UC-win/Road/InRoads Data exchange plugin

1. Data exchange (InRoads \rightarrow UC-win/Road)

Import InRoads data into UC-win/Road.

① Select [Tools] -> [Import InRoads] in UC-win/Road.



* As the surface, alignment, cross section files are created separately InRoads, select all required files. [surface.xml], [alignment.xml], [cross section.xml]



③ Select [Options] button.

InRoads Options



InRoads → UC-win/Road

- Smart Transitions
 - If It is checked, the different section number between sections is corrected to create the transitions.
- Default length for transitions
- Input the default distance between sections in meter.
- Max number of structures in a section Specify the parts to be included in the cross section. The positive value means to include the parts from inside to the cross section and negative value means to delete the parts from outside in the cross section.
- Default length of intersections legs Input the intersection size of imported road in meter.

Section options

Carriagewa Width		Ð	Lane gap Width	10.00 cm	-		
Texture	white		Texture	highway-wh	Ţ		

[Carriageway marking] tab

·Carriageway border

Width: Input the carriageway border width in cm. Texture: Select the texture.

Lane gap

Width: Input the lane gap width in cm.

Texture: Select the texture.



[Cutting/Banking] tab		
Angle : Input the	e angle	of the
banking(cutting/banking).		
Colour: Select the slope	surface colour	if there is
no appropriate texture.		
Texture: Select the texture		
Texture scale:		
Input the side length of	exture in m.	
Berm height: Input the ber	m height in m.	
Berm width: Input the berr	n width in m.	
Colour : Select the berm	colour if the	ere is no
appropriate texture.		
Texture: Select the texture		



•Cross section attributes data list The registered cross section attributes data are listed.

•[Add record] button Add the cross section attributes data.

•[Copy record] button Copy the selected cross section attributes data.

Section surface attributes

·Section surface attributes data

The cross-sections attributes data can be selected in [Cross-sections attributes management].

 \cdot Associate the name displayed in "Section attribution" with the cross section template name of InRoads to setup the texture



(4) Click [Import as new].

🦏 In Roads import					_ 🗆 🗵
i i i i i i i i i i i i i i i i i i i	Merge	Import as new	Options	Done	Help
C:\UCwinRoad Data\	Save\InRoads\surfac	e.xml			
C:\UCwinRoad Data\ C:\UCwinRoad Data\ C:\UCwinRoad Data\	5ave\InHoads\alignm Save\InRoads\cross :	ient.xmi section.xml			
Cross-section attribut	es set : InRoads	•	1		
Generate roads	,				
I Generate roads					
Apply offset					
North	East				
0 m	e O m	1. 1. T			
0 m					
					4
4					

③The element to be imported can be selected in [Element selection] window.



_ @ X

2. Editing in UC-win/Road

2.1 Creation of intersection

①Create the road to be crossed with the imported road.

Click "Edit" \rightarrow the icon **[final** "Edit layout in plan view" to open "Plan view" dialog.

②Create road which crosses the existing road. Click "Make road "icon in "Plan view" dialog.

③Left-click to add the point, and right-click to finish defining the road.



*After finishing the definition of road, the road is created by clicking [OK]. When the intersection is not

created normally, the red mesh is displayed. Click 🔀 button to display the Intersection troubleshooter.



④ Adjust the elevation of the 2 roads.

Right-click the created road, and select "Edit"→"Editing road "Road2".



⑤Right -click the road vertical curve to select "Add turning point". The turning point is added.

