



FDOTC3D2027 CADD SOFTWARE

FDOTC3D2027 – What's New and Release Notes

FDOTC3D2027 contains updates necessitated by changes to Design Standards, Plans Preparation Manual (PPM), and the Basis of Estimates (BOE).

Revisions per FDOT Design Bulletin.
Installation/User Guide/Read Me text files Updated Installation/User Guide and links to reflect new 2027 version of State Kit.
Updated Templates (.dwt) to latest FDOT Standards - Updated to 2027 file types - Updated Template properties to reflect new 2027 Sate kit versions. - Updated Template Startup Splash screen for a modern look and distinguish between Civil 3D and AutoCAD.
FDOT Ribbon Changes/Updates - Added New Entity Manager 2.0 Tech Preview Icon and Application. - Added ability to calculate quantities from both the old and new Entity Managers.
QC Inspector Fixed issue with temporary (non-saved) files not showing Invalid Filename result (showed no result)
QC Project Recompiled for 2027, added text to show how many file to be processed by QCProject before starting the process.
Pay Item Database - edited Wireless Communication System Device for pay item 0684 6 1 & 0684 6 3 - fixed RPM pay item numbers to match BOE - moved temp rpm to main rpm category - added green bike pavement message - added 0630 2 17 and 0630 2 18 conduit - added blocks DO NOT BLOCK and the contrast versions
FDOT Sign Tool changed .cel to .dwg so sign tool will preview
AECMERGE.XML Updated to match current standards
Place Block Group Made some adjustments to the main window. It is essentially the same but some control placements have been adjusted. I have also made changes to the block selector window. The blocks sort and turning on the "Quick Select" option will select the block and close the window on double click.

- Save and Load Pattern: This feature works much better than it did in previous versions. It will still work with older pattern xml files, but new properties exist, so you might want to save new versions of the patterns to ensure all properties are included.
- Switching between Alignment and Entity works: The operation is more consistent; it highlights alignments like it does entities, and there is only one set of alignment controls.
- Placement between stations is finally implemented and working. You can type or use the select point buttons.
- Station typing short cuts: I added some short cuts to the station text boxes.
 - Here are some examples:
 - Type 1 then [TAB] => 1+00.00
 - Type 1+1 then [TAB] => 1+01.00
 - Type +10 then [TAB] => 0+10.00
- Buffers also work on alignments.
- Known Issue Point Selection Start/End Buttons: These work, but the pick point must be away from the entity or alignment when snap is active. If snap is active, clicking on the alignment or entity causes Civil 3D to return the snap point instead of the pick point. And you might not see the snap guide if zoomed in.
- Pay item lookup for custom blocks: If the pay item entered for a custom block exists in the pay item database, the program attempts to fill in pay item and adhoc data the user can't enter. If it doesn't work, the program writes a log record and moves on.
- Match (edit) / Update blocks: AJ added the match / edit feature to this version of PlaceBlockGroup too. Clicking any block in the group populates all three blocks (the same); this works for both custom and standard blocks and they can be mixed. Each block remembers the entity or alignment selected for placement so it does not need to be reselected on update. Finally, the command uses the selected block point to determine which side of the entity to place the blocks. This last feature is optional; the user can turn it off if they want to move the blocks to the other side of the entity.