

5. Check that your pavement is modeled correctly. Look at the 3D view to verify triangles, and check the Dynamic Cross Sections.

Note that multiple surface templates can be applied to a single intersection terrain model by applying an external clip boundary when creating the surface template. This will be necessary if the pavement design changes in the intersection area, or if there is overlay and full depth widening.

Create Linear Template:

The final step is to create the roadside along the intersection EPs (shoulder, curb/gutter, sidewalk, ditch, tie slopes, etc).

1. Create the template for your roadside.
 - The easiest thing to do is to take your mainline, or connection template, copy it, and delete the pavement and one side.
 - Typically the roadside will transition along your radial return, from your mainline design to connection design.
 - This transition will require the use of point controls, corridor references, and/or parametric constraints. See other sections for template creation tips.
2. Use 3D Geometry->Apply Linear Template to select each radial return. Choose the applicable template from the template library, and a station range. Description is recommended.
3. Use parametric constraints to smoothly transition the side slopes, widths, etc. Otherwise there will be breaks in your cross sections.

Trim and Clean Up:

Clip Connection (only applies if you have a Corridor for the connection)

- Just the change the end station of the template drop to coincide with your connection matchline.

Clip Mainline

- If your mainline matchline is set to the right level, add your matchline as a Corridor Reference.
- If it is still not working correctly, check parent-child relationships in the template, and check that seam-seek points are working properly.

Check Geometry

- Use the dynamic cross section viewer to make sure all ties are clean (no gaps or overlaps). If there are unnecessary elements showing (like terrain models) turn off or change levels.
- You can even view cross sections along the radial returns to see how the slopes are tying it, etc.

Modify Parameters

- Adjust the template in your template library for your intersection to change pavement depths. If there is overlay and widening, an additional template may be necessary.
- Use parametric constraints, point controls, and/or corridor references to smoothly transition your radial return roadside