🄜 Editing road "Road 2"		_ D ×
<u> </u>	Road 2	
OK 0E 500 00 00 00 00 00 00 00 00 00 00 00 00	114.4 : 138.6 :	
255 280 285 280 285 30	-2.831% VCL 50 Add Turning Edint Add Section Change Add Eridge Add Bridge Add Bridge	
	ulaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitailaitaila	00 320 340 ♪
Rebuild Background Colour		

6 Move the turning point to adjust the elevation to other road (blue line), and click "OK."

🤜 Editing road " Roa	d 2"		
• • • •	🏹 🌚 📳 🥥 🚿 题	🖹 🐥	Road 2
OK g			
Help		120.2	132.8
290 295		0.361%	VCL 50.0
285 28 miliaritati			-5.203%
5 280			
270 275			
		0 20 40 60 8	որարարարարարարարարարարարարարարարարարարա
Rebuild			
Background Colour:			
Right Turns Left Turns			
L	Position: 188.69	Height: 313.57	

⑦The intersection is created.



2.2 Editing of intersection

(1) Editing of intersection

 $\textcircled{\sc link}$ Right click the intersection and click "Edit" \rightarrow "Intersection"



②"Intersection Editor" dialog appears.



(2) Tab functions in "Intersection Editor" window

①Leg length/Roundabout

-Change intersection size

Input the value in the "Leg length", and select leg length to change it.



-Create roundabout



1.Check "Roundabout". Island is placed in the center of geometry as default, and it can be changed to roundabout intersection.

Input the value in "Island radius" "Road radius" "Driving route radius" to edit each radius. The length is supposed to be "Island < Road \leq Driving route \leq Ground".

2. Check "Flare" to set up more smooth contours for large intersection

2 Road texture tab

Set up the texture of intersection.



- 1. Import The saved texture is imported.

- 4. Output texture (image resolution) •• The resolution for saving the texture is specified.
- 5. Output texture (Save) The texture is saved.



▲1. Import





▲2. Edit texture

-Memo-

Texture of roundabout intersection

Texture cannot be pasted to island in roundabout intersection.

Therefore, specify texture on the model after outputting to 3DS model.



③Pavement side and banking texture tab



button and display/edit the texture of road, pavement, and banking.



(3) Change of the road intersection size

Right click road intersection on "Plan View", and select "Edi#"Intersection Size" to change the size of intersection in "Intersection size" dialog.

"Intersection Size" can be input between 6-250m in by 1m.



2.3 Arrangement of 3D model (Fake light/New building)

Arrange the 3D model such as fake light and new buildings around the created intersection.

There are two methods for arranging the model: Arrange in the arbitrary position, Arranging along the road.

(1) Arrange 3D model at any point.

①Click "Edit"→"Place model" 4.

②"Place model" dialog is displayed, and select the 3D model to be placed, and then click the position where you arrange it on screen.

Detail Tool	×	Detail Tool	×
Models Ground Trees Trees (3D) Models Flags		Models All models All models General models Vehicles	•
Fires FBX Scene 3D Text Video walls Berm		Add Railroads Add Cabs Trailers	

③ 3D model is placed.



(2) Arrange 3D model along the road.

①When you arrange 3D model from "EdiAtrange model", click the road with [Ctrl]+[Shift]+[Alt] to place it.



 $\left(3\right)$ Change the size and the position on 3D window

① Click model to be edited.



2 Change the size and position in model editing window.

Model Tool				
Description:	Building At (4944.48, 5185.80)			
Visibility group:	Default Group	•		
General Position	Options			
Position	Rotation	Altitude		
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ଚ ତ	₽		
Scale		Edit		
- 4	j	Delete		
ок	Cancel	Help		



2.4 Arrangement of roadside object models

①Select [Edit]→[Roadside Objects]

② Select the model to be used and click New.

All models	_	New
		Edit
🥏 🕆 🏷		Delete
WD Blue Right Arrow Barricade	Bus Interior	Delete Group
🚳 🔨 !	*	D elete All
Car Interior Straight-Lef Blinker	Cab	Download
1 🔨 🌒		
partment Straight-Ric Building	Truck Interi	
~ ~ /	<i>🐢</i>	

③Set up each items.

