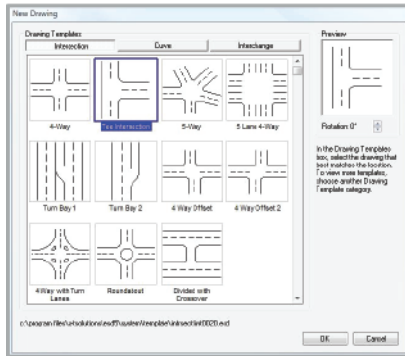


Get Started



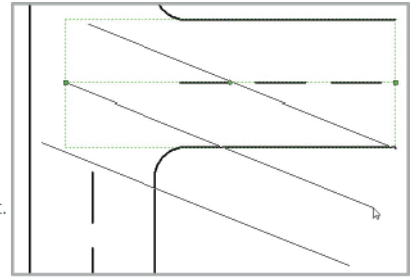
1. Pick a basic street layout

- Select a template that is close to the street layout you need, or just click OK to begin a blank diagram.
- There are more templates in the Curve and Interchange groups.



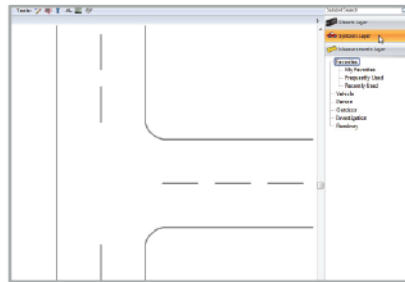
2. Modify the streets as needed

- Select the street that you wish to work with by clicking on it.
- To name the street, just start typing.
- Use the properties bar at the bottom of the screen to change number of lanes, lane width, etc.
- Drag the green squares to lengthen and angle the street.
- Drag the green diamond to curve the street.



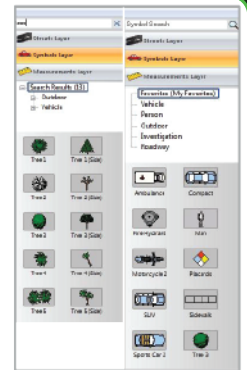
3. Move to the Symbols layer

- Your drawing is created on three layers – the Streets layer, Symbols layer and Field Measurements layer. Once you have the streets the way you want them, click on the Symbols button to start putting down vehicles, signs and other objects.



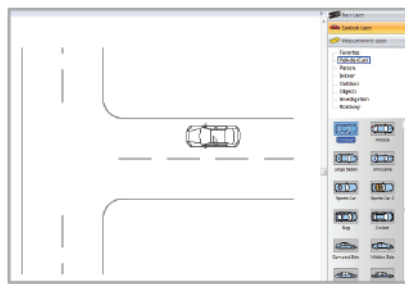
4. Symbol Search and Favorites

- Search for a specific symbol by typing the name of that symbol into the Symbol Search box.
- Create a library of your favorite symbols by right clicking on the symbol and selecting Add to Favorites. You can also view your Frequently Used and Recently Used symbols.



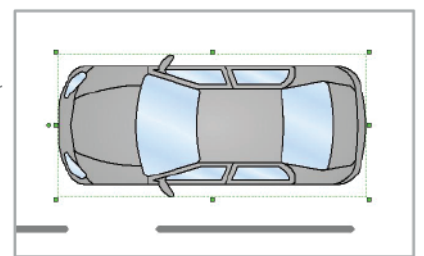
5. Drag on vehicles and objects

- Objects are found on the right. If you want an object, simply drag it onto the crash scene.



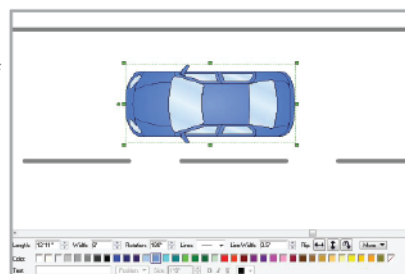
6. Use the green handles

- When you select an object, little green symbols appear, called handles. A green handle indicates you can alter the object in some way...
- Use the circle to rotate the vehicle.
- Use the squares to shrink, enlarge, fatten or lengthen the vehicle.



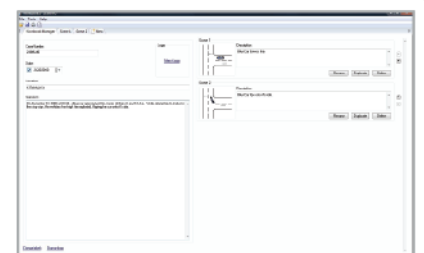
7. Use the properties bar

- Whenever you select an object, keep a close eye on the properties bar at the bottom of the screen. From here you can make many changes to an object. For example, you can:
 - Name the vehicle.
 - Change its color.
 - Flip a vehicle over or on its side...and much more.



