



Project Start up for Designers

1. Before starting an InRoads project copy the necessary files from the workspace (...\\CTDOT_Standards\\InRoads_RSC\\V8_Environment) into your discipline folder in the project container.
2. Start up V8 for InRoads. Open or create a design file. InRoads will automatically start up when the design file opens.
3. Set up your InRoads project defaults, click to File-Project Defaults on the InRoads Main Menu. See [Figure 0-1 InRoad's Project Defaults](#).
 - Click on the New button and a new dialog box will appear type in a name for your configuration, click OK to save and close the box
 - Open the Resource files, click your cursor in the Preferences (*.ini) box and click the Browse button. The Open box will appear. Browse to the location of your CT_IRD_Civil85_v*.ini file, click Open
 - Repeat for Styles (*.ini) and open CT_IRD_wysiwyg85_v*.ini
 - Repeat for Drafting Notes (*.dft) and open CTDOT_notes_v*.ini
 - Set Default Directory Paths, click your cursor in the Project Default Directory and click the Browse button. The Open box will appear. Browse to the location your InRoads project will be stored, Click Open.
 - Repeat for all other paths. With the exception on Style sheet.
 - For style sheet browse to C:Bentley_V8\\civil\\XML Data (or where InRoads is installed)
 - Save the configuration, Click the Apply button, then click the Close button.

