Q&A for . . . April 30, 2014

AutoTURN

**Q: Is the design file posted anywhere?**

A: No. This is one of their working files.

**Q: What version of AutoTurn is FDOT using?**

A: Autoturn 8.2

**Q: Can tractor-trailers turn tighter then the swept path that auto-turn uses? Can default settings be manipulated by a developer to show a turn can be made when it can’t?**

A: Yes. All of the Autoturn templates can be modified through the vehicle settings. A developer with a working knowledge of geopak autoturn can manipulate said templates to to show a turn can be made when it can’t. If you feel that such manipulation has happened there is a quick check you can use. Get in to autoturn and place the vehicle template using the sweep angle of the turn the developer is trying to show. Print it to the scale you need and overlay it. If it doesn’t fit……. The template does not take in to account any over steer though.

**Q: Not being able to get the tutorials to work here in District 5. I am very happy to have the basics shown here. Everything I have done on AT has been learn as I go....blindly...Thank you!**

**Q: Which button placed that simulation?**

A: There are 5 ways to run the simulation.

-***generate arc path.*** Place the vehicle, give it direction and then intermediately place the vehicle on the path you wish it travel

***-generate corner path.*** Place the vehicle, give it direction, set the sweep angle and give it the end location.

***-oversteer corner path.*** Same as generate but the truck will oversteer (this turns the vehicle through the outside of the normal turning path.

***-steer a path.*** I do not recommend this one as it is very difficult to control the vehicle.

***-place adaptive simulation.*** This utilizes a linestring/complex element to steer the vehicle through the path.

**Q: How are you continuing the path after you place the vehicle original path? In other words continuing the simulated path straight after doing a turn.**

A: by placing another data point in the direction you wish the vehicle to continue. If you have left the simulation and want o return to it ypu can select the continue simulation icon and identify the simulation you want to continue with.

**Q: Why is it not notifying conflicts points on the outside? At the traffic separator? I mean the extra trucks showing the conflicts? YES, placing the vehicle on the run?**

A: It is only looking for one level to determine the conflict points.

**Q: Should we be changing the vehicle standards?**

A: I would suggest that you do not change the vehicle standards. You may run in to situations though that may require a special vehicle. When ever I have to draw a special vehicle I do not change the standard vehicle. I copy it to the custom library and then modify it. In my report I detail any changes or special items I used in the customized vehicle.

**Q: You can loop the animation and change the speed in which it runs.**

A: yes. But the loop speed is rather high or slow with little in between.

**Q: On the place vehicle on the path, can you show two different types of vehicles on the same path?**

A: yes but ensure that you use a different starting point. If you click in any vehicle in your design auoturn thinks you want to use that vehicle.

**Q: When setting design vehicle for path, the direction of travel is defined. How does Autoturn place (based on centerline of travel lane); does program base on line levels?**

A: no the vehicle path is determined by placing a data point in the direction you want the vehicle to travel

**Q: ...for conflict analysis?**

A: please expand this question?

**Q: Are you able to have it look for multiple levels? (I.E. EOP and the Traffic Separator)?**

A: No. It only allows for one level.

**Q: Where can I find information defining what exactly "steering lock angle" and other terms are? What about the "steering from stop" option?**

A: there is a glossary in the help section autoturn delvers. It is under the contents tab. Expand the appendix folder and you should see the glossary folder.

**Q: Does the FDOT specify any standards of setting speed in AutoTURN while a design vehicle is turning? ...I have found if I decrease the speed, I can decrease conflicts but I am not sure if this is good practice? I see he is using 6mph; why not 5?**

A: there is no specification for speeds set using autoturn. This is basically a designers’ option and should be set using common sense engineering. The default is usually 6mph but I have seen very little difference between 6 mph and 3 mph.

**Q: This has been great! Thank you again for doing this!**

**Q: Thank you!**

**Q: Thanks**