

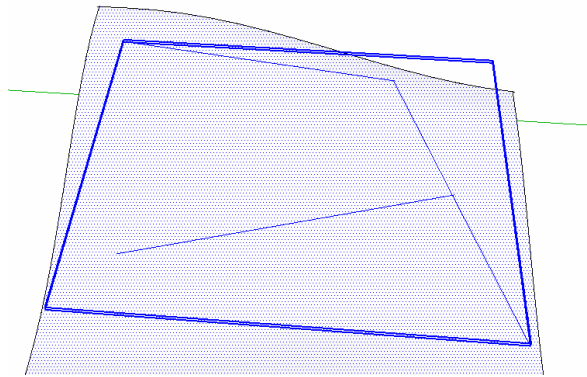
# Instant Road

## Preview does more than Preview

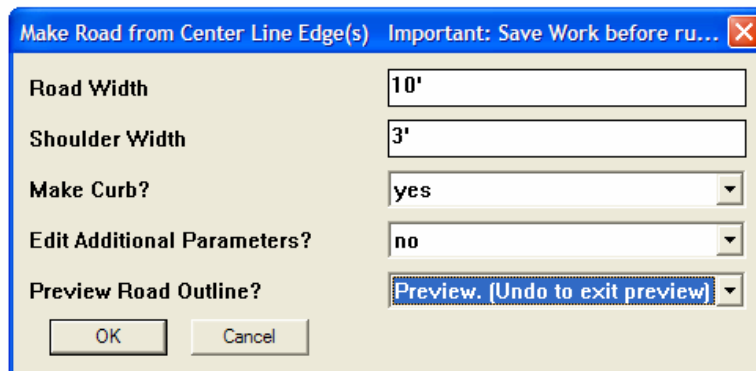
The “Preview” option under Road from CenterLine shows the shape of the road that will be created. But it’s also useful for creating road markings, medians, and providing an outline for the **Road from Face(s)** method.

### Example 1: Use *Preview* to draw a road shape for use with *Road from Faces*.

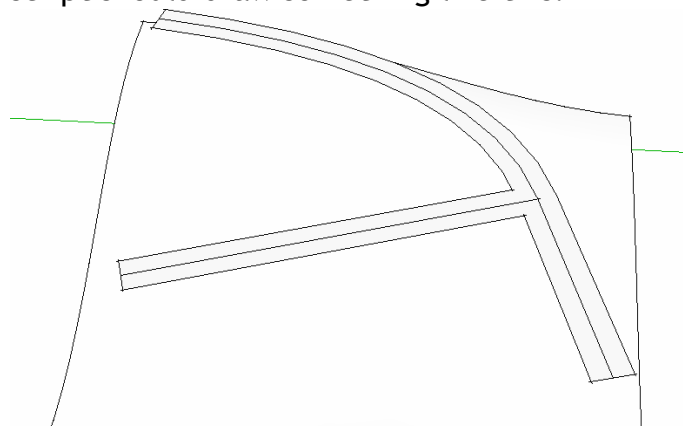
1. Make a terrain mesh using the Sandbox tools.
2. Draw some connected lines over and within the boundary of the terrain.
3. Select the lines and make them into a group by choosing “**Edit/ Make Group**”.
4. Select both the group and the terrain.



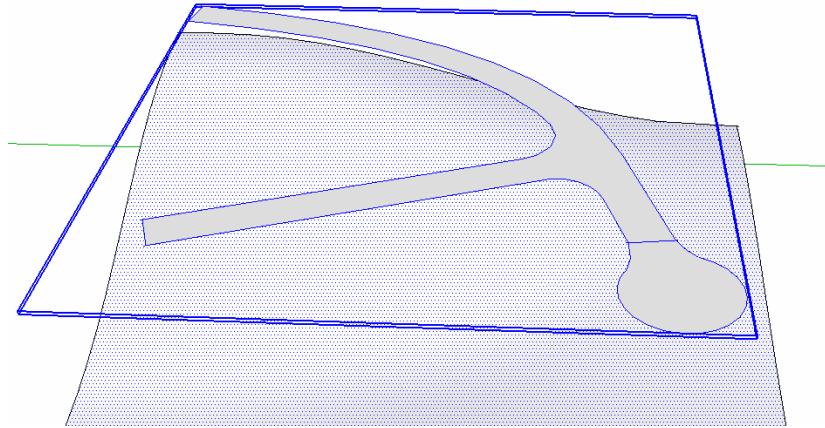
5. Choose “**Plugins/ Instant Road / Road from Centerline**”. This menu will pop up:



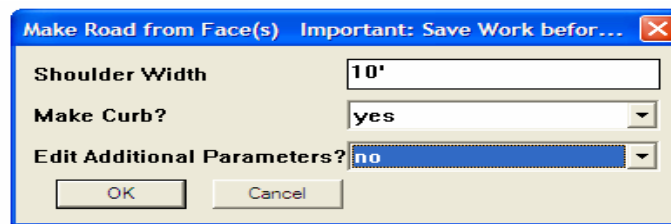
6. Choose “**Preview**” in the bottom field and choose “**OK**” to accept default parameters and generate the road. The script should draw something like this:



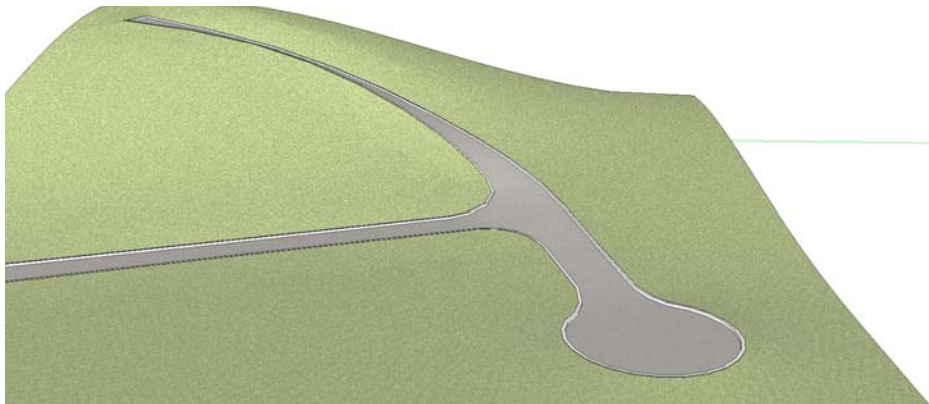
7. Double click the road outline group to open it for editing. Add some radius corners and a cul-de-sac using standard Sketchup tools. Close the group. Select the group and the terrain. ( See [QuickStart Road from Face\(s\)](#) for more information on this method)