Roadside Model Editor 🔀							
Description:	Powerpole 0.00m along Road 1						
Visibility group:	Default Group	•					
Model Group							
Road 1							
Distance:	0.00 m 📑 📫						
Offset:	0.00 m 🛨						
Rotate:	0.0*						
dH:	0.00 m 📫	ОК					
Side of the road:	Elft	Cancel					
	C Right	Help					

Model tab

Select road name to be placed.

Distance ... distance from road start point.

Offset · · · distance from road edge.

Rotate ····· Facing X direction of model with driving direction is 0 degree. Anticlockwise means the positive.

Offset (Vertical) · · · Specify the height from road surface.

Roadside Model I	Editor	×
Description:	Powerpole 23.48m along Road 1	
Visibility group:	Default Group	_
Model Group Number: Start position: Spacing:	1 📩 23.48 m 🔮 ≸ 50.00 m 🔮	Scriptable Delete Delete group Apply
		Apply to group Close
		Help

♦Group tab

Number · · · The number of signs to be placed Start position · · · Start position of the first sign Spacing · · · Space to be placed

It is placed in the equal interval. If you want to change the position separately, go back to main screen and enter the position separately.

2.5 Setting of traffic flow

We will try to generate the traffic and register the vehicle type.

- Click [Edit]→[Edit traffic flow]
- 2. [Register traffic flow] dialog appears and check the alignment where the traffic flow is generated.



3. When [Edit] button on upper right of [Register traffic flow] dialog is clicked, [Edit traffic flow] dialog appears to set up the detail of traffic flow. In case of intersection, the traffic flow within the intersection can be represented by setting of intersection edit.

Enabled	Time	Lane	Rate	Profile	
± 🔽	30	Total	500	Default Traffic Profile	
Add	1	Delete			

Default speed: Default speed can be set in the numerical value. Valid: The traffic flow is available when it is checked. Time: The time of traffic amount can be set in numerical value. Lane: The lane can be selected. Traffic amount: The traffic amount can be set in numerical value. Profile: Profile(Mix rate for each vehicle type) can be selected.

 When [Profile...] button in [Register traffic flow] dialog is clicked, [Register traffic flow profile] dialog appears. Click [New] to set up the details of profile (Mix rate for each vehicle type). When the setting complete, click [OK].





Traffic Profile Editor Name: Input the name of traffic profile. Model: Select the model to be used in traffic flow. Register the model to be used in "Load models". Proportion: Input the proportion to create the model. "Add" button: Add the setting of model. "Delete" button: Delete the setting model. 5. Bring together the driving vehicle in each group, and control the traffic flow by this unit.

Display the registration window by "Edit"→"Edit Vehicle Group" to add/delete vehicle group, and edit operational profile.

🦏 Vehicle Group Edit	or	
Vehicle groups	Performance profiles	Sound profiles
Cars Bikes Heavy	 Small car Medium car Medium car Large car SUV Sports car Scooter Motorcycle Truck Bus Cab/tractor 	Medium Car Sound Profile Bike Sound Profile Truck Sound Profile Large Car Sound Profile X
New	New	New
		OK Cancel Help

2.6 Driving simulation

Click $[View] \rightarrow [Drive].$

Set up the road, direction, speed, lane, and eye height, and confirm them to start driving. It may take time until the driving starts depending on the model position. In the ramp fork point, driving the ramp and switching into other road can be performed. Check "Ignore Waypoints" to continue driving in the waypoints.

🦏 Driver Instructions x Road 1 Road 2 Travel direction ŵ From the start to the end of the road ₽ C From the end to the start of the road C Travel in a loop Travel speed and position 50 km/h 🗧 Initial speed: -Lane 1 * 0 m Initial position: 1.20 m + Altitude: 🔲 Ignore waypoints ΟK Cancel Help

Push $\lceil \uparrow \rfloor, \lceil \downarrow \rfloor$ key with keyboard while driving to adjust the speed. Push $\lceil \leftarrow \rfloor, \lceil \rightarrow \rfloor$ key to change the driving lane. Pause/Continue Driving Start driving/Restart Change eye point : 5km/hr Increases the speed [↑]Key [↓]Key : 5km/hr Reduces the speed [←]Key : Moves to left lane $[\rightarrow]$ Key : Moves to right lane [Ctrl]+[↑]Key : Up the eye point by 10cm [Ctrl]+[↓]Key : Down the eye point by 10cm Use numerical keypad while driving to change the eye view by 45° in 360°.

