



FDOTC3D2020 Maintenance Release 4 (MR4)

FDOTC3D2020 MR4 contains updates necessitated by changes to Design Standards, Plans Preparation Manual (PPM), and the Basis of Estimates (BOE) as well as bug fixes to address.

<ul style="list-style-type: none"> Revisions per FDOT Design Bulletin. 										
<ul style="list-style-type: none"> FDOT Signs updates for Civil 3D 2019, Civil 3D 2020, and OpenRoads Designer. 										
<ul style="list-style-type: none"> Update Templates to latest FDOT Standards. 										
<p>Entity Manager</p> <ul style="list-style-type: none"> Updated Pay Item Database. PayItemFormatFixer on AECMERGE.XML to pad the Pay Item Id's to 10 characters 										
<p>CADD Standards</p> <ul style="list-style-type: none"> TextLabel to the Standard Rule: RWDTRD for FDOTSS10, FDOTConnect & FDOTC3D platforms. NOTE: Manually update the FDOTSS10 XML files located at: \FDOTSS10\StandardsData\CADDStandards.xml and CADDStandardsLookup.xml. levels should be added to the tcdsrd rules file. ConcSlabs_ep, LaneDirArrow, LaneLine_ep, PavtAsphalt, RoadwayMisc, ShldrUnpaved, SidewalkBack All used in TCD typicals. levels should be added to the tcdsrd rules file. ConcSlabs_ep, LaneDirArrow, LaneLine_ep, PavtAsphalt, RoadwayMisc, ShldrUnpaved, SidewalkBack All used in TCD typicals. adding CADDStandards.xml and CADDStandardsLookup.xml files from the CADD Standards Manager that will enable _pm levels that are being used for 3D bridge design to be enabled to the CIVIL3D.2020 and CIVIL3D.2021 state kits renumbered to match the dgnlib (FDOT_Standards_Features.dgnlib) Creating a New file for C3D to be used for the creation of View Frame Groups These files are used to create the plans There was a discrepancy in the terminology of the files that were being used The VFGPEM* file will replace the CLIPEM* file and the Description changed from Clip Borders to View Frame Group These files are considered part of the Sheet Files Group In the CLIPXX* files I have removed the callout for the seed file for the C3D side this files will be obsolete for C3D and are being replaced by the VFGPXX* of the same name Removed from Template file : \$(MX_DWTDIR)fdotmaster.dwt In the xmls for C3D need to set the CLIP files inactive manually by setting inactive to true Files to be created <table border="1"> <thead> <tr> <th>New Name</th> <th>New Description</th> </tr> </thead> <tbody> <tr> <td>CLIPEM*</td> <td>Clip Borders</td> </tr> <tr> <td>VFGPEM*</td> <td>View Frame Group</td> </tr> <tr> <td>CLIPIT*</td> <td>Clip Borders</td> </tr> <tr> <td>VFGPIT*</td> <td>View Frame Group</td> </tr> </tbody> </table>	New Name	New Description	CLIPEM*	Clip Borders	VFGPEM*	View Frame Group	CLIPIT*	Clip Borders	VFGPIT*	View Frame Group
New Name	New Description									
CLIPEM*	Clip Borders									
VFGPEM*	View Frame Group									
CLIPIT*	Clip Borders									
VFGPIT*	View Frame Group									

CLIPLD*Clip Borders	VFGPLD*	View Frame Group
CLIPLT* Clip Borders	VFGPLT*	View Frame Group
CLIPRD* Clip Borders	VFGPRD*	View Frame Group
CLIPSG* Clip Borders	VFGPSG*	View Frame Group
CLIPSP*Clip Borders	VFGPSP*	View Frame Group
CLIPUW* Clip Borders	VFGPUW*	View Frame Group
	VFGPBR*	View Frame Group

- Right of Way Rule file
Added in the Levels

CLipDrawingBound_dp SheetBorder_dp
TextAlgnStation100
TextAlgnStation500
TextAlgnStation1000
TextAlgnStation5000
TextAlgnTicks100
TextAlgnTicks500
TextAlgnTicks1000
TextAlgnTicks5000
TextAlgnTangent
TextAlgnCurveData
TextAlgnCardinalPnt
SheetBorder_dp
SheetLines_dp

- Rule file changes for the DRPRRD*
Added _pm and _px levels to this rule
adding in the levels for all *_px and *_pm for modeling of pond in 3d
Adding in the levels to control corridor and templates

CorrHndleStg1_dp
CorrHndleStg2_dp
CorrHndleStg3_dp
TmpDrpHndleStg1_dp
TmpDrpHndleStg2_dp
TmpDrpHndleStg3_dp
SheetLinesMisc1_dp
SheetLinesMisc2_dp
SheetLinesMisc3_dp
SheetLinesMisc4_dp
adding in *_px levels for QC
TextXSGridMajors
TextXSGridMinors
TextXSSlopes
TextXSStaion
CurbFlowLine_pm
CurbBase_pm
Curb_pm
Cut_pm
Ditch_px
DitchBot_pm
DrainStuct_px

