

NCDOT ROADWAY PUBLIC HEARING MAP

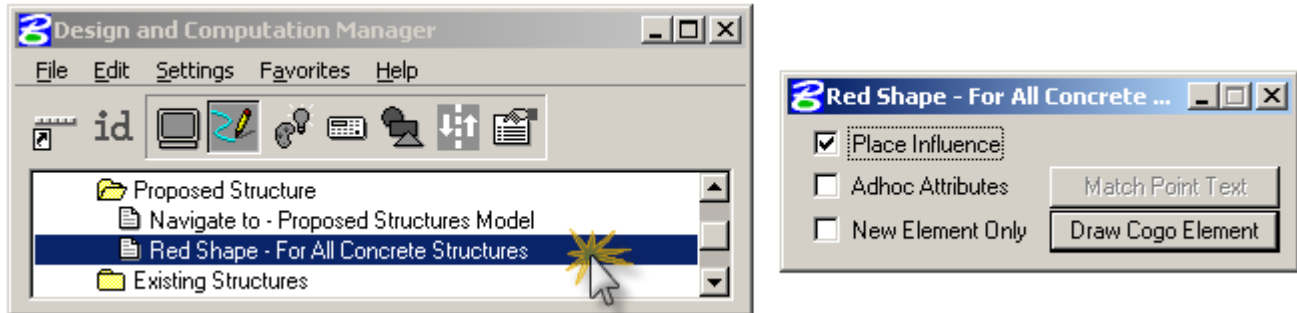
CHAPTER 20: CONCRETE STRUCTURES

Navigate to the RDY PHM Prop Structure Shape.

Creating Proposed Structure Shapes

Step 1.

Double-click on the **Red Shape – For All Concrete Structures** item. Make sure Place Influence is checked.



Step 2A.

Create shapes for the proposed structure shape. Remember that the standard method to create hearing map shapes is through the hearing map D&C Manager. Since default tool under the hearing map D&C Manager is Create Region, the boundary of the desired shape has to be closed. It may necessary to close the area with a line or arc element before creating the shape with the flood method.



Step 2B.

Option: On some situations, the **Create Complex Shape** tool works better than the default **Create Region** command. While selecting **Red Shape – For All Concrete Structures** item and having **Placed Influence** on (checked), click on the **Create Complex Shape** toolbox and identify the shape boundary elements. Remember the boundary elements do not have to close for this tool to work. This tool works great for long line elements like the proposed curb and gutter lines.

When is it more beneficial to copy the elements into the active file model than leaving them referenced, when creating shapes?

For long lengthy elements and if the Create Complex Shape tool is going to be used, then it is beneficial to copy the element into the active file before shape creation.

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Creating Existing Structure to be Removed or Retained Shapes

Navigate to the RDY PHM Exist Structure Shape.

The procedure to create shapes for existing structure to be retained or removed is the same. This manual will show the steps for creating the shapes for existing structure to be removed.

Step 1.

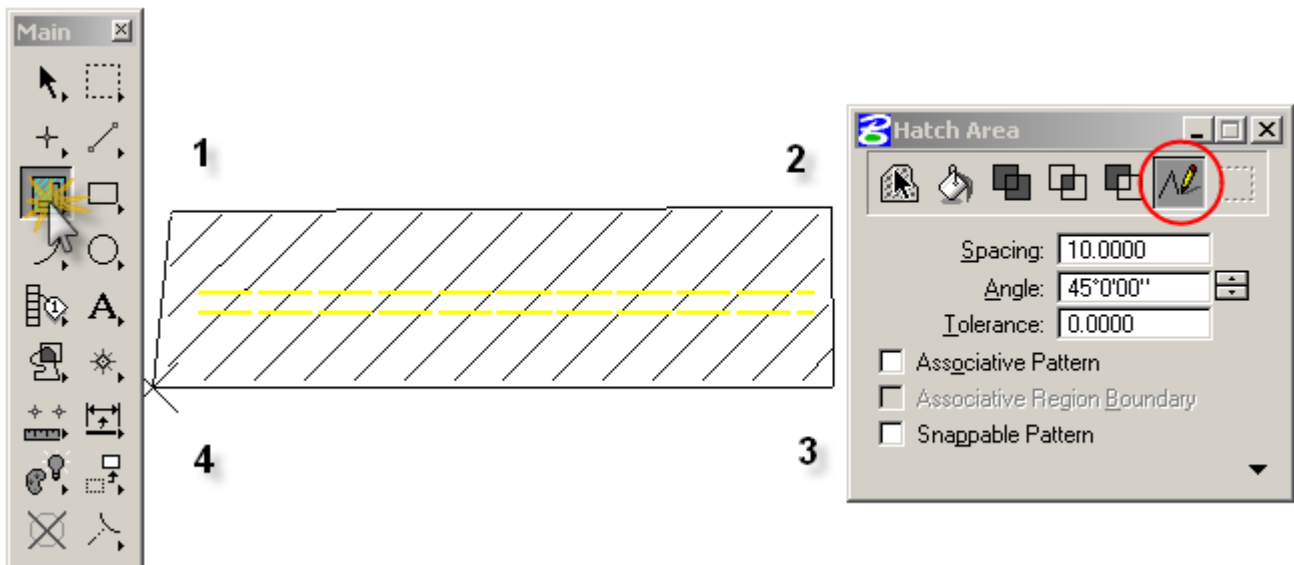
Optional, if the existing structure is located in an area of high plan clutter, then complete the process described in the **Turning Levels On or Off in Nested Referenced File Models** section of chapter 3. The referenced file model to be turned on is **RDY PHM Exist TOPO File**. The graphical element selected to be turned on and the rest of the levels to be turned off is the existing curb and gutter line and the existing edge of pavement.