8. Manage your case workbook

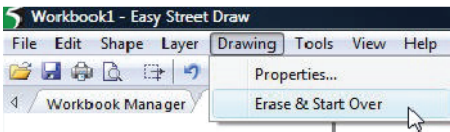
- Organize your Scene(s) by giving them a...
 - Case Number
 - Date
 - Location
 - Description
 - Narrative
- You can also customize these labels to the information you need for your case. Select a custom logo for your report.



Useful Tips



1



Start your drawing over from scratch

- Go to Drawing on the menu, and select Erase and Start Over.

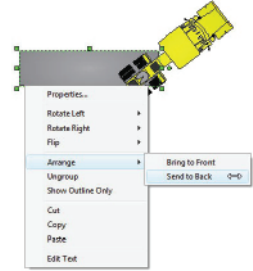
2



Copy an object quickly

- Hold down the CTRL key, then drag the object to a new location...and release the mouse button.

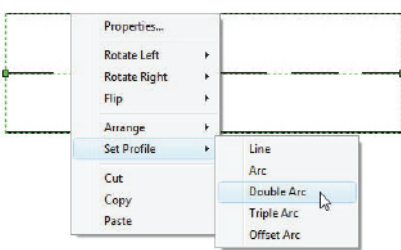
3



Arrange object in Front or Back

- Right-click on the item.
- Select Arrange, Bring to Front.

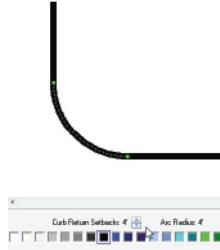
4



Make an S-Curve

- Right-click on the street. Pick Set Profile, Double (or Triple) Arc.

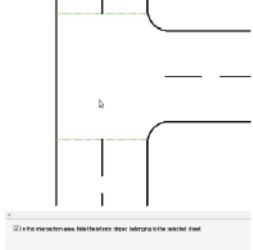
5



Alter a curb return

- Click the curb return.
- Edit the curb return by either using the green handles or the properties bar in the lower left corner.

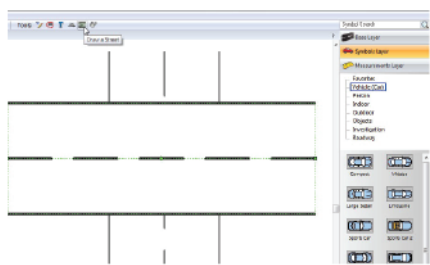
6



Make stripes appear where two streets meet

- Click the street.
- Click again where the striping is missing.
- Uncheck the "hide stripes" box.

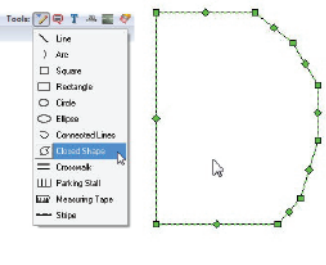
7



Make an overpass

- Using the Streets tool
- ...draw the higher street on the Symbols layer.

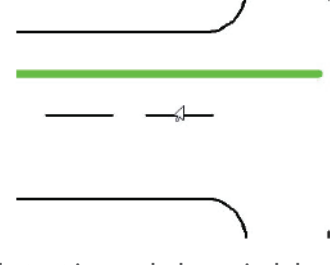
8



Draw an island or custom shape

- From the Tools dropdown, click on the Closed Shape tool. Draw your shape by a series of clicks.

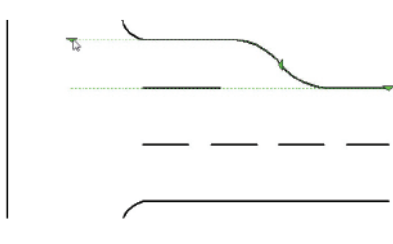
9



Select a stripe, road edge or single lane

- Click the street.
- Click again directly on the stripe or lane you want to select.

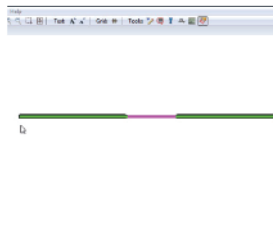
10



Create a turn bay

- Select the stripe (see Tip 9)
- Drag the stripe's green control triangle to open up the turn bay.

11



Hide unwanted striping

- On the toolbar click the Eraser tool.
- Drag the eraser along the stripe that you want to remove.