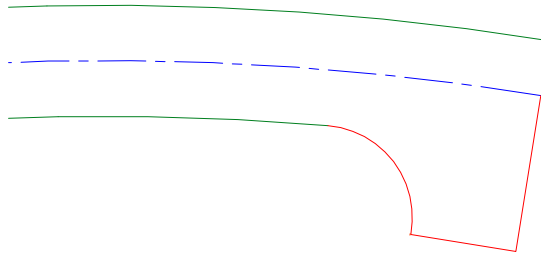


Turning heads

There is no magic button in KeyTERRA-FIRMA to generate turning heads. The basic principal is to construct the turning heads (or traffic islands) layout using CAD commands and to represent them as 2D Polylines. Having made the horizontal and vertical alignment designs and generated channels using a string file (.stg) or individual string design methods the technique now is to convert the 2D geometry (shown in red below) into 3D.



Use menu item *Design, Strings, Drape onto Road surface* to project surfaces from the Master String at specified gradient and to drape (turn into 3D) the 2D geometry.

Gradient definitions				
Left:	<input type="text" value="-1.432"/>	deg	<input type="text" value="-2.500"/>	% 1: <input type="text" value="-40.000"/>
Right:	<input type="text" value="-1.432"/>	deg	<input type="text" value="-2.500"/>	% 1: <input type="text" value="-40.000"/>
Interval for interpolated subsurfaces				<input type="text" value="0.500"/>
Surface extent from Master String				<input type="text" value="10.000"/>

Typical gradient / fall settings

Drape onto Road surface	
<input checked="" type="checkbox"/>	Drape entities
<input type="checkbox"/>	Write section file (.sek)
<input type="checkbox"/>	Write vertical geometry file (.vtg)
<input type="checkbox"/>	Save Road surface (.kgm)

Typical output settings