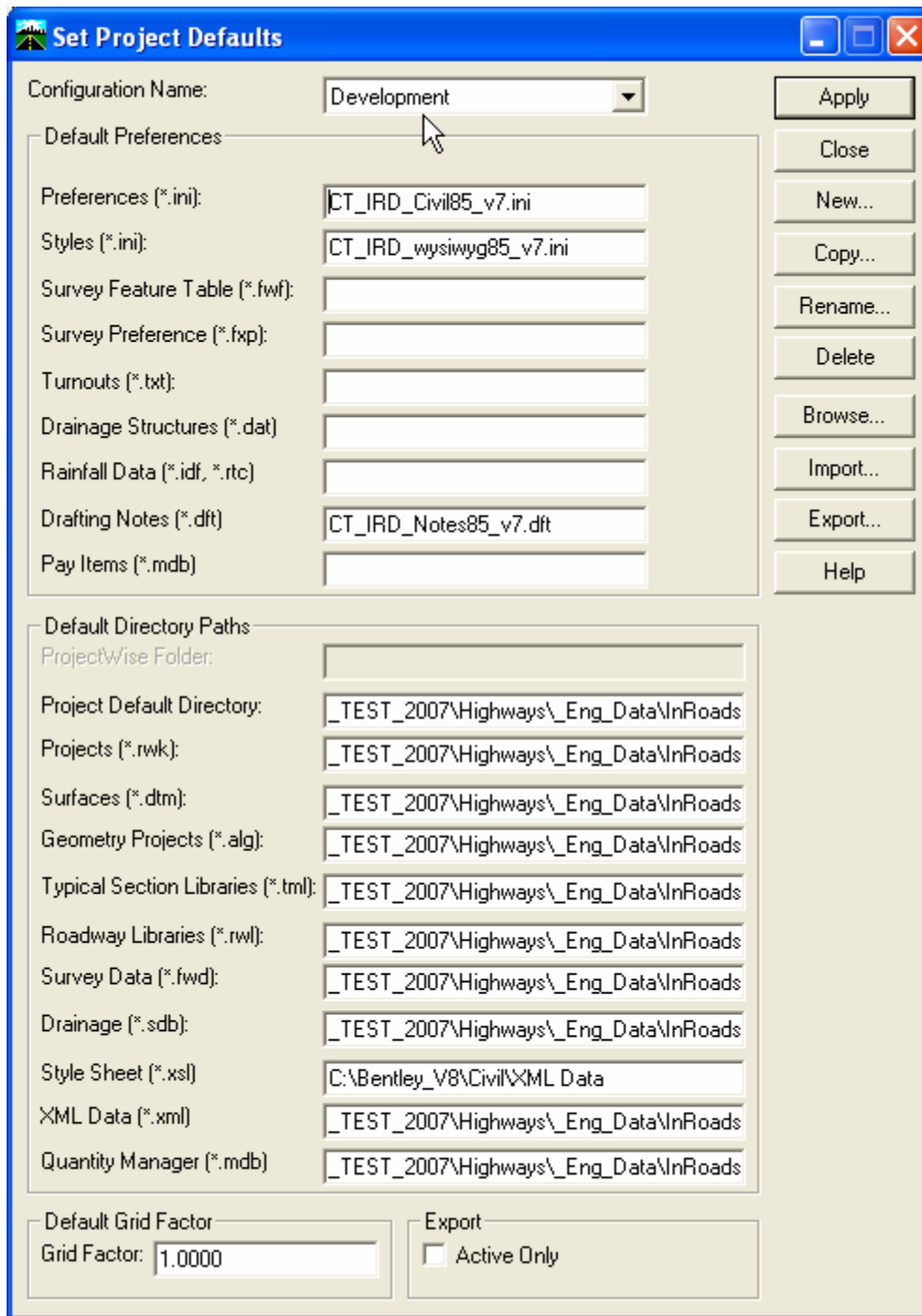


Figure 0-1 InRoad's Project Defaults

4. Open the TML (CTDOT Custom typical section library) and the existing DTM(s) (surface).
5. Create a roadway library name and name your geometry project, horizontal alignments, vertical Alignments and superelevation click to File-New on the InRoads Main Menu.

Please note this [Figure 0-2 InRoads File New Dialog Box](#) does not create an actual file. It only creates an internal name for each file type. You must complete the next step to create the files.

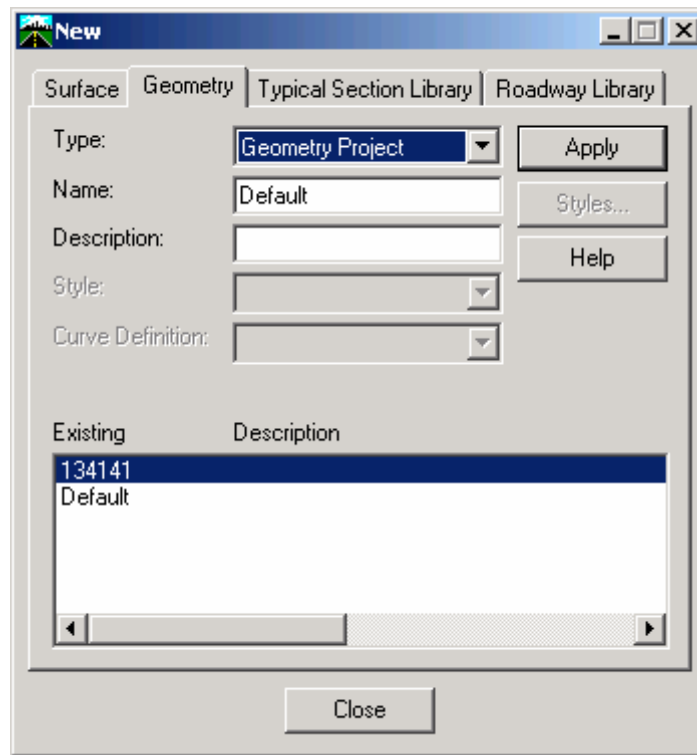


Figure 0-2 InRoads File New Dialog Box

6. Create and Save RWL (Roadway Library) and ALG (Geometry Project) files.
 - Click to File-Save-Roadway Library on the InRoads Main Menu. Your File name will appear in the File Name Box. Click Save & Cancel.
 - Click to File-Save-Geometry Projects on the InRoads Main Menu. Click on the geometry name you would like to save in the Active space and your File name will appear in the File Name Box. Click Save & Cancel.
7. Save files in the RWK (Project).
 - Click to File-Save-Project on the InRoads Main Menu. Click the Options button on the lower right corner of [Figure 0-3 InRoads Save As Projects Dialog Box](#).
 - The Project Options Dialog Box will appear [Figure 0-4 InRoads Project Options Dialog Box](#). Check Add and Update to all the files under each tab. When you get to the Surface Tab, only click on Add for the Existing surface. (proposed surfaces will be created later in the design process, these files will need Add and Update).
 - Click the OK button and the Project Options, Dialog box will close.
 - Click in the File name box and Type in the name of the file. Click the Save button.
 - Now you can begin using InRoads to Layout the design.