Step 2.

Rotate the view (by 2 points) zeroed horizontally with the structure (existing curb and gutter lines).

Step 3.

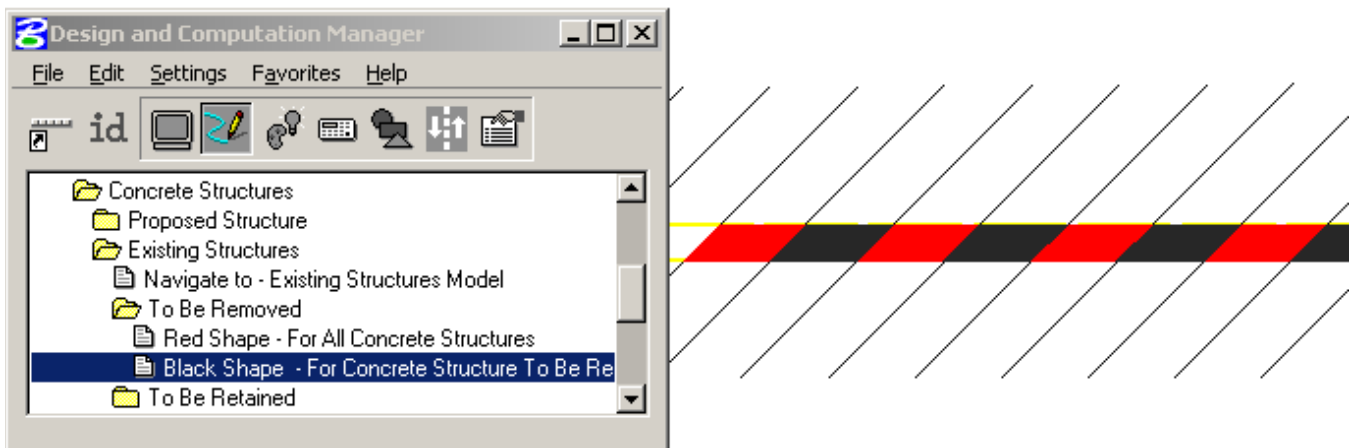
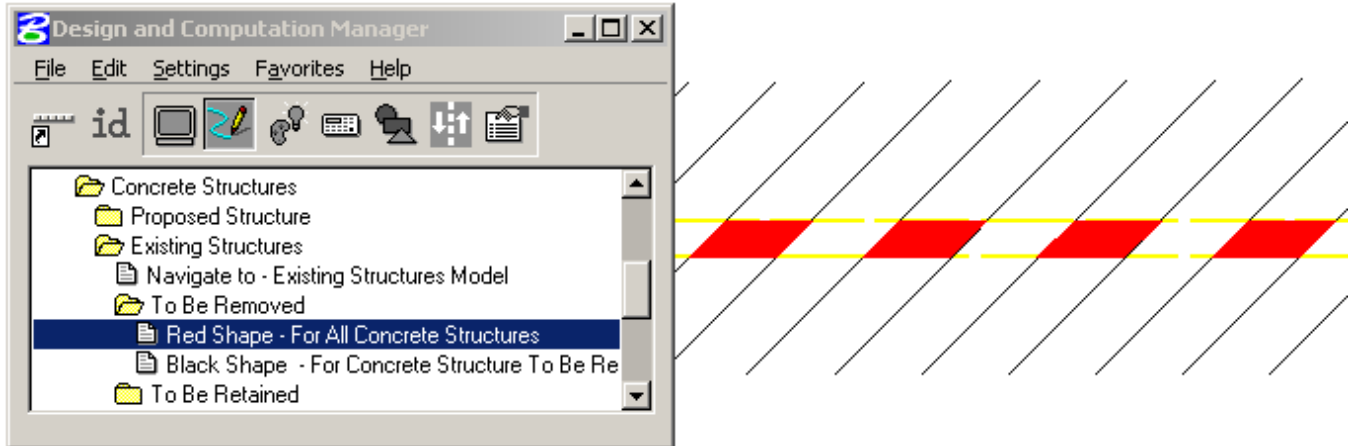
Place temporary hatch lines along the existing curb and gutter lines.



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Step 4.

Double-click on the **Red Shape – For All Concrete Structures** item. Create alternating red and black shapes.



Step 5.

Last, once all the shapes have been created, delete all elements used to create the shape. The finish model should only have the shapes for existing structures.

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Hands on Review

1. Navigate to the **RDY PHM Exist Structure Shape** Model.
2. Create the shapes for existing structure to be retained.
 - Load the **Ex Curb Gutter** saved view to centered on screen the view area.