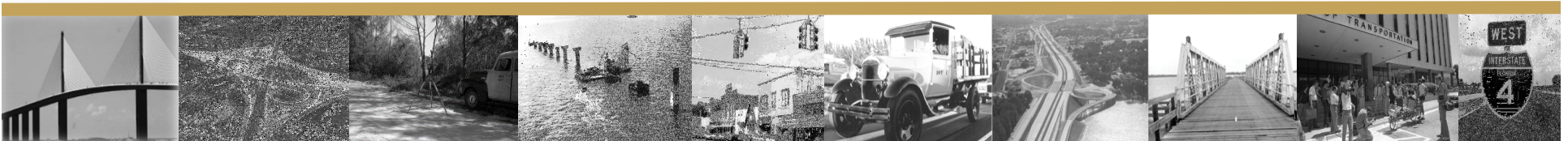# FDOTSS4 Template Library Basics

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Wednesday, June 10, 2015, 9am

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Session Overview

- Templates
  - What's changed vs. FDOTSS2
- FDOTSS2 Template Library Conversion Utility
- Create Template Dialog
- Template Library Organizer
- Design/Build Templates Examples
  - Best Practices
  - Development Steps
  - Common Questions
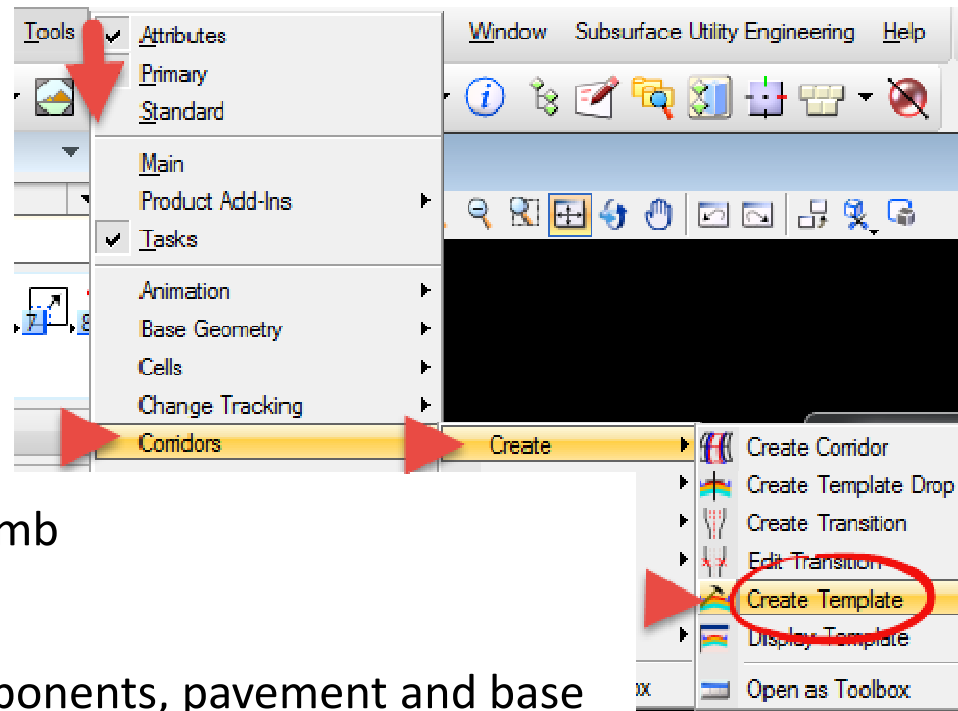
What's changed vs. FDOTSS2

- FDOTSS3 Template Library
    - New location icon
- Reduced size from 16mb to 6mb
- Streamlined organization

    combined related components, pavement and base

    reduced folder structure, combined left and rights into one folder

What's changed vs. FDOTSS2

- Added GRAVITY WALL folder and a combined cut/fill GW components

- Improved STANDARD BARRIER wall to vary height by roadways

- END CONDITIONS folder have been simplified
    - added a Standard search line component for Trigger Lines

- Added DITCHES AND BERMS component folders

- Added EXISTING FEATURES folder for adding component depths to Existing Terrain Surfaces

- Added EXISTING PAVEMENT SLOPES folder and simplified template

What's changed vs. FDOTSS2 cont.

- Added LINEAR TEMPLATE COMMON folder

- MEDIAN CONDITIONS folder has been simplified

  all single median condition templates

  all traffic separators are individual

  built in search lines for each

- Added SURFACE TEMPLATES folder giving depths to Terrain Surfaces

- TYPICAL SECTIONS folder now contains STATIC templates,
  - NO switches, NO variable median conditions

- END CONDITIONS folder have been simplified

- Added EXAMPLES FOR TRAINING folder to included more sophisticated templates previously developed.

- Removed all the POINT and COMPONENT NAME OVERRIDES

What's changed vs. FDOTSS2 cont.

- Removed most of the POINT PROPERTY STYLE CONSTRAINT check box overrides

- Improved the parent child relationship between the hand rail and sidewalks

- Simplified the PAVEMENT AND BASE THICKNESS labels , one label across both roadways

- Added a default SWITCHES template to the components null folder.

- Simplified the PAVEMENT RESURFACING folder into Milling, Overbuild and Overlay folders

- All new component feature definitions

- All new point property feature definitions

- Standardized on project itl file names by project folder name

- Added an Empty Folder project itl file to be used to create a new project itl file

- Configured the F12 key to launch the Create Template dialog

Best Practices

1. Create a project template library in the project folder

2. Use TLO to copy FDOT templates

3. Organized templates by corridor

4. Version the templates or organize by template drop stations

5. Use Apply Affixes when building new templates (tools options)

6. One green point per template (as a rule)

7. Remove point name overrides, except on common tie down points(All white text)

8. Remove component name overrides except on common tie down components

9. Use the same label on common constraints

10. Create a good Parent/Child relationship Organized in Active Template

Development Steps

1. Modify template to Typical Section dimensions

2. Add the median conditions as necessary

3. Add typical end conditions

4. Add special end conditions in separate templates

5. Add intersection behavior controls

6. Add cross over behavior controls

7. Check all point properties for feature types and HFC controls

8. Test HFC ranges

9. Test Point Controls targets

10. Check for Superelevation, vector offsets, do not triangulate points

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Common Questions

1. My cross sections don't look right, How do the ranges work?

2. How to add a lane at 3% slope on the outside?

3. How to match existing or correct cross slope on resurfacing?

4. How to add driveways?

5. How to add curb ramps?

6. How to model a traffic separator nose, curved curb nose?

7. How to model a restricted left turn island?

8. How to change PGL location on typical?

9. How to hold a point on the template to the existing ground?

10. How to tie a point to the ground at the R/W line?

Questions and comments

Thank you for attending !

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