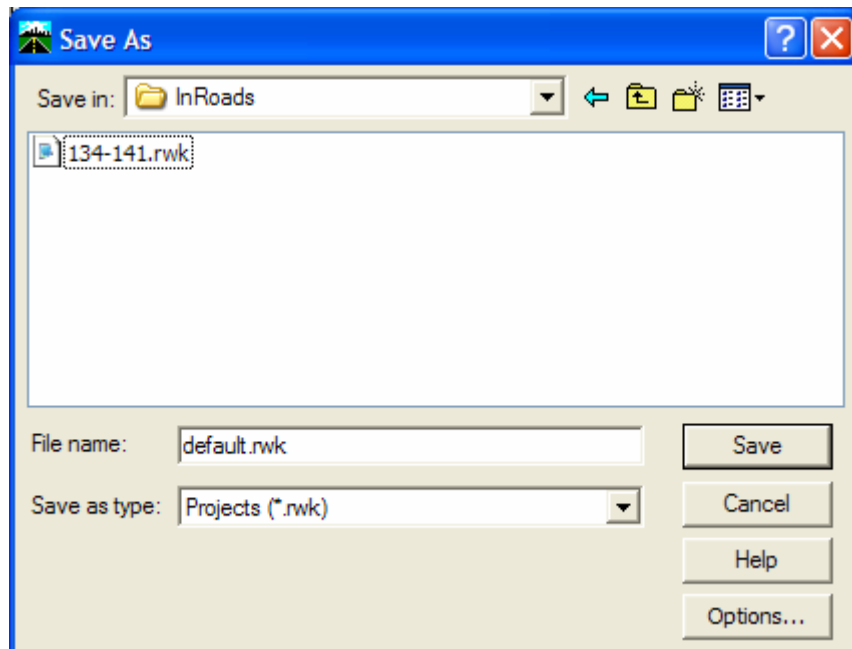


Figure 0-3 InRoads Save As Projects Dialog Box

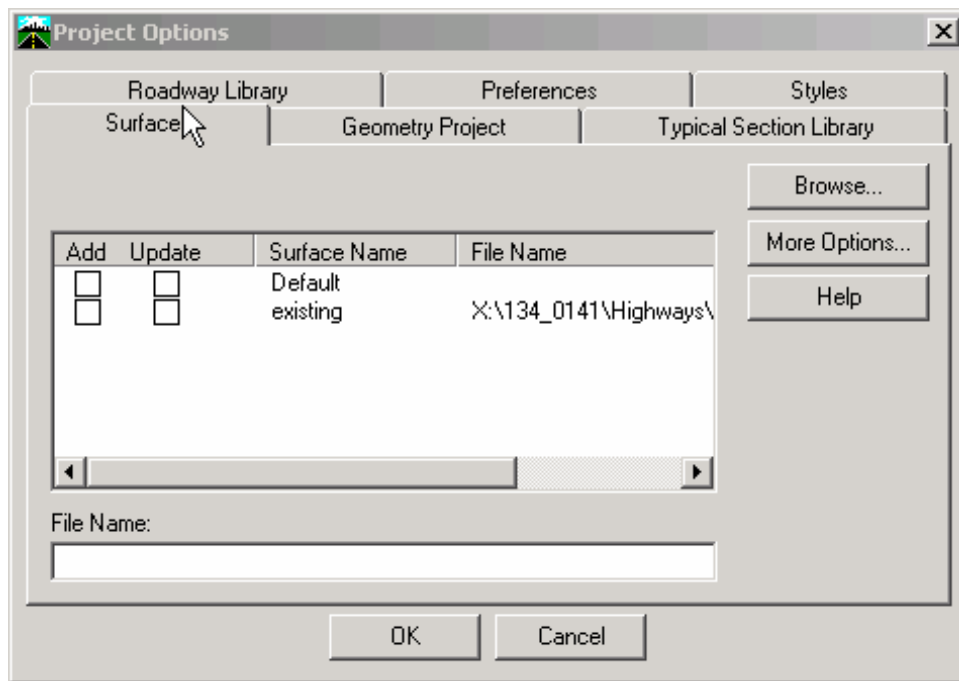


Figure 0-4 InRoads Project Options Dialog Box

8. After running the Roadway Modeler proposed surfaces will be created. These surfaces will need to be saved as .dtm(s).
 - Click on the Surface Tab, right click on the first proposed surface. The Save As Dialog Box will appear.
 - Select the surface name in the active box. That name will show up in the File Name, Click the Save Button.