Hold [Alt] and click the road to display "Road information" window, and see the information including road name and the position you clicked.

3. Utilization of UC-win/Road functions

3.1 Arrangement of fire

Next, we will try to arrange the fire on road.



- 1. Click [Visual Options].
- 2. [Visual Options] dialog appears and check on the check box of Fire and smokes in the Display tab.



- 3. Click [Add details].
- 4. Select fire tab, and choose "Fire" and the position where you want to place it in the screen.



3.2 Arrangement of smoke

Next, we will arrange the smoke on the road.



①□Click I "Place model".

②Select fire tab and choose "Smoke" and arrange it by clicking where you want to place.



3.3 Time Setting

Change the time data to set up day time or night time.

- 1. Click "Environment character"
- 2. Click "Visual Options"
- 3. Click "Sun and moon" tab.

Visual Options
Display Textures Terrain Sky Clouds Fog Weather Water Reflection Thunder Temperature Sun and moon Shadows Performance Miscellaneous
The sun and moon positions are determined by the following date and time:
Time zone: GMT 💌 Daylight saving: O minutes 🛨
Change with time
Use current date and time
Date: 2011年 3月 8日 📑
Time: 13 😴 : 19 😴
Sun : azimuth 253.72° altitude 72.29°
Moon : azimuth 50.21° altitude 66.14° phase 0.12
Sun/moon light gain:
Close Help

(4) Turn on the check box "The sun and moon positions are determined by the following date and time" and change the time to 22:00.

3.4 Setting of street light

Next, we will place the street light on the street.

1. Firstly, set up the street light.



Click Place model" as "1. Fire arrangement".

Select "Street light" from the lowest in "3D model tab".

- 2. Click any position where you want to place on the screen.
- 3. Set up the light source of street light.



(Alternatively, click "Edit" -> "Advanced Lighting" -> "Edit Street light")





4. The dialog for setting up the street light appears. Click the arbitrary place on the screen and create the light source.(If possible, create image of light source)



Close

Help

5. Change the time to night time.

Turn on the check box "The sun and moon positions are determined by the following date and time" and change the time to 22:00.



3.5 Setting of headlight

We will try to set up the headlight of own vehicle.



(Alternatively, click "Edit" Advanced lighting " \rightarrow "Edit headlight")

2. Edit the details of headlight.

Headlights Option	ons		×
Options		Light attenuati	ion
🔲 Display hea	dlights positions	Constant:	12.000 🛨
		Linear:	0.000
		Quadratic:	1.000 🛨
Headlight 1 Opt	tions Reflections		
🔽 Left headlig	ht	🔽 Right headlig	ght
Height:	0.830 m 📑	Height:	0.830 m 🛨
Width:	-0.670 m 📫	Width:	0.670 m 🛨
Shift	0.000 m 📑	Shift:	0.000 m 📑
Yaw:	0.000 deg 📑	Yaw:	0.000 deg 📑
Pitch:	0.000 deg 📑	Pitch:	0.000 deg 📑
Roll:	0.000 deg 📑	Roll:	0.000 deg 📑
Reset			Close Help



3. Click Orive on road".

4. Currently the driver's view is set. Click "Enter" key to change it to the front passenger's view. Driving starts.

Click "Enter" to switch the view of above two positions.



4. New functions of UC-win/Road Ver.5

4.1Point cloud modeling function

The point cloud modeling plugin of UC-win/Road Ver.5 allows the loading of point cloud data from 3D laser scanner into UC-win/Road. It also enables the editing of this data.



