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Release Notes: HighRoad X 6.3 for Mac and 6.3 for Windows.

Bug Fixes

Truncated last character on vertical text

Cross sections displayed with offsets and levels on screen were missing the first character or characters on longer than usual runs of text. This problem appeared if the length of the text displayed was longer than the length of the first piece of text to be displayed.

Asymmetrical cross sections

Not working properly - cross section continued to be centred on natural surface rather than conforming to the left and right widths in use. Now fixed.

Pad Volumes overflow

Volume calculations could result in a numerical overflow for large pads, producing a non-sensical volume (too small). Now fixed.

Plan Tool bar

The plan window now has a tool bar to make it quicker to select the existing commands, such as zoom and pan, and existing tools such as the intersection tool, that were previously only available as a menu item.

There is also a new tools on Mac: The background image tool. More about this later.

Here's the details about each of the tools...

The arrow tool - or default selection tool.



This is default tool that's active when nothing else is selected. It allows you to draw a rectangle around points. When it's over the top of the active control line it allows you to adjust IPs, or for a building pad to drag it, or double-click and get more details. Click on objects such as points or features to select them, or double-click to get information about them.

The fit to window tool.



Click this tool to fit the plan view to the window bounds.

The Zoom Tool



Use this tool to zoom in on the plan view. The scale of the view will be halved, and the place you click will be centred in the Plan Window. This tool remains active until you click another tool. A shortcut to this tool is to hold down the Command key on Macintosh, or the left Alt key on Windows. This shortcut is available at any time, such as when you have another tool active.

The Shrink Tool



Use this tool to zoom out on the plan view. The scale of the view will be doubled, and the place you click will be centred in the Plan Window. This tool remains active until you click in another tool. A shortcut to this tool is to hold down the Command and Shift key on Macintosh, or the left Alt and Shift key on Windows. This shortcut is available at any time, such as when you have another tool active.

The Pan Tool



This tool, also known as the grabber, is used to drag the plan view to focus on another part of the plan. A shortcut to this tool is to hold down the option key on Macintosh, or the right Alt key on Windows. This shortcut is available at any time, such as when you have another tool active.

The Delete IP tool



This dodgy looking tool is used to delete an IP of the active control line. Place the cursor over the IP you wish to delete and click.

[note to beta testers: do you think this tool should be combined with the New IP tool, so that say, the New IP tool plus the Option key makes a delete IP tool? And if so, how would anyone know to try this unless they read the manual?]

New IP Tool



New IP (Intersection Point) is added where you click with this tool. The new IP will be added to the end of the active control line. Before choosing this tool, be sure to make active the control line to which you want to add an IP. Use this tool in conjunction with road control lines

New Feature Tool.



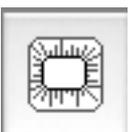
Use this tool to create a feature string by clicking on points (in the style of “join-the-dots”). Double-click on the last point to signify the end of this feature. Double-click the tool to specify the details of the next feature to be added. To make a new feature simply click on the points, in order, to be part of this feature.

New Point Tool



Click to add a new point to the terrain model. Double-click to see a dialog box to adjust the settings for this new point, such as whether it is contourable, and whether to use an assigned elevation or use ground level when adding within the DTM.

New Pad Tool



Click to add a building pad at the location you click, and at the ground level at that point. Double-click to specify details of the building pad, such as name and size. After the pad has been added, you can double-click when over the pad to change the details, or drag when over the pad, and the cursor is a grabber. After adding the pad, it will be the active control line.

New Intersection Tool



Click to place an intersection on the active control line. Before using this tool be sure that the control line you wish to place it on is active. Double-click to specify the details of the intersection, such as kerb return radius and so on.

Background Image Tool (Mac only)



Click to add or adjust a background image. If no background image is part of this project, you will be asked if you wish to add one. If there is a background image, use this tool to drag the background image, when over the image. When over the image the cursor is a grabber. When this tool is selected, you can delete the image by pressing the Delete key.

Edit menu has an item Background Image Info where you can specify the upper left coordinates of the image, and also change the width and height to get it to match the terrain in scale and position. If the image requires rotation, do this in other suitable software before importing the image.

Another way to import a new background image, is to choose Import Background Image from the File menu.

Choose Show Background Image or Hide Background Image from the view menu as required.

Windows version is currently dependent on CC emulator engine and background image is difficult to implement. Creation of a Windows native version is in progress. This will allow implementation of a this feature.

Triangle Slope Colouring

The triangles in the Plan view can be coloured according to slope. Choose Show Triangles from the Plan Menu. This is a first pass at figuring out how to do this, and the interface sucks, as you'll see. Its really non-intuitive and takes some guessing what will happen when you change the numbers. It would be better if we had a visual guide to the colours, such as a colour wheel, or other device.

The numbers you see are Hue, Saturation and Value, or HSV. I've used this model because it allows a logical connection between slope and Value. Value is what you and I would think of as brightness.

The numbers change with slope, and you set which numbers changes and which stay the same. To make any sense of it you'll need to look at the HSV colour wheel or colour label and see what happens. The default example simply changes the VALUE in proportion to the slope. Value is analogous to brightness – so this creates an image somewhat like a 3d

view of sloping ground.

Intersections - Side Road Initial Length

When creating an intersection, the location where you first click is used for the initial length of the side road. So choose carefully when you click to add an intersection. Some important considerations

- click within the terrain model.
- click outside the batter slopes of the road you are attaching to.
- be sure the correct "parent" road is active before clicking.

Tadpoles in DXF files.

On screen in the Plan window, the plan view display of cut and fill slopes on screen could be varied to show them as simple lines or as "tadpoles" which give the look of rills created by runoff on a steep slope. These tadpoles now appear in DXF files.