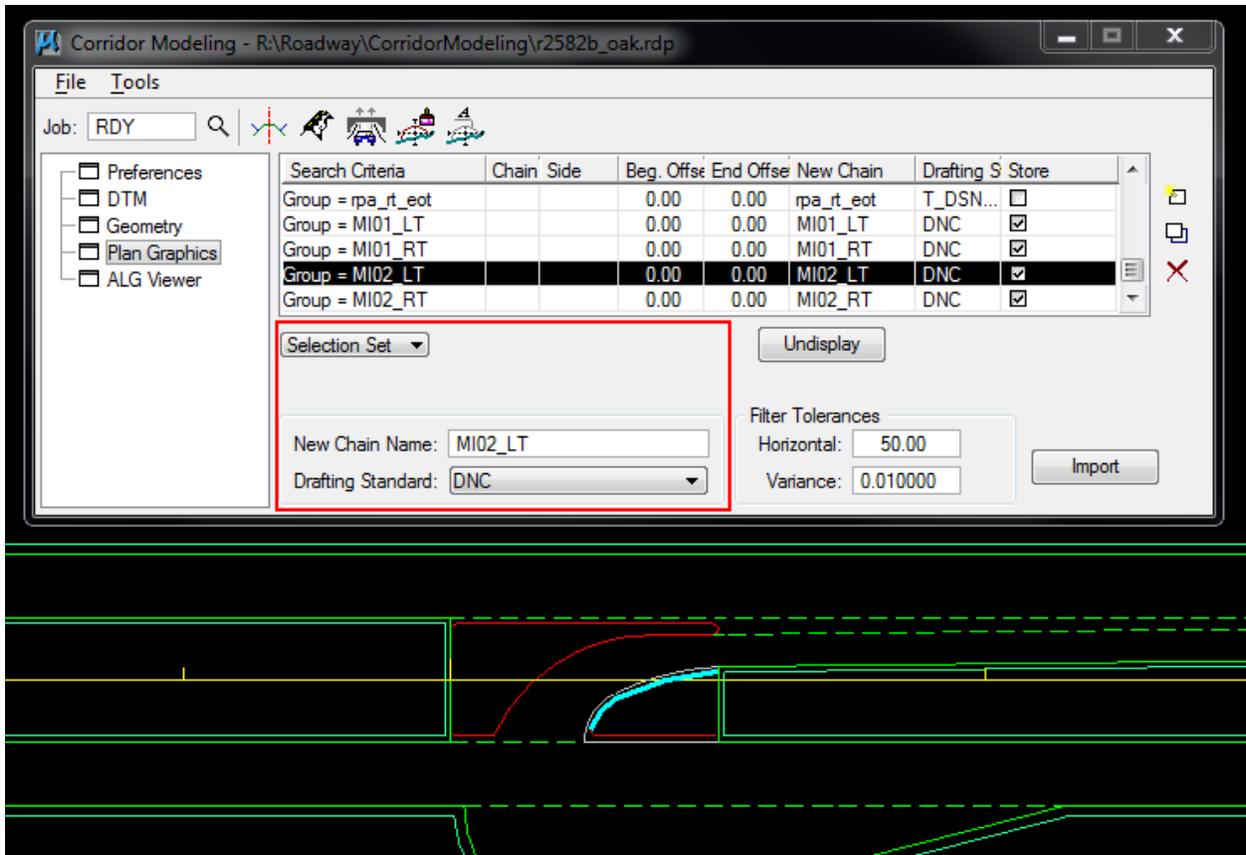


2. For each monolithic island group, store the left and right edge as graphics. Note that the left or right edge does not depend on where it is in relationship to the Centerline.

The recommended New Chain Name for each side is **MI01_LT**, **MI01_RT**, **MI02_LT**, **MI02_RT**, etc. Use the Drafting Standard **DNC**.

Use the “Selection Set” method instead of “Symbology” to identify the monolithic island edge graphically is highly recommended for this procedure due to the MI edges commonly cross the Centerline.

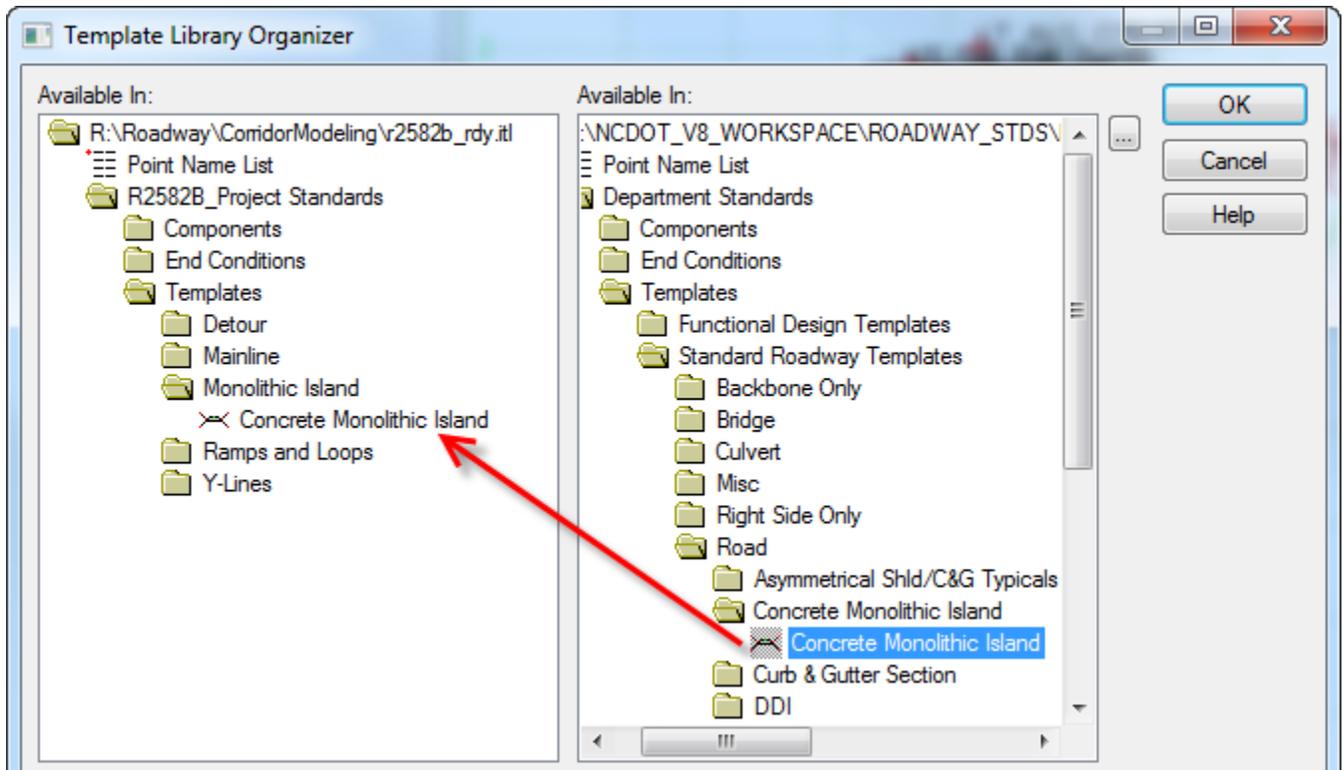




* Note that the round “nose” of the monolithic island is not recommended to be stored as plan graphics.

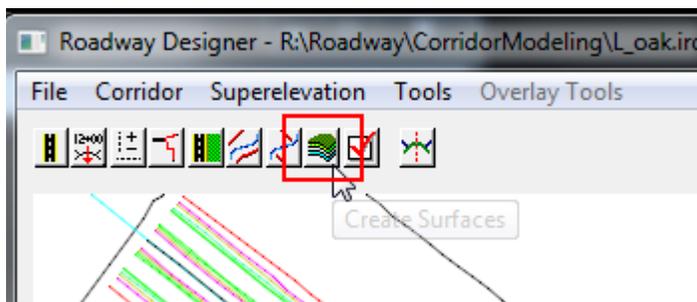
3. Save the **RDP**.

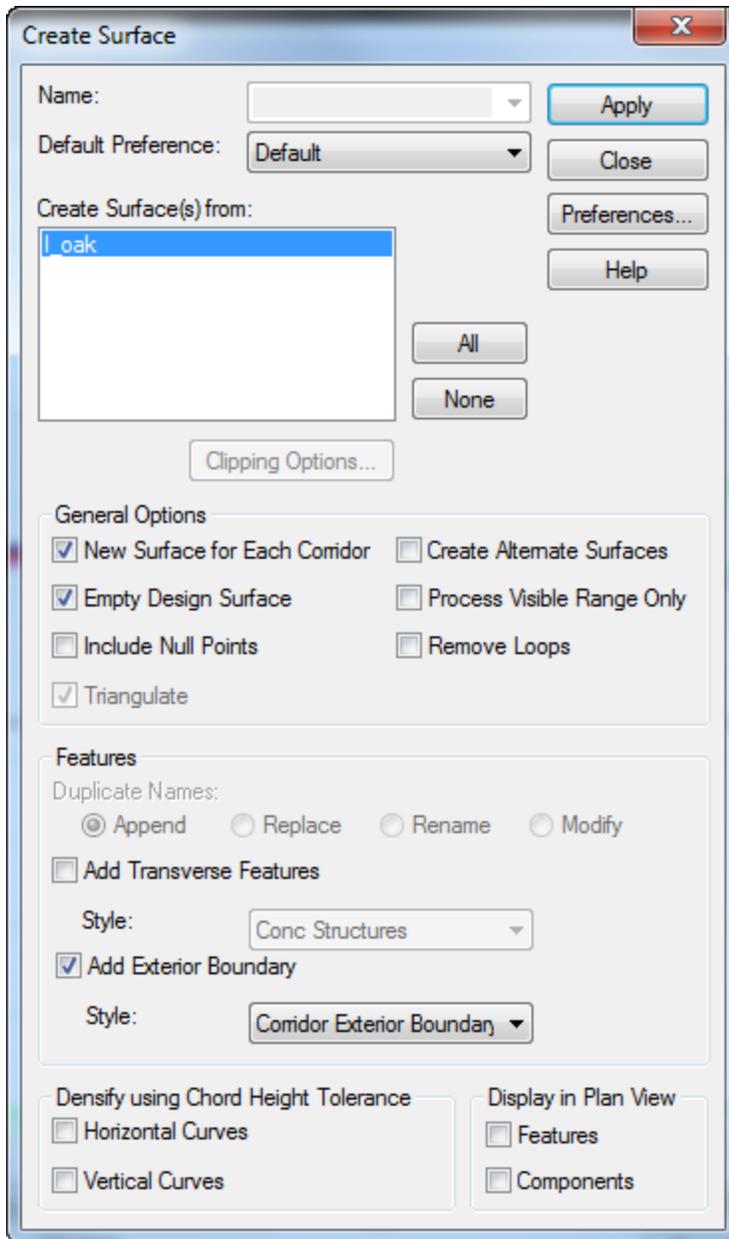
4. Use the **Template Library Organizer** copy over the latest “Concrete Monolithic Island” template from the Roadway Workspace to your project ITL.



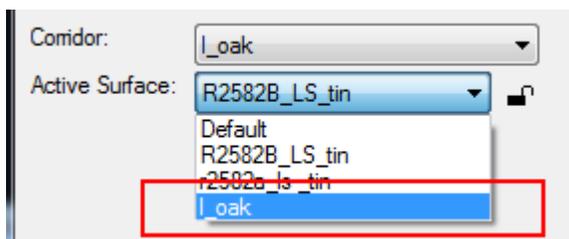
5. Save the **ITL**.

6. In Roadway Designer **Create Surface** of the proposed road.

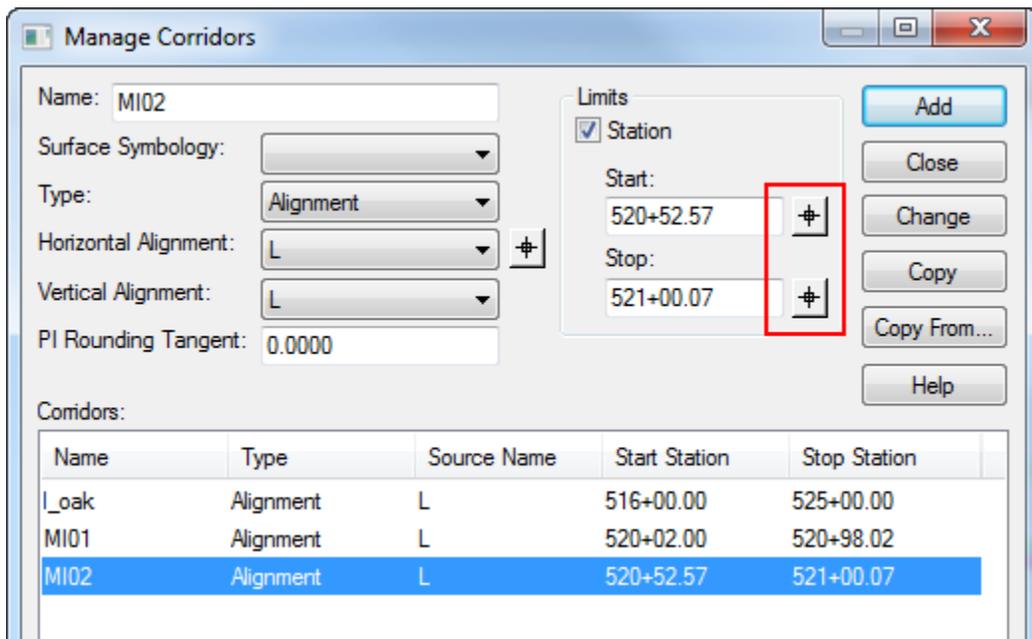
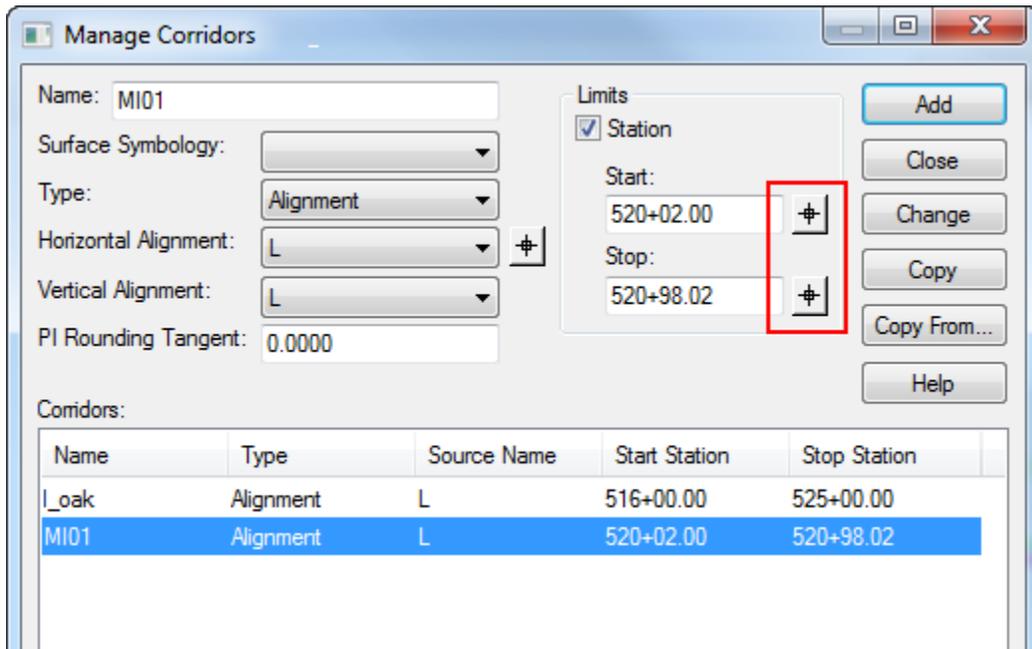




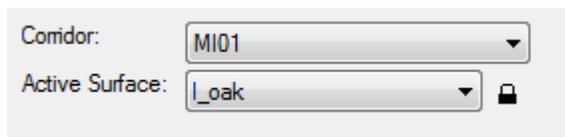
Note that after the creation of the new surface DTM, it now available as an **Active Surface** to choose from.



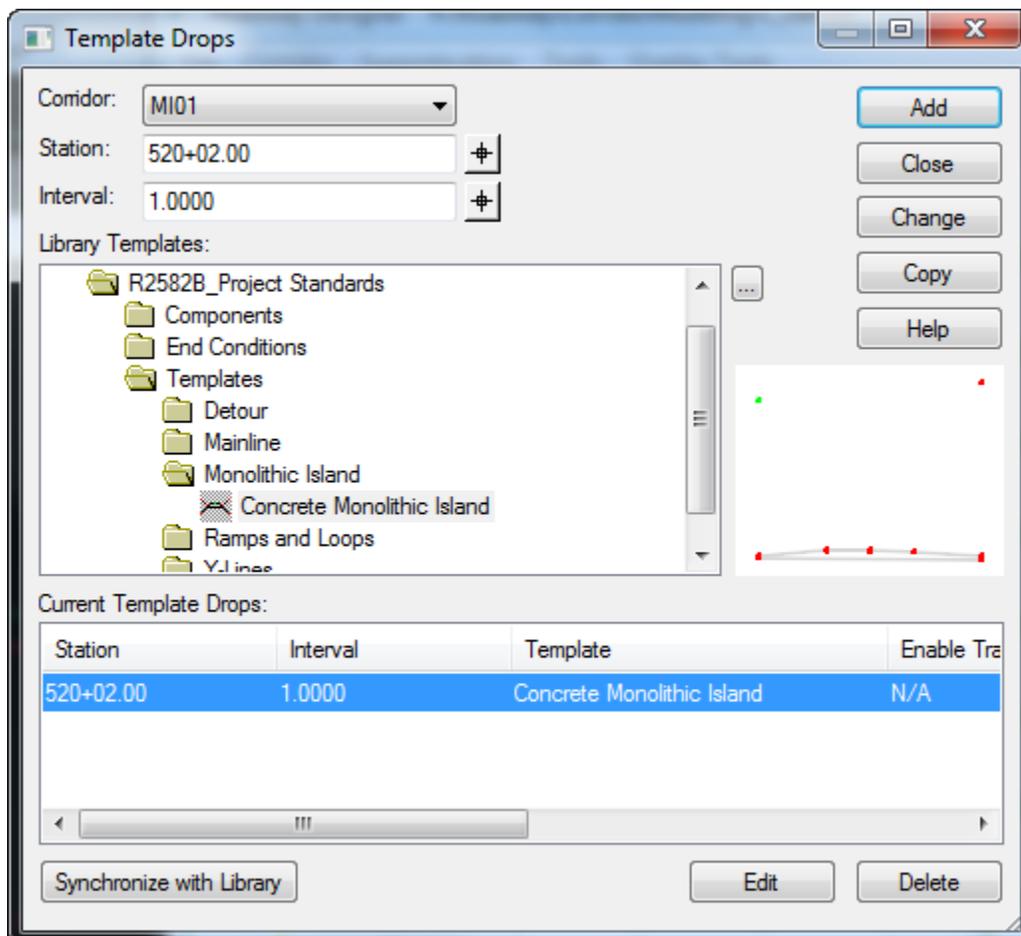
7. Under **Manage Corridors**, Add a new corridor for each monolithic island. The proposed road Horizontal and Vertical Alignments can be arbitrary used, but try to limit the start and stop stations for each MI corridor with the graphical station selector tool. The recommended naming convention for each MI corridor is MI01, MI02, MI03, etc.



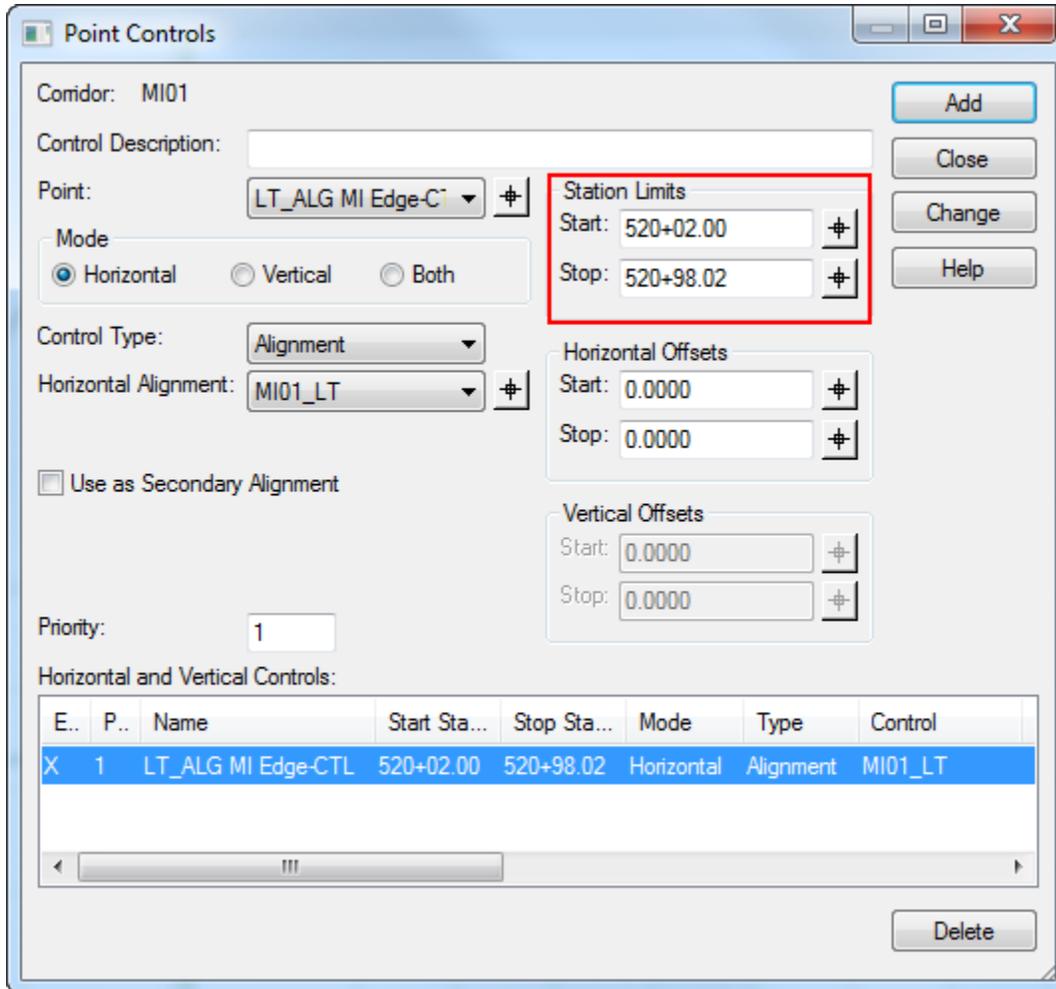
8. In Roadway Designer, set the active **Corridor** and **Active Surface**. Note the Active Surface (Existing Ground Surface) is the surface of the proposed road. The objective is the place monolithic island template on top the proposed road (Active Surface).



9. In the **Template Drop** dialog box, Add a **Concrete Monolithic Island** template drop at a 1' interval for the entire corridor.



10. Use **Point Controls** to define the left and right edge (Horizontal Mode) of the monolithic island. The point on the template to control is either the **LT_ALG MI Edge-CTL** or **RT_ALG MI Edge-CTL**. The corresponding **Horizontal Alignment** chain (name of the MI graphics) is **MI01_LT** and **MI01_RT** respectively. Always verify the **Station Limits** Start and Stop values.



Point Controls

Corridor: MI01

Control Description:

Point: RT_ALG MI Edge-C

Mode:
 Horizontal
 Vertical
 Both

Control Type: Alignment

Horizontal Alignment: MI01_RT

Use as Secondary Alignment

Priority: 1

Horizontal and Vertical Controls:

	Start Sta...	Stop Sta...	Mode	Type	Control	Description
MI Edge-CTL	520+02.00	520+98.02	Horizontal	Alignment	MI01_LT	
MI Edge-CTL	520+02.00	520+98.02	Horizontal	Alignment	MI01_RT	

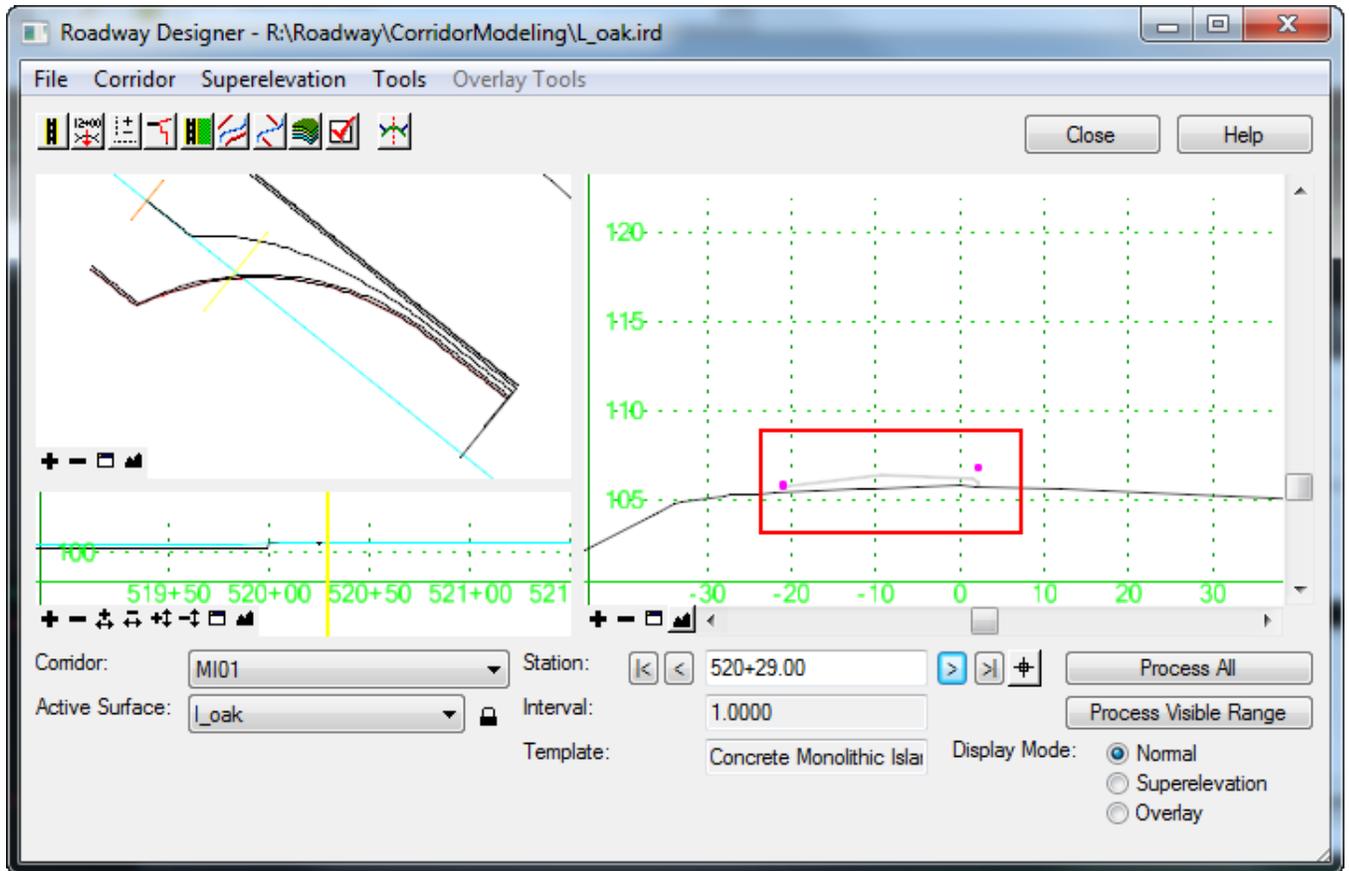
Station Limits: Start: 520+02.00, Stop: 520+98.02

