



## FDOTC3D2022 Maintenance Release 2 (MR2)

FDOTC3D2022 MR2 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.

Revisions per FDOT Design Bulletin.
Installation/User Guide <ul style="list-style-type: none"> <li>Updated Installation/User Guide links</li> </ul>
Pay item Data Base "Quantities" <ul style="list-style-type: none"> <li></li> </ul>
Update Templates to latest FDOT Standards. <ul style="list-style-type: none"> <li>Updated to 2022 MR2.</li> </ul>
<ul style="list-style-type: none"> <li>Updated Bentley Line Style .rsc files for .dgn to .dwg translation.</li> </ul>
<ul style="list-style-type: none"> <li>Updated install version numerical text to match actual FDOT Civil 3D build number.</li> </ul>
CADD Standards checked in changed Bridge sheet files <ul style="list-style-type: none"> <li>Added new levels for CorrTerrainMinor and Major.</li> <li>Corrected level names to match in dgnlib.</li> </ul>
Create Project <ul style="list-style-type: none"> <li>Added folders under the "_Shortcuts" Project folder.</li> <li>Created ShortcutsHistory.xml file in "_Shortcuts" folder when creating new Project.</li> <li>Now FDOT Data Shorts are recognized in the C3D Prospector.</li> </ul>
<ul style="list-style-type: none"> <li>VBA applications (DVB files) no longer supported in AutoCAD. Removed</li> </ul>
<ul style="list-style-type: none"> <li>Added new levels and mark old levels inactive the are replaced by new levels added all new levels to the appropriate rule.</li> </ul>
<ul style="list-style-type: none"> <li>Restored additional significant digit in report detail for Gross miles (GM)</li> </ul>
<ul style="list-style-type: none"> <li>Fixed for not deleting local user copy.</li> </ul>
<ul style="list-style-type: none"> <li>Added FDOT Intersection Source Assembly and FDOT subassembly to aid users in creating an insertion and to match FDOT Roadway Design &amp; Modeling User Training Manual.</li> </ul>
Layer/Level Changes <ul style="list-style-type: none"> <li>TreeRootPruning corrected missing line style from RE-TreeRootPruning to RD-TreeRootPruning on all platforms</li> <li>TreeRootPruning added linestyle RD-TreeRootPruning to replace RE-TreeRootPruning</li> <li>ShldrUnpavBreak_em adding a line style of 2 to match dgnlib</li> <li>AdhocPoint_dp added missing linestyle of 4 to match dgnlib</li> <li>CompGrpSegment adding a line style of 0 to match dgnlib</li> </ul>

- CompGrpBeams adding a line style of 0 to match dgnlib
- CompGrpSubstructure adding a line style of 0 to match dgnlib
- Rebar-Bm-9-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-8-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-7-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-6-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-5-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-4-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-3-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-2-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-1-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-15-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-14-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-13-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-12-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-11-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- Rebar-Bm-10-GL\_pm set weight of GL to 0 it was correct in dgnlib but not updated in CSM until 04-18-2022
- IntBentFootConc\_pm weight (3) was correct in dgnlib but never set in CSM until 04-18-2022
- IntBentColumnConc\_pm weight (3) was correct in dgnlib but never set in CSM until 04-18-2022
- IntBentCapConc\_pm weight (3) was correct in dgnlib but never set in CSM until 04-18-2022
- EndBentFootConc\_pm weight (3) was correct in dgnlib but never set in CSM until 04-18-2022
- EndBentColumnConc\_pm weight (3) was correct in dgnlib but never set in CSM until 04-18-2022
- EndBentCapConc\_pm weight (3) was correct in dgnlib but never set in CSM until 04-18-2022
- BearingSeatConc\_pm color changed to 55 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- WallMSEPanel\_pm color changed to 141 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- WallConc\_pm color changed to 6 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- BarrierWallConc\_pm color changed to 27 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- Whaler color 142 from ss10 updating standards
- Rebar-Sgmt-9\_pm color changed to 38 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- Rebar-Sgmt-8\_pm color changed to 38 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- Rebar-Sgmt-7\_pm color changed to 38 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- Rebar-Sgmt-6\_pm color changed to 38 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- Rebar-Sgmt-5\_pm color changed to 38 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022
- Rebar-Sgmt-4\_pm color changed to 38 from dgnlib color is correct in dgnlib never corrected in CSM until 04-18-2022









- Rebar-Bw-5\_pm changing color to 27 from 19
- Rebar-Bw-4\_pm changing color to 27 from 19
- Rebar-Bw-3\_pm changing color to 27 from 19
- Rebar-Bw-2\_pm changing color to 27 from 19
- Rebar-Bw-15\_pm changing color to 27 from 19
- Rebar-Bw-14\_pm changing color to 27 from 19
- Rebar-Bw-13\_pm changing color to 27 from 19
- Rebar-Bw-12\_pm changing color to 27 from 19
- Rebar-Bw-11\_pm changing color to 27 from 19
- Rebar-Bw-10\_pm changing color to 27 from 19
- Rebar-Bw-1\_pm changing color to 27 from 19
- Wood\_h changing back to 142 as this is what it was in SS10
- Wood changing back to 142
- CorrTerrainContourMajor adding new level for major contours coming from corridor
- CorrTerrainContourMinor new level to show contours from Corridor model
- ShldrUnpavBreak\_em changed spelling
- EnvJusticeArea setting linestyle to 0
- EnvHistoricSites setting line style to 0
- EnvFloodplains setting linestyle to 0
- EnvContaminatedSites setting line style to 0
- EnvCommunityFeature setting line style to 0
- EnvCoastalBarrierResources adding linestyle
- WingWallCapConc\_pm new level to model 3D wing Walls for Structures
- Rebar-Bw-12-GL\_pm corrected dash in name
- Rebar-Bw-12-GL\_pm set inactive wrong level
- Rebar-Wall-10-GL\_pm changed number to match dgnlib
- Rebar-Wall-11\_GL\_pm incorrect Level made inactive