8. Choose “**Plugins/ Instant Road / Road from Face(s)**”. This menu will pop up:

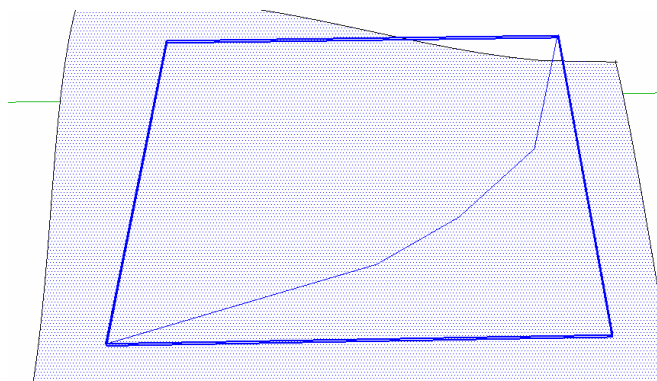


9. Choose “**OK**” to accept default parameters and generate the road:

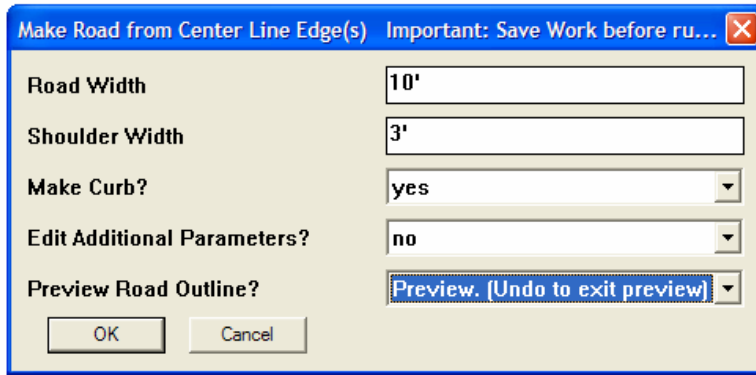


### **Example 2:** Use *Preview* to draw a Median shape for use with *Make Island or Median*.

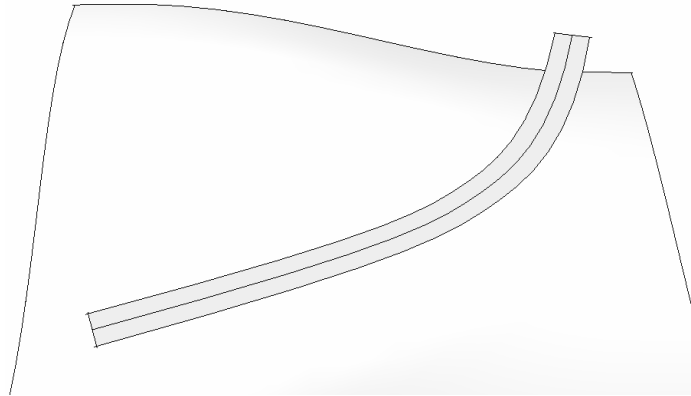
1. Make a terrain mesh using the Sandbox tools.
2. Draw some connected lines over and within the boundary of the terrain.
3. Select the lines and make them into a group by choosing “**Edit/ Make Group**”.
4. Select both the group and the terrain.



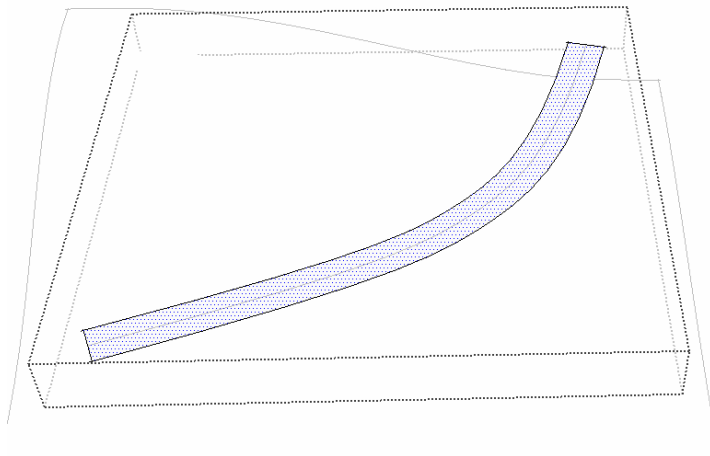
5. Choose **“Plugins/ Instant Road / Road from Centerline”**. This menu will pop up:



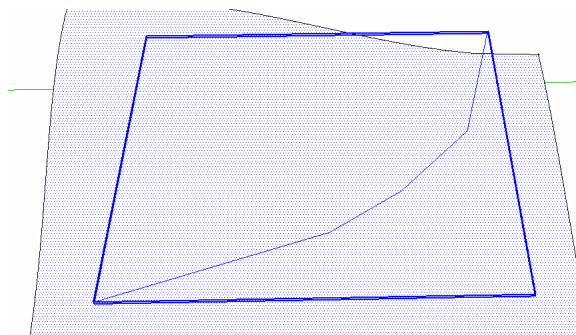
6. Choose **“Preview”** in the bottom field and choose **“OK”** to accept default parameters and generate the road. The script should draw something like this:



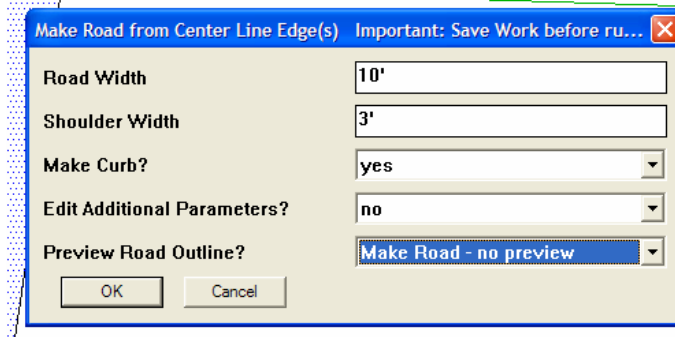
7. Double click the road outline group to open it for editing. Select the face and choose **“Edit / Copy”** to copy it to the clipboard.