Horizontal Offsets: Start: 0.0000, Stop: 0.0000

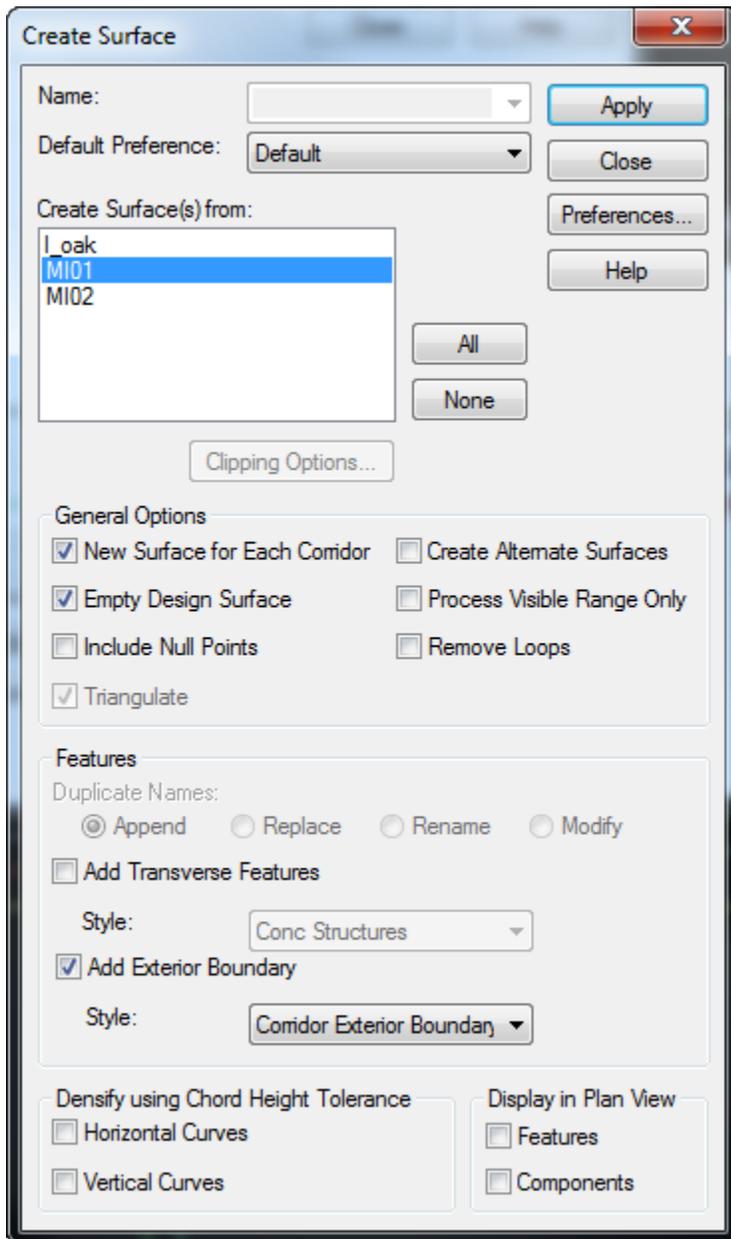
Vertical Offsets: Start: 0.0000, Stop: 0.0000

Buttons: Add, Close, Change, Help, Delete

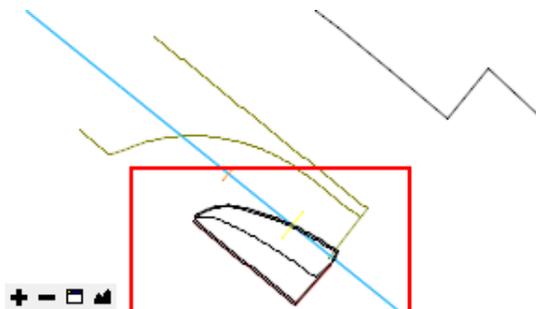
11. In Roadway Designer, verify the monolithic island in Plan and Cross Section views.



12. Create Surface of the MI corridor.



13. Repeat step 8 thru 12 for next MI group. Plan view of MI02 below.



14. Once all of the MI corridors are complete, cut cross sections with the MI DTMs along with the existing TIN and proposed road DTM.