SanitarySewer_px

- Set the ALGNBR* to inactive and replaced with B#ALGNBR* as the need to follow the naming of other structures file format changed the template file for C3D state kit from StructuresTemplateDetail.dwt to fdotmaster.dwt
- GDTMBR* Changed the template file for C3D state kits form StructuresTemplateDetail.dwt to survey.dwt this matches as what we have for the other GDTM files already setup
- Rule file dsgnld
adding in the levels into the DSGNLD Rule of

SheetBorder_dp

TextAlnCardinalPnt

TextAlnCurveData

TextAlnStation100

TextAlnStation500

TextAlnStation1000

TextAlnStation5000

TextAlnTangent

TextAlnTicks500

TextAlnTicks1000

TextAlnTicks5000

SumBoxLinesMin_dp

SumBoxBorder_dp

ClipDrawingBound_dp

MatchLines_dp

SheetLines_dp

NorthArw_dp

- Dsgnlt rule adding levels
adding the levels for the Alignment Annotation group in the rule file for dsgnlt
following levels are being added

CLipDrawingBound_dp

TextAlnStation100

TextAlnStation500

TextAlnStation1000

TextAlnStation5000

TextAlnTicks100

TextAlnTicks500

TextAlnTicks1000

TextAlnTicks5000

TextAlnCardinalPnt

TextAlnCurveData

TextAlnTangent

- adding the levels for the Alignment Annotation group in the rule file for dsgnsg
following levels are being added

CLipDrawingBound_dp

TextAlnStation100

TextAlnStation500

TextAlgnStation1000

TextAlgnStation5000

TextAlgnTicks100

TextAlgnTicks500

TextAlgnTicks1000

TextAlgnTicks5000

TextAlgnCardinalPnt

TextAlgnCurveData

TextAlgnTangent

- adding the levels for the Alignment Annotation group in the rule file for dsgnsp following levels are being added

CLipDrawingBound_dp

TextAlgnStation100

TextAlgnStation500

TextAlgnStation1000

TextAlgnStation5000

TextAlgnTicks100

TextAlgnTicks500

TextAlgnTicks1000

TextAlgnTicks5000

TextAlgnCardinalPnt

TextAlgnCurveData

TextAlgnTangent

- adding the CLipDrawingBound_dp and MatchLines_dp to the structures rule for the creation of sheets for QC
- added the ClipDrawingBound_dp into this rule for the creation of sheets
- changes to the files of TYPDRD* TYPDEM* as follows
renamed the description from Typical Data to Typical Section Package to match the FDM Section 120.2.3
- corrected the spelling for the File VFGPEM* description from View Frame GGroup to View Frame Group
- created new levels for rebar guidelines and created levels to replace the current rebar levels that add _pm to them.
Add the levels that were created to the structures rule for QC

QCReport Data

- Fixed error when spaces left at end of exception entries

Create File Application

- Added Dataae from PSE system
- Added Data from GIS System
- Implemented command line parameter to identify CADD platform
- Added warning about creating file without coordinate system
- Allow bridge numbers to start with "B0" instead of starting at "B1"

• Create Project

- Fixed issue with clearing financial project number prior to loading data.
- Added configuration file

• Lane Striping

- Modified striping to display correct pay item number

- Added tubular delineator block

Project Validator

- Fixed bug when opening project containing both types of qcprojectreport.
- Fixed a bug that errored when a QC project Report had a blank Last Modified Date or Last Modified By field.
- Fixed ProjectProperties.xml not showing up if it doesn't physically exist.
- Fixed an issue when running the validator again it wasn't clearing the collection.
- Fixed issue where it did not specifically say ProjectProperties.xml file does not exist.
- fixed an issue that it was not reporting when projectproperties.xml wasn't exactly that filename .

Structures

- Removed unnecessary scaled and renamed scale list for Structures use
- Updated AECMERGE.XML to remove padded spaces

Project Validator

- Fixed issue where hash verified was not showing in html report.

BETA Pavement Marking Tool

- This BETA version of the Pavement Marking tool allows the placement of up to 6 stripes at once, along with separation striping placement and Chevrons. The striping is placed with appropriate pay item attached. *Before launching the BETA Pavement Marking tool, run the profile scrubber first. The Profile Scrubber application is located in the following directory:
C:\FDOT2020.C3D\APPS\Support\ProfileScrubber.
For additional information about the Profile Scrubber, see page 19 of the FDOT 2020 Installation guide.