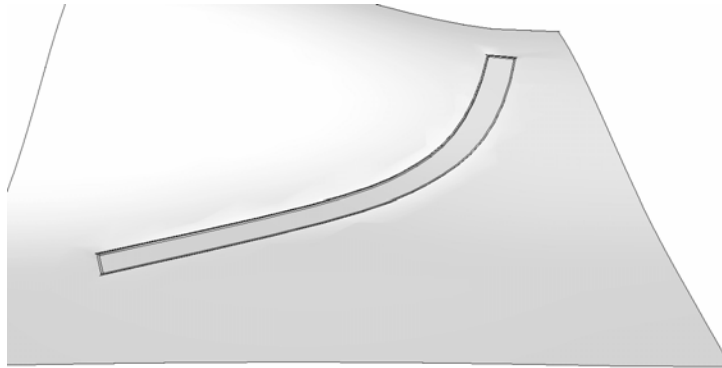
8. **Undo** to return to step 4. Reselect the group and terrain.



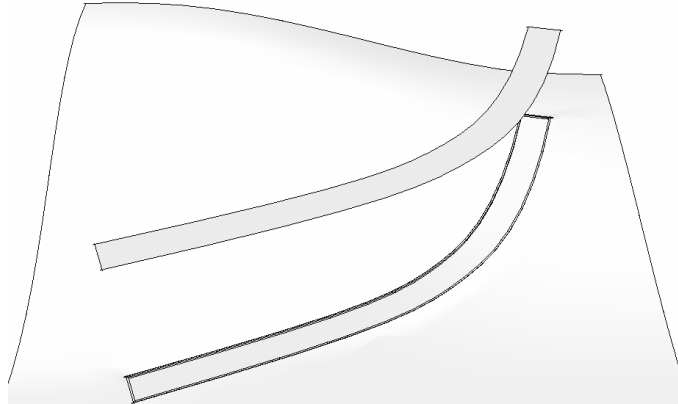
9. Choose “**Plugins/ Instant Road / Road from Centerline**”. This menu will pop up. Choose “**Make Road**” in the bottom field and



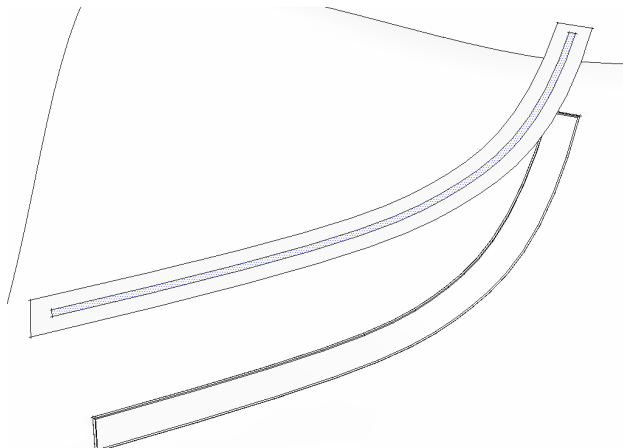
10. Choose “**OK**” to accept default parameters and generate the road. The script should draw something like this:



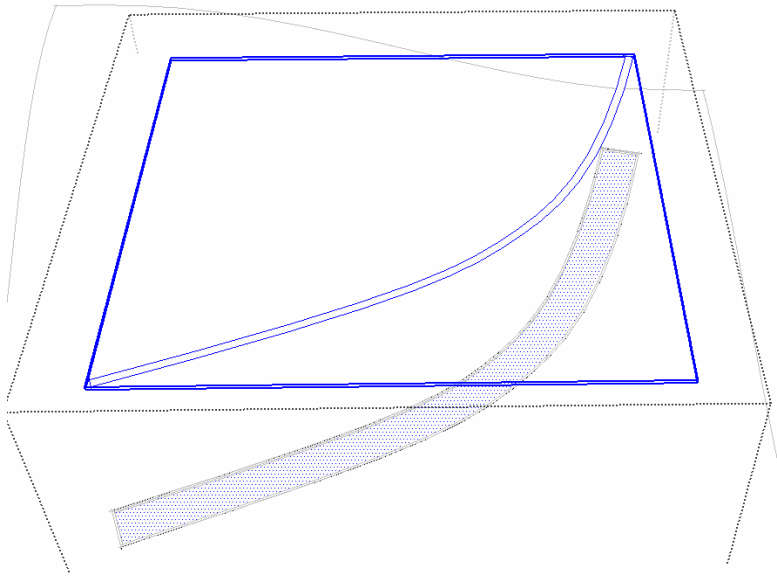
11. Choose “**Edit / Paste in Place**” to paste the face copied in step 7.



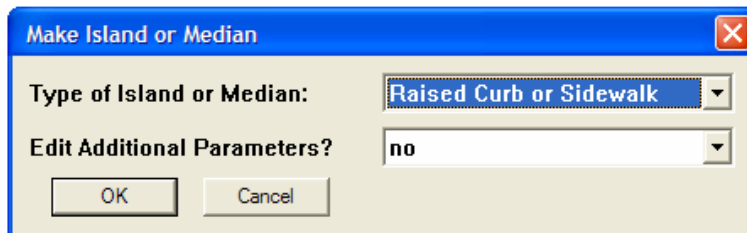
12. Select the face and choose “**Tools / Offset**” to make a smaller narrow face as shown. Now select the narrow face and choose “**Edit / Copy**” to copy it to the clipboard. **Undo** or erase the faces.



13. Double click the road surface made in step 10 to open it for editing. Choose “**Edit / Paste in Place**” to paste the face copied in the last step. Choose “**Edit / Make Group**”. Select this group and the road surface as shown:



14. Choose “**Plugins/ Instant Road / Make Island or Median**”. This menu will pop up:

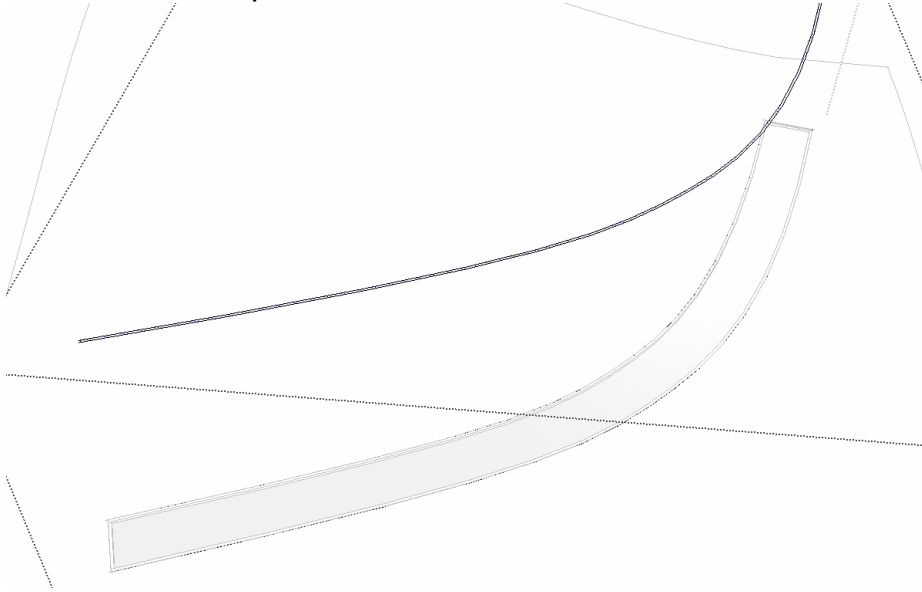


15. Choose “**OK**” to generate the median:



**Example 3:** Use *Preview* to draw a lane marker outline for use with **Sketchup Drape**.

1. Repeat steps 1-13 from example 2 but make the face narrower as shown:



2. Choose “**Tools / Sandbox / Drape**” to imprint the lane marker outline on to the road surface:

