

Readme for Advanced Road Design 2013.03, 2012.05 and 2011.20

This readme contains important information regarding the installation and use of Advanced Road Design versions as described above.

This is a hot fix addressing some layer control issues, however it also includes a range of improved features.

Installation Instructions

You do not need to uninstall any previous versions of Advanced Road Design. This installation will install over the top of any previous ARD 2013 installation.


Improved Features

ARD Pipes

- Cranking has been implemented on pipe long sections – the software now determines the maximum width required for text to fit between pits and cranks left/right to accommodate the text without overlap
- Pipe shape for crossing pipes has been further amended to be more plot/display friendly on the vertical grading window and at the time of plotting
- The Create ARR Rainfall Data command no longer restricts user inputs to specific values

New Features

ARD Pipes

-  **Paste IFD Data** – copy IFD Table data from the Bureau of Meteorology website and paste it in to immediately create a new IFD Table. This significantly reduces your effort in establishing rainfall locations
 - A text file, created and edited in Excel, could also be used to quickly create IFD Data without using the input method in the Network Settings form
 - Process is:
 - From a web browser, navigate to <http://www.bom.gov.au/hydro/has/cdirswebx/cdirswebx.shtml>
 - Input your location and submit to generate an IFD Table
 - Click on IFD Table tab and click on the Copy Table button
 - Start the **Paste IFD Data** command, paste in the results, give the location name and click to **Create RF Data**.
 - More details in the Help system – look in ARD Pipes > Settings
 - Command located on the Ribbon: Pipes Tab > Settings Panel > Settings Slideout > Paste IFD Data

Resolved Issues

This installation includes resolution to a number of issues including:

ARD Roads

- The current layer is no longer reset when kerb returns are edited by the user or when Auto Model is selected. Previously, if a kerb return was edited by a user, the software would reset the current layer whenever particular commands were run.
- Setout – chainage decimal place controls now work when the setout method is set to Chainage and Offset
- In 2013, starting a new ARD job immediately after working on a previous ARD job could cause Civil 3D to Fatal Error and exit, at the time of creating the first Road

ARD Pipes

- The Import Watercom Drains command now correctly imports the HGL data for plotting.
- A crash could occur if the Switch Branch command was applied to a network for which all the pipes had been branch sequenced
- On occasion, pipes and pits did not find surface data, when the design surface was not over the pipe/pit but the existing surface was present
- Checking for network loops is made before creating a network or branch sequencing – previously this check was not being made and errors occurred at the time of branch sequencing.

Readme for Advanced Road Design 2013.02/2012.04/2011.19

This readme contains important information regarding the installation and use of Advanced Road Design for AutoCAD Civil 3D 2013, 2012 and 2011

Installation Instructions

You do not need to uninstall any previous versions of Advanced Road Design. This installation will install over the top of any previous ARD 2013 installation

Licensing Information

For standalone installations, the licensing system will be installed automatically and is activated when an Advanced Road Design command is run. The Reprise Licensing System is used for managing licenses.

For network installations, please refer to the installation guide and follow instructions to install and activate the licensing system on the selected server.

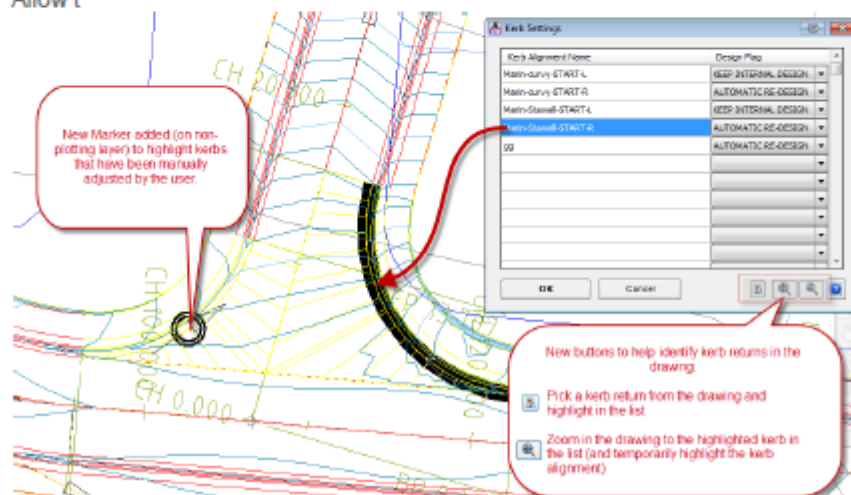
Note: A 2013 license Activation is required, except during the Evaluation period.