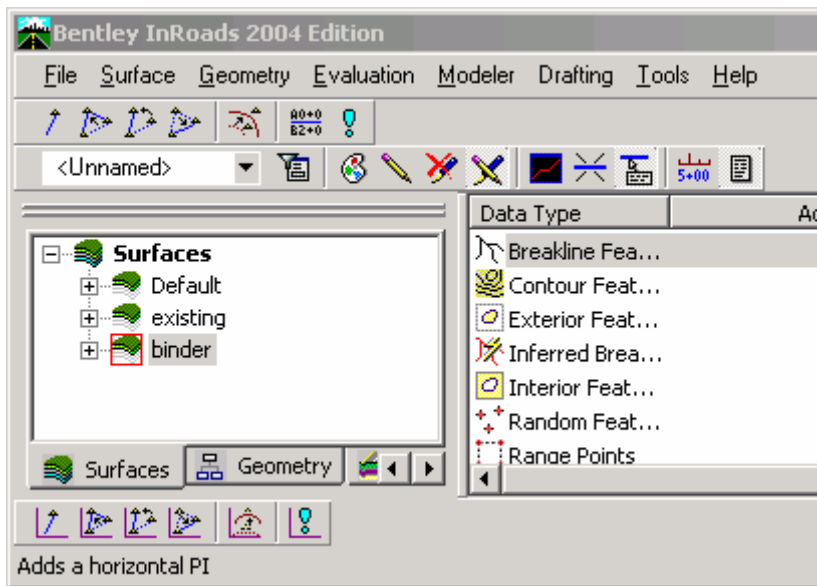


Figure 0-5 InRoads Surface Tab Window

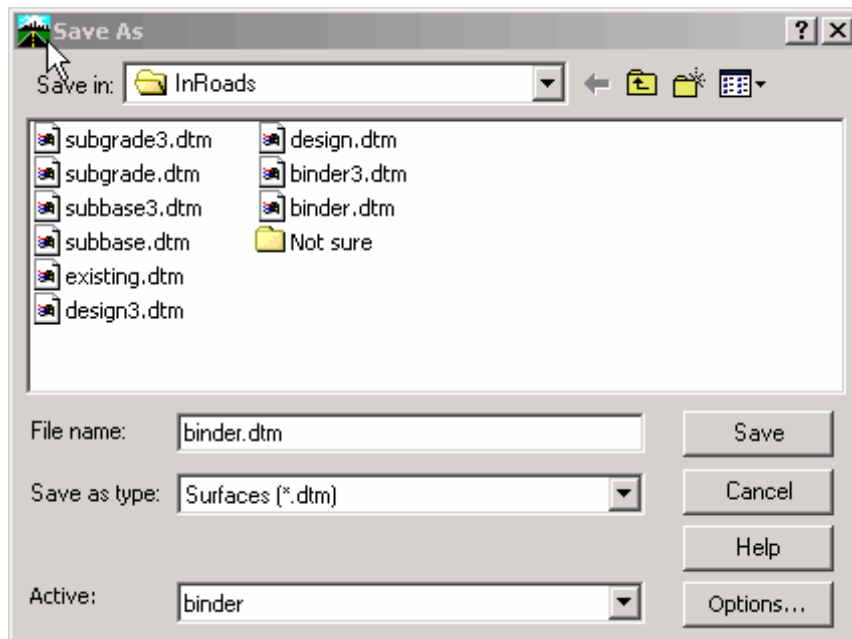


Figure 0-6 InRoads Save As Surfaces Dialog Box

9. Add your proposed surface files to the RWK. Click to File-Save-Project on the InRoads Main Menu.
 - Click the Options button, The Project Options Dialog Box will appear.
 - Click on the Surface Tab, check Add and Update to all the proposed DTM files.
 - Click the OK button and the Project Options. Dialog box will close.
 - Click the Save button.