4.1.1 Loading of point cloud data

1. Start UC-win/Road Ver.5 from the icon on desktop.



▲UC-win/Road icon



2. Select "Point cloud modeling plugin" from "Tools" menu and click "Load data".



3. "Load data" dialog appears and click "Select" button on the upper light.

🎭 Load data	×
Point cloud	
	Select Read
Clear the imported point clouds	
✓ Look at the center of the point clouds after loading	
Get a line text from the file	Read
South-North 1 row Color(R) 4 row	
East-West 2 row 🔹 Color(G) 5 row 👻	
Height 3 row 🔹 Color(B) 6 row 🔹	
File extension list *.dat;*.csv;*.xyz;*.txt;*.asc;*.f8dat	+ -
Limit the number of the points to import Start 0 End 999999999	Ξ
Separator char Comma(,) Decimal point char Period(.	.) 💌
Satellite pictures based Point-Colored	
	Select
	Read
Close	Help

4. "Open file" dialog appears. Select the point cloud data "sibuya-007.asc" from desktop and click "Open".

5. "Load data" dialog appears. Turn on the check box of "sibuya-007.asc". Click "Read" button on the "Load data" dialog. Check it "Comma(,)" is selected for Separator char and "Period(.) for Decimal point char.

Load data		
- 🗹 data.csv		Select Read
Clear the imported point douds	20	
Get a line text from the file	'Y	
1 line		Read
South-North 1 row Color(R) East-West 2 row Color(G) Height 3 row Color(B) File extension list ".dat;".csv;".xyz;".txt;".a Limit the number of the points to import Start	5 row • 6 row • ssc;*.f8dat	l
	point char Period	(.) 🔻
Satellite pictures based Point-Colored		Select Read
<u></u>	Close	Help

6. The coordinate is displayed on the left of "Read" button in the center of "Load data" dialog. Click "Read" on the upper right of dialog.

)Load data				2
Point cloud				
- 🗹 data.csv				Select Read
	ported point clouds center of the point cloud	s after loading		
Get a line text		s arter loading		
1 line		67.797292,-12.681382	2, 0, 0,	Read
South-North	1 row	Color(R) 4 row	÷	
East-West	2 row	Color(G) 5 row	÷	
Height	3 row	Color(B) 6 row	÷	
File extension lis	t *.dat;*.csv;*.x	(yz;*.txt;*.asc;*.f8da	at	+ -
	number of the points to			7
Start 0		nd 9999999999	*	1
Separator char	Comma(,)	Decimal point char	Period(.) 🔽
Satellite pictures	based Point-Colored			
				Select
				Read
			lose	Help

7. "Terrain creation option" dialog appears. Turn on the check box of "Scanned in Japan.", "Load Japan Digital Map 50m grid Mesh(Elevation) data" and click "Next".

🖏 Terrain creation o	ption	×
🔽 Scanned in Japan.		
🕞 🔽 Load Japan Digital M	ap 50m grid Mesh	(Elevation) data
Coordinate system	oordinate system	9 🔻
Next	Cancel	Help

8. Point cloud data is read.



4.1.2 Editing of point cloud data

Next, we will try to edit the imported point cloud data.



4.1.2.1. Data reading

Firstly, read the other point cloud data.

 Select "Tools" from window pull down menu and choose "Point clouds modeling plugin". Select "Load data".



2. "Load data" dialog appears as "4.1.1.(5)" and the other point cloud data can be read.

🕅 Load data	×
Point doud	
eed data.csv	-11
Clear the imported point clouds Clear the center of the point clouds after loading	
Get a line text from the file	
1 line Read	
South-North 1 row Color(R) 4 row	
East-West 2 row 📩 Color(G) 5 row 📩	
Height 3 row 🔹 Color(B) 6 row 🔹	
File extension list *.dat;*.csv;*.xyz;*.bxt;*.asc;*.f8dat	-
Limit the number of the points to import Start 0 End 9999999999 err	
	_
Satellite pictures based Point-Colored Select	_
Read	
1	
Close Help	<u>, </u>
	-
and the second se	
the second second	
15.4 (m) 39-20 (15.0° (L. 199-50' 50.2° C) - (-5.07)5	6, 2002 6)

4.1.2.2. Moving of point cloud

 Select "Tools" from pull down menu of window and choose "Point clouds modeling plugin". Select "Move data".





- (2) "Move point cloud" dialog appears.
 - 1. Point cloud data

Select the point cloud data name.

2. Move (North, south, east and west, rotation, up and down)

Move within the point cloud data including rotation.

3. Move (Enlarge, Reduce)

Scale the point cloud data.

4. Variant

Change the variant parameter of each point in the point cloud data.

5. Rotate axis

Change the rotate axis. (x, y, z axis)

6. Position reset

```
Reset the position.
```

4.1.2.3. Checking of the number of point clouds

 Select "Tools" from pull down menu of window and choose "Point clouds modeling plugin". Select "Information".

na	ite		
	<u>T</u> ools <u>H</u> elp		
IUL	Import InRoads	Now 🔻	
	Export InRoads		
	<u>M</u> emory Watch		
	Point clouds modeling plugin)	<u>L</u> oad data	
		<u>M</u> ove data	
		<u>C</u> reate terrain patch	
		Information	
		<u>U</u> tility	
		1000	

2. Information dialog appears. The number of point clouds can be checked.

🥅 Crete Terrain patch			×
Point cloud	 Partitio 	n interval 1.000	m 🕂
	Run	Close	Help

4.1.2.4 Inverting of point cloud data by height

 Select "Tools" from pull down menu of window and choose "Point clouds modeling plugin". Select "Utility".



2. "Utility" dialog appears. Click "Run" to reverse the point cloud data by height.

🆏 Utility		×
Reverse the	oint clouds by height	
Point cloud		Run
	Close	Help

4.1.2.5 Point clouds display option

1. Select "Options" from window pull down menu.



2. "Point clouds display option" dialog appears.Set up the details of point clouds.



🔜 Point clouds display op... 💌

2

3

4.2 SaaS functions



The SaaS function (sold separately) can be utilized in UC-win/Road Ver.5. This function uses the general SaaS system. The remote control can be performed from the client's side by using UC-win/Road.

UC-win/Road for SaaS uses Adobe Flash Player which is generally used as a client engine. This is not only the video streaming service but the interactive real-time VR system.

4.2.1 Setting of SaaS connection

1. Access to the address.

Type the address of UC-win/Road for SaaS (http://roadforsaas.forum8.co.jp:20000/).

2. Enter the password.

When you access to the address of UC-win/Road for SaaS (http://roadforsaas.forum8.co.jp:20000/), the following dialog appears. Enter the password.

The password for this seminar is " ".

7349-12020	
The second	
/329-#63.91	
~2087,∓2131,≿	

3. Display of UC-win/Road for SaaS

When you enter the password, the following screen appears. This is the basic screen of UC-win/Road for SaaS.



4. Checking of authority

UC-win/Road for SaaS can be controlled by only one person. Other users are only allowed to view the screen.

When you connect to UC-win/Road for SaaS, you have not received the authority for control.

To operate it by yourself, you need to obtain the authority for it.

You can check on the top of screen if you have the authority for it.



(5) Acquisition of authority

When nobody acquires the authority, you can obtain it by clicking "Obtain authority" to operate it.



When you acquire the authority, the authority is displayed on the top of screen. The authority can last 60 seconds and the rest of time is displayed in the bracket.



4.2.2 User interface of UC-win/Road for SaaS

The following image shows the user interface of SaaS screen.



(1)Top of window

① "Location" tab

When you have the authority, various geographical names registered into data are displayed by clicking

"▼" button on the right side of "Jump to".

② "Driving" tab

Start, pause / re-start, and stop the driving and flying.

③ "Script" tab

Execute, pause / re-start and stop the script.

(4) "Environment" tab

Change the time (day time and night time) and the weather.

5 "Zoom" tab

Change the scale of data.

6 "Synchronize" tab

Synchronize the data by manually or automatically.

(2) Bottom of window

When you have the authority, hover the mouse cursor over the arbitrary position at the bottom of screen, these menus are displayed.

⑦ Orientation

Change the view point of data in north, south, east, and west.

- ⑧ View (up / down)Change the view point of data in up and down.
- ② ZoomChange the scale of data.
- Up / down / right / leftChange the view point in up/down/right/left.

36

4.2.3 SaaS operation

Next, we will try to drive on road.



4.2.3.1 Selection of driving area

Select the driving area from the registered data.

Check if you have obtained the authority (2-2-1) and click ▼" on the right of "jump", the bottom of "Location" tab in the top left of screen to display the location registered on the data.

Select the driving location from the pull down menu.



4.2.3.2 Selection of driving method

Running can be performed either driving or flying.

4.2.3.3 Driving

(1) Click "Driving" on far left in the driving tab.



(2) "Drive on road" dialog appears. Set up the details including driving speed and click "Confirm".



[Setting of road driving window]

Road name : Road name included in the data is displayed.

Direction : "Start->End", "End->Start", "Repeat of Start->End, End->Start" can be selected.

Speed(km/h) : Click " \blacktriangle " " \checkmark " to change the speed by 1km/h.

Lane : Click " \blacktriangle " " \blacktriangledown " to change the number of lane.

Position from the start (m) : Click " \blacktriangle " " ∇ " to change the position from the start by 1m.

Height (m) : Click " \blacktriangle " " \blacktriangledown " to change the height by 0.2m.

Control point : "Use control point", "Ignore control point" can be selected.

(3) Set up the road.



4.2.3.4 Flying

Next, we will fly the registered path.



(1) Click "Fly flight path" on the driving tab.



(2) "Fly flight path" dialog appears. Set up the details and click "Confirm".

81 9 5 8 8	2017	an P	E:+	RAR La 🗌 🧶
9 (F) (F) (F		P	100%	S D et
	保行ルートの保行 保行ルート: 使行者の2 速度(km/h): 100 ローリング ロールムない 観定 取済			
		旅行ルート: 歩行者の2 速度(km/h): 100 ・ ロールグ ロールしない	R(テルート: 歩行者02 ▼ 速度(km/h): 100 ▼ ロールング ロールしない ▼	R(Fルート: ま行者02 ▼ 速度(km/h): 100 ÷ ロールグ ロールしない ▼

(3) Fly the flight path.



4.2.3.5 Running of script

Run the script programmed on data.



(1) Click "Run script" on the far left of script tab.



(2) "Run script" dialog appears. Set up the details and click "Confirm".



(3) The script runs.



3、Export UC-win/Road to InRoads

Export the file edited in UC-win/Road to InRoads.



①Select [Tools] -> [Export InRoads].Select the road to be exported. Choose all roads. Click [OK].

Click [Options] button to set up the data exchange between Road data and InRoads data.関して設定します。

Options for InRoads	×
InRoads to UC-win/Road	
Import Surfaces as Models	
Smart transitions	
Smooth Curves for Breakline Roads	
Default length for transitions :	20.00 m 📫
Max number of structures in a section :	-1 📑
Default length of intersections legs:	15 m 🗧
Section options	
UC-win/Road to InRoads	
💌 Export terrain data	
Margin for terrain export :	100.00 m 🗦
Section surface attributes :	
Cross-section attributes set :	
InRoads	
Manage sections attributes	
OK Canc	el Help

UC-win/Road → InRoads

- Export terrain data
- If it is checked, the terrain data is exported otherwise, it's not exported.
- Margin for terrain export Input the distance between the defined range and the range actually to be generated in meter.