General

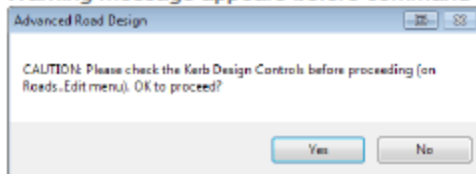
Improved Features

Roads

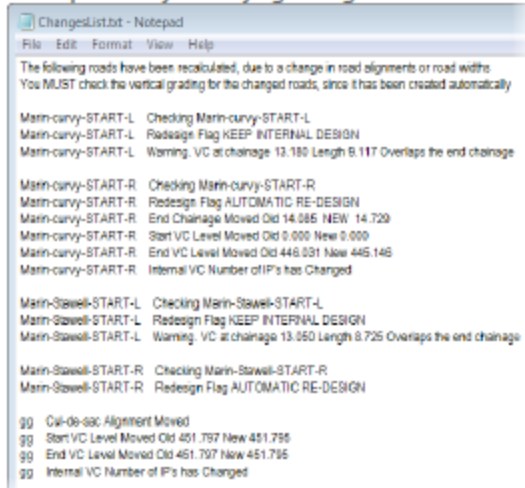
- The triangle 'tracker' has been replaced with a line for better identification of plan location.
- **Kerb Design Controls Command – Automatic Rebuild vs Keep Internal Design**
 - There is now a marker that displays at the centre of kerb and cul-de-sac alignments where the user has edited the kerb vertical grading manually. This highlights those vertical designs that are being managed by the user. The marker will display on a non-plotting layer
Note: the start and end of the kerb return will still be reset to match the connecting road levels, UNLESS the user has created a VC that extends beyond the alignment extents – in that case ARD uses the next sample point from the road geometry to match back. The user should carefully review their modelling in this case
 - The Kerb Controls form now includes buttons to highlight and zoom to selected kerbs in the list, as well as pick kerbs from the drawing and highlight in the list






- Update all Road Objects
 - Warning message appears before command is executed:



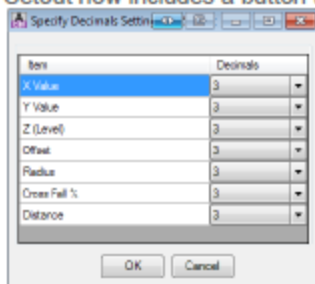
- Improved messaging is included here to clearly identify kerb return and cul-de-sac strings that have been edited as a result of recalculating positions following changes to Road String cross sections. There is a new message form specifically identifying changes to kerb and cul-de-sac strings



- Vertical Grading Editor

- Added in a new command button which toggles from 'unlocked'  (automatic control) to 'locked'  (manual control) when Kerb Return and Cul-de-sac strings have been manually adjusted by the designer. Users can see immediately when they have manually edited a kerb vertical design – clicking on the button will allow the user to reset the flag back to automatic software design if desired
- Added in a new  Pipe Select button to enable zooming to and highlighting pipes in the drawing. User sets a chainage location to find pipes shown on the VGE at that chainage.
- Pipe display on the vertical grading editor has been improved – the exact crossing pipe shape is now clearly identified on the VGE window, and pipes are more accurately represented

- Layer name controls for slope patters have been improved – when you plot slope patters the form has been enhanced to include layer controls
- The layer name control for alignments created by ARD has been improved – users can now elect whether or not to include the alignment name in the AutoCAD layer name used to create the alignment object – additional tick box added in the Styles tab of the Active and Global drawing Settings commands.
- Setout now includes a button to manage the number of decimal places:



Resolved Issues

ARD Roads

- An issue with alignments occurred after starting Advanced Road Design, with the software compiling a list of alignments and not recognising additional alignments created (until the software is stopped and started either by using the Release License Command or closing and restarting Civil 3D). This has been fixed.
- For alignments that looped left and right of the centreline, the application of a Variation to set the code to use the alignment could result in the code using the wrong offset side. This has been fixed.
- The Move Up/Down by Increment command on the Vertical Grading Editor could be slow for drawings saved across a network. The code has been optimised to improve speed on this command.
- When plotting volumes on the long sections, the displayed volumes were being shown based on the Model spacing instead of the long section plot spacings – this has been fixed
- In certain cases, minimising the VGE or Cross Section windows could result in the user being unable to reopen them (except by using Windows to Maximise the window) – this problem has been fixed
- A bug that resulted in kerb vertical designs to be set to Rebuild Automatic has been removed – if the flag is set to Keep Internal Design then the software will:
 - Copy IP's from the exiting Road if the kerb return length is increased
 - Remove manually edited/created IP's on the kerb design that extend beyond the kerb alignment, which can happen if the kerb return length is decreased
 - Allow vertical curves on manually edited/created IP's in the kerb return to extend beyond the extents of the alignment, which can happen if the kerb return length is decreased
- An issue with generating Civil 3D 2013 corridors from ARD has been resolved – a new subassembly has been included in the build and must be applied to the CORRIDOR-EZY assembly

ARD Pipes

- Issues with the incorrect display of box section pipes on the Road VGE windows and on string long sections have been resolved
- An issue with incorrect display of crossing pipes on pipe long sections has been resolved.

Known Issues

Licensing

- Putting in an incorrect Activation key can, in certain circumstances, result in unexpected closure of AutoCAD Civil 3D.

ARD Roads

- First opening of the Design Data form is slow on 64bit machines
- The Display Surface as 3D Faces command is not functional on the Auto Model output (TotalModel surface). The function works on models created from the VGE window and from Model Manager.

Readme for Advanced Road Design 2013.01

This readme contains important information regarding the installation and use of Advanced Road Design version 2013 for AutoCAD Civil 3D 2013

Installation Instructions

You do not need to uninstall any previous versions of Advanced Road Design.

Licensing Information

For standalone installations, the licensing system will be installed automatically and is activated when an Advanced Road Design command is run. The Reprise Licensing System is used for managing licenses.


For network installations, please refer to the installation guide and follow instructions to install and activate the licensing system on the selected server.



Note: A 2013 license Activation is required, except during the Evaluation period.

General

New Features

ARD Pipes

-  Create 3D and LandXML – output 3D pipe data into the drawing and generate a LandXML file for creation of Civil 3D pipe networks
 - Pipe networks to be created in the drawing as solids, for each pipe in the network
 - Pipe inverts, obverts and/or centrelines to be created as 3D polylines in the drawing
 - Network data (pipes and pits) to be exported into a LandXML file for re-importing into Civil 3D

Note: Users must first generate and edit a conversion file that sets up the ARD Pipe and Pit Types with equivalent Civil 3D Pipes and Structures
-  Create Civil 3D Pipe Network XML Conversion File from ARD Pipe Settings
 - This is a once-only command – it copies every pit and pipe type into a conversion file for editing. You need to match up the ARD pipe and pit types with equivalent Civil 3D pipes and structures
-  Edit XML Conversion File
 - Opens the ARD to Civil 3D XML conversion file (created in the above command) for editing by you.

Resolved Issues

ARD Roads

- Creating a new road and immediately adding extra sections does not result in a crash
- Various start-up and license checking issues have been resolved

Known Issues

Licensing

- Putting in an incorrect Activation key can, in certain circumstances, result in unexpected closure of AutoCAD Civil 3D.

ARD Roads

- First opening of the Design Data form may be slow on 64bit machines
- The Display Surface as 3D Faces command is not functional on the Auto Model output (TotalModel surface). The function works on models created from the VGE window and from Model Manager.