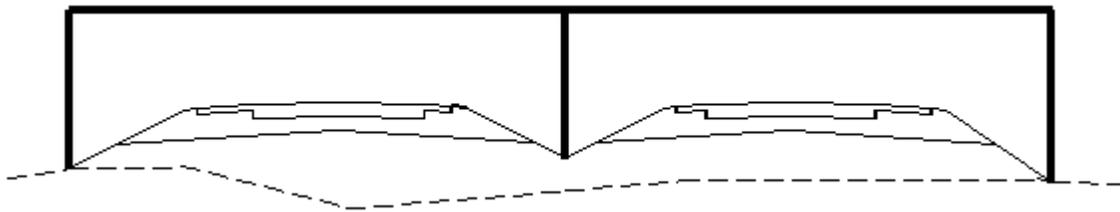
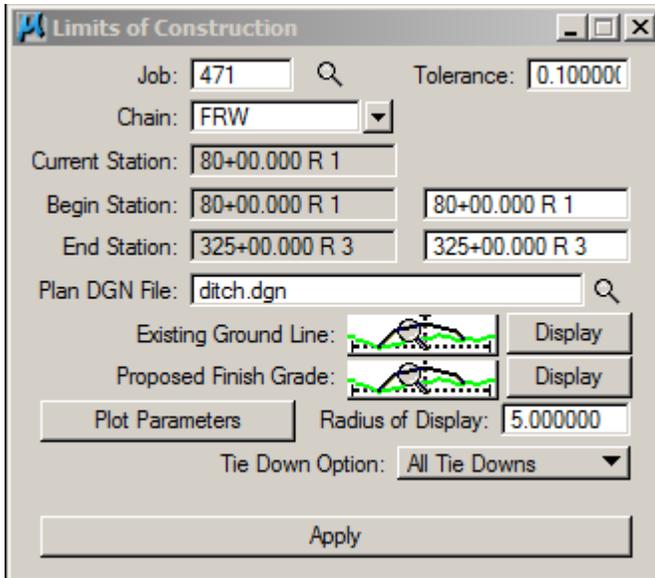


Proposed Ditch Profiles

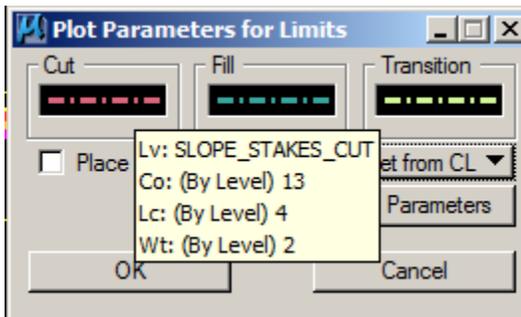
Extracting Proposed Ditch Profiles



1. Ensure the lines which connect ditches are present after running the templates.
2. To get the plan view location and elevation of proposed ditches, follow these steps:
 - a. Enter your working x-section file.
 - b. Invoke Geopak's LIMIT OF CONSTRUCTION dialog application shown below.



c. Tag on PARAMETERS and Invoke the dialog application show below:



Fill in the following information:

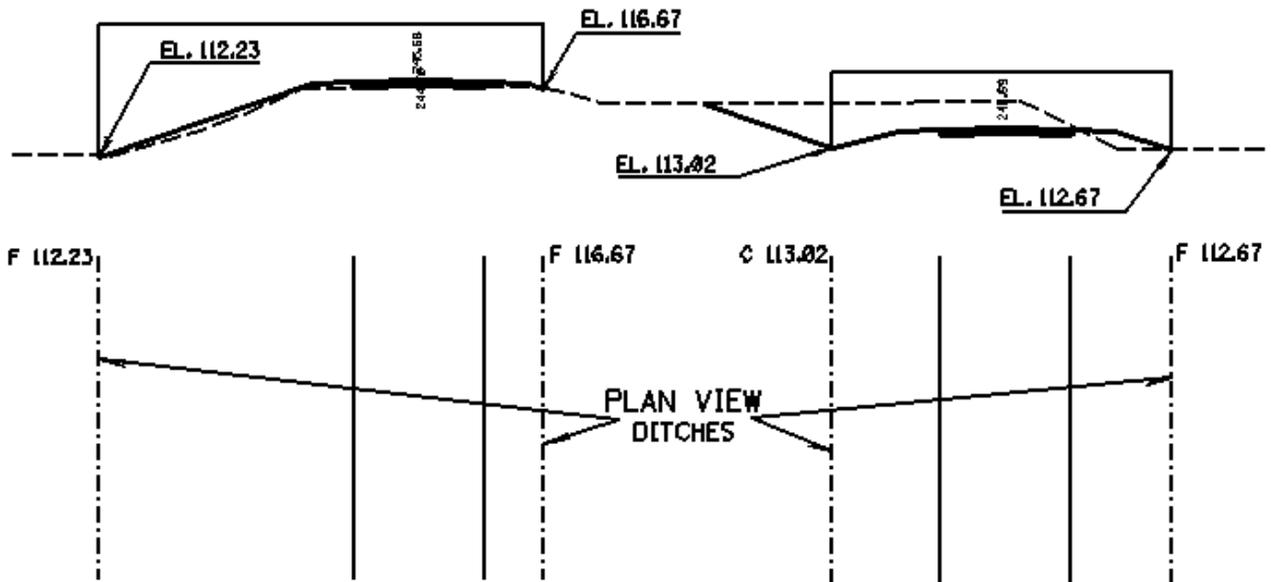
CUT SYMBOLOGY - LV = 45(SLOPE_STAKES_CUT), CO = 13, WT = 2, LC = 4

FILL SYMBOLOGY - LV = 45(SLOPE_STAKES_FILL), CO = 12, WT = 2, LC = 4

TRANSITION SYMBOLOGY - LV = 45(SLOPE_STAKES_TRANSITION), CO = 11,
WT = 2, LC = 4

d. TAG OK, THEN APPLY on the Limits of Construction Dialog.

The Diagram below shows the lines that are drawn on the proposed sections. They help determine the Plan View location of Ditches in cut and the Toe of Slope in a Fill.



3. Enter the design file where the lines representing Plan View Drainage was placed in the previous steps.

4. Store the Left & Right Ditches as chains with Store Graphics (Make sure you don't overwrite existing points in COGO).

5. Invoke GeoPak's Profile Grade Report and set as follows to generate profiles:

Profile Grade Report

File

Job: 471 Current Station: 175+00.000 R 1

Chain: H471

Begin Station: 175+00.000 R 1 175+00.000 R 1

End Station: 203+50.000 R 2 203+50.000 R 2

Search Criteria

Existing Ground Line:  Display

Proposed Finish Grade:  Display

Report Options: Offset

Offset

Offset	Chain	Profile	Preference
0	DITCH-LT	xpdch-lt	DesignAlig
0	DITCH-RT	xpdch-rt	DesignAlig

Offset: 0 Station Design Alignment

Store Profile: xpdch-rt Chain: DITCH-RT

Beginning Point Number:

Pause on Each XS

ASCII File: xpdch-lt471.kb

Apply

Existing Ground Line

Lv Names: XS_P_FINISHED_G

Lv Numbers:

Colors: ByLevel

Styles:

Weights:

Match Display Reset

Proposed Finish Grade

Lv Names: XS_P_FINISHED_G

Lv Numbers:

Colors: ByLevel

Styles:

Weights:

Match Display Reset