

# ***FDOTSS3 Template Design Basics - Part 1/2***



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**Engineering/CADD System Support**

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# FDOTSS3 Course Guide

<http://www.dot.state.fl.us/ecso/main/FDOTCaddTraining.shtm>



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### FDOT CADD Training



FDOT CADD Training Manuals Engineering / CADD Systems Office (ECSO) provides a full line of training for the various customization of the Florida Department of Transportation (FDOT) Computer Aided Drafting & Design (CADD) Software suite delivered to assist the CADD users in the design process of FDOT projects. The following are the training manuals for use within the course or to use in self help for the individual user. They are complete with data sets for immediate use.

Feel free to send any comments, suggestions, and questions to ECSO: [ecso.support@dot.state.fl.us](mailto:ecso.support@dot.state.fl.us)

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CE-11-0137	 FDOT Plan Development Workflows	11/03/2014	11/03/2014
CE-11-0114	 FDOT MicroStation Essentials - Part I	02/24/2012	11/03/2011
CE-11-0115	 FDOT MicroStation Essentials - Part II	11/18/2011	11/03/2011

# *FDOTSS3 Course Guide*

*State of Florida  
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## **FDOT Roadway Design and 3D Modeling**

CE-11-0138, CE-11-0139, and CE-11-0140

**User Training Manual**

October 30, 2014

# FDOTSS3 Course Guide

## 5 TEMPLATE DESIGN

### OVERVIEW

The Create Template command generates the transverse geometry that is central to roadway design. A template comprises a series of points and components that represent breakline features that are processed using Corridor Modeling commands. Roadway features that have been processed are saved to the design surface. Templates are stored in a template library (\*.itl).

### TEMPLATE BASICS

- The FDOTSS3 Workspace provides an extensive Template Library.
- FDOTSS3 Templates closely follow CADD Manual, PPM and FDOT Design Standards and should be used to start a project.
- FDOTSS3 Templates are designed from the PPM typical sections of the proposed roadway.
- FDOTSS3 Templates are stored in the *FDOTSS3.itl*.
- The *FDOTSS3.itl* Templates have Features, Point Names, Component Names, Parametric Constraints and TDisplay Rules which follow a standard naming convention.
- A project specific Template Library is created and FDOTSS3.itl file templates are copied to that library and are modified to meet the specific needs of the project.
- New and modified templates should adhere to the template standards of the *FDOTSS3.itl* file.
- When applied to a Corridor, templates are written to the design file and can be edited within the file.
- Once templates are in a design file, they can be copied to another Project Template Library or design file.

### APPLYING TEMPLATES

# *Session Overview*

- ◆ FDOTSS3 Template Library
  - What's changed vs. FDOTSS2
- ◆ FDOTSS2 Template Library Conversion Utility
- ◆ Project Template Library
- ◆ Create Template Dialog
- ◆ Template Library Organizer
- ◆ Design/Build Templates Examples
  - Top Ten ECSO Practices

# *Best Practices*

1. Create a project template library in the project folder
2. Use TLO to copy FDOT templates
3. Organized templates by corridor
4. Version the templates or organize by template drop stations
5. Use Apply Affixes when building new templates (tools options)
6. One green point per template (as a rule)
7. Remove point name overrides, except on common tie down points(All white text)
8. Remove component name overrides except on common tie down components
9. Use the same label on common constraints
10. Create a good Parent/Child relationship Organized in Active Template

# ***QUESTIONS AND COMMENTS***

Thank you for attending !



